

# Shenmue FAQ/Walkthrough

by Shotgunnova

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| Shenmue Spoiler-Free FAQ & Walkthrough -by- |
| Shotgunnova (P. Summers) |
| EMAIL: shotgunnova (at) gmail (.) c0m |
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| This walkthrough is written specifically for the Dreamcast version. With |
| the release of the PS4 remasters, I've updated the FAQ to contain trophy |
| information and other changes. Be sure to email me for additions, etc.! |
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## I. CONTROLS [CNTR]

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Here's the game's main controls. There isn't a lot of wiggle room for custom configurations, although one can switch the L- and R-Trigger zoom/sprint functions.

BUTTON	FUNCTION
D-Pad	controls basic movement
Start	pauses game and/or toggles particular help file
A. Stick	controls camera and (when applicable) forklift
Y-Button	toggles inventory menu (in-battle function: guarding)
X-Button	toggles notepad (in-battle function: punching)
A-Button	'inspect' button (in-battle function: kicking)
B-Button	'cancel' button (in-battle function: grappling)
R Trigger	zoom-in button (in-battle function: use shortcut move)
L Trigger	sprint button (in-battle function: free running)

To save the game, visit Ryo's room and go through the menus. To temporarily save, press Y to bring up the system menu and use the 'Resume' feature. This creates a temporary save that can later be reaccessed from the main menu's Continue option. (Note that selecting 'Continue' will erase the temp save, so it's best to use a VMU in the long run.)

Shenmue allows for 3 saves per VMU file (requires 80 blocks) and only reads from the first VMU. There's no way to switch between memory cards outside of physically taking the VMU out and putting the other in.

I'll also include config info for the PS4 remaster. Buttons that don't have a function aren't listed, although players can technically use the PS4's accessibility menu (in the 'options' section) to remap any button to any other.

BUTTON	FUNCTION
D-Pad	Controls Ryo's movement / Navigates menus
Options	Toggles pause (shows controls for current objective/activity)
Share	Take a screenshot of gameplay
PS Button	Toggle PS4 main menu
Circle	Throw button
Square	Punch button
Triangle	Dodge button
X-Button	Kick button / Toggles notepad
L2 Button	Look button (by default)
R2 Button	Sprint button (by default)
L. Analog	Controls camera POV
R. Analog	Controls Ryo's movement

NOTE: In the remaster, players can save just about anywhere.

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## II. TH' BASICS

[THBS]

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### STORY

[STRY]

From the game manual:

"The year is 1986, the place is Yokosuka, Japan. The normally tranquil day-to-day life of Ryo Hazuki is suddenly and irrecoverably shattered by uninvited visitors.

A man wearing dark green Chinese clothes appears at the Hazuki family home with two black-suited thugs. This man uses a powerful style of martial arts, the likes of which Ryo has never seen before, to enrage his father Iwao in a fierce battle. Ryo attempts to intervene and help his father, but the obvious disparity in power is too much. Ryo is beaten down and taken hostage as the man questions Iwao, 'Where is the mirror.'

Having no other recourse, Iwao reluctantly tells him. Once this mysterious object is in the man's possession, he again attacks Iwao. 'Do you remember Zhao Sun Ming...' From these words Ryo learns a shocking truth from the past. His father was responsible for killing someone long ago. And then, Iwao is knocked down in defeat. Ryo pulls his father close and feels him take his last breath.

'Lan Di'. The man with the ominous embroidery of a glittering dragon on his back, the man responsible. What of the stolen mirror? Who is this Lan Di? Vowing to seek revenge, Ryo embarks on a journey to unravel the mystery surrounding his father's death and deliver justice to the man responsible."

#### SHENMUE II SAVE IMPORTING [SHNM]

Players who have a Shenmue 1 save can import their file into Shenmue 2, if they're of the same region. (Shenmue 2 had a JP and PAL release, so those with NA versions of Shenmue 1 are out of luck, generally. Conversion guides exist, note: <http://www.gamefaqs.com/dreamcast/458064-shenmue-ii/faqs/15049>)

Anyway, this is a list of Shenmue 1 items that WILL be imported properly:

- Batteries
- Cash (converted to Hong Kong dollars)
- Collectibles (capsule toys)
- Hang On game
- Letter to Father
- Lightbulb
- Nozomi's Amulet
- Phoenix Mirror
- Photos (Photo of Hazukis, Photo of Nozomi, etc.)
- Matches
- Mysterious Scroll (Poetry Scroll)
- Space Harrier game
- Slot House tokens
- Sword Handguard
- Techniques learned (up to half experience retained, if mastered)
- Technique scrolls (like Shadow Reaper, Mud Spider, etc.)
- Watch
- White Leaf

Batteries, Lightbulbs, Matches, and the Space Harrier/Hang-On Saturn games are deemed collectibles in Shenmue 2, however. If one imports a Shenmue 1 save, Shenmue 2 will start 20 days after the clear file's finish date, rather than the default (February 23, 1987). Thus, if players complete the game at its earliest point (December 17th), Shenmue 2 will begin on January 6th (48 days before the default!).

#### PASSAGE OF TIME [PSSG]

Shenmue features a living town with a running clock, something that sets it apart from many open-world before and after. NPCs will go about their daily business, run errands, eat, travel home... For info-gathering purposes, one must catch them at the right time: if they're in transit, they may not care

to help, and after they go home, the same thing applies!

Each day occurs from 8:30 AM to his 11:30 PM curfew. (Hitting 11:30, in all but a few cases, will automatically teleport Ryo back home.) Events that take place in those days may only occur at certain hours or when the plot advances far enough. As such, many scenes are missable after awhile.

The game's overall plot runs from December 3, 1986 to April 15, 1987. If one reaches the final day, the game automatically fails. For those who hate being on strict time schedules, never fear: good players will typically finish the game in December, and it takes a lot of meandering to even see the new year!

#### TIPS N' TRICKS

[TPST]

Here are some general tips and tricks. Readers who have other good ones can write in to me and (if they're good) I'll put 'em here.

- **COMBAT TACTICS!** Ryo's fights are usually against several opponents, so one should always play skillfully, considering how easy it is to be interrupted and lose health. Try moving around to avoid being encircled, and don't use abilities that result in Ryo putting his back to opponents, which reverses technique inputs (often annoys players). Of course, players should train well and often -- consider specializing in a few punches and kicks, raising their prowess to increase their power. Finally, remember that techniques that are hard to do on the fly, like the fan favorite Crawl Cyclone, can be set to R-trigger as a shortcut. Shortcuts can be used in actual battle but not in training, which prevents players from just mashing "R" to level up abilities.
- **KEEP MULTIPLE SAVES!** Personally, I recommend a generic file and a 'start file' one makes whenever a new disc is begun. That way, if a player finds they want more time to train and the plot doesn't allow for it, they can just reload the 'start file' without losing much progress. Many mandatory events must be won to progress the plot, so players who procrastinate on their training will find the later stages rather difficult. Use extra time to practice!
- **ACCEPT GOODWILL!** There are several times in the game where NPCs offer to teach Ryo special techniques free of charge. There's absolutely no reason to refuse these, especially since they're one-time-only events and those abilities can be learned no other way.
- **HINTS!** In addition to whatever Ryo's notepad records, he can also visit the Dobuita fortuneteller (next to Russiya China Shop) and get hints, provided he's already asked around a bit and failed. Of course, with a walkthrough, doing this may not be necessary, but the method DOES give Notepad entries that would otherwise be unavailable, so there is that...

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#### IV. WALKTHROUGH (DISC ONE)

[WK01]

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Welcome to the wonderful world of Shenmue, one of the earliest (and let's face it, best) forays into open-world gaming. The game has its share of fighting, but most of the game is investigation-based -- that is, speaking to townsfolk, finding clues, and advancing the plot. Because of that, the guide will be split into subchapters for clarity's sake.

Here's a map of the first two areas beyond Ryo's house. Yamanose is a small



into the first day as possible may want to do this collection later in the day, since these items aren't important for the plot. The overarching plot point now is locating Fukuhara, the Hazukis' live-in karate student, who's apparently in the dojo.

- For those playing the remaster, the following capsule toys (formerly specific to the Shenmue Passport disc) are already in the inventory: Pochi, John, Kelly, Kuro, Tora, Big Robin, Little Robin, Robins, Big Philip, Little Philip, Philips, Chip, Rap, Pop, Pip, Mary, and Pyonta. These don't count towards, or trigger, any toy-related trophies, however.

ITEM	LOCATION
Shenmue	Ryo's bedroom desk (cassette is on top by lamp)
Cassette Player	Ryo's bedroom desk (top drawer)
Photo of Friends	Ryo's bedroom desk (middle drawer)
Sha Hua <sup>2</sup>	Ryo's bedroom desk (bottom drawer has the cassette)
¥500	Ryo's daily allowance (automatically gotten from Ine)
Flashlight	House's entryway (in cabinet underneath phone)
C Size Batteries	Living room by kitchen (in cabinet drawer)
Photo of Hazukis	Ine's bedroom (photo in rightmost drawer of red desk)
Shadow Reaper	Fukuhara's bedroom (scroll is on desk)
Box of Matches	Shrine room (matches next to shrine)
Candles	Shrine room (small drawer directly below shrine)
Twin Blades	Shrine/Study hallway <sup>1</sup> (in small wicker hamper)
Mysterious Key	Iwao's study (in desk's only drawer)

<sup>1</sup> - not the main hallway, the other one

<sup>2</sup> - renamed Shenhua in remastered ver.

The Twin Blades and Shadow Reaper scrolls teach those moves when inspected in the inventory (allows Ryo to practice them and train 'em). The tape player and cassettes allow one to listen to music at whim, but Ryo can't do it on the go. The other items aren't really necessary, but as said, can be collected if one really wants.

- **MISSABLE SCENES:** Those wanting to learn more about Ryo's upbringing can see some special scenes, but these won't be available the entire disc. There's three in all: (1) observing the food on the kitchen dinner table (2) going underneath the yard's cherry tree, past the koi pond (3) looking at the dojo's large banner. Inspecting the letter in Iwao's study also gives a tiny scene, but isn't missable like the others. Each scene also earns a trophy in the remaster:

- Kitchen -> Yummy Meal
- Yard ----> Simpler Times
- Dojo ----> Treasure Your Friends

- **MISSABLE TROPHY:** Appropriate Response

This only applies to the remastered version. Simply put, call the police as soon as possible. The number, as mentioned in Ryo's notebook, is 110.

There's never any reason to do this otherwise. (A rotary phone is atop the entryway cabinet).

Viewing the dojo banner scene allows Ryo to, afterwards to inspect it and spot a scroll behind it. Inspect the nearby footstool for Ryo to automatically move it and claim the "Mysterious Scroll" item. Unlike normal move scrolls, this one's in Chinese, preventing its secrets from being learned.

To access the dojo, Ryo has to leave the house and go to the far side of the yard. As expected Fukuhara is there -- a short cutscene plays when approaching him inside. Afterwards, exit the Hazuki grounds (front gate) into Yamanose.

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[1.02] INVESTIGATE THE BLACK CAR

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Doable: Dec. 3, 1986 at earliest

Items : ---

The only lead Ryo has to investigate is Lan Di's black car from a few nights before. (Get in the habit of using X-button to read Ryo's memo pad, which'll have the current plot threads to pursue. Some NPCs may need to be questioned several times to give pertinent info, which'll be added to the pad.) The few inhabitants in the east don't give much info, outside of speaking with Kondo and Mishima, two gossips in the next area.

- MANDATORY EVENT: Megumi's Kitten

This automatically occurs the first time Ryo passes through Yamanose. One of the little girls in the neighborhood has collected a kitten at the fox shrine. Ryo can feed it tofu or dried fish, food left as an offering. If Ryo chooses to give dried fish, Megumi will mention that Yamagishi was almost hit by a car, just like the cat's mother.

Megumi will have several more cat-related events in the future, but they all carry the same circumstances: they only occur in daytime hours (8:30 AM to 7:00 PM) in fair weather. But that's neither here nor there! For now, trek into Sakuragaoka, the suburb down the street.

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[1.03] LOCATE YAMAGISHI

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Doable: Dec. 3, 1986 at earliest

Items : ---

Those who didn't get the Yamagishi tip from Megumi will still have canvassing to do. Ichiro's tip about Kondo and Mishima (two ladies standing by phone booth most of the day) pays off: Sumiya, another gossip, may know. To find her, head past the construction site and up the dead-end street. (She's the pink-jacketed NPC with the broom.) She'll mention Yamagishi's spill.

Those who fed the cat dried fish won't have to do extra work, however, and can just make for Yamagishi's place. He's to the left-hand side of Abe Store, in the only house with an actual yard. (That said, get in the habit of using the analog stick and zoom button to fixate on things, such as nameplates, as it'll come in handy the whole game through.)

- OPTIONAL EVENT: The Yamamotos' Visitor

The first time Ryo approaches the Abe Store's crossroads on a clear day before 4:00 PM, this event will play. An old lady (Kame Shibukawa) will be looking for the Yamamoto household, and Ryo offers to help her, making her go wait in the nearby park. The Yamamotos live right in front of the park's crossroads; Ryo will have to observe the nameplate and press "A" to learn it. Convey this to the old lady to finish the quest. (The quest'll only occur once, the day it's triggered, and fails if Ryo doesn't complete it before the 7PM nightfall. Helping the old woman in the remaster earns the



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The first step in plotting the car's course is visiting Aida Florist, where Nozomi, Ryo's main love interest, works for her grandma. (Various NPCs along the main road -- like at Funny Bear Burgers, Yaokatsu Produce, and Uokichi Seafood -- will send Ryo in Nozomi's direction. Others will suggest talking to said shops, which accomplishes the same thing. However, it's possible to speak with Nozomi first, which cuts out this step entirely.)

Nozomi will refer Ryo to a local, Tom -- he owns a hotdog cart between the closed movie theater and jacket stores, further down the road. The American hip-hopper will be reticent, but eventually mentions he saw someone wearing a weird jacket of Chinese silk. Ryo'll need to interrogate Tom five times to wring out all his information.

- OPTIONAL EVENT: Enoki's Enmity

This event can happen after Tom talks about Lan Di, but only occurs in a relatively small timeframe (11:00-15:00), provided Ryo walks south past Dobuita's Tomato Mart. Enoki, a local delinquent, will pick a fight with Ryo, leading to a small QTE. Sending him packing requires a small sequence: [Left, A, B] in the original version or [Left, X, O] in the remaster. The event will replay if failed.

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#### [1.05] SEARCH FOR CHINESE PEOPLE

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Doable: Dec. 3, 1986 at earliest (Dobuita)  
 Items : ---

The reigning lead is that Lan Di was Chinese, so perhaps other Chinese folk could clue one into his whereabouts. Luckily, this step is simple -- almost every NPC along Dobuita's main drag (i.e. the road from Dobuita's exit to Sakuragaoka's main entrance) will mention Ajiichi Restaurant, run by Tao-san, a leader in the Chinese community. It's located in the western part of town, across from Hattori Sporting Goods. Business hours are 10:00-21:00.

Inside, speak with Tao to hear him namedrop "The 3 Blades," referring to the Chinese professions of cooks, tailors and barbers. They know each other well and may be able to assist in Ryo's search easier.

NOTE: Tao-san can be found on the street early in the morning and later at night, when he leaves the store. However, since it's his wife that brings up

the Three Blades, players can only get that tip during the business hours conversation.

- OPTIONAL EVENT: Double Blow Tutorial

If it's already afternoon (3-7 PM), going to Suzume Park in Dobuita earns a chance at learning Yamagishi's powerhouse hand move, a [Forward+X+A] combo. In the remaster, it's done with [Forward+Square+X] instead. Ryo can decline if he wants, but once the scene's triggered, Ryo only gets a single shot at learning -- the fogey stops showing at Suzume Park from then on.

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[1.06] INVESTIGATE "THE THREE BLADES"

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Doable: Dec. 3, 1986 at earliest (Dobuita)

Items : ---

Ryo will have his leads on the Blades' professions, and all he has to do is follow up on 'em. There's three separate ways to continue here, and only one need be done. In order of easiness:

- TAILOR: Itoi runs Mary's Patches & Embroidery, a small Dobuita stand by the jacket shops and bakery. [Hours: 10:00-20:00]
- BARBER: Maeda's shop is kitty-corner to the arcade, its position betrayed by the striped pole on the sidewalk. [Hours: 10:00-18:00]
- COOK -: Tao suggested visiting Manpukuken Ramen, a west-end building in the bar district, past Bar Yokosuka and MJQ Jazz Bar. [Hours: 17:00-4:00] Junko Yamamoto, the proprietress, will send Ryo in the direction of Wong and Lu, two former Blades members who often drink at night. Visit the next-door Bar Yokosuka [17:00-3:00] and speak with two men sitting with Akemi twice.

All routes will eventually lead Ryo to the Lius, the owners of another barber shop by Dobuita's entrance into Sakuragaoka. Its business hours [10:00-19:00] are normal, but the shop remains permanently closed until the plot demands it open at this point.

Inside, speak to Liu to learn he's a second-generation Chinese, so he may not be that up-to-date on the community. However, his 80-year-old father, Liu Sr., is very knowledgeable. He can often be found in Suzume Park.

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[1.07] FIND LIU SENIOR

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Doable: Dec. 3, 1986 at earliest (Dobuita)

Items : ---

Liu Sr. has been in the hospital until the plot reaches this step, which is why he hasn't appeared before. Now, he spawns in Suzume Park and waits there all day, eventually leaving at 8:30 PM. (While this plot segment is running, Ryo can't access Yamagishi's Double Blow Tutorial event in the same area, however.)

Right off the bat, Liu senses Lan Di may be mafia-related, and notes the port is the cartel's home grounds. Sailors in Dobuita may have more information to share.

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[1.08] INVESTIGATE THE SAILOR TIP

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Doable: Dec. 3, 1986 at earliest (Dobuita)

Items : ---

Once again, Ryo has nothing but a vague lead to go on. Main drag NPCs, like Nozomi and Tom, give tidbits: sailors often appear at nighttime and hang out in bars. However, bars only start opening around 5:00 PM (all are open by 7:00 PM), which often leaves Ryo free time 'til then.

- OPTIONAL NOTE: Whiling Away the Hours

Players who get to this stage quickly on the first day (often before 14:00) will have several hours to kill time. A good idea is to visit the Bunkado Antiques store next-door to the Tomato Mart, which sells several technique scrolls. Of particular interest is Mud Spider and Crawl Cyclone (¥1000/per), two low-kicking moves that will be particularly useful in the future. (To learn a move, inspect the scroll from the inventory.) Training these moves can be done in the parking lot near the cigarette stand or any empty park. Many players prefer sparring with Fukuhara at the dojo, though, since it's the only way to train throw techniques. (In the remaster, training with Fuku-san earns the "Practise Makes Perfect" trophy.)

Dobuita's only bars are in the east side of town: MJQ, Bar Yokosuka, Nana's Karaoke Bar and Bar Linda. The latter two don't give any leads, but Saijo at Bar Yokosuka will suggest checking out MJQ or Heart Beats Bar.

- OPTIONAL EVENT: Pool Prowess

If Ryo happens to visit MJQ during his sailor search, but before visiting Heart Beats, there's a one-time-only scene where two pool sharks challenge Ryo to a match (if he approaches them). They'll tell Ryo about Heart Beats if he accepts their challenge: sink the 9-ball in one shot. This is doable by doing 4 hard "right" presses on the d-pad from the stick's initial position. Make sure the presses are staccato-like for best effect. Failing forces Ryo buy a ¥1000 bourbon for his pal, rather than earning new leads.

Heart Beats Bar can be visited after nightfall occurs, even without clues.

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[1.09] GAIN ACCESS TO HEART BEATS BAR

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Doable: Dec. 3, 1986 at earliest (Dobuita)

Items : ---

The destination is located in the alley across from Knocking Motorcycle Shop, not far from Tao's Ajiichi restaurant. For some reason, most NPCs won't tell Ryo exactly where it is, and even the in-game town maps won't display it. (Akemi at Bar Yokosuka will repeatedly tease Ryo about its location, for those wanting to see a funny scene.) Ryo can enter the alley past 7:00 PM, when the bartender ends his watchful vigil.

- MANDATORY EVENT: Alley Brawl

Tony and Smith, two drunk Americans, decide to hassle Ryo almost at once. The QTE is simple -- [B, A] or [O, X], depending on whether one's playing the original or the remaster. Two wrong inputs in succession fails/restarts

the fight.

Ryo can generally enter the destination right after. [Hours: 1900-0400]

- **MANDATORY EVENT: Heart Beats Brawl**

Ryo's pursuit of knowledge learns that Charlie, an underworld smuggler, may have knowledge about the Chinese mafia. However, before he squeezes anyone for the tips, he has to pass another QTE. The shortest version is [B,A,B,A] on Dreamcast or [O,X,O,X] in the remaster. Two successive failures, or being brained with the bar stool in the third prompt, restarts the event.

Tearing up Heart Beats earns Ryo a lifetime ban of sorts, although he can go in afterwards (much to the barkeepers's chagrin; this doesn't offer any useful info, however). If Ryo manages to finish the event quickly, he can get info out of Kurita or Tsuruoka near the jacket shops, learning Charlie appears in the neighborhood around 7:00 PM.

None of the Charlie-related events occur the same day as the bar brawl, though, so putting it off 'til morning is fine. Ryo automatically teleports to his room (and can't leave) at 11:30 PM.

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[1.10] FIND CHARLIE

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Doable: Dec. 4-5, 1986 at earliest (Dobuita)

Items : ---

The "find Charlie" step occurs over a few days, no matter when a player gets to it. The first day is the setup step, which earns key information; only on the next day can Ryo cash in his proverbial chips to find the smuggler.

If area-jumping is enabled in the options menu, Ryo can "teleport" from his house to Yamanose, Sakuragaoka and Dobuita. However, doing this can skip over many optional, fun scenes, and since Ryo will have tons of free time on this day, taking the long way 'round is worth it.

- **OPTIONAL EVENT: Soccer Bawl**

This occurs in Yamanose if Ryo approaches the fox shrine in daylight hours. Some of the local kids will be playing soccer, and Ryo has the chance to catch a stray punt in a mini-QTE -- just press 'A' ['X' in the remaster]. Missing it hits a tyke in the head -- oops! However, this one-time-only scene has little to no repercussions.

- **OPTIONAL EVENT: Megumi's Kitten, Pt. 2**

This occurs the day after the first kitten event, during daylight hours and only after seeing the soccer event. (It can be done immediately after that, in fact, if Ryo simply reenters Yamanose.) Not so much an "event" as a nice bit of dialogue, Ryo can help Megumi name the kitten, with some options adding extra flavor. All names are fair game, other than Sasuke, which doesn't match the cat's gender. (If Ryo never sees this scene, the cat ends up being named Tama.)

- **OPTIONAL EVENT: Enoki's Enmity, Pt. 2**

This can occur during daylight hours near Sakuragaoka Park, if Ryo saw the first Enoki scene in Dobuita already. Ryo will intervene as Enoki pesters Nozomi, which leads to a full-scale brawl against him and Nagashima. The latter is a fluff fighter, but the former can pack in some powerful hits. One must complete this event to see the final Enoki scene later on. (This

event stops occurring after Charlie is located.)

- **OPTIONAL EVENT: Thirst**

If Ryo enters Dobuita via the main road, this event will play when walking past the nearest vending machine (daylight hours only). Wang, the worker at Ajiichi, will want a drink, but has no money! Ryo can buy him a ¥100 drink or let him languish. This event has no purpose at this time, and can even repeat on subsequent days, making it a time-wasting annoyance. (Entering Dobuita via Sakuragaoka's dirt road can help avoid it.) Those playing the remaster will want to go through the motions at least once, as helping Wang earns the "Freeloader" trophy.

Anyway, the first day's task amounts to learning Charlie's schedule and where he hangs out. This is easily accomplished by speaking to Kurita and Tsuruoka at the jacket shops multiple times, who reveal Charlie often appears in their neighborhood around nightfall. That's the only tip one can learn, which gives countless time to waste until then.

- **OPTIONAL EVENT: Double Blow Tutorial**

As on the previous day, Ryo can visit Suzume Park [3:00-7:00 PM] to learn Yamagishi's powerhouse fist attack. This wasn't available during the "find Liu Senior" step of the Three Blades quest, so players may have missed it.

- **OPTIONAL ROUTE: Nagai Industries**

A slightly more fun route to learning Charlie's info is to ask Sawano at Hokuoku Lunches [10:00-20:00]. She'll wonder if he's yakuza, and mention a building near the Water Dragon 2 thrift store has people of his reported ilk coming and going. The building, which is next to a red vending machine, has no signpost or anything, but opens at 1:00 PM, if Ryo's learned about it. Upstairs, the mobsters can reveal info similar to what Kurita/Tsuruoka mention. The downside to the Nagai Industries route is (1) Ryo only asks NPCs about Nagai Industries, meaning he has to take that route to collect info if he didn't already squeeze Kurita/Tsuruoka for it (2) those who've been trying to skip the Thirst event have to do it, thanks to the close proximity.

After learning about Charlie's 7PM appearances, wait for nightfall and approach the arcade from the west/south to find the plot trigger. (For those curious, yes, those directions are required; approaching from the north, near the cigarette stand, doesn't work!)

- **MANDATORY EVENT: Charlie's Gang**

Tony, Smith and the other Heartbeats Bar regulars who got walloped lure Ryo to the nearby parking lot for a fight. Though it's a 5-on-1 fight, Ryo can even the odds by using throws, which are powerful in their own right, plus can hit other opponents. Another good tip is maneuvering so opponents can't flank Ryo. Only three of the barflies attack at any given time, but most're fairly wimpy, in Nagashima's power bracket. The hat-wearing, jacketed thug Takeshi is the toughest of the lot. (In the remaster, Takeshi's power may have been nerfed to his comrades' levels.)

Completing the event learns the next clue: Charlie hangs out at Dobuita's little-known tattoo parlor. Despite the nighttime setting, players are still able to get the ball rolling for the next day's events.

- **OPTIONAL ROUTE: Joining the Gang**

Shingo and Koji, the bikers who hang out at You Arcade [10:00-24:00] and are generally dismissive of Ryo, provide the next step -- including on the night of the parking lot brawl! Ryo can learn that the parlor is in Okayama Heights if he agrees to join their gang. "Joining" does nothing, however.

Refusing the invitation prevents learning info this way and, like most NPCs with special dialogue scripts, he doesn't give info on the sidewalk, etc.

- **OPTIONAL ROUTE: Tattooist's Tip**

Learning about the parlor in the plot allows it to hold normal business hours [14:00-24:00] and it just so happens Ryo can do it the same night as the parking lot fight. In fact, this special bit of dialogue can ONLY be viewed that same night, but before the 11:30 PM curfew kicks in. Visit the parlor at Okayama Heights -- a.k.a. the bar district apartment complex -- and talk with the tattooist multiple times, learning Charlie may be there tomorrow.

The smuggler himself can't be found the same night as the parking lot brawl, so Ryo will have to do that on a subsequent day (the next, at earliest). Those who spoke to the tattooist directly can just wait for the shop to open; those who didn't may want to get an actual tip.

- **MANDATORY EVENT: Charlie**

Entering the parlor after learning about it, except the day of the parking lot ambush, starts a scene where Ryo confronts Charlie. The QTE is a bit on the short side -- [Left, A] in the original, [Left, X] in the remaster -- and fails if Ryo misses any prompt. The reward for finding the smuggler is a 3:00 PM meeting with cartel members, scheduled on the following day.

In the remaster, finding Charlie earns the "Needle in a Haystack" trophy.

- **OPTIONAL EVENT: Nozomi's Worries**

After earning the cartel appointment, this Nozomi-centric scene occurs when descending the apartment staircase. (It's technically missable if Ryo ends up teleporting to his room due to curfew. Only one shot at it!)

The rest of the day can be spent in any fashion. Those who had difficulty in the parking lot brawl may want to dedicate themselves to training...

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## [1.11] ATTEND THE MEETING

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Doable: Dec. 6, 1986 at earliest (Dobuita)  
Items : Letter from Father ('Letter to Father' in remaster)

The day after finding Charlie has several small events happen in the morning. First, Ryo has a mandatory sparring session with Fukuhara. Afterwards, two more scenes play, culminating in Ine-san giving a Chinese-encrypted letter to our protagonist.

- **MISSABLE TROPHY: Practise Makes Perfect**

Spar with Fuku-san. Oddly, this trophy only pops after obtaining the new letter. Those who want to get it out of the way can do it immediately, if they desire.

Area-jumping is disabled at this point, preventing Ryo from skipping the next scene by entering Dobuita or missing its timing. (Area-jumping is reenabled after seeing it.)

- **MANDATORY EVENT: Charlie's Gang, Pt. 2**

This event occurs the first time Ryo enters Sakuragaoka the day of the cartel meeting -OR- automatically at 2:30 PM, if Ryo wastes too much time. Ryo will have to fight four thugs near the construction site, then solve a

simple all-or-nothing QTE -- [A] in the original, [X] in the remaster -- to avoid a nasty concussion.

Now that it's clear the meeting was a sham, the only lead remaining is the Chinese letter given earlier.

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[1.12] TRANSLATE THE CHINESE LETTER

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Doable: Dec. 6, 1986 (at earliest)

Items : ---

Since Ryo already had a need to find Chinese people earlier, he can hit up the same old stops. Although many NPCs on Dobuita's main drag will refer one to Tao (Ajiichi Restaurant) -- the expected person -- it's a dead end. There are couple ways to get the info needed.

- Gao Wen, the Chinese kid Ryo saved from Charlie, hangs out near Dobuita's bakery in the daytime -- this is between the arcade and jacket shops, for those who forgot. He'll initiate conversation with Ryo when he passes by, generally. Interrogate him several times to learn his grandmother runs the Russiya China Shop by the fortune-teller's and can do translations.
- Guang Ji, a.k.a. Wang from Ajiichi Restaurant, will refer Ryo to Russiya if Ryo buys him a drink during his vending machine event alongside Nagai Industries. However, unlike previous days, this event won't appear until Tao at Ajiichi suggests finding Wang on his route.
- The third and final method is the hardest to do. First, Ryo must have done the Yamamoto household event correctly (this is usually on December 3rd, the first in-game day). Then, do Wang's thirst-quenching event above, but don't buy him a drink. Doing this will spawn Kame Shibukawa, the old lady Ryo helped, back in Sakuragaoka, on the street near the park. Questioning her in this rare scene will reveal all he needs to know about Russiya.

Similar to the situation with Liu's barbershop, learning about Russiya from an NPC causes it to open on its regular business hours (10:00-21:00). Enter the destination to see a decryption scene, which, in addition to an ominous warning, gives three key pieces of information:

- a poem (Father's Heaven, Nine Dragons; Mother's Earth, Comrades)
- a phone number (0468-61-564)
- a message to seek someone named Master Chen

In the remaster, getting a translation earns the "Mirror, Mirror" trophy.

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[1.13] INVESTIGATE THE PHONE NUMBER

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Doable: Dec. 6, 1986

Items : ---

This step is doable any time a phone is available -- in other words, any time before 11:30 PM when Ryo is teleported to his bedroom and can't leave.

- OPTIONAL EVENT: Fukuhara's Musings

This can only occur on the day Ryo gets the letter translated, but before following through on the phone number lead. Entering Ryo's house gives a small scene with his sparring buddy who showed interest in the letter earlier.

Outside of Ryo's house, there's two other payphones: one at Sakuragaoka's center street and another at the tobacco shop past the arcade's parking lot. (These cost ¥10 per call; Ryo doesn't need to dial the 0468 part, also.) The voice on the other line will reference the newly learned poem, hanging up if the response is out of order.

A correct recitation connects to a Warehouse #8, though the call it cut short afterwards. The final step in the disc is learning its whereabouts.

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[1.14] VISIT AMIHAMA

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Doable: Dec. 6, 1986

Items : ---

Unlike previous steps, few NPCs really give advice on this end. There are two ways to learn the warehouse's location:

- Use a phonebook! Only two exist in the game: one is in Ryo's house, in his phone's cabinet, and the other's at Hirata's tobacco kiosk in Dobuita, in plain sight. Reading these books does nothing until one learns about the warehouse in question. (There is a special optional event players can see if they learn about Warehouse #8 but don't unearth its location for two more days. The morning of that second day, Fukuhara will suggest searching the phonebook! What a pal.)
- Call directory assistance (dial 104). When given the chance, ask about the phone number's area to learn '61' denotes Amihama. Picking other choices'll give no information and then Ryo, perhaps out of embarrassment, won't call the lady back.

To reach Amihama, Ryo will need to take a bus from the stop near Hirata's tobacco shop. (He can't actually enter the sidewalk until he learns about the stop, but Hirata will do the honors if asked.) There's usually a bus every half hour, excluding late Saturdays and holidays. Fare is ¥160.

- OPTIONAL EVENT: Enoki's Enmity, Pt. 3  
If Ryo did the second Enoki event at Sakuragaoka park, this event's window will open from the time the letter's translated to Disc 1's end. To trigger it, visit the Wakaba Apartments (isolated area up stairs from Suzume Park) after nightfall. Enoki, Nagashima and two goons will fight Ryo a last time.

When ready to finish the disc, take the bus!

| \_\_\_\_\_ | | | | | \_\_\_\_\_ \  
| A: Harbor Cafeteria | | | | | )D(  
| B: Harbor Lounge | |\_\_| \_\_ |\_\_|\_/\_ \_ \  
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Doable: Dec. 6, 1986 at earliest

Items : ---

Once Ryo tries the front door, it's time to snoop around for other modes of entry. Visit the alley behind Warehouse #8: Ryo's attention will be caught on an open window above. After this, he'll be able to push the nearby crate to the higher stack, using it as a makeshift ladder to the upper reaches. (The scene and crate only spawn if the front door was tried. Players having some trouble should make sure they did that step.)

- OPTIONAL EVENT: Goro's Distraction

This rare scene only plays if Ryo meets Goro, doesn't infiltrate the warehouse after trying its front entrance, then returns to Amihama on a subsequent day (December 7 at earliest). Ryo's new pompadoured pal will stage an argument in front of Warehouse #8, allowing him to slip in through the ground floor. Doing this avoids the other method entirely, but works to the same ends. Due to the warehouse's work hours, this is a daytime-only event.

