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<1> I n t r o d u c t i o n <1>
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First of all, let me introduce myself. I'm Clement Chan and I'm proud and glad to present you with this guide. This guide is targeted and mainly for those who have problems playing this game (and of course, since I'm using an import game, I'll try and translate the Japanese words throughout the game (though I'm not from Japan and can't even understand a single word of it).

I've bought Dreamcast in 6th November 1999 (I don't believe I can even remember the exact date!) and I have never regretted buying it. I've bought just a few games and one of the game is the game you're playing now and I'm writing for, Shenmue Chapter 1: Yokosuka.

If you want some help on this game, give comments or send info (that I will gladly accept and put your name in the Credits section), feel free to do so at saigoheiki@gmail.com .

[1.1] About Shenmue Chapter 1: Yokosuka

Shenmue Chapter 1: Yokosuka (I'm going to use 'Shenmue' throughout the game since the name is incredibly long) is the game that you will be addicted and dream and talk about. It's also the first game ever to open the new genre, FREE (short for Full Reactive Eyes Entertainment).

Why the new genre? Shenmue (pronounced as 'Shen-moo'), lead by the superior Yu Suzuki team, has created, experimented and transform it into the game you know now. Originally, Yu Suzuki planned to make a Virtua Fighter RPG game and put in Virtua Fighter characters in it. But later on, Yu Suzuki dropped out Virtua Fighter characters and changed the name into Shenmue.

The game has three types of special modes, Free Quest, Quick Timer Event (QTE) and Free Battle.

Free Quest is the one you'll use the most throughout the game. What's the good thing? You can roam about almost everywhere (except for places that you can't really go and can only be accessed at a certain time).

Quick Timer Event (better known as QTE) is the most exciting part of the game. At certain parts in the game, letters like A, B, X, Y and directions will be shown and you must press them quickly and accurately in order to continue the game.

Well, Free Battle is just like the name. You can battle your enemies using the moves and techniques that you have already learned. But that's not all. You may fight more than 2 people at once and on that time, your controls in the Adventure Mode will change (so that you can have new moves in battle).

That's all about Shenmue. You can start playing it now.

[1.2] Copyright info

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Shenmue Chapter 1: Yokosuka and the rest are Copyright Sega Enterprises, Ltd.

[1.3] How to Best View this Guide

If you view this guide of the Internet and noticed that some words are filled in with spaces and etc., it's because your browser did not view it at the right width. Save the guide and open it up with WordPad (recommended).

Click File, then Page Setup. At the section where they put Margins (inches), look for Right and type 0.8" in it. That way, you could view this guide neatly as it is meant to be!

[1.4] Review

When Shenmue is released, I know that we are going to get something special from Yu Suzuki's hard-work of seven years all together. And I did. It's possibly the best game ever created, far superior than any other action / adventure game that Yu Suzuki insists that a new genre should be called for this game, FREE (Full Reactive Eyes Entertainment).

Graphics - 10

The graphics are the best ones I've ever seen and they're completely detailed! Every human and every character in the game have their own resounding expressions and looks. Their looks was well lined-up and their clothing look especially real. The surrounding areas have been re-created and designed into an almost realistic city, where motorcycles are drawn up the road, people walking in the streets, children laughing and playing in one corner and many other features which look incredibly cool.

Watching this game is like watching a movie out of a television screen and if you have a cinema-sized screen, it would look much better (if you can ever buy that screen, of course). The colour of the human skin matches like the Japanese ones and the way their mouth moves interacted with when the voices spoke. The sky will always change from time to time, into when cloudy, or even at dawn and you're likely not to noticed it because it's all automatic. The background, on the other hand, are truly perfect as you walk about into this fully 3D roaming world with the internal engines drawing up into a realistic world.

Music - 10

The background music all happens automatically, after a certain scene appears, might it be horrifying or normal, steady talk, they will still be there to

entertain you. The music change and vary from time to time, some of them may be either romantic, ghastly or musical themes that will enhance the game even further, together with the tons of sound effects that helped this game to be more realistic.

When you're walking through the snow, you'll hear your feet shuffling about into the freezing white cotton and when you knocked on a door, the exact sound from the real world can also be heard. Every single thing, might it be the thundering rain, birds flying about and gossiping women chatting can all be heard.

The voices themselves are what helping dramatically through all the game as they're one of the most important aspect of the game. Lots of people will help you through, even from a young girl to an elderly man so it's crucial for you to hear the conversation of everyone in the game. The kitten, which you can also rear will mew pathetically everytime you went near there and it's sort of real, even to the ringing of the telephone. The voice acting in the Japanese version was really good, as it has emotions and feelings in it while in the English version... well, it's good and nice but it's not as natural as the Japanese version so you might not get used to it or even feel awkward about it.

Gameplay - 10

Yu Suzuki's seven years of hard work has even entered him to the Guinness World Records 2001 and it was entered under the section Computer Games with the title of Most Expensive Computer Game Development: and here's the exact quote from the reputable book: "The Dreamcast FREE (Full Reactive Eyes Entertainment) title Shenmue cost over \$20 million (£12 million) to develop. The project took seven years, and was the brainchild of Yu Suzuki, the head of Sega's game-development AM2 division."

And there's no denying that Shenmue is a really cool game and as great as it sounds. It combines almost all of the major genres into one: adventure, action, fighting and semi-RPG. Some may say it will fit the adventure/action genre but it's actually not, since other types of genre are fit inside this game.

The adventure is a bit difficult but can be easy if you know what to do. Listen to other people's conversation and they often give you bits of clue to catch what you want. There are exciting and thrilling missions very often and they'll bring you to more new places to explore and lastly, solve the whole game. You can collect items almost everywhere which often are the key to your problems. Best of all, you can have your daily allowance which allows you to spend all you like in shops and arcades and even buses that will take you to a new place!

What makes this game exciting and real? First, it's because of Quick Timer Event (better known as QTE). When QTE is about to start, you're treated with a short, automatic sequence and then, a button is presented in the middle of the screen (or directional buttons) where you have to press it quickly. If you pressed either the wrong button or just too late, then Ryo will fail a bit of his mission (maybe knocked onto a person, get slashed by bad guys and etc.).

Well, second is Free Battle. It uses style from Virtua Fighter instead of a one-on-one duel. Ryo may fight more than two person at one time. You can train your moves to enhance it even more, learn more new moves from other people around you.

Third, it's Free Quest (also known as Adventure Mode) that is used the most in this wonderful game. Free Quest is just what it's said, you can roam simply anywhere! Talk to people, open drawers and cabinet, play 'gotcha-gotcha (known as capsule toys in the English version) machines', buy items from shops, win luck draw, knock on doors, run and do other hundreds of moves and actions in

the game!

Alright, how about fourth? The most important concept in the game that can effect the realism in the game and it's time. Not that you have to use the real time (which will be certainly slow and a waste of time), every second in reality will be about one to two minutes in the game. All shops will only open according to their own time which I find this logical. Pubs will only open at night (ever heard they open in the morning?) and shops will open around ten or later. If you notice the sky properly, it will gradually go darker when the time in the game reaches its specific time (example: 3 p.m. it will be a bit dark). Also, there will be weather conditions like snow, rain, cloudy, sunny that is certainly cool to look and hear.

Fifth, it's facial movements. Every character is created with their own facial designs. They don't just open and shut their mouths for no abrupt reasons, they will move the facial muscles (which us humans certainly have) and they can frown, smile, laugh, grin and other feelings that will change the face, just like all of us do in the real world.

Lastly, there are games to play inside Shenmue. Arcade games like Hang On and Space Harrier are inside the game (which you have to pay for it in the game, of course), darts and many others. You can even take care of a little kitten who was 'dumped' by cruel people and take care of it until it grows into a mature cat. Feed him with food provided from your nearest, convenience store! The camera is also good and almost follows you wherever you go.

There is also the fourth disc (called the Passport disc and by the way, there are three discs all together excluding the Passport disc) that allows you to upload your high scores to the Internet, tells you how far you have gone through based on your save file, characters' profiles, movies and lots more things to do and see! The short movies will be available more and more based on certain people you talk to and how far you have progressed. You can even download a special file while connecting to the network (I don't have one, sadly as I don't have a modem in my Dreamcast) which you can use to trade your capsule toys from your own.

Undeniably, you can do simply lots of things in the game, for the sake of fun. You can buy those capsule toys and get Virtua Fighter characters and Sonic-related characters or even other old Genesis games! The jackpot is a nice addition to the game as you can earn lots of coins that will enable you to be a winner while the lucky-draw, well, it's the best addition of the lot. You can get lots of things from different shops and you can get special and unique games that will enthrall you further and excite you even more. You can also buy music cassettes from the convenience stores that could be heard by using a radio! Neat!

You can also practice your moves that you have learned, or gain them from various people in the game or through scrolls that you have found. There is also a shop where you can buy your scrolls from but they're pretty expensive, ranging from different prices and different attack moves. Practicing the moves can be practiced from various places like the car park, or parks, where there are no people around that can be hurt by your attacks. You can even choose to master all of them to the maximum where your moves will be enhanced.

Controls - 10

The controls are purely easy to remember but needs a bit of handling in the beginning for you to get used in this huge game so you won't get lost. Shenmue used every single buttons that are available in the standard Dreamcast controller, A, B, X, Y, L, R, D-pad and even the analog stick. They vary from different modes, Free Quest and Free Battle so it's best to remember all of

them first.

Story - 10

The story gets Ryo Hazuki, the main character in this game mixed up in several situations (some even terrible). Ryo's father is mysteriously killed by Shoryu (Lan Di in the English version), the evil villain in the game who wants two special mirrors, Phoenix and Dragon mirrors. There's a mystery connection between him, Iwao (Ryo's father) and the mirrors, added with another mysterious and innocent country girl, Shenhua Rei (Ling Sha Hua in the English version) who appears does not know the feelings of being to hate others. Another mysterious girl which never ever appear in the game (except in the Passport Disc), Shuei Kou. The story is interesting as it centers on an obedient child and how he even risks his life to find the meaning of his father's death and to get revenge. The story evolved bigger and bigger into serious missions that sometimes risk Ryo's life.

The story starts in the year of 1986 which means that you have to expect 1980's kind of stuffs, old telephones instead of the 'dial-and-phone' kinds, a bit old Japanese houses instead of modern ones and the list goes on. That's why Space Harrier that is created in 1985 appears in the game! That also explains why there are no Sonic the Hedgehog or even Sonic Jam in the game. They appear in 1991, six years later after Space Harrier is created.

Replay Value - 10

If you simply play through the game without enjoying every single bits of the game, you'll have to play through the game, enjoying the jackpot machines, in the arcade center Game You or buy lots of capsule toys which will surprise you even more with their unique looks. While playing through the adventure, enjoy Ryo's daily talks and earnest finds to unravel more of the mystery or you'll be sorry. I've played through the game over and over for a few times (now's my fourth) as this possibly the best and most enjoyable game ever.

Overall - 10

Those who gives a score lower than 10 (even 9!) must have their head to be examined and those who gives an even poor score deserves to be executed, for he or she did not have the sense of enjoying this game, after literally thousands of people all over the world are commenting the good things about this game. Gather all of the information above that I had gave, and consider yourself carefully though this is simply a must-have game that is not to be missed. The story has only just begun...

