

Shenmue FAQ/Walkthrough

by winnie the poop

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Shenmue (Dreamcast) FAQ/Walkthrough version 1.1
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I. Intro

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Alright, here I am. I'm writing this Intro solely for only one reason: to express my intentions for this guide.

As some of you probably know, I have written a FAQ for Shenmue II, the only one for X-Box as of August 12, 2003. That game is my favorite game ever, period. Shenmue I do not qualify for a spot in my Top 10 or 15. However, in the anticipation of the upcoming (still a possibly, though) Shenmue III, I have decided to make a Shenmue I FAQ/Walkthrough because, if the rumors are true, I can complete the entire Ryo Hazuki saga in the terms of the Walkthrough. In other words, I wrote this guide for selfish reasons. So sue me.

However, luckily for you, I pressed myself to make this guide as detailed as possible. Anyone in his or her right minds would not need this guide this late (4 years+ after its original release!) but there are tons of people out there that wants the most of this crafty architecture by Yu Suzuki. Therefore, I made it detailed as possible and added all of the mini-quests I could find, courtesy of my Brady Guide. Fellow FAQ writers, if you don't crave me using a printed guide as a tool, you can go to hell. I still had to research various methods for hours and hours because some of the vital information. Side-quests were pains in the ass because at times, I couldn't get them all. Anyway, to end this on a good note...

Enjoy!

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II. Basics

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Eh, I'll make this very short and quick. You want to read the walkthrough instead, right? Thought so! :)

II.A. THE CONTROLS

Analog stick: -In normal mode, it will allow you to look around but won't move your character. Use this stick to look left, right, up, or down.
-In the first-person view, turning it will cause Ryo to look around.
-In other words, it controls Ryo's head.

D-pad: -In the normal mode, it controls Ryo's legs. If you press up,

Ryo will walk straight. Press left will cause Ryo to go accordingly. You know this shit...

-In the menus, it will move the scroll around.

-This will be used at the motion button in Free Battles. This time, the directions will point to the actual directions so if you press up, Ryo will go farther from you. If Ryo's facing to the left and you press right, he will step back.

-Will be used in QTEs. When the screen flashes with an arrow, push the D-Pad in the direction of the arrow.

A button: -It accepts the selection in menus.

-In QTEs, it acts as the 'kick button' or the 'jump button'

-The kick button in Free Battle.

-In the normal mode, this is used as the action button.

B button: -Cancels selections.

-Grab the enemy in Free Battles.

-Will be used in QTEs.

X button: -In the normal mode, this is the main button. It will open the journal, open doors, etc. As known as the 'action button'.

-In fights, this is the punch button.

-Also used in QTEs as the punch button or dodge button.

Y button: -When pressed in the normal mode, it will lead you to the in-game menu.

-The evade button in fights. Press up while press Y will cause Ryo go to that direction. Press right will make Ryo go accordingly.

-In QTEs, it will be used... as the evade button.

R trigger: -In the normal mode, it will turn the view into the first-person mode as long it is pressed.

-Can be set as a combo button for fights.

L trigger: -Run, Forrest, Run.

II.B. YU SUZUKI'S F.R.E.E.

Oh-so-appropriately-named Full Reactive Eyes Entertainment, created by Yu Suzuki himself, allows you to interact with the true reality of 1986 Yokosuka. This is, precisely, the reason why most gamers love this game. This goes great with the timeless, heart-breaking story of Ryo Hazuki. So what about FREE?

FREE is divided among several sub-genres that allows you to, as it should, see the adventure as intimately as possible. The main one would be... FREE QUEST.

Free Quest

Ninety percent of the time, you will wander through the streets of Yokosuka via the 'Free Quest' mode. During this time, you can only get along with the people and the streets peacefully. No fighting here or anything. Sorry, bud. You can buy sodas, play mini-games, talk to people, gather information, and transport yourself among regions. The purpose of this mode is to advance the main storyline/plot. Once in a while, you might hit a jackpot and find

a eventual action. If this happens, you could see a button coming up. That brings us to our next mode: QTE.

QTE

During the course of the game, you WILL witness several scenes with some dilemma involving Ryo. It's usually the bonehead that we call 'Ryo' conflicting, physically, with some thugs. If this happens, a button of the colored buttons or the D-pad will come up. You have to press the said button AS SOON AS POSSIBLE or you will fail that little thing. Fear not, most QTEs has unlimited continues. Yu Suzuki truly understands the gamers! Well... what if the thugs wants to FIGHT, like the real boxing thing? Read on.

Free Battle

This is, obviously, the fighting portion of the game. This system greatly resembles the legendary Sega fighter series, the Virtua Fighter series. The motion is pretty sluggish but the commands are all straight as an arrow. You won't have any problem inputting commands and seeing them work. If it doesn't work, then you're doing it wrong. The mission is always to survive. To win? Well, you have to survive to win. Whether it is a timed battle or knocking everyone out, you cannot get your HP to zero.

View Mode

The final one, and it deserves the position. It doesn't really do anything good for you except to look at maps. That's it. As you press R to get into Ryo's head and look through his eyes, you just... see. Yay.

II.C. THE MAIN MENU

New Game

Duh. Must have 80 blocks to save, remember that (80 blocks can be used for 3 save files).

Load

Select from 3 files that you wish to use for your present quest.

Continue

You can use this if you screw up or something... ^_^ Anyway, in the game itself, you have a 'Resume' icon in the in-game menu that temporarily saves a file in the disc. So when you want to go back to that point, just press Continue and off you go! No save blocks necessary. It goes off once you use the file, tho. Great if you're in the middle of the day, nowhere to your home.

Options

Dialog/Text: Pick the one that you want, it all differs with the sound and text. I use the Text Mode, if you wanted to know. Stalker!

Cinema Mode: No text, yes to dialog. Cannot skip conversations.

Game Mode: Includes the text and the voice. Whoo.

straw-laced box hidden at the bottom side, you can find a new move scroll inside. Not too shabby, eh? The scroll: TWIN BLADES. Select it from the Main Menu to master it.

Take the OTHER door, the door leading to the room of the late Iwao (IR). In that room, you can read the letter that Iwao write for you. Pretty touching, but it's too late, I guess. Check the drawer to the right to find the MYSTERIOUS KEY. This is a required item, you know.

Yep, we're all done! Whew... a long prelude to the saga and we haven't been outside yet! Go ahead and open the door to the outer world...

Dojo

Go around the house and follow the rocky path to the Dojo. Before you enter the Dojo, take a brief look at the idle cherry blossom right next to the dojo. As you walk up to it, a flashback occurs. You witness a event where Iwao is teaching the young Ryo a move (looks like Elbow Assault but I could be wrong).

Enter the dojo.

You see the injured Fuku-san, clearly feeling the effects from that day, sitting timidly on the floor. You and Fuku-san start to discuss about Lan Di (the man who killed Iwao), and Fuku-san admits that he knows nothing about him or his troupe. Ryo decides to locate and chase Lan Di, for the sake of his father's honor. Fuku-san, although he knows it is futile, tries to console Ryo from going.

After the scene, you're standing just outside the Dojo. If you want to see another flashback, go back into the Dojo again. If not, leave the residence.

Inside the dojo, go dead left and look up at the banner that Iwao made. (I think he made it, but I could be wrong again. So sue me.) In the cut scene, Iwao teaches Ryo the true meaning of friends. Makes you think, doesn't it?

Go to the entrance of the house and head to the opposite end for the gate to Yamanose, your first town!

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02. THE ORPHAN
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Yamanose

There's virtually NOTHING here except for a little event at the end of the street. Walk down the street and you spot a cute little girl, Megumi tending a little kitty. You ask her, what's with the cat... Turns out that the mother of the kitty was killed by the car of Lan Di's. Sad... Megumi tells you that the cat must be hungry and you spot two food offerings on a nearby shrine. You have a choice what to give the kitten: Dried Fish or Fried Tofu. Since this IS a cat, give it the Fish (left). Watch as the kitty glob the food up! If you gave it the correct food, Megumi will tell you about Yamagishi-san's incident. The swiveling car struck him, too (4 days ago). Looks like you have to find him to gather more valuable information.

SIDE-QUEST ALERT - SOCCER BALL

As you approach her house, you will see a woman sweeping the floor with her straw broom. That's Sumiya. Talk to her once to find out about the black cat, but you already knew that since you met Megumi. Talk to her again and she will inform you about Yamagishi's 'accident'. That's our next person to have a conversation with.

SIDE-QUEST ALERT - HELPING THE TOURIST

| You probably have already done this but you might not... The next time you |
| pass through the streets front of the Abe Store (between 8:30 AM and 4 PM), |
| a woman will come up to you and requests you to find her friend's house: |
| Yamamoto's. You may or may not do this... it's up to you. Anyway, if you |
| want to do this, just use my map or the game's map to find her house (YAM). |
| Go to the house and zoom into the name tag next to the door. Then go back |
| to Sakuragaoka Park (PARK) to find the elder. Lead her to the house and she |
will thank you. Mission over.

If you did give the kitty the dried fish, you don't have to talk to any ladies, just go ahead and find Yamagishi's house (YMG on my map). You can see if you have the right house by zooming into the little white piece of paper stuck into the pillar right next to the door. If the screen shows 'Yamagishi', then you have, obviously, the right house. If it's day time (before 7 PM) you will see Yamagishi pacing back and forth on his area. If it's after 7 PM, then he is in the house... but Ryo is too polite to bother him. Ah well. (You could play around in the Abe Store if you want to pass the time if it's after 7 PM.)

The conversation with Yamagishi-san will inform you more about the black car. Turns out that the car was headed to Dobuita. He suggests that you ask the people and shop owners over at Dobuita for more information.

SIDE-QUEST ALERT - PIT BLOW

| Right after you talk to Yamagishi-san about the car, a side-quest will be |
| unlocked, all of the way back into the Dojo. You will just TEACH a new |
| basic move, PIT BLOW to your pal, Fuku-san. Just press 'right' on your |
| D-pad and press X a millisecond later to master it. Fuku-san just needs |
| some teaching, since Iwao is not here anymore. You can spar with Fuku-san |
| after-wards. |
| |
Left+X

Let's go over to Dobuita, via the street to the north.

=====
04. DOBUITA
=====

SIDE-QUEST ALERT - WANG

| Yep, WANG! OMG LOLOLOLOLOLOL!!!111!!! WANG!!!! Ahem... anyway, during the |
| course of seeking the clues in Dobuita, you might come across a guy |
| standing next to a vending machine. If you do, he will ask you, indirectly, |
| for a pop. You can decline or accept, it won't matter. You won't hurt his |
feelings or anything. Why is he there? I guess to steal some of your money.

Dobuita

Take a right after the Tomato Mart and look left for a restaurant with a red awning. That's the Ajiichi Chinese Restaurant.

In the restaurant, there's a Chinese couple behind the counter. Talk to the old man. He will tell you that there are too many Chinese people living around here, but his wife blurbs something about the 'Three Blades'. Explained to you by Tao-san, the Three Blades are formed by the alliance between Chinese barbers (razors), tailors (scissors), and cooks (knives). He gives you those names of the stores: Manpukuken Ramen for the cook, Maeda's Barbershop for the barber, and Mary's Patches for the tailor.

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05. THREE BLADES AND LIU-SAN
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You could go to any of the three sites that Tao-san referred and still end up in the same place so it doesn't matter.

If you opted to go to MANPUKUKEN RAMEN: Use my map to find this restaurant (MR), at the northeastern corner. However, this bar-like restaurant is only open from 5 PM to 4 AM so... Anyway, you will be directed to Bar Yokozuka for more information. Talk to the duo sitting on a comfy couch about the Three Blades. They will tell you about Liu's shop, over at the empty street, just next to the entrance to Sakuragaoka.

If you opted to go to MAEDA'S BARBERSHOP: It's in the southwestern corner, marked as 'MA'. It's an enclosed shop, no openings anywhere except for a door. Of course, there's the classical spinning barber post to signal you. Inside that shop, there's a crouched man mopping the floor. Talk to the man (Maeda-san) and he will refer you to Liu's Barbershop. Looks like he got discharged from the hospital today so, hopefully, he's available today!

If you opted to go to MARY'S PATCHES & EMBROIDERY (MP): This store is absurdly easy to spot. From the street, you could see the man, Itoi-san, waiting patiently for gullible customers. Ask him... He will recommend you to go to Liu-san's shop at the north end.

