

# Shenmue Spoiler-Free Walkthrough

by Crazyreyn

Updated to v1.1 on Jun 11, 2004

\*\*\*\*\*

-----  
S H E N M U E  
S P O I L E R - F R E E W A L K T H R O U G H  
-----

Sega Dreamcast  
Spoiler-Free Walkthrough, Version 1.1  
Last Updated - 11/06/2003  
By Crazyreyn (crazyreyn\_faqs@hotmail.com)  
Copyright (c)2003 Matthew Reynolds. All rights reserved.

\*\*\*\*\*

## Legal Notice

-----

The ONLY sites that may have this FAQ and all my other FAQs are the following..

<http://www.gamefaqs.com>  
<https://www.neoseeker.com>  
<http://faqs.ign.com/>  
<http://www.cheats.de>  
<http://www.cheathappens.com>

You will find the latest versions here. If you DO see this FAQ on a site other than those above, then please contact me straight away.

## Contact Details

-----

If you see a fault of ANY kind or you want to contribute some data to me, then either email me at crazyreyn\_faqs@hotmail.com OR speak to me on MSN Messenger on crazyreyn\_faqs@hotmail.com, or on AIM at Crazyreyn. If you are emailing me, then please have the subject title as 'Shenmue No Spoil FAQ' or something similar, otherwise it will not be opened. Full credit will be given in due course.

=====

## INTRODUCTION

=====

Hello, and welcome to this Shenmue Spoiler-Free Walkthrough. This document will provide you with a bare-bones walkthrough, providing simple details or instructions on where to go and what to do next in the game. It will include no appendices, such as collectable or move data.

If you require a more in-depth walkthrough, then choose an FAQ/Walkthrough that has been written for Shenmue. I have also wrote one, or there are some other great guides provided -

<http://www.gamefaqs.com/console/dreamcast/game/24517.html>

=====

VERSION HISTORY

=====

Version 1.1 - 11/06/2004

-----  
Updated the FAQ with a less bulky format, which lessens the FAQ size. Also removed some potential spoilers.

Version 1.0 - 15/01/2004

-----  
The first complete version of this FAQ. Everything is complete.

=====

WALKTHROUGH

=====

\* Note - I will be using directions. For these, use the compass in the bottom right corner of the screen to follow these directions.

-----  
Disc 1  
-----

-----  
Hunt for the Black Car  
-----

- Exit the room and go to the dojo outside.
- After talking to Fuku-san, exit the Hazuki Residence, and head through Yamanose to Sakuragaoka.
- Talk to Yamagishi-san, who is located in his yard to the North East of the area.
- Go into Dobuita and talk to Nozomi (outside Aida Florist), then Tom (by his hotdog stall).

-----  
The Three Blades  
-----

- Go to Ajilchi Chinese Restaurant and talk to the chef behind the counter.
- Go to Mary's Patches & Embroidery and talk to the owner.
- Head of to Liu Barber and Hair Salon and talk to the people inside (you can only do this once you have visited the two places above).
- Talk to Liu Senior in Suzume Park, located in the North East of the area.

-----  
Finding Sailors  
-----

- Go down the alleyway opposite the Knocking Motorcycle Shop. Enter bar.
- Talk to Isuruoka-san of the Jacket Shop in the North East highstreet.
- Wait around that vicinity at 7pm for a cutscene.
- Go to the Tattoo Parlor in Okoyama Heights.
- Go home to the Hazuki Residence, and go to Fuku-San in the dojo.

-----  
Chinese Letter  
-----

- Head through Yamanose to Sakuragaoka.
- Go to Dobuita, then locate and talk to Gao Wen, the kid you just helped.
- Enter Russiya China Shop in the South East.
- Use the phone and directory at Hirata Tobacco Shop, then talk to the owner.
- Go round the corner to the main road and catch the bus.

---

Disc 2

---

-----  
Warehouse No.8  
-----

- Go round the corner and onward. After, go onward down the long stretch and turn right where is says 'No. 1-11' on the floor.
- Attempt to enter Warehouse No.8 ahead.
- Go round the back and infiltrate the warehouse.
- Inside, go right, round the corner and onward to the end. Cutscene.
- Go to the North East of the harbour and try to enter the Old Warehouse District.
- Wait until night time and return to the gate. Enter.
- In the Old Warehouse District, go right, left, right, and enter the door on the left as quick as you can.