Shen

- + Real-life and realistic graphics that will simply get you real through the game.
- + Unbelievable cool music soundtrack and real-time sound effects.
- + Simply lots of things to do...

Moo

- ... and you'll get addicted...
- ... and you'll lose sleep...
- ... and you'll have red eyes...

=====
<2> B a s i c a n d I m p o r t a n t T h i n g s <2>
=====

As the whole game is dubbed in Japanese (for the import game), I have to take time translating the whole game. For those who are new to Dreamcast and Shenmue, I will make the guide easier for you to understand.

[2.1] Main Menu

The main menu is in English so you shouldn't have to take time finding the right option. Below is an example on what it should have been.

```

                [New Game]

[Load & Start]      [Continue]

                [Options]

-----
Name                | Uses
-----
New Game            - Press A and click on it. It will let you start
                    a new game.

-----
Load & Start       - Press A and select it. Select the file you want
                    to load, and press the left button to load the
                    game.

-----
Continue           - Press A and it will let you to load the game
                    previously saved in the Menu (see [2.8] Menu
                    for more info).

-----
Options            - A series of options will appear and the
                    translations are below:

    Kids Mode:      On <-> Off

    Language Options: Cinema Mode    (Speech ON and subtitles OFF)
                      Shenmue Mode  (Speech ON and subtitles ON)
                      Game Mode     (Speech ON and subtitles ON)
                      Text Mode     (Speech OFF and subtitles ON)

    Settings:

                Sound:      Mono <-> Stereo
    Jump Area (teleporter): On   <-> Off

                                [Dobuita]
                [Sakuragaoka]      [Yamanose]
                                [Outside the house]

                Triggers:    L button is Run / R button is Search <->
                              R button is Run / L button is Search

                Year:       On <-> Off
    70 Men Battle Mode:    Press A to play.

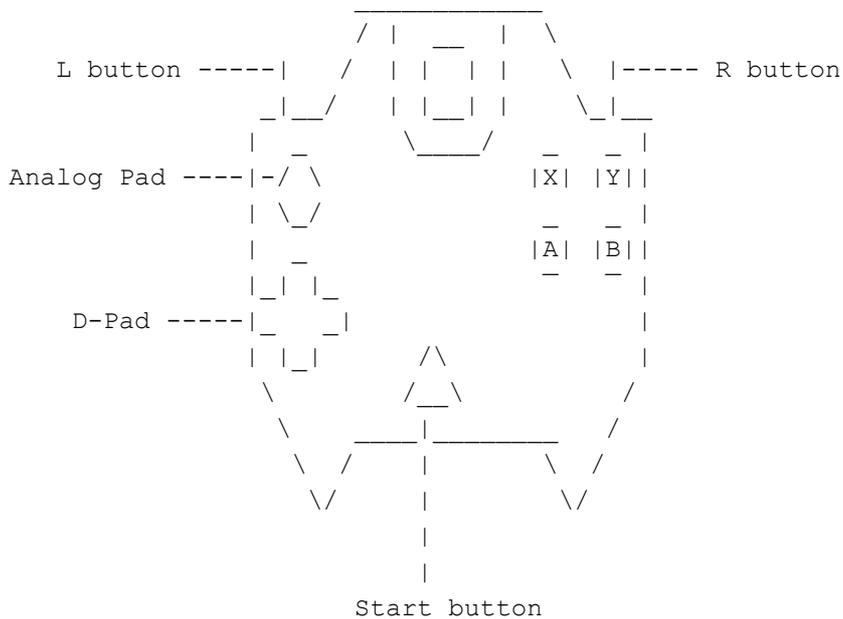
```

Please note that 70 Men Battle Mode will only be available once you complete the whole game and save after the credits. This will enable the 70 Men Battle

Mode option to appear.

[2.2] Controls

Below is a rough drawing on the original Dreamcast controller and the lists of moves that it could do on certain modes.



Name	Uses
------	------

Analog Pad	<ul style="list-style-type: none">- Can change the camera view- Can be used to move from an item or people to another in View Mode
------------	---

D-Pad	<ul style="list-style-type: none">- Allows Ryo to move at certain directions:- UP - Moves Ryo forward- DOWN - Ryo makes a 180 degrees turn downwards- LEFT - Ryo makes a 90 degrees turn to the left- RIGHT - Ryo makes a 90 degrees turn to the right
-------	--

Start button	<ul style="list-style-type: none">- Brings the help menu up- To pause in arcade games and pause the time in Free Quest- Ends training
--------------	---

L button	<ul style="list-style-type: none">- In Free Quest, this button will make Ryo run- In training, press R button to bring up the move list. Press L button to show the button configurations.- In the move list, it will enlarge the model of Ryo.
----------	---

R button	<ul style="list-style-type: none">- Allows Ryo to go into Search Mode
----------	---

- Brings up the movelist in training

A button - It's a multi-purpose button. Allows Ryo to
 talk to people, open drawers and chests,
 select a particular item and ect.
 - To select options

B button - To cancel commands
 - To exit from viewing items and notebook

X button - To bring up notebook

Y button - To bring up the menu that contains items that
 you have collected, notebook and etc.
 - To select and use the specific item

[2.3] Move

Well, you can actually refer to the above table to find out about the controls in Free Quest. The Up button, as you know, will let Ryo move forward (or rather, walk). The Down button will let Ryo walk in the opposite direction.

Left button will allow Ryo to walk to the left while Right button will make Ryo walk to the right. To run, press the L button and move any of the direction buttons (up, down, left, right).

Take note that Ryo can't run in small places like in the corridors. If you press L in these small places, he will only walk.

[2.4] Action

The A button is used a lot throughout the game. With it, you can open drawers, doors, cabinets and activate items. Pressing A near people will make Ryo talk to that particular person. If you can open drawers and etc., there will be a small, red A icon on the bottom-right (near the watch) which you must press.

[2.5] Conversation

Another use for the A button is to talk to people to gather information in order to complete certain missions. While talking, you can also press the B button to stop what they are talking. Once you press this, there will be a series of Japanese words on the bottom.

Take note that when you stop the person talking, you will probably not get any information.

[2.6] Action Selector

Instead of using the A button, you will have to use the D-pad controls. Usually, there are two boxes will appear on the top-left of the screen as shown below:

[Yes] [No]

The left option will usually means yes while the left will mean no. But, certain options like these will have different actions that will effect the game. Boxes that will come out range between two and four.

[2.7] Search

Search can also be said one of the most important thing in Shenmue. It allows you (well, Ryo) to look carefully at certain item, object or people (like using a magnifying glass to see closer). To do this, in the Free Quest, press the R button for a while to zoom at a spot. While pressing the R button, you can also move the D-pad to look around.

Once Ryo spots something, he will automatically go closer and stay there until you press the A button to do an action (example: when you zoom at a drawer, pressing A will open it). Then, press A or B button to undo the action (example: closing the drawer back).

While pressing R, you can still use the X button to bring up the notebook or Y button to bring up the menu. To exit from Search, just make sure you didn't open any thing or pick up any object. Then, press B to exit from it.

[2.8] Menu

The menu will appear when you press the Y button. It is something like below:

```
----- |
Watch ----- Items that are collected will be here ----- |
----- |
|VMS - CONTROLLER - LIST - NOTEBOOK - CL - TAPE - SEGA COIN - CALENDAR |
----- |
|      Money - How much you've collected so far                |
----- |
|      Description of the selected item                        |
-----
```

```
-----
Name          | Description
-----
Watch         - It's a picture of the watch in the item
               inventory. Press A to select it. It will show
               a picture of Ryo's watch. Press A to 'light'
               the watch.
-----
VMS           - It's a picture of the memory card in the
               specific space. Press A to select it and it
               will load the file where you last saved.
```

Controller - It's a picture of the official Dreamcast controller. Press A to select it and it will let you to configure and change the options.

List - The picture shows a white paper. Press A to select it and it will present the list of fighting moves that you can use in Free Battle. More notes about it are below.

Notebook - It's a picture of a brown notebook. Press A to select it to read Ryo's important notes during his long adventure.

CL - It's a yellow paper with letters CL on it, stands for Collectible List. Click the A button to select it and it will show your collectible items in your adventure.

Tape - It's a picture of a cassette tape. Press A to select it and you will be able to play the songs from tapes that you have collected.

SEGA Coin - It's a picture of coin with the SEGA words carved in it. You can't actually use it; it's just tokens that you won during the jackpot game.

Calendar - It's a picture of the calendar and it shows you the date and month of the year.

[2.9] Quick Timer Event

Quick Timer Event (or QTE as it is popularly called) is one of the best features I personally like myself. As described earlier, series of buttons will appear on the screen and you will have to press them quickly and accurately in order to continue further.

QTE will use the Left, Right, Up, Down, A, B and X buttons so prepare to use them in future.

[2.10] Free Battle

The most exciting and engrossing feature of the game that allows you to fight with other people. There are lots of controls for you to learn as well as practice. Since I haven't actually master all of the moves yet, I will list all of them together with the descriptions and moves lists.

[2.10A] Training

To learn new moves and practice them, you can train yourself at the selected practice areas. Certain places like in the park, can't be used as training areas if there are more than two people in it (one people is basically okay).

Training areas

- Suzume Park (right side of Game YOU)
- Sakuragaoka Park
- Parking lot (left side of Game YOU)
- Dojo

To move into training mode, go to one of the training areas listed above. Then, Ryo will speak something in Japanese and two boxes (as in Action Selector) will appear. The left box will mean yes and right means no. So select the left box.

Red words in Chinese characters will appear on bottom-left. Now, you can practice your moves. In training, you can press the R button to bring up the move list. Note that on every moves, there will be bar on it.

The bottom-right side in black words means Beginner Mode. When one of the moves are in black, it means that you haven't learn that particular move yet. The middle words means Intermediate Mode and now, your moves will be enhanced even more. Try and aim for the Expert Mode in white characters.

Important Notes

- Moves in black means that you haven't learn that move yet.
- Moves in brown means that you have learn that move.
- Moves in white means that you have succeeded to train it to Expert Mode which is more powerful.

To build up your skill, go to the move list by pressing the R button. Choose the moves that you want to build it up and press the A button. Then, use the same move over and over again until you get your Expert status.

[2.11] Time and Magic Weather

Time is another important factor that effects the game a lot. Shops will open based on the time that it would open. One second in the real world will be one to two minutes in Shenmue. The sky will change on certain time, making the 'realism' feeling coming true.

Morning Sky - 8.00 a.m. - 3.00 p.m.
Evening Sky - 3.00 p.m. - 6.00 p.m.
Night Sky - 6.00 p.m. - 11.30 p.m.

The light in the streets will start to operate at 7.00 p.m. so don't be surprise when you are treated with this short sequence.

The 'Magic Weather' system in the game boasts specific weather that will occur occasionally in the game. When it's raining, people will start wearing umbrellas and raincoats while when it's near Christmas, people will start decorating their shops with nice and neat Christmas trees.