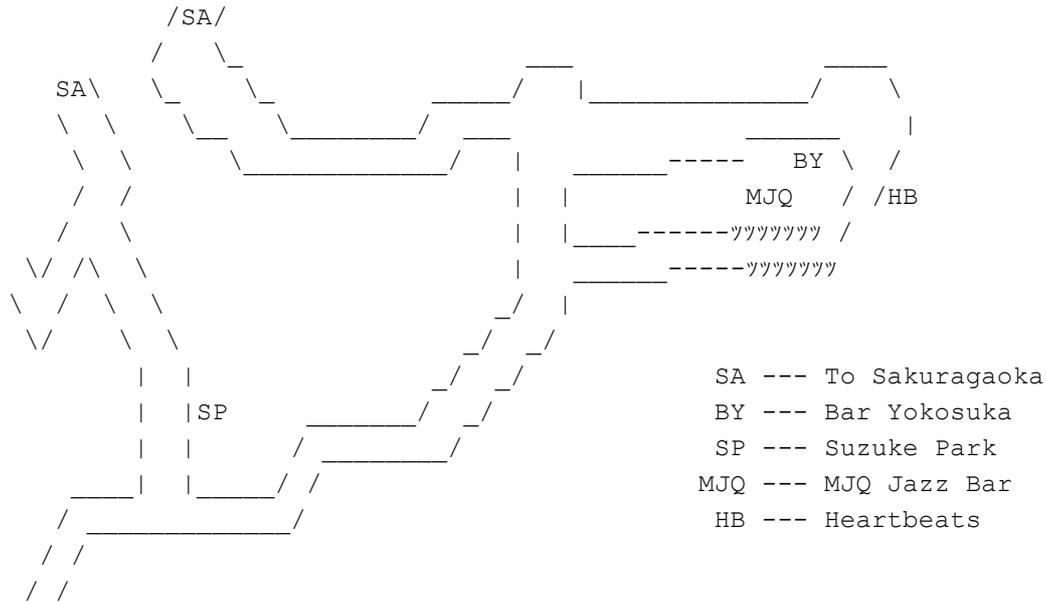
Located at the northern horizontal street, Liu's Barbershop is covered with white and green paint. If you've spoken with one of the Three Blades' members, this shop is open for everyone. Go ahead and do what you do best: talk! The man is Liu's son and he tells you that the senior has gotten out of the hospital and, despite his recent conditions, he likes to exercise in the Suzume Park.

Follow the path to the south, past the Tom's Hot Dog Stand, and go right just before the visually bright You Arcade. If you're having trouble locating the Suzume Park, it's marked as 'SP' on my map up above.

Liu-san is the only man in the park so it won't be difficult for you to locate him (he gets out at 8 PM, however). After initiating the conversation, he will explain the true purpose of the Three Blades (bodyguard for the Imperial) and he recalls the name of Lan Di. According to him, Lan Di is an elite that works in a Chinese mafia. Sounds horrifying... He tells you that sailors around the area might know about the mafia.

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06. LOOKING FOR THE SAILORS
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Dobuita



Alright, let's ask around for sailors. You could ask just about anybody about the sailors, ranging from Fuku-san to Nozomi to Tom. The closest one would be Tom and maybe Nozomi so ask them. They will immediately tell you that sailors like to get drunk and start fights at bars... Check the game's map or my map... either one, you'll notice that all of the bars are located at the east side. (reminds me of my neighboring city: Detroit... their east side is the worst, filled with gangs and crap)

What's next? Well, there are three bars, but only one is the target. If you go to Bar Yokosuka, the bartender will happily let you in and have a friendly conversation with you. He will point you to the other two bars, MJQ and Heartbeats. Thanks a lot... </sarcasm>

If you're curious about the MJQ bar, read the following section:

SIDE-QUEST ALERT - PLAY BILLIARDS!

| If you opt to go to the confined MJQ Bar, make sure you go there after 7 PM|
| because if you don't, there's nothing happening there. Anyway, after you've|
| gotten there (after 7 PM), there will be 2 sailors by a pool table. Talk to|
| them and they get all pissed off... And challenges you to a billiard SHOT! |
| Now, I cannot help you because there are several different shots so I can't|
| really help you... Just concentrate and tap the D-pad to move the stick. |
| Try to make the white ball hit the other ball so it goes into a pocket |
| (I know, I know, you knew that). If you miss... you get to pay the guys |
| 1000 yen! ^_^ If you make it, the sailors will tell you about the OTHER |
| sailors at Heartbeats and let you go. |
| |
THIS SIDE QUEST WILL NOT BE PLAYABLE IF YOU WENT TO THE HEARTBEATS FIRST!

Time for the moment of truth!!! *drumroll* Finding the Heartbeats bar can be tricky since it is not visible from the streets. You have to find a stairs on the east side and go down. To make matters easier, the stairs is just across the street from a blue motorcycle (and a man is tinkering with it). Find the stairs and go down.

and he recalls him, coming in the proximity of his shop a few days ago, about 7 PM. Pretty late... So, wait until 7 PM or a bit after in this area to investigate.

By the way, if it's in the morning, you could waste time by going to the You Arcade (southwest corner) or playing slots at the Slot House (northeast corner). However, I'd prefer to spend the time doing a nice side-quest, entitled 'ENOKI STRIKES BACK', just ahead in the walkthrough because once you find Charlie, you can't do this side-quest and you get to fight!

Back to the main storyline... If you wait until 7 PM for the Charlie at the front of Jupiter's Jackets... You won't find anyone. How sad... However, if you walk to the west a bit, towards the You Arcade, you will encounter some guys! Which guys? Charlie's gang! What luck! But... looks like Charlie were waiting for you and he's not here. The thugs are here... to fight you!

There are five guys here - but they can be easy if you isolate them out. How? By going to a faraway place and waiting for a guy to come. The others will stay behind or try to catch up and lag. Pick them off, one by one, with this method. Connect with strong combos such as X, A, A, A or whatever.

After making them pay, you will grab one of the guys and threaten to break his arm if he doesn't tell where Charlie is... He doesn't know, but the tattoo parlor (where Charlie must've gotten the tattoo) is at 'Okinawa'. Good enough.

You could talk to whoever you want for a million times where the tattoo parlor is and still don't know if you paid attention what the white guy said after the fight - 'Okinawa'. So let's research the name by looking at the map in the game. The only place with 'Okinawa' is the 'Okinawa Heights', just by Bar Yokozuka, on the north side.

Go there, even at nighttime, and look around... At the first floor, there's nothing suspicious... But there's still the second floor to look around. If you looked closely to the doors on the second floor, you would point out a blatant ad standing out. Press A on the door to enter (remember, go there at night!). Yep, that's the tattoo parlor! Talk to the artist and he will comment on your even-layered skin (whatever, man) but Ryo insists on finding Charlie. After some pestering, the artist finally confesses that Charlie is coming by tomorrow.

Get out of the parlor and turn around. Look at the sign on the door... 'OPEN 14:00 - CLOSE 24:00'. So come back here after 2 PM, tomorrow. Good luck.

SIDE-QUEST ALERT - ENOKI STRIKES BACK

| *DO THIS BEFORE YOU MEET CHARLIE AT THE TATTOO PARLOR! |
| | |
| This quest will only occur at a sunny day (yeah, I came here looking for |
| this quest on a rainy day... duh me. Just don't come here on December 5.) |
| and from 9 AM to 7 PM. Go back to Sakuragaoka Park in Sakuragaoka. Enter |
| the park to find Nozomi trying to defend a boy from Enoki and his pal. As |
| the thugs were going to 'do' Nozomi, Ryo steps in! Our hero! Heh. After |
| some trash talking, a Free Battle with the thugs will occur. |
| | |
| This is probably your first true Free Battle, so pay attention of what you |
| do here. If you had trouble beating the guys, you might want to practice in |
| the Dojo to tone your skills. Anyway, just defeat them with some basic |
| moves such as kick combos. Don't forget to dodge (Y button) too. Really |
| simple. |
| | |

| After the battle, the thugs apologize profusely and leave. Nozomi will
| thank you, lovingly. That's all... did you have fun?
|
| Angel says that you still can meet Enoki here on December 5, as long you
get there before 5:30 PM. Thanks, Angel!

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08. THE CLASH WITH CHARLIE
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Dobuita

Wait until 2 PM (do the side-quest up above or spar with Fuku-san or play games to pass the time) and go back to the Okinawa Heights. Open the door leading to the parlor. Inside the room, you hear two thugs (whose you fought the other day) talking about how 'bad' and 'evil' you are... Blah. Anyway, they bail immediately after they spot you. Wussies. You ask the artist about Charlie. He points at the bed, hidden behind some gloomy curtains. Press A to open the curtain and be prepared for a QTE:

Left, A

You force Charlie into submission with a twist to his arm. Strangely enough, it's not the right Charlie. You decide to inflict a bit more pain for some information. After whining some, the fake Charlie finally gives into the pain and promises to arrange a meeting for you. Location, time? Tomorrow, 3 PM.

Get out of here. As you're walking down the stairs, Nozomi comes out of nowhere (a pretty girl like her on this kind of place? XP). Looks like she really loves you... Ahem. Nozomi will just comment on her concerns about you and your current state of mind. She understands that you're having a hard time but you shrug it off. Hah... Sly fox.

What to do? Well, you could train and stuff in Sakuragaoka Park for the rest of the day or play some games... but there's something to do back in the Dojo so let's go back to your house, via Sakuragaoka and Yamanose. Once in your residence area, bypass your house and go to the dojo, in the back. Ryo will, without your aid, go into the dojo and mediate for a while. Fuku-san will come storming in (well, not really) and asks you for a spar match. Accept and enjoy the match! He's actually pretty tough for a fruitcake! ^_^

Hazuki Residence

After the match (nobody will win or lose, just level up your moves up), Ine-san will come up to you to give you the letter. Remember the opening sequence, after the death of Iwao, when Ine-san got a letter out of the mail box and kept it? That's the one! Looks like she finally decides to give the letter to you. However, the characters are all in Japanese so you can't really read it right now. Oh well... If it's nighttime, go to your room and sleep...

The following morning, Fuku-san will come up to you and asks you about the object that Ine-san gave you. After finding out what's it about, he realizes that he cannot help Ryo... Futile...

*NOTE: You can do the dojo scene in the next morning, don't have to do it at

the night.

Sakuragaoka

Walk through the streets of Yamanose, to the residential district of Sakuragaoka, where you encounter a bawling young boy... Looks like Charlie wants you RIGHT NOW! The thugs has taken the ball from the boy and commands the child to bring you to him if he wants the ball back... You sneak around the corner and sees the gangsters smirking at you... Time for a Battle! As usual, the opponents are pathetically weak so you shouldn't have any trouble if you practiced. After taking three thugs down, the 'leader' grabs the boy... The boy drops the ball down! Time for a QTE to kick-snipe the bastard!

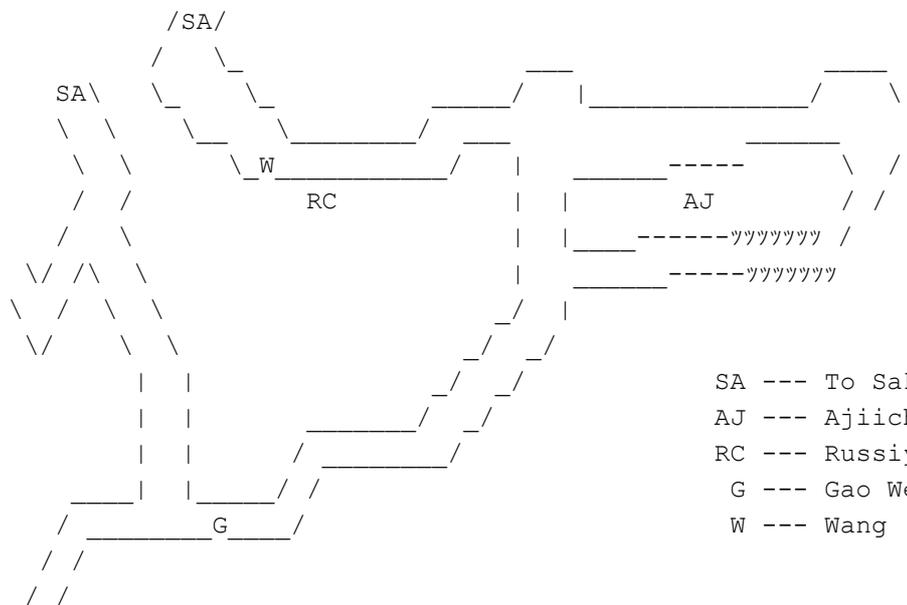
A

After knocking the guy out cold, you turn around and bang the thug behind you. All clear! Nifty... You come up to the boy and discovers that he is a Chinese... but doesn't do anything? (Why didn't he ask him to read the letter??? What a nitwit!)

Looks like Charlie doesn't want you anymore so this section is all done.