Once inside, players need only approach the 2F catwalk's end. Ryo overhears a conversation about how the building keeps getting wrong invoices, tipping him off that there's another Warehouse #8.

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## [2.03] INFILTRATE THE OTHER WAREHOUSE #8

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Doable: Dec. 6, 1986 at earliest

Items : ---

Shenmue vets will know all Ryo needs to do for this step is wait until night occurs. However, a "real" way to learn the infiltration strategy exists in the form of some elective afternoon sequences.

- OPTIONAL EVENT: The Trouble with Mai

This scene is doable after trying to enter the Old Warehouse District via the appropriate gate, then approaching the Hokuhoku Lunches stand. Hisaka will be told off by her little sis who's hanging with Dobuita's delinquent girls. She'll ask Ryo to investigate for her.

- OPTIONAL EVENT: The Trouble with Mai (II)

Ryo must agree to find li'l sis to do this stage. Approaching the alley alongside Warehouse #17 starts a QTE with the weapon-wielding miscreants. Doing well -- [Left, A, Left] or [Left, X, Left], depending on what version is being played -- "saves" Mai, while doing poorly fails the event permanently, plus causes Ryo to spend the rest of the day resting at his house. In the process of this event, Ryo will need to pass through the triggering area for "The Homeless Problem," which debuts the helpful bum.

- OPTIONAL EVENT: The Trouble with Mai (III)

The final step requires beating the malevolent alley brats. Reporting to Hisaka has Ryo automatically agree to help deliver some lunches. He just so happens to overhear the Old Warehouse District is short-staffed at night, leading him to the conclusion that a 8:00-9:00 PM break-in is best.

Although Ryo suggests a timeframe in the last event, trespassing is doable at any time of night (7:00-11:30 PM). The next few segments are widely known as the best ways of speeding through the calendar, since they advance the clock a full day each time they're failed.



The goal is now to learn more about the Phoenix Mirror...

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[2.04] OBTAIN IWAO'S TREASURE

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Doable: Dec. 7, 1986 at earliest

Items : Sword Handguard

Speak to Ine-san first thing in the morning (she's wandering the house's hallways) to spawn Fukuhara at the yard's cherry tree. Approaching to view a few more scenes, culminating in the next plot thread: locating the item Iwao had stored at Dobuita's Bunkado Antiques (between Tomato Mart and fishmonger's stand). However, there are a few other scenes to note first:

- OPTIONAL EVENT: Talk to Me

This plays when approaching the fox shrine itself in the daytime and in fair weather. Ryo will "chat" with the cat, then Nozomi shows up. It's easy to miss this, since players may get in the habit of only approaching if they see Megumi in plain view.

- OPTIONAL EVENT: Shadowed

This scene can play in Sakuragaoka (8:30 AM - 11:00 PM), if Ryo approaches the road to Yamanose from somewhere else in the area. There's a small spar session with Gui Zhang -- it ends before anyone gets too hurt -- and the final scene debuts Chai, a villainous henchman. Players can skip this scene by waiting for curfew, but many will undoubtedly trigger it on the way back to the dojo.

- OPTIONAL EVENT: Checkin' In

This can be done when Ryo runs by Aida Florist (close proximity) before visiting the antiques dealer. Nozomi strikes up a conversation and Ryo updates her on his progress. A little slight, but anything about these two lovebirds is worth mentioning, yeah?

- OPTIONAL EVENT: Nozomi's Confession

Players can view this special event by waiting by Ryo's home phone at 7:00 PM and answering it. However, the scene lasts all night and stops occurring after visiting the antiques dealer, meaning those trying to follow the FAQ to a 't' will be set back one day. Viewing the scene enables another scene to be viewed on the following day, however, so there's always that...

When ready to continue with the plot, visit Bunkado Antiques during its usual business hours (10:00 AM - 10:00 PM). Oishi will chat about, and give over, the family heirloom: a Sword Handguard. (From this point on, Oishi will be manning the store instead of his granddaughter, which can earn some extra info about current goings-on).

Those who want to view rare optional scenes in the plot's next segment should purchase a light bulb (¥90) at Tomato Mart. Unlike most stores, it's open no matter what ungodly hour Ryo visits.

- OPTIONAL EVENT: Legend Explained

Players can do this by visiting Liu Sr. in Suzume Park during his lengthy smoke break hours (10:10 AM - 6:00 PM). The geezer elucidates the origins of the "Father's Heaven, Nine Dragons; Mother's Earth, Comrades" password Master Chen uses.

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Doable: Dec. 7, 1986 at earliest

Items : Photo of Father, White Leaf, Stab Armor, Candles, Phoenix Mirror

Return to Ryo's house for an automatic scene with Fukuhara on the front step, then another mandatory chat with Ine-san at the family shrine indoors. (Ryo can't leave the house until speaking to his caretaker, note. The shrine is in-between the kitchen and Iwao's room.)

After the preamble's done, Ryo can now get to work on the mirror hunt. The next few stages'll have several minor optional (although interesting) scenes, so saving's a good idea. Visit the dojo when ready to continue. Note that, although the place is empty, Ryo won't get any of the usual training prompts when walking around. Likewise, Fukuhara isn't scripted to appear, preventing any sparring until the events are finished.

- OPTIONAL SCENE: Intuition

This plays in the dojo if Ryo idles for several hours after either looking at the katana case without possessing the key -OR- obtaining the katana but not doing anything else with it. (Idling is defined as wasting time while still moving around. Walking in circles is fine.) Game hints in the form of Ryo's "intuition" will clue players to the next step they should take.

- OPTIONAL SCENE: Hmm...

Ryo can do this scene after obtaining the katana by standing in front of the two wall scrolls by the room's center wall, and facing away to get the A-button prompt. He'll swing the sword and wonder why it has no handguard. It's common to accidentally trigger this scene when looking at scrolls.

Solving the puzzle requires Ryo to open the katana case with the "Mysterious Key" found in his father's desk drawer. Iwao's room is the room adjacent to the family altar (key is in a navy blue box). With the katana in hand, remove the right-hand wall scroll to find a thin slot -- stick the weapon in it. Finish by using the handguard in the indentation behind the left-hand scroll. Doing this reveals a hidden passage into a shadowy basement.

- OPTIONAL SCENE: Fukuhara's Assistance

This scene occurs if Ryo enters the basement without having a flashlight, then waits around for a few minutes. Fuku-san shows up and notes there's one inside (cabinet beneath phone). If Ryo already has the flashlight, this scene won't play.

Once Ryo obtains the light source, he can advance down the darkened hall to the storage room. There are small receptacle for candles in various spots, and inspecting the ceiling light allows one to put in a bulb. (The switch to power it is right by the entrance.) Unlike the bulb, candles and flashlights eventually lose power/light. If everything goes dark, Ryo's automatically kicked out of the room until he fixes his problem.

There are several items to find here, all optional.

- 1) Stab Armor scroll -- on large shelf containing all the books
- 2) Photo of Father -- ornate red box near corner of room
- 3) White Leaf -- near mirror is a short chest; inspect book on top of it
- 4) Candles -- vanity mirror's bottom shelf

Those who want to see a special scene on the last disc can skip getting the

photograph here -- it doesn't serve a purpose now (ever?) and is obtained at that later date.

- OPTIONAL SCENE: Fukuhara's Assistance (II)

This scene only occurs if Ryo finds the storage room but doesn't locate the shelf's scuff marks. Like the dojo intuition scenes, players must be mobile while idling -- no standing around! Fukuhara will arrive and notice the suspicious floor marks before leaving.

Move the shelving once done. There's another small scene if Ryo doesn't see the off-colored portion of the wall hidden behind it.

- OPTIONAL SCENE: Fukuhara's Assistance (III)

Players only see this scene if they move the shelving then spend hours in the area (idling, as before) without spotting the discolored part of the wall. Fukuhara will show up to notice it for Ryo, and gets creeped out at the spookiness, which causes him to leave. Jolly good show!

With the wall laid bare, all that's left is finishing up. Grab the axe near the room's entrance, then inspect the off-color portion of the wall behind the shelf. Ryo Borden will give the wall forty (minus thirty-eight) whacks to uncover the wondrous...Phoenix Mirror! He automatically leaves the dusty basement afterwards, showing Fuku the prize. In the remaster, reaching this step earns the "Stab in the Dark" trophy.

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## [2.06] REVISIT MASTER CHEN

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Doable: Dec. 7, 1986 at earliest  
Items : ---

Ryo can revisit Chen in the same way as before: call his number, do password shenanigans, visit Warehouse #8. Before leaving for Amihama, there's a few new scenes to witness, though.

- OPTIONAL SCENE: Good Fortune, Bad Fortune

This daytime-only scene plays by talking to Yamagishi at Sakuragaoka Park, after claiming the Phoenix Mirror. The old-timer will appraise the artifact and comment on how it gives an ominous feel.

- OPTIONAL SCENE: The North Star

One can view this by visiting Russiya during its regular business hours after obtaining the Phoenix Mirror. Xia-san's comments relate to the bird's place in astronomy. Viewing this scene saves it for the "Shenmue Passport" disc theater section.

- OPTIONAL SCENE: Gui Lin Lore

Finally, players can view this by visiting Oishi at Bunkado Antiques after obtaining the fabled mirror. He'll comment on the odd stone it's crafted from and how it may be from an old legend.

Showing Xia and Oishi the Phoenix Mirror earns the "What's It Worth?" trophy in the Shenmue remaster. Besides that, there's only one more scene to note, since its window of opportunity is very tight.

- OPTIONAL SCENE: Friendly Persuasion

Players can only view this the day after the "Nozomi's Confession" scene. To start it, visit Bar Yokosuka after 7:00 PM to automatically return home

and talk with Ichiro and Naoyuki. If players missed the confession scene, they also miss this one. Since this only occurs at night and meeting with Master Chen a second mandatory time ends the day, gamers may miss out on the event's timing.

When ready to finish the step, visit Master Chen at Warehouse #8 again. As long as Ryo phoned ahead like he was asked, the gate guard (same area that the infiltration occurred at earlier) will let him through no questions asked. Well, maybe one question asked.

Anyway, meeting with the robe-wearing bigshot gives an information overload, plus a small QTE (solution: left) to prevent the Mirror from being filched. The main thing learned here is how Lan Di connects to Hong Kong, which Ryo wants to visit ASAP.

Speaking with Chen speeds the clock to 11:30 PM, losing any remaining time. Ryo will update Fukuhara on the events before the usual sleep options show.

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## [2.07] BUY A TICKET TO HONG KONG

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Doable: Dec. 8, 1986 at earliest

Items : ¥36502, ¥39634, Bargain Flyer, Hong Kong Flyer

After waking up to a hawk dream, Ryo will check his bank statement to learn he's 36,000 yen richer. Not enough for a ticket by itself, but it's a start. Ryo can't leave the yard until he finds Fukuhara in his room, which starts a fun scene with Ine-san in the kitchen.

- OPTIONAL SCENE: Megumi's Kitten, Pt. 3

This is another one of Megumi's daytime-only events in Yamanose, and like before, only occurs in fair weather. (It may also only spawn when entering from Sakuragaoka, not the dojo area.) Anyway, speak to Megumi to learn the cat's run off; Ryo offers to search for it. Going down the road toward the dojo automatically has one notice meowing. Locate the cat near the lower clothesline to find it. Hooray! (In the remaster, locating the missing furball triggers the "Cat Burglar" trophy.)

If the weather is too rainy to trigger this scene, consider turning on the realistic 1986 Yokohoma weather in the main menu's options, if able. I've tested it while reliably having several days of rain, then turned it for instant sun.

The next step is canvassing the neighborhood for information on reaching Hong Kong. Sakuragoka NPCs (like Yamagishi) and Dobuita main drag NPCs (Kurita, Sawano at Hokuoku, Tsuruoka at the jacket shop, etc.) mention Global Travel Agency across from Tom's area. On the other hand, some Dobuita NPCs (Aoi at the vegetable stand, Ono at the motorcycle shop, etc.) mention Asia Travel Company, an agency of ill repute.

Ryo need only visit one of the agencies -- trying both is unnecessary, other than getting an extra flyer. GTA is open from 9:00 AM to 8:00 PM, while ATC opens an hour later and closes at the same time. Naturally, Ryo can only do these scenes during their regular business hours.

After visiting any agency, the Hazuki heir needs to revisit Fukuhara's room. This time, he's treated to a fun scene that gives ¥39634 in savings, boosting him up to at least 70,000 yen. Fukuhara now suggests talking to Nozomi about

alternate methods of travel, since she visits her family in Canada often. This method leads to a semi-special scene (see below), although it isn't the only way to get information about seafaring. Saijo at Bar Yokosuka and Wang by the Nagai Industries soda machine give similar info.

- OPTIONAL SCENE: Nozomi's Travels

Ryo can only see this scene if he talks to Nozomi before learning about boat travel. She'll relay this information in her cutesy way. The dialogue doesn't happen if Ryo uncovers the second method from someone else!

Armed with the weapon of knowledge, it's time to revisit the agencies. As it happens, GTA doesn't sell boat tickets, so they reluctantly send Ryo toward their competitor. Time-conscious players can visit ATC straightaway, if they prefer. Doing so gives a scene where Ryo forks over ¥69000 for a boat ticket.

Purchasing the ticket starts a required four-hour wait limit from whenever it's bought. If the wait period would end outside normal business hours, Ryo must revisit on a subsequent day instead.

- OPTIONAL SCENE: Dojo Duties

This scene's window is after paying for the ticket but before returning to ATC to claim it. Ryo will ask Fukuhara to look after his house while he's away, embarrassing the poor chap to no end. (This is viewable after ATC's business hours, too, if one waits that long.)

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## [2.08] CLAIM THE HONG KONG TICKET

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Doable: Dec. 8-9, 1986 at earliest  
Items : ---

If the previous section was done, all that's left is returning to the agency after the wait period.

=== NOTE ===

There's a hard fight coming up, and witnessing the next scene automatically sets players on a course to do it, meaning training time is very constrained. Winning isn't required, but those aiming for victory want to evaluate their own battle prowess. Did Ryo's skills have go to seed? Spend a couple days beefing up his skills.

Ryo shows up at ATC to claim his ticket, only to find Jimmy, the agency owner is giving him the runaround. A few character-breaking threats later, Ryo gets a ticket from the weasel -- only it'll be delivered sometime on the next day. Confronting Jimmy ends the plot-related segments for that given day, letting players fritter away the hours in their chosen method.

- OPTIONAL SCENE: Nozomi's Orchids

Approaching the Hazuki shrine at Ryo's house starts a scene that shows off Nozomi's thoughtfulness. The event's viewable from the time Ryo browbeats Jimmy to the end of that same day.

Eventually Ryo must hit the sack, though. The day after meeting Jimmy, he'll awaken to a phone call that gives the pickup location: You Arcade at noon.

Like some previous scenes, Ryo will automatically warp to the destination at the proper time. Confident players can start the scene as early as 10:00 AM, though, when the business opens. REALLY confident players can save at 11:5X

and just let the game teleport them, which reduces time between losses. (Those who're interested in the save tip may want to leave a little time before noon, just in case they want to change their R-mapped techniques.)

- **MANDATORY EVENT: Punched Ticket**

Visiting the arcade start a fight with Chai, the lanky, acrobatic Chi You Men wannabe. First off, the setting is in close quarters and with a bunch of blocky gaming machines around -- maneuverability is terrible. Secondly, Chai is simply a tough customer. In addition to blocking many attacks and dodging hits by slipping between Ryo's legs, he can pinball around the room which forces players to adapt. (Reorienting with a quick punch is a good way to avoid getting clobbered, and may even interrupt the sucker!)

Winning is hard, but not impossible. Mapping low kick moves (ESPECIALLY Crawl Cyclone) to R-Trigger allows them to be used without fail, which is useful for chipping away at the short-statured foe and keeping him at bay, too. Being able to catch Chai's attacks with a grapple -- even normal ones -- can deal significant damage, plus open up potshots when he arises. And finally, good blocking and usage of space is key.

Players who didn't train at all will likely find the fight hair-pullingly difficult. This should serve as a wake-up call, because there'll be even harder ones on the next disc! (Oh, the hubris!) Dutiful practitioners of Shenmue-fu won't be at quite the same disadvantage.

Losing the fight earns a rescue from Fukuhara; Ryo then wastes the remainder of that day convalescing. Winning the fight skips the rescue entirely, which allows an immediate pursuit for Chai. Talking with the main drag business owners (Komine, Tsuruoka, Kurita, Tom, Sawano, etc.) shows a general path of flight toward Asia Travel Company.

- **MANDATORY EVENT: The Dutch Connection**

Disc two's final scene begins when Ryo tries entering during ATC's regular business hours. Jimmy, the louse that he is, leads Ryo on a merry QTE foot chase through Dobuita's bar district. It's divided into two segments -- if the first is failed, the second won't even start. The basic solution is:

Part 1 Solution: L, R, L, R, L, R, A

Part 2 Solution: L, L, R, L, R, A

One must get about 4 right in each segment to avoid lagging behind. Failing inputs may open up additional inputs, upping the likelihood of the whole thing going south. Try to do the above solutions verbatim for an easier time. (For those doing the remaster, replace each 'A' with 'X' instead.)

When everything's done right, Ryo catches his quarry and the disc ends.

The disc-opening interrogation reveals the Mad Angels operate out of Amihama, and uncoincidentally, that's where most of the remaining events will occur.

- **OPTIONAL SCENE: Nozomi's Concerns**

A small scene can occur right after Jimmy's interrogation if Ryo runs by Nozomi at Aida Florist (regular business hours only). He mostly dodges her questions about what's been happening with him...what a maroon!

- OPTIONAL SCENE: Megumi's Kitten, Pt. 4

Like all kitten scenes, players can view this by visiting the Yamanose fox shrine (daylight hours and fair weather only) and speaking to Megumi. She frets over her roof-climbing cat, but Ryo calms her down. Nozomi shows up, too!

It's possible to beat Chai early enough that, after catching Jimmy, players can go right to Amihama and do the next segment. Those who failed to defeat Chai, or took too long overall, will have to wait for the 10th or later.

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[3.01] SEARCH AMIHAMA HARBOR FOR CLUES

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Doable: Dec. 9, 1986 at earliest  
Items : ---

Ryo really has nothing to go on besides asking NPCs randomly, like a chicken with his head cut off. To remove some of the randomness from the equation, simply speak to the foreman at Warehouse #18 (right by Tomato Mart) to learn a delinquent was also inquiring about a job. Apparently he was somewhere by Warehouse #12...

Approaching the freight near Warehouse #12 (anytime before 3:00 PM) reveals the delinquent is...Goro! He volunteers to help Ryo's vocational hunt and expects him to meet near Warehouse #1 the following day at noon.

Those reaching this part of the plot on December 9th have the rest of the afternoon off. This is a good opportunity to mention that Ryo can train in Amihama, using empty Warehouse #4 (behind Hisaka's lunch stand). Training is available here until nightfall.

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[3.02] OBTAIN A JOB AT THE HARBOR

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Doable: Dec. 10, 1986 at earliest  
Items : ¥2000

The next day, it's time to visit the harbor!

- OPTIONAL SCENE: Disappointment

This special scene only occurs if Ryo flakes out on meeting Goro at the designated location. The next morning, the annoyed delinquent calls to remind Ryo about the schedule.

- OPTIONAL SCENE: More Disappointment

Same as above, only flake out twice on the meeting. Goro will once again call in the morning, pleading for Ryo to come. Seeing this scene earns a notepad clue on the subject.

Goro's meeting in front of Warehouse #1 (around the corner from Hokuoku Lunches' stand) has a small window between noon and 2:00 PM -- miss by even a minute and it'll be put off 'til the next day. Punctual players will be rewarded with Mai's hard work -- she got Ryo a job at Alpha Trading!

First, Ryo must meet with the foreman, Yada-san. Visit Alpha Trading anytime before 3:00 PM to officially be welcomed aboard. (The building is along the

pier near the lunch stand.) In the remaster, the "Gainful Employment" trophy triggers here.

- MANDATORY EVENT: Forkliftin'

Meeting with Yada segues into a tutorial on driving forklifts. Mark, an employee, will run players through the basic controls, then leave them to their own devices until 5:00 PM, when work ends. (For fun, keep getting Mark's directives wrong, or waste time until 5:00 PM, for some exasperated comments.)

At 5:00 PM, Ryo will get his signing bonus (¥2000) and an explanation of how his work will go. As a forklift driver, he'll be expected to take crates from an outdoor location to a warehouse, then stack 'em in the grid-marked portion of the floor. He'll have a daily quota to meet -- delivering that number will earn a raise. Working hours are from 10 AM to noon and 2-5 PM; the two-hour gap between work is the lunch break. Pretty cushy, no?

Before continuing, I want to note that forklift work is rather divisive -- it can be relaxing or annoying as hell, depending on the player. Luckily, moving the plot forward is never contingent on meeting delivery quotas. Those who want to do the bare minimum (often zero, but some scenes require a slightly higher amount) can scrape by just fine. Being a good worker will increase the daily paycheck, however.

After speaking to Mark about arriving early the next day, Ryo is free to do his main goal: investigating the local gang. Unfortunately, as a relative outsider, he's not privy to any really useful info. There's not a lot to collect anyway, outside of Honey (at Tom's hotdog stand) and a foreman's anecdotes.

For reference, NPCs that give pertinent info are usually named NPCs (Hisaka, Mark, Goro, etc.), fishermen and foremen. Foremen wear the exact same uniform as Yada: brown jacket and white helmet. They can usually be found by or near Alpha Trading near nightfall, and eventually go toward the bus stop between 8-9 PM.

- OPTIONAL EVENT: Sleazy Rider

This event occurs after nightfall when approaching the crossroads where Hokuoku Lunches sets up in the daytime. Shozo Miyuki, the friendly bum from cutscenes past, will be accosted by Mad Angels biker thugs. They'll challenge Ryo to a chicken race for his defiance. To win, do half of the QTE prompts correctly -- [A, Down, Left, Right] or [X, Down, Left, Right], for the original and remaster, respectively.

Leaving the harbor is impossible until the above event is scene, excepting instances where Ryo teleports home for curfew. However, skipping this event also misses out on several new technique opportunities, so avoid that!

Speaking of going home, players who like doing morning saves should change their habit to nights instead. Why? Ryo automatically visits Amihama while employed, so there's no chances!

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[3.03] INVESTIGATE THE MAD ANGELS (DAY 1)

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Doable: December 11, 1986 at earliest

Items : daily paycheck

- **MANDATORY EVENT: The Forklift Race**

This event occurs every morning while Ryo's employed. He and four drivers will have a race around Amihama's warehouse-ridden port. The route starts at the street behind Alpha Trading, winds toward Tomato Mart, takes the seaside footpath toward the central pier, goes towards Warehouse #1, loops behind Warehouse #8, and starts all over again. (In the remastered version, a first-place win also pops the "Mark's Favorite" trophy.)

The forklift race gives prizes specific to each ranking. For instance, first place earns the "Forklift No. 1" capsule toy; last place earns "Forklift No. 5" instead. In-between ranks give their appropriate toys. There's five to collect in all, for those who want the complete set. Just note that winning can be hard until one knows the route. After all, Ryo always starts in fifth place and Forklift #1 is the fastest -- it always wins if given the chance! Try driving in first-person POV for an easier time.

NOTE: Ryo needs to get over 30 km/h to overtake the other racers. In the PS4 remaster, there's a known issue that only makes the vehicle go 26-27 km/h instead, preventing any lapping or winning. To fix this, go into the console settings and enable custom button configurations (in the 'Accessibility' tab) to swap R1 and R2. Those who want the trophy can switch the buttons, get it, then switch back if they prefer. Coincidentally, this is also the fix for the "Ryo runs too slow" problem.

Racetrack antics end after three laps or when the clock hits 10:30 AM, which automatically throws Ryo into his working day.

- **MANDATORY EVENT: Workin' for the Man (Day 1)**

Ryo's daily task is delivering crates from the OWD's main gate to Warehouse #18, near the Tomato Mart. The quota is 10 crates, a feat easily doable in the before-lunch period (10:00 - Noon) if one's quick. There's a three-hour period later on (2:00 - 5:00) to do it in as well.

Anyway, Ryo gets his lunch break from noon to 2:00 PM. It's partially wasted on the first day with another event:

- **MANDATORY EVENT: Marked Target**

Mark is accosted by two Mad Angels thugs, forcing Ryo to intervene on his behalf. Strength-wise, they're above Enoki's league, although one uses his patented crouching headbutt for good measure. The camo-wearing clown has a few kick moves, including one that careens Ryo backwards. Their quickness makes it annoying to do close-range combat, so rely on grapples to thin the duo or free-run to get distance for flashier moves.

Afterwards, Ryo can spend his remaining hour and a half as he sees fit. The next (optional) event occurs when driving into Warehouse #18, provided Ryo's delivered at least two crates.

- **OPTIONAL EVENT: Rookie Mistake**

Three veteran workers show up to squeeze Ryo for "insurance" money, which he obviously isn't going to pay. Cue another brawl! Unlike the Mad Angels pair, these three are complete trash -- I've won within seconds thanks to a couple mastered Cyclone Kicks. Their weakness makes the losing condition all the more funny: every single cent of Ryo's funds are stolen. (This has no do-overs, so make sure to win, eh?)

Work ends at 5:00 PM and Ryo will get a fat ¥50-per-crate raise if he met his quota. After Ryo questions Goro about the local gang and his shrinking violet act falls through, one can finally head home. However, there's a few things to do first...

- **OPTIONAL EVENT: Swallow Dive Tutorial**

Players can encounter this immediately after work ends by heading NW from Alpha Trading's warehouse. Gui Zhang will offer to teach Ryo the titular high kick, performed with Back+A (Back+X in remaster).

- **OPTIONAL EVENT: Shadow Step Tutorial**

This event plays near Warehouse #18 in the Tomato Mart plaza, but only if Ryo previously saved Shozo (the friendly bum) during the "Sleazy Rider" event. The bum offers to teach Ryo the Shadow Step evasion -- [Forward+Y+B] in the original, [Forward+Triangle+0] in the remaster -- which dodges an oncoming blow and gives a clean shot at the opponent's back.

Like all tutorials, Ryo can decline the goodwill and permanently lose out on those techniques. 'Course, there's no reason to do that...

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### [3.04] INVESTIGATE THE MAD ANGELS (DAY 2)

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Doable: December 12, 1986 at earliest

Items : daily paycheck

Off to the second day of work! As before, there'll be a forklift race before any real work's done, starting at 10:00-10:30 AM, depending on how long the event drags on.

- **MANDATORY EVENT: Workin' for the Man (Day 2)**

The second day's task is delivering crates from the cafeteria/Tomato Mart plaza to Warehouse #3, where Mark's forklift tutorial took place. Because of the drive's length, the quota's decreased to 8 crates. The quickest way is using the long street between Amihama's entrance and Hokuhoku Lunches, but this doesn't always mesh with the traffic flow.

At the two-hour lunch break, Ryo can once again use his spare time to collect information. Unfortunately, there's not a lot to glean, outside of the bum's note about the Mad Angels' Chinese connection. Speaking of the bum, he'll go back to spawning beneath the Tomato Mart stairway, if other incipient events aren't in play.

- **MANDATORY EVENT: Rookie Mistake (II)**

This late afternoon (3:30-5:00 PM) event occurs when approaching the alley near Hokuhoku Lunches, but only while a crate is loaded on the forklift. Our protagonist is lured into yet another fight with the veteran workers, only there's five to plow under this time. Afterwards, four thugs from the Dobuita parking lot fight reappear for a tailor-made trouncing. All foes are pretty weak compared to a half-decent Ryo, though a few can survive OHKOs.

Defeating the locals reveals a key clue: the Mad Angels hang out at Warehouse #17, on the side of the harbor Ryo rarely has any reason to visit (so far). Of course, even as early as "The Trouble with Mai" events, players could see the Mad Angels graffiti on a warehouse door, so the revelation should shock no one. Well, maybe Ryo...

With work over, Ryo has free reign over his time. There's a few things to do, particularly following up on the Warehouse #17 lead...

- **OPTIONAL EVENT: Shadow Blade Tutorial**

This event plays in the Tomato Mart plaza if Ryo learned Shadow Step the previous night. Shozo will teach Ryo the form of Shadow Blade, which uses Shadow Step (Forward+Y+B) to strike a blow (X) on a foe's unprotected neck. In the remaster, instead do (Forward+Triangle+O) with a (Square) follow-up. The blow has to be done right after the Step, however. Unlike tutorials of discs past, once encountered, it can't be refused or practiced on the spot.

Okay, back to those plot threads.

- MANDATORY EVENT: Marked Target (II)

As one turns the corner to approach Warehouse #17, Ryo once again finds his friend Mark on the business end of a beatdown. Intervening turns the gang's ire onto himself, only there's seven bodies to blitz, not two. Fortunately, most of the foes -- particularly the goofballs wearing what looks like red letterman jackets -- are fairly weak. (The two gangmembers from before are back, though, and still have the same fortitude and skills.) Those having a hard time should remember to free run with L-Trigger and deal potshots on the fight's current sideline spectators. Remember, only a few enemies will attack at once!

As on previous days, Ryo refuses to approach the bus stop until he's found extra info on the Angels' activities. Speak with the bum (by Tomato Mart all night) or Goro (patrols clockwise around Alpha Trading/Tomato Mart plaza) to learn the Angels' motorcyclists gather at night, right near Warehouse #18. The follow-up will have to wait for the next day, however...

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[3.05] INVESTIGATE THE MAD ANGELS (DAY 3)

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Doable: December 13, 1986 at earliest  
Items : Photo of Nozomi

Once the third forklift race is in the books, it's time to make bank!

- MANDATORY EVENT: Workin' for the Man (Day 3)

Ryo's task for this day is delivering crates from near Warehouse #8 to Warehouse #18, near the Tomato Mart. Due to the distance, an eight-crate quota is imposed. Although the traffic and general environment makes the driving a bit more annoying than usual, there's no time-wasting afternoon beatdown events to do.

During the noon chow time, another event automatically occurs.

- MANDATORY EVENT: Picture Perfect

Eri will show up and want to take a photo of Ryo and Nozomi together. One decides which picture (close together, far apart) for Ryo to keep; Nozomi gets the other one. Both items are called "Photo of Nozomi," and the li'l lady is happier when Ryo chooses the more intimate pic.

After work, there's nothing between 5:00 and 7:00 PM besides talking to the local color. The friendly bum (by Tomato Mart, as always) and Goro all speak of the bikers' cafeteria hangout spot, just like they did before. Thus it comes as no surprise when nightfall occurs, visiting the Tomato Mart plaza starts the third day's nightcap...

- MANDATORY EVENT: Sleazy Rider (II)

This is a five-part event doable after 7:00 PM. The first three are QTEs in which Ryo commandeers a motorcycle and chase his old friend Charlie to

the Warehouse #17 loading yard. Failing some inputs -- which I've denoted with parentheses -- instantly screws up the QTE chain and force a restart. In the remaster, replace all "A" inputs with "X".

Part 1 - R, L, (A)

Part 2 - L, (L), (A)

Part 3 - R, R, R, L, (L)/R, L/(R)

The last two parts are battles. Charlie sends five of his henchment to do his bidding, although they're "red jacket" quality and make nary a splash. A few good hits or a grapple do 'em in. Finally, Charlie himself will put up his dukes. Despite his cowardly actions in past events, his martial arts aren't too shabby: his spinning backhand and knee-to-stomach grapples hit hard, and his 2-kick combos give reach to an otherwise short-range skillset. Due to his above-average parrying, kicks that also maintain distance (Gui Zhang's Swallow Dive is amazing here) work well. Keeping Chuck at arm's length avoids the need to reorient Ryo after the opponent uses Chai-like dodging maneuvers.

Defeating Charlie earns precious info about Lan Di. The rest of the night is free time, and Ryo doesn't even have to canvas for info this time. However, talking to the bum, Goro or late workers does give a few tidbits about the Mad Angels doing a deal of some sort...

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### [3.06] INVESTIGATE THE MAD ANGELS (DAY 4)

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Doable: Dec. 14, 1986 at earliest

Items : daily paycheck

Another day, another reckless forklift race.

- MANDATORY EVENT: Workin' for the Man (Day 4)

The daily task is delivering crates from the Warehouse #17 loading bays to Warehouse #18, which everyone knows is by Tomato Mart. The major difference between previous days is the shortest route is now the zig-zaggy seaside walkways, which is cramped and means deliveries go against the flow of traffic. There's only an 8-crate quota to offset this inconvenience.

Lunch hour is uneventful, although Ryo can hit up the locals anyway. Many notify him that the Mad Angels have been searching for him...

- MANDATORY EVENT: Rookie Mistake (III)

This is an afternoon event that occurs during work hours (3-5 PM) only, if Ryo's forklift drives past Warehouse #12. Ryo will end up fighting Angels again, this time in Warehouse #1. Unfortunately, it's just a longer QTE sequence [shortest solution: B, A, B, A, A, B, Left, Down, A]. The PS4's equivalent is [O, X, O, X, X, O, Left, Down, X]. Failing too many inputs restarts the event.

The rest of work is like watching paint dry. Afterwards, if Ryo saw the third "Rookie Mistake" event, he'll automatically meet Mark and learn of the Long Zha.

- OPTIONAL EVENT: Cross Charge Tutorial

If Ryo learned Shadow Step and Shadow Blade on days past, walking by Tomato Mart teaches Shozo's third and final technique [Forward+Forward+Y+B]. For PS4 players, the combo is instead [Forward+Forward+Triangle+O]. It'll evade

a blow and strike an unguarded midriff, making it great against bigger numbers.

Those who learn about the Long Zha by this point can't leave until learning more. Questioning Mark and foremen learns Tony and Smith are involved, and that they hang out by the cafeteria, respectively. Other stalwart info givers like Goro and the friendly bum don't help, oddly 'nough...

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[3.07] INVESTIGATE THE MAD ANGELS (DAY 5)

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Doable: December 15-16, 1986 at earliest  
Items : daily paycheck

With another race in the books, Ryo confronts his hardest schedule yet.