[2.12] Saving and Configurations

To save, you'll need to get into Ryo's room and press A at his bed. When you can sleep and select other two more options will depend on the the time.

8.30 a.m. - 8.00 p.m.

[Save] [Config]

8.00 p.m. - 11.30 p.m.

 [Sleep]
[Save] [Config]
 [Training]

Name | Description

Save - Function is to save and wait for a little while
 when it's saving. Shenmue requires 80 blocks
 so prepare to free some space in your VMS.

Config - It's configurations and since I can't even
 understand a word from it, I suggest that you
 just ignore this.

-----Sleep
- Once it reached 8.00 at night, you can sleep
 already and will wake up the next morning.

Training - Another options will appear as below:
 [All Moves]
 [Punch Moves] [Kick Moves]
 [Throw Moves]

- When you select either punch, kick or throw
moves, this will let you to pay attention
on the particular moves thus increasing
chances to be in Expert Mode.
- Choosing All Moves will let you to train
all of the moves but the process will be
medium.

=====
<3> S h e n m u e C h a p t e r 1: Y o k o s u k a - D i s c 1 G u i d e <3>
=====

Before you proceed with the rest of the walkthrough, please take note of what I'm going to say. The rest of this guide MAY contained spoilers and I'll try to translate what it's going on since the game is fully dubbed in Japanese.

Disc 1 is a basic disc but still fun and enjoyable. It introduces you the main characters thus revealing the story more where the mystery unfolds.

will bring the old woman to her house and she will thank Ryo for it.

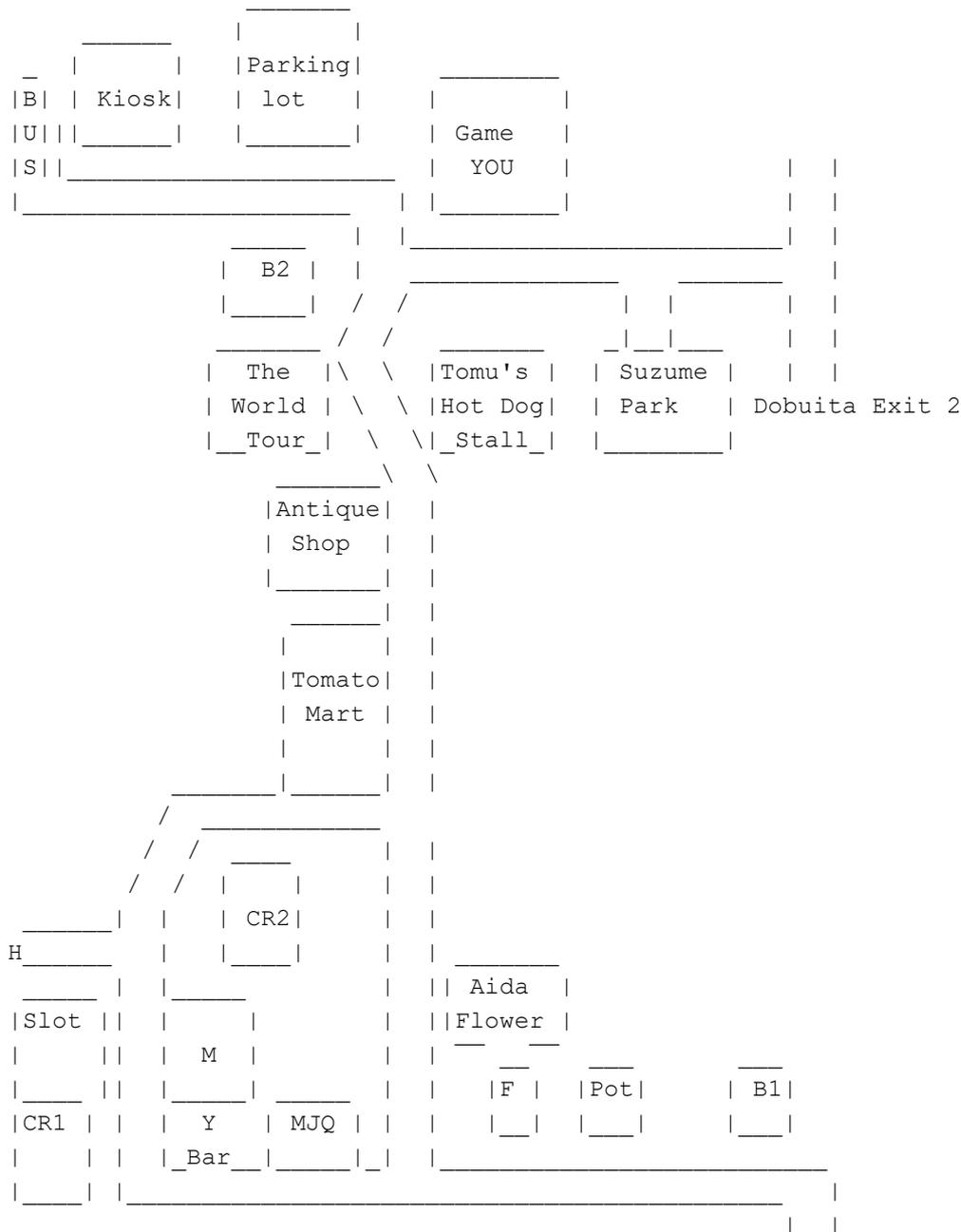
If you have feed the kitten with the biscuit (right option) earlier, now you need to get another clue. Talk to the sweeping woman (refer to the map above) and she will direct you to Yamagishi.

Now, whether you choose the fish or biscuit to give the kitten, go to Yamagishi's house (near Ah Po's shop to the right). He will be in his garden, trimming up his plants. Talk to him until the notebook icon appears on the bottom-right of the screen and go to Dobuita Entrance 1.

[3.5] Dobuita

Dobuita is amazingly big and you can get lost here if you are not careful. Again, try and walk about the streets until you get familiar and this is important as this street have many shops, places and people to help you later on.

{Diagram 3} - Map of Dobuita



|Funny |
|Bear |
|Burger|

| |
Dobuita Exit 1

Legend

B1 - Barber Shop (Riyori Hatten)
B2 - Barber Shop
Pot - Pottery Shop (Doukya Russia)
F - Fortune Teller Shop
Y Bar - Yokosuka Bar
CR1 - Chinese Restaurant 1 (Real name in Cantonese - Mun Fuk Hin)
Slot - Jackpot shop
M - Motorcycle Shop (Yokosuka Japan Knocking)
CR2 - Chinese Restaurant 2 (Real name in Cantonese - Zhong Wah) (Also known as Aji-ichi)
H - Heart Beats Pub
BUS - Bus stop (accessible on the end of Disc 1)

I have tried to draw the exact copy of Dobuita and since it is too big, I try and resize it and did not put the locations of vending machines and etc. Certain shops did not appear because it is not really essential to the game except for certain shops and there is not enough space to draw.

Head to the Funny Bear Burger stall and talk to the owner. Then, talk to Harasaki and she will say that Tomu may have seen it. Now, go to Tomu (the funny guy with curly hair and red shirt with the word Tom on it) and talk to him.

Apparently, he will get nervous and keep talking. Ryo will say that Harasaki had said that he have seen the black car. Then, he will admit that he saw the black car and direct Ryo to The World Tour (just opposite Tomu's stall).

Talk to the person inside it and talk to Kurita-san (the shop is just next to The World Tour). Then, he will suggest that you go to a Chinese Restaurant. Go to the Chinese Restaurant 2, the Aji-ichi. Talk to the couple inside the restaurant and then, head to the barber shop opposite Game YOU.

Talk to him until you get the notebook icon on the bottom-right of the screen. Take a long walk to the barber shop (Riyori Hatten) near the Dobuita Exit 1 (refer to the map above again). This barber shop will normally be closed until you talk to the other barber near Game YOU. After talking to Riyori Hatten, he will tell that you'll need to see his father at Suzume Park. Now, you'll need to go all the way back to Game YOU area again (what a long way...).

Go to the alley at the right side of Game YOU and head to Suzume Park. There will be an old man with black and white checkered shirt. Talk to him for a long time and you'll get more info on where to go.

Talk to Tomu for a while, then head to Yokosuka Bar (use the map above to guide you). You will have an automatic sequence where the bartender will give you a Coca-cola can. After that, go to the MJQ Bar right next to Yokosuka Bar. Enter the bar to have an automatic sequence on the two men playing pool. Have a conversation with the bartender (just press the A button once you enter the bar) and he will direct you to the men.

Walk towards them and they will bet with you 1000 yen on the game. Press left

to accept it and you can try and make a shoot towards the ball.

Controls

A button - Change view to the ball.

A button - After pressing A button to change view, press again to shoot.

B button - After pressing A button to change view, press B to return the view to normal.

D-pad - Press left and right to move the stick to aim at the ball.

Many people have complained that this won't work and will never work forever. Well, as for my brother, he somehow make a lucky shot and the ball when directly towards the hole (bottom-left). The other guys will say something and won't give you your deserved 1000 yen. Then, walk out of the bar and head for the next mission.

Actually, I don't really know the exact thing to do to shoot the ball to the hole. This is just my theory which is NOT confirmed: Try and make the stick aim to the right (not just a little bit) and then shoot. I won't guarentee you if you fail but if you want to succeed, save the game before you move on and try until you win.

ShynyGlaze (ShynyGlaze@aol.com) e-mailed to me regarding this section. According to him, press A to change the view and make sure that the Q ball is directly lined up with the other ball. It's mostly to the right side (hey, that means my theory is correct!) and then press A. The ball will go in all the time.

Thanks to Dan (AoZoRaMaGNUM@aol.com) for giving a more detailed explanation on how to get it for your first time. Here's what he said: " When the camera is zoomed in on the ball, tap 17 times to the right with the D-pad (keyword: TAP!). You will able to make the shot. However, since you're too young for that Bourbon (as part of the deal)...they tell you that they are not sailors and to check out Heartbeats. As for the other times of playing pool with them, it will be difficult to explain because the ball will be placed in different directions randomly.

BUT, if you fail and the ball did not enter on either holes, then you will have to pay 1000 yen to the bartender as to treat the two people. Now, you'll need to get prepared for the next part.

Go to Heart Beats Pub (you can actually refer to the map above) located near this small and narrow street. Go until you reach the motorcycle shop, Yokosuka Japan Knocking (it's stated in English clearly on the shop itself). Opposite of it, will be a small and narrow lane (narrower than this). Walk down the stairs and you will encounter two people who wants to block your way. It will be a short and simple QTE so get prepared to jolt down some buttons.

Finally, enter Heart Beats Pub and you can prepare for another QTE. The people inside will call Ryo as schoolboy and then put up a fight. After the QTE, you can have a nice peaceful rest for the night.

[3.6] Battle with Thugs

Anytime, once you have talked with Harasaki, between the above and below parts, there may be a QTE in front of Tomato Mart with two thugs. Give them a nice kick and they will run away.

After that, head towards Sakuragaoka Park where you will have an automatic sequence with the two thugs again. This will be probably your first Free Battle but it is quite easy. Just kick them a few times, probably some punches and throw them and they will be knocked out immediately. Get used to this Free Battle as more of them will soon come later.

