

Shenmue FAQ/Walkthrough

by Vash The Stampede15

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SHENMUE

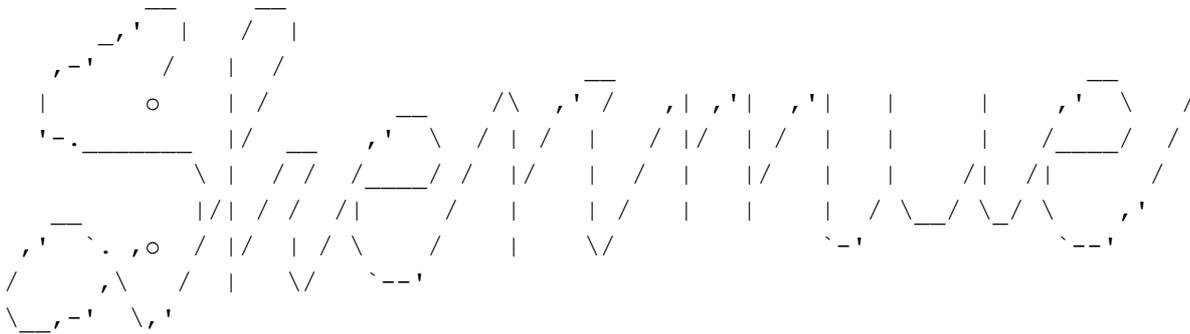
A Full FAQ/Walkthrough, ver 2.4; March 13, 2005

For the Sega Dreamcast

By Merca <faintwhitefigures311@gmail.com>

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"The pitch-black night unfolds with the morning star as its only light..."



"... and thus, the saga begins..."

-- ASCII BY OSREVAD --

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he is skilled enough in the art of karate to fight his way out of any situation that might come his way. With his mother dieing during his childhood and his father's recent murder, Ryo has no direct family to give him guidance. However, he still remains diligent in his training and retains strong family values. Determined to unlock the mystery behind his father's premature death, Ryo embarks on a quest for revenge against the menacing martial artist and his father's murderer, Lan Di.

=====
NOZOMI HARASAKI
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Ryo's closest friend, Nozomi is the game's main love interest. She works at the Aida Florist in Dobuita, always eager to help out her grandmother. She has strong feelings for Ryo, but cannot find a proper way to express it to him.

=====
IWAO HAZUKI
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The sensei of the Hazuki Family Dojo, Iwao Hazuki is renowned throughout Japan and China for his mastery of the Hazuki-style karate. Before his unfortunate murder at the hands of the malicious Lan Di, Iwao was a kind and caring, yet stern, father and teacher to Ryo. Strangely, according to Lan Di, he killed a man named Zhao Sun Ming. Is this true? Would Ryo's gentle-hearted father really do such a thing? Such are questions that torment Ryo's mind.

=====
LAN DI
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The leader of a much-feared Chinese cartel called the Chi You Men, Lan Di viciously murdered Iwao Hazuki in front of Ryo's very eyes. Using a powerful form of martial arts rarely used in recent times, Lan Di was intent on collecting a certain mirror that was in Iwao's possession. His cold stare, piercing stare is but a facade, masking his true brutality. My guess is that he's not the type to be reasoned with. It is against this man that Ryo has sworn to take his revenge.

=====
MASAYUKI FUKUHARA (FUKU-SAN)
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Clumsy and slow-witted, Fuku-san has lived with the Hazuki family for 10 or so years, diligently studying the Hazuki style of karate. A brotherly-figure to Ryo, Fuku-san supports Ryo in whatever he does, whether he approves of it or not.

=====
INE HAYATA (INE-SAN)
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Growing up without a mother, Iwao hired this elderly woman to watch over Ryo and take care of basic household duties. She is a hardworking woman who is almost like a grandmother to Ryo and Fuku-san.

=====
TOM JOHNSON
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"I'm always chillin'!" Tom hails from New York (though he sounds Jamaican) and is one of Ryo's best friends. He sells hot dogs in Dobuita and Amihama and can be seen dancing to rap and reggae music in the streets.

=====
GORO MIHASHI
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Goro knows the harbor better than anything else. "From the best mugging locale, to the best spot to take a leak!", Goro is your man. You may have to knock some sense into him before he warms up to you, though.

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MARK KIMBERLY
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Mark is a co-worker of Ryo's at the harbor, who has a tragic past. A gang called the Mad Angels are unhappy with him, as his brother may have spilled some information about a top-secret deal. Now, Mark's brother is nowhere to be found.

=====
MASTER CHEN
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Chen owns an antique trading company at the harbor, and has some valuable information about Lan Di. He is also a master of Yan Qing style martial arts, though he refuses to help Ryo with his quest, deeming it far too dangerous for one so young.

=====
GUI ZHANG
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Master Chen's son and the heir to his trading company, Gui Zhang is well-versed in Yan Qing style martial arts and protects his father from belligerent harbor thugs. He initially seems cold to Ryo, but inside he really sympathizes with him, as they're childhoods were similar, what with having to grow up without a mother.

=====
SHOZO MIZUKI
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A homeless man who inhabits the harbor. Coincidentally, he was one of many admirers of Iwao Hazuki and his famous style of karate. The Mad Angels often terrorize this poor man, and should you choose to aid him, he may reward you with his vast knowledge of the martial arts.

move. Pretty cool, if I do say so myself. You have the option to switch this action to the L Trigger, although it's use in Free Battles would remain the same.

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b. Free Battles

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FIGHTING

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Throughout the course of the game, you'll undoubtedly encounter a wealth of punks, just waiting to have their butts handed to them. Ryo has dozens of moves at his disposal, as well as a variety of different combos that will definitely prove useful in your fights (refer to section VIII for more information). Shenmue's fight scenes play similarly to a simplified game of Virtua Fighter, so veterans should have no problems.

Often times, you'll find yourself surrounded by multiple opponents at once. The strategic use of certain moves, such as throws, will be integral if you wish to progress with ease. You'll find that there are a select few moves and/or combos that you'll be using all the time. Also, keep in mind that circling around opponents and attacking from behind is often a much more effective method of attack then rushing headstrong into a group of foes.

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TRAINING

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To improve your martial arts techniques, training is a must. It's a good way to pass time, and whenever you use a certain move, Ryo's proficiency with that move will increase, making it more effective in battle. There are five different places where you can freely practice your skills: the Hazuki Dojo, Sakura Park, the empty lot near the arcade in Dobuita, Suzume Park, and Warehouse No. 4 at the harbor.

Additionally, before you head off to bed every night, you can set a training method. You can choose to focus your training solely on hand, leg, or throw moves, or you can simply train all moves equally--the choice is yours. However, if you do decide to train a certain type of moves, you can focus all your training on a single move. Note, however, that this choice is not available should you wish to train all moves equally.

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MOVE EVOLUTION

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If you practice a certain move enough, it will "evolve". What this means is that it will look different when Ryo executes it, and will generally become a more powerful move. However, only certain moves will evolve, as others will remain the same even if mastered. Below is a brief list of the moves that are guaranteed to evolve if you practice them enough. Keep in mind that some moves may be missing.

- * Pit Blow
- * Big Wheel
- * Avalanche Lance

- * Rising Flash
- * Thunder Kick
- * Against Cascade
- * Crawl Cyclone
- * Mud Spider

=====
Learning New Moves
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Throughout the game, you'll come across a smattering of characters who are willing to teach you new moves. They'll give you some simple instructions which, if followed correctly, will allow you to learn the move. If you just can't get the timing or steps down, a simple glance at your VMU screen will show you the correct way to perform the move. There are also martial arts scrolls that will teach you new techniques that can be found or bought.

c. Basics

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FREE QUEST
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For the vast majority of the game, you'll be playing in this mode. During Free Quest mode, you can freely (hence the mode's name) roam around the various cities, talking to people, going into stores, or doing whatever you may want to do. The central goal of this mode is to progress in the story by learning certain information from the denizens of Yokosuka or going to the right place.

=====
TIME CONTROL
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Whilst freely exploring the streets of Yokosuka, the time is passing in real time. Shops open and close according to their set hours, and certain scenes can only be seen when the day reaches a particular point. When night falls, you can head home and spend the night in Ryo's bed (you can go to sleep any time after 8:00). When morning comes around, you'll awaken and continue on with the previous day's business. It's all pretty nifty, wouldn't you say?

=====
MAGIC WEATHER
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Additionally, the weather is actively changing. Some days it will rain, while other times it will snow, and still other times the day will be perfectly clear. Overall, the weather only affects the timing of one specific event (there may be a few more, but I can only think of one off the top of my head). No matter, it's still a good idea to know about the ever changing weather... I suppose.

=====
THE NOTEBOOK
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Ryo's notebook is vital if you wish to keep in your head a good idea of what is going on. Ryo records the most important information from his conversations as well as the dates and/or times for your appointments. There is also a list of all the important phone numbers (not that you ever need to use any of them). So overall, the notebook is very important, forget about it and die a slow and painful death at the hands of a sadistic Russian named Igor.

=====
QUICK TIMER EVENTS (QTEs)
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QTEs are beyond awesome. These nifty scenarios play out like normal cutscenes, only you have control over Ryo's moves. As your enemies attack, commands will appear on-screen and you'll have to press the corresponding button quickly to advance. The buttons used include the D-Pad and the four face buttons. Beating down senseless thugs has never been so much fun!

=====
DRIVING THE FORKLIFT
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Near the end of the game, Ryo will get a job as a forklift operator. The controls are pretty simply: the Right and Left Triggers accelerate and move the vehicle in reverse, respectively, while the A button raises and lowers the lift, the X button displays a map of the area, and the B button changes to a first-person perspective. Basically, what you have to do is transport boxes from one warehouse to another. It's pretty standard stuff, really, but it can be decently amusing. Woo.

d. Area Introductions

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HAZUKI RESIDENCE
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Every night, you'll need to return to Ryo's house to sleep. You can also save, tinker with your game settings, and mess with your training methods here. Additionally, you can train in the dojo by yourself, or spar with Fuku-san.

=====
YAMANOSE
=====

You'll be spending next to no time here, as the only thing that really goes on in this tiny town is Megumi's kitten side-quest. Since this place is really only one street, I certainly hope that you don't get lost. If you do then you probably shouldn't be playing this game.

=====
SAKURAGAOKA
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A little larger than Yamanose, Sakuragaoka has a few places of interest,

namely the Abe Store, Sakura Park, and Naoyuki Ito's house. This town is still pretty small, though, so getting acquainted with the environment shouldn't be too difficult.

=====
DOBUITA
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This bustling city is where you'll spend the majority of the game. Tons of important locales can be found here, such as the Game YOU Arcade, Asia Travel Company, Aida Florist, Heartbeats Bar, and more. Learning how to get around here might take a bit of time, but if you take your time at the beginning of the game you should be able to learn the way around town pretty quickly.

=====
NEW YOKOSUKA HARBOR
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Nearly the entirety of disc 3 takes place in the New Yokosuka Harbor, also known as Amihama. This place is filled with warehouses and forklift operators, as well as the Mad Angels, a treacherous gang who control the whole place from behind the scenes. There are tons of fights to be had over here, so I'd recommend that you brush up on your karate before moseying in this direction.

=====
V ----- WALKTHROUGH
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Ahh... Shenmue. Click on New Game and watch the opening cutscene. Try not to lose your breath during this amazing scene, as I know it still takes mine away.