- MANDATORY EVENT: Workin' for the Man (Day 5)  
Ryo must deliver crates near the OWD's main entrance to Warehouse #8 by Hokuhoku Lunches, then deliver that building's crates to Warehouse #18 by the Tomato Mart. Despite pulling double duty, the route makes a nice loop around the harbor, ensuring most stops go with traffic, not against it. There's a 10-crate quota, but thanks to the easiness, it's not hard to get 8 or 9 done in the morning session.

Lunchtime gives a funny announcement from Goro and Mai, and the retirement means the former stops spawning in the harbor. Those who haven't learned about Tony and Smith (the two foreigners/sailors who hang out by the harbor cafeteria) should use the remaining break time learning precisely that info. Mark and the jacket-wearing foremen can shed some light here.

NOTE: The next event is the plot's point of no return -- beyond it, the game events come rapid-fire and there's little time for other things. Those who need extra time to get forklift prizes, remaining trophies, move scrolls, and collectibles should put things off for as long as possible.

- MANDATORY EVENT: Runner's High  
This late afternoon (3:30-4:30 PM) QTE series has a very specific starting point: approaching the pierside Tomato Mart intersection from the NW (where Tom usually is) with freight loaded on the forklift. NPCs' info about this beginning in the store plaza itself is wrong! Tony and Smith, small-timers from several previous events, will bolt when Ryo mentions the Long Zha, forcing him to chase 'em.

Part 1 ----- L, B, B, L, A, L/R, L  
Part 2 (Tony) -- L, R, A, R, L, R  
Part 2 (Smith) - R, A, L, R, L, R

On the PS4 remaster, the series is instead this:

Part 1 ----- L, O, O, L, X, L/R, L  
Part 2 (Tony) -- L, R, X, R, L, R  
Part 2 (Smith) - R, X, L, R, L, R

The first series of inputs is just keeping time with the retreating fools; this includes a left/right option that doesn't matter much (going left'll create a duplicate left prompt). Reaching the Hokuhoku Lunches crossroads makes the duo split -- Ryo can pick which one to follow. Each has its own special series of prompts; both lead to the same info-squeezing scenario.

Finishing the foot chase reveals who the Mad Angels' boss is and ends the current work day. This also starts a mandatory scene where Ryo visits Master Chen at Old Warehouse #8 to learn about the Long Zha. Reaching this stage of the plot is the final portion of the current day, so there's nothing to do but return home and sleep. (Those who didn't see the Tony/Smith scene end the work day normally, get no scene, and must try again the next day.)

In a fun turn of events, the day doesn't end by sleeping. Ryo awakens at midnight to a phone call, learning Nozomi's been kidnapped by Chai. Now's a great time to stage a late-night rescue!

- **MANDATORY EVENT: Racing the Clock**

Ryo has between midnight and 3:00 AM to procure transportation. Visiting the bus stop has one realize they don't run that late, and most places that are open (Bar Linda, Bob's Pizzeria, Tomato Mart, Nana's Karaoke, MJQ Jazz Bar) help little. Luckily, Saijo and Akemi at Dobuita's Bar Yokosuka nudge Ryo in the direction of Naoyuki, our protagonist's motorcycle-owning buddy. Buzzing his front gate in Sakuragaoka -- it's near Abe Store and has a bike in front of it -- finishes the event.

Hitting the time limit fails the event, then restarts it a little earlier than normal and with an extra clue (just so players aren't pulling their hair out).

- **MANDATORY EVENT: Racing the Clock (II)**

This time, Ryo is literally racing to Amihama, and has until 4:00 AM to reach it. Several things make this an annoying event: (1) first-person mode is disabled; this ain't a forklift! (2) racing always starts at 3:00 AM, so any saved time earlier is wasted (3) restarting the event starts back at Sakuragaoka, which also wastes time. The best advice anyone can give is just practicing the course and accelerating properly. That is, accelerating and braking at the same time is more likely to waste time; instead, let off the gas while breaking, then quickly reorient the bike and start again.

The Yokosuka race has a two-minute (real, not in-game) timer through three districts. In terms of percentage, about 80% is the serpentine Yokosuka main streets, 15% is the Amihama tunnel, and 5% is Amihama itself. Crossing under the harbor overpass is the unwritten finish line. As long as one is making it to the tunnel portion with 0:30 left or so, there's a good chance of winning the event.

Ryo will automatically storm toward Warehouse #17 when he arrives.

- **MANDATORY EVENT: Terry's Gang**

Beset by seven thugs, whatever is Ryo to do? Luckily, these clowns are street trash, most of whom have been on the receiving end of Ryo's fists a few times already. It should only take a few good hits to defeat any of 'em.

- **MANDATORY EVENT: Terry's Gang (II)**

This is much the same, only instead of 7 weenies, it's 6 weenies and the semi-powerful, camouflage pants-wearing thug who was beating on Mark a few days prior. He's not exactly pushover status, and can do a decent bit of chip damage if his cohorts aren't eliminated first.

Finally, the eventful day will come to a close with a rescue. Terry only lets Nozomi go if Ryo promises to fight Gui Zhang. Ryo reluctantly "agrees" since it's the only way for his friend to get out safely. The day finally ends at around 6:00 AM. (In the remastered version, the "Fallen Angels" trophy pops at this point.)

It's recommended to save at this point, since it's one of the few remaining opportunities to do so. The game's plot and cutscenes will be coming almost rapid-fire from now on, preventing most exploration and free time!

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[3.08] INVESTIGATE THE MAD ANGELS (DAY 6)

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Doable: Dec. 16, 1986 at earliest (Amihama)

Items : Photo of Father

Ryo's morning has several unskippable scenes in a row and -- I'm sure some players will be doing cartwheels over this -- the final one results in him being fired from Alpha Trading. No more forklift racing, no more grunt work involving crates.

For the next 90 in-game minutes, players can do whatever they want. Because of the recent work schedule, many get in the habit of avoiding the bus stop around this time, but now Ryo can visit Dobuita (etc.) in the day and hear some unique dialogue.

- **OPTIONAL EVENT: Good Friend**  
This occurs by calling Nozomi from any phone. It's a simple touching scene about one another's feelings (well, almost) and only occurs in the short timeframe before the next mandatory scene.
- **OPTIONAL EVENT: Dublin'**  
This occurs by visiting Nozomi at Aida Florist before 12:30 PM on this day. She thanks him for saving her and wonders if they can double on the bike again sometime, to which he agrees. I'm sure Naoyuki's down with that...
- **OPTIONAL EVENT: That Night**  
This occurs by visiting Ine-san at the Hazuki Residence before 12:30 PM on the current day. Ryo will finally reveal his intentions.

As mentioned above, the next event can only be delayed until 12:30 PM. Those who want to do it early can just approach Tom's position.

- **MANDATORY EVENT: Tornado Kick Tutorial**  
The dreadlocked foodie offers to teach Ryo a two-hit kick move in a quick example -- the input is [Forward+Forward+A+A]. In the PS4 version, instead use [Forward+Forward+X+X], which also earns the "Hot Dog Moves" trophy.

Viewing the tutorial automatically advances the clock to 10:00 PM, which is the time Terry set earlier as his condition. Ryo will have to fight Gui Zhang, although a little ways in, the two conspire to fake a Pyrrhic victory. Until that mandatory end arrives, fight Gui Zhang as normal. Or don't -- Ryo can't lose even if he never throws a punch. The event end with a one-prompt QTE (solution: right), avoiding a closed-casket funeral for Chen's son.

But the day ain't over yet! Next is the holy mother of street fights, which occurs immediately after. (Failing restarts it...from the very beginning.)

- **MANDATORY EVENT: The 70-Man Battle**  
Ryo and Gui Zhang are up against the brunt of Terry's forces: seventy dudes who want to pick a fight with Ryo. The way this event works is the duo mows down fodder enemies (most of whom are OHKO-able) and after a certain point, a mini-boss shows up. They're tougher than the regular joes.

- Miniboss 1: Shingo Murasaki, although players will know him more as "the camo jacket punk" Ryo's given multiple ass kickings. He's mostly known for foot moves, so keep him at bay with Swallow Dive or other similarly long-reaching abilities.
- Miniboss 2: Satoshi Nagata, the Mad Angel who wanted to fight Ryo during the initial meeting with Terry. He's one of the only fighters in the game who uses a weapon, and this, combined with his plentiful kicks, gives him an excellent range no matter what he's doing. Ryo can still tip the odds in his favor by backing out of his kick combo range, then doing one of his own as he (Nagata) moves in closer. For instance, try a Back+Y technique to slink away, then using a Cyclone Kick to deal huge damage. Low kick techniques (Crawl Cyclone, for instance) can work as well, and are the only kind Satoshi doesn't use.
- Miniboss 3: Pedro Warren. This is the tall thug with the police cap on. He's much tougher than any opponent fought this far, and has a wide range of attacks (Enoki's headbutt, 2-punch combo, mid/high kick combo) plus two unique suplex grapples. Coupled with his preternatural parrying abilities, he's around Chai's level of toughness. Careful dodging -- that is, backing up to lure him into doing a combo, then hitting him to damage and heal -- is one of the best ways to outlast his powerful abilities. (A good idea is to dodge laterally when he lowers for the headbutt, as it always sets up an easy Darkside Hazuki blow.) In the remastered version, defeating this boss earns the "Sore Knuckles" trophy.

In general, passage of time and dealing damage will heal Ryo, while taking (unblocked) hits will lower health. This means the "back up while guarding" strategy, which is rarely useful in normal play, is constantly healing or contributing to a healing strategy, so it's a must for long-term fights. On a similar note, OHKOing the fodder enemies is smart, because no one wants to find a hard miniboss with Ryo half dead, much less get interrupted by 'em.

Afterwards, there's more scenes and Ryo will return home in the morning. The "Photo from Father" is obtained here if it wasn't found during the Phoenix Mirror basement search. Note: this is the last time one can save before the last few cutscenes and events.

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### [3.09] THE FINAL DAY

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Doable: December 17, 1986 at earliest  
 Items : Amulet, Chen Intro Letter

After some mandatory goodbyes and a walk through Dobuita, Ryo automatically advances to Amihama to meet with Master Chen.

- MANDATORY EVENT: Swallow Flip Tutorial  
 The Chinese master decides to drop some knowledge on Ryo, if he's willing. This throw technique is done by dodging an attack [Back+X], immediately tripping the opponent [A], then striking [X] while they're on their back. In the remaster, the combo is [Back+Square], tripping with [X], then doing the follow-up with [Square]. Gui Zhang is enlisted as a training dummy about halfway through.

But how could the game end without a final boss?

- MANDATORY EVENT: Chai Appears

The final fight with the pint-sized rascal is similar to the one at the arcade, only this one's in Ryo's favor -- he's had plenty of time to train his skillset and the wide-open spaces mean Chai's goofy dodging and quick hits aren't as problematic. Like before, Chai's crouching stance means high kicks are parry fodder or miss completely, so stick with low kicks (insert another glowing endorsement of Crawl Cyclone here) and attacks that have reach, like Gui Zhang's Swallow Dive. The baldy can still pinball around and dive through Ryo's legs, but after the 70-Man Battle, this does seem a mite easy. Chai seems to get a bit faster in the latter half of the fight, however.

Unlike the arcade battle, Ryo MUST win this one, and successive failure drop its difficulty slightly. To truly defeat Chai, though, one must complete an after-fight QTE [Down, A, A, B] where any missed input results in a brief reset. For PS4 players, use [Down, X, X, O] instead.

Winning against Chai closes the final disc properly; in the PS4 version, the "Stay Down!" and "Next Stop Hong Kong" soon trigger. The platinum trophy "Full Cabinet" also occurs after the final scene.

Past the credits, one can make a save that'll carry over into Shenmue II. (That save can also be used to do a time attack version of the 70-Man Battle from the main options menu. The Shenmue Passport global leaderboard function doesn't work anymore, however.)

For remaster players, creating a cleared save unlocks a 70-Man Battle option and enables "Weather Mode" in the menus. This allows players to simulate the realistic weather from circa-1986 Yokohama, occasionally getting extra days of sunshine for events.

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## COLLECTIBLES

[CLLC]

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This is a list of collectibles, mostly capsule toys, that are received with the ¥100 machines outside Abe Store (Sakuragaoka) and You Arcade (Dobuita), and inside Tomato Mart (Amihama). Ryo can access them most any time, although there's no way to improve his odds of getting rare figurines.

In Shenmue 2, figurines can be sold in sets, which is a decent way to build up a cozy nest egg off excess capsules.

## ARCADE/GAMBLING PRIZES

Available: Dobuita

The arcade and slot house have various prizes to be won. First, the non-toys: the Matsayama and Mitsuzuka Prize certificates are obtained by having 10K and 50K tokens, respectively. The Hang On and Harrier tokens are received by beating those particular arcade games on a single token.

Some "Mini" items (Darts, Hang On, Harrier, QTE, QTE Title) are simply given by the manager for beating a specific score. Those scores are listed in the Minigames section. Mini Cherry, Pool & Jukebox are for getting a 7-7-7 on a 1-, 5- and 20-token slot machine, respectively. Consider using the Lapis Fortuneteller to determine Ryo's lucky number, then choose the machine of that number in the gambling parlor for better chances.

_  Cherry .....	_  Mini Hang On .....	_  Mini QTE Title .....
_  Hang On Token .....	_  Mini Harrier .....	_  Mini Slot .....
_  Harrier Token .....	_  Mini Jukebox .....	_  Mitsuzuka Prize ....
_  Matsayama Prize .....	_  Mini Pool .....	
_  Mini Darts .....	_  Mini QTE .....	

#### FORKLIFT RACING PRIZES

Available: Amihama (Disc 3 only)

These capsule toys are only available in the daily forklift races, held on Disc 3 while Ryo's employed in Amihama. To get a given toy, Ryo must get that particular number's rank in the race: first place gets Lift #1, last gets #5, and so on. There's enough time to get the whole set even if one does as much as possible daily, though one can always extend the employment period by skipping plot events.

_  Forklift No. 1 .....	_  Forklift No. 3 .....	_  Forklift No. 5 .....
_  Forklift No. 2 .....	_  Forklift No. 4 .....	

#### GAG PRIZES

Available: all capsule machines

This is a list of crappy capsules mixed in with the sought-after toys. Other than the A/B/X/Y buttons, native only to Sega-related machines, the rest can be found in anywhere. This means those trying to complete their collection will end up with an extra 25 Bisbeins, etc. Have fun!

_  A Button .....	_  Dice 2 .....	_  Super Ball 2 .....
_  B Button .....	_  Dice 3 .....	_  Super Ball 3 .....
_  Binsbein 1 .....	_  Heavy Bomb 1 .....	_  X Button .....
_  Binsbein 2 .....	_  Heavy Bomb 2 .....	_  Y Button .....
_  Binsbein 3 .....	_  Heavy Bomb 3 .....	
_  Dice 1 .....	_  Super Ball 1 .....	

#### HARBOR SERIES

Available: Amihama (Disc 2+)

These items are of common harbor sights and are, unsurprisingly, available only in the harbor. (Well, technically they can be won in any Tomato Mart raffle as the fifth-place consolation prize. That's a crapshoot though, for obvious reasons.)

_  Anchor .....	_  Shenmue Container ...	_  Truck 3 .....
_  Container .....	_  Steering Wheel .....	_  Truck 4 .....
_  Float .....	_  Truck 1 .....	_  Wooden Crate .....
_  Forklift .....	_  Truck 2 .....	

#### RAFFLE PRIZES

Available: all areas

These are special items only obtainable from store raffles. Abe Store only rewards Ryo with capsule toys, though they aren't available anywhere else in the game. (In the Yukawa figurines' case, they aren't available even in the next game either!) Abe Store is also the only business that has a grand prize, a super-rare Dural Gold toy.

Tomato Mart has a more standardized prize list: first is a boombox (arrives on Ryo's desk afterward), second is a choice of Saturn games, third is a choice of raffle-only cassettes, fourth is a choice of rare figurines. Each store has a different selection of fourth-place rares, but the raffle tapes appear in either. The Saturn games can be played if Ryo gets out his console under the living room's TV.

Winning Cans -- special drinks obtained from vending machines -- can be exchanged at the two above stores for a single raffle ticket. Those who want to save scum (reload if the results don't go their way) for specific items may prefer this method.

ABE STORE (SAKURAGAOKA)	TOMATO MART (DOBUITA)	TOMATO MART (AMIHAMA)
1     Dural Gold	1     Boombox	1     Boombox
1     Dural Silver	2     Hang-On	2     Hang-On
2     Mr. Yukawa Happi	Space Harrier	Space Harrier
3     Mr. Yukawa Suit	3     F.T. Off	3     F.T. Off
4     Bonanza Brothers	Hang On	Hang On
R-360	M.S. Shower	M.S. Shower
Rent-A-Hero	Space Harrier	Space Harrier
	4     B.B. Ultra	4     Crane
	Hot Dog Truck	Ferry
	Metal Sonic	Forklift Blue
	Super Sonic	Forklift Red

The unmentioned fifth-place "booby prize" is a random capsule from any type of machine. However, this can lead to some interesting occurrences, like obtaining items from harbor-only machines before that location's available.

SEGA CHARACTERS (GREEN MACHINE)

Available: Sakuragaoka, Dobuita, Amihama

The green Sega machine carries various franchise characters, most from Sonic the Hedgehog's universe.

Amy .....	Espio .....	Sonic 1 .....
Bark .....	Fang .....	Sonic 2 .....
Bean .....	Knuckles .....	Tails .....
Eggman .....	Ristar .....	

SEGA CHARACTERS (RED MACHINE)

Available: Dobuita, Amihama

The red Sega machine carries a more robust selection of toys, from franchises such as NiGHTS into Dreams, Phantasy Star, Fantasy Zone and Panzer Dragoon. Four Sega consoles are personified in very rare capsules (Dreamcasko, Gear-O, Megadra Brother, Sataro) only obtainable in Shenmue 1.

Aida II .....	Jet Opa-opa .....	ROBO .....
Alex Kidd .....	Megadra Brother .....	Ruber .....
Chao & Pian .....	MOBO .....	Sataro .....
Chicken Leg .....	Myau .....	Shopa .....
Coba Beach .....	NiGHTS 1 .....	Solo Wing .....
Dreamcasko .....	NiGHTS 2 .....	Try-Z .....
Gear-O .....	Opa-opa .....	
Hornet .....	Poppors .....	

## SHENMUE PASSPORT MARKET

Available: Shenmue Passport disc only

These special animal-themed capsule toys were only available from the Shenmue Passport disc by trading rare toys from the main game. The superscript denote which toy needed which item to be redeemed. (Mary, the only one without a superscript due to space reasons, needed a Mini Jukebox toy. It's the only one that did.) Legend:

<sup>1</sup> - Cherry

<sup>2</sup> - Mini Slot

<sup>3</sup> - Mini Pool

—	_   Big Philip <sup>1</sup> .....	—	_   Little Philip <sup>1</sup> .....	—	_   Pop <sup>1</sup> .....
_	Big Robin <sup>1</sup> .....	_	Little Robin <sup>1</sup> .....	_	Pyonta <sup>3</sup> .....
_	Chip <sup>1</sup> .....	_	Mary .....	_	Rap <sup>1</sup> .....
_	John <sup>3</sup> .....	_	Philips <sup>3</sup> .....	_	Robins <sup>3</sup> .....
_	Kelly <sup>3</sup> .....	_	Pip <sup>1</sup> .....	_	Tora <sup>2</sup> .....
_	Kuro <sup>2</sup> .....	_	Pochi <sup>3</sup> .....		

In the remaster, all 17 Passport-specific capsule toys are obtained by default on a new game. However, they don't count towards capsule-related trophies.

## VEHICLES

Available: Amihama

—	_   Bus .....	—	_   Delivery Moped .....	—	_   Motor Scooter .....
_	Coupe' 1 .....	_	Hang On 1 .....	_	Wagon 1 .....
_	Coupe' 2 .....	_	Hang On 2 .....	_	Wagon 2 .....
_	Coupe' 3 .....	_	Hang On 3 .....	_	Wagon 3 .....
_	Coupe' 4 .....	_	Hang On 4 .....	_	Wagon 4 .....
_	Coupe' 5 .....	_	Hang On 5 .....		

## VIRTUA FIGHTER

Available: Sakuragaoka

—	_   Akira 1 .....	—	_   Kage 1 .....	—	_   Sarah 1 .....
_	Akira 2 .....	_	Kage 2 .....	_	Sarah 2 .....
_	Jacky 1 .....	_	Lau 1 .....	_	Wolf 1 .....
_	Jacky 2 .....	_	Lau 2 .....	_	Wolf 2 .....
_	Jeffry 1 .....	_	Pai 1 .....	_	Wooden Man .....
_	Jeffry 2 .....	_	Pai 2 .....		

## VIRTUA FIGHTER KIDS

Available: Dobuita

VFK capsule toys come in the dark blue vending machine and feature chibi versions of Virtua Fighter characters. The Durals are the rarest of the lot.

—	_   Kids Akira 1 .....	—	_   Kids Kage 1 .....	—	_   Kids Sarah 1 .....
_	Kids Akira 2 .....	_	Kids Kage 2 .....	_	Kids Sarah 2 .....
_	Kids Dural 1 .....	_	Kids Lau 1 .....	_	Kids Shun Di 1 .....
_	Kids Dural 2 .....	_	Kids Lau 2 .....	_	Kids Shun Di 2 .....
_	Kids Jacky 2 .....	_	Kids Lion 1 .....	_	Kids Wolf 1 .....
_	Kids Jacky 2 .....	_	Kids Lion 2 .....	_	Kids Wolf 2 .....
_	Kids Jeffry 1 .....	_	Kids Pai 1 .....		

\*\*\*\*\* SPOILERS IN THIS SECTION ONLY \*\*\*\*\*

Here, I'll list any type of mandatory cutscene, chat and notable event in the order they will normally appear. In other words, reading this section gives the main breadth of the game's progression. The notation (e.g. 2-47) denotes the disc and the event's placement. Some events may be triggerable across many discs, but are listed only at the first time they appear.

Timetables are tested on a per-hour basis, so if there's anything awry (like an event triggering at 8:30 or something), that may be overlooked. However, in my experience, any limits like that are few and far between. Always gonna be interested in pertinent corrections, though.

CATEGORY	PURPOSE
Type	how listing is categorized (event, cutscene, just dialogue...)
Appears	Date listing occurs
Trigger	how to make scene happen
Missable	whether players can permanently miss listing or not
Length	approximately how much time elapses during scene
Item	any items received during/after scene

So, without further ado...!

SCENE #1-01: Shenmue Prologue

Type ---: Cutscene  
 View On : Nov. 29, 1986 (Saturday, 4:00 PM)  
 Trigger : start a new game  
 Window -: ---  
 Missable: no  
 Length -: ---  
 Reward -: ---

This is the game-opening scene that introduces the protagonist Ryo, his dad Iwao, and their nemesis Lan Di, who's in search of a mystical artifact. He disposes of Iwao and takes the Dragon Mirror before leaving. After getting beaten up, Ryo dreams about the events while convalescing.

SCENE #1-02: Four Days Later...

Type ---: Cutscene  
 View On : Dec. 3, 1986 (Wednesday, 8:55 AM)  
 Trigger : start a new game  
 Window -: ---  
 Missable: no  
 Length -: ---  
 Reward -: ---

Ine-san finds a letter in the mailbox while Ryo has nightmares about the beatdown he took from Lan Di.

#### SCENE #1-03: Allowance

Type ---: Cutscene  
View On : Dec. 3, 1986 at earliest (Hazuki Residence)  
Trigger : the day Ryo leaves his house for the first time  
Window -: anytime  
Missable: no  
Apx Time: 15 min.  
Reward -: ¥500 (daily)

Ine-san gently chides Ryo for not resting and gives him his daily allowance of 500 yen. She points him in the direction of Masayuki Fukuhara (commonly referred to as "Fuku-san"), the Hazukis' live-in student, currently at the dojo. Laughably, this entire scene can be delayed by simply never exiting Ryo's room. It only plays once, though the reward is available each day.

#### SCENE #1-04: Fond Memory #1

Type ---: Cutscene  
View On : Dec. 3, 1986 at earliest (Hazuki Residence)  
Trigger : inspect food on kitchen table  
Window -: anytime  
Missable: yes  
Apx Time: 15 min.  
Reward -: n/a

In a recollection, Iwao scolds a young Ryo for not eating his carrots, since the farmers worked hard to make them.

#### SCENE #1-05: Iwao's Sentiments

Type ---: Cutscene  
View On : Dec. 3, 1986 at earliest (Hazuki Residence)  
Trigger : inspect Iwao's letter in his study  
Window -: anytime  
Missable: no  
Apx Time: 15 min.  
Reward -: ---

Ryo reads a letter addressed to him from Iwao, instructing him in the ways of the warrior and his destiny. Though the letter is picked up, Ryo doesn't take it.

#### SCENE #1-06: Fond Memory #2

Type ---: Cutscene  
View On : Dec. 3, 1986 at earliest (Hazuki Residence)  
Trigger : approach the cherry tree in the Hazukis' yard  
Window -: anytime  
Missable: yes  
Apx Time: 10 min.  
Reward -: n/a

Ryo stands under the tree, remembering how his late father would instruct his younger self on proper stances.

#### SCENE #1-07: Fuku-san

Type ---: Dialogue  
View On : Dec. 3, 1986 at earliest (Hazuki Residence)

Trigger : 1st time entering dojo  
Window -: anytime  
Missable: no (Ryo can't leave premises without this scene)  
Apx Time: 15 min.  
Reward -: n/a

Fuku-san recalls how Lan Di came to the dojo, wondering if Ryo will retaliate for his father's death. Ryo swears revenge. (An interesting tidbit here is that the game will put Fuku-san in the dojo all day, every day, until this scene is completed, so there's no running around to do.)

#### SCENE #1-08: Fond Memory #3

Type ---: Cutscene  
View On : Dec. 3, 1986 at earliest (Hazuki Residence)  
Trigger : inspect large "Eight Principles of Yin and Yang" banner in dojo  
Window -: anytime (after speaking with Fuku-san in the dojo, of course)  
Missable: yes  
Apx Time: 20 min.  
Reward -: n/a

One night in the dojo, after getting into a fight at school, young Ryo is reminded not to fight with his friends -- they'll always be there for him as he grows up, unlike his parents, who'll eventually pass away.

#### SCENE #1-09: Behind the Banner

Type ---: Cutscene  
View On : Dec. 3, 1986 at earliest (Hazuki Residence)  
Trigger : inspect large "Eight Principles of Yin and Yang" banner in dojo  
| after seeing "Fond Memory #3". Then, inspect nearby stool.  
Window -: anytime dojo is available (disc 1-3)  
Missable: yes  
Apx Time: 10 min.  
Reward -: Mysterious Scroll

Moving the stool automatically has Ryo take down the banner, which locates a special "Mysterious Scroll" in the process. However, it's in Chinese and can't be currently read...

#### SCENE #1-10: Megumi's Kitten

Type ---: Cutscene  
View On : Dec. 3, 1986 at earliest (Yamanose)  
Trigger : approach shrine area for first time  
Window -: daytime only (8:30 AM - 7:00 PM) in any weather  
Missable: technically no  
Apx Time: 45-50 min.  
Reward -: n/a

A young girl from the neighborhood has a stray kitten in a box near the fox shrine, noting that a black car ran over its mother on "the day it rained". Ryo can find food for it at the shrine. If he chooses the dried fish, Megumi notes Yamagishi-san was almost ran over by the black car. (Choosing the dried tofu doesn't reveal this info, instead giving a missable MemoPad clue.)

Megumi despawns at nightfall, letting curious players temporarily skip the event. However, since Sakuragaoka isn't available for Area Skip yet (even if one visits) and the crucial NPCs also leave at nightfall, delaying Megumi's event -- which happens each day until Ryo participates -- is rather pointless.

And, for those wondering: the cat doesn't spawn until the event occurs.

PS: Viewing this scene enables Area Skip.

#### SCENE #1-11: The Yamamotos' Visitor

Type ---: Cutscene/Quest  
View On : Dec. 3, 1986 at earliest (Sakuragaoka)  
Trigger : approach the Abe Store in fair weather  
Window -: 8:30 AM - 4:00 PM  
Missable: yes (early Disc 1 only)  
Apx Time: 10 min. if you're fast  
Reward -: ---

In fair weather, Ryo will automatically stop to assist an elderly lady (Kame Shibukawa) who's looking for the Yamamoto household. After the scene, she automatically enters Sakuragaoka Park nearby and waits until 7:00 PM. To completely the rewardless quest, find that house (right at the T-intersection near the park itself) and inspect its nameplate, then deliver the info to granny. Ryo must press A-button when reading the nameplate to "earn" the information, note.

This is a one-time-only event -- once triggered, it will permanently fail if Ryo doesn't hit the 7PM deadline (i.e. nightfall). Kame Shibukawa doesn't go back to the park to wait on subsequent days or even spawn like other NPCs do, since she doesn't live in the neighborhood.

HOWEVER, later on, if the quest was completed, she can appear in an obscure circumstance related to the 3 Blades quest.

#### SCENE #1-12: Yamagishi's Woes

Type ---: Dialogue  
View On : Dec. 3, 1986 at earliest (Sakuragaoka)  
Trigger : after hearing about his injury, locate him in his yard  
Window -: daytime only (8:30 AM - 7:00 PM)  
Missable: no  
Apx Time: 5 min.  
Reward -: Dobuita now accessible

The old-timer who almost became roadkill inhabits his yard (near Abe Store) all day, even in inclement weather. Repeated questioning reveals the renegade car headed toward the Dobuita shopping district. Interestingly enough, if Ryo approaches Yamagishi without having heard of his accident from Megumi, only pointless small talk is exchanged. In that case, locate Sumiya near the dead end past the construction site for the skinny.

#### SCENE #1-13: Pit Blow Tutorial

Type ---: Cutscene/Training  
View On : Dec. 3, 1986 at earliest (Hazuki Residence)  
Trigger : approach dojo after speaking to Yamagishi  
Window -: any time Fuku-san is in the dojo  
Missable: yes  
Apx Time: 20+ min. (varies depending on practice time)  
Reward -: Pit Blow learned, sparring with Fuku-san enabled

After visiting Yamagishi in Sakuragaoka, nearing the Hazuki dojo will start an automatic scene where Ryo finds Fuku-san practicing the Pit Blow attack. If Ryo chooses to help out, doing the training session teaches the ability

permanently.

A pointless note is that one need only talk with Yamagishi to trigger the scene -- the game doesn't check whether or not useful info was gleaned. This event is permanently missed if put off too much, and is unavailable after the time the mandatory sparring session occurs later on in the disc. (That's just when I noticed; it may not be the cutoff.) Opting out of the Pit Blow clinic doesn't give another chance to learn it either.

#### SCENE #1-14: Nozomi's Recollection

Type ---: Dialogue  
View On : Dec. 3, 1986 at earliest (Dobuita)  
Trigger : learn Nozomi was splashed from another NPC  
Window -: during Aida Florist's regular business hours  
Missable: no  
Apx Time: 5-10 min.  
Reward -: ---

Nozomi, who works at the florist shop north of Tomato Mart, will mention she was splashed by a black car a few days prior, and that Tom apparently argued with its driver. Nozomi gives up this information without Ryo needing to get other NPCs' referrals, note.

#### SCENE #1-15: Tom's Testimonial

Type ---: Dialogue  
View On : Dec. 3, 1986 at earliest (Dobuita)  
Trigger : learn about Tom's argument from Nozomi  
Window -: during Tom's Hot Dogs' regular business hours  
Missable: no  
Apx Time: 10 min.  
Reward -: ---

Nozomi directs Ryo towards Tom, the hot dog salesman further down the main street. (The dude in question has a bright red food van, dreadlocks and is always chillin' on the street, so he's hard to miss.) Repeatedly questioning him confirms Lan Di's involvement. To find Chinese, Tom suggests, ask other Chinese folk.

#### SCENE #1-16: Enoki's Enmity, Pt. 1

Type ---: QTE  
View On : Dec. 3, 1986 at earliest (Dobuita)  
Trigger : After hearing Tom's info on Lan Di, walk south past Tomato Mart  
Window -: 11:00 AM - 3:00 PM  
Missable: yes (never walk north past Tomato Mart)  
Apx Time: 10 min.  
Reward -: ---

Enoki, a delinquent of acquaintance of Ryo, gets bumped into and picks a fight. There's a small QTE to do, with the simplest solution being: left, A, B. (Remastered version: left, X, O). Ryo wins as long as he doesn't fail any consecutive inputs. This event can happen in any weather, but only at the suggested time after Tom's given his information. (Failing the event makes it replay.)

#### SCENE #1-17: The Three Blades

Type ---: Dialogue

View On : Dec. 3, 1986 at earliest (Dobuita)  
Trigger : Speak with Tao-san after Tom suggested finding Chinese people  
Window -: during Ajiichi Restaurant's regular business hours (10:00-21:00)  
Missable: no  
Apx Time: 40 min. (at its normal pace)  
Reward -: ---

Tao runs the Ajiichi restaurant between the motorcycle shop and the Tomato Mart, and being Chinese himself, will give info on the Three Blades. That is, the three blade-using professions: barbers (Maeda), tailors (Itoi) and cooks (Manpukuken Ramen). He also mentions the Liu barber shop, but apparently it's closed due to the elder Liu's illness.

Note that Tao's wife is the one who makes the Three Blades suggestion. This means, should Ryo catch Tao before work, he won't give up the info! Hence, why one needs to visit during business hours.

#### SCENE #1-18: The Lius

Type ---: Dialogue  
View On : Dec. 3, 1986 at earliest (Dobuita)  
Trigger : get referral to Lius from Maeda, Itoi or Wong/Wu  
Window -: regular business hours for each store involved (collecting info)  
          : 10:00 AM - 7:00 PM (Liu Barber Shop and Salon hours)  
Missable: no  
Apx Time: 15 min.  
Reward -: ---

After being directed to the Lius from any local Three Blades member Tao-san originally suggested, the Liu barber shop (near Dobuita's Sakuragaoka Park entrance) can be accessed. Speak with Mr. Liu to learn he's a second-gen Chinese and may not be of help, but his 80-year-old father might be -- he's often hanging around Suzume Park.