Another short QTE will happen automatically on the second day of the game. Two boys playing football will kick the ball unintentionally towards you. If you fail, the ball will bounce towards the girl nearby and she will cry and run away.

On the next day, head to the dojo where Fuk-san will teach you a new fighting skill. Then, go back all the way to Dobuita. Near the beginning of the entrance, you will meet a Chinese man from one of the restaurants. He forgot to bring his money and then, asked Ryo if he could treat him a drink. The Action Selector will appear so press left to buy him a drink and select any drink.

You can 'kill time' now by playing at Game YOU, practice your moves (the most important aspect), buy move scrolls from the Antique Shop that is just right side of Tomato Mart and etc. Go back to Water Dragon Jeans that is near the part where you meet the Chinese man earlier. Talk to the man outside of Water Dragon Jeans (not the other shop, remember!). Sometimes, his sister will appear outside and you need around 30 minutes (according to the game) until she will be gone.

Now, head to the place where the man showed, a green door with the camera on top near Water Dragon Jeans. Go inside the door, walk upstairs, enter the door and talk to the second man you see inside the room who is sitting on a chair.

Go towards the man opposite Tomo's Hot Dog stall who is dressed in yellow shirt. He's Kurita-san and talk to him twice. Then, you will have plenty of time to 'kill' until 7 p.m.. If you decide to practice near Game YOU's parking lot, do so and until 7 p.m., quit from training manually (or automatically as the lights will go on and you are forced to quit it). Then, go past Game YOU for a few metres and return back to have a cut-scene.

Do whatever you like but return as soon as possible to Game YOU by 7 p.m. The first thug you met will answer that he knew Charlie after being asked by Ryo. He will then bring you to a parking lot near Game YOU and where his other four friends and himself will have a battle against you.

Now, here's where the practice come to work. It is relatively easy; just give them some good kicks the most and throws when you are near them. If you want, probably punches will do them good (though it have a little effect on them, in my opinion).

After finishing them off, Ryo will force one of the five thugs to tell him about Charlie and talks about a tattoo shop. Press A repeatedly until the whole scene ends. Next, go inside the Game YOU and look at the two men playing with a game.

Talk to the one on the right side about the tattoo shop. When the Action Selector comes up, press left and he will give you another piece of clue about the location of the tattoo shop. So, where's the tattoo shop? Head to the dark alley (with pubs and all) and go to the apartment opposite of Yokosuka Bar.

Walk upstairs and go to the second door with a poster pasted on the door. Open it, talk to the owner and he will ask you to return the next day. There is

nothing to do now, but you can waste some time until 11.30 p.m. or just sleep straightaway now.

[3.7] Charlie

When you wake up, you can already 'kill' more time until 3 p.m. Train more skills especially the normal kick; believe me, you'll need it. After all that, head to the same tattoo shop as you have went before and open the door. The thugs that you see will complain about the 'schoolboy' (in case you are wondering, they're talking about Ryo).

When your much-favourite hero enters the door, the thugs will run away in fright and Ryo will talk to the tattoo guy. He will hint that Charlie's at the back and Ryo will automatically walk towards the curtains.

Once you are well prepared, press the A button to snatch open the curtains and prepare for a very quick QTE. Charlie will slash you with his knife and run away if you fail but if not, he will be caught. He then will tell you to go to Game YOU at 3 p.m. the next day.

Go outside and walk down the stairs to have an automatic cut-scene with Harasaki. You can now have more than 4 hours of free time to 'kill' once more so do what you like in the game and enjoy it to the fullest. Practice if you want and sleep for the day.

[3.8] A Letter

Wake up as usual and head to the dojo. Fuk-san is now fully recovered (notice he didn't wear any plasters?) and both of you will have a match against each other. Practice your throws the most as you can practice other moves (punches and kicks) on your favourite training areas. You can also try and discover the other two throw moves that you may not probably learned yet (that are marked black in the movelist screen).

Then, Ryo will walk out of the dojo and meet Ine-san on the way. She will then give you a letter that both of them unable to read due to the mixed up Chinese characters (yes, it's not in Japanese). Try and exit the house and Fuk-san will appear and talk to you. Then, get out from the house and walk towards to Sakuragaoka. Walk for a little while and a boy (in automatic sequence) will come crying incredibly loud to you.

Follow him and you'll meet Charlie and four other people. Get ready for a quick Free Battle against three of them. Use what you have practiced before. Also, it's a real easy battle. Afterwards, Charlie will capture the boy hostage and he (the boy) will drop the ball. It's very quick and cool QTE so press the button shown on the screen to kick the ball right to the bad guy's face! Then, the rest will run away. The boy will thank you in Mandarin ('xie-xie'). Honestly, it's badly said Mandarin as it does not sound like Mandarin at all. The Japanese version said it more clearly.) and tell you that he is Chinese and his name is Gao Wen.

After that, use the Dobuita Entrance 2 (look at the Diagram 2) near Yamagishan's house. Walk outside and down the stairs to Suzume Park and wander around near Game YOU and you'll meet the boy playing on his own once more. He will tell Ryo to go and meet his grandmother at the pottery shop (Doukya Russia). Refer to {Diagram 3} - Map of Dobuita. The shop is right of the

fortune teller shop.

Enter the shop and you will have an automatic conversation with the grandmother. Apparently, she used the mirror to solve the puzzle and translates it to Ryo (The reason why she used the mirror is because the letter is all opposite and can only be read by using the mirror).

Now, you can pick two choices.

- 1) Continue with the Harasaki part.
- 2) Go straight ahead to Disc 2.

If you wish to continue with the Harasaki part, then continue the whole walkthrough as normal. But if you want to go quickly to Disc 2, then skip the Harasaki part.

If you're early, do whatever you like and wander around the streets and REACH HOME before 7 p.m. (start going home at 6 p.m. for safety). Once you reach home and if you're early before 7 p.m., you may want to give a call. Call 0468-61-5647 and listen VERY carefully. If the guy says something in the beginning with 'Father's Heaven', choose the right option then left. If the guy says something in the beginning with 'Mother's Earth', choose the left option then right.

Wait patiently at the telephone (use Search mode at the telephone) and at 7 p.m. sharp, the telephone will ring. Press A to pick up the phone and you will talk to Harasaki for a while and automatically be shifted to the park. After some bit of conversation with Harasaki, you will reach home at 11.30 p.m. and you will have to sleep.

The next morning (or the same day if you didn't follow the Harasaki part), head towards the kiosk at the end of Dobuita streets (near the bus stop and near Game YOU). Use the telephone and call 0468-61-5647 if you haven't call before. Answer by following the above instructions. If you answer wrongly, the person will immediatly hang up. After calling, talk to the old lady inside by using Search mode. Then, search on the table for a telephone book and press the A button.

Ryo will search for a particular place and will find it. Then, head towards Tomu's stall and talk to him where he will point you to the bus stop. Now, you can head towards the bus stop near the kiosk. Wait patiently for a little while and the bus will come (press the A button to ride the bus. You'll need to pay 160 yen for the 20-30 minutes ride.

Now, it's end of Disc 1. When you see the warning screen and the red A button on the bottom-right, press the A button and save your game (like in Ryo's room). Once it saves and with a black screen with few letters, you can safely take out your Disc 1 and put in thr Disc 2 to continue your journey.

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<4> S h e n m u e C h a p t e r 1: Y o k o s u k a - D i s c 2 G u i d e <4>
=====

Disc 2 is definitely much longer than Disc 1 and there are many more exciting Free Battle and QTE. You can explore an extra place, of course and the incredible story of Ryo will unfold by itself, more and more.

{Diagram 4} - Map of the New Yokosuka Harbor

there is a nearby vending machine, buy the brown coloured drink (there are two of them, located below above all the soft drinks) and offer it to the old man. If you buy him other soft drinks, he will refuse.

Okay, use the {Diagram 4} above and find your way to Warehouse No. 8. The floor will show you the numbers of the warehouses so you should be able to find yourself. Okay, try and enter the warehouse and the guard will shoo you off. Ryo will say that he will have to try and get in another way so head at the back of Warehouse No. 8.

Wander around those brown boxes and Ryo will say that he could try and get in so follow his idea. Go to one of the box on the right and press the up directional button to push it to the front. Keep holding the same button and you should be able to push the box against other boxes. Press the A button at the same box that you just pushed and Ryo will climb it. Press the A button again and Ryo will jump on top of other boxes.

Now, head towards the window and you are in Warehouse No. 8. Walk about here (don't bother to enter the rooms, Ryo will just exit them) and there will be a short automatic sequence. Ryo will overhead the two guards that there is another Warehouse No. 8 so you'll need to find it.

Before going anywhere, walk around and you will see Tomu's Hot Dog Stall. It's located around the 'Other Buildings' area drawn on the map above. Once you actually see Tomu's stall, head to the right and you will see a gate. Try and enter it and a guard will stop you. Then, Ryo will suggest that he should go later at night (depends on what time you come).

After that, you might want to go for another QTE. Walk towards Hisaka's stall (refer to the map above. It's near a Coca-Cola vending machine) and you will see a scene between her and her younger sister, Mai. According to the conversation (as far as what I can make out), Mai is hanging out with the wrong 'crowd' lately and was demanding money from Hisaka. Then, she will walk away with two girls (that can be found in Dobuita sometimes). Hisaka will then ask you whether you can help her so press the left button to say 'yes' and the right button to say 'no' at the Action Selector.

Now, walk towards Warehouse No. 17. Near it (or rather, at the end of the road) will be two nasty girls who wants to act 'gangsters'. Take good care at the next double-quick QTE because if you lose, you will find yourself at home (can anyone confirm this?). Then, Ryo will walk away, leaving Mai behind.

Walk back to Hisaka and Ryo will report what had happened before. Hisaka will ask you for another favour; to send lunch-boxes to the workers. It's all automatic and Ryo will walk towards the area (the place where you are supposed to get into another Warehouse No. 8). Ryo will leave the boxes and overheard conversation between the two guards. Then, he will look at the schedule nearby and think that he should return at 8.00 p.m.

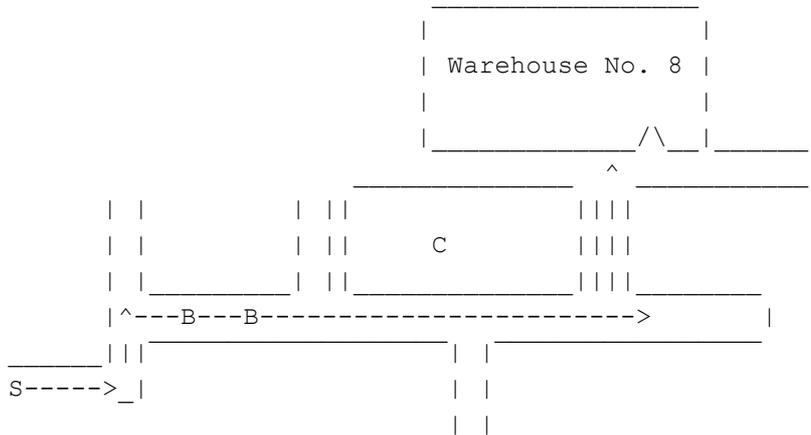
[4.2] Into Warehouse No. 8

Since there are lots of time to spare (again, depending what time you arrived here), kill some time by wandering around until you get used to the surroundings or go to Game YOU and play the darts there or buy items for your convenience or lucky draw.