=====
a. Murder
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Haunted by visions of his father's untimely death, Ryo Hazuki awakens several days after the unfortunate incident. Get a basic feel for the controls by walking around a bit in Ryo's room, then check the desk to find some items; the SHENMUE cassette tape is on top of the desk, and the Cassette Player, Photo of Friends, and the SHA HUA cassette can be found in the three drawers. There's nothing else of importance in Ryo's room, so head through the door.

A short cutscene will reveal that Ine-san will leave 500 Yen on the cabinet for you everyday. Good deal! You're meant to go visit Fuku-san in the dojo now, but there's a lot more stuff you can find first. Turn around and head through the sliding door on the end to find Fuku-san's room. Grab the Shadow Reaper scroll off of his desk--it'll teach you a cool new move if you read it.

There's a lot more stuff to be found: a flashlight in the shoe cabinet by the front door, some matches and candles in the altar room, the Photo of Hazukis in Ine-san's room, some C Size Batteries in the living room, and the Twin Blades scroll in the secret hallway behind the altar room. Also, be sure to read the letter on the desk in Iwao's room and, if you want, grab the key from the draw, though you won't be needing it for a while. If you open the TV

cabinet, Ryo will pull out his Sega Saturn--who knew they had Saturns way back in '86? Finally, you can view one of Ryo's most precious childhood memories by examining the food on the table in the kitchen.

Unless you want to do a bit more exploring, exit the house and head to the left. Before entering the dojo, you may want to take a look at the cherry tree--it will invoke some more warm memories of Ryo's father teaching his son how to fight.

Go into the dojo and talk to Fuku-san. Ryo will ask about the unfortunate incident, but Fuku-san is totally clueless, as usual. Despite Fuku's tries to stop him, Ryo vows to avenge his father's death. Before leaving the Hazuki residence, head back into the dojo and read the kanji hanging on the left wall, as it will reveal the final memory of Ryo's father. Also, you can use the stool to lift up the kanji, where you'll find the Mysterious Scroll, written in Chinese. You may also want to take note of the long, rectangular box on the other side of the dojo--you'll need to know about it later on.

With nothing else to do here, leave the residence via the front gate. Welcome to Yamanose, the smallest of Yokosuka's three towns. There's just one main road, so follow it until you come to a set of stairs, which you should descend. The two people at the bottom, Ichiro and Noriko, can provide you with somewhat useful information about the black car you're looking for.

The Black Car

Continue to follow the main path and you'll come across a little girl named Megumi. It seems she's taking care of an orphaned kitten whose mother was killed by the black car driven by the thugs who killed Ryo's father. When you have the choice of what to feed the kitten, pick the dried fish, and Megumi will tell you that an old man named Yamagishi-san hurt his back... Hmm, maybe you should go see him.

Continue down your original path and you'll reach Sakuragaoka, the second town, which is only a bit bigger than Yamanose. Take a right turn and an elderly lady will ask you to help her find the Yamamoto's house. No problem, turn around and look for a house with a silver nameplate. Once you find it, head to the adjacent park and inform the lady.

Now then, if you chose to feed Megumi's kitten the dried fish, you can go talk to Yamagishi-san, so skip this paragraph. If you feed it the Fried Tofu (what kind of idiot feeds a cat tofu, anyway?), keep reading. Meander on over to the pay phone and talk to one of the two women gossiping next to it. They don't know anything, but some lady named Sumiya-san does, because she knows all and sees all. Apparently, the street she lives on is a dead end, so scrutinize the place until you find it. What's that, you want ME to tell you where to go? Lazy bums. Turn around and run to the right, take a left and head all the way to the end of the street, and look for the lady with the broom and really ugly bifocals--that's Sumiya-san. She'll talk about Megumi and the kitten first, but then she'll let you know about Yamagishi-san.

Remember where that old lady asked you to help her? Head back over there. Look around and you might notice a dude working on his motorcycle. Run past him and enter the yard of the last house on the street. The old man there is Yamagishi. He'll tell you the black car you're looking for sped off into Dobuita. You could head on over there, if you feel so inclined, but I recommend heading back to the dojo for now, as you can learn a cool new move.

| Before moving on, head to Suzume Park (remember where you first came to |
| Dobuita? It's right near that set of stairs) and you can learn a new move. |
| Yamagishi-san, who used to train with Ryo's father Iwao, is willing to |
| teach you a powerful new move: the Double Blow. Agree to learn the move, |
| and he'll give you some simple instructions. To shift your weight forward, |
| simply hit <-. The final move sequence is -> X+A. Sweet! |
|-----/

Getting back on track with the main story, the Ajiichi Restaurant is over by Aida Florist (Nozomi's place). If it's anywhere around 11 to 3 and you are heading towards the Tomato Convenience Store from Tom's place (which is what you should be doing right now), you'll encounter Enoki and his lackey, who're just looking for a fight. Time for another QTE, I suppose. The sequence is <- A, B. Nice.

From the flower shop, you should be able to see a street that branches off from the main path. Take it and you'll come across the restaurant's sliding yellow doors. The cook, Tao-san, and his wife have some useful information about Chinese people in the area. You'll learn about the Three Blades, and hear about several people who are a part of the Three Blades: Maeda-san, Itoi-san, and the people at Manpukuken Ramen.

Chances are that Manpukuken Ramen isn't open just yet, so instead head back to the main street (the one that Tom's Hotdog stand is on). Itoi-san, the tailor, works at Mary's Patches and Embroidery, which is across from Tom's place. Ask him about the Three Blades and he'll tell you about Liu-san's barber shop.

Hmm... Liu Barber and Hair Salon, eh? It's on the far side of town, so you probably haven't been over there just yet. Follow the street towards the Tomato Convenience store and take a left when you see Funny Bear Burgers. As it turns out, Liu himself doesn't know a whole lot, but his father might. He likes to exercise in Suzume Park (the place where you learned the Double Blow from Yamagishi-san), so let's get our butts on over there, eh?

The old guy sitting on the park bench is Liu Sr.--talk to him. He'll offer pity for your father's death, and tell you a bit more about the Three Blades. According to this old man, Lan Di is probably a member of a Chinese cartel or possibly even the mafia! Whoever they are, they've got a base in the nearby harbor, so some indigenous sailors may know something.

"Do you know where I can find sailors?"

Talk to some people and you'll soon learn that they tend to hang around in bars. None of those places open until night, though, so unless you play really slow, you might have to wait awhile. Kill some time until around 7:00 at the arcade or practice your moves in the adjacent empty lot.

When 7:00 rolls around, head on over to Dobuita's hottest nightlife scene--the street to the right of Funny Bear Burgers. The first bar you should check out is the MJQ Jazz Bar, which is the first bar you should come across. Head on in and you'll see some guys playing billiards (that's pool, to those of you who are stupid)... maybe they're sailors? The barkeeper has a good idea to find out whether they're sailors or not... ask them!

They'll laugh at you and challenge you to a game. Sink the ball in one shot and they'll answer you, miss and you have to buy him a drink. To sink the ball, simply tap right 17 times. Nice! If you miss the shot, you have to cough up 1000 Yen to set the guy up. As it turns out, though, they're not sailors

after all. The sailors chill at the Heartbeats Bar, according to the guys.

Leave MJQ and turn to the right. When you reach the motorcycle shop, look for a set of stairs and go down them. Some idiot drunks block you path, so Ryo shows them how things are done by beating them down in a short QTE. The sequence is B, A. Pretty cool stuff.

NOTE - Notice that some of the graffiti on the wall reads "Berkley." So what's the big deal? One of several tentative titles for the Shenmue project way back when was "Project Berkley." Nifty, eh?

Inside, the bartender will laugh at you and hand over a glass of milk. Ryo'll inquire about the sailors, angering the guys behind him, who don't like it when other people get all up in their business. Time for another QTE. The command sequence for this all-out bar brawl is B, A, B, A. Nice moves, there, Ryo, wouldn't you say?

Unhappy with your antics, the bartender tells you about a man named Charlie if you promise to never come back. This guy wears shades and a black leather jacket, has a tattoo, rides a hawg, and might know something about Lan Di's cartel. It's probably late by now, so head on home and continue tomorrow.

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/- SIDE QUEST -----\  
| Before progressing with the main story, you may want to note that you can |  
| partake in the game's first Free Battle at this point. If the morning after |  
| the Heartbeats Bar incident is sunny (if it isn't sunny, you can wait until |  
| the next day), you can fight Enoki and his flunky at Sakura Park before |  
| 7:00 PM. Apparently, the stupid little kid wasn't very careful with his |  
| plane and hit Enoki. Nozomi tried to stop them from hurting him, but |  
| seriously, what is she going to do? Fortunately for both of them, Ryo is |  
| more than willing to intervene. Beat them down with moves such as -> -> X |  
| and X-X-X-A. All throws are also pretty useful, as they work quite well for |  
| knocking out idiots like Enoki. |  
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b. The Search for Charlie
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Since Charlie is so taken with motorcycles, it makes perfect sense to ask Ono-san, the owner of Knocking Motorcycle Shop. On your way to the shop, you may encounter one of the employees from Ajiichi, Guang Ji, standing in front of a soda machine. You can buy him one if you want, but it has no impact on the story, so it's perfectly fine if you tell him to back off. Once you arrive at the motorcycle shop, Ono-san will tell you that Charlie likes to hang out at Tsuruoka's jacket shop.

The Man with the Tattoo on his Arm

NOTE - While talking to people on the streets, you may hear that Nagai Industries (on the same street as Liu's Barber shop) might know something about him. Head on in and you can learn that Charlie likes to hang around Dobuita's jacket shops at night.

Like all the other jacket shops, Tsuruoka's place, Jupitor's Jackets, is on the same street as Tom's Hotdogs. Talk to him a few times and he'll recognize who you're talking about and tell you he usually comes around at 7:00. Looks like we've got some time to kill. Do what you will.

When the time comes, head towards the arcade and you'll initiate a cutscene. Remember those punks from the Heartbeats Bar? Seems they know who Charlie is, and one of them is willing to take you to him. He'll lead you to the empty lot, where an ambush is waiting! Those punks just don't know when to quit! You'll have to beat them down in a Free Battle. Throws and the A-X-A combo work quite well in this battle, as does the Elbow Assault move (-> -> X).

Once the fight's over, Ryo will interrogate the punks. You'll learn that there is a tattoo parlor somewhere in Yokosuka. Maybe Charlie goes there. We should check it out.

Talk to some people (check in any of the bars, as the people in there tend to know about it) and you'll hear the parlor is in Okayama Heights. Where is Okayama Heights, you ask? It's an apartment building across from Bar Yokosuka. The door you're looking for is upstairs, and there is a poster with a skull on it hanging on the door.

Head in and talk to the guy. The guy claims to have never heard of Charlie, and tries to persuade Ryo to get a tattoo. Uninterested, Ryo continues his interrogation and learns that Charlie might be around tomorrow. Let's just head on home for now, shall we?

The tattoo parlor doesn't open until 2:00, so you've got the first part of the day to yourself. Go see how many sodas Ryo will drink before running out of money. Or go buy yourself some cool capsule toys. Or leave the game running and go grab something to eat. Up to you.

At 2:00, head into the parlor and you'll find those two punks in the green and purple shirts talking about you. Afraid of your wrath, they flee from the place. The tattoo artist tells you Charlie is sleeping behind a curtain. Cautiously, Ryo gets ready for a fight. Press A to pull back the curtain and initiate a QTE. The sequence is <-, A.