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09. WHO CAN READ CHINESE?
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Dobuita



- SA --- To Sakuragaoka
- AJ --- Ajiichi Restaurant
- RC --- Russiya China Shop
- G --- Gao Wen
- W --- Wang

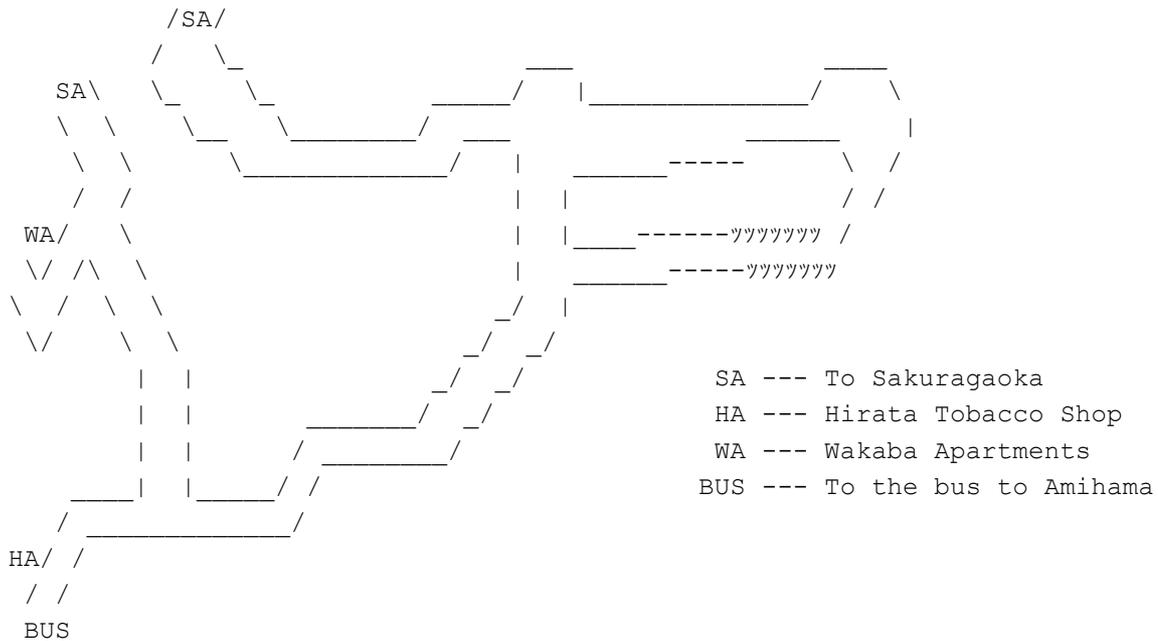
Continue on to Dobuita. Your goal is, obviously, to find someone who is fluent in the Chinese language. There are two ways to find the person... You could go to the Ajiichi Restaurant and ask Tao-san, who is a Chinese, about it. He will direct you to his worker, Wang. If you've traveled around the north side frequently, you should have seen him already. He's the one begging you for some money for a drink! To find him, go on the northeastern street and he will automatically ask you. After a conversation, Ryo will ask him about the letter. Unfortunately, he doesn't read Chinese. Fortunately, he knows someone who can. That person that Wang was talking about owns the Russiya China Shop. Let's go there!

If you wanted another way (shorter one, actually), just go down to the 'G' on my map to find Gao Wen again. (the boy who you saved from some thugs a moment ago) Since he's a Chinese, he must know something! He's clad with a green jacket and hoisting an umbrella if it's raining. Ask him and he will tell you about his grandmother, who owns the Russiya China Shop. Let's dash!

At the Russiya China Shop (with purple awning if you can't find it), Ryo will come up to the lady, Xia-san, and introduces himself. She will recognize your name because of what Gao Wen told her (you saved the boy with the ball, blah, blah). Ryo asks the kind lady to read the letter. Xia-san, like a pro or even a master, immediately comprehends the style of the letter: reversed Chinese Kanji, combined with some special writing! Interesting... What does it say? "Beware of those who seek the mirrors..." From Zhu Yuan Da (actually Yuanda Zhu but whatever)? Master Chen? Strange! The woman discovers something written at the back: "Father's Heaven, Nine Dragons, Mother's Earth, Comrades" (I actually remembered all of this by heart! I need to get a life...). Another discovery: a phone number: 0468-61-5647 (yep, memorized this too). That woman sure is a HUGE help!

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 10. CALLING THE NUMBER
 =====

Dobuita



Now, you have to search for a phone to use. If might have remembered of two: the booth in Sakuragaoka and on the counter in your house. There is a third: in the shop, in the south end of Dobuita, Hirata Tobacco Shop. If it's daytime, you can use Hirata's phone and the other two. If it's nighttime, you can only use the booth and your house. Of course, you would prefer to use your house since it is free!

Anyway, when you've found your preferred telephone, call the number: 615647. (the first 4 letters are the area code so scratch that) A man will reply, mysterious, with a statement out of the 'code' in the letter (Father's Heaven, Nine Dragons, Mother's Earth, Comrades) and you have to tell him the next word, so if he says 'Father heaven' then you answer back with 'Nine Dragons'. Simple enough. After two trials, he will tell you to come to the Warehouse #8. What warehouse? I dunno.

SIDE-QUEST ALERT - THE DATE WITH NOZOMI

| You can only do this during the second disc AND before you get the Sword
| Handguard. Also, if you want to do the next side-quest (Fuku-san's Love),
| you HAVE to do this side-quest, no questions asked.
|
| First, go to your house by 7 PM. If you're there at that time, you should
| hear the phone ring (a bit after 7 PM). Pick the phone up, of course.
| Who is it? Nozomi! She'll ask you out for a date in the Sakuragaoka Park!
| Sounds steamy! Go to the park and make mad love with Nozomi. <3
|

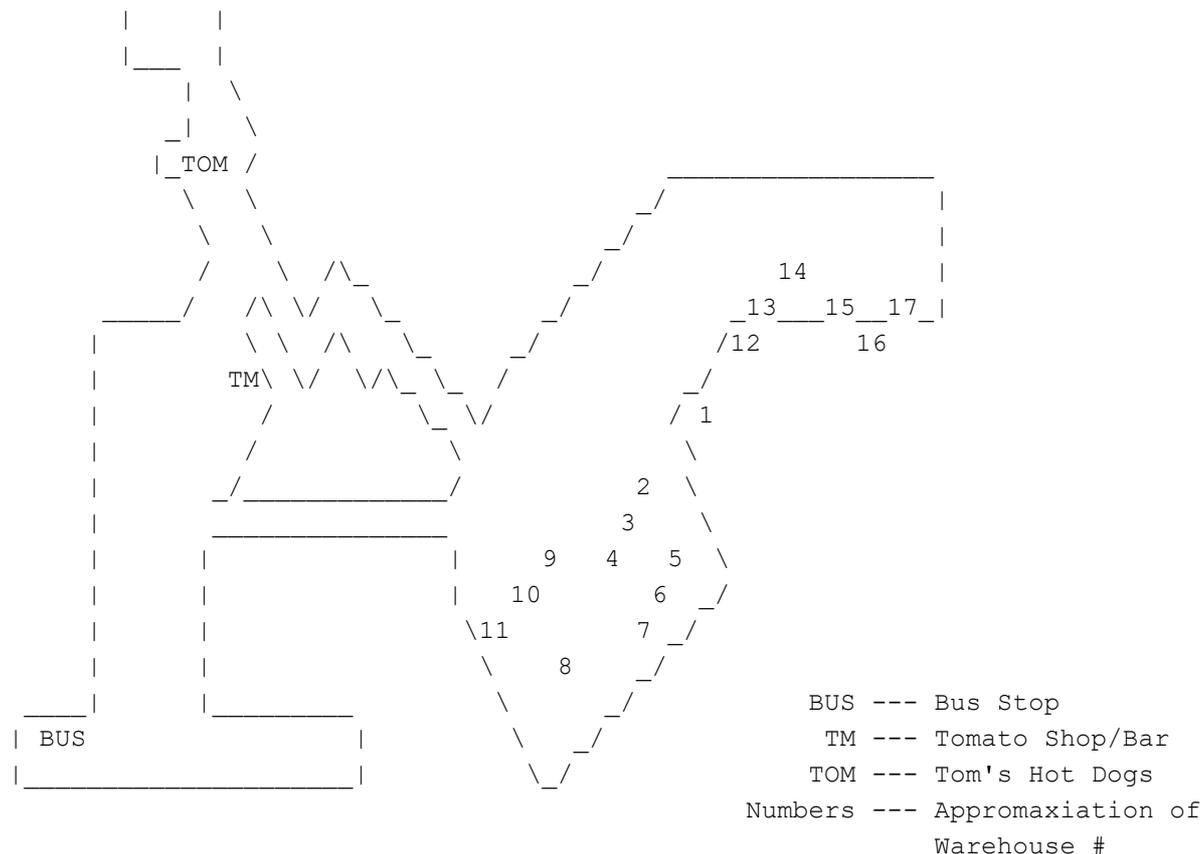
SIDE-QUEST ALERT - FUKU-SAN'S LOVE

| Again, you can only see this before getting the Sword Handguard. What's
| more, this side-quest only occurs on the NIGHT AFTER the date with Nozomi!
| Strict timing here!
|
| After the date with Nozomi (explained above), go back to Bar Yokozuka the
| following night, from 7 PM to 11:30 PM. Some guy will tell you that
| Fuku-san called for you because he has a crush on Akemi. *rolls eyes*
| Return home to chat with some buddies.
|

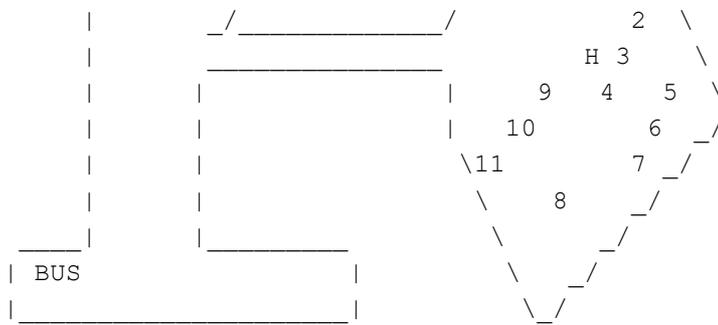
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11. YOUR FIRST ACTION IN AMIHAMA
=====

Amihama Harbor



After a fairly lengthy bus ride (well, not as long as the ride from Aberdeen



- MAI --- Mai's Hangout
- H --- Hisaka-san
- BUS --- Bus Stop
- TM --- Tomato Shop/Bar
- TOM --- Tom's Hot Dogs
- Numbers --- Appromaxation of Warehouse #
- OLD --- To Old Warehouse District

Now you have to find the Old Warehouse District... but you don't know where... No worries, just get behind the Warehouse #4 to find one of your good friends, Hisaka-san. She owns a little shopping stand, but she knows everything that's going on around here. Whenever you have trouble, just ask her for some help. Anyway, find her and ask her about the Old Warehouse District. She'll point you to the north, down a street by the ocean. On the way, you should be able to see Tom (still dancing to that damn music!). Talk to him if you like. Just go around the corner when you finally get to the end (look at the map).

Look at the opening... Go ahead and walk through it. Guess what? Yeah, another cheap-ass security guard stops you for no apparent reason! *sighs* If it's not at 7 PM or close to it, you can do the following side-quest to pass the time:

SIDE-QUEST ALERT - MAI'S DILEMMA AND A DELIVERY

| Okay, after getting caught by the idiot guard in the Old Warehouse District, go back to Hisaka-san's 'mini-store'. If you get close enough, a scene automatically starts rolling. You witness an event where Mai, Hisaka's (she really looks PRETTY in that scene... mmm) little sister tries, in vain, to get some money out of Hisaka's pocket. Mai goes off, storming, as Hisaka is left depressed on how Mai has gone downhill. Ryo comes over and asks, "What's wrong?" Hisaka-san explains everything to him and asks if he could help. Accept if you want to help. (there's a QTE so it is pretty fun...)

|

| Go east, and walk among the towering metal crates... continue on until you see an open gate. Don't go there, just hang a right and a cut scene should occur. You see Mai getting 'down' with other girls (looks like they're just doing NOTHING, but whatever) so Ryo tries to pull Mai out of the evil posse. Futile, Ryo gets attacked by the posse instead. Do this QTE to shove them off:

|

| Left, A, Left

|

| After the QTE, just walk/run all of the way back to Hisaka to calm her down. However, Hisaka offers you a new objective: to deliver 12 lunches to the Old Warehouse District's guards. Ryo, without a doubt, accepts in a heartbeat. In a search for clues, he goes there without your aid and tries to 'research' about some stuff that might help him in his survey. With his incomparable luck, he overhears a conversation about security guards' switch times. Looks like the security is at its weakest from 8 to 9 PM...

If you didn't 'feel' like doing the preceding side-quest, you have to find out about the times of the switch by talking to people. You could talk to people such as guards, Tom, or people fishing near the waterfront. Either way, you

have to wait (no time 'skipping') until 7 pm to get into the district. You could go to the Tomato Mart and play the new game, 'Neo Darts', or just look around and get used to the new area. Up to you.

=====

13. GETTING INTO THE OLD WAREHOUSE DISTRICT AND MEETING CHEN

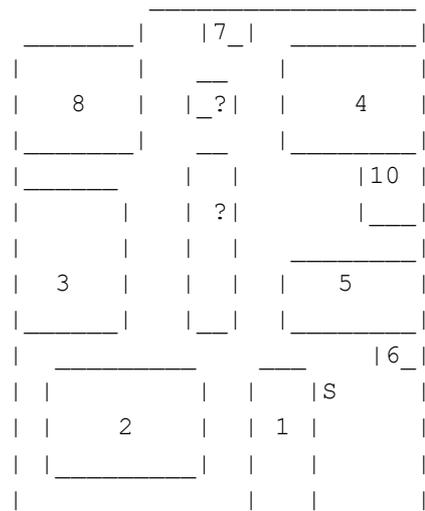
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Old Warehouse District

At 7 PM, go back to the gates to the Old Warehouse District. The security will leave the gate a bit ajar, so there's your chance to get in! Once you get in, you'll have to crawl under the window to avoid the sitting fat-ass. However, you bump into the counter, causing the flashlight to fall. Do this QTE to dive for it: (if you fail, you waste a full day and return to the same spot, but on the next day)

Right

So much for something so small. Heh. Anyway, you have to maneuver through several guards to the Warehouse #8. The area sure seems VERY imitating, but it's really nothing if you know where to go. Use the map below to create a path to the destination.