TIP: You can practice at Warehouse No. 4 INSIDE it (thanks to Frosty840@aol.com and JAPAN16@aol.com, as well as few other people that I had forgotten)

You can actually do this once it's at 7.00 p.m. so once the lights are on, head towards the same area and enter a small place. Ryo will crawl in and he will bang his head into the table above him when the telephone sounds shocked him. This quick QTE will soon be over once you press the correct buttons. Grabbing the torchlight that fell earlier, he will walk away and get prepare to sneak in.

 {Diagram 5} - Map of the Warehouse No. 8



Legend

-
- B - Boxes
 - C - Construction stuff
 - S - Start (in the beginning)
 - >, ^, | - Arrows on where you should go based on the guide below
 - /\ - Door

This is a rough map on what the place is supposed to be. If you find the guide for the area difficult, use the map above. Take note that this map is BASED on the guide below. The map is also based on my memory so if there's anything wrong with it, please e-mail me. Also, other warehouses are not included except for Warehouse No. 8 to make the map not so confusing.

This part is famous and known as the Metal Gear Solid part. You will soon see why. Once you are caught by a guard, you will miss a day and have to start all over again. Press the A button to hide between walls or items (like boxes). Follow my instructions and you should be able to get past through in no time.

First, press the A button at the wall just at the side of Ryo to hide behind it. Once the guard turns his back, quickly run (yes, run) towards the first junction the right and hide behind the second stack of boxes (by pressing the A button again). Once the guard walk the other way, run straight to the front (DON'T go to other junctions), past by some sort of construction stuff and hide behind the wall after the second junction to the left (I hope this is not confusing).

Then, once the guard walks away, go towards the second junction earlier and run towards the well-hidden door (right side of the big number 8) located a bit to the right. Press A at the door and you're in. If you're stuck, try and get used to it and get as few mistakes as possible or you will waste lots of time and days.

Few times after you get caught, the old man that you helped just now will give you a map. Another couple more mistakes and he will draw the movement of the guards on the map. Still more mistakes and he will label the warehouses and more mistakes, he will appear once more and suggest that you come back at 11.00 p.m. To see the map, press the X button (it's safer to do that once you hide behind walls or boxes).

Once you reached inside Warehouse No. 8, ransack the shelves and try and find for a piece of white china plate. The voice will call out and Ryo will drop it and it will be smashed to pieces. It's all automatic later on and you will have a conversation between Master Chen (the fat, jolly in red suit old man) and Gui Zhang (in his black suit), his son. Ryo will talk about Rantei (I figure out that Rantei as Ryo called is really Lan Di) and found that he is in the group called Shuemon and is related to Mad Angels. Then, Ryo will automatically sleep and wake up at the next morning. If you keep wasting your days, there is some good advantage too. You will find a short raise in your total money income.

[4.3] In Search of Phoenix Mirror

Okay, the next morning, go and talk to Ine-san. Then, go to the dojo and speak to Fuk-san. After a good deal of conversation, Ryo will automatically leave the area and Ine-san will appear and begin to talk to you. Apparently, she had heard something from Fuk-san because of his loud voice. It seems that Ryo's father had left some important item at the Antique Shop.

Along the road of Yamanose, there will be a short cut-scene of the kitten growing bigger (if you take care of it properly). It does not need the box already so be sure to take care of the kitten properly.

Walk to Dobuita and head to the Antique shop which is near Tomato Mart. It's the place where you can buy the move scrolls which costs around 300 yen to 3000 yen. Move back to the subject, enter the door and you will have an automatic conversation with the old man (not the woman like before when you come here to buy the move scrolls). After another long talk, he will reveal and give you a special item that will be very, very useful later on.

Return home and on the way at Sakuragaoka, you will meet up with Gui Zhang, Master Chen's son once more. After a short Free Battle-style fight, he will tell that it seems that Ryo don't need a bodyguard (he's speaking 'bodyguard' in English) as he is instructed to do so by his father. Ryo will talk for a while and your worst enemy of the entire Shenmue, Chai will leave after spying the two on top of the roof.

Okay, now go home and head to the dojo. You will have a short cut-scene with and a short conversation. When you enter the dojo, go the right side a bit and try and look around for a small and long rectangular brown box on the ground. Examine it in Search mode and press the Y button to select the old key that you have found in Disc 1 at his father's room earlier. Use it and he will find the 'katana', the sword.

While taking it around, go towards the two drawings and writings on the scrolls near the box. Examine the right one and press the A button to take it out and put it down. At the hole there, press the A button and Ryo will draw out his long and sharp sword. Then, he will insert it at the hole and will fit in nicely. At the left scroll, examine it and put the scroll down like the right one. Then, once you see the hole, press the Y button and select the item that have been given by the old man at the Antique Shop earlier. Put the item in and 'ting!', you have the item in and reveal a secret passage.

Walk down the stairs and Ryo will rub himself clean. If you try and enter through the darkness, Ryo will automatically climb up back. Use the torchlight that have been found (or bought) and use it. If it run out of batteries, buy a couple at the Tomato Mart. Okay, switch on the torch and wander around a few short corners and you will reach the main room.

There are three items all together to find. Ransack every corner and shelves and items you can find to get an old leaf, an almost faded picture of Ryo's father and another friend of his and a move scroll. Keep the scroll until Disc 3. Here, you can also try and light every candle you can see. It helps a little to make the room brighter.

Now, head to the mirror (you can examine it if you want) and face out from it (what's face out you may ask? Look towards the mirror and press the down button to make a 180 degrees turn). Head to the table on the right side (after facing out, it's the table with a small writing on it and can be seen when you examine the mirror. On the left side of the table, examine the floor and you will see white marks. Press the A button at the nearby table and Ryo will pull it away. Examine the wall behind it and Ryo will mention something.

Now, there will be an axe in the same room (you have probably find it after 'ransacking' the whole area) so grab it and head to the strange wall. Ryo will break it and collect the treasure prize that Lan Di wants too, the Phoenix Mirror. Exit the area in peace and have a short talk with Fuk-san. After this, it may be dark (probably not).

You may also want to get a second secret scroll in the dojo (thanks to RYOJ11@aol.com again). Here's what he said: When you walk into the dojo, look to the left. On the wall you will see a frame that has black Japanese writing on a white paper. First-person-view on that frame and Ryo will say that he can't reach it. Walk over to the little stool to the right of the frame and press A. Ryo will move the stool over and get on top of it to remove the frame and find the scroll.

Whatever, give Master Chen another call by 0468-61-5647 and answer by the usual password, hear the word 'Father's Heaven' and press the right button and then left. Hear the word 'Mother's Earth' in the beginning so press the left button and then right. He will tell you to go to Warehouse No. 8 again.

Board the bus (if it's not near 9.00 p.m. as you are forced to sleep once it's at 11.30 p.m.) and head to the place where you have went before and have to sneak in (near Tomu's Hot Dog Stall at the right side; Tomu's stall may not appear if it's night). Talk to the guard and he will let you in (it can ONLY work if you called Master Chen earlier).

Walk inside Warehouse No. 8 peacefully without guards bothering you as before. There, you will meet Master Chen and Gui Zhang once more. After a bit of talking, Ryo will show the Phoenix Mirror to Master Chen. After another conversation, the perfect and pure evil one appears, Chai. He will make a fast grab at the Phoenix Mirror and begins to run away. Gui Zhang will run and try and catch him but Master Chen will command you quickly at the switch control. Succeed in this quick QTE and Ryo will have the Phoenix Mirror back at the right hands. Then, Chai will leap away. Then, Ryo decides to go to Hong Kong to chase down Lan Di.

[4.4] Ticket to Hong Kong

Sleep for the night and have a beautifully created short dream of the Phoenix. When you get up, you will get around 32,000 yen through his back account. Talk to Fuk-san (in his room) and after telling him your plans to Hong Kong, he will look shocked. Ryo will then decide to Ine-san and walk towards the kitchen. Before Ryo can even tell her, that most annoying Fuk-san tells her in a very loud voice (perhaps what Ine-san said was true after all). Ine-san will walk away (is she crying?) and left Ryo in distress. Well, Fuk-san is a real idiot, as Ryo had calls him sarcastically.

Now, walk out all the way to Dobuita and go to 'The World Tour' opposite Tomu's Hot Dog Stall. Go inside and talk to the person there and he will give you a pamphlet. Now, head to another travel agent opposite Aida's Flower Shop and near Funny Bear Burger shop. Go inside to have a most unpleasant conversation with an extreme rude girl. Take the pamphlet and go away. Ryo will speak something and then, walk all the way home. Talk to Fuk-san again and he will break his piggy bank and give you around 40,000 yen and you will gain around 70,000 yen all together.

Walk all the way back to Dobuita and walk to Harasaki at Aida's Flower Shop. Talk to her and she will tell you to go with boat for a cheaper price. Go to the unpleasant shop opposite Aida's Flower Shop and you will give the lady 69,000 yen for the ticket after some discussing. She will tell you to come back the next day.

Now, you may want to kill time until around 7 or 8 p.m. On that time, head back home and you will have a short conversation with Fuk-san where you will tell everything to him. Then, sleep for the night and wake up the next morning.

Again, you may take this opportunity to kill time until 3.00 p.m. Practice your fighting skills especially the normal kick (A button) as it is very, very important for a difficult battle later on. Once at 3.00 p.m. or so, head to the travel agent opposite Aida's Flower Shop.

You will have an automatic sequence later and fight the bad guys inside. After talking to Jimmy (the man inside the shop), exit from the shop and kill time until 7.00 p.m or earlier. Go home and Fuk-san will tell you that Harasaki has left some flowers for you.

Go inside the house and to the altar room and Ine-san will appear and say that Harasaki has left some flowers for Iwao. Sleep again at 8 p.m. if you like or practice some moves for some time. Before you sleep, you might want to save first. Once you wake up, Jimmy will call you and ask you to head to Game YOU at 12.00 p.m. If you haven't save you better do it.

Go at the right time to Game YOU and go inside. You will meet that pure, supreme evil Chai and he will gobble up your ticket to Hong Kong. Now, you will have one of the most difficult Free Battle against that 'more-evil-than-Lan Di' Chai. Try and win this part to prove your fighting skills.

Okay, fighting with Chai can be absolutely difficult. The only attacks that can get him are kicks so DON'T ever use any punch-related techniques. As for me, normal kicks will do. Kick him repeatedly and even when he is falling on the ground, kick him and you will succeed. Throws can only work one or two times (for me) so I recommend that you don't use it at all.

Two 'endings' will go if you lose or win. Losing this part is very obvious and you will end up Chai running away and Fuk-san will enter Game YOU to save you (did he have telephatic powers?). Then, you will sleep in your own room and wasted one whole day. You CAN'T replay the whole Free Battle so if you lose and you desperately want to win, save first in Ryo's room before you come all the

way to battle.