Note that getting the referral for this scene is pretty easy, since Maeda and Itoi have similar work hours to the Ajiichi Restaurant. Manpukuken Ramen, the third suggestion, doesn't -- it opens at 5 PM, then refers Ryo to two workers (Wong & Wu) who frequent bars at night. They can be found at Bar Yokosuka, literally the closest one to the ramen shop (speak to both to get referral).

Until the referral comes in, the Liu barber shop is closed, regardless of its regular store hours. Since the wife once again chips in the most useful piece of info, Ryo has to do his questioning during regular business hours -- no catching them on the street!

#### SCENE #1-19: The Lius, Part 2

Type ---: Dialogue  
View On : Dec. 3, 1986 at earliest (Dobuita)  
Trigger : Liu at the Barber Shop referred Ryo to his father  
Window -: 8:30 AM - 8:30 PM  
Missable: no  
Apx Time: 10-15 min.  
Reward -: ---

Suzume Park is the small space in the alley next to the arcade, across the street from the Yamaji Soba shop. The gray-haired elder only spawns after Ryo learns of his schedule (don't confuse him with the skullcap-wearing geezer who also rests there on occasion) and sits on a bench until around 8:30 PM. Unlike some NPCs, he can be questioned somewhat outside the park, so there's

a slightly larger timeframe than what I listed.

Repeated questioning reveals that Lan Di may be a mafia member. The closest mafia base of operations is in the harbor, and sailors may know more about those goings-on.

#### SCENE #1-20: Pool Prowess

Type ---: Event

View On : Dec. 3, 1986 at earliest (MJQ Jazz Bar in Dobuita)

Trigger : learn about sailors from Liu-san

Window -: MJQ's regular hours (7:00 PM - 4:00 AM)

Missable: yes (unavailable after doing Heart Beats event)

Apx Time: 10-15 min.

Reward -: information on sailors

After Liu-san suggests canvassing for sailors, Ryo can see a special scene at the MJQ club in the bar district. Two billiards players -- Gilbert & Wilson -- will offer a wager: sink the 9-ball in one shot for them to answer questions. If Ryo misses, he must buy Gilbert a bourbon (¥1000).

Failing kicks Ryo out of the bar afterward. Succeeding learns the two pool junkies are base workers and that sailors usually hang out at the Heart Beats nearby.

#### SCENE #1-21: Heart Beats, Pt. 1

Type ---: QTE

View On : Dec. 3, 1986 at earliest (Dobuita)

Trigger : get tipped off that sailors hang out at Heart Beats

Window -: nighttime only (past 7:00 PM)

Missable: no

Apx Time: 10 min.

Reward -: ---

After Ryo gets his information, the next step is visiting Heart Beats, the back alley bar opposite the Knocking Motorcycle shop. Unlike in the daytime, the punk who prevents Hazuki from continuing into the alley is gone. However, Tony and Smith, two Americans, decide to pick a drunken brawl with Ryo outside the club.

Like many QTEs, getting all inputs right (B, A originally; O, X in remaster) is the shortest route to completion, and getting any two successive inputs wrong forces the event to restart.

#### SCENE #1-22: Heart Beats, Pt. 2

Type ---: QTE

View On : Dec. 3, 1986 at earliest (Dobuita)

Trigger : enter Heart Beats for the first time

Window -: during Heart Beats' regular hours (7:00 PM - 4:00 AM)

Missable: no

Apx Time: 25 min.

Reward -: ---

Once inside the seedy establishment, Ryo will quickly be assailed by mouthy sailors who don't appreciate his snooping. The winning route this time is just alternating buttons: [B, A, B, A] or, in the remaster, [O, X, O, X]. Failing successive inputs, or getting hit with the bar stool in the third attack, forces the event to restart.

In the end, the annoyed bartender will give up information: Charlie, a well-known underworld informant, may know more about the Chinese cartel. He likes motorcycles and wears a leather jacket and shades.

In exchange for the info, the barkeep expects the kung-fu troublemaker to never return. Should Ryo do it anyway, he'll be chewed out; the barkeep won't give any useful tips and the bar has no other patrons from now on. Oops!

#### SCENE #1-23: Latecomer

Type ---: Dialogue  
View On : Dec. 3, 1986 at earliest (Hazuki Residence)  
Trigger : enter Ryo's home really late at night  
Window -: 10:00 PM or so  
Missable: no  
Apx Time: 5 min.  
Reward -: ---

Arriving home at a late hour will earn gentle annoyance from Ine-san. This scene can be done on any day, and can repeat somewhat if Ryo keeps doing it. If Ryo is teleported home due to 11:30 curfew, a similar scene may take place in the morning instead.

#### SCENE #1-24: Soccer Bawl

Type ---: QTE  
View On : Dec. 4, 1986 at earliest (Yamanose)  
Trigger : approach fox shrine the day after Megumi's first kitten event  
Window -: daytime only (8:30 AM - 7:00 PM)  
Missable: yes  
Apx Time: 10 min.  
Reward -: ---

This is the quick time event (QTE) introduction of sorts. One of the local kids will be playing and kicks a soccer ball. Ryo can catch it with A-button or fumble it, which hits Kayoko in the head, making her cry and run off.

This event only happens once if triggered, and only appears if it's daytime, the weather's fair and Ryo is approaching from the north. Area-jumping to Sakuragaoka and working in reverse won't work.

#### SCENE #1-25: Megumi's Kitten, Pt. 2

Type ---: Dialogue  
View On : Dec. 4, 1986 at earliest (Yamanose)  
Trigger : visit fox shrine after seeing Yamanose soccer event  
Window -: daytime only (8:30 AM - 7:00 PM)  
Missable: yes  
Apx Time: 10 min.  
Reward -: ---

This scene is immediately viewable after the Yamanose soccer event, once Ryo reenters the screen. Speak with Megumi to name the kitten: Mimi, Chibi or Tama. Sasuke is also an option, but since it's an ill-fitting boy's name, she won't allow it. (Ryo using the name anyway is worth seeing at least once, though.)

#### SCENE #1-26: Enoki's Enmity, Pt. 2

Type ---: Event  
View On : Dec. 4, 1986 at earliest (Sakuragaoka)  
Trigger : 1st day of sunny/snowy weather after 1st Enoki event  
Window -: daytime only (8:30 AM - 7:00 PM)  
Missable: yes (becomes unavailable after finding Charlie)  
Apx Time: 30 min.  
Reward -: ---

If Ryo saw the first Enoki event in Dobuita, he can view this one on the next day at earliest, provided the weather isn't crap, it's daytime and he hasn't finished the tattoo parlor event. Approach Sakuragaoka Park to find Nozomi trying to protect a child from Enoki and Nagashima. Ryo's intervention leads to a full-blown brawl.

The lackey should drop like a sack of bricks, but Enoki's constitution and repertoire (including a knockdown-enabled punch and lunging headbutt combo) make it more of a fight. Players who've neglected their training may squeak out a win, but diligent students of Hazuki-fu should barely break a sweat. If someone is truly having a tough time, consider upgrading Ryo's attacks with scrolls, like those at his house or buyable ones at Bunkado Antiques.

Note that as long as this quest is available and unfulfilled, Nozomi won't appear at the florist shop, even after the fight's window has closed for the day. This is actually a good way to learn if the event is still playing without actually triggering it (although it's more of use to players who want to learn the finer points of event timing).

#### SCENE #1-27: Thirst

Type ---: Event  
View On : Dec. 4, 1986 at earliest (Dobuita)  
Trigger : approach vending machine near Maison de Ishikawa  
Window -: daytime only (8:30 AM - 7:00 PM)  
Missable: yes  
Apx Time: 10-15 min.  
Reward -: ---

Once the Heart Beats bar event is done, this event can happen anytime during the following days. Wang, the bespectacled goof-off who works at Tao-san's Ajiichi Restaurant, is thirsty and has no money! He will literally stand by the machine all day before heading back to his workplace.

Ryo can offer to buy him a beverage from the machine (¥100) or let the man suffer. At the early stages of the game, helping him does nothing info-wise, other than trigger the Freelander trophy (PS4-only). However, later, when Ryo is looking to translate his Chinese letter, Wang informs Ryo about Xia-san at the China Shop. Of course, this only occurs if he gets sweet refreshment. Any soda/coffee works to that end.

This event can happen repeatedly over the course of days leading up to the letter-translation segment. The event may not happen on consecutive days if Ryo views it. However, when Ryo gets to the translation segment, Wang's wait in front of the vending machine doesn't occur UNLESS he speaks with Tao at the Chinese restaurant. Once Ryo is sent to Wang (a.k.a. Guang Ji), he'll automatically spawn as usual.

#### SCENE #1-28: Double Blow Tutorial

Type ---: Event  
View On : Dec. 3, 1986 at earliest (Dobuita)

Trigger : visit Suzume Park during the afternoon, except during the "find Liu  
| Senior" step of the Three Blades quest.

Window -: afternoon only (3:00-7:00 PM)

Missable: yes

Apx Time: 1 hour

Reward -: Double Blow technique

Once Dobuita is accessible, Yamagishi (the resident who was almost ran down by Lan Di's car) will spend his afternoons in that region's Suzume Park, all the way to sundown. Ryo can trigger the scene as early as December 3, but it can be done the day after the Heart Beats Bar roughhousing, too.

Visiting Suzume Park during the afternoon earns a special cutscene, where Yamagishi reminisces about time he spent with Iwao. He'll offer to teach Ryo the ancient Double Blow technique, done with the [Forward+X+A] combination. For remaster players, the equivalent is [Forward+Square+X]. Hazuki can also choose not to learn the ability, if one wants to snub the old-timer. However, this prevents him from learning it entirely.

Like many scenes, this one won't play if Ryo simply waits inside Suzume Park at the given timeframe. He must enter from the street! (Leaving toward the main street and approaching again will work; leaving Dobuita entirely isn't required.) Once the event ends, Yamagishi stops hanging around Suzume Park.

#### SCENE #1-29: Nagai Industries

Type ---: Dialogue

View On : Dec. 4, 1986 at earliest (Dobuita)

Trigger : learn about Nagai Industries during search for Charlie

Window -: mostly during stores' regular business hours

Missable: yes

Apx Time: 15-20 min.

Reward -: ---

During the search for the infamous Charlie, some NPCs (like Sawano at the Hokuoku Lunches stand) may suggest he's a yakuza in cahoots with the Nagai Industries folk. Said building is near the Sakuragaoka Park entrance to Dobuita, right next to a vending machine. (If you hadn't done Wang's "I'm thirsty!" event, it will play as you get near.) Though it looks like a house of some sort, Nagai Industries is actually a company and has its own business hours, opening around 1:00 PM.

In the upstairs office, speak to the totally-not-a-mobster guy, then the two lackeys (Toshiki and Toya) will give information about Charlie's whereabouts and schedule. It's the same information gleaned from talking to street NPCs, but this is a fun way, albeit time-inefficient, to go about collecting info. Interestingly enough, Nagai Industries clues override some of the easier methods of learning Charlie's schedule, like Kurita and Tsuruoka, since Ryo won't pursue that line of questioning.

#### SCENE #1-30: Charlie's Gang

Type ---: Cutscene/Event

View On : Dec. 4, 1986 at earliest (Dobuita)

Trigger : Walk near arcade after learning Charlie's schedule; can't be done  
| the same day as the Heart Beats Bar brawl.

Window -: nighttime only (7:00+ PM)

Missable: no

Apx Time: 45 min. if you're quick

Reward -: ---

After a long day of searching for Charlie, word's apparently gotten around! Going near the arcade at nighttime will earn a visit from some thugs who offer to take him to their buddy. Of course, when Ryo ends up in an empty parking lot, it's obvious it's a trap. (Well, it was obvious from the get-go, but still!)

There's five thugs to beat up. The fellas in the brown-colored jackets are the lightweights, while the two thugs from the first Heart Beats event put a bit more oomph into their attacks. Finally, the spiffy-looking guy in the hat and black jacket is the best (relative) fighter of 'em all. Winning earns a tip about a local tattoo parlor Charlie hangs out at.

As one of the first large brawls players experience, it can be overwhelming, even though only three attackers are active at once. Hedging against damage preventing foes from surrounding Ryo is a good strategy, while bringing the pain with throws (which can hit other enemies) thins the crowd, too. Those who are still struggling may want to buy better abilities at the antique shop during the daytime, or practice leading up to the event. Don't feel bad about putting it off either -- there's no rush.

One final note: the event only plays when Ryo approaches from the Suzume Park alley or the jacket shop area. Approaching from the bus stop area (near the cigarette stand) or waiting in the parking lot doesn't work! This rarely works for any event, and may waste time, so it's a good habit to avoid.

#### SCENE #1-31: Joining the Gang

Type ---: Dialogue  
View On : Dec. 4, 1986 at earliest (Dobuita)  
Trigger : learn about the tattoo parlor  
Window -: 10:00 AM to Midnight  
Missable: yes  
Apx Time: 5-10 min.  
Reward -: ---

Though there are several generic ways to locate the tattoo parlor, this one is worth mentioning on its own grounds. Shingo and Koji, two biker thug types one may have seen around Dobuita, are scripted to hang out at You Arcade for most of the day (until Ryo finds the parlor). If Ryo tries hitting Shingo up for information, he'll mention the parlor's location outright...but only if Ryo joins the gang.

Ryo can "agree" to get the information or decline, which gets nothing. There is only one shot at getting the whereabouts this way. Note: if Ryo chooses to join the gang, he doesn't really do it. In a follow-up conversation, Shingo laughs it off.

This scene is available immediately after the parking lot event, making it the quickest way to get relevant info about the parlor. Just note that Shingo won't give the invitation outside of You Arcade, and won't give it again if Ryo declined.

#### SCENE #1-32: Tattooist's Tip

Type ---: Dialogue  
View On : Dec. 4, 1986 at earliest (Dobuita)  
Trigger : visit tattoo parlor same night that one defeats the five sailors  
Window -: nighttime only (7:00+ PM)  
Missable: yes

Apx Time: 15 min.

Reward -: ---

This is an easily missable scene, and gives unique hints in the notepad, so I'll include it here. Walloping the sailors at the parking lot gives a hint about finding a tattoo parlor. Many players would think "hey, it's nighttime, so I'll do it tomorrow" and return home. However, players who already know the parlor is in Okayama Heights can go there immediately.

The resultant scene is unique: Ryo interrogates the tattooist, who constantly deflects by asking to ink Ryo. After the final conversation, Ryo gets a note about returning the next day, since his prey may be there.

#### SCENE #1-33: Charlie

Type ---: Cutscene/QTE

View On : Dec. 5, 1986 at earliest (Dobuita)

Trigger : learn where the tattoo parlor is from any number of NPCs

Window -: 2:00 PM - Midnight

Missable: no

Apx Time: 30 min.

Reward -: ---

This event is doable after learning the tattoo parlor is in Okayama Heights, the apartment block near the bar district's ramen shop. It can only trigger during the parlor's regular business hours. NOTE: If Ryo visits the parlor on the night he beats up the sailors near the arcade, he will only get a clue to revisit the next day. Doing so starts the scene as normal.

Once the tough guys are run out, Ryo's informed Charlie is sleeping behind the nearby curtain. Pull it back for a quick QTE -- [Left, A] or [Left, X], for Dreamcast and PS4, respectively -- that avoids Charlie's knife slashes. Missing any of the inputs results in failure, forcing the scene to replay. Succeeding forces Charlie to make an appointment with some cartel folk at 3:00 PM the next day, near the arcade.

In the remaster, outwitting Charlie earns the "Needle in a Haystack" trophy.

#### SCENE #1-34: Nozomi's Worries

Type ---: Cutscene

View On : Dec. 5, 1986 at earliest (Dobuita)

Trigger : leave the tattoo parlor after meeting Charlie

Window -: anytime (immediately after parlor/Charlie event)

Missable: yes

Apx Time: 15 min.

Reward -: ---

Once Charlie has been met, exiting back to the street earns a special scene with Nozomi, who's worrying that Ryo is neglecting his studies. He sends her home with a little reassurance. (This is the cutoff point for viewing the 2nd Enoki event in Sakuragaoka Park.) Technically, this scene is missable if one is teleported home by staying out too late, though few players will ever get that chance, I'm sure.

#### SCENE #1-35: Sparring

Type ---: Cutscene/Event

View On : Dec. 6, 1986 at earliest (Hazuki Residence)

Trigger : after meeting Charlie, sleep at Ryo's house

Window -: 8:30 AM - 9:20 AM

Missable: no

Apx Time: 1 hour

Reward -: ---

The morning after Ryo meets Charlie, the Hazuki heir will have a mandatory dojo match with Fukuhara. For those who haven't done any sparring events, these are "for fun" and neither side can win or lose -- it's just training moves. The match lasts about an hour.

If Ryo pulls out some interesting or new techs (like Yamagishi-san's Double Blow), Fuku will be audibly impressed and wonder where Ryo picked 'em up. Likewise, using dangerous abilities, like the Darkside Hazuki throw, causes Fuku to say things like "don't use that move!".

#### SCENE #1-36: The Letter

Type ---: Cutscene

View On : Dec. 6, 1986 at earliest (Hazuki Residence)

Trigger : complete the sparring session with Fukuhara

Window -: 9:20 AM - 9:40 AM

Missable: no

Apx Time: 15 min.

Reward -: Letter to Father

After the mandatory sparring session, Ine-san will eventually give Ryo the letter she got towards the start of the game -- the one written in Chinese, intended for Iwao. She also makes Ryo promise he won't do anything rash...

#### SCENE #1-37: The Letter, Pt. 2

Type ---: Cutscene

View On : Dec. 6, 1986 at earliest (Hazuki Residence)

Trigger : after receiving the "Letter to Father," exit the house

Window -: anytime after getting "Letter to Father"

Missable: no

Apx Time: 20 min.

Reward -: ---

Fuku-san will run over and muse about the letter, stating the obvious about finding a Chinese person to translate it. And...that's it. Kinda pointless little scene.

#### SCENE #1-38: Charlie's Gang, Pt. 2

Type ---: Event/QTE

View On : Dec. 6, 1986 at earliest (Sakuragaoka)

Trigger : after meeting Charlie, enter Sakuragaoka on a following day

Window -: 8:30 AM - 2:30 PM

Missable: no (automatically happens at 2:30 this day if Ryo waits too long)

Apx Time: 40 min. if you're fast

Reward -: ---

The first time Ryo enters Sakuragaoka after meeting Charlie in the tattoo parlor, this event will play. An upset kid (Xie Gao Wen) will lead Ryo to a construction site where Charlie's gang of lackeys will pick a fight. Although five are there, including Charlie himself, Ryo need only contend with three. They're a bit tougher than the low-ranked sailors fought at the Dobuita car park, though not by much. The guy in the camo jacket is the toughest of the trio. Try getting onto the wider street to fight, rather than the cramped

contruction lot, if Ryo's getting interrupted too quickly. Cyclone Kick is great here.

Immediately afterwards, Ryo can do a satisfying QTE ['A' or 'X', depending on the played version] to pelt Chuck in the face with a soccer ball. Missing the timing results in a thug's lead pipe craniotomy, forcing a do-over.

#### SCENE #1-39: The Letter, Pt. 3

Type ---: Dialogue

View On : Dec. 6, 1986 at earliest (Dobuita)

Trigger : anytime after the construction site event, walk near the bakery

Window -: daytime only (8:30 AM - 7:00 PM)

Missable: yes

Apx Time: 5-10 min.

Reward -: ---

If Ryo walks past Komine Bakery in Dobuita during the day, he'll automatically be stopped by that green-jacketed tike, Xie Gao Wen. Although this has the makings of another "this NPC does nothing" chat, Gao Wen offers a useful tip: his grandmother Xia-san, proprier of the Russiya China Shop, can probably help. That shop remains closed until Ryo is directed there (by anyone).

#### SCENE #1-40: The Letter, Pt. 3.5

Type ---: Dialogue

View On : Dec. 6, 1986 at earliest (Sakuragaoka)

Trigger : after doing the construction site fight, spawn Wang at the Dobuita  
| vending machine. Do his scene, but don't buy him a drink; instead,  
| return to Sakuragaoka and look for the granny. She only appears if  
| Ryo helped her find the Yamamotos' house in the earlier event.

Window -: daytime only (8:30 AM - 7:00 PM)

Missable: yes

Apx Time: 10-15 min.

Reward -: ---

This is an alternate way of learning about Russiya, but the method is easily missable. To see it, Ryo must have helped the granny (Kame Shibukawa) during an earlier event. Then, up to the current date, he must need a translator but hasn't gotten any clues -- either from Xia's grandson or Wang. To ensure the latter doesn't help, do his scene but don't buy him a beverage.

With the scene set, return to Sakuragaoka during the daytime (any weather), and look for the old woman. She'll mention that Xia-san of the Russiya China Shop being knowledgeable about Chinese characters, not to mention it's in Dobuita and near a jeans shop. (Yeah, this one conversation is more fruitful than most NPC hints combined.) Ryo may have to speak to her a couple times to milk all the info, though.

This scene won't play if Ryo got info through some other manner, or screwed up (or entirely skipped) Kame's earlier event.

#### SCENE #1-41: The Letter, Pt. 4

Type ---: Cutscene

View On : Dec. 6, 1986 at earliest (Dobuita)

Trigger : learn about Russiya China Shop from an NPC

Window -: regular business hours only (10:00 AM - 9:00 PM)

Missable: no

Apx Time: 45 min.

Reward -: ---

Once info is gleaned about Russiya, Ryo can enter and ask Xia-san about the letter's nature. Being surprisingly educated, Xia-san immediately reveals the text is reversed kanji, and warns of "those who pursue the mirror". Text on the back reveals an odd poem ("Father's Heaven, Nine Dragons; Mother's Earth, Comrades") and a phone number, 0468-61-5647. Apparently, this is related to the Master Chen the letter suggests seeking out.

NOTE: When calling numbers, only the last six digits really need to be used.

#### SCENE #1-42: The Letter, Pt. 5

Type ---: Cutscene  
View On : Dec. 6, 1986 at earliest (Hazuki Residence)  
Trigger : translate the Chinese letter at Russiya China Shop  
Window -: anytime (day letter is translated only)  
Missable: yes  
Apx Time: 10 min.  
Reward -: ---

This easily missable event occurs if Ryo returns to his residence after the letter is translated, but before learning about Warehouse #8. Fuku-san, who expressed interest in the letter previously (and even asked Ryo to return to him when it was translated, if one spoke to him afterwards) will get to learn the letter's contents.

If the circumstances are correct, the event will play automatically when Ryo enters his house -- Fuku-san doesn't seem to be present on the grounds until it occurs. Ryo can miss the admittedly pointless scene in several ways, like learning about the warehouse, "teleporting" back to his room due to the curfew, etc. (Calling the number but failing the poem code doesn't foul up the event.)

#### SCENE #1-43: Book Smarts

Type ---: Cutscene  
View On : Dec. 8, 1986 at earliest (Hazuki Residence)  
Trigger : learn about Warehouse #8  
Window -: 8:30 AM only  
Missable: yes  
Apx Time: 15 min.  
Reward -: ---

Players are automatically treated to this scene if they learn about Warehouse #8, but don't learn where it is for two days. Fukuhara will enter Ryo's room and suggest using the phone book in the house phone's cabinet.

#### SCENE #1-44: Seeking Chen

Type ---: Dialogue  
View On : Dec. 6, 1986 at earliest (any phone)  
Trigger : translate the Chinese letter at Russiya China Shop  
Window -: anytime phones are accessible  
Missable: no  
Apx Time: 10 min.  
Reward -: ---

Translating the letter reveals an odd phone number (0468-61-5647) and poem. If Ryo tries dialing it at a phone -- such as those at his house, the booth

in Sakuragaoka or at Dobuita's tobacco stand-- he'll get a mysterious voice on the other line, who references the poem. If Ryo's responses match up right, he'll learn about Warehouse No. 8 before getting hung up on.

#### SCENE #1-45: Seeking Chen, Pt. 2

Type ---: Cutscene  
View On : Dec. 6, 1986 at earliest (Dobuita)  
Trigger : learn about Warehouse #8  
Window -: anytime  
Missable: yes  
Apx Time: 5-10 min.  
Reward -: ---

This small cutscene is available after learning about Warehouse #8, but before its whereabouts are uncovered. Speak with Hirata at the tobacco shop to get a valuable tip: just look the number up in a phone book. (Coincidentally, her shop has one of the few phonebooks in the entire game, right by the kiosk's window. It's available at all hours, just like Ryo's phonebook is within his house phone's cabinet.) Inspect the directory to see Ryo languidly flip through, finally revealing the destination: Amihama!

Technically, speaking with Hirata isn't necessary, a fact players may have gleaned if they did this scene at night when she isn't around.

#### SCENE #1-46: Enoki's Enmity, Pt. 3

Type ---: Cutscene/Event  
View On : Dec. 6, 1986 at earliest (Dobuita)  
Trigger : receive the Chinese letter from Ine-san  
Window -: nighttime only (7:00+ PM)  
Missable: yes (only occurs if Enoki's Sakuragaoka Park event was done)  
Apx Time: 30 min.  
Reward -: ---

The final Enoki event can take in the small window between receiving the translated letter and before taking the Amihama-bound bus, which ends Disc 1. To view it, visit the Wakaba Apartments at night -- that is, the isolated building between Dobuita's Suzume Park and the alternate route (dirt path) to Sakuragaoka.

Enoki and Nagashima are scripted to appear at the Wakaba Apartments at night anyway, but during the event's window, they'll end up taking revenge on Ryo for the beating he gave 'em last time. Our protagonist starts out surrounded in a 1-on-4 scenario, but only Enoki and his small arsenal (grab/headbutt & lunging charge) are a threat. This small lot is cramped and weird-shaped, so liberal use of throws to clear fodder is wise.

Afterwards, Ryo once again tells off the delinquents, causing them to flee in terror. The event has no reward beside the satisfaction of victory.

#### SCENE #1-47: Leaving Dobuita

Type ---: Cutscene  
View On : Dec. 6, 1986 at earliest (Dobuita)  
Trigger : learn about Amihama and board the bus  
Window -: anytime buses are available  
Missable: no  
Apx Time:  
Reward -: ---

Once Ryo checks a phonebook or directory assistance, Amihama becomes the next destination. He'll need to ride a crosstown bus to visit, and the only one available is in Dobuita, on the main street near the cigarette stand. Before this point, Ryo hasn't been able to access the highway sidewalk, but he'll be able to wait for the bus this time, provided one's learned Amihama is the town harbor. (Hirata at the cigarette shop will fit the bill.)

The bus comes every thirty minutes: top and bottom of the hour on weekdays, a quarter past and a quarter to on Saturdays and holidays. (On Saturdays and holidays, there's no 11:00 PM bus; Ryo has to wait for 11:30. This is of very little importance, however.) It costs ¥160 to ride. Interestingly enough, it's impossible to have no fare since Ryo refuses to waste money once it dwindles too low (usually around ¥500).

#### SCENE #2-01: Amihama

Type ---: Cutscene  
View On : Dec. 6, 1986 at earliest (Amihama)  
Trigger : start disc two  
Window -: anytime  
Missable: no  
Apx Time: 15 min.  
Reward -: ---

This is basically the introduction to Amihama, Yokosuka's massive port area. At the end of the sweeping bird's-eye footage, Ryo arrives by bus. In terms of game time, this is about an hour's time after leaving Dobuita.

#### SCENE #2-02: Goro

Type ---: Cutscene/QTE  
View On : Dec. 6, 1986 at earliest (Amihama)  
Trigger : walk by parking lot for the first time  
Window -: anytime before 10:00 PM  
Missable: yes  
Apx Time: 25-30 min.  
Reward -: ---

Almost immediately on his journey to find Warehouse #8, Ryo stumbles on Goro and his thug pal shaking someone down. Naturally he intervenes, starting a fun justice-deliverin' QTE -- [Left, A, B] in the original and [Left, X, O] in the remaster. Like usual, two failures in a row leads to an embarrassing beatdown that restarts the event. Once kaput, Goro mentions #8 is down the right-hand path, in the New Warehouse District.

The delinquents' event can be skipped temporarily by waiting until late at night, but must be done eventually, since it debuts Goro.

#### SCENE #2-03: The Homeless Problem

Type ---: Cutscene  
View On : Dec. 6, 1986 at earliest (Amihama)  
Trigger : approach Warehouse #14  
Window -: 8:30 AM - 9:00 PM  
Missable: yes  
Apx Time: 30 min.  
Reward -: ---

Warehouse #14 is in the New Warehouse District -- basically find Hisaka's

Hokuhoku Lunches stand and keep going straight along the ocean, rather than turning toward Warehouse #8. Ryo will see a scene where a homeless man is ejected from a building, and after a small talk, he asks the youngster for a coffee. Ryo will have to get one from the nearby vending machine (¥100) to automatically finish. Coffee is on the bottom row of the machine, note.

Laughably, Ryo can buy him cold drinks, too, which gives a marked difference in his post-scene attitude. Instead of giving praise, he'll say things like "the youth of today be pretty stupid".

Also worth noting is that those doing the Mai sidequest naturally run through this scene's range, so it'll have to be witnessed before continuing (assuming it wasn't done earlier).

#### SCENE #2-04: Access Denied

Type ---: Cutscene  
View On : Dec. 6, 1986 at earliest (Amihama)  
Trigger : try entering Warehouse #8's front door  
Window -: anytime before 7:00 PM  
Missable: yes  
Apx Time: 5 min.  
Reward -: ---

This is a small cutscene if Ryo finds Warehouse #8 and tries entering through the front door, leading to him being rebuffed. This winds up being a normal Amihama occurrence in other places, too, but this one's slightly different since Ryo muses about another possible entry point. (This adds a notebook note about it and spawns the movable crate behind the building.)

After nightfall, the warehouse closes and there's only a single gate guard, and his conversation doesn't update the notepad. In other words, those who get a late start on Disc 1 (like doing Enoki's last event) won't be able to do this on December 6th, which means they also can't infiltrate the building.

#### SCENE #2-05: Goro's Diversion

Type ---: Cutscene  
View On : Dec. 7, 1986 at earliest (Amihama)  
Trigger : the first day in Amihama, don't find Warehouse #8; then, on a  
| subsequent day, try proceeding into Amihama  
Window -: daytime only (8:30 AM -7:00 PM)  
Missable: yes  
Apx Time: 15 min.  
Reward -: ---

This scene only occurs if Ryo located Warehouse #8 on his first day at port, but didn't find a way in. Goro will approach (at same spot where his beatdown QTE occurred) and offer his services to Ryo. Together, the two concoct a silly distraction plan in front of Warehouse #8, resulting in Ryo sneaking in via the ground floor. Other than that, the infiltration occurs in the same way as if he'd snuck in through the back window.

#### SCENE #2-06: Stackin'

Type ---: Dialogue  
View On : Dec. 6, 1986 at earliest (Amihama)  
Trigger : walk behind Warehouse #8 after trying to enter via the front  
Window -: anytime  
Missable: no (movable crate only appears after front door scene)

Apx Time: 10 min.

Reward -: ---

Once Ryo realizes the appointment-only front door is a no-go, walking 'round back starts a mini-scene where he realizes stacking a crate can let him sneak in through an open window higher up. To do the stacking, push the crate with the d-pad until it abuts the bigger pile. (Ryo can't be spotted by any port personnel during this, so don't coordinate movements to avoid forklift workers or anything.)

#### SCENE #2-07: Realization

Type ---: Cutscene

View On : Dec. 6, 1986 at earliest (Amihama)

Trigger : approach booth at end of Warehouse #8's interior

Window -: anytime before 11:30 PM

Missable: no

Apx Time: 10 min.

Reward -: ---

This scene plays when Ryo goes to the far end of the catwalk. Two workers'll be kvetching about a wrong invoice, and how it was meant for Warehouse #8's sister building in the Old Warehouse District. This is the first time Ryo and players are tipped off to such a location. Afterwards, Ryo automatically exits the warehouse and the boost-up crate disappears, preventing future break-ins.

#### SCENE #2-08: The Trouble With Mai, Pt. 1

Type ---: Cutscene

View On : Dec. 6, 1986 at earliest (Amihama)

Trigger : After doing the Warehouse #8 infiltration, try entering the Old  
| Warehouse District during the day, then visit Hisaka's lunch stand

Window -: daytime only (8:30 AM - 7:00 PM)

Missable: yes

Apx Time: 15 min.

Reward -: ---

This easily missable scene occurs only after learning about the Old Warehouse District, but before successfully infiltrating it. Before the event occurs, Ryo must try entering the OWB during the day, getting kicked out (which adds a notepad clue), then visiting the Hokuhoku Lunches stand near the "newer" Warehouse #8. It'll play automatically.

Mai, Hisaka's sister, will come around and brazenly try getting a monetary handout, before running off empty-handed. Hisaka suggests Ryo talk sense into Mai since they're in the same age group, and she might listen to a non-family member. Ryo can accept or decline.

#### SCENE #2-09: The Trouble With Mai, Pt. 2

Type ---: Cutscene

View On : Dec. 6, 1986 at earliest (Amihama)

Trigger : accept Hisaka's request to help Mai

Window -: anytime (8:30 AM - 11:30 PM)

Missable: yes (one-time-only event)

Apx Time: 20 min.

Reward -: ---

This is the resolution to the sisterly request for help. Ryo can find Mai by Warehouse #17 (with or without anyone's help) with the delinquent girls who

hang around Dobuita. Ryo will automatically approach them when he's in the right area.

There'll be a QTE -- [Left, A, Left] in the original, [Left, X, Left] in the remaster -- to show the girls what for, with Ryo succeeding in saving Mai. But, the funniest part of this scene is FAILING it. Ryo gets clobbered and slashed by the foul-mouthed brats, then left for dead, even by Mai. Talk about a sad scenario! It's worth seeing at least once, though I wouldn't suggest saving after.

#### SCENE #2-10: Licking Wounds

Type ---: Cutscene  
View On : Dec. 6, 1986 at earliest (Hazuki Residence)  
Trigger : fail the Mai QTE event near Warehouse #17  
Window -: same timing and circumstances as QTE event  
Missable: yes  
Apx Time: ---  
Reward -: ---

Losing to a bunch of teenage girls is embarrassing enough, but Fukuhara adds extra insult to injury by ferrying the unconscious Ryo back home. (Presumably because Mai told her sister or something.) In any case, after being cut up, Fuku suggests resting for the rest of the day. Sure 'nough, after the scene, the game automatically advances to the next morning, regardless of how much time and events are lost in the process. Oops!