Ryo threatens Charlie and demands to know about Lan Di's cartel. He says he'll arrange for you to meet some of the guys in it. Meet them tomorrow at Game YOU Arcade, at 3:00. Leave the parlor and head down the stairs, where Nozomi will show up. It seems she's worried about you and your future at college.

With that done, there is nothing left to do today. Go play Hang-On at the arcade--its fun!

Ambushed

In the morning, Ryo will challenge Fuku-san to a sparring match. Show him what fighting's all about. From this day, you'll be able to spar with Fuku-san in the dojo first thing almost every morning until disc 3. Cool.

Outside the dojo, Ine-san begs you not to pursue the cartel. His mind unwavering, Ryo refuses to give up his quest. Ine-san gives you a letter, written in Chinese, that came shortly after Iwao died. Too bad you can't read Chinese...

As you head towards Dobuita through Sakuragaoka, a whiny little kid will show up and tell you that Charlie is waiting for you at the construction site. This time, Charlie's brought along a few punks to take you out. Free Battle them. When the fight ends, Charlie will have taken the little kid hostage. QTE time! This sequence is short and sweet--just press A.

The little kid will thank you. As it turns out, he's Chinese! Maybe he can help you read the letter, but he runs off before you get the chance to ask. Hmm... let's just head down to Dobuita and look around.

Translating the Letter

Hey, wait a minute, aren't the workers from the Ajiichi Restaurant Chinese? Let's go see if they'll translate the letter for us. Unfortunately, neither Tao-san nor his wife can read it, but they tell you that their delivery boy Guang Ji might be able to. He's out delivering on the streets at the moment, so let's go look for him.

Shockingly enough, he's staring at the soda machine, hoping a can will fall out if he stares at it enough. Offer to buy him a soda (it doesn't matter what you choose) and Ryo will ask him to translate the letter. Like the incompetent fool he is, though, Guang Ji can't read it. He does tell you about his teacher, though--she owns the China shop in Dobuita.

NOTE - You can also learn about the owner of the China shop by finding Gao Wen sitting around somewhere in Dobuita. As it turns out, the owner of the China shop is his grandmother!

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c. Father's Heaven, Mother's Earth
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Whichever method of translation you use, you should eventually find yourself at Russiya China Shop, just down the street from Funny Bear Burgers. Enter the shop and Ryo will ask the old lady at the counter to translate the letter. The lady explains that the letter is written in a special style of Reverse Kanji. The letter is from a man called Zhu Yuan Da, and says to seek the aid of Master Chen. There is also some sort of strange code that you would do well to remember: Father's Heaven, Nine Dragons; Mother's Earth, Comrades. Finally, there is a phone number: 0468-61-5647 (by the way, when you actually call it, you don't need to bother with the 0468, just the last six digits).

Since the letter didn't make a whole lot of sense, we might as well see what we can find out by calling the phone number, right? The nearest phone is at the tobacco shop, up past the YOU Arcade. Head on up there (or to any other phone you feel like using) and dial the number. When the other end says "Father's Heaven", your reply should be "Nine Dragons". Likewise, when the other end says "Mother's Earth", you should say "Comrades". So THAT'S what the letter meant!

Warehouse No. 8, huh? I wonder where that could be? Talk to some people (i.e., Nozomi) and you'll get the idea of checking the area code of the phone number. You could call the Number Assistance line (104), but the tobacco shop has a nifty phone book that you can utilize, so let's use that instead. Ryo will do all the searching for you, and you'll learn that the area code 61 is for Amihama. Now where's Amihama?

Kurita-san at the military surplus store knows, so let's go talk to him. He'll tell you that Amihama is the harbor area. Nice! Talk to some more people, and you'll learn that you can get there via the bus by the tobacco shop. Why not head on over and catch a ride on the bus (it costs 160 Yen)? Once you get on, be sure to insert Disc 2.

Off to Amihama ("Don't you know that blackmail is waaaaaay uncool?")

Welcome to Amihama, more commonly known as the New Yokosuka Harbor. This place is always bustling, filled workers and fishermen. Let's go look for Warehouse No. 8, shall we? Take a left from the bus stop and you'll see some punks messing with some guy. QTEs are always a ton o' fun. The sequence for this one is <-, A, B. After beating their sorry butts, Ryo will ask where Warehouse No. 8 is. It's down the street and to the right. Nice.

/- SIDE QUEST -----\
| There is an extra QTE scene that many people miss that can happen at any |
| time during disc 2. Hang around the slot house and Bar Yokosuka (in |
| Dobuita) and you'll encounter an unruly drunk who feels like fighting. The |
| QTE commands are A, <-. |
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/- SIDE QUEST -----\
| Be at the Hazuki Residence shortly after 7:00 and Nozomi will call. This |
| will let you view a cutscene in Sakura Park, which I won't spoil for you. |
| You can only do this scene on disc 2, before you obtain the Sword Handguard. |
\-----/

/- SIDE QUEST -----\
| The day after Nozomi's scene in the park (see above), head to Bar Yokosuka |
| around 7:00 PM. This will activate a pretty cool cutscene that most people |
| tend to miss. Once you've gotten the Sword Handguard, you won't be able to |
| see this cutscene. What? You don't care? Don't say I didn't warn you... |
\-----/

Follow the directions, taking a right at the soda machine and voila, Warehouse No. 8 is before you. Unfortunately, the security guards won't let you in without authorization. Ryo suggests to himself that there may be another way in. Let's go look for one. The door on the side of the warehouse is locked, but the window behind the warehouse is wide open. Ryo can't jump all the way up there by himself, though, so you'll need to push the small brown crate towards the larger one so you can get through the window.

Once you're through the window, head to the right, ignoring the first two doors, as they don't have anything worthwhile. When you come near the third door, you'll hear some voices. It seems that there are two Warehouse No. 8's, which would explain why you didn't find anything of interest inside. Now we need to find the Old Warehouse District.

Warehouse No. 8

From behind the warehouse, head back the way you came, stopping at the red soda machine. Talk to the woman behind the stand, Hisaka-san--she'll point you in the right direction. Head down the street she points out to you until the end. You'll know you're in the right place when you see Tom's Hotdog stand. Take a right at Tom's and you'll find the Old Warehouse District. Much like the warehouses in the new district, though, the guards won't let Ryo in. You should wait until night to come back.

In the meantime, you can either familiarize yourself with the harbor or head back and talk to Hisaka-san for a hidden scenario. Let's go with the latter. You'll witness Hisaka's younger sister, Mai, acting strangely and hanging out

with a bad crowd. Hisaka is unhappy with this and asks you to help her out. Agree to help her out, then head straight. The ground should say Warehouse No. 12-17 is straight ahead.

On your way, you should notice some guards throwing an old, homeless man being thrown out of a warehouse. When Ryo talks to him, he asks for a coffee. Being the nice people that we are, we race straight for the nearest soda machine and grab him a warm beverage (they're on the row underneath the sodas). The man thanks you for your kindness, and Ryo walks off.

Continue heading towards Warehouse No. 17. When you get there, Ryo tries to bring Mai back to Hisaka, but things don't work out too well. Instead, Ryo beats up Mai's friends in a nifty QTE! The commands for this one are <-, A, <-. Nice job, Ryo!

Head back to Hisaka-san's lunch stand to tell her what happened. Ryo will ask where the Old Warehouse District is, and ends up making a delivery for Hisaka-san. Ryo will automatically take them to the warehouse -- you don't even have to do it yourself! You'll overhear some guards talking, and it's actually some pretty useful information--your best chance to sneak into the old district is between 8:00-9:00.

Until that time rolls around, the day is yours. I recommend getting to know the area a bit better, but you can do whatever you want. If you feel like it, you can even practice your karate in Warehouse No. 4 (it's really close to No. 8).

When it's finally 8:00, head back to the entrance. As you approach, a cutscene will start up. Be ready for a QTE, in which the command sequence is ->. Ryo will catch the flashlight and sneak past the guard booth.

Now it's time for a little Metal Gear-style action. You have to employ your Solid Snake-esque (just try not to be as wimpy as Raiden, eh?) sneaking skills to get past the various security guards and find Warehouse No. 8. If you get caught, Ryo will automatically return the next day. Immediately, you'll want to turn around and head down the passage to the right. Take the first available left turn, then follow the path and take the next right. Warehouse No. 8 will be right there, so simply head over to the door and open it up.

If a guard spots you, he^値 start chasing after you, but you^値 still be in control of Ryo. Run away from the guard and you might be able to lose him, so don^稚 give up hope just because you^致 been seen. Also, if you DO get caught, Ryo will automatically return the following night.

The Phoenix Mirror

Once you are safely inside the warehouse, you'll see a mound of crates and boxes in front of you. Inspect the white China plate on the left shelf for a cutscene. Someone will spot Ryo, causing him to drop the plate. A young man, clad in a suit, will appear, ready to fight Ryo. An older man, dressed in red, stops him, however. This man turns out to be Master Chen, and the younger man is his son, Gui Zhang!

Apparently, Zhu Yuan Da and Iwao Hazuki brought back the mirror that was stolen by Lan Di from China. Chen tells you that Lan Di is the leader of a Chinese cartel called Chi You Men. Chen informs you of a second mirror, the Phoenix Mirror. It seems that it is hidden somewhere in the Hazuki Residence.

From here, the game will automatically skip to the next morning. Where could the mirror be hidden? Wherever it is, we're going to have to find it. If you haven't already done so, I recommend that you grab the Mysterious Key from the drawer in Iwao's desk. Remember that long, rectangular box in the dojo? Let's go see if we can open it up.

Lo and behold, the key works. Ryo opens up the box and pulls out... drum roll, please... a katana! No, you can't take it out of the dojo and no, you can't slash with it. You can, however, slide it into the slot behind the right banner on the dojo wall. There is another slot behind the left banner... What could go there?

Head back into the main house, for now, and talk to Ine-san. She'll tell you that Fuku-san's looking for you. He's outside, standing under the cherry tree. It seems he's been telling Ine-san all about what you've been doing, the stupid idiot. He does tell you, though, that Ine-san might know something about the Phoenix Mirror.

Again, she was listening in on your conversation. She tells you that Iwao left something precious stored at the local antique shop. Could it be the Phoenix Mirror? Why don't we head down to Dobuita and check it out?

The shop you're looking for is called Bunkado Antiques--and it's just down the street from the Tomato mart. An old man will emerge and offer condolences to Ryo before giving him a Sword Handguard that's been passed down through the Hazuki family. Ryo asks about the Phoenix Mirror, but the old man has never heard of it. Oh well, at least we got something.

On your way home through Sakuragaoka, Chen's son, Gui Zhang, will appear. You get to Free Battle him--he's pretty tough and you can't win this battle. After a while, the fight will end and Gui Zhang will tell you that he's going to act as your bodyguard, to ensure that Lan Di does not get the second mirror. Unbeknownst to Ryo and Gui Zhang, though, a spy was eavesdropping on their conversation...

Back home, Ryo and Fuku-san will discuss the handguard. Again, Fuku-san suggests asking Ine-san about it. Go talk to her in the altar room. She'll tell you that the design on the handguard is the Hazuki Family Crest: the snow ring, the two stars, and the sword. Hmm... Maybe this fits into the other slot in the dojo. It's at least worth a try, right?