If you win, Chai will run away of course and you can continue the game as usual. Whether you wake up the next morning or immediately go after defeating Chai, head to Asia Travel (the travel agent opposite Aida's Flower Shop). While opening the door, Jimmy will suddenly appear and try and push you over. He will then run away and prepare for the longest QTE in Disc 1 and 2. If you fail, you'll have to start all over again.

Once you caught up with that guy, he will tell that you don't have the ticket. Then, the usual black screen will appear so save the game and pop in Disc 3 and continue.

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<5> S h e n m u e   C h a p t e r   1: Y o k o s u k a - D i s c 3 G u i d e <5>
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Finally, you've entered Disc 3 where tons and tons of Free Battle are here including the best and longest QTE are here. You can even earn more money through a new job so you can actually spend your money without getting scared that it will run out. Enjoy yourself here as it's the last disc. If you haven't check the Passport Disc yet, check it out after completing the whole game. Also, in this guide, I will list out the moves that will be taught since they can be quite confusing. Good luck and enjoy!

[5.1] Searching for Job

As you catch up with Jimmy, he will give you a new replacement ticket and tell you that Mad Angels work at the New Yokosuka Harbor so go your way there. Before going there, walk to Harasaki and have a little chat. Note that if it is around 1.00 or 2.00 p.m. (espeacially those who have completed and succeeded the Chai part), don't bother to go there as you will waste your money (bus ticket) and time. Kill time and practice every single of your moves or at Game YOU.

Now, head to the harbor and go to Warehouse No. 18 (look back at the map, it's near Tomato Mart). Talk to the person inside and go to Warehouse No. 12. Walk around the Warehouse No. 12 and wait at around 12 p.m. until Goro with his absolutely odd hairstyle appears (walk around the area near Warehouse No. 12 since he won't appear right in front of it).

After talking, you might want to catch a bus and kill time at Dobuita or practice your fighting skills. If you haven't got used to New Yokosuka Habor's surroundings, you better do so for later convenience's sake.

Also, once you're at the New Yokosuka Harbor, you might want to get the two secret scrolls that you got in the dojo (at Disc 2) to work. Thanks to RYOJI1@aol.com for the help. Go to the telephone booth (near the entrance) and call Master Chen's telephone number: 61-5764 and answer the usual answers. If the guy says something in the beginning with 'Father's Heaven', choose the right option then left. If the guy says something in the beginning with 'Mother's Earth', choose the left option then right.

Gui Zhang will pick answer the phone. Then, go and find Gui Zhang at the Old Warehouse No. 8. Gui Zhang will read this for Ryo since it is in Chinese. Once the event is done, check the item inventory and look at the manual. Ryo will speak and learn a new punch move: ->, <-, <-, X+A

Now repeat the phone call sequence and go see Gui Zhang a second time. If you have the mysterious scroll found behind the frame in the dojo, Gui Zhang will read this to Ryo as well. It's a legendary move written in Chinese and also in the form of a song. Only the master who wrote it and the actual person who receives the scroll can understand the true meaning of the scroll. Gui Zhang tells Ryo to hold onto the scroll because he might meet the master who wrote the scroll.

From now on (I think), Harasaki's friend will appear outside Game YOU around 7.00 p.m. to 9.00 p.m. You will have an automatic conversation with her (when you walk near her) and she will tell you that Harasaki is in the Sakuragaoka Park. She will talk to you and have a romantic scene where she will lean against Ryo's shoulder until 11.30 p.m. BUT for certain people (it's just your luck), that girl will just talk to you and nothing else. Anyway, sleep for the night and get up the next morning.

Head all the way to the harbor outside NEAR the big, blue door at Warehouse No. 1. Wait until around 12.00 p.m. Goro and Mai will appear (it's an absurd and funny scene) and direct you to go to the office. Again, refer to the map above, {Diagram 4} and find your way yourself. It's a very big building with a small door.

Head inside the door and have a talk with the boss inside. He will let you see Mark and he will teach you ways of handling the fork-lift machine. In the beginning, he will ask you to do these moves in order:

Left / Right, Accelerate, Reverse, Lift up boxes

For the controls, learn it below:

Controls

A button - Lift up boxes
X button - View map (once you got it)
Y button - Open the menu
L button - Reverse
R button - Accelerate
D-pad - To move the wheels of the fork-lift

Try and get used to these controls as you will have this job mostly throughout the game. You need to take the boxes and put it inside the nearest warehouse just next to you. Put the boxes inside the white lines and in order if you like but the more boxes you put, the more money you will get. You need to get the 'fork' down first and then ram it below the boxes. Press the A button repeatedly to get the 'fork' higher or lower.

At 5.00 p.m., you will stop work and the guy inside you will explain to you about the work's routine. Then, talk to everyone here if you like to gain info about the Mad Angels. At 7.00 p.m. (once the lights are on), go and walk around the office the Mad Angels attacking the old man you had helped or otherwise.

Get ready for a short QTE and attack the motorcycles as well as the drivers. After helping him, then you will be automatically at home and asleep. If you want to save, save before you sleep as you can't save at all throughout the game except when you're back at home).

[5.2] Fork-Lift Driver

Wake up the next day quite early then usual (you will not have your usual allowance from now on) and prepare for a fork-lift race with other four drivers. In the beginning, it will be a bit hard but as the saying goes, "Practice makes Perfect". If you win either first, second, third, fourth or fifth, you will get a small toy truck marked with the number (position) you have won. You can also press the X button for the map of the area if you're stuck.

After that, Mark will give you a map. Carry the boxes and put it at Warehouse No. 18. At lunch time, you will help Mark as he is about to get beaten up by the two Mad Angels people. After the Free Battle, the two will run away. Wander around the place until around 2 p.m. and you will be automatically back to work.

Half-way through, you'll encounter another three Mad Angels again so kick them out of the way in another Free Battle. After 5 p.m., get your pay and walk outside the office for a little while until Goro comes to have a short conversation with him.

Walk around a little bit (around 6.00 p.m.) and Gui Zhang should appear. He will offer to teach you a new technique so press the left button to accept. It's <- + A. Then, wait until around 8 p.m. and walk around the Tomato Mart area.

You'll see the jolly old man again you helped earlier. He will ask Ryo to fight him but Ryo doesn't want to hurt him and hit softly. Then, after asking Ryo to use all his energy, he agrees and the old man successfully avoids all. He will teach you a new fighting skill (-> + Y + B).

Now, go back home and have a good night sleep. Take note that you can't go home until after 8.00 p.m. for some reason. Then, have a dream about the Phoenix Mirror and you will wake up the next day.

It's the whole same step like the previous day before. You will have a fork-lift race, take your prize and get a new map. Each work-place will be different each day. In the afternoon, talk to the rest of the men sitting nearby if you want and wait until 2 p.m. as usual.

In the middle of the working period, you will be attacked by 9 men from Mad Angels again. Fight 2 rounds of Free Battle (first five, then four people) and finish them off. They will tell you to go to Warehouse No. 17. Continue until 5 p.m. and collect your usual pay.

After work, go to Warehouse No. 17 and you will see the Mad Angels up to their usual no good. They're beating up poor Mark so fight them up in Free Battle mode. Wait until 8 p.m. and talk to the old man again near Tomato Mart. He will teach you another technique, -> + Y + B, X. After learning the move, talk to him again and then sleep peacefully at home.

The next day, you will repeat the same process as before; joining the fork-lift driver race and shifting boxes in the right warehouse after getting the map. Now, you need to shift the boxes to Warehouse No. 8 again.

During lunch, Harasaki will come and her friend will take a photo with the both of them. You can actually choose with photos you want to take, either left or right by using the Action Selector. Whichever you had choose, Harasaki will choose the other one. Then, the two of them will leave and you have to wait patiently until 2.00 p.m.

Try and put as many boxes as you can into Warehouse No. 18 and you know that

hard work pays off. After getting your pay and work at 5.00 p.m., talk to Goro who will hang around in front of the office. Walk around the office and talk to him. Then, head to the area near Tomato Mart at around 7.00 p.m.

You will have a long QTE chase on the motorcycle and it's a cool one. You must get it right or you will have to start all over again. After that, you will have to fight with 5 Mad Angels and Charlie again in Free Battle mode. After that, wait until past 8 p.m. and you can go home and sleep.

Later that night, Ryo will dream of short sequences on Lan Di. Then, wake up the next morning and join the fork-lift race like normal and get your prize and map. You'll have to put the boxes in Warehouse No. 18 again but on longer distance. Do this until 12.00 p.m., hang around or kill time at Tomato Mart for darts.

Once at 2.00 p.m., start work again and half-way through during work, you will have a QTE against the Mad Angels. After defeating them, resume your work until 5.00 p.m. and get your pay. Now, after work you will have an automatic sequence with Mark near the office and after finishing talking, talk to him once more near the office again (facing out from the office, head left).

Hang out by talking to people or doing other activities until 8.00 p.m. Then, board the bus and go home (or hang around in Dobuita if you like). Wake up the next morning and do all the same thing as before. It will be the last day for you to enjoy so have a good time with it. Race in the fork-lift race and collect your toy fork-lift machine and map.

Now, you will have to take the boxes to Warehouse No. 8. Put them at the white lines and take the redish boxes to Warehouse No. 18. It will be a little confusing so practice the area a bit. At lunch-time, you will have a scene with Goro and Mai and it seems as if both of them are getting married.

Still at lunch-time, you may want to talk to Mark and the rest or wander around the streets. Now, after lunch at 2.00 p.m., you will get back to work and half-way working, you will encounter 2 Mad Angels on the way. Ryo decided to give them a chase so prepare for yet another QTE.

Chase one of them and they will tell you the name of Mad Angels' boss, Terry (not at all a frightening name). After work, your boss will tell you that someone had left a letter for you and it turns out to be from Gui Zhang. You will have an automatic conversation with Master Chen and Gui Zhang and begin to talk about the Mad Angels.

Again, wait until 8 p.m. and board the bus home to sleep.

[5.3] Mostly about Friends

At 11.45 p.m., Ryo will awake by himself and went to get out. Ine-san will say that Harasaki haven't return home yet and at that point, the telephone rang.

Ryo will pick up the phone and it turns out to be Chai! Ryo will hear Harasaki's voice and Chai asked him to come if he wants her to be safe. You'll need to go to New Yokosuka Harbor by 3.00 a.m. but Ryo needs to go before 2.00 a.m. Now, walk out of the street and head all the way to Dobuita. Try and go to the bus stop and it seems that the bus operations are stopped at the moment.

You will have to use another transport so head to Yokosuka Japan Knocking, the motorcycle shop. Knock on the green door and the owner will come out. He will

tell you to go to other place at Sakuragaoka. Go there and head to the motorcycle near the gotcha-gotcha machines (don't go to any junctions).

It should be easy to find and you will have an automatic scene of Ryo borrowing the motorcycle from the owner. After a very quick conversation, Ryo will be given the keys and he drove away in the motorcycle (cool looks with the helmet, don't you think?).