This same scene occurs if Ryo loses the fight with the Dobuita drunk (see the "Bum Rush" section) and has the same fast-forwarding circumstances as above.

#### SCENE #2-11: The Trouble with Mai, Pt. 3 Finale

Type ---: Cutscene  
View On : Dec. 6, 1986 at earliest (Amihama)  
Trigger : win the Mai QTE near Warehouse #17  
Window -: daytime only (8:30 AM - 7:00 PM)  
Missable: yes  
Apx Time: 30 min.  
Reward -: ---

This event occurs after beating the delinquent girls on the far side of the port, then approaching Hisaka's stand. Ryo will report in and offer to take some lunches to the OWD security guards across the harbor. Doing this learns the night shift (8:00-9:00 PM) is short-staffed, providing an opportunity for any fledgling trespassers.

Actually, though the guards make it seem like that timeframe is the only one available, Ryo can begin sneaking in as soon as nightfall occurs. Having to restart the OWD break-in causes it to start at 8:00 PM on subsequent nights, though. (See "Mendicant Generosity" section for more details.)

#### SCENE #2-12: Nozomi's Confession

Type ---: Event/Cutscene  
View On : Dec. 6, 1986 at earliest (Hazuki Residence)  
Trigger : Ryo is home at 7:00 PM  
Window -: apx. 7:00-7:10 PM only  
Missable: yes (undoable after Ryo gets handguard)  
Apx Time: 4.5 hours (!?)  
Reward -: ---

This is an ongoing event available even at the start of Disc 2. If Ryo is home at the 7:00 PM nightfall, there'll be a phone call; if he picks up the phone, it starts a Nozomi-centric scene at Sakuragaoka Park that lasts for until the 11:30 PM curfew. The two teens discuss their feelings for each other somewhat, and Nozomi mentions her father is insisting she return to Canada.

Since this scene requires Ryo to be at home at 7:00, and some scenes occur in Amihama past then -- even on the first day in Amihama -- players trying to make their days as action-packed as possible may want to put it off until later. It's actually easier to do after meeting with Master Chen.

#### SCENE #2-13: Bum Rush

Type ---: Cutscene/QTE  
View On : Dec. 6, 1986 at earliest (Dobuita)  
Trigger : random occurrence when traversing bar district at night  
Window -: nighttime only (7:00+ PM)  
Missable: yes (never do it)  
Apx Time: 10 min.  
Reward -: ---

This is a repeatable event in the Dobuita bar district in which a drunkard picks a fight with Ryo. The solution is [A, Left] in the original, [X, Left] in the remaster. Missing the second input'll lead to Ryo being smashed with a bottle, which results in one of Fukuhara's patented off-screen, day-ending rescues.

Those having trouble triggering this should make sure they're walking the district counterclockwise (i.e. start at Tomato Mart and head toward Ajiichi, then up to Manpukuken Ramen). This event may not play after finding (Older) Warehouse #8, however.

#### SCENE #2-14: Infiltration

Type ---: Cutscene/QTE  
View On : Dec. 6, 1986 at earliest  
Trigger : learn about Old Warehouse District (Amihama)  
Window -: 8:00 PM  
Missable: no  
Apx Time: 5 min.  
Reward -: ---

This scene plays when Ryo tries infiltrating the OWD via a gate near where Tom's Hot Dogs cart normally is. (The gate is the one that's only open a crack, not the one with a guard standing out front.) Trying to squeeze under the kiosk's counter give a short QTE (solution: right) where Ryo catches a flashlight that would otherwise alert the guard. Success lets one sneak into the area.

Fun fact: failing this repeats the scene, only the time advances one day. As some future scenes (like Nozomi's post-Christmas scene and Shenmue's "bad" ending in April) are yawn-inducing to see thanks to the game's lack of time skipping, this is the fastest way on any disc to fast-forward the clock. Of course, nowadays people can just use Youtube to see these curios rather than putting in time themselves...

#### SCENE #2-15: Infiltration, Pt. 2

Type ---: Event

View On : Dec. 6, 1986 at earliest (Amihama)  
Trigger : enter Old Warehouse District  
Window -: anyday after learning about Old Warehouse District (8:00+ PM only)  
Missable: no  
Apx Time: varies  
Reward -: ---

After sneaking by the booth, Ryo has to actually locate the destination in alleyways of patrolling guards. Our protagonist has a flashlight and wall-hugging capabilities (A-button by corners) that may of varying usefulness. Actually, if one knows exactly where the destination is, it's possible to run there without little ado, since the guard rotation spawns at the same point each time.

If Ryo is caught, he'll be removed from the premises and the scene restarts at 8:00 PM the following day. Yes, the game fast-forwards that far again! To add extra fun to the situation,

#### SCENE #2-16: Mendicant Generosity

Type ---: Cutscene  
View On : Dec. 12/14/16/18, 1986 at earliest (Amihama)  
Trigger : fail OWD infiltration event five times  
Window -: automatically plays at 8:00 PM day after sixth event failure  
Missable: yes  
Apx Time: 20 min. (initial), 10 min. (subsequent)  
Reward -: Old Depot Map

This is a series of missable scenes that occur automatically after Ryo fails the guard avoidance event repeatedly. The bum who was ejected from Warehouse #14 on Ryo's first day will automatically show up -- before that particular day's attempt -- to help with information.

Here's a list of his updates and the tips he gives. Technically, each of these is its own special scene, but it makes sense to put them all in this section. The numbers denote the amount of failures Ryo must wrack up to earn the bum's wisdom. (First number is amount of days needed if Ryo bought coffee for the bum; second number is without doing that. In other words, helping him speeds up the amount of days necessary to see everything.)

- [05/06] Map received and displays Old Warehouse #6
- [06/08] Map updated to also display guard routes
- [08/10] Map updated to also Old Warehouse #8
- [10/12] Bum suggests trying to sneak into OWB at 11:00 PM

If one gets the "try at 11:00 PM" tip, subsequent attempts have far fewer guards to deal with. (Laughably, by this point, some of the guards' lines may reflect Ryo's ridiculous amounts of attempts.) Missed attempts past the 12th don't earn extra bum tips.

#### SCENE #2-17: The Eighth Warehouse

Type ---: Cutscene  
View On : Dec. 6, 1986 at earliest (Amihama)  
Trigger : in Old Warehouse #8, inspect the decorative plate on 1F shelf  
Window -: nighttime only (7:00 - 11:30 PM)  
Missable: no  
Apx Time: ---  
Reward -: ---

This is the introduction to Master Chen and his son Gui Zhang, the Chinese family who owns the OWB. Chen reveals he's oathbound to help Iwao's son and mentions there are two mirrors, not just one. (He also says future visits'll need to be arranged by phone, in the same manner as before.) The scene's length is irrelevant since Ryo automatically goes home and rests.

#### SCENE #2-18: I'm Sorry!

Type ---: Cutscene

View On : Dec. 7, 1986 at earliest (Hazuki Residence)

Trigger : after meeting with Chen, speak to Ine-san to learn about Fukuhara,  
| then approach the backyard

Window -: anytime (8:30 AM - 11:30 PM)

Missable: no

Apx Time: 40 min.

Reward -: ---

Under the cherry tree, Fukuhara admits he spilled the beans about Ryo's revenge plot to Ine-san -- oops! Ryo will meet his caretaker right after, and she mentions that Iwao supposedly left an important object at Bunkado Antiques in Dobuita. This scene's the only way to learn this info, so it's mandatory, although it can be delayed. If no one's under the cherry tree, be sure to speak to Ine-san first; Fuku doesn't spawn there otherwise.

#### SCENE #2-19: Talk to Me

Type ---: Cutscene

View On : Dec. 7, 1986 at earliest (Yamanose)

Trigger : approach the Yamanose fox shrine

Window -: daytime only (8:30 AM - 7:00 PM) in fair weather

Missable: yes

Apx Time: 15 min.

Reward -: ---

Approaching the fox shrine starts a small scene where Ryo converses with the orphaned cat. Nozomi appears for no reason and comments that he doesn't talk with her anymore.

#### SCENE #2-20: Shadowed

Type ---: Cutscene/Event

View On : Dec. 7, 1986 at earliest (Sakuragaoka)

Trigger : in Sakuragaoka, approach the road to Yamanose by the phone booth

Window -: 8:30 AM - 11:00 PM

Missable: yes

Apx Time: 20 min.

Reward -: ---

After meeting Chen, players can view this scene on their first trip into Sakuragaoka -- just approach the road to Yamanose after going a distance in some other direction. (It doesn't play automatically when entering normally, unlike Charlie's earlier ambush.) Ryo will end up fighting Gui Zhang, only to find out Chen asked him to be his bodyguard. This is an actual battle, but it always concludes before deciding a winner. The brawl's notable for showing the first glimpse of Chai, a (literally) eavesdropping Chi You Men thug who wants to ingratiate himself to Lan Di by claiming the Phoenix Mirror.

Technically, this scene can be skipped indefinitely, by never returning home manually. Either wait until curfew or return home automatically through a different scene (like during the "Friendly Persuasion" event below).

## SCENE #2-21: Checking In

Type ---: Dialogue  
View On : Dec. 7, 1986 at earliest (Dobuita)  
Trigger : walk by Nozomi at the florist shop after learning about handguard  
Window -: florist's regular business hours (7:30 AM - 10:30 PM)  
Missable: yes  
Apx Time: 5 min.  
Reward -: ---

This minor chat can occur after learning about the handguard but before it's claimed at Bunkado Antiques. Nozomi will hail Ryo as he runs by; Ryo updates her on his progress a bit.

## SCENE #2-22: The Handguard

Type ---: Cutscene  
View On : Dec. 7, 1986 at earliest (Dobuita)  
Trigger : visit Bunkado Antiques after hearing Iwao stored something there  
Window -: 10:00 AM - 10:00 PM  
Missable: no  
Apx Time: 40 min.  
Reward -: Sword Handguard

Players can view this scene after learning about Iwao's connection to the antiques store from Ine-san. (Trying its business hours without doing that step doesn't play the special scene.) Ryo will chat with the proprietor and get the Hazuki handguard heirloom. However, the old-timer wasn't safeguarding any mirror... Hmmm...

## SCENE #2-23: Explained Legend

Type ---: Dialogue  
View On : Dec. 7, 1986 at earliest (Dobuita)  
Trigger : speak to Liu Sr. in Suzume Park after obtaining the handguard  
Window -: partial daytime only (10:10 AM - 6:00 PM) in any weather  
Missable: yes  
Apx Time: 15 min.  
Reward -: ---

This interesting conversation is worth noting because Ryo documents it in his notepad. Liu-san explains the meaning behind the cryptic password Master Chen uses for his phone calls: it's an old legend relating to Hong Kong and how nine dragons descended from heaven, were nurtured by Mother Earth, and came to represent the nation's islands. (If the handguard hasn't been obtained, Liu Sr. only talks about Ryo's health instead of this conversation.)

## SCENE #2-24: The Handguard, Pt. 2

Type ---: Cutscene  
View On : Dec. 7, 1986 at earliest (Hazuki Residence)  
Trigger : return home after obtaining the handguard  
Window -: anytime  
Missable: no  
Apx Time: 10 min.  
Reward -: ---

Ryo shows Fukuhara the handguard, who suggests questioning Ine-san about its origins. Interestingly enough, if Ryo waits until 11:30 curfew without doing

this, the scene still plays on his front stoop. (He returns to his room right after that; the follow-up has to wait until next morning.)

#### SCENE #2-25: The Handguard, Pt. 3

Type ---: Cutscene

View On : Dec. 7, 1986 at earliest (Hazuki Residence)

Trigger : after obtaining handguard, find Ine-san in altar room

Window -: anytime (8:30 AM - 11:30 PM)

Missable: no

Apx Time: 10 min.

Reward -: ---

Down the hall from the kitchen, Ine-san notes the handguard bears the family crest. Players can't leave the house until viewing this scene.

#### SCENE #2-26: Intuition

Type ---: Cutscene

View On : Dec. 7, 1986 at earliest (Hazuki Residence)

Trigger : inspect katana case, then idle instead of finding way to open it

Window -: anytime (8:30 AM - 11:30 PM)

Missable: yes

Apx Time: 2 min.

Reward -: ---

This scene occurs if Ryo inspects the dojo's katana case without having the Mysterious Key (from Iwao's desk drawer), then wastes several hours walking around to no avail. The young Hazuki will "intuitively" focus on the case, giving a notepad clue about the key's whereabouts.

To idle properly, Ryo or the camera must be moving; standing still doesn't do anything. Simply holding down a direction on the d-pad to walk in circles is fine.

#### SCENE #2-27: Intuition, Pt. 2

Type ---: Cutscene

View On : Dec. 7, 1986 at earliest (Hazuki Residence)

Trigger : obtain katana, then idle instead of finding what it goes for

Window -: anytime (8:30 AM - 11:30 PM)

Missable: yes

Apx Time: 2 min.

Reward -: ---

This scene can occur after getting the katana, then again wasting several hours in the dojo without moving onto the next step. Ryo will "intuitively" focus on the wall scrolls near the katana case, wondering if they hold any special purpose (this adds another notepad clue). Players can trigger this scene holding the katana or putting it alongside the wall near the entrance, as when exiting the dojo.

#### SCENE #2-28: Hmm...

Type ---: Cutscene

View On : Dec. 7, 1986 at earliest (Hazuki Residence)

Trigger : obtain katana and press A-button in front of scrolls

Window -: anytime (8:30 - 11:30 PM) before solving the dojo's wall puzzle

Missable: yes

Apx Time: 5 min.

Reward -:

Players can view this by standing in front of the scrolls (facing away) and using A-button when the prompt comes up. Ryo swings the sword and wonders why it has no handguard. This seems pointless, until one realizes it can play without having seen the scroll-hidden slot, and mentions the handguard by name, which is used as the other wall trigger. Solving the twin-lock puzzle marks the end of this scene's appearance.

#### SCENE #2-29: Discovery

Type ---: Cutscene  
View On : Dec. 7, 1986 at earliest (Hazuki Residence)  
Trigger : solve the dojo's sword/crest puzzle  
Window -: anytime (8:30 AM - 11:30 PM)  
Missable: no  
Apx Time: 5 min.  
Reward -: ---

This is a small scene that plays after solving the dojo's puzzle. Ryo hears a click and part of the wall flips, revealing a secret passage and a ladder into a basement.

#### SCENE #2-30: Fukuhara's Assistance

Type ---: Cutscene  
View On : Dec. 7, 1986 at earliest (Hazuki Residence)  
Trigger : enter dojo basement without flashlight/matches, then wait ~10 min.  
Window -: anytime (8:30 AM - 11:30 PM)  
Missable: yes  
Apx Time: 5 min.  
Reward -: ---

This small scene can occur after opening the dojo's basement, which requires using the katana and family crest on the sockets behind the hanging scrolls. Enter the dark basement without any light source and just stay there for a few minutes -- Fukuhara will arrive and see if there's anything amiss, then mentions a flashlight's location (inside, cabinet underneath phone).

Ryo automatically leaves the basement after this event occurs. Interestingly enough, if he goes back down anyway and waits the same 5-10 min., the scene replays. (The scene only occurs until a light source is obtained for the first time. For instance, if Ryo gets a flashlight, lets the batteries die and gets automatically ejected to the ladder, Fuku won't appear again.)

#### SCENE #2-31: Fukuhara's Assistance, Pt. 2

Type ---: Cutscene  
View On : Dec. 7, 1986 at earliest (Hazuki Residence)  
Trigger : idle in basement room after lighting it up  
Window -: anytime (8:30 AM - 11:30 PM)  
Missable: yes  
Apx Time: 15 min.  
Reward -: ---

This scene only occurs if Ryo, after lighting up the basement room with his light bulb, doesn't find the pushable shelving marks on the floor. (The best way to trigger this portion is just walking in a circle for a couple hours.) Fukuhara will come down to check up on Ryo, and notices said markings aloud. The game's hints are so great, huh?

If Ryo finds the markings himself, the scene won't play. Also, candles will burn out over the course of several hours, so this scene apparently can't play without the light bulb (buyable at Tomato Mart in Dobuita).

#### SCENE #2-32: Fukuhara's Assistance, Pt. 3

Type ---: Cutscene  
View On : Dec. 7, 1986 at earliest (Hazuki Residence)  
Trigger : idle in basement room after moving suspicious shelf  
Window -: anytime (8:30 AM - 11:30 PM)  
Missable: yes  
Apx Time: 15 min.  
Reward -: ---

Fukuhara's final basement event occurs if Ryo STILL hasn't found the Phoenix Mirror (over the course of a few hours) after moving the weird shelf. His attention will focus on an off-color portion of the wall, suggesting there's a false wall. However, Fuku gets spooked by the circumstances and runs off scared!

This event can still play if Ryo missed the previous Fukuhara scene.

#### SCENE #2-33: The Found Phoenix

Type ---: Cutscene  
View On : Dec. 7, 1986 at earliest (Hazuki Residence)  
Trigger : open the false wall with the axe  
Window -: anytime (8:30 AM - 11:30 PM)  
Missable: no  
Apx Time: 10 min. (1st scene), 15 min. (2nd scene)  
Reward -: Phoenix Mirror

This section is two consecutive scenes. The first one begins with Ryo opens the basement's false wall with the axe, uncovering the Phoenix Mirror. The second occurs after automatically resurfacing and showing Fukuhara the shiny object, which he (hilariously) surmises to be cursed. This is a throwback to the earlier spookiness Fukuhara felt, although that context is obviously lost for many, given those weird triggering circumstances.

#### SCENE #2-34: Good Fortune, Bad Fortune

Type ---: Cutscene  
View On : Dec. 7, 1986 at earliest (Sakuragaoka)  
Trigger : talk with Yamagishi at Sakuragaoka Park (any weather)  
Window -: daytime only (8:30 AM - 7:00 PM)  
Missable: yes  
Apx Time: 25 min.  
Reward -: ---

This scene occurs if Ryo brings the Phoenix Mirror to Yamagishi while he's sitting in Sakuragaoka Park. The fogey appraises the mirror, then talks about its ominous feel and how it may be related to Iwao's death. Oddly enough, though the scene is viewable during inclement weather, the scene always plays as if it's sunny. (Yuriko at Dobuita's Smiley Flower Shop, and possibly other NPCs, mention that Yamagishi's wife like antiquing, which gives reason for Ryo to visit out of the blue.)

#### SCENE #2-35: North Star

Type ---: Cutscene  
View On : Dec. 7, 1986 at earliest (Dobuita)  
Trigger : visit Russiya China Shop after obtaining Phoenix Mirror  
Window -: regular business hours (10:00 AM - 9:00 PM)  
Missable: yes  
Apx Time: 35 min.  
Reward -: ---

This is viewable after visiting Xia-san at Russiya after the dojo's basement events. When asked of her opinion, she mentions phoenixes are regarded as birds of fortune, and they guard the Sky Lord, also known as the North Star. Her presentation is notable for weaving Shenhua's presence into it during the constellation portion. (Hearing this history makes a note in Ryo's pad. This scene is also saved and can be viewed in the Shenmue Passport disc.)

In the remaster, viewing this scene, as well as "Gui Lin Lore" below, earns the "What's It Worth?" trophy.

#### SCENE #2-36: Gui Lin Lore

Type ---: Cutscene  
View On : Dec. 7, 1986 at earliest (Dobuita)  
Trigger : visit Bunkado Antiques after obtaining Phoenix Mirror  
Window -: regular business hours (10:00 AM - 10:00 PM)  
Missable: yes  
Apx Time: 30 min.  
Reward -: ---

Like the other two events above, this occurs by visiting Bunkado Antiques once the special mirror's located. Oishi-san note that it's carved with a guardian (supporting what Xia-san said) and is probably made from precious stone from China's Gui Lin region. There's supposedly a legend about an emperor making a commission to create such a mirror, though whether they're the same is just speculation.

In the remaster, viewing this scene, as well as "North Star" above, earns the "What's It Worth?" trophy.

#### SCENE #2-37: Friendly Persuasion

Type ---: Cutscene  
View On : Dec. 7, 1986 at earliest (Hazuki Residence)  
Trigger : visit Bar Yokosuka one day after Nozomi's park confession  
Window -: nighttime only (7:00 PM - 11:30 PM)  
Missable: yes  
Apx Time: 35 min.  
Reward -: ---

This oft-missed event occurs the day after hearing Nozomi's late-night park chat, which itself is missable. (See "Nozomi's Confession" for more details.) To view it, enter Dobuita's Bar Yokosuka after nightfall. This begins a scene where Akemi mentions Fukuhara called, causing him to return home and chat with his childhood friends Naoyuki and Ichiro. The scene's also notable since it mentions Fukuhara's crush on Akemi, Bar Yokosuka's hostess.

Triggering the scene requires entering the bar off the street. Players who wait around inside for that 7:00 PM limit can't view it! Additionally, those playing a JPN copy of Shenmue can see a minor change: after 11:00 PM, the NPC next to Akemi changes to Mr. Yukawa! Nice easter egg.

## SCENE #2-38: Meeting of the Minds

Type ---: Cutscene  
View On : Dec. 7, 1986 at earliest (Amihama)  
Trigger : visit Master Chen after obtaining Phoenix Mirror  
Window -: anytime (8:30 AM - 11:30 PM)  
Missable: no  
Apx Time: ---  
Reward -: ---

This is a very lengthy bit of exposition, about the mirror's Phantom River stone make, and the legend about Chi You, a creature of Chinese folklore that will destroy the world. After a short QTE to prevent the mirror from being stolen (solution: left), Gui Zhang mentions the Mad Angels, a gang of "dirty bastards" that harasses Chen's group. After learning Lan Di may have returned to Hong Kong, Ryo makes it his singular focus to reach that city.

Viewing this scene speeds the clock to 11:30 PM and returns Ryo home.

## SCENE #2-39: Updating Fukuhara

Type ---: Cutscene  
View On : Dec. 7, 1986 at earliest (Hazuki Residence)  
Trigger : show Master Chen the Phoenix Mirror  
Window -: automatically at 11:30 PM  
Missable: no  
Apx Time: ---  
Reward -: ---

This scene occurs after finishing Chen's mirror event, which automatically returns Ryo home. Ryo relates the current situation (Lan Di, Hong Kong, etc.) to Fukuhara in very short fashion.

## SCENE #2-40: The Hawk

Type ---: Cutscene  
View On : Dec. 7, 1986 at earliest (Hazuki Residence)  
Trigger : sleep after showing Master Chen the mirror  
Window -: ---  
Missable: no  
Apx Time: ---  
Reward -: ---

This occurs in the timeless "limbo" between 11:30 PM and 8:30 AM the next morning. Ryo has a nebulous dream about a snow hawk and the Phoenix Mirror.

## SCENE #2-41: Lump Sum

Type ---: Cutscene  
View On : Dec. 8, 1986 at earliest (Hazuki Residence)  
Trigger : automatic day after showing mirror to Master Chen  
Window -: 8:30 AM  
Missable: no  
Apx Time: 10 min.  
Reward -: ¥36502

Ryo awakens and checks his passbook, learning he's got about 36,000 yen to deal with. However, this still isn't a surefire amount for travel plans...

## SCENE #2-42: What Did I Do?

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Type ---: Cutscene  
View On : Dec. 8, 1986 at earliest (Hazuki Residence)  
Trigger : visit Fukuhara's room the day after showing Chen the mirror  
Window -: anytime (8:30 AM - 11:30 PM)  
Missable: no  
Apx Time: 30 min. total  
Reward -: ---

This is a twofer scene. The first scene is Ryo speaking to Fukuhara about finding a travel agency to visit Hong Kong; the follow-up is the two boys speaking to Ine-san about going. Fukuhara's big mouth spills the ulterior motive behind the "vacation," causing Ine-san to forbid Ryo from going. "End of discussion" punctuates her opinion very nicely. (Apparently this is so upsetting, Ryo can't even speak to Ine-san when she retreats to her bedroom. Fukuhara also seems to despawn at this point.)

Until the scene's viewed, Ryo can proceed no further than the front yard.

#### SCENE #2-43: Decryption

Type ---: Cutscene  
View On : Dec. 8, 1986 at earliest (Amihama)  
Trigger : after obtaining the Mysterious Scroll, find the Phoenix Mirror,  
          | then schedule another appointment at Warehouse #8  
Window -: anytime  
Missable: yes  
Apx Time: 15 min. (Stab Armor), 20 min. (M. Scroll)  
Reward -: Poetry Scroll (renamed Mysterious Scroll)

The earliest available time to do this event is the day after showing Master Chen the Phoenix Mirror. Call Warehouse #8 and schedule a meeting with Gui Zhang. This time, when talking to him, he'll decrypt either the Stab Armor scroll or the dojo's "Mysterious Scroll". (If one has both in their default state, he'll decrypt Stab Armor first, apparently.) The technique's performed with this combination: Forward, Back, Back, X+A. Those on the PS4 remaster do it with the equivalent [Forward, Back, Back, Square+X]. It has no practice session.

Ryo won't go back to Amihama until finding the Phoenix Mirror, which is why players must wait so long to do this. Additionally, decrypting one of the scrolls expels Ryo from the OWD, meaning he has to phone ahead and reenter to get the second one done.

#### SCENE #2-44: Megumi's Kitten, Pt. 3

Type ---: Cutscene  
View On : Dec. 8, 1986 at earliest (Yamanose)  
Trigger : find Megumi at the fox shrine in fair weather  
Window -: daytime only (8:30 AM - 7:00 PM)  
Missable: yes  
Apx Time: 20 min. at quickest  
Reward -: ---

Megumi's event is available during the day (like all her others) in clear weather, anytime before acquiring a Hong Kong ticket. The little girl notes that her cat has left its box; Ryo offers to find it. Approach the downward staircase near the Yamanose road's bend to hear telltale meowing. The cat's down in that lower area, near the clothesline and bench -- an A-button prompt appears when close. Nozomi shows up after finding it and together the two

return the cat to her kindergarten overlord...err, nice owner.

Note that it may often be raining during the listed timeframe, preventing players from doing the scene until late afternoon (or worse, late afternoon on subsequent days). Those having trouble triggering this in a timely manner may want to turn on the Yokohoma District's real 1986 weather patterns. This can be done in the main menu's options only; it's not available in-game.

#### SCENE #2-45: Asia Travel Company

Type ---: Cutscene

View On : Dec. 8, 1986 at earliest (Dobuita)

Trigger : visit Asia Travel Company after an NPC mentions them

Window -: regular business hours (10:00 AM - 8:00 PM)

Missable: no

Apx Time: 20 min.

Reward -: Bargain Flyer

ATC is right on the corner near Funny Bear Burgers and Nozomi's regular job at Aida Florist. As some NPCs mention, their business is shoddy, and that's precisely the attitude the snotty receptionist gives Ryo. He ends up finding a ¥158,000 "bargain" before leaving. After, Ryo suggests returning home.

On the day Ryo visits ATC, he won't be able to enter until an NPC mentions them (again, a common plot-related stall device). Aoi at the vegetable market near Aida Florist, and Ono at Knocking Motorcycle Shop, both mention it, among others.

#### SCENE #2-46: Global Travel Agency

Type ---: Cutscene

View On : Dec. 8, 1986 at earliest (Dobuita)

Trigger : visit Global Travel Agency after learning about Hong Kong

Window -: regular business hours (9:00 AM - 8:00 PM)

Missable: yes

Apx Time: 13 min.

Reward -: Hong Kong Flier

GTA is the company right across from Tom's hotdog stand in Dobuita. Walking in plays a scene where Ryo learns a Hong Kong ticket is about ¥220,000 -- way outside his price range. He acquires a pamphlet and leaves, noting he should revisit Fukuhara again.

Apparently, if one hacks the game to earn the requisite amount for a plane ticket, GTA is mandatorily closed to prevent any pricy purchases. Never tried it myself, though.

#### SCENE #2-47: Breaking the Bank

Type ---: Cutscene

View On : Dec. 8, 1986 at earliest (Hazuki Residence)

Trigger : enter Fukuhara's room after receiving a travel agency flyer

Window -: anytime (8:30 AM - 11:30 PM)

Missable: no

Apx Time: 20 min.

Reward -: ¥39634

Fukuhara allows Ryo to smash his piggy bank and take his savings for the Hong Kong trip. Afterwards, he suggests visiting Nozomi, who travels overseas to Canada a lot and thus may know some cost-friendly advice.

#### SCENE #2-48: Nozomi's Travels

Type ---: Dialogue  
View On : Dec. 8, 1986 at earliest (Dobuita)  
Trigger : talk to Nozomi after Fukuhara suggests doing that  
Window -: regular business hours (7:00 AM - 10:30 PM)  
Missable: yes  
Apx Time: 10 min.  
Reward -: ---

Although technically most chats where Ryo learns about boat travel are unique, Nozomi scenes are always special to see. This one only occurs after Fukuhara suggests visiting her, but before any NPC mentions going by ship. Nozomi has a multi-segment chat with Ryo, tipping him off and even mentioning her granny is afraid of airplanes.

#### SCENE #2-49: Global Travel Agency, Pt. 2

Type ---: Cutscene  
View On : Dec. 8, 1986 at earliest (Dobuita)  
Trigger : visit GTA after any NPC brings up boat fares  
Window -: regular business hours (9:00 AM - 8:00 PM)  
Missable: yes  
Apx Time: 15 min.  
Reward -: ---

Ryo visits the professional agency, only to learn they don't do boat tickets. The worker reluctantly suggests trying out the competition (Asia Travel Co.). Players can view this scene without having viewed the first GTA-related one.

#### SCENE #2-50: Asia Travel Company, Pt. 2

Type ---: Cutscene  
View On : Dec. 8, 1986 at earliest (Dobuita)  
Trigger : visit ATC after any NPC brings up boat fares  
Window -: regular business hours (10:00 AM - 8:00 PM)  
Missable: no  
Apx Time: 20 min.  
Reward -: ---

Though the bratty receptionist is still here, she does mention they sell boat tickets, and Ryo instantly buys one (-¥69,000). Arrangements will take 3-4 hours apparently, so he's told to return by then.

#### SCENE #2-51: Dojo Duties

Type ---: Cutscene  
View On : Dec. 8, 1986 at earliest (Dobuita)  
Trigger : talk to Fukuhara after paying for ticket but before claiming it  
Window -: varies  
Missable: yes  
Apx Time: 15 min.  
Reward -: ---

This scene plays if Ryo returns home during the suggested 3-4 hour interim period between buying the ticket and returning to claim it. Ryo asks Fukuhara to take care of the dojo, then offers his thanks, which embarrasses his good buddy.

SCENE #2-52: Asia Travel Company, Pt. 3

Type ---: Cutscene

View On : Dec. 8, 1986 at earliest (Dobuita)

Trigger : after waiting X hours, return to ATC to claim Hong Kong ticket

Window -: regular business hours (10:00 AM - 8:00 PM)

Missable: no

Apx Time: 15 min.

Reward -: ---

This scene occurs after paying for the Hong Kong ticket, waiting four hours (or until next day, if it's not open after a four-hour period), then visiting again. Jimmy, ATC's owner, feigns ignorance about Ryo's ticket and mentions no woman works for them. Ryo roughs up some of the punks and threatens Jimmy himself if he doesn't pay, which earns quick results -- the ticket'll be ready the following day.

SCENE #2-53: Nozomi's Orchids

Type ---: Cutscene

View On : Dec. 8, 1986 at earliest (Hazuki Residence)

Trigger : after meeting Jimmy, approach the family's altar

Window -: day Ryo meets Jimmy only

Missable: yes

Apx Time: 10 min.

Reward -: ---

Ryo enters the altar room to find the Hazuki shrine's flowers have switched to orchids. Ine-san, finally appearing after Ryo's Hong Kong announcement, mentions Nozomi brought Iwao's favorite flowers for him, and that she's such a nice girl. Who can argue with that?

Interestingly enough, Fukuhara will also (automatically) tell Ryo about the orchids if he's met pre-event. During the afternoon, he may be standing by the cherry tree; he enters the house around 7:00 PM.

SCENE #2-54: Shenhua

Type ---: Cutscene

View On : Dec. 8, 1986 at earliest (Hazuki Residence)

Trigger : after meeting Jimmy, sleep back at home when able

Window -: nighttime only (8:00 PM - 11:30 PM)

Missable: no

Apx Time: ---

Reward -: ---

Ryo dreams of Shenhua, the Chinese peasant girl he's never met before, as she's standing in a blizzard.

SCENE #2-55: House Call

Type ---: Cutscene

View On : Dec. 9, 1986 at earliest (Hazuki Residence)

Trigger : occurs morning after meeting Jimmy at ATC

Window -: 8:30 AM

Missable: no

Apx Time: 15 min.

Reward -: ---

The morning after threatening Jimmy at Asia Travel Co., Ryo gets a phone call

about visiting You Arcade at noon to pick up his ticket. Note that Ryo leaves immediately after the scene, so players who like doing early-morning saves'll have to reenter (this is necessary to collect the day's allowance, too).

#### SCENE #2-56: Punched Ticket

Type ---: Cutscene/Event

View On : Dec. 9, 1986 at earliest (Dobuita)

Trigger : the day after meeting Jimmy, visit You Arcade

Window -: 10:00 AM - 12:00 PM (Ryo automatically visits at noon)

Missable: no

Apx Time: 30-60 min.

Reward -: ---

Ryo arrives at the arcade for his purchase, only to find Chai, the goofus who idolizes Lan Di. The creeper steals (and eats!) the Hong Kong ticket, then fights Ryo in an actual battle. Failing the fight causes Fuku to interrupt the beatdown; he brings Ryo back home and the day-ending "Ryo got beaten up" scene plays (see: "Licking Wounds"). Beating Chai causes him to flee in pain, while the arcade owner mentions Jimmy's in cahoots with the Chi You Men.

Not that it's important enough to list, but after Ryo leaves the Arcade (if he won), going back in starts a follow-up chat with the owner, who reaffirms suspicions of Jimmy. Players can see it during regular business hours, but only if they beat Chai.