The 'S' is your starting point. You should go north, past the '5' and two mysterious stashes (?) and go left, to the door of Warehouse #8. Simple as that. Make sure you don't get seen by the guards (only 3).

If you get seen by one of the guards, you get penalized by a day but you get to go back here without going to the bed, on the bus, etc. Also, if a guard does see you, RUN! Do your best to try to find the door to #8 and you might shake them off and make it! Better than nothing, right?

*NOTE: This is the best place to get the 'Bad Ending'. Fail the mission over and over again until April 15 and you will get the bad ending. Read the secrets section for more info if you don't know the hell what I'm talking about!

When you're inside the dusty, depressing, damp, demeaning Warehouse No. 8, take your time to look around... but I bet you already did and came here for a tidbit of information to move on... Just go on the first floor and look at the shelves with some antiques. There should be a bright white plate standing out... zoom into the plate and click 'A'. Ryo will pick up the plate and the bright lights shock and stare at Ryo, causing the plate to fall from Ryo's grip.

A Chinese man comes walking down the stairs, clearly posing a threat to Ryo.

As he was going to face Ryo, another man comes down, this time an elder, and stops the younger version of a Chinese. He inspects the well-being of Ryo and figures out that he's the guy who called him earlier. You get to the point, giving the Chen (the old man) the letter from Yuanda Zhu (Zhu Yuan Da). Chen recognizes the writing as Zhu's and approves it. He has, like most of people around here, known about the dreadful death of Iwao. He explains to you about the mirror that Lan Di took. Fortunately, he took only ONE. Why? There's another one, the Phoenix mirror! Chen tells you to come back when you have the Phoenix Mirror, which is still hidden somewhere in your house.

The next scene is in your home, the next day.

=====
14. THE PHOENIX MIRROR
=====

Hazuki Residence

First, go see Ine-san (in the kitchen) to see what she has to say. She will acknowledge that Fuku-san is looking for you, in the Dojo. Go over to the Dojo. You see the guy standing by the cherry tree. As he is approached, he suddenly turns around and apologizes immensely. About what? About his stupid blah-blah talk to Ine-san about your travels. (Like he was threatened by a 80-year old woman! *rolls eyes*) Ryo brushes it off and asks him about the Phoenix Mirror. He doesn't know. That stupid bloke. Ine-san probably would know... Of course, Ryo will talk to Ine-san. Looks like that evil woman was over-hearing the conversation. Bahaha, busted. She mentions that Iwao once went, without any good word explained, to a Antique Shop to store something. That's a GOOD lead! Whoo! Go back to Dobuita, the shopping center of Yokosuka.

Dobuita

There are a TON of people to talk to about the Antique Shop. The person I went to was the lady in the Russiya China Shop, Gao Wen's grandmother. She helped me immensely, quick to the point. I'm sure Tom and Nozomi could provide you with the same information so find whomever you want to talk to and find out.

The destination: the Bunkado Antiques, just northeast of Tom's Hot Dog Stand. It has a clear, pristine white doors so you should be able to spot it easily. (Kinda next to the Tomato Store) In that shop, an ancient guy (no wonder this is an ANTIQUE store, hah) comes up to you and tests his memory and success: you're Ryo Hazuki, he says. He offers his condolences about your father. Nevertheless, he knows why you're here and gives you Iwao's prize: the SWORD HANDGUARD. Time to go back, to home!

Sakuragaoka

As you walk to the left, toward the upper road to Yamanose, a man in black confronts you. Who's that? Oh, that's Gui Zhang, Master Chen's son. He, indirectly, starts a fight with you, man to man.

Now, in this battle, you just have to survive through a certain amount of time (I don't know how long but it's not long). So, use your Y button frequently and make him miss his long kicks. When he's stumbling, tap your A button to catch him off-guard and sent him off-course. After a while, Zhang will stop and announce that he is your new bodyguard. Then why did he attack you. Crazy crap, man.

Beneath the shadows is your new predator...

Hazuki Residence

As he was sweeping the floors of the entrance, Fuku-san proceeds to talk to you. Ryo shows him the Handguard, but he doesn't provide you with any valuable information. Go ask Ine-san, in the altar room. Not surprisingly, all she gives you is some crappy information about some stars or something. Bah. Luckily for you, you have THIS GUIDE. You rock, just for using this guide. Heh. Anyway, if you haven't gotten the MYSTERIOUS KEY, you HAVE to get it NOW. To obtain it, go to the room of Iwao and open the drawer on the right side of the desk. under the box is the key. Get it and go to the Dojo.

Dojo

Remember, get the MYSTERIOUS KEY first! *sighs* Here goes... The use of the mysterious Mysterious Key... WILL BE REVEALED!!! *calms down* You see two banners in the back of the Dojo, next to each other? To the right of those is a small rectangular locked box. Guess what? You get to use the key here! Press Y while standing by the crate to bring the menu out and select the Key from that inventory on the top. Ryo will equip it on the box and unlock it. He picks up what's inside: a SWORD. Hmmm... What's that for?

I'll tell you right now: take down the banners that I was talking about. behind those are two holes, one behind each one. They are some kind of concaves, a slot for something to insert into. On the right is a thin one, while the left has a round one with two pops. If you actually thought hard, you would know what they are for. The right one is for the sword you just got. Insert the sword into that one. The left one? Remember the Handguard? That's it, put it on the hole. Ryo pushes the wall and viola! A hidden passage! How dramatic!

Hazuki Residence Basement

You notice without warning that the entire gallery is pitch-black. If you have collected a flashlight during your recent travels, you don't have any problem. If not, return to the Hazuki house and open the cabinet under the telephone for one. Problem solved. On the menu, highlight the flashlight and press A to use it. Now you can see!

At the end of a tiny tunnel, you find yourself in a relatively empty and small room. The first problem would be the lighting. You could stay dependent on your flashlight but if you take too much time, it will go out. Lighting the candles, which are scattered all over the room will certainly help, but if that won't work, just buy a light bulb from the Tomato Store in Dobuita and stick it up the lamp.

Time for the exploring... I'll make my map simple:

EN		
	AX	EN --- Entrance
		SA --- Stab Armor (middle tier)
SA		SC SC --- Scroll
		PF --- Photo of Father (in box)
		WF --- White Leaf (in book)
		C --- Candles (in drawer)

```

|                               |          SV --- Shelves that you must pull
|PF                             SV|---   AX --- Axe
|                               |PM |    PM --- Phoenix Mirror!
|                               |---
|                               WF  C
~~~~~

```

First, pick up the items that you would like. Stab Armor is probably the only worthwhile thing that you could actually use. Anyway, go to the shelves in the southeastern corner (SV) and look down to see the marks. Looks like it has been moved back and forth a lot... Stand on the end of the shelves and pull it. Get on the other side and look down yet again. A different-colored wall! Go by the entrance and get the axe. Go back and smash the covered-up portion of the wall out. Ta-da! The PHOENIX MIRROR! Finally...

Back in the Dojo, Fuku-san, like an annoying bastard, notices the mirror and whines even more about it. Apparently, he's too scared to even look at it as Ryo is fascinated by it. Ugh... Ryo knows what to do. Do you? Go back to Master Chen!

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=====
15. BACK TO MASTER CHEN...
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Hazuki Residence

Remember your first venture into the property of the Chinese, Master Chen? You had to experience a tough ordeal (for the beginners, at least) to get into the older version of Warehouse No. 8. This time, you can bypass the job of dodging the guards. How? Just call mister Chen! 0468-61-5647 is the number if you forgot. Do the Father's Heaven, Nine Dragons, Mother's Earth, Comrades thing again to get the right to talk to Gui Zhang. Now you can go!

SIDE-QUEST ALERT - LEARNING ABOUT THE MIRRORS