-----  
The Other Item  
-----

- Exit the house and go to the dojo.
- Go to Dobuita and enter Bunkado Antiques.
- Buy a flashlight and bulb from the Tomato Convenience Store.
- Return home, and go to the Altar room.
- Go to Iwao's room and get the key from the desk drawer.
- Head outside to the dojo. The two hanging pictures at the back can be moved to reveal slots; one for the Handguard, the other for the sword that is in the box to the right.
- Head down, and use flashlight. Walk onward, and place a bulb in the room.
- Check to the left of the brown table in the corner, and use the axe in the opposite corner to smash the wall down.
- Contact Master Chen, and meet with him.

-----  
Arranging the trip  
-----

- Go see Fuku-san in his room.
- Head to Dobuita and enter one of the travel agencies.
- Go back home and talk to Fuku-san again in his room.
- Talk to Nozomi at Aida Florist in Dobuita.
- Enter Asia Travel Co. (south, on corner), and return four hours later.
- There is nothing else to do for the rest of the day.
- The next day, go to You Arcade at noon.
- Fight battle inside.
- Go to the Asia Travel Co. and attempt to enter, regardless if it is open or closed.

---

Disc 3

-----  
-----  
Getting a job  
-----  
-----

- Go the harbour.
- At 12pm, go to Warehouse No.12 at the North East of the harbour. Walk around the stretch littered with coloured crates until a cutscene occurs.
- Return the next day outside the blue door of Warehouse No.1.
- Enter Alpha Trading Office (by the sea front) by 2pm.
- Complete Training.
- At night, return to the area outside the Alpha Trading Office.
- Go home and sleep.

-----  
1st Day of Work  
-----  
-----

- Work until noon. Check the map (X button) if you forget the delivery locations.
- Do whatever you want at lunch.
- Work the afternoon shift.
- After work, talk to the homeless man opposite Warehouse No.18.
- After 7pm, go to the area outside the Alpha Trading Office.
- Go home and sleep.

-----  
2nd Day of Work  
-----  
-----

- Work until noon. Check the map (X button) if you forget the delivery locations.
- Do whatever at lunch.
- Work the afternoon shift.
- After work, head off to the far North East of the harbour.
- Talk to the homeless man opposite Warehouse No.18. Talk with him again after learning.
- Go home and sleep.

-----  
3rd Day of Work  
-----  
-----

- Work until noon. Check the map (X button) if you forget the delivery locations.
- Do whatever at lunch.
- Work the afternoon shift.
- After work, at night, head to the open area by Warehouse No.18 and the Harbour Lounge.
- Go home and sleep.

-----  
4th Day of Work  
-----  
-----

- Work until noon. Check the map (X button) if you forget the delivery locations.
- Do whatever at lunch.
- Work the afternoon shift.

- After work, talk to the two men talking of the corner of Warehouse No.1.
- Talk to the homeless man opposite Warehouse No.18.
- Go home and sleep.

-----  
5th Day of Work  
-----

- Work until noon. Check the map (X button) if you forget the delivery locations.
- Do whatever at lunch.
- Work the afternoon shift. After the cutscene, go home and sleep.

-----  
The Night Rescue  
-----

- Go to Sakuragaoka, and ring the intercom of the house in the North East, with the motorcycle outside.
- Go to the harbour.
- Fight the battles when you arrive.
- The next day, at around 12pm, go to Tom's Hotdog Stall in the North East of the harbour.

-----  
Mad Angels Showdown  
-----

- Fight battle.
- Fight the 70 Man Battle.
- Learn move from Master Chen during the cutscene.
- Fight final enemy.

=====  
CONCLUSION AND SPECIAL THANKS  
=====

If you could, please either ask me questions, suggestions, comments or contributions at [crazyreyn\\_faqs@hotmail.com](mailto:crazyreyn_faqs@hotmail.com). Also could you rate this FAQ so I could get some feedback. Thank you for reading.

Thanks to CJayC, IGN, Neoseeker, and the lot at the FCB.

Thanks to Defcon999, SayainPrince, djg40, namod65 and strawhat for their help and opinions about this new shorter format. Thanks guys!

If I have forgotten you, then please contact me and I'll fix your name up here!

-----  
C R A Z Y R E Y N - <http://www.gamefaqs.com/features/recognition/27600.html>  
-----

By Crazyreyn ([crazyreyn\\_faqs@hotmail.com](mailto:crazyreyn_faqs@hotmail.com))  
Copyright (c)2004 Matthew Reynolds. All rights reserved.

-----  
Copyright Notice  
-----

This may be not be reproduced under any circumstances except for personal,

private use. It may not be placed on any web site or otherwise distributed publicly without advance written permission. Use of this guide on any other web site or as a part of any public display is strictly prohibited, and a violation of copyright.

All trademarks and copyrights contained in this document are owned by their respective trademark and copyright holders.

=====  
===== END OF DOCUMENT =====  
=====

This document is copyright Crazyreyn and hosted by VGM with permission.