#### SCENE #2-57: The Dutch Connection

Type ---: Cutscene/QTE

View On : Dec. 9, 1986 at earliest (Dobuita)

Trigger : complete the Chai Arcade fight

Window -: Asia Travel Co. regular business hours (10:00 AM - 8:00 PM)

Missable: no

Apx Time: 1 hour

Reward -: ---

After the arcade fight, players can view this scene the same day (if they won) or a subsequent one (if they lost). After giving Ryo a bum steer on his Hong Kong plans, Jimmy will flee his agency when our protagonist comes knockin'. This leads to a not-so-merry QTE foot chase through Dobuita's bar district.

Part 1 Solution: L, R, L, R, L, R, A

Part 2 Solution: L, L, R, L, R, A

(In the remaster, switch all 'A' inputs for 'X'.)

Players who sampled the "What's Shenmue?" demo should be familiar with this scene's inputs -- they're exactly the same. Ryo must get four inputs right to pass the first part of the chase; for the second part, just half. They may come a bit quicker than usual, though. (Missing inputs can skip future inputs or add other ones in-between, which complicates things. Try getting the chase down pat with exactly the same solutions above.)

#### SCENE #3-01: The Breadcrumb Trail

Type ---: Cutscene

View On : Dec. 9, 1986 at earliest (Dobuita)

Trigger : start Disc 3

Window -: anytime (automatically plays)

Missable: no

Apx Time: 15 min.

Reward -: ---

This is the disc-opening scene in which Ryo lightly "interrogates" Jimmy at his office, learning that the skinhead (Chai) is connected to the Mad Angels gang, who run an extortion racket in the harbor.

#### SCENE #3-02: Nozomi's Concerns

Type ---: Dialogue

View On : Dec. 9, 1986 at earliest (Dobuita)

Trigger : walk by Nozomi at Aida Florist

Window -: regular business hours (8:30 AM - 10:30 PM)

Missable: yes

Apx Time: 5 min.

Reward -: ---

This is another one of Nozomi's street conversations, available immediately at Disc 3's start. She'll wonder if there's been a fight (a throwback to the events that capped Disc 2) while Ryo spares her the details. If Ryo visits really early in the morning when Nozomi's inside the shop, the scene still plays when approaching her.

#### SCENE #3-03: Megumi's Kitten, Pt. 4

Type ---: Cutscene

View On : Dec. 9, 1986 at earliest (Yamanose)

Trigger : approach the fox shrine

Window -: daytime only (8:30 AM - 7:00 PM)

Missable: yes

Apx Time: 15 min.

Reward -: ---

This scene automatically plays when doing the listed trigger above. Megumi worries over the kitten who's climbed to atop the shrine; Ryo comforts her in his usual way. Eventually, the cat jumps down, just as Nozomi was coming to bring some medicine. After a few words, she returns back to the florist.

#### SCENE #3-04: Goro's Connections

Type ---: Cutscene

View On : Dec. 9, 1986 at earliest (Amihama)

Trigger : approach (New) Warehouse #12 after an NPC mentions it

Window -: morning to early afternoon only (8:30 AM - 3:00 PM)

Missable: no

Apx Time: 20 min.

Reward -: ---

Goro appears here and offers his job-finding services, telling Ryo to meet him the next day at noon, in front of Warehouse #1. As for triggering the scene, the easiest NPC to find is the supervisor in Warehouse #18 -- it's accessible anytime before nightfall. However, those starting the third disc past 3:00 PM on the 9th can't trigger this scene until the following day.

#### SCENE #3-05: Shenhua's Moon

Type ---: Cutscene

View On : Dec. 9, 1986 at earliest (Hazuki Residence)

Trigger : sleep for the first time on Disc 3

Window -: ---

Missable: no  
Apx Time: ---  
Reward -: ---

Ryo dreams of Shenhua, the Chinese girl, sitting pretty on a cliff against the full moon's profile. The snow hawk flies in the background.

#### SCENE #3-06: Job Search

Type ---: Cutscene  
View On : Dec. 10, 1986 at earliest (Amihama)  
Trigger : approach (New) Warehouse #1 any day after "Goro's Connections" event  
Window -: early afternoon only (Noon - 2:00 PM)  
Missable: no  
Apx Time: 15 min.  
Reward -: ---

Goro shows up with good news, mentioning how hard he worked to find Ryo the job. Mai shows up to gainsay him, saying she used her connections when his failed. Ryo has a 2:00 PM appointment at the Alpha Trading Offices. This is across from Hisaka's lunch stand; the cutscene will show the area briefly as well.

#### SCENE #3-07: Disappointment

Type ---: Cutscene  
View On : Dec. 11, 1986 at earliest (Hazuki Residence)  
Trigger : miss the appointment Goro sets for Ryo  
Window -: 8:30 AM  
Missable: yes in general (mandatory if encountered)  
Apx Time: 15 min.  
Reward -: ---

This scene only plays if Ryo, after Goro asks him to meet at Warehouse #1, flakes out. The following morning, an annoyed Goro will call and say he lied to cover for him. In other words, this is the game's firm reminder of the plot point.

#### SCENE #3-08: More Disappointment

Type ---: Cutscene  
View On : Dec. 12, 1986 at earliest (Hazuki Residence)  
Trigger : miss Goro's appointment, then miss it again  
Window -: 8:30 AM  
Missable: yes in general (mandatory if encountered)  
Apx Time: 15 min.  
Reward -: ---

Like before, Goro, in his gentle annoyance, reminds Ryo to visit Warehouse #1 at noon. Unlike before, though, seeing this scene gives an extra notepad entry about the rendezvous.

#### SCENE #3-09: Job Search, Pt. 2

Type ---: Cutscene  
View On : Dec. 10, 1986 at earliest (Amihama)  
Trigger : visit Alpha Trading Office after viewing first "Job Search" event  
Window -: morning to afternoon only (8:30 AM - 3:00 PM?)  
Missable: no  
Apx Time: 3 hours (!?)

Reward -: ---

Alpha Trading is across from Hisaka's lunch stand. Visiting there starts a meeting with Yada-san, the foreman and Ryo's new boss. He'll wonder if the kiddo can start immediately, which jumps three hours ahead to the forklift event.

If Ryo arrives after 3:00 PM, he'll have a shorter, different scene where the secretary mentions Yada's manning the shift and won't be back until late. One must return the next day instead. (On the bright side, at least she mentions the 3:00 PM time limit, so players shouldn't foul it up a second time...)

#### SCENE #3-10: Forkliftin'

Type ---: Cutscene

View On : Dec. 10, 1986 at earliest (Amihama)

Trigger : meet Yada-san at the Alpha Trading appointment

Window -: anytime during work hours (8:30 AM - 5:00 PM) on first day only

Missable: no

Apx Time: varies

Reward -: ---

Yada will ask Mark, one of the other drivers, to train Ryo on the forklift's controls. It's all very simple, and Mark won't let one continue without doing the basics first. Laughably, the funniest part of this event is constantly getting it wrong or doing nothing, which makes Mark exasperated. (For the ultimate goof-off, waste time until 5:00 PM.)

Passing the tutorial lets Ryo deliver some crates into the nearby warehouse, until the work day ends at 5:00 PM.

#### SCENE #3-11: Terms of Employment

Type ---: Cutscene

View On : Dec. 10, 1986 at earliest (Amihama)

Trigger : end the first day's work cycle

Window -: 5:00 PM (first day only)

Missable: no

Apx Time: 20 min.

Reward -: ¥2000

This is a twofer that immediately follows the forklift tutorial. Yada explains how drivers are paid and how to earn raises by fulfilling quotas. Ryo gets his ¥2000 at this point -- he doesn't get any extras for delivering crates during Mark's tutorial. The second scene starts outside the building, where Mark reminds Ryo to be at the harbor at 9:00 AM from now on. Why? It's a secret!

#### SCENE #3-12: Sleazy Rider

Type ---: Cutscene/QTE

View On : Dec. 10, 1986 at earliest (Amihama)

Trigger : complete the forklift tutorial

Window -: nighttime only (7:00 PM - 11:30 PM)

Missable: yes

Apx Time: 20 min.

Reward -: ---

Ryo can view this event as early as his first working day by approaching the area where Hokuhoku Lunches sets up in the daytime. Ryo will find Mad Angels bedeviling the helpful bum (Shozo Miyuki) from events past. Our protagonist

will agree to do a chicken race in exchange for leaving him alone.

This is a one-time-only QTE event, winnable by doing half the [A, down, L, R] inputs correctly. The PS4 remaster equivalent is [X, Down, L, R]. Failing by doing one input or less sadly doesn't career Ryo into the murky waters, but getting all inputs correct gives the cheating opponent that fate!

### SCENE #3-13: The Forklift Race

Type ---: Event

View On : Dec. 11, 1986 at earliest (Amihama)

Trigger : start the first official day of work

Window -: 8:45 AM - 10:30 AM maximum (every day Ryo is employed at harbor)

Missable: no

Apx Time: 90 min.

Reward -: Forklift No. 1-5 (repeatable)

The day after being hired by Yada-san, and most days after that, Ryo will wake up at the crack of dawn and travel to Amihama (automatically) for the daily three-lap forklift challenge.

The route begins at the corridor behind Alpha Trading, travels into the plaza near Tomato Mart, then to the awkward seaside footpath toward Alpha Trading's other side. From there, the racers go past Warehouse #1, use the peripheral route to loop around Warehouse #8, then head back towards the start.

Amihama's course is always the same, and Ryo always starts in fifth place. The carts are arranged in order of speed, so Lift #1 will always place first if Ryo doesn't overtake it. Finishing the race earns a forklift capsule toy that represents the placing, i.e. first place gets Forklift No. 1, last place gets Forklift No. 5, etc. With practice, one can collect the whole set! Note that the only time one can race is early in the morning; racing doesn't occur at any other time.

### SCENE #3-14: Working for the Man (Day 1)

Type ---: Event

View On : Dec. 11, 1986 at earliest (Amihama)

Trigger : finish the first forklift race

Window -: morning (10:30 AM - 12:00) and afternoon (2:00 PM - 5:00 PM)

Missable: no

Apx Time: 4.5-5 hours

Reward -: ¥300 per crate delivered (quota: 10)

Ryo's first day on the job will have him working in the mornings and during the afternoon. In-between then, he'll have a lunch break in which he can run around and question NPCs or while away his hours.

The first day's task is delivering crates from the Old Warehouse District's main gate to Warehouse #18 near the Tomato Mart. A simple route by any means, but forklifters have to be mindful of NPCs -- they're mobile impediments and can annoy quota seekers.

### SCENE #3-15: Marked Target

Type ---: Event

View On : Dec. 11, 1986 at earliest (Amihama)

Trigger : reach first day's lunch break

Window -: during first day's lunch break only (12:00 - 2:00 PM)

Missable: no (it also restarts if failed)

Apx Time: 30 min.

Reward -: ---

Mark and his bento box are violently assaulted by two Mad Angels, forcing an intervention from Ryo. Both are semi-proficient fighters, a bit above Enoki's level. The red-haired guy uses Enoki's crouching headbutt lunge while the camo-wearing goon has a kick that propels Ryo several feet away. After disposing of them, Ryo learns they think Mark sold 'em out to Master Chen.

#### SCENE #3-16: Rookie Mistake

Type ---: Event

View On : Dec. 11, 1986 at earliest (Amihama)

Trigger : deliver at least two crates

Window -: afternoon (3:00 PM - 5:00 PM) on first day of employment only

Missable: yes

Apx Time: 30 min.

Reward -: ---

Players can experience this scene when entering Warehouse #18 after 3:00 PM if they've delivered two crates or more. Three veteran workers will accost Ryo during his run, suggesting he pay the usual "insurance". Of course, Ryo refuses, leading to a rather easy fight. If one manages to lose, however, the thugs take every last cent.

The event only occurs after delivering so many crates, however, so there's no special "how does Ryo get home without bus fare?" scenarios.

#### SCENE #3-17: Payday

Type ---: Cutscene

View On : Dec. 11, 1986 at earliest (Amihama)

Trigger : finish a working day

Window -: 5:01 PM (everyday while working in Amihama)

Missable: no

Apx Time: 7 min.

Reward -: ¥300-600 per crate delivered

This scene will play anytime Ryo finishes a day of employment in Amihama. His boss Yada-san will give a paycheck and comment on his work: praise for seeing the quota through, light chastising for not meeting it.

#### SCENE #3-18: Goro's Reticence

Type ---: Cutscene

View On : Dec. 11, 1986 at earliest (Amihama)

Trigger : finish the first day of forklift work

Window -: late afternoon (5:07 PM - 5:30 PM) on first day of work only

Missable: no

Apx Time: 20 min

Reward -: ---

Goro meets Ryo outside Alpha Trading, and says pretty much the same things he's been saying when interrogated on the street: the Mad Angels are bad news and he doesn't want to talk about 'em! Apparently, someone got cement shoes for drawing their ire... (Well, fishermen have apparently seen them dumping into the harbor, so it could be true...)

#### SCENE #3-19: Swallow Dive Tutorial

Type ---: Cutscene/Event  
View On : Dec. 11, 1986 at earliest (Amihama)  
Trigger : walk NW of Alpha Trading after first day of work  
Window -: late afternoon and night (5:30 PM - 11:30 PM) only  
Missable: yes  
Apx Time: 45 min.  
Reward -: ---

Gui Zhang can show up to show one of his patented kicks: the Swallow Dive, performed with Back+A (Back+X in remaster). Like previous tutorials, Ryo can practice the move his heart's desire if he accepts the goodwill, but can also decline entirely, permanently missing out on learning it. After training, Ryo and Gui Zhang talk by the seaside for a bit.

Note: learning Swallow Dive replaces the Side Reaper Kick.

### SCENE #3-20: Shadow Step Tutorial

Type ---: Cutscene/Event  
View On : Dec. 11, 1986 at earliest (Amihama)  
Trigger : view the "Sleazy Biker" event on the previous day, then walk by  
| Tomato Mart/Warehouse #18 after the first day of work  
Window -: after-work hours (5:30 PM - 11:30 PM) on first day of work only  
Missable: yes  
Apx Time: 20 min.  
Reward -: ---

Approaching part of the Tomato Mart plaza earns a fun scene with the friendly bum, who's interested in teaching his sensei's old Shadow Step move -- it's a slick dodge performed with Forward + X + Y. (In the remaster, the combo is instead Forward + Triangle + O.)

Like all tutorials, rejecting the offer for knowledge foolishly wastes the opportunity to learn it. Shozo also mentions using Warehouse #4 for martial arts practice, and that he'll sometimes be there himself. (All warehouses lock at nightfall, however, if there's no plot-related need to enter.)

The tutorial is only given if Ryo came to the bum's aid during the "Sleazy Rider" event, regardless of winning or losing the race. Skipping the event entirely -- which is honestly hard to do -- means Shadow Step, plus future bum-related scenes, are lost for good.

### SCENE #3-21: Phoenix Dreams

Type ---: Cutscene  
View On : Dec. 11, 1986 at earliest (Hazuki Residence)  
Trigger : sleep after first day of harbor work  
Window -: ---  
Missable: no  
Apx Time: ---  
Reward -: ---

Ryo dreams of a Phoenix Mirror, a cherry tree and a blizzard. Hmm...

### SCENE #3-22: Workin' for the Man (Day 2)

Type ---: Event  
View On : Dec. 12, 1986 at earliest (Amihama)  
Trigger : start the second day of harbor work  
Window -: normal work hours (10:00 AM - Noon; 2:00 - 5:00 PM)

Missable: no  
Apx Time: 4.5-5 Hours  
Reward -: daily paycheck (at least ¥300/per crate)

Ryo's second task is taking crates near the harbor cafeteria to Warehouse #3, the site of Mark's forklift tutorial. Although it's tempting to use the seaside route, it's a common area for NPCs/forklifts/animals to go, making it the main reason players lose time. Instead, taking the crossroads near the harbor entrance is much easier, especially when driving in first-person mode. Players will lose some time in the afternoon thanks to an event, so quota seekers (need 8) may need to pick up the slack in the early hours.

#### SCENE #3-23: Lunch Line

Type ---: Cutscene  
View On : Dec. 12, 1986 at earliest (Amihama)  
Trigger : start/repeat the second day of harbor work  
Window -: noon only  
Missable: no  
Apx Time: 5 min.  
Reward -: ---

Just a small scene that plays at the beginning of some lunch hours, provided Ryo isn't otherwise preoccupied. Ryo, Mark and the other forklift drivers eat near the Alpha Trading building's chain-link fence. There's some unique chats if one talks to the others, but none of it's very impacting.

#### SCENE #3-24: Rookie Mistake, Pt. 2

Type ---: Cutscene  
View On : Dec. 12, 1986 at earliest (Amihama)  
Trigger : enter alley by Hokuhoku Lunches while a crate is on the forklift  
Window -: late afternoon (3:30 PM - 5:00 PM) on second day of work only  
Missable: no (must eventually be seen to progress plot)  
Apx Time: 45-60 minutes  
Reward -: ---

Moving between the alley nearest Hokuhoku Lunches' stand automatically starts another harassment scenario -- this time, with Ryo being lured into Warehouse #3 by five thugs. Luckily, they're comprised of the same veteran pushovers from before, so it's a simple matter. Afterwards, the four thugs who accosted Ryo at the Dobuita parking lot show up for bonus round. Their power levels haven't really improved, luckily. They also start farther away, rather than around Ryo, so a good Cyclone Kick (etc.) can take a couple out at the start.

This time, there's no penalty for losing, other than a restart and damaged pride, and health regenerates between matches. After, an interrogated thug tells the Mad Angels are at Warehouse #17. Of course, the graffiti says the gang's name right on the warehouse door, and Ryo was there earlier during "The Trouble with Mai" events, so this should surprise no one...

#### SCENE #3-25: Shadow Blade Tutorial

Type ---: Cutscene  
View On : Dec. 12, 1986 at earliest (Amihama)  
Trigger : learned Shadow Step from Shozo Miyuki  
Window -: after-work hours (5:00 PM - 11:30 PM) on second day of work only  
Missable: yes  
Apx Time: 30 min.  
Reward -: ---

In the Tomato Mart plaza, the friendly bum offers to teach Ryo the Shadow Blade maneuver, harnessing Shadow Step's maneuverability. It's done by facing a foe, using [Forward+Y+B], then striking [X] immediately afterwards to hit their unprotected neck. The PS4 equivalent is [Forward+Triangle+O] followed by a punch with [Square].

Since the tutorial capitalizes on Shadow Step, players who didn't learn it won't encounter this event. Also somewhat different from previous tutorials, Ryo can't refuse its knowledge or practice it on the spot. Sparring with Fuku is one of the only reliable ways to brush up.

#### SCENE #3-26: Marked Target, Pt. 2

Type ---: Cutscene  
View On : Dec. 12, 1986 at earliest (Amihama)  
Trigger : learn the Mad Angels hang out at Warehouse #17  
Window -: after-work hours only (5:00 PM - 11:30 PM)  
Missable: no  
Apx Time: 50 min.  
Reward -: ---

This is a two-part segment. Approaching Warehouse #17's shipside plaza will start a 7-man fight against the Mad Angels, including the two formidable men who delivered Mark's beatdown earlier. They're still formidable here, which is a little funny, since the ranks are boosted with red-jacketed pushovers who can barely handle a few grapples/kicks.

The fighting segment restarts if it fails. Afterwards, Mark will chat with Ryo about his missing brother, who he thinks has already been killed by the Mad Angels for leaking info about the Chi You Men.

#### SCENE #3-27: Workin' for the Man (Day 3)

Type ---: Cutscene  
View On : Dec. 13, 1986 at earliest (Amihama)  
Trigger : reach third day of harbor work  
Window -: normal work hours (10:00-Noon, 2-5 PM)  
Missable: no  
Apx Time: 4.5-5 hours  
Reward -: daily paycheck (¥300 per delivered crate minium)

Ryo's third day on the job involves taking crates from near Warehouse #8 to Warehouse #18, which most players know is by the Tomato Mart. It shares many similarities to the previous day's route, mostly in that the alley nearest Hokuhoku Lunches is the most common area of annoyance (many NPCs/forklifts appear there) and the main stretch behind Alpha Trading is the quickest way to and fro. The seaside route, which shares many of the same NPC impediment troubles, can be avoided again. The quota is 8 crates.

#### SCENE #3-28: Picture Perfect

Type ---: Cutscene  
View On : Dec. 13, 1986 at earliest (Amihama)  
Trigger : reach third day of work  
Window -: noon on third day of work only  
Missable: no  
Apx Time: 30 min.  
Reward -: Photo of Nozomi

After lunch, Eri and Nozomi will show up and start a spontaneous photograph session with Ryo. Players have a choice between the two polaroids: one with the two close together, one with them apart. (Whichever Ryo doesn't pick is given to Nozomi.) Those who've been skipping Nozomi's earlier events will now learn she's going to Canada, and wanted a pic as a keepsake. That explains why her feelings are a little hurt if Ryo chooses the "far apart" polaroid...

#### SCENE #3-29: Sleazy Rider, Pt. 2

Type ---: Cutscene/QTE

View On : Dec. 13, 1986 at earliest (Amihama)

Trigger : learn the bikers hang out by the cafeteria at night

Window -: nighttime only (7:00 PM - 11:30 PM) on third day of work only

Missable: no

Apx Time: 1 hour

Reward -: ---

To make up for a rather uneventful third day, the nighttime portion is a multi-part suite of pain. The first three portions are a QTE chain, comprised of a plaza confrontation and two motorcycle chases. Certain inputs -- denoted with parentheses -- instantly fail the chain, forcing a reset. In the PS4 remaster, all "A" inputs are "X" instead.

Part 1 - R, L, (A)

Part 2 - L, (L), (A)

Part 3 - R, R, R, L, (L)/R, L/(R)

After the chase section, Ryo ends up at the Warehouse #17 loading bays with five of Charlie's cronies to fight. They're all "red jacket" caliber n00bs that fall to a few good blows/grapples. The event's nightcap is a sparring match with Charlie himself. He's definitely above Enoki's tier, both in terms of damage and parrying. His spinning backhand and knee-to-stomach grapples are particularly damaging, and his kick combos give a bit of reach to his short-ranged repertoire.

Winning the fight reveals that Lan Di hasn't left for Hong Kong yet, giving Ryo a possible opportunity to fight him...?

#### SCENE #3-30: Dream of Lan Di

Type ---: Cutscene

View On : Dec. 13, 1986 at earliest (Hazuki Residence)

Trigger : sleep after third day of work

Window -: ---

Missable: no

Apx Time: ---

Reward -: ---

This is a small dream sequence featuring Lan Di as the Phoenix Mirror twirls in the background.

#### SCENE #3-31: Workin' for the Man (Day 4)

Type ---: Cutscene

View On : Dec. 14, 1986 at earliest (Amihama)

Trigger : start the fourth day of work

Window -: normal work hours (10:00 AM - Noon; 2:00-5:00 PM)

Missable: no

Apx Time: 4.5-5 hours

Reward -: daily paycheck (¥300 per crate minimum)

The fourth Amihama workload requires taking crates from Warehouse #15 -- near the Mad Angels' hangout -- to the now-common Warehouse #18. The downside is obvious: the distance makes the zig-zaggy seaside walkways the shortest route, one often filled with forklifts and NPCs. Luckily, the quota holds steady at eight crates.

#### SCENE #3-32: Rookie Mistake, Pt. 3

Type ---: Cutscene/Event  
View On : Dec. 14, 1986 at earliest (Amihama)  
Trigger : approach Warehouse #12 from any direction  
Window -: afternoon (3:00 PM - 5:00 PM) on fourth day of work only  
Missable: no  
Apx Time: 30 min.  
Reward -: ---

After finding Goro in a post-beatdown state, Ryo is lured into a fight at Warehouse #1 with the disgruntled veterans and Mad Angels rejects. This time the fight is only in QTE form [solution: B, A, B, A, A, B, Left, Down, A]. To do the PS4 equivalent, try [O, X, O, X, X, O, Left, Down, X]. The rout fails if too many inputs are screwed up. The most notable part of the workers' threats is targeting his family and friends...

#### SCENE #3-33: Long Zha

Type ---: Cutscene  
View On : Dec. 14, 1986 at earliest (Amihama)  
Trigger : see the third "Rookie Mistake" event earlier in the day  
Window -: 5:00 PM only  
Missable: no  
Apx Time: 15 min.  
Reward -: ---

After work, Ryo automatically finds Mark, who has some new info: the Angels are on edge over a "Long Zha," something to do with their upcoming meeting. Ryo has no idea what it means, though...

#### SCENE #3-34: Cross Charge Tutorial

Type ---: Cutscene/Event  
View On : Dec. 14, 1986 at earliest (Amihama)  
Trigger : start the fourth day of work  
Window -: after-work hours (5:00 PM - 11:30 PM) on fourth day of work  
Missable: yes  
Apx Time: 15 min.  
Reward -: ---

This scene automatically plays when approaching Amihama's Tomato Mart plaza on the fourth day of work (day after chasing/beating up Charlie), but only if Shadow Step and Shadow Blade were learned earlier. The bum will impart his final technique: the Cross Charge, performed with [Forward, Forward+X+B]. Done right, Ryo evades a blow and strikes a foe's exposed side. The PS4 remaster equivalent is [Forward, Forward+Square+O].

Like the previous bum technique, there's no practice session or anything, so interested players will have to scrounge up training dummies the best they can. (Of course, Fukuhara's spars aren't available at this point, so there's not a lot one can do right now.)

### SCENE #3-35: Workin' for the Man (Day 5)

Type ---: Event  
View On : Dec. 15, 1986 at earliest (Amihama)  
Trigger : learn about the Long Zha  
Window -: regular work hours (10-12, 2-5 PM)  
Missable: no  
Apx Time: 4.5-5 hours  
Reward -: ---

This day's task is a little different. Ryo has to take brown crates (near the the OWB main entrance) to Warehouse #8 past Hokuhoku Lunches' stand, then take that building's red crates to Warehouse #18. Then, it all repeats! Only ten crates total need to be delivered to hit quota, thankfully. Note that the "Runner's High" event below can interrupt the final hour and change, so do the brunt of the quota in the morning.

### SCENE #3-36: Marital Bliss

Type ---: Cutscene  
View On : Dec. 15, 1986 at earliest (Amihama)  
Trigger : reach the lunch hour of fifth day of work  
Window -: 12:00 Noon  
Missable: no  
Apx Time: 15 min.  
Reward -: ---

Goro will announce he's "going straight" and plans on marrying Mai, who, surprisingly, isn't revolted at the idea. The delinquent's sudden reformation means he stops spawning in the harbor. (On another note, there's no way to tell Hisaka the good/bad news!)

### SCENE #3-37: Runner's High

Type ---: Cutscene/QTE  
View On : Dec. 15, 1986 at earliest (Amihama)  
Trigger : reach fifth day of work (see below for other info)  
Window -: late afternoon work hours only (3:30-4:30 PM)  
Missable: no  
Apx Time: 60 min.  
Reward -: ---

This event has a very specific trigger: approaching Tomato Mart's pier intersection from the NW (where Tom's usually set up) with a crate loaded on the forklift. Doing it right leads to a QTE foot chase with Tony and Smith, two local hoods fleeing the scene.

The first section is just a general foot chase, and contains a split-path decision of little meaning -- picking "left" only creates an extra "left" input that otherwise wouldn't occur. The second split-path choice decides which of the thugs to chase: left for Tony, right for Smith.

Part 1 ----- L, B, B, L, A, L/R, L  
Part 2 (Tony) -- L, R, A, R, L, R  
Part 2 (Smith) - R, A, L, R, L, R

For those doing the PS4 remaster, the equivalent inputs are:

Part 1 ----- L, O, O, L, X, L/R, L  
Part 2 (Tony) -- L, R, X, R, L, R

It doesn't matter which thug is pursued, since they both cough up the same info when cornered: Terry is the Mad Angels' leader.

SCENE #3-38: Chen's Insight

Type ---: Cutscene

View On : Dec. 15, 1986 at earliest (Amihama)

Trigger : confront Terry/Smith during work hours, then finish the work day

Window -: 5:00 PM

Missable: no

Apx Time: 35 min.

Reward -: ---

This scene automatically plays after work, provided Ryo learned about Terry from his low-level goons. Yada will give Ryo a letter from Gui Zhang, which spurs him to visit Old Warehouse #8. Master Chen notes that Lan Di isn't involved with the Long Zha, and that the deal is drug-related. If the Angels cement their drug routes in Amihama, Chen's business will be submarined. The wise master suggests Ryo back off for now, and for once, Ryo listens.

SCENE #3-39: Nozomi's Disappearance

Type ---: Cutscene

View On : Dec. 15, 1986 at earliest (Hazuki Residence)

Trigger : sleep on the fifth day of work

Window -: 11:45 PM

Missable: no

Apx Time: 20 min.

Reward -: ---

After an uncharacteristic nighttime stroll, Ryo returns home to find Ine-san worried about Nozomi -- apparently she hasn't come home yet. A short phone call later, Ryo learns she's been taken by Chai to Warehouse #17...and he expects the youngster to get there within four hours.

SCENE #3-40: Racing the Clock

Type ---: Event-esque

View On : Dec. 16, 1986 at earliest (Yokosuka)

Trigger : learn Nozomi's been kidnapped

Window -: special morning hours only (12:05 AM - 3:00 AM)

Missable: no

Apx Time: 3 hours

Reward -: ---

Ryo knows he can't reach Amihama if he doesn't leave the area by 3:00 PM, so that effectively becomes the cut-off point. Most places that are open (like the Dobuita bar district shops) are duds...except for Bar Yokosuka's Saijo. He suggests borrowing a buddy's motorcycle, which reminds Ryo that Naoyuki's got one. Visiting that friend's house in Sakuragaoka -- it's near Abe Store and has a bike in front of it -- finishes the event. (Use the gate doorbell, if it's not obvious.) Failing the event restarts it.

SCENE #3-41: Racing the Clock, Pt. 2

Type ---: Cutscene

View On : Dec. 16, 1986 at earliest (Yokosuka)

Trigger : borrow Naoyuki's motorcycle

Window -: special hours only (3:00 AM - 4:00 AM)

Missable: no

Apx Time: 1 hour

Reward -: ---

This racing minigame takes Ryo through Yokosuka toward Amihama. In the day, it'd be a fun drive; at night, and with a two-minute clock, it's more than nerve-wracking. Part of the frustration is that there's not a lot of room for error, and it's very common for players to fail the event a few times before getting the hang of it. There's no real trick besides smart racing -- drift around corners properly, brake well to maintain speed without hitting any guardrails, etc. Thankfully, there's no traffic to screw up runs further.

One of the best tips about braking is simply not trying to accelerate at the same time -- this doesn't really help drifting issues. (Remember, grinding on a guardrail drastically reduces speed until it hits zero.) Instead, rounding turns is best done by a combination of lowered acceleration, braking, and reorienting the bike so it avoids the rail.

Failing the event restarts it all the way from the Sakuragaoka scene, so it's a bit frustrating on that end, too. Success comes by exiting Dobuita's main highway, finishing the Amihama tunnel, then reaching the docks before time's up. The last two segments take about 30 seconds in all, if a player's good.

#### SCENE #3-42: Need for Speed

Type ---: Cutscene

View On : Dec. 16, 1986 at earliest (Amihama)

Trigger : race through Yokosuka and reach the docks in time

Window -: ---

Missable: no

Apx Time: 30 min.

Reward -: ---

This scene plays if Ryo makes it to Amihama on time. He races through the empty streets and yards to find Warehouse #17. A man on a mission!

#### SCENE #3-43: Terry's Gang

Type ---: Cutscene/Event

View On : Dec. 16, 1986 at earliest (Amihama)

Trigger : reach Amihama after the Yokosuka racing event

Window -: ---

Missable: no

Apx Time: ---

Reward -: ---

After arriving, Ryo is beset by seven of Terry's grunts, many who've been on the receiving end of earlier beatings.

#### SCENE #3-44: Terry's Gang, Pt. 2

Type ---: Cutscene/Event

View On : Dec. 16, 1986 at earliest (Amihama)

Trigger : defeat Terry's outdoor thugs

Window -: ---

Missable: no

Apx Time: ---

Reward -: ---

After sending a few Angels to heaven on the streets, Ryo is attacked by seven more. This is similarly easy

#### SCENE #3-45: Terry

Type ---: Cutscene/Event  
View On : Dec. 16, 1986 at earliest (Amihama)  
Trigger : defeat Terry's indoor thugs  
Window -: ---  
Missable: no  
Apx Time: ---  
Reward -: ---

Terry gives Nozomi back, but at a cost -- Ryo needs to beat up Gui Zhang so he can't walk. Apparently, Chen and his son have been nuisances for too long. Ryo "accepts" the deal while adding his own condition: he wants to meet Lan Di. The deal done, Ryo leaves. Unbeknowst to him, Chai has seen the whole thing...

#### SCENE #3-46: Midnight Rider

Type ---: Cutscene  
View On : Dec. 16, 1986 at earliest (Amihama)  
Trigger : meet Terry  
Window -: sometime before 6:00 AM (the game doesn't show proper time here)  
Missable: no  
Apx Time: ---  
Reward -: ---

With Nozomi safe, Ryo takes his li'l lady on a ride out of Amihama. Players are treated to an adorable scene as they ride through town, Nozomi hugging Ryo all the while. The song that plays here is Isayama Mio's "Wish".

#### SCENE #3-47: Iwao's Spirit

Type ---: Cutscene  
View On : Dec. 16, 1986 at earliest (Hazuki Residence)  
Trigger : sleep after rescuing Nozomi  
Window -: set morning hours only (7:45 AM)  
Missable: no  
Apx Time: 15 min.  
Reward -: ---

Rather than immediately going to Amihama for work, Ryo makes time to meditate in the dojo. He imagines his father with katana in hand, which steels his resolve.

#### SCENE #3-48: Lunch with Tom

Type ---: Cutscene  
View On : Dec. 16, 1986 at earliest (Amihama)  
Trigger : rescue Nozomi  
Window -: early morning only (somewhere between 10:00-10:45 AM)  
Missable: no  
Apx Time: ---  
Reward -: ---

Visiting Amihama starts an automatic scene with Tom. Ryo accepts his invite to have lunch with him.

### SCENE #3-49: Fired!

Type ---: Cutscene  
View On : Dec. 16, 1986 at earliest (Amihama)  
Trigger : reach the sixth day of work  
Window -: early morning only (somewhere between 10:00-10:45 AM)  
Missable: no  
Apx Time: 20 min.  
Reward -: ---

Yada gives Ryo his pink slip, mostly because of the troublesome reputation he's acquiring lately. At least he acknowledges that Ryo's not completely at fault!