```

| You probably have no clue what the Mirror is all about if you haven't |
| played Shenmue II (that game is littered with a lot of information!) but |
| you can still grab some vague information in this game, including the |
| infamous mystery girl, Shenhua Ling. Here's how: |
| |
| In Sakuragaoka Park, you find the elderly Yamagishi-san (looks like he |
| recovered from that accident) sitting down (maybe not). Talk to him to |
| listen what he has to say. |
| |
| Back at Russiya China Shop, talk to the lady inside and she provides you |
| with something valuable: a scene of Shenhua! She also tells you some more, |
| something about the stars but eh. |
| |
| The last one: the Bunkado Antiques. The owner once told you that he don't |
| have any clue about a Phoenix Mirror but he knows about some stone mirrors |
| imported from China. If you haven't beaten Shenmue II, you should come over |
| here, pretty interesting information. |
| |
|-----

```

Amihama Harbor

Back to the point, go back to Amihama via the bus as usual. Make your way to the Old Warehouse District. As you're passing through the front gate, a guard will stop you, but don't worry, Ryo tells him all about Chen and him. You are

allowed to pass so go ahead and enter Warehouse Eight.

Once inside, Chen takes a good, long look at the Mirror, one of the rarest items in the Asian kingdom. Chen and Ryo discusses about the Chiyoumen, Lan Di's mafia group and the Mad Angels, which is connected to the Chiyoumen. Suddenly, the skin-headed bastard appears again and drops down to your level, grabbing the Mirror out of your feeble hands! Ah damn. Do this QTE to retrieve the Mirror:

Left

Ryo forces the pulley to shake, causing the Mirror to fall. It's yours now! The monster goes out, leaving you all alone again for some more serious talk. Ryo begs Chen to help him find Lan Di, which is assumed to be in Hong Kong, but Chen nor Gui Zhang will budge. Therefore, Ryo has to go out by himself. Boohoo.

Hazuki Residence

Nothing big here, just a scene with the wide-eyed Fuku-san gazing at the Mirror before going to sleep.

*You might see a dream about the Mirror and an owl. Hint: Shenhua.

=====
16. MONEY FOR A TICKET TO HONG KONG?
=====

Hazuki Residence

Ryo is greeted with his bank account lying right front of him, all 36,000 yen. However, that is not enough for a plane ticket to Hong Kong. What to do? Let's ask Fuku-san for now, he's in his room. Ryo tells him all about his plans to go to Hong Kong and the duo decides to tell Ine-san about it. As Ryo was making it look like a vacation (that's what he intended), Fuku-san screws everything up, causing Ryo to do everything by himself. Typical of him...

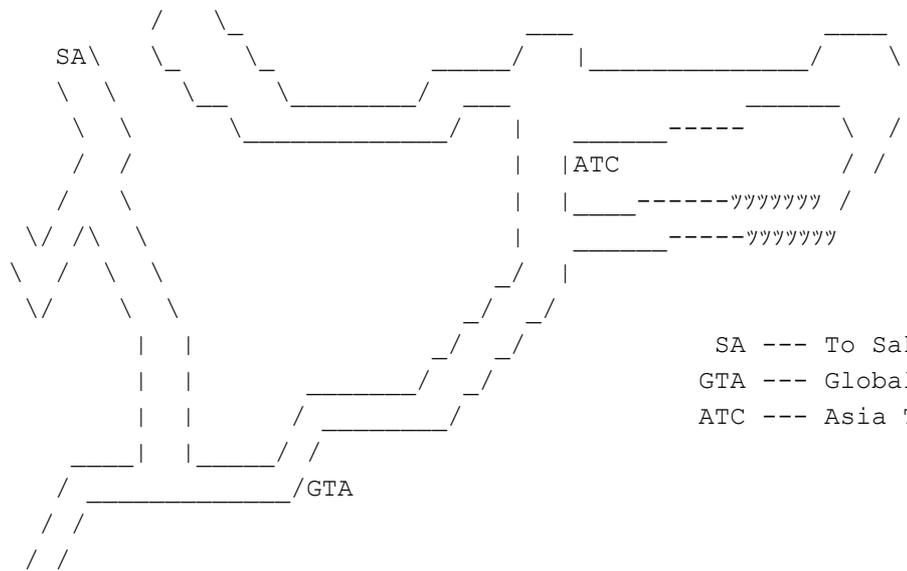
Earlier, Fuku told you about a travel agency in Dobuita, so that's your only lead as of now. Go back to Dobuita to hit it off.

SIDE-QUEST ALERT - THE MISSING KITTEN

| If you didn't opt to use the 'Area Jump' to jump to Dobuita automatically, |
| you have an opportunity to do this side-quest. Once you pass through |
| Yamanose at day, Megumi catches you with terror on her face: the adorable |
| kitten is gone! Forever? Not if you can help it! Finding the cat is quite |
| simple but if you can't find it, just go to the stairs in the middle of |
| Yamanose and find a set of green clotheslines. The kitten is around that |
| area. You can only do this before you access Disc Three, which will occur |
| pretty soon. |

| By the way, you get to talk to Nozomi and watch as the love blossom so this |
quest might be worthwhile for you, hah.

Dobuita



SA --- To Sakuragaoka
 GTA --- Global Travel Agency
 ATC --- Asia Travel Co.

Your mission here is to find some information about the prices of the plane tickets to Hong Kong. If you have a good memory, you already know of one travel agency: the Global Travel Agency, which is directly across Tom. Go over there and ask the guy behind the counter about the price: 198,000 Yen! *dies* Luckily, there's one more, but I doubt you know of that place. You could ask various people about the remaining travel agency, but hey, you have me. :) The place is called 'Asia Travel Co.', located at the rusty northern side. Inside that shop possesses a nasty bitch who will bark at you because she's trying to read something. o_O Anyway, at the end, Ryo finds a deal worth 158,000 Yen, which is out of his range. After getting both prices, go back to Fuku-san to discuss some more.

Hazuki Residence

Back home AGAIN! Go to Fuku-san's room once again and show him the 158,000 yen pamphlet. Fuku-san, in his remorse, decides to offer you his life savings, which are not sufficient to exceed 158,000 yen. For once in his life, Fuku comes up with a brilliant idea: ask a frequent flyer, Nozomi about it! What a great idea, seriously!

Dobuita

Too much backtracking back and forth... man. Go straight to Nozomi, in her shop, Aida Florist. Talk to her several times and she recommends you to buy a BOAT ticket. *sigh* Time to ask the agencies again.

The Global Travel Agency won't do you any good so go back to the Asia Travel Co. The uber-annoying woman is there again... ugh. Ryo will ask her about a boat fare to Hong Kong and it's only 69,000!!!! YOU CAN BUY IT! WHOO!!! Ryo pays up, without any slight doubt in his mind. That fool... We all know what will happen, don't we? The woman tells you to come back in 3 or 4 hours so wait. If the preceding scene occurred after 8:00 PM, you'll have to come back the next morning, sorry.

After 4 hours of waiting (or whatever you did), enter the Asia Travel Co. again for your ticket... or it seems so. The woman is gone and the owner, Jimmy is in duty. Ryo politely asks for the ticket but Jimmy claims that he has heard of no such thing. Ryo get frustrated and beats up two thugs behind him, scaring Jimmy to his nerves. Ryo picks up Jimmy and demands his ticket. Jimmy gives in and promises a phone call in the next morning.

SIDE-QUEST ALERT - NOZOMI'S CONCERN

| The timetable for this side-quest is kinda tight. It can be seen during |
| either before or after you meet Jimmy (the guy that you meet after the |
| 4-hour wait) but it has to be on the same day. First, you can meet Eri, |
| Nozomi's friend after 7 PM outside the You Arcade. She requests you for a |
| reason for Nozomi's attitude (depressed) lately. Nobody knows so let's |
| leave. |

| Back at your house (after 7 PM), go into the shrine/altar and Ryo spots |
| something different: there's a new bushel of flowers! Ine-san explains |
| clearly that Nozomi brought Iwao's favorite flowers in the honor of the |
deceased man. How touching... and sad that Ryo still doesn't want her!

Nothing to do except to sleep for the next day, the judgment day for Jimmy.
That night, you will foresee a dream of Shenhua.

=====
17. JIMMY'S PHONE CALL
=====

Hazuki Residence

Ryo jerks the phone off the nosy grasshopper and talks to Jimmy. As promised,
Jimmy gives you the location of the rendezvous point: YOU Arcade, at noon.
Looks like you have some time to waste... No side-quests to do, sorry.
Playing at the arcade would be fine.

Dobuita

Noon, You Arcade. Jimmy? Nope. It's Chai, the skinhead! He eats the ticket for
once and all. Oh damn. Time to battle him for the first time! He is extremely
tough, due to his heavy amount of HP. His attacks isn't that dangerous but
you're fighting in a crowded area so it's hard to avoid them. The best way to
defeat him is to press Y repeatedly (dodge) until you have a clear shot at
him and kick away! Use special kicks like Hold Against Leg and equip it on the
R button and you should get him every time. The battle will be long but if you
lose, Fuku-san will come over and save your sorry ass. Chai runs away while
you return to your humble abode to rest.

Summarized, your R button should have the Hold-Against-Leg move and use it
on Chai every time for several minutes and you could win. Makes no difference
to the story anyway.

After rehabbing, go back to Dobuita to make Jimmy pay, severely. He's still at
his shop, the Asia Agency. It's closed but knock on the door anyway. He will
come out and attempt to run away from Ryo's wrath. Do this QTE to end the
disc:

Left, Right, Left, Right, Left, Right, A, Left, Left, Right, Left, Right, A

There are several variations if you mess up but don't worry, it's pretty
straight-forward, just pay attention. After catching Jimmy, the disc ends.

Onward...

| during Disc Two. If you didn't then this will NOT happen. This won't happen
| during a rainy day or after the Christmas Day, either.

|
| The first part (not required for the access of the second part): go see
| Eri again. She's in her usual spot, in the front of You Arcade at about 7
| PM. She warns you of a crying Nozomi in Sakuragaoka Park, where you had the
| date. Go straight to the Park.

|
| Now, the meat of this side-quest: seeing the weeper. Nozomi is sitting all
| alone under the moon without any tough boy to caress her... :(Ryo comes
| over and asks her what's up. Watch the ensuing cinema for a surprise twist.
| ***If you're either too lazy or unable to see this scene, I'll tell you the
| spoiler: Nozomi is moving away to Canada.*** Boohoo.

You dream yet another dream about the Chinese girl of your dreams, Shenhua.

The Next Day

Back at the Amihama on the next day, head to the Warehouse #1 for a date with
Goro-san (wait until noon). After finding Goro at last, prepare to watch a
amusing scene of Goro cowering in fear of a puny little girl, Mai (the girl
that you 'rescued' from some girly gang). Goro keeps his promise (thanks to
Mai) and gives you the location of your new job: the Alpha Trading Co.

The building that you need to attend is located at the corner of the harbor
north of Lunch Stand, pretty easy to find with a light blue cargo door. Enter
the building to find the boss. He will hit you off with your new job right
away, introducing you to Mark, your instructor for the forklifting.

Time to play! The controls:

D-Pad --- Turning the wheels
A --- Move the forklift Up and Down
B --- First Person View
R --- Forward
L --- Reserve

Go through Mark's training test and you're all ready for some actual training:
moving the crates into the squares in Warehouse #3! The objective is simple,
just place them neatly within the said squares marked on the ground. This is
just for the TRAINING (although you still earn some money) so don't worry
about screwing up today. It's pretty fun, I know!

After collecting the money, Mark comes back and tells you about an activity
that takes place here at 9 AM the next day. Better be there, whatever it is!

What now? You could ask some people around for some Mad Angels information,
but that's not necessary but rewarding. You might as well do the following
side-quest and go to bed for the next day.

SIDE-QUEST ALERT - KICKING ASS ON A HOG!

| Wait around the open area front of the Lunch Stand at around 7 PM or after |
| to discover a helpless ragged beggar getting chased by two thugs on cycles. |
| Ryo, like a true shaman, stops those two and receives a chicken race |
| challenge. Again, like a shaman, he accepts. Do this QTE to PWN!!!!!!!!!!!! |

|
| A, Down, Left, Right |

|
| Sadly, that is the end of it. That's it, no thanks from the bum. |

=====

19. THE FIRST DAY OF THE JOB

=====