When you try the handguard in the slot, you'll see it fits like a glove. The wall will slide back and you'll uncover the entrance to the basement. Make sure you have a flashlight before going any further--it's really dark and we wouldn't want Ryo to get scared now, would we?

Take your time and examine everything in the room thoroughly. You should be able to find the following: the Stab Armor move scroll, the Photo of Father, a White Leaf, a box of matches, and some candles, not to mention a plethora of items that can be picked up, but not taken with you.

Once you feel you've explored enough, take a look at the shelf next to the mirror--there are scratches on the floor! The shelf must've been moved a lot! Press A to have Ryo move it himself, unveiling a strangely colored part of the wall. Ryo can't break through the wall himself, so he'll need some sort of item that can be used for smashing... Like an axe! There just happens to be one by the entrance, so go grab it and smash through the wall, revealing... the Phoenix Mirror! All right!

Ryo will take it back upstairs, where Fuku-san will display his fear of such

things, as he actually thinks it's cursed! Anyway, you should take the mirror to Master Chen, so head down to Dobuita and catch the bus. Just be sure to call in before heading to the warehouse, as you can't get in without an appointment. What's that? You forgot the phone number? Incompetent fool. The number is 61-5647. Once you get there, simply talk to the security guard and he'll let you right in, provided you didn't fail to call in beforehand.

```
/- SIDE QUEST -----\  
| Now that you have the coveted Phoenix Mirror in your hands, you can take it |  
| to four different locations to learn more about it: |  
| |  
| * Yamagishi-san in Sakura Park |  
| * Liu Sr. in Suzume Park |  
| * The lady at Russiya China Shop |  
| * Oishi-san from Bunkado Antiques |  
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When you arrive at the warehouse, Gui Zhang and Master Chen will emerge. Chen will tell you a bit about the story behind the Dragon and Phoenix Mirrors. Before long, Chai (the creepy guy in the blue robes) will appear and snatch the mirror from Ryo! Sounds like a perfect time for a QTE! The command sequence this time is rather simple: press <-. Chai will drop the mirror and Ryo will reclaim his prized possession.

You'll learn that Lan Di's Chi You Men are closely tied to the Mad Angels, a gang in the harbor area. Unfortunately, Lan Di has already left Yokosuka for Hong Kong. Ryo asks Chen to help him get there, but the stubborn old man refuses. Hmm... How can we get to Hong Kong?

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d. The Hong Kong Ticket  
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Back home, Ryo will inform Fuku-san of what has happened. In the morning, Ryo will draw approximately 36,000 Yen from his bank account, hoping to gain enough for a trip to Hong Kong. Maybe Fuku-san has an idea... We should go talk to him in his room.

After asking about any cheap travel agencies (there's one in Dobuita), Ryo and Fuku-san try to persuade Ine-san into letting Ryo go. Quite the idiot, Fuku-san tells her that Ryo is going to Hong Kong to find Iwao's father. After hearing this, there is no way that Ine-san will be willing to let Ryo go, let alone pay for it!

Let's head down to Dobuita to see how much it costs to travel to Hong Kong. The place you're looking for is the Global Travel Agency, just across from Tom's Hotdogs. The price to get to Hong Kong is over 200,000 Yen, and they don't sell one-way tickets. Hmm... Looks like we're going to have to find another way.

```
/- SIDE QUEST -----\  
| On your way home, stop by the Yamanose Shrine for an unpleasant surprise-- |  
| the kitty's run away! Be a good boy and search for her, as she's hiding |  
| somewhere in Yamanose. Where in Yamanose, you ask? Why, under the bench |  
| down the stairs, I say (you'll hear her meowing). Once you find her, Nozomi |  
| will show up and the two of you will return the kitty to Megumi. How nice! |  
\-----/
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Go on back home and talk with Fuku-san (he's still in his room). After a bit of thinking, he comes up with an idea. Ever the philanthropist, Fuku-san will

offer to you the contents of his beloved piggy bank. With this little financial upturn, you should have at least 70,000 Yen. Look at you, mister moneybags!

He'll also suggest that you go talk to Nozomi at Aida Florist. Since she travels overseas so often, she may have a better idea. It's worth a try, right? Then get in gear, boy!

NOTE - Since you'll be needing every last Yen, you won't be able to spend any money right now. Too bad.

When you get there, Nozomi will mention that it's probably impossible to get to Hong Kong on a meager 70,000 Yen. Once Ryo further explains that you only need a one-way ticket; however, she comes up with an interesting proposal: going by boat. With Nozomi's superb idea in mind, head back to Global Travel Agency to check the boat fares.

Well, as you'll find when you arrive, Global doesn't sell boat tickets. What are we going to do now? Ryo will ask the clerk if he knows of any other travel agencies, and he reluctantly tells you about the Asia Travel Company. Putting its horrendous reputation behind us, Asia Travel is our only chance to go after Lan Di...

Asia Travel Company

You'll find the second travel agency on the street corner by Funny Bear Burgers. Go inside. The clerk will show you a pamphlet and Ryo will immediately put down the necessary money. Return in four hours to pick up your ticket. In the mean time, you can go off and do whatever you want.

Once the time has elapsed, head back to Asia Travel. The woman from before is gone, replaced by a stupid looking guy. When Ryo asks about his ticket, the man inside will play dumb, acting as if he doesn't know a thing about your ticket. Ryo will show off his "negotiation" skills, and the guy promises to call you the following morning with information on how to get your ticket (how he gets your name and number is beyond me). Until night falls, the day is yours to do whatever you want. The arcade is always fun...

/- SIDE QUEST -----\
| Go talk to Nozomi's friend Eri outside the YOU Arcade. It seems Nozomi's |
| been pretty depressed lately. With nothing else to do around here, head on |
| home. Pay a visit to the altar room and Ryo will spot a bouquet of flowers |
that Nozomi brought by not too long ago. Aww, how sweet...

Ryo will awaken the next morning to a ringing phone. Jimmy, the guy from Asia Travel, says to meet him down at the YOU Arcade at noon. Despite the time arranged, you can go in as early as you like.

When you arrive, however, Jimmy is not there. Rather, Chai, that creepy dude who keeps trying to steal the Phoenix Mirror shows up, with your Hong Kong ticket in his grimy little hands! He shoves it down his throat before challenging you to a battle. This fight can be pretty hard, so chances are that you won't win. That's fine, though, as the game expects such a thing will happen. Fuku-san comes in and helps Ryo out, while Chai flees. The only way to get your Hong Kong ticket back would be to hope it comes out next time Chai pays a visit to the toilet, and I don't think that would work out too well...

NOTE - While you probably won't beat Chai, that doesn't mean such a feat is impossible, as it is most certainly possible to win against him. If you want to beat him, I recommend relying on low kicks, such as the Trample and Side Reaper Kicks, as well as the Crawl Cyclone and Mud Spider. The Elbow Assault move is also quite useful. Of course, the better Ryo is with these moves, the easier the fight will be, so training a lot does pay off. Try to stay away from throws and punches, though, as Chai has absolutely no trouble at all blocking them with lightning-fast reflexes. If you do happen to win, you'll have to chase Chai back into Asia Travel Company. From there, you'll start with the Jimmy chase scene that you're just about to read about.

Ryo will awaken a day later in his bed, still sore from the fight with Chai. With nothing else left to do, head on down to Asia Travel to cause some havoc!

Once you arrive, Ryo will threaten Jimmy, but he escapes, prompting an awesome QTE chase scene through Dobuita. The command sequence is as follows: <-, ->, <-, ->, <-, ->, A, <-, <-, ->, <-, ->, A. Whew, that one was pretty long, eh?

Welcome to Disc 3, it's where all the action is. When you catch him, the scene will return to the interior of Asia Travel Company. Jimmy offers you a ticket to the Philippines, but Ryo refuses and tries to beat an answer out of Jimmy. In fear, Jimmy tells you that Chai (the creepy skinhead dude) is connected with the Mad Angels, a gang whose members extort from the harbor workers. If you get a job there, you'll be able to meet them, because they always mess with the new guys. Let's get on over there...

=====
e. The Mad Angels
=====

Welcome back to the New Yokosuka Harbor. Enjoy your stay.

Getting a Job

NOTE - The morning before you head over to the harbor, there should be a nifty little cutscene at the Yamanose Shrine. Little Megumi is upset because the cute kitty has climbed on the shrine roof. The all-knowing Ryo explains to her that cats like high places, and that her leg is probably better. Talk to Megumi again later on and you'll find out that her mom is going to allow her to keep the kitten. Yay!

When you arrive at the harbor, you should immediately begin asking people where you can get a job. Eventually, someone should tell you to talk to the foreman at Warehouse No. 18. Head on over there and talk to the guy. He has some great news for you... He doesn't need any help at the moment! What terrific news! Wait a second, what am I saying? Anyway, he'll mention that someone else around your age was asking about a job down by Warehouse No. 12. Let's go check it out.

Run towards Warehouse No. 12. You'll meet up with your best buddy Goro Mihashi (remember that guy you beat up the first time you came to Amihama? Well he's back!): After hearing about Ryo's fruitless job search, he offers to find one for you. Ryo accepts, albeit with more than a bit of reluctance. Meet him tomorrow at noon in front of the big blue door of Warehouse No. 1.

With that little task off of your chest, the rest of the day is yours to do whatever you please. Personally, I like to find a nice corner to stand in and listen to the best cassette tape in the game: Hip de Hop.

```
/- SIDE QUEST -----\  
| If you don't feel like listening to Hip de Hop (what kind of sick person |  
| wouldn't want to listen to it, though?), you can always complete a cool |  
| side-quest involving Nozomi. Head back to Dobuita and talk to Eri outside |  
| the arcade at around 7:00 PM. She'll tell you that Nozomi is crying in |  
| Sakura Park. Sounds like we've got a situation here, Bob, we should go |  
| check it out. When Ryo arrives to talk to her, she tells him that she has |  
| bad news. Find out what it is for yourself. |  
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In any event, you should head on over to Amihama in the morning and just hang around until noon. Meet Goro by Warehouse No. 1 and he'll greet you with some fantastic news: he got you a job! Well, actually, it was Hisaka-san's younger sister, Mai, who did all the legwork, but Goro wants to take the credit for himself. Not to mention, you'll hear one of the funniest lines in all of Shenmue: "Shut yo' lip, woman!" Anyway, you should go meet with Yada-san, of the Alpha Trading Office at 2:00 PM for further information on your brand spankin' new job.

From Warehouse No. 1, head straight and take a right at Hisaka-san's lunch stand. The first door on the left leads inside the Alpha Trading Office. Once inside, Ryo will meet up with Yada-san, the head honcho around here. Guess what? You're going to be a forklift operator!

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Ryo Hazuki, Master Forklift Operator  
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Since Ryo has never before operated such an advanced piece of machinery as the forklift, Yada-san has Mark Kimberly, one of the more experienced workers, show you how. First, you'll have to turn the steering wheel by pressing either left or right on the D-Pad. Next, you'll have to accelerate, using the right trigger. Backing up, using the left trigger, is your next task. Finally, you get to operate the lift, which can be done using the A button.

Next, Mark will show you how to move a crate into the warehouse. Simply slide the lift under the crate, lift the crate, and drop it off into the warehouse. For the rest of the day, you get to transport the cargo in front of you into the adjacent warehouse. Don't expect every day to be this easy, though...

At 5:00 PM, you're done for the day. Yada-san will explain about your wage: it starts at 300 Yen per day and increases by 50 Yen per crate if you meet quota. He'll then give you today's pay and let you go. Before you leave, Mark will mention to you that he wants you to come in early tomorrow morning, as there is something important that needs to be taken care of. I wonder what it could be...

It's too early to head home, so let's ask around to see if we can't find anything out about the Mad Angels. Talk to Goro and you'll learn just how feared this gang is. Talk to some of the workers and you might learn that they are mainly comprised of foreigners.