### SCENE #3-50: Good Friend

Type ---: Cutscene  
View On : Dec. 16, 1986 at earliest (Amihama)  
Trigger : get fired from the harbor job, then call Nozomi  
Window -: special noontime hours (11:30 AM - 12:30 PM) only  
Missable: yes  
Apx Time: 10 min.  
Reward -: ---

This is an easily missed cutscene of sorts, activated by phoning Nozomi from any phone (her number is 22-5508, remember). Ryo will break his stone-faced act, nearly admitting he cares about her!

### SCENE #3-51: Dublin'

Type ---: Dialogue  
View On : Dec. 16, 1986 at earliest (Dobuita)  
Trigger : get fired from the harbor job, then talk to Nozomi in Dobuita  
Window -: special noontime hours (11:30 AM - 12:30 PM) only  
Missable: yes  
Apx Time: 5-10 min.  
Reward -: ---

If Ryo goes back into town and finds Nozomi at her florist job, he can share a special chat. She's appreciative for his rescue and wonders if they can double on the motorcycle again sometime, to which Ryo agrees. D'aww...

### SCENE #3-52: That Night

Type ---: Dialogue  
View On : Dec. 16, 1986 at earliest (Hazuki Residence)  
Trigger : get fired from the harbor job, then talk to Ine-san  
Window -: special noontime hours (11:30 AM - 12:30 PM) only  
Missable: yes  
Apx Time: 15 min.  
Reward -: ---

If Ryo returns home in the small 90-minute timeframe, approaching Ine-san in the kitchen starts an automatic chat about Ryo's intentions. Without giving her the runaround, he finally confesses he's after his father's killer. The kindly caretaker only asks that he return safely.

### SCENE #3-53: Tornado Kick Tutorial

Type ---: Cutscene/Event

View On : Dec. 16, 1986 at earliest (Amihama)  
Trigger : visit Tom after getting fired  
Window -: fixed hours only (11:00 AM - 12:30 PM)  
Missable: no  
Apx Time: 9-10 hours (viewing automatically advances to 10:00 PM)  
Reward -: ---

Should Ryo visit his dreadlocked buddy, he'll have a chance to learn a nice two-hit kick technique [Forward, Forward, A, A]. The PS4 equivalent is simply [Forward, Forward, X, X] As it turns out, it's the last kindness Tom can do -- he's almost ready to return to the States. In a nice final scene, the two cement their friendship over the fast food, and later, Ryo watches his jet take off from afar.

Unlike the bum's last few tutorials, Ryo can refuse the going-away present, missing it completely.

#### SCENE #3-54: Terry's Plot

Type ---: Cutscene/Event/QTE  
View On : Dec. 16, 1986 at earliest (Amihama)  
Trigger : automatically occurs late at night, day after rescuing Nozomi  
Window -: late night only (10:00 PM)  
Missable: no  
Apx Time: ---  
Reward -: ---

Ryo will have to fight Gui Zhang at the appointed time, although after a bit of sparring, our protagonist lets the acquaintance in on his act. Continue battling (it's similar to the Gui Zhang "fight" in Sakuragaoka, only he's got a better skillset) until the two exhaust each other. Make sure to pass the final one-prompt QTE (right) to avoid having any head-splattering outcomes.

Fun fact: players don't have to throw a single punch the entire battle, since the fight's on a special timer. Ryo's health will never dip below four orbs, no matter how much of a beating he receives.

#### SCENE #3-55: The 70-Man Battle

Type ---: Cutscene  
View On : Dec. 16, 1986 at earliest (Amihama)  
Trigger : save Gui Zhang in the previous fight  
Window -: late night only (10:00+ PM)  
Missable: no  
Apx Time: varies (lasts all night for that given day and breaks curfew)  
Reward -: ---

True to its name, Ryo and Gui Zhang will take on a boatload of participants, as they move from Warehouse #4 toward Warehouse #17. Most of the enemies are fodder, appearing in-between the harder opponents who'll be introduced in special cutscenes. They're fought in this order:

- Shingo Murasaki -- he's the one who was beating on Mark a few days prior. He's mostly known for his kicks, so keeping him at bay with Swallow Dive or other similarly long-reaching abilities helps.
- Satoshi Nagata -- this is Terry's lieutenant who wields a pipe. He also has several kicks, giving him good range no matter what he does. Ryo can still tip the odds in his favor by backing out of his kick combo range, then doing one of his own as he (Redjacket) moves in closer. For instance, try

a Back+Y technique to slink away, then using a Cyclone Kick to deal huge damage. Low kick techniques (Crawl Cyclone, for instance) can work as well, since Redjacket only uses mid/high ones.

- Pedro Warren -- this is the tall thug with the police cap on. He's much tougher than any opponent fought this far, and has a wide range of attacks (Enoki's headbutt, 2-punch combo, mid/high kick combo) plus three unique suplexes/grapples. Coupled with his preternatural parrying abilities, he's around Chai's level of toughness. Careful dodging -- that is, backing up to lure him into doing a combo, then hitting him to damage and heal -- is one of the only ways to outlast his powerful abilities.

Dealing damage is how Ryo regains health during the fight, so it helps to eliminate fodder enemies as quickly and cleanly as possible. A single Cyclone Kick (or any high-damage/mastered move) will work for that. Don't forget to map abilities to R-Trigger either. Using Crawl Cyclone against Terry's Right Hand thug can work well, interrupting his headbutt and mid-range attacks while avoiding his powerful jump kick and grapples.

#### SCENE #3-56: Anticlimax

Type ---: Cutscene/QTE  
View On : Dec. 16, 1986 at earliest (Amihama)  
Trigger : defeat the 70-man battle  
Window -: ---  
Missable: no  
Apx Time: ---  
Reward -: ---

Immediately after kicking every Amihama thug's ass, it's time to eliminate the smug-looking boss. This is done with a one-input QTE (solution: right) to avoid being smacked with Terry's pipe. (Failing the event restarts it from this point, so no redoing the last major event.) Surprisingly, Terry goes down with nary a fight! He also reveals that Chai took Lan Di to the offshore ship.

#### SCENE #3-57: Gui Zhang's Pride

Type ---: Cutscene  
View On : Dec. 16, 1986 at earliest (Amihama)  
Trigger : defeat Terry  
Window -: ---  
Missable: no  
Apx Time: ---  
Reward -: ---

This occurs at an unspecified time after Terry's defeat. Gui Zhang, in a nice mood, offers to help Ryo's vendetta against Lan Di, and suggests getting in contact with him later.

#### SCENE #3-58: Iwao's Photo

Type ---: Cutscene  
View On : Dec. 16, 1986 at earliest (Amihama)  
Trigger : didn't collect Iwao's photo earlier + defeat Terry  
Window -: early morning (~5:00 AM) only  
Missable: yes  
Apx Time: 20 min.  
Reward -: Photo of Father

If Ryo didn't obtain his father's picture from the secret dojo basement, it's obtained at this point. The scene doesn't differ much from the "who's this with my father" sentiment that Ryo normally expresses. Interestingly enough, the game considers

#### SCENE #3-59: Fond Farewells

Type ---: Cutscene  
View On : Dec. 17, 1986 at earliest (Amihama)  
Trigger : defeat Terry and then sleep  
Window -: 8:45 AM  
Missable: no  
Apx Time: 20 min. (first scene), 30 min. (second scene)  
Reward -: ---

This automatically occurs the morning after Terry's defeat. Ryo sets off from his house without saying goodbye, only to be stopped by Fukuhara on his way out. He gives Ryo some money from the family; Ine-san silently eavesdrops on the exchange. Afterwards, Ryo walks alone through Dobuita's early-morning crowd en route to the bus.

#### SCENE #3-60: Swallow Flip Tutorial

Type ---: Cutscene  
View On : Dec. 17, 1986 at earliest (Amihama)  
Trigger : reach Amihama the day after defeating Terry  
Window -: automatic  
Missable: no  
Apx Time: ---  
Reward -: ---

Master Chen's farewell gift is the Swallow Flip, the most sacred move in his arsenal. It's done by a side counter (Back+X), immediately tripping them (A), then striking (X) while they're down. The PS4 equivalent is [Back+Square], [X], then [Square] again. Gui Zhang acts as a training dummy for this portion once Ryo shows a small amount of mastery.

#### SCENE #3-61: Chai Appears

Type ---: Cutscene/Event  
View On : Dec. 17, 1986 at earliest (Amihama)  
Trigger : finish the Swallow Flip tutorial  
Window -: automatic  
Missable: no  
Apx Time: ---  
Reward -: ---

Immediately after Chen's going-away present, Chai will dislodge a girder and have it injure Gui Zhang's leg. Ryo will then have to fight the bald munchkin on his own.

#### SCENE #3-62: Chai Disappears

Type ---: Cutscene/QTE  
View On : Dec. 17, 1986 at earliest (Amihama)  
Trigger : defeat Chai  
Window -: automatic  
Missable: no  
Apx Time: ---  
Reward -: ---

After Chai's beatdown, he reveals Lan Di already left for Hong Kong. There's a shot of him and his two bodyguards on a speeding motorboat, heading for the offshore vessel. With his final burst of energy, Ryo is forced to fend off the goon with a QTE where any missed input ends in failure. The solution is [Down, A, A, B] in the original and [Down, X, X, O] in the remaster. There's a satisfying "burial at sea" for Chai if one wins, and a short restart if one fails.

Either way, Gui Zhang won't be able to travel with Ryo, so instead, Master Chen gives a letter to Tao Li Shao, one of Hong Kong's elder masters, who'll help in his stead.

#### SCENE #3-63: Nozomi's Goodbyes

Type ---: Cutscene  
View On : Dec. 17, 1986 at earliest (Amihama)  
Trigger : defeat Chai once and for all  
Window -: ---  
Missable: no  
Apx Time: ---  
Reward -: Nozomi's Amulet

With Chai gone, Ryo prepares to disembark. He thinks back to the previous night where he met with Nozomi at the Yamanose fox shrine. She offers him a good luck amulet, hoping it'll keep him safe in her stead.

#### SCENE #3-64: Departure

Type ---: Cutscene  
View On : Dec. 17, 1986 at earliest (Amihama)  
Trigger : reach the game's end  
Window -: ---  
Missable: no  
Apx Time: ---  
Reward -: ---

Ryo boards the boat docked near Warehouse #17 and moves onto the top deck as it sets sail. Master Chen looks on, as Shenhua's game-opening legend recites again. At the very end, her face appears in the heavens as the North Star twinkles brightly. (The credits roll after this.)

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#### CALENDAR-SPECIFIC SCENES (ODDS & ENDS) |=====

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This is the miscellaneous section for events that both exist outside of the main plot's progress and require a specific calendar timing to view. As such, players who are breezing through the game will often miss most, if not all, of these.

#### SCENE: Yukawa's Sushi

Type ---: Dialogue  
View On : 9th day of any month at Takara Sushi (Dobuita)  
Trigger : Obtain both Yukawa figurines from the Abe Store raffle  
Window -: nighttime only (8:00 PM - 9:00 PM)  
Missable: yes  
Apx Time: 10 min.

Reward -: ---

This is one of the odder, and more difficult, scenes to trigger in the game. To begin, Ryo must obtain both of the rare Yukawa figurines (Happi & Suit) in the Sakuragaoka store's raffle, which one enters by buying food. Then, visit Takuara Sushi -- the shop next-door to Aida Florist in Dobuita -- during the given nighttime hours.

With the stage set, players can see Mr. Yukawa working behind the counter. When Ryo talks to him, however, he runs away, harkening back to his adventure in "What's Shenmue?". Those who don't want to go through the rigamarole of finding rare items and waiting a month can simply watch the following Youtube video!

<https://www.youtube.com/watch?v=TyyU9oct-oY>

#### SCENE: Nozomi's News

Type ---: Cutscene

View On : any day after Christmas (December 26th, 1986 at earliest)

Trigger : viewed "Nozomi's Confession" scene

Window -: nighttime only (7:00 - 11:30 PM)

Missable: yes

Apx Time: 4.5 hours (!?)

Reward -: ---

This is a special post-Christmas scene that plays when nearing Sakuragaoka Park after locating the Phoenix Mirror. Ryo will stumble upon Nozomi crying by herself, and learns about her travel plans to Canada. She asks him to stay with her for awhile and rests her head on his shoulder. (It'd be even more adorable if Ryo wasn't saying "yeah" and other one-word responses...) The scene automatically moves the timer to 11:30 PM once finished.

A few more things of note:

- It doesn't play if one missed Nozomi's previous late-night park event
- It doesn't play if one hasn't obtained the Phoenix Mirror yet (apparently)
- It can play on any day after Christmas, even months and months ahead!
- Later in the game, if the scene is available, talking with Eri on the You Arcade street corner will mention Nozomi crying in the park -- this adds a notepad clue about it. Eri may do her usual "tell Ryo off" nonsense if one tries talking to her the day of finding the Phoenix Mirror, though.

Also, calling Nozomi the next morning results in a quick scene where she apologizes to Ryo. Her cuteness knows no bounds!

#### SCENE: New Year's Day

Type ---: n/a

View On : January 1, 1986 only

Trigger : reach the new year

Window -: all day (8:30 AM - 11:30 PM)

Missable: yes

Apx Time: ---

Reward -: ---

This isn't an event like the other entries, but it's worth mentioning all the same. For New Year's, many of the younger Yokosuka women -- like Noriko, Eri, Miki and unnamed NPCs -- will dress in traditional kimonos, plus Dobuita's streets are decorated a bit with flowers. Note that the usual NPC scripts and

dialogue may still be active. (Oddly enough, Nozomi doesn't dress up!)

SCENE: The Bad Ending

Type ---: Cutscene  
View On : April 15, 1987 (the final available day)  
Trigger : reach April 14th, then sleep  
Window -: ---  
Missable: yes  
Apx Time: ---  
Reward -: ---

If players reach the final in-game day, they're treated to a "lovely" scene in which Ryo finds Lan Di beating up Fuku in their dojo. When Lan Di says he's there for the second mirror, Ryo attacks and is hit with his nemesis' powerful punch (presumably killing him -- we saw what it did to his dad!). The 'game over' text then displays.

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ITEM LIST

[ITML]

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Here's a list of available items.

Cassettes are items playable in Ryo's handheld player, although he can use a boombox (if he won it in a raffle) or Tom's blaster on his hot dog truck. Unlike most other items, there's so many cassettes that the game ends up making them available in phases, which can screw up a player's collection duties. It's always best to buy them as soon as they're available for those cases. (Oddly enough, some harbor availabilities seem to stretch beyond the April 15th plot deadline...)

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CASSETTE	OBTAIN AT...
Antiquity Tree	Tomato Mart (12/03 ~ 3/30 Dobuita; 12/13 ~ 4/03 Harbor)
Be-Witch	Tomato Mart (12/13 ~ 4/03 Dobuita; 12/20 ~ 4/10 Harbor)
Boz Nov	Tomato Mart (12/13 ~ 4/03 Dobuita; 12/06 ~ 3/27 Harbor)
Dandy Old Man	Tomato Mart (12/13 ~ 4/03 Dobuita; 12/20 ~ 4/10 Harbor)
Destiny	Tomato Mart (12/13 ~ 4/03 Dobuita; 12/06 ~ 4/27 Harbor)
Feel Tired Song	Tomato Mart (12/06 ~ 3/27 Dobuita; 12/20 ~ 4/10 Harbor)
F.T. Off	Win 3rd prize in a Tomato Mart raffle
Flower Girl	Tomato Mart (12/03 ~ 3/20 Dobuita; 12/13 ~ 4/03 Harbor)
Glyfada	Tomato Mart (12/27 ~ 4/14 Dobuita; 12/20 ~ 4/10 Harbor)
GoGo	Tomato Mart (12/03 ~ 3/20 Dobuita; 12/27 ~ 4/14 Harbor)
Hang On	Win 3rd prize in a Tomato Mart raffle
Harbor Bar	Tomato Mart (12/20 ~ 4/10 Dobuita; 12/20 ~ 4/10 Harbor)
Harbor Beats	Tomato Mart (12/13 ~ 4/03 Harbor only)
Heart Beats	Tomato Mart (12/06 ~ 3/27 Dobuita only)
Hip de Hop	Tomato Mart (12/06 ~ 3/27 Dobuita; 12/03 ~ 3/20 Harbor)
Like a Feeling	Tomato Mart (12/06 ~ 3/27 Dobuita; 12/03 ~ 3/20 Harbor)
Linda	Tomato Mart (12/03 ~ 3/20 Dobuita; 12/27 ~ 4/14 Harbor)
Liquor	Tomato Mart (12/13 ~ 4/03 Dobuita; 12/06 ~ 3/27 Harbor)
M.S. Shower	Win 3rd prize in a Tomato Mart raffle
MJQ	Tomato Mart (12/20 ~ 4/10 Dobuita only)
NaNa	Tomato Mart (12/20 ~ 4/10 Dobuita; 12/03 ~ 3/20 Harbor)
Sha Hua	Hazuki Residence, in one of Ryo's desk drawers
Shenmue	Hazuki Residence, on top of Ryo's desk
Space Harrier	Win 3rd prize in a Tomato Mart raffle
Spider	Tomato Mart (12/27 ~ 4/14 Dobuita; 12/03 ~ 3/20 Harbor)

Strong	Tomato Mart (12/06 ~ 3/27 Harbor only)
Y.A.D.A.	Tomato Mart (12/27 ~ 4/14 Dobuita; 12/27 ~ 4/14 Harbor)
Yokosuka Blues	Tomato Mart (12/27 ~ 4/14 Dobuita; 12/27 ~ 4/14 Harbor)

Food is mostly pointless, outside of feeding to the cat or as a waste of yen for entering raffles. At no point does Ryo use it to recover health, etc.

FOOD ITEMS	DSC	FUNCTION
Canned Tuna	123	Food for Megumi's kitten
Caramel	123	Earns a raffle attempt at Tomato Mart/Abe Store
Chocolate	123	Earns a raffle attempt at Tomato Mart/Abe Store
Milk	123	Food for Megumi's kitten
Potato Chips	123	Earns a raffle attempt at Tomato Mart/Abe Store
Salami	123	Food for Megumi's kitten
Sliced Fish	123	Food for Megumi's kitten
Squid Legs	123	Food for Megumi's kitten

These are closer to key items than anything.

SPECIAL ITEMS	DSC	FUNCTION
AA Batteries	123	Used to power the cassette player
Amulet	--3	Nozomi's good luck charm
Bargain Flyer	-2-	Shows Asia Travel Company's "bargain" flights
C Batteries	123	Used to power the Flashlight
Candles	123	Can power underground passages (needs matches)
Cassette Player	123	Lets Ryo play any collected cassette tapes
Chen Intro Letter	--3	Has uses in Shenmue II
Flashlight	123	Used to brighten dark areas
Hang On	123	Can be played on Sega Saturn at Ryo's house
Hang On Token	123	Beat Hang On at the arcade with just one token
Harrier Token	123	Beat Space Harrier at the arcade w/ one token
Hong Kong Flyer	-2-	Shows Global Travel Agency's flights
Letter to Father	-2-	Gives valuable information once decrypted...
Lightbulb	123	Used to brighten dark areas
Matches	123	Used to light Candles
Mysterious Key	12-	Used to unlock katana case in Hazuki dojo
Mysterious Scroll	123	Can be brought to Gui Zhang for decryption
Old Depot Map	-2-	The bum's map of the Old Warehouse District
Phoenix Mirror	-2-	The strange Chinese artifact Iwao possessed...
Photo of Father	-23	A picture of Iwao and his unknown acquaintance
Photo of Friends	123	Shows Ryo's three childhood friends
Photo of Hazukis	123	A picture of Iwao, Ine, Ryo and Fukuhara
Photo of Nozomi	--3	A pic of Nozomi & Ryo (has close & apart ver.)
Poetry Scroll	-23	The decrypted "Mysterious Scroll"
Space Harrier	123	Can be played on Sega Saturn at Ryo's house
Sword Handguard	-2-	Used to unlock Hazuki dojo's basement
Watch	1--	Shows the current time
White Leaf	-23	An unknown leaf to an unknown plant...
Winning Can	123	Swap for raffle ticket at Abe Store/Tomato Mart

This is a list of Ryo's kung-fu abilities. Some will be available from the beginning, while others are learned through the plot, optional events and purchasing (or finding) technique scrolls. Additionally, learning some techs may overwrite other, weaker ones.

Ryo's moves come in three categories. Punches may not always be powerful, but are often quick, which is helpful when one needs to interrupt an attack or reorient oneself. Kicks are generally slower, but have better range and can be more damaging. Finally, throws (grapples) are close-range feats that can deal huge pain...supposing one's positioning is right.

When free time is available, Ryo can visit several places to practice. These aren't always an option, due to scheduling and event timing conflicts, but there's usually at least ONE within walking distance. They are:

- Hazuki family dojo (when empty or at Fukuhara's request)
- Sakuragaoka Park (when empty)
- Dobuita parking lot (near arcade and cigarette stand; always empty)
- New Warehouse #4 (Amihama; generally empty)

Abilities have three ranks: learning, intermediate, and mastered. Practicing in the above areas increases their strength, and may silently grant other upgrades, like increasing a kick move's range or its execution speed. Note that throws cannot be practiced EXCEPT with an opponent to test it on. This makes Fukuhara's sparring sessions crucial for people wanting to train those areas. (To see available moves and their current prowess, visit the Moves scroll in Ryo's inventory menu.) Abilities that are below basic "learning" ranking don't display how to perform the move, though they will after it's performed for the first time -OR- the ranking improves by practicing similar abilities.

Finally, players can choose Ryu's practice settings when inspecting his bed after 8:00 PM. (Why it can only be done at this time is beyond me!) Options allow one to centralize training evenly or on a certain area. For instance, I like kick moves, so I just have Ryu focus all his gained experience on those areas, rather than spreading the experience over to punches and throws. It helps build up kicks faster, but neglects other areas -- that's the catch.

NOTE: All combinations are listed as they are in-game. They assume Ryo is facing to the right (at an opponent) for all intents and purposes. Remember that, in a real battle, if Ryo is facing an opponent on his left, the combo will be reversed.

With the release of the remastered version, I've included PS4 inputs.

#### PUNCH: Tiger Knuckle

Input --: X  
          : Square (PS4)  
Hits ---: 1 (high)  
Speed --: fast  
Strength: low  
Learn --: available by default

A quick, short-range jab. Nothing special on its own, but becomes more useful when strung into combos.

#### PUNCH: Pit Blow

Input --: Right+X

: Right+Square (PS4)  
Hits ---: 2 (high, high)  
Speed --: fast  
Strength: medium  
Learn --: during Fukuhara's "Pit Blow Tutorial" event (Disc 1 only)

Ryo learns this when he chooses to demonstrate the proper technique to Fuku, as early as speaking to Yamagishi on Disc 1. It's basically two quick high punches with a slight recovery time afterwards.

#### PUNCH: Elbow Slam

Input --: Right+X  
          : Right+Square (PS4)  
Hits ---: 1 (high)  
Speed --: fast  
Strength: low  
Learn --: available by default

A quick bash with Ryo's left elbow, done in a quick, nearly overhead, motion. This generic move is overwritten if/when Ryo learns the superior Pit Blow.

#### PUNCH: Twist Knuckle

Input --: Back+X  
          : Back+Square (PS4)  
Hits ---: 1 (high)  
Speed --: fast  
Strength: low  
Learn --: available by default

Another quick punch. Unlike Tiger Knuckle, this one lunges a bit, giving it better range in exchange for slightly worse recovery time.

#### PUNCH: Elbow Assault

Input --: Forward, Forward+X  
          : Forward, Forward+Square (PS4)  
Hits ---: 1 (mid)  
Speed --: fast  
Strength: medium  
Learn --: available by default

A quick elbow to the opponent's chest. However, even from the test image on the Move scroll overview, it's clear that its recovery time is...shall we say, leisurely?

#### PUNCH: Upper Knuckle

Input --: Back, Back+X  
          : Back, Back+Square (PS4)  
Hits ---: 1 (high)  
Speed --: fast  
Strength: medium  
Learn --: available by default

A basic uppercut.

#### PUNCH: Sleeve Strike

Input --: Forward, Back, X  
          : Forward, Back, Square (PS4)  
Hits ---: 1 (high)  
Speed --: medium  
Strength: medium  
Learn --: automatically (once performed or rating is "learning" or better)

A quick mid-level jab with the left hand. Nothing that'll wow a fighter.

PUNCH: Rain Thrust

Input --: Forward, Back, X  
          : Forward, Back, Square (PS4)  
Hits ---: 1  
Speed --: fast  
Strength: medium  
Learn --: automatically (once performed or rating is "learning" or better)

A quick left-handed punch. This is closer to something you'd see in a bar brawl than a disciplined martial artist's technique, heh.

PUNCH: Big Wheel

Input --: X+A  
          : Square+X (PS4)  
Hits ---: 1 (high)  
Speed --: fast  
Strength: medium  
Learn --: available by default

A powerful sweeping blow to the enemy. Ryo ends up facing the opposite way he started in, though, which can be a mixed blessing in the heat of battle. Be prepared to do a basic kick or punch to reorient him!

PUNCH: Twin Hand Waves

Input --: Forward, X+A  
          : Forward, Square+X (PS4)  
Hits ---: 1 (mid)  
Speed --: fast  
Strength: medium  
Learn --: available by default

Ryo minimizes his profile with a smaller stance, then does an ascending hit with his right palm. Like Elbow Assault, it then has a slight recovery time that leaves our protagonist exposed.

PUNCH: Backfist Willow

Input --: Back, X+A  
          : Back, Square+X (PS4)  
Hits ---: 1 (high)  
Speed --: fast  
Strength: medium  
Learn --: available by default

True to its name, Ryo does a 360-degree twirl and smacks the opponent with a clenched-fist backhand. Due to the full spin, Ryo ends up facing the same way he started.

PUNCH: Avalanche Lance

Input --: Forward, Forward, X+A  
          : Forward, Forward, Square+X (PS4)  
Hits ---: 1 (mid)  
Speed --: medium  
Strength: medium  
Learn --: available by default

Ryo uses his left hand to give extra force to a mid-range elbow attack, with a slight lunging stance, no less.

PUNCH: Katana Mist Slash

Input --: Back, Back, X+A  
          : Back, Back, Square+X (PS4)  
Hits ---: 1 (medium)  
Speed --: fast  
Strength: medium  
Learn --: available by default

Ryo does a sweeping, palm-down motion with his right hand, almost like he's swinging an invisible katana. He crouches slightly when performing it, which may help against jumping high kicks.

PUNCH: Mistral Flash

Input --: While sprinting, X  
          : While sprinting, Square (PS4)  
Hits ---: 1 (high)  
Speed --: fast  
Strength: medium  
Learn --: available by default

More like a reckless Avalanche Lance, Ryo brings his right elbow down in a high strike. Since he's running while doing it, it can close a slight amount of distance in the process.

PUNCH: Rising Flash

Input --: Forward, Back, Back, X  
          : Forward, Back, Back, Square (PS4)  
Hits ---: 1 (high)  
Speed --: fast  
Strength: medium  
Learn --: bought at Bunkado Antiques in Dobuita (¥500)

Nothing but a dramatic right-handed uppercut. Yawn.

PUNCH: Stab Armor

Input --: Right, Left, Left, X+A  
          : Forward, Back, Back, Square+X (PS4)  
Hits ---: 1 (mid)  
Speed --: fast  
Strength: high  
Learn --: have Gui Zhang translate the Stab Armor scroll found in the Hazuki basement on Disc 2-3.

Ryo will need his harbor buddy to translate this scroll after finding it, but

it can be very profitable -- Stab Armor is a very damaging punch move, that's basically drawing back and striking heavily at the foe's chest.

#### PUNCH: Twin Blades

Input --: Back, Forward, Forward, X  
          : Back, Forward, Forward, Square (PS4)  
Hits ---: 2 (mid)  
Speed --: fast  
Strength: medium  
Learn --: locate Twin Blades scroll in Hazuki Residence (Disc 1-3)

For such an easily missed scroll, the ability taught is pretty basic -- Ryo uses his right hand in a sweeping, palms-down motion, as if it was a knife. Not all that different from the Katana Mist Slash, honestly.

#### PUNCH: Double Blow

Input --: Forward, X+A  
          : Forward, Square+X (PS4)  
Hits ---: 1 (mid)  
Speed --: fast  
Strength: high  
Learn --: learn from Yamagishi at Dobuita's Suzume Park (Disc 1)

Ryo does a double palm strike on an opponent's front chest. It hits quite hard, but has a slow recovery afterwards, so it's not quite a "use this all the time" ability. Learning this overwrites the "Twin Hand Waves" technique.

#### KICK: Crescent Kick

Input --: A  
          : X (PS4)  
Hits ---: 1 (high)  
Speed --: fast  
Strength: low  
Learn --: available by default

Just an average high kick. Its deceptive simplicity masks its excellent range and combo potential.

#### KICK: Trample Kick

Input --: Forward+A  
          : Forward+X (PS4)  
Hits ---: 1 (mid)  
Speed --: fast  
Strength: low  
Learn --: available by default

A frontal kick, almost like Ryo is punting a football. Doesn't seem to have as much range as a Crescent Kick, but it can still keep foes at bay just the same.

#### KICK: Side Reaper Kick

Input --: Back+A  
          : Back+X (PS4)  
Hits ---: 1 (low)  
Speed --: fast

Strength: low  
Learn --: available by default

A basic low kick with Ryo's left leg. Not that amazing, although there's at least one major enemy where low kicks are useful, so it can see some use outside of "I'm going to button mash!!" strategies.

#### KICK: Swallow Dive

Input --: Back+A  
          : Back+X (PS4)  
Hits ---: 1 (high)  
Speed --: fast  
Strength: medium  
Learn --: from Gui Zhang in Amihama (Disc 3)

Ryo uses his left leg to do a sweeping frontal high kick. Since it's performed while moving backwards, it's an excellent attack for keeping opponents at a distance. (Learning this overwrites the Side Reaper Kick, which is ten times worse than this awesome one.)

#### KICK: Against Cascade

Input --: Forward, Forward+A  
          : Forward, Forward+X (PS4)  
Hits ---: 1 (mid)  
Speed --: fast  
Strength: medium  
Learn --: available by default

Less of a kick, more of a flying knee that never really gets off the ground. This crappy move is overwritten by the great Tornado Kick in the last disc, should Ryo choose to learn it.

#### KICK: Surplice Slash

Input --: Back, Back+A  
          : Back, Back+X (PS4)  
Hits ---: 1 (high)  
Speed --: medium  
Strength: medium  
Learn --: available by default

A kick where Ryo, facing away from his foe, shifts all his weight onto his right leg, then does a 180-degree turn to bring the left down onto the foe's head. This will generally count as a high kick, but may end up striking the other regions, too.

#### KICK: Thunder Kick

Input --: Forward, Back, A  
          : Forward, Back, X (PS4)  
Hits ---: 2 (mid, high)  
Speed --: medium  
Strength: medium  
Learn --: automatically (once performed or rating is "learning" or better)

A built-in combo. While balancing on his right leg, Ryo slams his left leg into the foe's side, then brings drops it from on high like a guillotine.

### KICK: Hold Against Leg

Input --: Back, Forward, A  
          : Back, Forward, X (PS4)  
Hits ---: 1 (mid)  
Speed --: fast  
Strength: medium  
Learn --: automatically (once performed or rating is "learning" or better)

Basically an extended right-legged kick.

### KICK: Brutal Tiger

Input --: Forward, Back, X+A  
          : Forward, Back, Square+X (PS4)  
Hits ---: 1 (high)  
Speed --: fast  
Strength: medium  
Learn --: automatically (once performed or rating is "learning" or better)

An upward roundhouse kick while Ryo balances on his right leg. Ryo ends up facing the same direction as he started.

### KICK: Dark Moon

Input --: Back, Forward, X+A  
          : Back, Forward, Square+X (PS4)  
Hits ---: 1 (mid/low)  
Speed --: fast  
Strength: high  
Learn --: automatically (once performed or rating is "learning" or better)

Ryo faces an enemy, begins twisting, then hits the foe with a downward left kick as he falls to the ground. It's similar to Surplice Slash, but has a recovery time, so it's less useful.

### KICK: Cyclone Kick

Input --: L-Trigger + A  
          : R2 Button + X (PS4)  
Hits ---: 1 (minimum)  
Speed --: medium  
Strength: high  
Learn --: available by default

This author's favorite move! This is a roundhouse kick done in midair, which not only does hefty amounts of damage, but can strike multiple enemies who've hoveed too close to Ryo. Note that although it's a spin kick, it won't do damage in a full circle -- the kick portion only begins around three-quarters of the way through it.

### KICK: Windmill

Input --: While sprinting, X+A  
          : While sprinting, Square+X (PS4)  
Hits ---: 1 (high)  
Speed --: medium  
Strength: medium  
Learn --: available by default

Similar to the amazing Cyclone Kick, only instead of doing a midair horizontal kick, Ryo brings his leg down from an angle. It can be used while inert, so it's got a leg up (PUN!!) on sprinting-only abilities.

#### KICK: Mud Spider

Input --: Forward, Back, Back+A  
          : Forward, Back, Back+X (PS4)  
Hits ---: 1 (mid/high)  
Speed --: medium  
Strength: medium  
Learn --: bought at Bunkado Antiques in Dobuita (¥1000)

Ryo faces the enemy, puts his right hand on the ground, then does an twisting upward kick before landing in the same position as he started. If mastered, this becomes more of a high kick move, which may not be preferable -- but it looks good while doing it at least!

#### KICK: Crawl Cyclone

Input --: Back, Forward, Forward+A  
          : Back, Forward, Forward+X (PS4)  
Hits ---: 1 (low)  
Speed --: medium  
Strength: medium  
Learn --: bought at Bunkado Antiques in Dobuita (¥1000)

Ryo starts in a stance with his right leg forward, then drops down and sweeps the area in a circle with his left leg, before landing in his first stance. This ability is probably the low kick move of choice for many players, since it has decent speed and range, plus leveling it up doesn't give any screwy changes to its execution. Good players can do consecutive Cyclones to keep foes at bay, even without mapping it to R-Trigger.