From now on, I will divide the days under the sections: 'Your Job' as the activity that takes up the morning and the job itself; 'Lunchtime' as the actual thing; then 'Amihama Harbor' as the aftermath. The Job that takes after the Lunchtime will be the same as the morning portion so no need for a section for that part of the time UNLESS something happens at that point.

The Job

Instead of rising from his grave at the usual time of 8:30 AM, Ryo wakes up at 7:30 AM in the preparation of his job's activity. (Wondering what that would be? Heh) Don't worry about walking all of the way to the bus, the game will handle that by itself. The next thing you know, you're on a forklift numbered 5.

What's this? A race! Yes, a FORKLIFT race! This is the funniest thing in this disc, IMO. The course is pretty simple, but the drivers are actually good, even if you bump them! They won't go off-course so they will give you a serious race. The prize? A mini-forklift with the place number on it! If you placed 5th, you get a forklift #5. Try to collect them all! Some tips: you can bump into other cars (no penalty)... only one shortcut: near the end of the lap, you can go between a warehouse and a steel standee for a good time cutting.

After the race, Mark rewards you the prize and hands you a map. It's your mission for the day. Today, you have to transport crates from the northern port to Warehouse #18 (use my map on section 18 if you need). If you exceed 10 crates on the said day, you receive a raise. Hell, I got 11 crates before lunchtime so don't think it's rewarding. Bah. Also, you don't have to place the crates squarely within the lines, just place it anywhere in the white lines and you should be alright. Get 10 or more by stacking it up! Good luck! (Lunchtime is 12:00 PM to 2:00 PM)

Lunchtime

It's only your first day of the job and you're already popular! Take a look at Mark's beating by the Mad Angels. Ryo brushes them off with a Free Battle. There are only two guys so you should handle yourself pretty easily. However, this is only the prologue of what will come, harder thugs and fights. This will get serious too soon.

The Job Part 2

Continue your effort of putting the crates into #18 until about 3 or 3:30 PM when three members of Mad Angels stops you and threatens you to give them your salary. Like he should, Ryo shoves them off and ignites a clash. They are TOTAL BABIES! One kick combo from me (A,A,A) K.O.'ed them ALL! That simple. If you won, they'll go away and you resume your hard work. If you lose, you gotta pay up like they said. The Job will end at 5 PM (everyday).

Receive the cash from your ol' boss (and a raise if you did good enough!) and meet Goro outside. He'll still talk nutty (about taking a leak o_o) and brag about his so-called knowledge about this area. Ryo asks him about the Mad Angels and he chickens out. Bah.

Now what? Asking the people won't do you good... so learn THREE new moves before going to bed.

SIDE-QUEST ALERT - SWALLOW DIVE, STAB ARMOR, SHADOW STEP

| SWALLOW DIVE: Walk just past the Alpha Trading Co. (your job) and Gui Zhang | tries to catch you off-guard. He fails, miserably. He offers to teach you | a nifty move, Swallow Dive, only if you accept. Accept! The movement is:

Back+A (almost at the same time)

| STAB ARMOR: If you got the Stab Armor SCROLL from the basement of the | Hazuki Residence, you can learn this move from Gui Zhang. He's gone from | the previous instruction so you have to meet him at Old Warehouse #8. No, | sneaking won't work anymore so you have to call him ahead of the time. The | phone booth can be discovered by the bus stop. The number is 0468-61-5647. | Enter the Warehouse Eight and Gui Zhang will have a look at the scroll and | tell you the directions: Forward, Back, Back, X+A

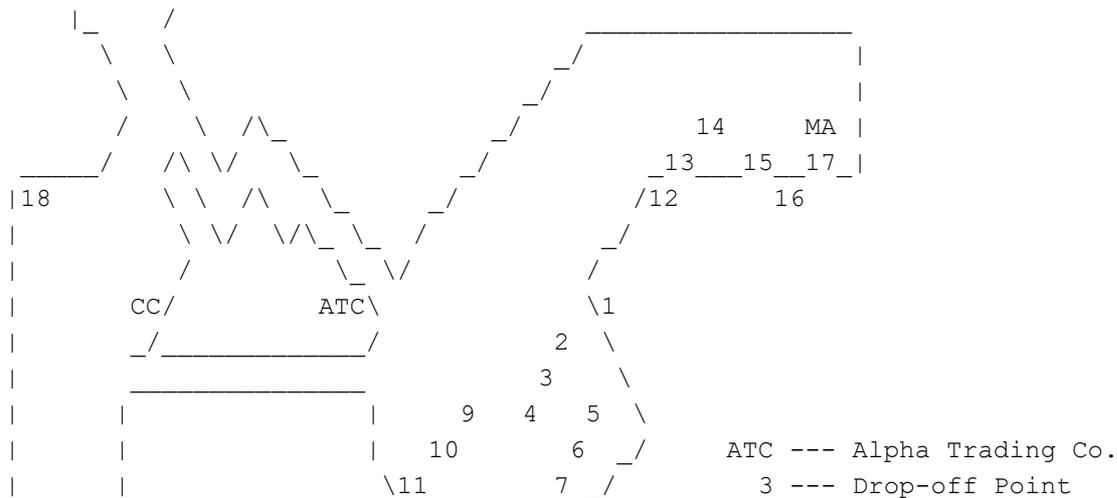
| SHADOW STEP: Walk between the Bar and Warehouse #18 and the bum that you | saved earlier comes up and thanks you with an offer to punch him! What a | strange thank-you present indeed. Unfortunately, Ryo is unable to hit him | at all. The bum is willingly to teach him how he did it. Accept if you want | to. The procedure:

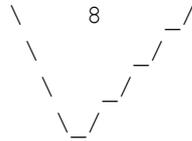
Forward, Y+B

| ***That's it for today, but if you want to practice the moves or master the | Stab Armor move, you can practice at Warehouse #4, behind Hisaka-san's | Lunch Stand. Good luck!

Another dream awaits you in the nightttime...

20. THE SECOND DAY OF THE JOB





CC --- Crates
 BUS --- Bus Stop
 MA --- Mad Angels

The Job

After the daily forklift race, you are given yet another crate-moving job (well, that's your JOB). The pathway is longer this time, hence the lower Quota: 8 crates. From the open space right front of the bar, you have to go around the barrier to the New Warehouse lot, to #3. It's right behind Hisaka-san, just follow the paintings on the floor that says 'No. 1-17 ^'. It's the only one with its door open so it should be easy to spot.

Lunchtime

Nothing special this time. You can talk to the bum near the bar for a notebook entry, but nothing more. Wait all of the way to 2 PM.

The Job Part 2

As you approach the New Warehouse grounds, more Mad Angels are executing their plot for revenge... Once in the warehouse #3, you have to fight FIVE Mad Angels. Defeat them all with combos, and four more (but much more weaker) will come forth for some more beating. Kick their ass to learn about their location: Warehouse #17. Now you can continue as usual.

Amihama Harbor

Investigate the Warehouse #17 clue at once. It's the northeast-most warehouse in the bloody harbor. You would expect, from our previous experiences, that they're waiting for you and ambush you. That is far from the truth. You catch Mark getting beat up again... Fight those bullies to save him. In the battle, you have to be extra-careful because they are actually tougher than the previous ones. Parry some and attack when you're in the open. You have infinite chances to do it anyway. Afterwards, Mark explains his reasons for involvement with the bullies. Finally, you learn something new. Gah.

That's it for today except for one side-quest.

SIDE-QUEST ALERT - SHADOW BLADE

 | If you learned the Shadow Step, you can access this lesson from the bum. If |
 | not, then you're screwed. All you have to do is to show up and you master |
 | the move. You don't do the actual move, you just watch. If you want to |
 | practice the move, do it in Warehouse 4 during the day or the training |
 | spots in Dobuita, Sakuragaoka, or your Dojo. The move: |
 | |
 | Forward, Y+B, X |

=====
 21. THE THIRD DAY OF THE JOB
 =====

The Job

Pretty straightforward today. After the race, get the map of your duty for today and have a good look at it. The drop-off spot is in the Warehouse #18 again, but the crates are in a different place. You should know what to do by now. Don't slack off!

Lunchtime

Before you even gain control of Ryo, Eri makes you pose with Nozomi for one final photo. The first one will have you and Nozomi apart, but the second one will be more intimate. Pick either one (won't affect anything), and say good-bye to Nozomi, who is leaving for Canada. The rest of the lunch period and the job has nothing special happening so I'll skip to the evening.

Amihama Harbor

No side-quests this time so research to spiffy your notebook up. Talk to the bum and he'll tell you that the Mad Angels usually come forth at night by the bar. Uh-oh! Better wait until night and come here!

Finally, when it's nighttime, run past the bar and a scene should occur. Ryo is seen by three gangsters on motorcycles, trying to run him over. PWN them back with this QTE:

Right, Left, A

Ryo will get on the fallen cycle, thus starting this QTE to knock the second motor man down:

Left, Left, A

All you have to is to chase the final guy, Charlie, down:

Right, Right, Right, Left, Left, Right

Do not be fooled by the last two buttons because both directions (left and right) will appear. Take the direction that Charlie went. It's left then right for the final two. Charlie will give up and cease his speed, allowing you to catch up. Looks like he isn't over yet. He sends FIVE punks to kick your ass. Guess not. They're too weak to lose to. One hit from your spinning kick (L+A) will knock them out. LOL, how pathetic is that! Charlie gets PWNED and he makes up for it by facing you, mano to mano. He's not too tough, but be careful anyway. Connect with strong kicks and throws and he should be gone shortly. Ryo picks him up again and demands an explanation. Listen to what he has to say. Looks like Lan Di is still around here! Hot mamma!

Hence the dream of Lan Di that night...

=====
22. THE FOURTH DAY OF THE JOB
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The Job

A bit longer, but simple as ever. You start off in, if you couldn't figure out yet, the western side of the port. Just follow the shoreline to Warehouse

#18, which is too familiar for you. 8 crates is the quota. You can easily do 4 crates in the morning and 4 afterwards. Good luck.

Lunchtime

Nothing happening. Talk to whomever you like.

The Job Part 2

Alright, this is a critical part of the day. If you don't work at this point, you'll have to do the same thing all over again tomorrow, no closer to the finish line. Anyway, keep working (transporting the boxes to #18) and at about 2:45~3:15 PM, when you head FOR Warehouse #18, you find Goro lying down on the ground, helpless. That guy! That whitey guy did it! He baits Ryo over to a warehouse. Despite the OBVIOUS clues, Ryo doesn't realize that it's a trap until the last minute when he has to beat up 7 or so guys. Go ahead and do this QTE:

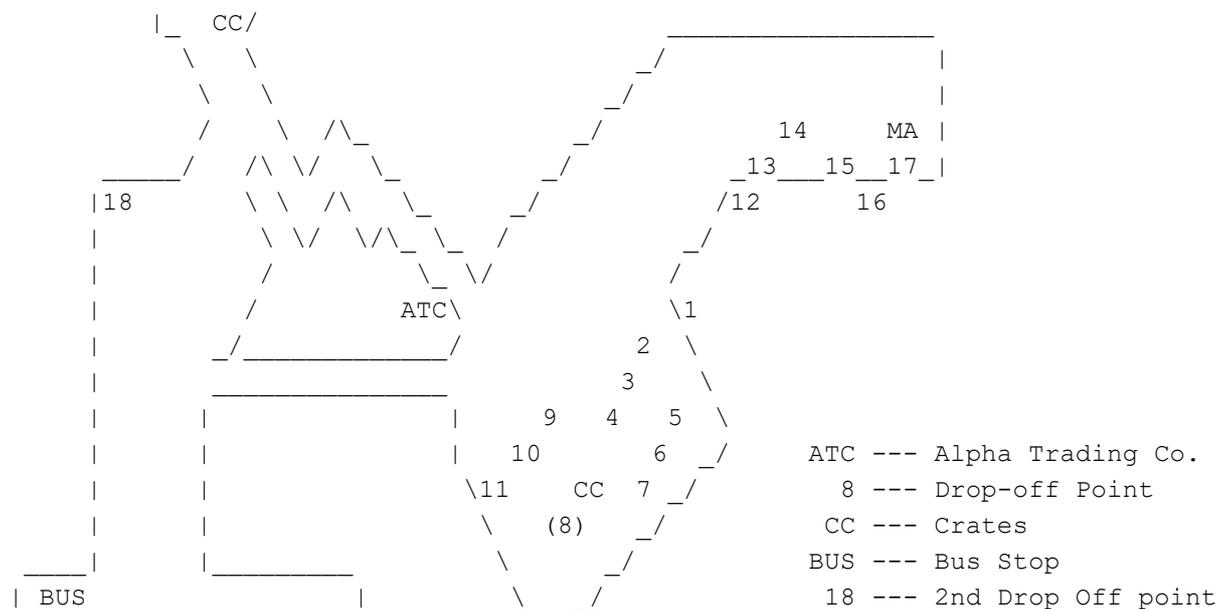
B, A, B, A, A, B, Left, Down, A, B

Probably the most exciting QTE in the entire game. How sad... I mean, compared to Shenmue II, it's nothing. Anyway, continue working after the mini-battle.

Amihama Harbor

Mark abruptly notifies you about a deal called 'Long Zha' that is circulating around the Mad Angels. Talk to him again and he provides you with new info about the Mad Angels and the Long Zha deal. That's it for today. There are some notebook entries to put in, mostly about the Mad Angels. The people you should ask are the workers around the pier. Collecting info aren't requires so eh. Uneventful day, don't you think?

=====
23. THE FIFTH DAY OF THE JOB
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The Job

Oh boy... This is a ****ing complex one! Which is a good thing because I was getting bored of the common routes... You got to pick a crate from the northern corner (by the Old Warehouse district) and bring it all of the way down to Warehouse #8 and pick a red chest (you'll know) and go up to #18 and drop the reddish-hued crate there. Go back to the original point and repeat. Whew! 10 is the quota and it includes every chest so you have to drop 5 regulars and 5 reds.

Lunchtime

BUAHAHAHA! Funniest cutscene here, right here, in the entire game! Goro had me until he said the m-word! Just watch and laugh! LOL.

The Job Part 2

Continue working all of the way to 2:30~3:30. (As you have probably guessed by now, Ryo encounters another squad of Mad Angelians. That is not far from the truth.) As coming from the upper pack of crates, Ryo spots two Mad Angels, the ones that he saw yesterday, chatting in the middle of the Warehouse #18/Bar area, easy bait. Nevertheless, Ryo goes ahead and prepares to obliterate them for some info about the Long Zha deal. Unfortunately, they slip past Ryo's fingerprints and it is up to YOU to catch one of them:

```
Left, B, B, Left, A
      THEN
Left      OR      Right <---Doesn't matter. Going
|          |          right saves you one
Left-----,,-----|          button.
      ||
Left      OR      Right <---Choose either one.
|          |          The following QTE will
Right          A          be determined by the
|          |          choice you make here.
A          Left
|          |
Right          Right
|          |
Left          Left
|          |
Right          Right
```

Upon catching one of the guys, Ryo chokes the bejesus out of the bastard and obtains one valuable information: the name of the boss of Mad Angels: Terry! Go Ryo! Go Ryo! Go Ryo!

Amihama Harbor

Collect your payment from your evil boss and just as you were leaving, the boss stops you and informs you about a guy that stopped by, looking for you. He provides you a note that the guy left by for you. It's from Gui Zhang, warning him about the Angels. Ryo goes straight to Chen and Gui Zhang (don't worry, don't have to call them again) in Warehouse #8, the older version.

Here, they discuss about the risk of Ryo's life if he presses on the Mad Angels' evil drug plan, which has no part with Lan Di. Uh-oh... Ryo has gotten himself trouble for no good reason/outcome. Oh well. At least it's fun! :))))

That's all for today, you can return to your home ASAP and sleep!

SIDE-QUEST ALERT - CROSS CHARGE

| This is another one from your favorite bum, but you can't practice this one |
| either so you have to memorize the steps and do it during a practice or the |
| upcoming fights. Walk forth to bum's resting spot (behind the bar, across |
| #18 as always) and a scene will be triggered. (If not, then you must have |
| missed one of his previous instructions. You have to learn both of his |
| moves before learning this one: Shadow Blade and Shadow Step.) He will give |
| you a BRIEF explanation and go away. :(I need more info! Don't worry... |
| I got the moves: |

Forward, Forward, Y+B

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24. RESCUING YOUR PRINCESS
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Hazuki Residence

This date is an interesting twist to Ryo's fate... Ryo wakes up unusually early (11:45 PM!) to get some 'fresh air' (whatever, man). Ine-san stops him to have a chat about Nozomi, who appears to be missing. Suddenly, the phone rings! Who could it be? Mad Angels! What do they want now? Oh man... Nozomi got captured, that fool. Ryo sucks his guts up and goes off into the night...

Sakuragaoka/Dobuita

The mission here is to get a transportation and a quick one at that to your journey to Warehouse #17 in the harbor. To be specific, you have to borrow a motorcycle because there's no cars around. The bus is closed after 12 AM, so that is ruled out. You can head straight to the house with the motorcycle or you could take your time walking around Dobuita for more information.

DOBUITA: You can go to the Bike Shop on the northeastern portion of the city and knock on the shop's door. Goro will come out and tell you about Naoyuki's bike in Sakuragaoka. That's it!

SAKURAGAOKA: You don't have to go to the shop (above) to get permission from Naoyuki, the owner of a decent motorcycle, to ride the motorcycle all of the way to Amihama Harbor. The location? Should be easy to locate because it has a motorcycle posing right front of the house. It's right next the Yamagishi house. The household name is 'Ito'. Ring the bell and Naoyuki will come out, expecting a chat, but Ryo goes to the point and requests him for the usage of the motorcycle. Ito, willingly, lets him ride the wind!

The Ride

It's pretty simple. With 2 minutes, you are allowed several mistakes (bumps into the curb/rail or whatever) but that's not that hard. Just press R on the straightways and let go R for a split second on the turns. You have infinite tries so don't get angry if you fail. I once made it with 1 second left, heh. Remember, try to press R most of the time and you should make it. Take wide turns, start from the outside and cut to the inside of the turn. Good luck.

The Trap

This trap was so obvious that EVEN RYO knew it was coming! That's saying a LOT! LOL! Anyway, Ryo has to own 2 groups of thugs... The first one isn't too tough, just use the spinning kick (L+A) and you should be okay. If you learned the Cross Charge from the bum earlier, this is the time to use it, it's VERY effective, taking a guy out with one blow (F, F, B+Y). The second squad is a tad tougher because of the Japanese in green clothes. He blocks your attacks pretty frequently, so kill the others before taking him down to make it easier. Use kicks and L+A as always.

Terry!

Strangely enough, Terry declines the chance to attack you. Instead, he pushes your girl back to you. He has a deal for you, however. For the girl, you have to break Gui Zhang Chen's LEGS! Woohoo! Ryo sweetens the deal by throwing in Ian Di in the mix. Nice. Now you're the king of the hill with Nozomi groping all over you in the ride back home. ^_~

Yeah, you can now sleep. Only for, like, 2 hours tho.

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25. THE DEAL
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Hazuki Residence

An unique to start the day: Ryo prays for his father in the Dojo before leaving for yet another day of his job. Still, he won't commend his job yet... he meets Tom for no reason, but Tom asks him to come back at lunchtime. Sounds great to me!

Ryo stops by the office of his boss only to find out one thing: he is fired! Hey, how do you like that? I've never been fired so this is the closest thing I can be to being fired, heh. Ironic.

Now what? You could go back to Tom right away or just chill until 12 PM, when Ryo will go forth by himself. Once at Tom's place, Tom offers to teach you a nifty move: the Tornado Kick. Accept because it is a vital move in the upcoming battle. First, you have to go forward twice. Then, after you know the basics, you get to do a singular Tornado Kick:

Forward, Forward, A

Wait... Tom isn't done yet! He shows off his deadly second kick by throwing a beer bottle high up in the air and smashing it dead-on! To do the same kick that Tom did, do this:

Forward, Forward, A, A

You could practice some more if you wish. Tom explains to you that he, like you, is leaving for another country very soon. The country? His home country of United States. So that's why he taught you that move...

Afterwards, Ryo goes back to the base of Mad Angels for a rendezvous battle with Gui Zhang, in The Deal he accepted from Terry.

The Gui Zhang Battle

Gui Zhang is pretty tough, and he won't back down. While this is a 'story-battle' with nobody dying, you still have to keep alive. Dodge and attack whatever you want to train. Several interesting scenes will occur but nothing more. You two end up kicking each other simultaneously, knocking each other out. Ugh. Terry tries to seize the opportunity to kill you two, but thwart his plan with this single button:

Right

Follow Terry to get into a critical trap... The infamous and famous 70-man battle!

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26. THE 70-MAN BATTLE

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sigh The problem here isn't the number of the oncoming attackers, it's your health. Wait.. it's the same thing. Eh. Most of the foes can be felled in a swift, decent attack of Ryo's like the famed spinning kick (L+A) or the third kick of the Kick Combo (A, A, A). Swallow Dive is pretty great IF it hits. You start off with thugs with LOW HP so press L+A when they are entering your range. Then watch as their heads bob off! :) I'd recommend you to take it SLOW so your HP can regenerate. So, just dodge around if you need some reviving.

After about 20 or so enemies, your first boss of three will jump off a fence. He's not too tough if you keep dodging (Y). Don't kick him three straight times, he'll block the third kick away. Instead, use the throw and fancy moves to ground him down. Easiest boss in this round.

Keep hitting the enemies one by one, along with Gui Zhang. The second boss is a bit tougher, but you can handle him by cornering him and keep pummeling him with throws. It is inevitable that you get damaged by his blunt weapon, though. Counter that by hitting him with quick punches/kicks after dodging some of his attacks and follow that up with a strong throw move.

Keep going until you reach the third and final boss: Pedro. His kicks are frightening, but keep him at distance and wait until his recoil affects him and press B on him to throw him off! Repeat MANY times until he's down... permanently. If you fail, you have to do the 70 guys thing all over again.

After all of that, the aftermath involves Terry trying to finish the job by himself: taking down Gui Zhang. Aid him by pressing this button:

A

Ryo politely takes the object away and allows Gui Zhang (he almost lost, tho cuz of that dirt, but Ryo helped him a bit) beat up Terry for once and for all. Unfortunately, Ryo learns that Lan Di has already left with Chai. How sad...

Gui Zhang agrees to ask Chen about Lan Di as payback for Ryo, as in favor. Whoo!

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27. YOUR LAST DAY IN YOKOSUKA!

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Ryo will pay his respect to his long-lived home in Yokosuka and receive a letter from Fuku-san and Ine-san and leave without a word. Such respect...

Back at the port, Ryo meets and greets the Chens. As a farewell note, Gui Zhang teaches you a nifty move: the Swallow Flip. First, you are asked to step back one step. Then, press Back and X at the SAME TIME. Finally, do this:

Back+X, A

Practice this on Gui Zhang and you've nailed it! Master Chen finds you quite compelling and skilled. As you all are discussing about Gui Zhang's coming with you to Hong Kong, your next destination, Chai jumps from above, trying to land a large steel bar onto you, but, once again, Gui Zhang saves you the trouble! Gui Zhang's leg is badly injured so protect him by defeating Chai!

Chai is still tough as always, swift like a snake and powerful like a tiger. The Y button is your best friend for now, so call him over often. Doing so will not only make the battle easier, it will make this battle even possible to supreme victorious. So, dodge like there's no tomorrow and attack him with double kick or throws. very difficult, but after several tries, you should get the wind and beat him. One good attack, any strong forward punch or kick, can be sufficient to beat him. Wait until he's jumping and flying toward you and quickly punch/kick and he should go the other way, flailing. Like a pinball! Heh.

After your absolute victory (at last!), Chai revives himself (while Ryo is dreaming about his favorite bad-ass guy, Lan Di. That dounchebag) and tries to befalls Ryo. Thwart him with this QTE:

Down, A, A, B

Chai is gone forever (or is he? Find out in Shenmue II!) and Ryo comes back to the Chens to see if Zhang is ok. Enjoy the ending, you have beaten the entire game! Liked it? Then play Shenmue II, it's even better!

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##. THE BAD ENDING
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This does not have anything related to my Walkthrough but where else will I put this? Well, here it is! There are TWO endings in the game that you can view. The ending after seeing Chen the final time is just the normal ending, which isn't even an ending if you think about it. This one is THE END. If you see this ending, the game's over.

Want this one? Yeah, okay. To execute this ending, just wait until April 15th, when the Cherry Blossoms fall. Lan Di will come over and nab the Mirror away and kill you. Oh well.

To get to the 15th of April quickly, just get up to the point where you have to avoid the guards, leading up to the Old Warehouse #8. Get caught every time so you can skip to 8 PM the next day quickly. Continue until it's April 15th. Watch the horror. Oh, the horror!

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The fourth disc just contains some of the fun stuff that Yu Suzuki has in store for you. Here you can view the movies/music that you have seen/heard previously in the game, if you have a save file in Shenmue I. If you have the ability to connect to the Internet, you can explore the world of Shenmue even deeper! The four main categories: Information, Theater, Music, and Passport.

INFORMATION

This section just has people talking to you like you're an idiot and a n00b. They explain the basics of the general scope of the game. Here's the list:

Sha Hua -- Prologue (The Story)
 Chai -- QTE
Xiu Ying -- Game System
 Mark -- Money
 Oishi -- Magic Weather
Nozomi -- Mini-Games
 Ryo -- Battle System

Might be fun to hear some of them and learn something.

THEATER

Most scenes are viewable here only if you saw them during your gameplay on the saved file.

1. Promo Trailer
2. What's Yokosuka?
3. Magic Weather and Time Control
4. Preview #1
5. Forklift Preview
6. Prologue
7. Drifting Blossoms*
8. Trap on the Street
9. Nozomi vs. Enoki*
10. Tattoo Parlor & Charlie
11. Nozomi Returns From Class
12. Nozomi's Confession*
13. Encounter with Master Chen
14. Oishi's Antiques
15. The North Star*
16. Chai Attacks
17. Piggy Bank
18. Boat Ticket
19. Chai's Trap
20. Jimmy's Apology
21. Goro's Job Introduction
22. Goro's Information
23. Mark Takes an Ugly Beating
24. Goro's Marriage
25. Nozomi's Tears*
26. Borrowing Ito's Motorcycle
27. To the Harbor

28. The Deal With Terry
29. Nozomi and the Motorcycle
30. Dream of the Phoenix Mirror
31. Meditation
32. Tom's Treat
33. Tom Move Introduction
34. Goodbye Tom
35. Ambushing Gui Zhang
36. Ryo and Gui Zhang at Sunrise
37. The Parting
38. Dobuita, Departure
39. Nozomi's Amulet
40. Ending

*Those scenes can be missed. Read on to find how to get them.

7. Drifting Blossoms: Walk up to the Cherry Blossom tree in the backyard of the Hazuki Residence on your first day.
9. Nozomi vs. Enoki: My explanation can be seen in the part 07 in my walk-through, in the 'ENOKI STRIKES BACK' mini-quest section. Just go to Sakuragaoka Park after the Heartbeats fight at 12 PM. Cannot be seen if it's not a clear day.
12. Nozomi's Confession: After contacting Master Chen about Warehouse #8, look at your phone in your own house and wait until it rings and pick it up. Nozomi will talk to you and ask for a date.
15. The North Star: Get the Mirror from the basement and head to the Russiya China Shop and talk to the lady in purple about the Mirror to view this scene.
25. Nozomi's Tears: After December the 25th, talk to Eri standing front of the YOU Arcade after 7 pm to learn about Nozomi in Sakuragaoka Park and go over to that park to talk to her.

MUSIC

1. Shenmue Original
2. Sha Hua Orch. w/ Vocals
3. Sha Hua Orch. w/ Chinese Fiddles
4. Loneliness
5. Harbor Light
6. Visitor at Night
7. To the Sky
8. The Spot
9. Beyond the Memory
10. Yamaji (Enter the Yamaji Soba Noodles shop in Dobuita)
11. Lapis (Enter the Lapis Fortune Teller in Dobuita)
12. Bob's Pizzeria (Enter the Bob's Pizzeria in the NE part of Dobuita)
13. Abe Store (Enter the Abe Store in Sakuragaoka)
14. Slot House (Enter the Slot House in Dobuita)
15. Tomato Convenience Store (Dobuita)
16. Liu Barber and Hair Salon (In his shop in Dobuita)
17. Asia Travel Company (Likewise)
18. Harbor Lounge (The store in the Harbor)
19. Light
20. Earth and Sea

21. Yokosuka Blues
22. Sadness, Hope
23. Sunny Places
24. Mysterious Letter
25. Morning Dew
26. Working Man
27. I Wish...
28. Why?
29. Antiquity
30. Jingle Bells (sometime after December 25)
31. Silent Night, Holy Night (sometime after December 25)
32. Sha Hua Christmas (sometime after December 25)

PASSPORT

In order to view the features that this part has to offer, you have to have a connection to the world wide web in your Dreamcast. Unfortunately, I saw a saddening news on the Shenmue boards: the Passport disc Internet access is going to go down... :(((((((((((

Shenmue World

Places: View every district's map and learn about the locations.

All moves Scroll: View all of the learned moves that Ryo knows.

Profiles: View literally EVERY character that exists in the game! Truly amazing. You have to talk to that person to get him/her in profile. There are plenty in the entire game!