```
/- SIDE QUEST -----\  
| When night falls (after 7:00 PM) head to the area in front of the Alpha |  
| Trading Office to encounter a nifty scene. Remember that old bum who you |  
| bought some coffee for when you first came to the harbor? Well, he's being |  
| harassed by some motorcycle riding ruffians! In order to stop them from |  
| terrorizing the old man, Ryo decides to race them. The QTE sequence is A, |  
| Down <-, ->. |  
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With that done, head back home for the night, as there isn't anything worthwhile story-wise left to do tonight.

Ryo'll wake up at 7:30 in the morning and will automatically catch a ride on the bus, so that you can arrive at work early. When you get there, you'll find out why Mark wanted you to arrive early: each morning he holds a FORKLIFT RACE! Sweet! It's just a simple course around the harbor, but it's still ridiculously entertaining, not to mention rather humorous. After the race, Mark will give you a toy forklift with the number you placed written on it, as well as a map showing you where to take today's cargo.

Your first real day on the job is rather simple, you only need to take the crates in front of you (near the entrance to the Old Warehouse District) to Warehouse No. 18, which is right next to the Harbor Lounge. The quota is ten crates, which should be rather easy to do. Grab a crate and head through the opening, taking the first right and you'll find the warehouse. Head back and grab another crate and bring it back to the warehouse. If another forklift gets in your way, you need only honk and he'll back up for you (seriously). Rinse and repeat until noon, when you get your two hour lunch break.

The Mad Angels Emerge

At lunch time, Ryo will spot two belligerent thugs bullying Mark. Without the slightest bit of hesitation, Ryo immediately heads over to help out. Free Battle them. As it turns out, those two were Mad Angels, and they think Mark is in cahoots with their archenemy, who turns out to be Master Chen.

After the scene ends, you can wander around freely until 2:00. If I were you, I'd try to find out some interesting info about the Mad Angels, but that's just me. Go play darts if you'd prefer it. Really, do whatever you want.

/- SIDE QUEST -----\
| During your lunch break (or any other time you want to), you can get Gui |
| Zhang to translate the Stab Armor scroll for you (if you found it in the |
| Hazuki basement). Simply use the phone booth by the bus stop to call in (61-|
| 5647) and you'll arrange a meeting. Head on over to the warehouse and he'll |
| translate it for you, allowing you to use this awesome move in battle. |
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At 2:00, Ryo will automatically return to his forklift. Work for three more hours, doing the same thing as before. As you enter the warehouse one of the later times, a small group of Mad Angels will ambush you. You'll have to fight them in a Free Battle. Fortunately, they're all quite easy. Once the battle ends, you'll return to work. If you worked quick enough, you may be able to get all of the crates into the warehouse.

Your work day ends at 5:00. Yada-san will hand over your wages, which should be pretty high, and you get to leave. Outside, Goro will be waiting for you. He'll boast about his stupendous knowledge of everything that goes on in the harbor, including the best places to take a leak! When Ryo asks him about the Mad Angels, though, he gets scared and runs off, saying he has to "hit the can".

/- SIDE QUEST -----\
| After the scene with Goro, run to the left and Gui Zhang will appear. At |
| first it appears as if he wants to fight you, but he really wants to teach |
| you a cool new move: the Swallow Dive. The command for this move, which |

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| will replace the Side Reaper Kick, is <- A. |
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/- SIDE QUEST -----\
| Let's head on over to the Harbor Lounge, shall we? The old bum, whose name |
| is Shozo Mizuki, who you saved from the motorcycle-riding punks the other |
| day has finally decided to thank you. He tells Ryo to punch him, but Ryo |
| misses with every attempt. Shozo tells you that he avoids your attacks by |
| using the Shadow Step, which he then teaches you. First, you simple have to |
| press ->. Then, you get to try the move for real. The commands are -> Y+B. |
\-----/
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/- SIDE QUEST -----\
| If you've already had Gui Zhang translate the Stab Armor scroll, you can |
| call Warehouse No. 8 again (61-5647) and have him translate the |
| Mysterious Scroll, which should have been one of the very first items you |
| found in the game. This scroll isn't a move that you can learn though, |
| instead, it's some Chinese poetry. Something about a fierce tiger. Whatever. |
\-----/
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With those three tasks completed, you can now head home and go to sleep. Or not. Whatever you want.

The next morning is exactly like yesterday's. Ryo automatically gets up and goes to the harbor. Forklift race. Work begins. Today, you get to take the cargo near the Harbor Lounge to Warehouse No. 3, which is right behind Hisaka-san's lunch stand. The quota is a measly eight crates, which you should easily be able to transport.

After an uneventful lunch break, which you should spend gathering information about the Mad Angels, you get to return to work. Sometime during your job, you should encounter a group Mad Angels blocking your path into the warehouse. After you beat them down, four more will appear. Luckily, none of them provide too much of a threat. When the fight ends, Ryo will threaten the punks and learn that the Mad Angels hang around behind Warehouse No. 17.

Finish your job and collect your pay, then head down to Warehouse No. 17. You'll find Mark getting beat up by some more thugs. The guys you have to Free Battle this time are decently tough, though, so be careful as you fight them. Once the punks are gone, Mark will explain why the Mad Angels are after him: his brother spilled the beans about some information on some top-secret deal the Mad Angels had going on with a Chinese cartel (the Chi You Men, perhaps?). As it turns out, Mark is looking for his brother, who he believes might have been killed by the Mad Angels.

```
/- SIDE QUEST -----\
| Head back to the Harbor Lounge to meet up with Shozo (the homeless bum) |
| again. He'll teach you a new move: the Shadow Blade. The commands for this |
| cool new move are -> Y+B X. If you didn't learn the Shadow Step last night, |
| you won't be able to learn this move tonight. Tough beans. |
\-----/
```

After that, search for Goro and talk to him, as he'll provide you with some semi-valuable information: the Mad Angels ride around the harbor at night. Not tonight, though, so head home.

It'll be the same routine in the morning as the last few days. After the race, you'll find yourself transporting cargo to Warehouse No. 18 (again) from the area in front of the New Warehouse District's No. 8. The quota is again eight crates. Have fun.

At lunch time, Eri and Nozomi will show up, eager to take some pictures. The first one will have Ryo and Nozomi apart, while the second has them standing together. You get to choose one, so pick whichever you prefer, as it has no impact whatsoever on the story. Ryo will say goodbye to Nozomi as she prepares to leave for Canada and she'll tell him not to do anything stupid. The rest of the break is yours to do as you please, since there are no other events going on. Nothing important happens during your second work period either, so I'll just skip ahead to after you collect your pay.

Go talk to Shozo the hobo at his usual place outside the Harbor Lounge and he'll tell you that some bikers (probably Mad Angels) like to hang around by the lounge at night. After 7:00 PM, head on over to the lounge and you'll meet up with them. Ryo will knock one of the bikers off his motorcycle and pursue the other two, one of whom is Charlie. Time for a QTE! The command sequence is ->, <-, A, <-, <-, A, ->, ->, ->, <-, <-, ->. Note that you have a choice on the last two commands. Follow Charlie by pressing <- then ->, otherwise you'll lose track of him and have to restart the entire sequence.

When you finally catch up to Charlie, he calls up five of his cronies to take you on. After slapping them silly in a Free Battle, you get to fight with Charlie himself. He's a bit harder than the guys you've been fighting recently, but he shouldn't provide too much of a challenge (unless you suck). As usual, Ryo will interrogate his fallen enemies. You'll learn that some Chinese big shot is leaving soon. Sounds just like Lan Di...

No side quests or anything of the sort tonight, so just catch a ride home.

The usual morning routine awaits. Today you'll be taking stuff to Warehouse No. 18 yet again. This time, your stack of crates is down near Warehouse No. 17. Also, for the third day in a row, the quota is eight. Also, today's lunch proves uneventful.

When your break ends, keep bringing the cargo to Warehouse No. 18. Around 3:00, be heading towards the warehouse from where your cargo is and you'll spot Goro writhing in pain on the ground. That stupid white-boy sailor in the green shirt will emerge and lure you towards a warehouse, where a deadly trap awaits. A large group of Mad Angels are ready to rumble, so you'd better get ready to QTE! This fight's commands are B, A, B, A, A, B, <-, Down, A, B.

When your work day ends, Mark will show up and tell you he overheard some of the Mad Angels talking about some black-market deal called "Long Zha". Find Mark staring out at the sea around where the forklift drivers eat lunch and speak to him a second time to gather some more information pertaining to the deal. You'll also learn the names of the stupid white-boy in the green shirt and the other guy clad in purple: Tony and Smith!

```
/- SIDE QUEST -----\
| After speaking with Mark, go visit the old bum Shozo -- he's in his usual |
| spot. He'll teach you a new move, called the Cross Charge, which, as he   |
| says, is perfect when you are surrounded by opponents. The command for this |
| move is -> -> Y+B. It may be in your best interest to note that this scene |
| will NOT take place if you haven't learned the Shadow Step and Shadow Blade |
| moves prior to this. Sorry.                                             |
\-----/
```

Once you've finished with that, you can just mess around until you can go home --there isn't anything else you need to do today.

When the morning comes, be sure to enjoy the forklift race to the fullest

because, sadly enough, it's your last one. Today's route can be a bit perplexing if you don't know what to do, so make sure that you listen to Mark (or you could just read what I'm about to say... whichever you prefer). First take a crate from the area in front of the Old Warehouse District and bring it to Warehouse No. 8 (New District). Once there, drop off your cargo and grab a reddish-colored crate from inside the warehouse. Take that on over to Warehouse No. 18 and leave it there. Then, return to the first area and repeat the entire process. The quota for today is a not-so whopping ten crates. Yay.

When lunch time comes around you're in for quite the surprise... someone you know is getting married! Who, you ask? Why Goro and Mai, of course! Don't forget to laugh as this scene goes on, since it is, in fact, rather hilarious. The rest of the lunch break is for you to do as you please.

Back on the job, keep working until you see Tony and Smith (A.K.A. the stupid white-boy in the ugly green shirt and the African-American dude in the hideous purple shirt) standing around in front of Warehouse No. 18. As you might expect, an exciting chase scene ensues. This elongated QTE sequence begins with <-, B, B, <-, A. You are then given a choice: pressing <- forces you to press <- again, while pressing -> omits the second command entirely. From here you have another <- or -> choice, each of which lead to completely different following sequences.

If you press <-, the remainder of the sequence will be: ->, A, ->, <-, ->
If you press ->, the remainder of the sequence will be: A, <-, ->, <-, ->

Whoever you chase down will end up in the same place. The low-level punks don't know when the Long Zha is, but you can find out one juicy nugget of information: the boss of the Mad Angels is some guy named Terry. From here, your work day will automatically end. Yada-san will hand over your pay, as well as a note from Gui Zhang. Ryo will head on over to Warehouse No.8 by himself, so you don't have to bother with such a menial task yourself.