#### KICK: Twin Swallow Leap

Input --: Back, Forward, Forward, X+A  
          : Back, Forward, Forward, Square+X (PS4)  
Hits ---: 2 (high, high)  
Speed --: medium  
Strength: high  
Learn --: bought at Bunkado Antiques in Dobuita (¥1000)

This technique does a quick high kick with Ryo's left leg, then switches to a heel drop kick after the spin. It's not lightning quick, but can be reliable once leveled up.

#### KICK: Shadow Reaper

Input --: While sprinting, Y+A  
          : While sprinting, Triangle+X  
Hits ---: 1 (low)  
Speed --: medium  
Strength: medium  
Learn --: technique scroll found in Fukuhara's room (Disc 1-3)

This is a sliding kick. The good news is its recovery time is brief, letting one get back to a normal fighting stance quickly. The bad news is it's only doable while sprinting -- it can't be done on a dime like Cyclone Kick.

## KICK: Tornado Kick

Input --: Forward, Forward, A, A  
          : Forward, Forward, X, X (PS4)  
Hits ---: 2 (high, high)  
Speed --: fast  
Strength: high  
Learn --: from Tom during Amihama plot events (Disc 3)

Our favorite hotdog seller can teach this double roundhouse to Ryo in a special bonding scene on the last disc. It's very simple to do, with one midair kick, and another on the ground. If both kicks connect, it's one of the most damaging attacks in the game! Learning this move overwrites the vastly inferior "Against Cascade" attack.

## THROW: Overthrow

Input --: While facing foe, B  
          : While facing foe, Circle (PS4)  
Hits ---: 1  
Speed --: slow  
Strength: medium  
Learn --: available by default

A basic grapple technique: Ryo faces the enemy, pulls the poor bastard toward him, then flips him onto his back. As with many throws, the enemy ends up flattened and has to get up, which may setup an extra free hit (if timed properly).

## THROW: Sweep Throw

Input --: Forward+B  
          : Forward+Circle (PS4)  
Hits ---: 1  
Speed --: slow  
Strength: medium  
Learn --: available by default

Kinda like the Overthrow, only Ryo partially trips the enemy, making it easier to flip the foe (over-the-shoulder style) in the process.

## THROW: Vortex Throw

Input --: Back+B  
          : Back+Circle (PS4)  
Hits ---: 1  
Speed --: medium  
Strength: medium  
Learn --: available by default

Here's a fun one! Ryo faces the enemy, knees them, tugs them close in doing so, then rolls onto his back and flips them over his head with the momentum.

## THROW: Mist Reaper

Input --: While facing foe's back: Forward, Forward+B  
          : While facing foe's back: Forward, Forward+Circle (PS4)  
Hits ---: 1  
Speed --: medium  
Strength: medium

Learn --: available by default

Ryo takes the enemy by the neck, does a few steps, then sweeps their legs with his right foot, sending them to the floor face-first.

#### THROW: Demon Drop

Input --: Back, Back+B  
          : Back, Back+Circle  
Hits ---: 1  
Speed --: medium  
Strength: high  
Learn --: available by default

Ryo grabs hold of the opponent's arm, situates himself underneath, then, while still holding onto the arm, flips the opponent over his shoulder. To add insult onto injury, Ryo also flips in the process, landing onto his opponent's stomach. Hilarious!

#### THROW: Shoulder Buster

Input --: Forward, Back+B  
          : Forward, Back+Circle (PS4)  
Hits ---: 1  
Speed --: slow  
Strength: high  
Learn --: automatically (once performed or rating is "learning" or better)

Ryo takes the opponent and knocks 'em onto their head, then pins them with an armlock. Like Tengu Drop, this isn't available at the beginning, much to players' annoyance.

#### THROW: Tengu Drop

Input --: Back, Forward+B  
          : Back, Forward+Circle (PS4)  
Hits ---: 1  
Speed --: slow  
Strength: high  
Learn --: automatically (once performed or rating is "learning" or better)

A simple flip that drops the enemy head-first onto the ground. It's a pity this isn't available from the beginning, since it's fun to do, with a little practice. (There's a reason people bemoan the fact that they can't level this up or even learn what it does.)

#### THROW: Darkside Hazuki

Input --: While facing opponent from the side, B  
          : While facing opponent from the side, Circle (PS4)  
Hits ---: 1  
Speed --: slow  
Strength: high  
Learn --: available by default

If Ryo can get to an opponent's side, this ability does a heavy elbow drop right onto the back of their neck. Very powerful! It's also funny, since if one does it on Fukuhara in sparring practice, he complains about Ryo using such a damaging move against him.

Note that getting into position for this is rather tough. Ryo may have to wait for a sidestep dodge (usually Up+Y or Down+Y in relation to where he's facing), then quickly perform it. Naturally this won't work unless Ryo's in close range already.

#### THROW: Back Twist Drop

Input --: When facing enemy's back, B  
          : When facing enemy's back, Circle (PS4)  
Hits ---: 1  
Speed --: slow  
Strength: high  
Learn --: available by default

Ryo latches onto the enemy from behind, then falls backwards, crashing the foe onto the ground. Ryo ends up on the opposite side of the foe afterwards, however.

#### THROW: Tiger Storm

Input --: Back, Forward, Forward, B, B  
          : Back, Forward, Forward, Circle, Circle (PS4)  
Hits ---: 2 (low, low)  
Speed --: fast  
Strength: high  
Learn --: Purchase at Bunkado Antiques in Dobuita (¥2000)

This ability uses the B-button but doesn't really do a throw. Basically, the combination does a low-range shoulder charge, then with the last hit, does another upward thrust that throws the opponent backwards.

#### THROW: Arm Break Fire

Input --: Forward, Back, Back+B, X, X+A  
          : Forward, Back, Back+Circle, Square, Square+X (PS4)  
Hits ---: 1  
Speed --: slow  
Strength: high  
Learn --: Purchase at Bunkado Antiques in Dobuita (¥3000)

This is a rather hard three-step ability to pull off. First Ryo grabs the opponent's arm and hits them in the chest, before damaging their outstretched arm. Then, he uses both legs to latch onto the upright person, pulling them down into an armbar position. (Note that, when mapped to R-Trigger, the whole ability won't be performed, so be sure to practice it!)

#### THROW: Swallow Flip

Input --: Back+X, A, X  
          : Back+X, Square, X (PS4)  
Hits ---: 2 (low, low)  
Speed --: fast  
Strength: high  
Learn --: from Master Chen before leaving Amihama (Disc 3)

This is Chen's farewell gift for Ryo, a counterattack of sorts. First, Ryo will intercept the opponent's attack (Back+X), flip them (A), then strike 'em as they lay flat on the ground (X).

#### OTHER: Free Running

---

Input --: hold L-Trigger  
          : hold R2 Button (PS4)  
Hits ---: ---  
Speed --: fast  
Strength: ---  
Learn --: available by default

This isn't a fighting move per se, but players will use it anyway. Doing this allows Ryo to run in the player's suggested direction, which breaks free of any "let's encircle and gang up on Ryo" fighting conditions, allowing one to often fight better and without being interrupted constantly.

Additionally, fights with many participants also have enemies who stand on the sidelines and wait for their shot at Ryo. Free-running allows Ryo to get potshots in at 'em, due to how easy it combos into other L-Trigger skills, among others.

In the PS4 remaster, the running button is annoyingly switched to R2. Those who can't stand this difference should switch the button back to L2 for a more authentic experience.

#### GUARD: Shadow Step

Input --: When facing an enemy, Forward+Y+B  
          : When facing an enemy, Forward+Triangle+O (PS4)  
Hits ---: ---  
Speed --: fast  
Strength: ---  
Learn --: from Shozo Miyuki, the friendly Amihama bum (Disc 3)

Shadow Step is a dodge performed by the strangely proficient harbor bum. When done right, Ryo will sidestep his oncoming opponent and end up facing their back.

#### GUARD: Shadow Strike

Input --: When facing an enemy: Forward+Y+B, X  
          : When facing an enemy: Forward+Triangle+O, X  
Hits ---: 1 (high)  
Speed --: fast  
Strength: high  
Learn --: from Shozo Miyuki, the friendly Amihama bum (Disc 3)

This can be learned from the bum, provided Ryo learned Shadow Step first. Basically, it's the same as before, only one hits X immediately after, which delivers a strike to an opponent's unprotected neck.

#### GUARD: Cross Charge

Input --: Forward, Forward, Y+B  
          : Forward, Forward, Triangle+O (PS4)  
Hits ---: 1 (mid)  
Speed --: fast  
Strength: high  
Learn --: from Shozo Miyuki, the friendly Amihama bum (Disc 3)

The bum will teach his final ability if Ryo previously learned Shadow Step and Shadow Strike. The technique is both offensive and defensive: evading the opponent and slamming into their unprotected midriff.

#### COMBO: Triple Kick

Input --: A, A, A  
          : X, X, X (PS4)  
Hits ---: 3 (high, mid, high)  
Speed --: medium  
Strength: medium  
Learn --: available by default

Ryo performs an extended kick, twists to hit with the next leg, then does a quick jump to plant himself on the final roundhouse. Pretty easy to execute, though the last hit is slower than the others.

#### COMBO: Triple Strike

Input --: A, X, A  
          : X, Square, X (PS4)  
Hits ---: 3 (high, high, high)  
Speed --: fast  
Strength: medium  
Learn --: available by default

Another three-hit combo: an extended kick, an uppercut that closes distance, then a midair roundhouse to sweep the front. Considering its relation to the amazing Cyclone Kick, this is a combo worth remembering.

#### COMBO: Two-for-One

Input --: X, X, A  
          : Square, Square, X (PS4)  
Hits ---: 3 (high, high, high)  
Speed --: medium  
Strength: medium  
Learn --: available by default

Two quick punches and an extended kick. It's not slow, but it's not exactly fast either, and since it hits the same height as the A-X-A combo above, it's rather forgettable.

#### COMBO: 8 Punches

Input --: X, X, X, X, X, X, X, X  
          : Square, Square, Square, Square, Square, Square, Square (PS4)  
Hits ---: 8 (high, mid, high, high, high, high, high, mid, mid)  
Speed --: fast  
Strength: medium  
Learn --: available by default

Here's a combo any button-masher can master: just hit X-button eight times in a row. It's a flurry of punches that manages to work in an Elbow Slam and Elbow Assault towards the end. (The first 'X' punch can be substituted for a kick, if one prefers. The rest will be the same.)

#### COMBO: Flying Knee 4-Hitter

Input --: X, X, Forward, X, A  
          : Square, Square, Forward, Square, X (PS4)  
Hits ---: 4 (high, high, high, high)  
Speed --: medium

Strength: medium

Learn --: available by default

This string features two punches at the beginning and a flying knee at the end. Kinda hard to do -- like many that require an extra directional press in their midst -- but it's fun if it's pulled off.

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#### COMBO: Katana Mist Slash 4-Hitter

Input --: X, X, Forward, X, X

: Square, Square, Forward, Square, Square (PS4)

Hits ---: 4 (high, high, high, mid)

Speed --: medium

Strength: medium

Learn --: available by default

Just another basic combo that ends in a KMS. This combo can be done in a way simpler method: hold down the d-pad direction that points at the target and perform four X-button presses.

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## MINIGAMES

[MNGM]

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There are several minigames to play in Shenmue, mostly found at You Arcade in Dobuita or the Tomato Mart at Amihama's harbor. These games cost a small fee (¥100) per play and can win Ryo prizes if he beats the high score or completes the game on a single token.

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### DARTS

Prizes: Mini Darts (score 300+)

Darts is a deceptively simple game. Ryo pays his fee to get 5 darts and must reach certain point totals to reach stage 2 and stage 3 (120 and 240 points, respectively). Points are calculated like so:

Bull's-eye -----> 50

Bull's-eye green perimeter -> 25

Outer red/green line -----> double that value

inner red/green line -----> triple that value

However, players don't control Ryo's hand -- it moves on its own and one simply chooses a good time to throw. This turns what would be a fun aiming contest into a game of patience, which is something players'll have to harness if they ever want to get to the last round. (Well, that or the devil's luck.)

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### EXCITE QTE 2

Prizes: Mini QTE (score 300,000+)

This is basically a way to practice QTE proficiency. Press the button that's displayed (d-pad directions, A, B, X, Y) within the timeframe to get points. The difficulty ranges from easy 'beginner' level, with its slow, predictable inputs, to expert, which requires very fast responses, some of which require two inputs in a row.

The game's over if Ryo messes up three times.

## HANG ON

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Prizes: Mini Hang On (score 10,000,000+)  
: Hang On Token (complete game using only one token)

Hang-On is a motorcycle racing game, its name obviously derived from the fact you'll lose if you go too slow, so you need to stomp the gas pedal and hang on for dear life. There's two main tips here:

- Use the analog stick, not the d-pad. The latter is too clunky to do this game properly.
- Avoid other racers. Even grazing one's liable to send the player-controlled racer into the ditch or, worse, a tree/billboard. Needless to say, too many wrecks thwarts the chances of finishing the race, so avoid them whenever possible. They often don't hug the inside of curves, so use that to one's advantage.

Other than that, there's little to do besides practice the courses and brake as little as possible. Losing speed's preferable to crashing, of course.

## QTE TITLE

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Prizes: Mini QTE Title (score 300,000+)

In this QTE-based game, the game machine will activate punching bags and Ryo must punch them (i.e. use correct input) in the given timeframe. Unlike Excite QTE, though, the only prompts are, from left to right: X, A, B. This element of predicatability helps, since one can intuitively press buttons based on which bags move and not any other visual. As the game goes on, Ryo's inputs will have to be done in 2- and 3-button chains.

Three failures loses the game. However, this one's pretty fun compared to the Excite QTE, so that allure will keep players returning for more!

## SPACE HARRIER

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Prizes: Mini Harrier (score 10,000,000+)  
: Harrier Token (complete game on only one coin)

Space Harrier is an 18-level game where the player controls a gunman with a rocket pack and maneuvers him in a 3D environment. Unlike previous games, Ryo isn't on a strict time limit and can play as long as he has lives, which are bought before the game begins (¥100/per, 9 lives max). Dying three times in-game brings one back to the main title, forcing one to start all over.

Unlike other arcade titles, SH is an actual video game and had an official release, so there's no need to do a whole retread about it. Just check out one of the site's guides, such as:

<http://www.gamefaqs.com/sms/588144-space-harrier/faqs>

All eighteen levels of the regular game are available.

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## PS4 TROPHY LIST

[TRPH]

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Sega remastered the first two Shenmue games in 2018, and naturally there were

a bunch of trophies to find! These locations will also be mentioned in the walkthrough. Trophies marked with an asterisk (\*) are mandatory.

TROPHY LIST	T	OBTAINMENT METHOD
Appropriate Response	S	Call the cops at the game's beginning
Boy Scout	S	Help the old lady in Sakuragaoka
*  Break and Enter	S	Meet Master Chen at Warehouse 8
Cat Burglar	S	Find Megumi's kitten when it disappears
*  Fallen Angels	S	Rescue Nozomi from the Mad Angels
Freeloader	S	Buy a beverage for Wang Guang Ji
Full Cabinet	P	Obtain all other trophies
Gacha Catcha	B	Obtain 1 capsule toy
Gacha Catcha II	B	Obtain 25 capsule toys
Gacha Catcha III	B	Obtain 50 capsule toys
*  Gainful Employment	S	Get a job at the harbor
*  Hot Dog Moves	S	Learn a move from Tom the hotdog vendor
I Know Kung Fu	B	Learn a combat move
I Know More Kung Fu	B	Learn 5 combat moves
Mark's Favorite	G	Win a forklift race
*  Mirror, Mirror	S	Get Yuanda Zhu's letter translated
*  Needle in a Haystack	S	Find Charlie in Dobuita's tattoo parlor
*  Next Stop Hong Kong	G	Complete Shenmue 1
*  One Step Closer	S	Reach New Yokusuka Harbor
Practise Makes Perfect	S	Spar with Fuku-san in the dojo
Simpler Times	S	View the flashback @ the dojo's yard
*  Sore Knuckles	G	Complete the 70-man Battle
*  Stab in the Dark	S	Find the Phoenix Mirror
*  Stay Down!	G	Defeat Chai at the harbor
To Be This Good Takes Ages	B	Play Hang-On or Space Harrier
Treasure Your Friends	S	View the flashback @ the Hazuki dojo
Unexpected Visit	S	Visit the Dobuita fortune-teller
What's It Worth?	S	Appraise the P. Mirror @ 2 antique shops
Yummy Meal	S	View the flashback @ Hazukis' kitchen

#### Other notes on specific trophies:

- **CAT BURGLAR:** Megumi's kitten eventually runs away, relocating to a small part of Yamanose nearby (the area with the stairway into a lower yard). Ryo must inspect the cat to return it and pop the trophy. There's a glitch that prevents Ryo from doing this, though I was able to get around it by running back to Megumi, speaking to her, then retrying.
- **FREELoader:** Though it's almost unimaginable that players could miss this annoying event -- where Ryo has no choice but to hear Wang's low-key plea for drinks, often multiple times in a playthrough -- it's possible. Wang is found, at least for a portion of the early events, in front of a vending machine shortly after entering via Sakuragaoka (the paved road). The trophy will pop for quenching his thirst, regardless of whether the story requires his participation or not.
- **GACHA CATCHA I, II, III:** These require obtaining one, twenty-five, and fifty capsule toys, respectively. These must be unique -- duplicate pulls don't count, and neither do the 17 Shenmue Passport-related ones Ryo starts the game with. The totals stack as well, so obtaining the last Gacha Catcha trophy actually requires finding 76 (1+25+50), not just 50.
- **I KNOW MORE KUNG FU:** It's possible that players go through the game without learning five moves -- this is usually due to declining NPCs' teachings or

just skipping events entirely. A good way to get this trophy out of the way is to visit Bunkado Antiques in Dobuita, buy 0-5 scrolls (however many are left for the quota, then read 'em all in one go.

- **MARK'S FAVORITE:** It's possible that players will have trouble winning the race due to acceleration issues. If Ryo's top speed can't exceed 30 km/h for some reason, try remapping the acceleration button to R1 instead. To switch controls on PS4, go into the main settings menu and navigate into the custom button configurations (via 'Accessibility' feature).
- **PRACTISE MAKES PERFECT:** As of August 2018, this trophy only becomes doable after obtaining a "Letter from Father" from Ine-san.

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## SHENMUE PASSPORT

[SHMP]

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Shenmue Passport is a complementary disc for the main game, and provides some interesting features of its own: a jukebox, movie theater, tutorial-esque information and an online database. The disc can't be accessed without having a Shenmue 1 save file, though.

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## SHENMUE THEATER

The theater option lets players browse relevant in-game cutscenes based off which ones are unlocked on the loaded save. There's forty in all, including a couple that are open by default. Titles with a superscript one (<sup>1</sup>) denote a missable cutscene. If they aren't witnessed, they'll be replaced with a blank "?" instead. Holding down the A-button displays subtitles (while held).

##	SCENE TITLE	DESCRIPTION
01	Promotional Movie Trailer	A short Shenhua-narrated trailer
02	What's Yokosuka	A trailer highlighting Ryo's town
03	Magic Weather & Time Control	A trailer about the game's passage of time and differing climates
04	Preview #1	Scene compilation set to hard rock!
05	Forklift Preview	Scene compilation of Ryo's first day as a driver, again set to hard rock!
06	Prologue	Shenhua's normal game-opening speech
07	Drifting Blossoms	Disc 1: Ryo reminisces about Iwao and him training under the cherry tree
08	Trap on the Street	Disc 1: Ryo's fight with Tony & Smith in front of Heart Beats Bar (partial)
09	Nozomi vs. Enoki <sup>1</sup>	Disc 1: the Sakuragaoka Park argument between Nozomi, Enoki and Nagashima; includes after-fight scene w/ Nozomi

10	Tattoo Parlor & Charlie	Disc 1: Ryo meeting Chuck in Dobuita
11	Nozomi Returns from Class <sup>1</sup>	Disc 1: Ryo meeting Nozomi outside of Okayama Heights' tattoo parlor
12	Nozomi and Ryo in Sakuragaoka Park, Pt. 1 <sup>1</sup>	Disc 2: Nozomi confesses her feelings for Ryo, and he almost does as well
13	Encounter with Master Chen	Disc 2: Ryo encounters Gui Zhang and Master Chen at Amihama's Warehouse #8
14	Oishi's Antiques	Disc 2: Ryo visits Bunkado Antiques, claiming Iwao's handguard heirloom
15	The North Star <sup>1</sup>	Disc 2: Xia-san at Russiya gives some extra info on the Phoenix Mirror
16	Chai Attack	Disc 2: Chai attempts to steal the Phoenix Mirror from Warehouse #8
17	Piggy Bank	Disc 2: Fukuhara breaks his bank to give Ryo savings for a boat ticket
18	Boat Ticket	Disc 2: Ryo pays for his boat ticket at the Dobuita travel agency
19	Chai's Trap	Disc 2: Chai steals Ryo's ticket at You Arcade and eats (!! ) it
20	Jimmy's Apology	Disc 2: Jimmy the travel agent finds himself a target of Ryo's fury
21	Goro's Job Introduction	Disc 3: Goro, but mostly Mai, come through on finding Ryo a harbor job
22	Goro's Information	Disc 3: Ryo coaxes a reluctant Goro into discussing the Mad Angels gang
23	Mark Takes an Ugly Beating	Disc 3: Ryo defeats Mad Angel thugs, saving Mark from a vicious beatdown; includes Mark's dialogue scene after
24	Goro's Marriage	Disc 3: Goro informs Ryo he'll marry Mai, go straight and start a family
25	Nozomi and Ryo in Sakuragaoka Park, Pt. 2 <sup>1</sup>	Disc 2-3: post-Christmas scene where Nozomi and Ryo share a tender moment
26	Borrowing Ito's Motorcycle	Disc 3: In order to save Nozomi, Ryo visits Ito to borrow his sweet ride
27	To the Harbor	Disc 3: Ryo speeds toward the Angels' Amihama base on Ito's motorcycle
28	The Deal with Terry	Disc 3: Terry gives over Nozomi in exchange for Ryo beating up Gui Zhang
29	Nozomi and the Motorcycle	Disc 3: Ryo and Nozomi's discussion on the way home from Amihama Harbor

30	Dream of the Phoenix Mirror	Disc 3: kinda self-explanatory...
31	Meditation	Disc 3: Ryo meditates in the dojo and   thinks about his late father
32	Tom's Treat	Disc 3: Tom offers to buy Ryo lunch
33	Tom Move Instruction	Disc 3: Tom shows off a Tornado Kick   and teaches it to Ryo, then mentions   he's going to leave for America
34	Goodbye Tom	Disc 3: Near dusk, Ryo reminisces as   he watches Tom's plane fly off
35	Ambushing Gui Zhang	Disc 3: Ryo encounters Gui Zhang as   he returns from work, challenging him
36	Ryo & Gui Zhang at Sunrise	Disc 3: Gui Zhang offers to help Ryo   in his revenge quest
37	The Parting	Disc 3: Fukuhara gives Ryo some extra   funds before he leaves; Ine prays for   Ryo to have good tidings; Ryo takes a   last look at the house before exiting
38	Dobuita, Departure	Disc 3: In a light snowfall, Ryo goes   through Dobuita to the bus stop
39	Nozomi's Amulet	Disc 3: At Yamanose's fox shrine, Ryo   gets a good-luck amulet from Nozomi
40	Ending	Disc 3: Ryo takes the Hong Kong ship   and sails off; Master Chen looks on

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#### SHENMUE MUSIC (JUKEBOX)

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This is a section where players can listen to music they've encountered in the game. Most tracks are encountered by advancing the game, purchasing tapes from Tomato Mart (etc.), or just entering certain shops. The last 3 tracks are Christmasy and are only heard once it's close to that time of year.

- 01) Shenmue Original
- 02) Sha Hua Orch. w/ Vocals
- 03) Sha Hua Orch. w/ Chinese Fiddles
- 04) Loneliness
- 05) Harbor Light
- 06) Visitor at Night
- 07) To the Sky
- 08) The Spot
- 09) Beyond the Memory
- 10) Yamaji
- 11) Lapis
- 12) Bob's Pizzeria
- 13) Abe Store
- 14) Slot House
- 15) Tomato Convenience Store

- 16) Liu Barber & Hair Salon
- 17) Asia Travel Company
- 18) Harbor Lounge
- 19) Light
- 20) Earth and Sea
- 21) Yokosuka Blues
- 22) Sadness, Hope
- 23) Sunny Places
- 24) Mysterious Letter
- 25) Morning Dew
- 26) Working Man
- 27) I Wish...
- 28) Why?
- 29) Antiquity
- 30) Jingle Bells
- 31) Silent Night, Holy Night
- 32) Sha Hua Christmas

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#### SHENMUE ONLINE DATABASE

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This section requires a player to connect to the internet with a dial-up connection, and can't be viewed without it, unfortunately. There's quite a few different options available once one is, though. Players who want to see for themself can use this link (<https://www.youtube.com/watch?v=ZDDozGk8sdM>) for the whole shebang.

Those who don't have hours to spend can just read my summaries!

- DATA REVIEW - This section keeps track of various player stats on the given save file, such as: overall time spent, file's in-game time/date and current goal, collected cash; the number of saves, times help was used, notebook checks, conversations given, number of searches and lock-ons initiated, and time spent moving/idling. (The funniest stat is definitely "number of times walls hit" though.) There's a QTE-related success/failure/attempts section as well, including one's reaction speed, plus battle-related info about training sessions and opponents defeated. Minigame and gambling stats are listed here, too, among other things (like bus fares, forklift races, toys and vending machine items bought, etc).
- EVERYONE'S SPACE - A three-option section. "Shenmue Goodies" lets one turn in winning soda cans for downloadable NPC portraits (for VMU). "Free Market" allowed players to trade Shenmue 2 collectibles for rare ones (Cherry, Mini Pool, Mini Slot Game, Mini Jukebox) in the first. Finally, the "What's New" section does...nothing. Presumably it would have been a listing for updates if the Shenmue series had become a major moneymaker. Before picking any of the three options, players can also see how healthy Megumi's kitten is; if one continues feeding it, its size and length will increase.
- SHENMUE WORLD - This contains three options. "Profiles" gives information on all the characters and NPCs in the world, which may be helpful, since many don't have their full names revealed (or it's hard to find out oneself). The character synopses was loaded by the website and is defunct now, but viewing things like height, weight, age, Zodiac sign, etc. is still possible. Note that like many functions, characters who haven't been seen on one's loaded save file show up as "?"s. (Also, pets around town have their own character profiles, which is adorable!)

The second option "Places" lets one view maps of the game's notable places: the Hazuki Residence, Yamanose, Sakuragaoka, Dobuita and Amihama Harbor. The game will landmark notable things in the layouts, in much more detail than the normal in-game street maps. (Players used to be able to click on those notable objects to get information, but this feature is defunct now across all maps. Stills of those places are still shown, though, presumably since they're on-disc.)

Finally, "All Moves Scroll" will show Ryo's martial arts progress on the given save file. It's very similar to bringing up the moves scroll during a practice session, so this may be the least impressive portion in terms of new information.

- NETWORK RANKING - This was the section that kept track of a player's ranking in minigame and compared it with the rest of the world. That leaderboard no longer functions, but players can still keep track of their own high scores here. (They can even enter their own online handle, though it's pointless in this day and age...) Each game's theme plays when the empty leaderboard is accessed, also.
- NOZOMI'S MESSAGES - I believe this section had Nozomi giving gameplay hints, but as with many features, those tips aren't stored on disc, so this section is basically useless now. Nozomi's theme will play while viewing it, though, so perhaps it's not a complete loss...
- ONLINE MANUAL - A precursor to today's online manual systems, this one shows various tips and instructions about options newbies want to know about, like using the Notepad or events. Or it would, if it still worked.
- shenmue.com - This section was a way to browse the official website back in the day, but doesn't do anything now. It does play a pretty catchy theme if one tries, though.
- URGENT MESSAGES! - Another section meant for Shenmue-related events. If the series had been a smashing success instead of a cult classic, this probably would've been where updates were posted. From what I've seen, the section was rarely used even back when the games were new and Shenmue was fresh in most players' minds. (The adorable picture of Nozomi at Aida Florist is all that remains content-wise.)

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WHAT'S SHENMUE?

[WHTS]

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Released as a Japan-only preorder bonus, "What's Shenmue?" is effectively a demo of the game, set in Dobuita. Instead of searching for Lan Di and those regular plots, Ryo instead has to find Hidekazu Yukawa by 7:00 PM. None of this content was put into the Shenmue remaster.

The demo has several differences compared from the main game, such as:

- There is no given date.
- Controls can't be changed.
- The demo's starting weather is random.
- X-button makes Ryo crouch for no reason.
- Many lock-on search functions are missing.
- Several daytime businesses are mysteriously closed.
- Tom's shirt has a skeleton instead of a caricature of himself.
- In the Enoki event, Enoki doesn't recognize Hazuki immediately.

- No capsule toy machines exist, but the arcade has playable games.
- NPCs prevent Ryo from walking past Maeda barber shop, Suzume Park's stairs, the fortuneteller shop, and both bar district side streets, effectively boxing Ryo in.
- Some NPCs, like Itoi (Mary's Patches & Embroidery), Tamura (butcher shop), and Shinkichi (fish market) have different faces. An older Hokuhoku Lunches worker is switched for the younger one at the harbor; the Water Dragon 2 proprietor works at the other Water Dragon. Some NPCs, like Honey Jackson and Megumi, are scripted to walk around and don't acknowledge Ryo in any friendly way.

What's Shenmue? also includes four overview tutorials (the same ones included in the Shenmue Passport disc).

## WALKTHROUGH

The game begins at noon. If Ryo doesn't complete his search by nightfall, it's a game over and players're kicked to the main menu. Some events below can be skipped if a later event is done, but the general info-gathering order is below.

- The first task is asking around about Yukawa. Some NPCs (like Kurita) will direct the player toward Aida Florist, since its owner is apparently very knowledgeable about the community.
- Visit that location past Tomato Mart to find Nozomi, Ryo's adorable love interest tending the shop. She'll mention she saw someone fitting Yukawa's description having an argument by Suzume Park.
- Travel to the park (in alley by arcade) and question the man on the bench. He'll mention Yukawa was there, but left, heading for the arcade.
- Visiting the proprietor of You Arcade earns the 'Business Card' item, which reveals a 4:00 PM note about Asia Travel Co. when its back is inspected. If Ryo doesn't look at the back, he doesn't learn about the travel agency from anyone, though Nozomi will suggest giving the card a long look as a hint. Many other NPCs just mention Yukawa having gone to the west side of town.
- Walking past the Tomato Mart starts the debut Enoki event, which is solved in the same way the normal one is (short route: Left, A, B). Ryo questions the delinquents about Yukawa, learning he was heading toward the arcade or Asia Travel Co., depending on where the search currently is. (The event can play immediately after the Suzume Park portion.)
- After learning about Asia Travel, Ryo can visit the store at 4:00 PM; it's closed until Ryo learns about it, like many plot-related shops. Entering starts a bar district QTE chase, which is followed by a chase through the main drag.

Part 1: Left, Right, Left, Right, Left, Right, A

Part 2: Left, Left, Right, Left, Right, A

Players can fail the chase sequence once; failing it twice earns a game over, which kicks them to the main menu. Some inputs may change slightly (or be omitted) if Ryo misses a prompt, which is possible easily in the second half.

The chase ends at You Arcade. Enjoy the funny ending!

[Q] - I found Nagai Industries, but I can't get in!

[A] - Nagai Industries may look like an apartment building, but its actually an office. Try visiting in the afternoon, past 2PM.

[Q] - I can't get into the tattoo parlor!

[A] - Like some plot-related shops, it doesn't "open" officially until it's learned about in the storyline. Until then, even if Ryo tries at an appropriate time, it's always closed.

[Q] - [Disc 2] I can't move the crate behind Warehouse #8

[A] - Ryo first has to walk near the big stack of crates to notice the setup. After that, the push prompts appear.

[Q] - Does the weather do anything?

[A] - Sure does -- some event triggers may only occur on sunny or rainy days after certain plot points, which means those running through the plot as fast as possible could miss 'em.

[Q] - I have weird gaps in my MemoPad for some reason?

[A] - Collecting some information may prevent other entries. For instance, if you feed the kitten tofu in the first scene, Ryo will write down an entry that won't appear if he feeds the cat dried fish. Using the Lapis fortuneteller for clues will often give entries that otherwise fall by the wayside, too.

[Q] - Do I need to have Shenmue Passport to play?

[A] - No, it's an optional, auxiliary tool for players. Unlike the "What's Shenmue" disc, though, it was released in English, so it may be worth seeking out for big fans. (Perhaps even more so now that Shenmue 3 is on the horizon and it may go up in price!)

[Q] - Which is correct: Sha Hua or Shenhua?

[A] - I believe Sha Hua was correct around the first game's release, but it was eventually changed to Shenhua officially. That's the name given in official Shenmue 3 documents/videos/etc. right now, so it'll probably stay that way.

[Q] - What's "US Shenmue"?

[A] - It's a version of Shenmue with English voices and Japanese subtitles.

[Q] - What is "especially because you bought merchandise" supposed to mean?

[A] - Ahh, this is the Tomato Mart teller's awkward line. Apparently, in the Japanese version, she's trying to express condolences for Ryo pulling a dud raffle ticket. This didn't seem to be translated correctly for the English audiences.

6-22-15 -----+ Started walkthrough

9-17-15 -----+ Finished walkthrough

9-01-18 -----+ Updated guide with PS4 remaster info

THANKS TO...

- Sailor/Ceej, for hostin' my stuff
- Shenmue Wiki, for cassette tape availability dates
- Goro, for being the groovin'-est, bro-est bro in history.

NOTES TO SELF/THINGS I NEED

- Disc 2: Mai QTE fail scenario -- any specific scenes afterwards?

I'm always interested in errors and other corrections. Additionally, for my huge scene/event list, I'm also interested in conditions that cause scenes to NOT play (weather-related, X scene is necessary to view Y, and so forth).

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VII. LEGALITY

[LGLT]

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WE'RE NOT MAKING ANY  
BETS, WE'RE JUST  
PLAYING THE HOUSE

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