Controls

L button - Brake

R button - Accelerate

D-pad - Move the motorcycle

Now, you'll need to have extreme good controls in this motorcycle game. There won't be any cars or vehicles at all and you are given only 1 minute and 30 seconds as in real world. The trick is you'll need to slow down a bit (by not pressing the accelerate button) at certain corners (brakes won't help at all except for certain times).

If you lose, you will have to start all over again. It takes some good practice and make sure you don't bang into corners or walls because it will slow you a lot considerably. After that, you will have a cut-scene where Ryo drives his motorcycle to the New Yokosuka Harbor.

After that, you will have two rounds of Free Battle with the Mad Angels, first with six people and then five. It's pretty easy if you had practiced a lot before by giving the normal kicks, punches and throws. You might want to use the new techniques that had been taught (try a few times or you will get punched).

After fighting, Terry (the big boss) will free Harasaki with a condition. He wants you to 'kill' Gui Zhang but Harasaki try and prevents him from agreeing. Later on, Terry will free Harasaki after Ryo say 'yes' and unfortunately, you can't have a fight with him in Free Battle which is a pity (for those who eagerly wanting to give him a punch). Later on, you will see a cool romantic scene of Harasaki hanging on Ryo on a motorcycle with a serene music in the background (record it, quick!).

The next morning, you will have a nice cut-scene at the dojo. Then, head to the harbor and your boss will fire you for no apparent reason. Walk to Tomu's Hot Dog Stall and he will try and cheer you up and even offer you a cup of coffee.

He will show you a move that his friend had taught him and it's called the Tornado Kick (it's partially English as he talked). He will ask you whether you want to learn it or not so press right for 'no'. Then, he will ask you once again so press the left button for 'yes'. He will then teach you 2 whole new skills instead of a miserable one (->, ->, A, A).

Then, Tomu will tell you that he wants to go to America and then the two of them will sit together and eat. Then, Ryo will see Tomu fly in an aeroplane away and say a nice, friendship-related sentence to him (find out yourself!).

At 10.00 p.m., you will be automatically send to the right place. Terry's men will be there and Gui Zhang will show up later. Ryo will put up a fight and soon, both of them will engaged into a battle. At that point in Free Battle, you can control so you can freely punch, kick or throw him if you like. In the middle of the battle, Ryo will talk to him for a while and both of them will get exhausted.

Now, this will be a very quick QTE so don't leave your controller once both of them lie down (learned from my lesson). One of the Mad Angels will swing down some sort of metal at Gui Zhang so press the right button or you will hear Gui Zhang's agony scream.

[5.4] The Last Battles

This will be the last section of Shenmue Chapter 1: Yokosuka Guide for Disc 3 so enjoy it for the last time. Ryo and Gui Zhang will fight together throughout the game against 70 men. Of course, Gui Zhang will be computer-controlled so sometimes, he is not really helpful though he will defeat some enemies too.

There will be three main bosses here, a big raging guy, a guy with some sort of stick and the main leader of Mad Angels. Be careful of them so if your life is low, you might want to run about the place to gain life a bit but be warned that enemies will chase you as well and Ryo will get tired easily.

After tiring yourself with the Free Battle, there will be one more QTE with Terry. Succeed the QTE and Gui Zhang will fling him to almost-death. The next day, Ryo will take a last look on his house and Fuk-san will come to talk to him. Ine-san will look at Ryo secretly and then the heart-wrenching scene is gone.

Next, you will reach the harbor and meet Master Chen and Gui Zhang. Gui Zhang tells that he will follow Ryo to Hong Kong. Master Chen will teach you a new technique (-> + X, A). You will then practice it at Gui Zhang. Later, your worst enemy has arrived. Take a guess.

Nope, not Lan Di but the supreme horrible looking villain, Chai. As usual, he sneaks at the top and drops a metal plank at Ryo. Sharp-eyed Gui Zhang noticed it and pushed Ryo away in time but got hit by the plank at his leg.

This is the last Free Battle of lifetime and it's tough if you haven't practiced lately. Kick him a lot and try and use the new techniques if you want. Recover some life by running around (but Chai will follow you too like a dog chasing you).

Once defeated him, Gui Zhang will not be able to go together with Ryo and you will see a scene Lan Di getting on the boat. Well, the evil villain has not given up as he is back to life and prepare for the last QTE and kick him splash to the sea. And, he's gone... probably forever.

Watch the nice sweet ending of Ryo having a flashback (before going to the harbor) with Harasaki. With Ryo getting on the boat, and the last poem floating across the scene, Shenmue Chapter 1: Yokosuka is at the end. Wait until the credits rolled down and save your game. Thanks for reading this guide and hope you had enjoyed it. You may have nothing to do now but you may want to replay the 70 Men Battle at the options and explore the Passport Disc.

=====
<6> M i n i - G a m e s <6>
=====

This is the part where information of mini-games or others are located here. Happy reading!

[6.1] Raising the Cat

You can easily raise your cat in the beginning at Disc 1 by giving him the fish but not the biscuit. Then, raise him by giving specific food for him (not snacks or chocolates!).

When you have got him healthy, talk to Megumi, the girl near the kitten always. You will have a selection on what name to give him:

[Mimi]

[Sasuke] [Chibi]

[Tama]

[6.2] Darts 7

Now, in Game YOU, there will be few mini-games for you to play and enjoy. This game will be much easy than the rest so you can actually find out by yourself. Insert your 100 yen and you will be given 5 darts to begin.

Your goal is to gain as much points as you can but to gain more, you must hit the middle region or the red colour part to get extra points. Hitting other parts will gain you few points only.

Ryo's hand will move about and you must have concentration. Once it moves at the middle or other parts, press the A button to shoot. If you get enough points, you will advance to the next level (or game as they call it).

Winning the three games for the first time and the owner will give you a mini model of Darts 7. Nice for collection.

[6.3] QTE 2

Ryo will pronounce it as Excite QTE. Press the A button to play it (it's only 100 yen, as usual). The objective of the game is to advance level by level (only three by the way, beginner, medium and hard). This game is good to test your 'QTE skill'.

There will be a fast bar moving that represents the time. The faster you press the right button, the more points you'll get. Press the wrong button or too slowly and you will lose a chance (or life). The buttons are usually A, B, X, Y, <- and ->.

[6.4] QTE Title

This game will test you reflexes of QTE again like QTE 2 but slightly different. It's a boxing-type game where you must quickly press the right buttons in order to hit it. Try and get the highest score for fun or upload on the Internet by using Passport Disc.

The left pad is the X button, middle pad will be the A button and right pad will be the B button. As you progress, the game will be much harder as you will have to press two or three buttons quickly or together. Like QTE 2, you will lose a chance if you lose.

[6.5] Hang-On

It's located near the entrance of Game YOU (in a motorcycle shape) or you can get it as the Saturn game when you win the lucky draw. Since it's created years ago on 1985, don't blame its bad graphics design and controls. To play it, press the A button and insert your 100 yen.

Controls

- D-pad - Move left or right
- L button - brake
- R button - accelerate

Try not to get knocked by items or go off-side the track or it will reduce your speed a lot. Your objective is to get the end of the track while passing the check-points which will add 60 seconds to your total time.

When you lose the game, press the L button to change letters and R button to confirm in order to name yourself. At the main menu, press the B button to exit.

[6.6] Space Harrier

You need to pay 100 yen to play this game or either get it again as a Saturn game from the lucky draw. You will begin with three lives so take care of it!

Controls

- D-pad - Move up the screen, left, right or down.
- A, B, X, Y button - Shoot

You need to shoot your way out from here and kill as many enemies as you can to gain points. The bosses can be quite easy but it's only the level and enemies on the way that will give you a problem.

=====
<7> M i s c e l l a n e o u s <7>
=====

This section is other things to write that are not suitable for other sections. It's all sorts of things that you may not have known before so explore and enjoy to gain more knowledge about Shenmue.

[7.1] Lucky Draw

As you might know, the lucky draw can be found in two shops only, Tomato Mart and Ah Pu's Shop. But to get better prizes, Tomato Mart is the right choice. Some people may complain that it's hard to find but it's all patience. To enter the lucky draw, you must buy one of three items, snack, chocolate or biscuit. Then, in order to get the item that you want, buy the item a few times and press the A button when Ryo tries to take the paper.

Tomato Mart in Dobuita

1st prize: It's a radio! You can choose which to get in three colours,
black, red and grey.

2nd prize: You can only choose one of two Saturn games, Hang-On and
Space Harrier.

3rd prize: Four cassettes to hear. One of them being Hang-On.

4th prize: Super Sonic, Mecha Sonic dolls, car vehicle and pink sfera.

5th prize: It's capsule. It contain one of the toys from the scattered
gotcha-gotcha machines.

Rest of them are to be continued.

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<8> F r e q u e n t l y A s k e d Q u e s t i o n s <8>
=====

I have already have e-mails asking me about certain things. So, to make it more
convenient and easier for me and other players, I include this section. I read
every single mail except for certain time when I am all cooked up with school
and work.

Surprisingly, I've been receiving all answered questions in this section so
please visit www.gamefaqs.com for my latest guide if I update it. One more
thing, I'm really surprised that some of you had actually e-mailed people
listed on my Credits section. I would prefer that you don't e-mail to them as
to fill their Inbox with messages which all can be answered by me.

What is Shenmue?

It seems that you haven't open your eyes wide to the gaming world (just
kidding!). Shenmue is a real masterpiece game created by two intelligent team
and people, Yu Suzuki and AM2. It's the first game in the new genre, FREE
(known as Full Reactive Eyes Entertainment).

Its own special features, such as Time Control, Magic Weather, QTE and Free
Battle is the main things that made this game look realistic, in fact, too real
as if it's straight from television. The breath-taking sounds and cool and
exciting background music waves out from the speakers are definitely the best!

Graphics itself is real, as I have said before, it's the one that adds a lot to
the feel of realism to the game. The millions of polygons appeared on the
screen as well as the nice, sweet and real colours made the game cool.
'Fun-tastic' is the word that I can give to Shenmue.

Nevertheless, it's the game that you want to play, buy and own. First answer to
first question is completed.

I can't get past certain parts of the game.

Well, that's what the Guide is made for. Refer back to the part that you want
to find out more about and if you don't understand what I say or don't know

that to do, then e-mail to me and I'll send you a quick reply.

How can I win the pool game at MJQ Bar? (Thanks to ShynyGlaze, Dan and my bro.)

It's clearly stated at [3.5] Dobuita so search back and find. Or rather, I will copy the whole part and paste it here.

Many people have complained that this won't work and will never work forever. Well, as for my brother, he somehow make a lucky shot and the ball when directly towards the hole (bottom-left). The other guys will say something and won't give you your deserved 1000 yen. Then, walk out of the bar and head for the next mission.

Actually, I don't really know the exact thing to do to shoot the ball to the hole. This is just my theory which is NOT confirmed: Try and make the stick aim to the right (not just a little bit) and then shoot. I won't guarantee you if you fail but if you want to succeed, save the game before you move on and try until you win.

ShynyGlaze (ShynyGlaze@aol.com) e-mailed to me regarding this section. According to him, press A to change the view and make sure that the Q ball is directly lined up with the other ball. It's mostly to the right side (hey, that means my theory is correct!) and then press A. The ball will go in all the time.