Nozomi's Messages

She gives you tips if you're stuck in the game or just provides you with valuable information to know. That's all.

Network Rankings

See how your scores in the Mini-games compare with the rest of the world! Even forklift times are on there!

shenmue.com

Go to Shenmue's home page on the WWW.

Everyone's Space

Watch as your kitty grow over time! ^_^ You also see what's the next day's weather.

Shenmue Goodies: Here, you can use your winning gold pop cans win in the actual game to purchase icons of various characters in the game to view on your VMU's LCD screen. Nifty!

Free Market: Trade in the prizes from the Slot House for some RARE items!

Online Manual

No manual? got it used? Read this to familiarize yourself with the game!

Data Review

See the stats of your 1337 skill of your in-game gameplay! VERY COOL.

Urgent Messages!

Nothing new right now. It once had some new Shenmue news but not anymore for obvious reasons.

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V. Movelist
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Want to know how to attain those special moves you don't have? Want to know the commands, when to press them? this is the prefect place for you!

f = Forward (from target)

b = Back (from target)

** is the indicator that you have to learn/attain from someone or something. The full list on how to get those moves into your list is below the Throw List.

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HAND MOVES
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Alias	Buttons	Comments
Tiger Knuckle	X	Basic punch. Great start for combos.
Elbow Slam	F+X	Sucky punch. Weak and short range.
Pit Blow	f+X	Much better than Elbow Slam! Replaces Elbow Slam.
Twist Knuckle	b+X	Same as Elbow Slam, but lower punch. Not useful.
Upper Knuckle	f,f+X	Okay against 2 or 3 foes.
Sleeve Strike	f,b+X	Not good at all. Too slow to be effective.
Rain Thrust	b,f+X	Actually good! Fast punches is what you need, they turn moves into combos.
Big Wheel	X+A	Too slow to be accurate.
Twin Hand Waves	f+X+A	Powerful, so yeah... use it sometimes for some fun.
Double Blow	f+X+A	Extremely strong. Replaces

Twin Hand Waves.

Back Fist Willow	b+X+A	One-on-One fights only.
Avalanche Lance	f,f+X+A	Not bad.
Rising Flash	f,b,b+X	Ryu-like upper punch. Fairly strong.
Twin Blades	b,f,f+X	Eh, hard to pull off so it's not worth doing. But if you can do it, then good for you, use if often.
Katana Mist Slash	b,b+X+A	Sweeps the hand around Ryo, which is liable to hit several opponents at once.
Stab Armor	f,b,b+X+A	****ing hard to master. Good luck with this!
Swallow Flip	b+X,A,X	Very difficult to do but pretty strong.
Mistral Flash	L+X	Ugh.

LEG MOVES

===== Alias =====	===== Buttons =====	===== Comments =====
Crescent Kick	A	The kick to start in the combo strings.
Trample Kick	f+A	Looks like a horse kick or something.
Side Reaper Kick	b+A	Not bad.
Swallow Dive	b+A	Even better! Replaces the Side Reaper Kick.
Against Cascade	f,f+A	Pretty powerful. Use often.
Tornado Kick	f,f+A+A	An amazing kick to use in crowded places and one-on-ones battles!
Surplice Slash	b,b+A	It's ok... looks weird tho.
Thunder Kick	f,b+A	Average at best.
Hold Against Leg	b,f+A	One of the best range attacks in the entire game!
Crawl Cyclone	f,b,b+A	A nifty one, heh. It's kind of in the 'above-average'

rank.

Mud Spider	b, f, f+A	Great on Chai!
Brutal Tiger	f, b+X+A	He kicks high. Really high.
Dark Moon	b, f+X+A	One of the strongest moves in the game, if not the strangest.
Twin Swallow Leap	b, f, f+X+A	Another one to use against the bastard, Chai.
Cyclone Kick	L+A	Cheapest attack in the game but it's still the best.
Windmill	L+X+A	Cyclone Kick is better.
Shadow Reaper	L+Y+A	Bah. Sucky.

THROW MOVES

===== Alias =====	===== Buttons =====	===== Comments =====
Overthrow	B	Good, solid throw.
Sweep Throw	f+B	Another great one.
Vortex Throw	b+B	The famous throw that we all know. Not bad, tho.
Mist Reaper	f, f+B	Strong throw, high damage.
Demon Drop	b, b+B	Heh, a fun throw to execute
Shoulder Buster	f, b+B	It's alright.
Tengu Drop	b, f+B	Much better than the Shoulder Buster.
Darkside Hazuki	B	Must do from the side.
Backtwist Drop	B	Must do from the back.
Shadow Step	f+Y+B	Moves you to clear attack.
Shadow Blade	f, Y+B, X	Karate chop! Chop, chop!
Cross Charge	f, f+Y+B	A strong one and great one to use in a crowd.
Tiger Storm	b, f, f+B+B	One of the strongest throws
Arm Break Fire	f, b, b+B	THE strongest move in the entire game!

LEARNING THE MOVES

- Twin Blades -- In a box in Ryo's House. Can be found in Part 01 of my walkthrough, at its earliest point. Read it to master it.
- Pit Blow -- You almost can't miss this one. You get it after talking to Yamagishi-san about the black car incident. Go back to the Dojo and you will learn pit Blow from Fuku-san. Part 03 in my Walkthrough.
- Double Blow -- Learn from Yamagishi-san in Suzume Park, Dobuita. He will be there after the Heartbeats bar fight. Part 06 in my guide.
- Swallow Dive -- After your first day in the job, from Gui Zhang. Can't miss.
- Stab Armor -- Two parts here. Find the scroll in Hazuki Residence Basement, in part 14, then bring it to Gui Zhang after the first day of your job (part 19). He'll translate it for you. You practice it to master the move.
- Shadow Step -- Talk to the bum, Mizuki, after the first day of the job. He will gladly teach it to you.
- Shadow Blade -- Again.. Mizuki, the bum. After the second day of the job, if you have learned the Shadow Step.
- Cross Charge -- The bum will teach you if you have learned his last two moves, on the fifth and final day of the job.
- Tornado Kick -- Taught to you by Tom Johnson, just before the end of the game.
- Swallow Flip -- Can't miss! You learn it waaaaaaaaaay later in the game, from Master Chen. You can only use it on Chai, the final battle. (And the timed 70-man battle)

BUYING THE MOVES

Some of the moves cannot be learned from a person... instead, they are BOUGHT!
From what store? The Bunkado Antique Shop in Dobuita. The scroll list:

- TWIN SWALLOW LEAP --- 300 yen
- MUD SPIDER --- 500 yen
- RISING FLASH --- 1000 yen
- CRAWL CYCLONE --- 1500 yen
- TIGER STORM --- 2000 yen
- ARM BREAK FIRE --- 3000 yen

There ya go, buy them whenever you wish.

VI. Mini-games

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I'll make this quick.

-- Darts

Two locations: YOU ARCADE and the bar in the NEW YOKOSUKA ARCADE, accessible once you reach Disc Two.

How to play: Frightening simple. Just watch where the dart is pointing at and press A whenever you want to go. If the dart has fully covered the middle portion of the board, it will probably go to the middle for 50 points. And no, you can't control Ryo's hand, sorry. Not that hard anyway. If you score high enough in the first game, you will get a free game. Same thing happens on the second game. Three games are the maximum.

Prize: 300 points will do it. (Mini-Darts, yawn)

-- Excite QTE 2

Where's the part one? Heh.

Location: YOU ARCADE.

How to play: Another simplistic concept yet so terrifying. Press the button that comes up before the time runs out. You get more points if you do it quick. At some points of the game, you will have to press several buttons in order to complete the stage. There are three stages: Beginner, Novice, and Expert. After a while in the Expert, you should access your 300,000 points milestone for a prize.

Prize: 300K! Good luck.

-- Hang On

I LOVED this one. Hard but fun. I don't even know if I ever beat this one, though.

Location: The one and only YOU ARCADE.

How to play: Control stick will move your bike temporarily, it will go back to straight once you let go. The D-Pad will make the bike stay that way. You have to make him straight manually. R trigger is the gas, L trigger the brake. Simple. Don't hit other bikers or obstacles. Stay in the path! Easy said than done.

Prize: Can you achieve the unthinkable? 10 Million!

-- Neo Darts

Bah. A crappy excuse for a rip-off of an already lousy game.

Location: The bar in NEW YOKOSUKA HARBOR.

How to play: Duh. Similar to the original Darts, but you have to monitor Ryo's throwing strength along with the horizontal direction. How hard Ryo (stronger with the hand farther back) throws will determine the vertical position. Practice to know what position will give you the exact vertex of the circle.

Prize: No prize. It's too easy anyway.

-- QTE Title

Location: YOU ARCADE.

How to play: Punch either A, B, or X when they come up. It goes easy on you at first but later you will have to punch multiple buttons in order or even at ONCE! You might have to press A and X at the same time, forcing you to think fast and use TWO fingers. Crazy! You just have to relax and focus. Mark my words.

Prize: 300,000 points.

-- Space Harrier

Location: YOU ARCADE

How to play: This one's a great bloke, indeed. You fly through various wastelands, kicking asses as a badass. The D-Pad is the control button, and the A button is your favorite one: the fire button. 'Nuff said.

Prize: Too hard for me. Is it for you? 10,000,000 points, babe.

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VII. Training

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In the Shenmue series, training and leveling your moves to powerful realms gain more importance as the story moves on. Ryo was a puny, weak fool when he faced Lan Di, the scythe that killed his father. So, he has to learn and master moves to compete favorably with Lan Di himself when they meet again. The only appropriate places to train are those that are empty and free of people or obstacles that might hinder your motions. Here's the places:

Places to Train

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Dojo

In the rear end of the Hazuki Residence, it is open all day, every day. Sometimes, Fuku-san will be there to spar with you.

Sakuragaoka Park

Just left of the entrance to Dobuita in the Sakuragaoka district. It is available from the bare morning to 10 AM and from 8 PM to 11 PM. From 10 AM to 8 PM, the park is occupied by various humans, making it impossible to train safely.

Suzume Park

In the west side of Dobuita, go through the alley that runs between the YOU arcade and the stores to the right. The park should be on your right. It is available for your training from 8 PM to 10:30 PM.

Parking Lot

Also in Dobuita, you can spar here anytime. Location? The southwestern corner, just north of the Tobacco Shop and the bus stop.

Warehouse #4

In the harbor, you can just enter this warehouse anytime as long it is before 8 PM. After that, the warehouse is closed.

Training Levels

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Now, you are probably wondering about the purpose of the training and its levels. Now, training essentially won't do anything good to you because once you've learned the moves, you've learned the moves. However, it is great to find combos and the quickness of various moves to pick out the moves that you should use during the course of the actual game.

But there are training levels... A great reason to train. It can be seen in your move lists, on the right side. As you use the moves over and over again, the bar for that move will rise. First it will hit the 'Beginner' level, the basic and primitive stage. The singular move will be displayed as you use it in battle. As the bar goes up to the 'Moderate' stage, the move becomes more powerful, and, for some, additional attacks will be added afterwards for a nifty combo. Same goes for the 'Expert' stage.

Of course, you could literally blow through the game without training even once, but it's kinda fun to see your moves grow over time.

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VIII. Collectibles

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Wondering what the items/mini figurines that pop out of the machines scattered all over the world of Shenmue are for? Well, it is nothing more for your recreation and enjoyment. The pride of getting 100% (mostly applies for the hardcore of hardcore gamers *wink*) is probably the only reason. Well, if you have the Dreamcast version of Shenmue II, you can transfer the saved end game data from this game to that one and transfer the collectibles over there and sell it for big bucks! Now you know why you collect them! Yay!

Use the list as checklist to cross off those that you have!

If you were wondering how I *KNEW* that I had every toy that I could get... you can say thanks to my versus Shenmue Guide. I know, I KNOW! I'm a cheap bastard, I admit it! :((((Oh well. At least I got them all! *sighs* Yeah, I love this series that much! Shenmue. III. NOW.

Oh, oh, oh, one more thing! To get prizes quicker, just use the money you start off and gob it all of the way to about 3K. Then, save! So try to get as many new ones and if you're not satisfied, you can turn off the console and load from your previous save and continue. Or just use the 'Resume' feature. Your preference.

ABE STORE

Yellow Machine - Virtua Fighter Series

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

Green Machine - SEGA WakuWaku World Series 1

Sonic 1
Sonic 2
Tails
Knuckles
Bark
Bean
Fang
Amy
Espio
Eggman
Chao & Pian
Ristar
A Button
B Button
X Button
Y Button

YOU ARCADE

Blue Machine - Virtua Fighter Kids Series

Kids Akira 1
Kids Akira 2
Kids Jacky 1
Kids Jacky 2
Kids Sarah 1
Kids Sarah 2
Kids Lau 1
Kids Lau 2
Kids Pai 1
Kids Pai 2
Kids Wolf 1
Kids Wolf 2
Kids Jeffry 1
Kids Jeffry 2
Kids Kage 1
Kids Kage 2
Kids Shun Di 1
Kids Shun Di 2
Kids Lion 1
Kids Lion 2
Kids Dural S
Kids Dural G

Red Machine - SEGA WakuWaku World Series 2

TRY-Z
Solo Wing
Nights 1
Nights 2
Ruber
Myau
Chicken Leg
Alex Kidd
Opa Opa
Jet Opa Opa
Poppors
Coba Beach
Aida II
Shop
Mobo
Robo
Hornet
Megadra Brother
Gear-O
Sataro
Dreamcasko
A Button
B Button
X Button
Y Button

AMIHAMA HARBOR SHOP

Red Machine - SEGA WakuWaku World Series 2 (same as the red one by the arcade)

TRY-Z
Solo Wing
Nights 1

Nights 2
Ruber
Myau
Chicken Leg
Alex Kidd
Opa Opa
Jet Opa Opa
Poppors
Coba Beach
Aida II
Shop
Mobo
Robo
Hornet
Megadra Brother
Gear-O
Sataro
Dreamcasko
A Button
B Button
X Button
Y Button

Green Machine - Motor Vehicle Series

Hang On 1
Hang On 2
Hang On 3
Hang On 4
Hang On 5
Motor Scooter
Delivery Moped
Coupe 1
Coupe 2
Coupe 3
Coupe 4
Coupe 5
Wagon 1
Wagon 2
Wagon 3
Wagon 4
Bus

Blue Machine - Harbor Object Series

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

UNIVERSAL

Found in every Machine

Binsbein 1
Binsbein 2
Binsbein 3
Heavy Bomb 1
Heavy Bomb 2
Heavy Bomb 3
Super Ball 1
Super Ball 2
Super Ball 3
Dice 1
Dice 2
Dice 3

VARIOUS

You Arcade - Mini-Games Prizes

Hang On Certificate - Defeat Hang On with only one coin
Harrier Certificate - Defeat Space Harrier with only one coin
Mini Darts - Get 300+ points!
Mini Hang On - Get 10M+ points!
Mini QTE - Get 300K+ points! (Excite QTE 2)
Mini QTE Title - Get 300K+ points!
Mini Space Harrier - Get 10M+ points!

Abe Store - Raffle

To get a chance to win some of those items, you have to purchase some pop cans from pop vendors until you hit the jackpot: a Golden can declaring that you can hold a raffle at said store. Then go to Abe Store and pick out your prize!

Bonanza Bros
Dural Gold
Dural Silver
Mr. Yukawa Happi
Mr. Yukawa Suit
R-360
Rent-A-Hero
Space Harrier

Tomato Mart - Raffle

Similar to the one above. Different place, that's all.

Binsbein Ultra
Hot Dog Truck
Metal Sonic
Super Sonic

Harbor Store - Raffle

Crane
Ferry
Forklift Blue

Forklift Red

Forklift Races

- Forklift No. 1 (win 1st place)
- Forklift No. 2 (place 2nd)
- Forklift No. 3 (place 3rd)
- Forklift No. 4 (place 4th)
- Forklift No. 5 (win 5th place... or not)

Slot House - Jackpots

- Cherry - all '7' on a 1-coin machine
- Mini Pool - all '7' on a 5-coin machine
- Mini Slot Game - All '7' on a 10-coin machine
- Mini Jukebox - all '7' on a 20-coin machine
- Matsuyama Prize - Get 10,000 coins
- Mitsuzaka Prize - Get 50,000 coins

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IX. History

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Version 1.1-- Added good tips about Enoki encounters from Angel.
(6/15/04)

Version 1.0-- I suck, I know. This FAQ sucks. But here it is anyway.
(8/21/03)

Thanks to: (insert whoever you think that deserves to be here) blah blah blah

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