Ryo is told that Lan Di has nothing to do with the Long Zha, as only the low-level Chi You Men are involved. Terry is trying to join the Chinese cartel, so he is acting as a guide for Lan Di. Ryo persists, but Master Chen will not reveal the time that the Long Zha will take place.

That's all there is to do today, so mosey back on home and go to sleep.

The Deal

Ryo will wake up in the middle of the night to get some fresh air--a refreshing twist to the typical Shenmue schedule. When he returns inside, Ine-san will tell him that Nozomi has come home tonight. Shortly after, the phone rings. Ryo answers, only to hear Chai's mindless jibber-jabber. It seems the Mad Angels have taken Nozomi captive down at Amihama, and you've only got four short hours to get there.

You can head down to Dobuita, but the bus has stopped running for the night. Hmm... Maybe we can borrow a motorcycle from Ono-san's shop. Nope, have Ryo knock on the door and Ono will appear, saying that Naoyuki has one that you can probably use. I'll bet he'd be willing to let a good buddy like Ryo borrow it. Head on over to his place in Sakuragaoka (its right next to Yamagishi-san's house and has a motorcycle sitting in front of it).

He's happy to let a friend borrow it, so long as you don't drive too fast. Of course, Ryo pretends to drive slow until he's out of Naoyuki's sight, then he

really takes off! You've only got a measly two minutes to drive to the harbor, so be sure to put the pedal to the medal. Use the Right Trigger to accelerate and the Left Trigger to brake. Try as hard as possible to avoid hitting the side rails, since we promised Naoyuki we wouldn't bust up his beloved bike (and it slows you down drastically). Just take it easy on the turns, letting off the gas a bit.

When you arrive, you'll be greeted merrily by a few Mad Angels. Introduce them to your fists. A second group appears after the first and can be a bit tougher than the first. With those punks out of the way, the path to Terry's lair is wide open. Strangely enough, Terry willingly lets you take Nozomi, under one condition: you have to beat up Gui Zhang so badly that he can't walk. It seems that the Mad Angels want to take out Master Chen, but Gui Zhang continually thwarts their attempts. Reluctantly, Ryo agrees, but he adds in another condition: Terry has to take him to Lan Di. He agrees, and Ryo then leaves to take Nozomi home.

After Ryo's three hours or so of sleep, he awakens and heads into the dojo to pray. After that, he heads down to the harbor to talk with Tom. They decide to have lunch together later. Ryo heads to the Alpha Trading Office to be fired. It seems Yada-san has heard about all the trouble Ryo's been getting into and doesn't want his company to be affiliated with such things. Oh well.

At 12:00, go talk to Tom at his hotdog stand. He'll offer to teach you a sweet new move called the Tornado Kick. The basic steps that you have to do are nothing more than pressing forward twice. Then you get to do the first part of the kick, executed by pressing -> -> A. Finally, you'll learn the real Tornado Kick, which you can perform by pressing -> -> A A. Nice.

With the move now a part of your already potent arsenal, Tom tells you that he's leaving Japan for his native USA tomorrow. It seems like all of Ryo's friends are going away... First Nozomi, and now Tom...

When the scene ends, Ryo will automatically go to meet up with Gui Zhang, so as to keep his end of the deal with Terry. He's a tough opponent and, even though you can't win this battle by any means, you still have to keep your health up. Parry often and try out that Tornado Kick that Tom showed you and a cutscene should begin in due time.

Both Ryo and Gui Zhang exhausted from their fierce battle, Terry tries to crush them both with a heavy pole-esque thing. Press -> to complete this QTE and avoid death. The two give chase to Terry, who leads you to the biggest battle in the entire game: the fabled "70 Man Battle" which, as its name implies, pits you and Gui Zhang against a total of 70 opponents.

The first few guys can easily be taken out using the Cyclone Kick (L+A). Other moves that prove useful throughout the epic battle include the Elbow Assault (-> -> X) and the Tornado Kick that Tom just taught you (-> -> A A). The first "sub-boss" will appear once 20 or so enemies have been defeated, and isn't much different from the normal guys, he just has more health. The second sub-boss, who appears once 40 or so guys are down, has a pole, which gives him more range and power than the usual thugs, so take caution when fighting him. The last sub-boss is the last enemy to appear, and is probably about twice your size. Not to mention he won't hesitate to pummel you into submission. Parry a lot and try to nail him with some quick flurries of punches and he'll go down soon enough.

Once the final enemy goes down, Ryo catches up to Gui Zhang and Terry. Gui Zhang tells Ryo to stand back, as he wants Terry all for himself. As Terry raises a pole to strike Gui Zhang with, hit A and Ryo will grab the pole. Gui

Zhang will then proceed to beat Terry down.

Unfortunately, you'll learn that Chai took Lan Di to the ship headed out for Hong Kong. With a new found respect for you, however, Gui Zhang decides to ask Master Chen to help you get to Hong Kong.

=====
f. Goodbye, Blue Sky
=====

Sad to leave his home for 18 years, Ryo slowly walks through the town, a letter from Fuku-san and Ine-san in hand.

At the harbor, Master Chen is there to see you off. Also, it seems that Gui Zhang is worried about you going by yourself, so he'll be accompanying you. As one final gift before you leave, Chen teaches you a new move: the Swallow Flip. First you have to press back to nail the steps. Next, press back and X at the same time to perform that first part of the move correctly. At last, you get to press back and X at the same time, quickly followed by A.

Showdown

Before Ryo can leave, however, Chai appears as if from nowhere and kicks a heavy metal girder in Ryo's direction. Ever the trooper, Gui Zhang saves the day, taking the brunt of the fall himself. Looks like he won't be going to Hong Kong with you after all.

But you've got more important things to worry about, like beating up Chai once and for all. He's still quick as a cat, so parry a lot and use powerful moves and throws.

When the battle ends, Ryo will tend to Gui Zhang. Catching Ryo off guard, Chai leaps like some sort of demented monkey at Ryo. Perfect timing for one last sequence: press Down, A, A, B to send Chai into the ocean.

Congratulations, buddy, you've just beaten Shenmue! Enjoy the short-lived, cliffhanger ending.

/- THE BAD ENDING -----\
| Okay, this isn't really a side quest, but I didn't have anywhere else to |
| put it. Anyway, if you experienced the above scenario, then you have gotten |
| Shenmue's "good" ending. There is, however, a second, lesser known ending |
| for you to uncover. In order to get this so-called "Bad Ending", you must |
| wait for April 15. Since this is guaranteed to take an insanely long time, |
| the best way to do it is to continually mess up on the flashlight QTE that |
| takes place when you are trying to infiltrate Warehouse #8. |
\-----/

=====
VI ----- MINI-GAMES
=====

Shenmue is littered with a variety of different mini-games for your playing pleasures.

=====
70 Man Battle
=====

* Location - Options Menu

Once you've beaten the game, you can access a time trial via the title screen's main menu. Try to beat it as fast as possible!

=====
Darts 7
=====

* Location - Game YOU Arcade; Harbor Lounge (Dobuita; New Yokosuka Harbor)

Darts are always fun to play. The thing that makes it kind of tricky is that you have no control over Ryo's hand. Rather, he moves in sideways and up/down somewhat randomly, so you'll have to be on the ball should you wish to obtain the prize. Hit A to throw the dart and Ryo will make a stupid comment ("So close!", "That's the way!")! You can win two free games (for a total of three) if you do well enough. 300 points will get you the prize.

=====
Excite QTE 2
=====

* Location - Game YOU Arcade (Dobuita)

This incredibly fun game can help you practice Quick Timer Events. Depending on how quickly you hit the button/direction that flashes on screen, you'll get a varying amount of points. As you progress, you begin to have less and less time to hit the button. Mess up three times and you're done, so be careful! This game is more addictive than pizza, and pizza can be pretty darn addictive! Get 300,000 points and the manager will award you with an awesome prize!

=====
Forklift Racing
=====

* Location - New Yokosuka Harbor

Once your best buddy (in the whole wide world) Goro gets you a job at the harbor, this will become you're new morning routine. Three laps around the harbor against four other opponents can prove to be a difficult feat (not really, I'm just trying to sound dramatic). Just be sure not to get stuck on any walls and take the shortcut at the end (cut to the left of the pillar, instead of going right like the other fools) and winning the first place prize should be no problem. After the race, Mark will present you with a toy forklift with the place you came in written on it. Cool... I guess...

=====
Hang-On
=====

* Location - Game YOU Arcade (Dobuita)

The main goal of this game is, simply enough, to race your motorcycle through various locales. What's interesting, though, is that you aren't racing the other riders, but rather the clock. If you can hit the end of each course with time to spare, you'll be able to continue. If not, you'll have to restart. The other riders do serve a purpose, however, and that's to get in your way. If you smack right into another bike, you can fully expect to go flying and crash, losing a good few seconds. If you can learn swerve in and out of traffic you'll soon become rather good at this awesome game. Also, there are trees and signs lined along the road that can also cause a crash. Be sure to steer clear of them, either by applying the brakes (preferably not, as it slows you down) or by tapping the Right Trigger on turns to make things easier.

=====
Neo Darts
=====

* Location - Harbor Lounge (New Yokosuka Harbor)

This version of the Darts game differs from the standard one mentioned above in several ways. First of all, Ryo holds the dart differently, making aiming a bit different. Also, there is no time bonus, so you've got as long as you need to line up the perfect shot. Finally, the scoring works differently; it's not as complex as the normal version of darts. Instead, there are five rings. Hit the ones closest to the center of big points, and the ones far out for small totals. Simple enough, right?

As for the aiming, the idea here is to have Ryo holding the dart so that it's pointing slightly downward when you press the button. You need to be careful, obviously, because too much of an angle will send the dart flying into the 10 point ring. "No good." Another thing to take note of is that you can't win any free games in Neo Darts, even if you nail 500 points.

=====
QTE Title
=====

* Location - Game YOU Arcade (Dobuita)

This simple game is not just a ton of fun, but it's also a pretty good way to get better at QTEs. Like, cool! Things are set up like this: there are three red panels that will begin moving in a random order. Each panel is assigned a button; X corresponds to the left target, A the central one, and B is aligned with the right panel. Now, once a panel begins moving forward, you need to press the corresponding button to punch it back down, thus prompting another target to start moving.

One thing you might notice is that the button icons don't appear on-screen until a split-second after the panel begins to move. However, this shouldn't prove a problem as long as you know which button goes with which target. Also, sometimes two panels will begin moving in rapid succession, meaning you'll have to be especially alert. Much like Excite QTE2, you've only got three chances here, so screw up a few times and you're done.

=====
Slot Machines
=====

* Location - Slot House (Dobuita)

You can learn the best slot machine to use per day by getting the "Lucky Number" at the Lapis Fortune Teller--your lucky number for the day is the machine that will yield the best results. Yay.

=====
Space Harrier
=====

* Location - Game YOU Arcade (Dobuita)

This classic rail-shooter is one of the best mini-games around, and a great way to kill some extra time. Basically, your character will run/fly automatically, so the only thing you need to worry about is shooting any foes or other objects and dodging projectiles and the like. I find a useful tactic in continually pressing the A button so that you're always shooting and taking out obstacles, sometimes without even knowing it! As for evading projectiles, a good thing to know is that your character will automatically return to the center of the screen if you let go of the thumbstick, so try to use that to your advantage.

=====
VII ----- MOVELIST
=====

Ryo knows lotsa karate moves and stuff, and since every move isn't at your disposal right from the beginning I figured I'd provide a list of the moves and whatnot.