Thanks to Dan (AoZoRaMaGNUM@aol.com) for giving a more detailed explanation on how to get it for your first time. Here's what he said: " When the camera is zoomed in on the ball, tap 17 times to the right with the D-pad (keyword: TAP!). You will be able to make the shot. However, since you're too young for that Bourbon (as part of the deal)...they tell you that they are not sailors and to check out Heartbeats. As for the other times of playing pool with them, it will be difficult to explain because the ball will be placed in different directions randomly.

How do I defeat Chai at the end of Disc 2?

Again, go back and find [4.4] Ticket to Hong Kong for more details. If you are quick and don't want to waste time, I will put it here.

Okay, fighting with Chai can be absolutely difficult. The only attacks that can get him are kicks so DON'T ever use any punch-related techniques. As for me, normal kicks will do. Kick him repeatedly and even when he is falling on the ground, kick him and you will succeed. Throws can only work one or two times (for me) so I recommend that you don't use it at all.

When you win, he will only run away and you won't waste one whole day.

How do I get this item in the lucky draw?

It's based on luck, of course. That's why it's called 'lucky draw'. You can actually get one. Keep on buying items like snack, chocolate and yellow biscuit to get into lucky draw. Do this a few times (it will waste few hundred yens, of course) and you should be able to get something (though not necessarily what you may want). When Ryo is trying to take the paper, press the A button.

What's the bad ending I always hear about? (Thanks to RYOJI1@aol.com)

The bad ending can be triggered if you play the game too long until it's the next year on April 15 (date unconfirmed).

Here's what Ryoji has said: If you get caught by the guards (Metal Gear Solid part in disc 2) over and over again until April 15th, you automatically get sent back to your room. When you exit the house, you get a cut scene of Rantei (Shouryu) beating the hell out of Fuku-san then Rantei asks Ryo about the second Phoenix mirror. Ryo gets angry and runs to attack Rantei but Rantei does the same move he did to Ryo's father and then the screen goes white... Then you get a screen that says Game Over and it goes back to the title screen.

How do I learn the two secret scrolls in the dojo? (Thanks to RYOJI1@aol.com)

Get one of the scrolls in the dojo in the basement when you're finding for the Phoenix Mirror. You can get a second secret scroll in the dojo (thanks to RYOJI1@aol.com again). Here's what he said: When you walk into the dojo, look to the left. On the wall you will see a frame that has black Japanese writing on a white paper. First-person-view on that frame and Ryo will say that he can't reach it. Walk over to the little stool to the right of the frame and press A. Ryo will move the stool over and get on top of it to remove the frame and find the scroll.

Once you're at the New Yokosuka Harbor, you might want to get the two secret scrolls that you got in the dojo (at Disc 2) to work. Thanks to RYOJI1@aol.com for the help. Go to the telephone booth (near the entrance) and call Master Chen's telephone number: 61-5764 and answer the usual answers. If the guy says something in the beginning with 'Father's Heaven', choose the right option then left. If the guy says something in the beginning with 'Mother's Earth', choose the left option then right.

Gui Zhang will pick answer the phone. Then, go and find Gui Zhang at the Old Warehouse No. 8. Gui Zhang will read this for Ryo since it is in Chinese. Once the event is done, check the item inventory and look at the manual. Ryo will speak and learn a new punch move: ->, <-, <-, X+A

Now repeat the phone call sequence and go see Gui Zhang a second time. If you have the mysterious scroll found behind the frame in the dojo, Gui Zhang will read this to Ryo as well. It's a legendary move written in Chinese and also in the form of a song. Only the master who wrote it and the actual person who receives the scroll can understand the true meaning of the scroll. Gui Zhang tells Ryo to hold onto the scroll because he might meet the master who wrote the scroll.

How do I fight those 9 Mad Angels in Disc 3? (Thanks to ODean's FAQ for this)

I've been receiving numerous e-mails about this question, how do you actually get past those 9 Mad Angels as some of you can't encounter it and this actually was a bug in the English version as the Japanese version does not have any problems with this. Once again, thanks to ODean for this.

When you're working carrying those boxes in Day 2, you'll need to go to the

correct side of Warehouse 3 which is with the white van. It is near Hisaka's stall and the drinking machine. Pass it each time you go and you should automatically have a fight with them.

Can I still continue as normal if I didn't take the key in Disc 1?

Okay, you guys probably meant about the key that is used to open up the box in the dojo that contains the katana. Basically, yes, you can. In the beginning, my answers are in theory to those people (more than five, I don't know what's the reason as I had not encountered this problem yet. So, I had to add this in by force).

Go to Ryo's father's room. There should be a letter on the table. The drawer should be on the right side at the table. Examine it by pressing A and Ryo will open the drawer, zoom in at the box by pressing the R button (that's by default), Ryo will open the box and press A at the key. There, you got it!

I had a winning can from the drinking machine. What is it for?

You don't know what it's for? Zoom in at the can and it should tell you something like this: "Use it for a free try at the lucky draw or download Shenmue Goodies from the Passport disc". Get it?

How do I learn the 'Double Slap' move? (thanks to Japan16@aol.com, S K. Lee NightmareDCast64@aol.com, WFRASER1@aol.com)

There are actually two ways to get the Double Slap move. The first one is easier of course, but in case you missed it, you can easily use the second way.

1. Go to Suzume Park before you asked around for Charlie, that means, before you go to the Heart Beats Bar to ask further information of Charlie. Yamagishi-san will be holding a cup of liquor or something, and teach you the move.
2. If you accidentally got too far and asked information of Charlie or far after that, there is always a second choice. It's rather difficult though, because it will take almost all your money. Buy all of the moves from the antique shop, head to Suzume Park and Yamagishi-san will teach you the move.

Please give some information on Shenmue 2 / Why can't I get to Hong Kong? / When is Shenmue 2 going to be released?

I have been receiving this question a lot of times from various people all over the world for some time, filling up my Inbox with these similar questions. Please read this carefully and don't ask my one more time about Shenmue 2 because I wouldn't know.

You can't get to Hong Kong because it's just it. Shenmue Chapter 1: Yokosuka is just a prequel to the series that are going to be released. Rumours had stated that there are 16 chapters in all.

No, you do not need to wait for several years for all chapters to be released. Shenmue 2 is said to be consist of four chapters together, 2, 3, 4 and 5.

As some of you had known, Shenmue 2 would take place in Hong Kong, as hinted in the ending of Shenmue Chapter 1: Yokosuka. Ling Sha Hua seems to take as a major role in the game, while the girl on the horse (Shuei Kou in Japanese version) will seem to take part in the game.

Rumours around had also said that the in-depth engine would be enhanced so that about 50 people can appear on the screen, so that no slow-down will occur. The QTE system seemed to be changed a bit by the appearance, as the screenshots in my website (<http://www.shenmuera.cjb.net>) had shown.

I do not know the release date of Shenmue 2, as Sega officials had kept all these a bit quiet for now.

Who is Ren Wuying? I had seen a profile of him in a Japanese website / other sources.

He will be appearing in Shenmue 2, and it is said to be a gang leader of the Hong Kong streets. He is apparently a rival with Ryo, and that is all known about him currently.

How do you train throw moves?

This question is a bit odd, really. But in case you don't know, you can't really train throw moves in any practice place. You can either spar with Fuku-san and train your throw moves by using them repeatedly, or use lots of throw moves in Free Battle. Beware, if you use throw moves in Free Battle, it is quite hard to win so you need to kick and punch occasionally.

=====
<9> C r e d i t s <9>
=====

Clement Chan (saigoheiki@gmail.com)

I made this Guide simply for you to read!

Eugene Chan - (eugenechan90@hotmail.com)

Helped me with the MJQ Bar pool game. He's the one who find out about it.

ShynyGlaze - (ShynyGlaze@aol.com)

Thanks, thanks, a thousand thanks for his pool game info! I can't reply to him (I think it's because of the AOL problem) and I got a return mail from his server so it's impossible to contact him. Well, here's the credit you deserved!

Ryoji - (RYOJI1@aol.com)

Thanks to him too for answering the 'bad ending' question, together with the

secret moves you get from Gui Zhang. Thanks too!

Dan - (AoZoRaMaGNum@aol.com)

He has gone real in-depth about the pool game and you can actually give it a shot for the first time. Thanks to him!

Anonymous

This guy refused to put his name in this Guide but I'll list him all the same. He corrected me for the mistake of how Shenmue was to be pronounced which is 'Shen-moo'.

ODean - (nekoever@hotmail.com)

I used his FAQ a bit, where it states about how to get pass the Disc 3 where you're supposed to fight those nine Mad Angels in the English version.

Frosty840@aol.com and other people that I had forgotten about

Thanks to them for actually telling me the training area in Warehouse No. 4. I'm sorry if I didn't put your names down as I had lost your e-mail in the midst of the crowds of e-mails that I had received.

JAPAN16@aol.com

Thanks to him for telling how to get the Double Slap move and the training area in Warehouse No. 4.

S K. Lee - (narnia_m3@hotmail.com), NightmareDCast64@aol.com, WFRASER1@aol.com

Thanks for the kind information about the Double Slap move. This confirms two ways to get it. Thanks!

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<10> H i s t o r y <10>
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Version 1.0 - 24th June 2000
This FAQ was created.

Version 1.1 - 25th June 2000
Changed Miscellaneous to Mini-Games.

Added a bunch of other new sections for Mini-Games.

Added <7> Miscellaneous <7> and [7.1] Lucky Draw.

Added <8> Frequently Asked Questions <8> section.

Version 1.2 - 12th September 2000
Changed the format of the Guide a bit to make it look nicer.

Added more info about the pool game.

Added question about bad ending for <8> Frequently Asked Questions <8> section and learning the two secret scrolls found in the dojo.

Added info about the two scrolls to the walkthrough.

Version 1.3 - 27th September 2000

Changed the ASCII art. It's the Japanese words and I hope I make it out nicely ^_^. I changed the layout a little bit but I don't think you'll notice it.

Another more detailed info regarding the pool game, thanks to Dan for his help.

Version 1.3a - 30th of September 2000

Added [1.3] How to Best View this Guide

Version 1.3b - 20th of November 2000

Changed the ASCII art as the English version of Shenmue has been released.

Added 'How do I fight those 9 Mad Angels in Disc 3?' for the Frequently Asked Questions. The answer is there!

As I already bought the English version, there should be more crucial updates coming on, like the names of the English characters, perhaps an item list and move-list if I have time.

Version 1.4 - 9th of January 2001

Added [1.4] Review.

Updated the whole walkthrough to change it into English version. This walkthrough is still not fully updated to English because I had not enough time to do it. As I had quickly brush through the walkthrough, there might be still parts of the game in Japanese version. Please e-mail to me at saigoheiki@gmail.com of these unchanged parts.

Updated the look of <8> Frequently Asked Questions <8> a bit so it looked a bit neater. Added lots of questions and the answers.

Version 1.4a - 24th of February 2001

Yeah, I updated the <8> Frequently Asked Questions <8> with one question and more new answers to other questions, especially about the Double Slap move.