=====
a. Moves
=====

NOTE - Keep in mind that -> means towards your opponent and <- means the direction opposite of your opponent

=====
HAND MOVES
=====

MOVE NAME	COMMAND	NOTES
Tiger Knuckle	X	
Elbow Slam	-> X	
Pit Blow	-> X	Replaces the Elbow Slam
Twist Knuckle	<- X	
Elbow Assault	-> -> X	
Upper Knuckle	<- <- X	
Sleeve Strike	-> <- X	
Rain Thrust	<- -> X	
Rising Flash	-> <- <- X	But it at Bunkado Antiques

Twin Blades <- -> -> X

=====
LEG MOVES
=====

MOVE NAME	COMMAND	NOTES
Crescent Kick	A	
Trample Kick	-> A	
Side Reaper Kick	<- A	
Swallow Dive	<- A	Replaces the Side Reaper Kick
Against Cascade	-> -> A	
Surplice Slash	<- <- A	
Thunder Kick	-> <- A	
Hold Against Leg	<- -> A	Weird name, nice looking move
Tornado Kick	-> -> A A	
Crawl Cyclone	-> <- <- A	Buy it at Bunkado Antiques
Mud Spider	<- -> -> A	Buy it at Bunkado Antiques

=====
POWER MOVES
=====

MOVE NAME	COMMAND	NOTES
Big Wheel	X+A	
Twin Hand Waves	-> X+A	
Double Blow	-> X+A	Replaces Twin Hand Waves
Backfist	<- X+A	
Avalanche Lance	-> -> X+A	
Katana Mist Slash	<- <- X+A	
Brutal Tiger	-> <- X+A	
Dark Moon	<- -> X+A	
Twin Swallow Leap	<- -> -> X+A	Buy it at Bunkado Antiques

=====
RUNNING MOVES
=====

MOVE NAME	COMMAND	NOTES
Mistral Flash	X while running	
Cyclone Kick	A while running	
Windmill	X+A while running	
Shadow Reaper	Y+A while running	

=====
THROW MOVES
=====

MOVE NAME	COMMAND	NOTES
Overthrow	B	
Darkside Hazuki	B	Can only be executed when Ryo is to the side of his opponent

Back Twist Drop	B	Can only be executed when Ryo is behind his opponent
Sweep Throw	-> B	
Vortex Throw	<- B	
Mist Reaper	-> -> B	
Demon Drop	<- <- B	
Shoulder Buster	-> <- B	
Tengu Drop	<- -> B	
Shadow Step	-> Y+B	
Shadow Blade	-> Y+B X	
Cross Charge	-> -> Y+B	
Tiger Storm	<- -> -> B B	Buy it at Bunkado Antiques
Arm Break Fire	-> <- <- B	Buy it at Bunkado Antiques
Swallow Flip	<-X+A	

b. Combos

NOTE - As with above, -> denotes the direction toward your opponent whilst <- is the same as saying away from your foe.

ANOTHER NOTE - Since Am2 didn't give any of the combos official names, I was forced to come up with some crappy names of my own. As such, I humbly apologize for their inherent lack of any imaginative flair.

=====
TIGER FLURRY
=====

Command: X-X-X-X-X-X-X-X
Description: Ryo cycles through many of the hand moves at his disposal, finishing off the combo with the devastating Elbow Assault move.

=====
KATANA RUSH
=====

Command: X-X-->-X-X
Description: Like the above move, only shorter and finished off with the Katana Mist Slash move.

=====
CRESCENT TWIRL
=====

Command: A-A
Description: A Crescent Kick followed directly by a small spin and a second kick.

=====
CRESCENT CYCLONE
=====

Command: A-A-A

Description: The same thing as the above combo, but with a roundhouse kick added onto the end.

=====
TIGER'S RAGE
=====

Command: X-X-A
Description: A quick left-right punch combo just prior to Ryo's Hold Against Leg move.

=====
EYE OF THE TIGER STORM
=====

Command: X-X-X-A
Description: Three quick punches lead into a subsequent Cyclone Kick.

=====
FLOWING CASCADE
=====

Command: X-X-->-X-A
Description: A short punch combo that ends with the Against Cascade move.

=====
THE REAPER
=====

Command: X-X--<-A-A-A
Description: Two quick punches that flow into the Crescent Twirl combo and eventually ending with the Side Reaper Kick.

=====
TIGER MAELSTROM
=====

Command: X-A-A-A
Description: A solo punch that chains into Ryo's Crescent Cylone combo (see above).

=====
TIGER CLAW
=====

Command: A-X-X-X-X-X-X
Description: Very much like the above combo, only the exact opposite. A single kick leads into a series of deadly fist blows.

=====
WHIRLING FURY
=====

180 Yen for one helping of this stuff? Man, that Tomato store really overprices their stuff, don't you think? Steer clear of this stuff, unless you don't want to get ANY bang for your buck.

=====
CAMEL
=====

TYPE - Shenmue
Other than giving you a chance at the raffle, this does absolutely NOTHING for you, and it costs 120 Yen.

=====
CASSETTE PLAYER
=====

TYPE - Other
Without this, your only means of playing cassette tapes is by hijacking Tom's boom box. Find it in one of Ryo's desk drawers.

=====
CASSETTE TAPES
=====

TYPE - Other
Buy these at the Tomato convenience marts in Amihama and Dobuita or just find them lying around somewhere and pop them into your Cassette Player to listen! Pretty nice, eh? Here's a list of the many tapes in the game:

- * Antiquity Tree
- * Be-Witch
- * Boz Nov
- * Dandy Old Man
- * Destiny
- * Feel Tired Song
- * Final Take Off
- * Flower Girl
- * Glyfada
- * GoGo
- * Hang-On
- * Harbor Bar
- * Harbor Beats
- * Heart Beats
- * Hip de Hop (pwns j00)
- * Like a Feeling
- * Linda
- * Liquor
- * Magical Sound Shower
- * NaNa
- * Sha Hua
- * Shenmue
- * Space Harrier
- * Spider
- * Strong
- * Y.A.D.A.
- * Yokosuka Blues

=====
CHOCOLATE
=====

TYPE - Shenmue

Not unlike the caramel, buying this for 120 Yen gives you a chance at the raffle and nothing else.

=====
C SIZE BATTERIES
=====

TYPE - Other

Pick these up at the Tomato store for 150 Yen. If your flashlight runs out of energy, these little goodies will do the trick.

=====
DRIED FISH
=====

TYPE - Cat food

The Tomato store sells four pieces of this stuff for 300 Yen.

=====
FLASHLIGHT
=====

TYPE - Other

You can buy this bad boy at the Tomato store for 500 Yen or you can just grab the one in the Hazuki shoe cabinet for free. The choice is yours. Use it to illuminate dark places.

=====
HONG KONG FLIER
=====

TYPE - Other

The lady from Asia Travel Company will give this to you on your first visit. You can't do anything with it.

=====
LETTER TO FATHER
=====

TYPE - Other

Written in Chinese, this letter is from a man called Zhu Yuan Da. When Ryo finally gets it translated, he decides to seek out a man mentioned in the letter, Master Chen.

=====
LIGHT BULB
=====

TYPE - Other

The Tomato Convenience Store sells these at 90 Yen a pop. You can use one in the Hazuki basement.

=====
MARTIAL ARTS SCROLLS
=====

TYPE - Other

In the game, there are several move scrolls that can be found or purchased. You need only read them to learn the move described. Here is a list of the various scrolls and their location:

- * Arm Break Fire (Bunkado Antiques; 3000 Yen)
- * Crawl Cyclone (Bunkado Antiques; 1500 Yen)
- * Mud Spider (Bunkado Antiques; 500 Yen)
- * Rising Flash (Bunkado Antiques; 1000 Yen)
- * Shadow Reaper (Hazuki Residence; Fuku-san's room)
- * Stab Armor (Hazuki Basement; Have Gui Zhang translate it)
- * Tiger Storm (Bunkado Antiques; 2000 Yen)
- * Twin Blades (Hazuki Residence; Back hallway behind altar room)
- * Twin Swallow Leap (Bunkado Antiques; 1000 Yen)

=====
MILK
=====

TYPE - Cat food

Buy this stuff for 100 Yen and feed it to the kitten. You can get your first container of this stuff free in the Hazuki refrigerator, after talking to Megumi at Yamanose Shrine.

=====
MYSTERIOUS SCROLL
=====

TYPE - Other

Hidden in the Hazuki Dojo, you can call Gui Zhang and get him to translate it for you. It's a poem.

=====
PHOENIX MIRROR
=====

TYPE - Other

Hidden away in the secret basement under the Hazuki Dojo, this mysterious relic is the object of Lan Di's search.

=====
PHOTO OF FAMILY
=====

TYPE - Other

Just a useless photo of the Hazuki family.

=====
PHOTO OF FATHER
=====

TYPE - Other

An old picture of a young Iwao Hazuki and one of his friends, whose identity is unknown. You can find this in the Hazuki basement.

=====
PHOTO OF FRIENDS
=====

TYPE - Other

This picture depicts Ryo, Nozomi, Naoyuki, and Ichiro. Nice!

=====
PHOTO OF NOZOMI
=====

TYPE - Other

One day during your lunch break at the harbor, a scene involving Nozomi and her friend Eri will occur. During that scene, you^値 receive this cute little photo of Ryo and Nozomi.

=====
POTATO CHIPS
=====

TYPE - Shenmue

Greasy, crunchy things that make you fat. If I lived in England, I'd call these crisps. You can't eat them. They are exactly like the caramel and chocolate items: 120 Yen, one raffle ticket, nothing more.

=====
SALAMI
=====

TYPE - Cat food

Buy three pieces for 90 Yen at Sakuragaoka's Abe Store.

=====
SLICED FISH
=====

TYPE - Cat food

The Tomato mart sells a meager helping of this stuff for 500 Yen. Don't waste Ine-san's hard-earned Yen on this trash.

=====
SQUID LEGS
=====

TYPE - Cat food

90 Yen for three pieces at the Abe Store. Nice deal.

=====
SWORD HANDGUARD
=====

TYPE - Other

Given to you by Oishi-san, the owner of Bunkado Antiques. Not only does this handguard display the Hazuki family crest (the snow ring, the two stars, and the sword), but you can also use it to open the hidden entrance to the secret basement in the Hazuki Dojo.

=====
WATCH
=====

TYPE - Other

Believe it or not, this nifty little device actually tells you what time it is! What a spectacular discovery!

=====
WHITE LEAF
=====

TYPE - Other

You can find this inside one of the books in the secret basement hidden beneath the dojo. It serves no real purpose.

=====
WINNING CAN
=====

TYPE - Shenmue

When you buy a soda from one of the vending machines strewn throughout Yokosuka, one of these will pop out in place of the normal can. Trade it in for a free draw in the raffle box.

=====
b. Capsule Toy Checklist
=====

NOTE - I've categorized these lists by each individual machine, so that you can ensure that you've gotten each toy from each machine. I've also indicated the color of the machine, so you don't get confused or something else of the sort. It's taken me a lot of time to research this, but I'm pretty confident that I've purchased every capsule toy in the game.

=====
GREEN SEGA (OUTSIDE ABE STORE)
=====

- [] A Button
- [] Amy
- [] Bark
- [] B Button

- [] Bean
- [] Binsbein 1
- [] Binsbein 2
- [] Binsbein 3
- [] Chao & Pian
- [] Dice 1
- [] Dice 2
- [] Dice 3
- [] Eggman
- [] Espio
- [] Fang
- [] Heavy Bomb 1
- [] Heavy Bomb 2
- [] Heavy Bomb 2
- [] Knuckles
- [] Ristar
- [] Sonic 1
- [] Sonic 2
- [] Super Ball 1
- [] Super Ball 2
- [] Super Ball 3
- [] Tails
- [] X Button
- [] Y Button

=====
YELLOW VIRTUA FIGHTER (OUTSIDE ABE STORE)
=====

- [] Akira 1
- [] Akira 2
- [] Binsbein 1
- [] Binsbein 2
- [] Binsbein 3
- [] Dice 1
- [] Dice 2
- [] Dice 3
- [] Heavy Bomb 1
- [] Heavy Bomb 2
- [] Heavy Bomb 3
- [] Jacky 1
- [] Jacky 2
- [] Jeffry 1
- [] Jeffry 2
- [] Kage 1
- [] Kage 2
- [] Lau 1
- [] Lau 2
- [] Pai 1
- [] Pai 2
- [] Sarah 1
- [] Sarah 2
- [] Super Ball 1
- [] Super Ball 2
- [] Super Ball 3
- [] Wolf 1
- [] Wolf 2
- [] Wooden Man

=====
RED SEGA (OUTSIDE YOU ARCADE)
=====

- [] A Button
- [] Aida II
- [] Alex Kidd
- [] B Button
- [] Binsbein 1
- [] Binsbein 2
- [] Binsbein 3
- [] Chicken Leg
- [] Coba Beach
- [] Dice 1
- [] Dice 2
- [] Dice 3
- [] Dreamcasko
- [] Gear-O
- [] Heavy Bomb 1
- [] Heavy Bomb 2
- [] Heavy Bomb 3
- [] Hornet
- [] Jet Opa Opa
- [] Megadra Brother
- [] MOBO
- [] Myau
- [] NiGHTS 1
- [] NiGHTS 2
- [] Opa Opa
- [] Poppers
- [] Ristar
- [] ROBO
- [] Ruber
- [] Sataro
- [] Shop
- [] Solo Wing
- [] Super Ball 1
- [] Super Ball 2
- [] Super Ball 3
- [] TRY-Z
- [] X Button
- [] Y Button

=====
BLUE VIRTUA FIGHTER (OUTSIDE YOU ARCADE)
=====

- [] A Button
- [] B Button
- [] Binsbein 1
- [] Binsbein 2
- [] Binsbein 3
- [] Dice 1
- [] Dice 2
- [] Dice 3
- [] Heavy Bomb 1
- [] Heavy Bomb 2
- [] Heavy Bomb 3

- [] Kids Akira 1
- [] Kids Akira 2
- [] Kids Dural S
- [] Kids Dural G
- [] Kids Jacky 1
- [] Kids Jacky 2
- [] Kids Jeffry 1
- [] Kids Jeffry 2
- [] Kids Kage 1
- [] Kids Kage 2
- [] Kids Lau 1
- [] Kids Lau 2
- [] Kids Lion 1
- [] Kids Lion 2
- [] Kids Pai 1
- [] Kids Pai 2
- [] Kids Sarah 1
- [] Kids Sarah 2
- [] Kids Shun Di 1
- [] Kids Shun Di 2
- [] Kids Wolf 1
- [] Kids Wolf 2
- [] Super Ball 1
- [] Super Ball 2
- [] Super Ball 3
- [] X Button
- [] Y Button

=====
RED SEGA (HARBOR LOUNGE)
=====

- [] A Button
- [] Aida II
- [] Alex Kidd
- [] B Button
- [] Binsbein 1
- [] Binsbein 2
- [] Binsbein 3
- [] Chicken Leg
- [] Coba Beach
- [] Dice 1
- [] Dice 2
- [] Dice 3
- [] Dreamcasko
- [] Gear-O
- [] Heavy Bomb 1
- [] Heavy Bomb 2
- [] Heavy Bomb 3
- [] Hornet
- [] Jet Opa Opa
- [] Megadra Brother
- [] MOBO
- [] Myau
- [] NiGHTS 1
- [] NiGHTS 2
- [] Opa Opa
- [] Poppors
- [] Ristar

- [] ROBO
- [] Ruber
- [] Sataro
- [] Shop
- [] Solo Wing
- [] Super Ball 1
- [] Super Ball 2
- [] Super Ball 3
- [] TRY-Z
- [] X Button
- [] Y Button

=====
GREEN VEHICLE (HARBOR LOUNGE)
=====

- [] Binsbein 1
- [] Binsbein 2
- [] Binsbein 3
- [] Bus
- [] Coupe 1
- [] Coupe 2
- [] Coupe 3
- [] Coupe 4
- [] Coupe 5
- [] Delivery Moped
- [] Dice 1
- [] Dice 2
- [] Dice 3
- [] Hang On 1
- [] Hang On 2
- [] Hang On 3
- [] Hang On 4
- [] Hang On 5
- [] Heavy Bomb 1
- [] Heavy Bomb 2
- [] Heavy Bomb 3
- [] Motor Scooter
- [] Super Ball 1
- [] Super Ball 2
- [] Super Ball 3
- [] Wagon 1
- [] Wagon 2
- [] Wagon 3
- [] Wagon 4

=====
BLUE HARBOR ITEMS (HARBOR LOUNGE)
=====

- [] Anchor
- [] Binsbein 1
- [] Binsbein 2
- [] Binsbein 3
- [] Dice 1
- [] Dice 2
- [] Dice 3
- [] Container

- Float
- Forklift
- Heavy Bomb 1
- Heavy Bomb 2
- Heavy Bomb 3
- Shenmue Container
- Steering Wheel
- Super Ball 1
- Super Ball 2
- Super Ball 3
- Truck 1
- Truck 2
- Truck 3
- Truck 4
- Wooden Crate

=====
FORKLIFT PRIZES
=====

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

=====
RAFFLE PRIZES
=====

- Bonanza Brothers (Abe Store)
- B.B. Ultra (Tomato mart)
- Crane (Harbor Lounge)
- Dural G (Abe Store)
- Dural S (Abe Store)
- Ferry (Harbor Lounge)
- Forklift Blue (Harbor Lounge)
- Forklift Red (Harbor Lounge)
- Hot Dog Truck (Tomato mart)
- Metal Sonic (Tomato mart)
- Mr. Yukawa Happi (Abe Store)
- Mr. Yukawa Suit (Abe Store)
- R-360 (Abe Store)
- Rent-A-Hero (Abe Store)
- Space Harrier (Abe Store)
- Super Sonic (Tomato mart)

=====
ARCADE PRIZES
=====

- Hang On Certificate (Beat Hang On using only one coin)
- Harrier Certificate (Beat Space Harrier using only one coin)
- Mini Darts (Get 300 or more points)
- Mini Hang On (Get 10,000,000 or more points)
- Mini QTE (Get 300,000 or more points)
- Mini QTE Title (Get 300,000 or more points)

Right from the start of the game, you'll probably want to change your training method to Throw Moves Only (do this in Ryo's room, by his bed) if you want to master your throws. Also, you can get some good practice on Fuku-san during your many sparring matches.

7. I FOUND RYO'S SEGA SATURN! CAN I PLAY ANY GAMES ON IT? I WANNA PLAY NIGHTS!

You can win both Space Harrier and Hang-On in the raffles at the Tomato marts. Win the second prize in the raffle and you can choose between the two games.

8. WHAT ALL CAN I WIN IN THE RAFFLE?

It depends on which store you're at. The two Tomato marts (Amihama and Dobuita) pretty much have the same prizes (albeit some different capsule toys), while the Abe Store in Sakuragaoka has a different set. I'll start with the Tomato marts. First prize is a boom box that Ryo will keep in his room. The second prize is a choice between two Sega Saturn games (Space Harrier and Hang-On). Third prize is some rare cassette tapes, and fourth and fifth prizes are some rare capsule toys. The Abe Store's prizes are all capsule toys.

9. I HATE CHAI! HOW CAN I KICK HIS BUTT AT THE ARCADE? IS IT EVEN POSSIBLE?

Yes, we all hate Chai. Yes, you can kick his butt. And yes, it is the most difficult part of the game! From my personal experience, there are a few moves that are very useful, namely the Side Reaper Kick (<- A), the Trample Kick (-> A), the Dark Moon (<- -> X+A), the Crawl Cyclone (-> <- <- A), the Mud Spider (<- -> -> A) and the Elbow Assault (-> -> X). I recommend refraining from using any throws or high attacks, as well as most hand moves, as Chai is a master of parrying your moves. It also helps to have most of the moves you're going to use often (the ones I mentioned above) either mastered or pretty close to being mastered.

10. I SUCK TOO BADLY TO GET INTO WAREHOUSE #8! GOT ANY TIPS?

I sure do. If you can^稚 get in using the method explained in the Walkthrough, just keep trying and messing up. Eventually, Shozo Mizuki (the homeless bum) to help you out. First he^値1 just cough up a map of the area, but if you continue screwing up, he^値1 give you an even better clue. Ryo will head to the front of the Old Warehouse District VERY early in the morning, and there will be a significantly fewer amount of guards patrolling the area. If you STILL can^稚 do it, I don^稚 know what to tell you, except never to play Metal Gear Solid.

11. WHAT'S THE QUICKEST WAY TO GET THE BAD ENDING?

Remember when you're trying to sneak into the Old Warehouse District so you can get inside Warehouse No. 8? Yeah? Good. Just let the game run by itself when you get to that point, as you'll continually mess up on the QTE and come back the next day. It still takes a REALLY long time, though, so you may as well make yourself a snack or something.

12. CAN I LISTEN TO A TAPE FOR A WHILE WITHOUT RUNNING OUTTA BATTERIES?

Indeed there is. Tom will let you hijack his tape player (sitting on his truck)

CJayC, CJC, etc). Anyway, bow down before this man.

--- IGN.com / Neoseeker.com / Shenmue Dojo [PlanetXbox.com/ShenmueDojo]
Because they're all cool enough to host my FAQs.

--- Fox

Because he was cool enough to let me check my capsule toy list with his. He is so awesome, he even allowed me to use some of his QTE sequences for a few of the longer scenes. Go read his terrific Shenmue and Shenmue II FAQs!

--- osrevad

For creating the incredibly sexy ASCII art you see at the top of this here document. Should you be interested into bribing him into making some for you, go ahead and contact him. You can drop him a line via e-mail (osrevad [at] gmail [dot] [com]) or on AIM as nahuwe.

--- All the writers who've inspired me

Yeah. That'd be Adrenaline SL, AstroBlue, CyricZ, and ZoopSoul, among many others. But those are the main four. In fact, go read Adrenaline's Shenmue guide right now. <3 it.

--- You

May as well make you happy by thanking you for reading this, right? Meh, I doubt anyone's gonna read this anyway...

T H A N K S F O R R E A D I N G ! !

And with that, the time is ripe to close things out. With any amount of luck, this walkthrough will prove useful to someone in some way. Anyway... It's been a blast, y'all, and I hope you'll join me in future guides. Check out my CRP, please:

-- <http://www.gamefaqs.com/features/recognition/39691.html> --

"Must've had me a bad egg this morning! Gotta hit the can, my man! I hope I can make it in time!" - Goro Mihashi

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