

Shenmue II (Import) Free Battle FAQ

by grynn

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Shen Mue Free Battle guide
By Walid Jallad known as Lord Grynn
grynn@hotmail.com

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the subject or I might accidentally delete your message before reading it
(I get a lot of stupid ads that I never read)

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INTRO:

Shen mue 2 is finally out!

I am playing it now.

It is really fun, I really like the new minigames you have
to play in order to get new moves.

Unfortunately my best save was corrupted, I am playing with save
in which Ryo doesn't have all his moves.

This FAQ will be complete only when I replay the first Shenmue
to get a good save and replay Shenmue 2.

So that may take some time, for now I'll put the moves I have
and some comments.

Please note that the english names aren't the translations of the
Japanese ones, I just tried to pick names that described the moves.

VERSION HISTORY: - VER 0.1 (14/09/01): This just the beginning of the FAQ.
I'll be able to complete it when I finish the game, and
find some replayable Free battles like the 70 man battle
of the first game.

- VER 0.2 (29/09/01): I finally got the time to update

this FAQ. I finished Shenmue 2, but I didn't get all the moves. So this FAQ is not complete. I added some follow-ups missed and completed the move list with the new moves I got. Next update will be much later, as I have to replay both Shen Mue and Shen Mue2.

CONTROLS:

In the free battle mode you can use all six buttons of the pad:

- X : Punch
- Y : Dodge/Parry
- A : Kick
- B : Throw
- L : Run
- R : Run

Fwd : Tap Forward

Bck : Tap Back

MOVE LIST:

The Japanese names are the Katakana's displayed in the move list in the game. If you find mistake, please e-mail about it and I'll correct it. After all I'm still a beginner in Japanese... ^_^
The moves are now assigned to a command, you now have the option to select a move for a given command by pressing A.
You also now have the stats of each move which is a nice addition.

Notes: - VF3 stands for Virtua Fighter 3 (it's also a great game ^_^)
Still didn't get to play VF4... :(
- To do the throw follow-ups, you have to do them very quickly after the first one, don't wait for the beginning animation.

X button attacks (Punches):

X : TORABISHI - High Punch

Fwd X : KOGUROMAUCHI - High Elbow

MURASAMEZUKI - Forward Punch

JUNHOSUI - Extended Punch

This is a new move found at Wise men's Kung Fu (100\$)

Bck X : NEJIRIBISHI - Hook Punch

NOBORIBISHI - Uppercut

Fwd-Fwd X : RIMONCH~~Y~~CH~~Y~~ - VF3 Akira's Elbow Attack

Bck-Bck X	:	RETSUK ^Y SEN	-	Power Uppercut
Bck-Fwd X	:	SUIGETSUZUKI	-	Twin Straight Punch
Follow-up: Tap X	:	Continues with an Elbow Attack		
		SODEZUKI	-	Middle Punch
Fwd-Bck X	:	S ^Y JIN	-	Upward chop followed by downward chop
		TACHIGASUMI	-	Hand Chop

A Button Attacks (Kicks) :

A	:	MIKAGETSUGERI	-	High Kick
		FUMIGERI	-	Front Kick
Fwd A	:	DEASHITOME	-	Middle Side Kick
Bck A	:	HARAINAGI	-	Low Kick
		ENSENK ^Y KYAKU	-	Hook Kick
Fwd-Fwd A,A	:	TORNADO KICK	-	Jumping Spinning Kick followed by Reverse Spinning Kick

RENKANTAI - VF3 Akira's double kick
 This is a new move found at Wise men's Kung Fu (300\$)

Bck-Bck A	:	TSUCHIGUMO	-	Rising Handstand Kick
		TSUMUJIKAZE	-	Sweeping Kick
Bck-Fwd A	:	TAKINOBORI	-	Jumping Knee
		KARIGURI	-	Side Hook kick
Fwd-Bck A	:	IKAZUCHIGERI	-	Middle Kick then Axe Kick
		KESAGIRI	-	Spinning Axe Kick

B Button Attacks (Throws) :

B	:	SEOINAGE	-	Two Hands Throw
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SHUTSUH† - Variable Throw

Note: Animation depends on the direction you input after executing the throw.
This is a new move taught to you by the master in the school where
several students are practicing in the Green Market Qr

Fwd B : HARAIGOSHI - (sorry, I don't know how
to name it in English)

: TAITENKYAKU - Trip
This is a new move found at the Military Surplus Shop in Kowloon

Bck B : TOMOENAGE - VF3 Kage's Bck P+G Throw
Follow-up: A : URATOMOE - (sorry, I don't know how
to name it in English)

Fwd-Fwd B : KASUMIGARI - VF3 Kage's Bck-Fwd P+G
Throw

: RENSHUHOTSU - Several Punches
Follow-up: A : Kick
This is a new move found at the Military Surplus Shop in Kowloon (500\$)

Bck-Bck B : RASETSUOTOSHI - (sorry, I don't know how
to name it in English)

Bck-Fwd B : TENGUSH† - (sorry, I don't know how
to name it in English)

Follow-up: X : Punch

Fwd-Bck B : MAKIGATAME - (sorry, I don't know how
to name it in English)

Follow-up: X : Punch

JASHINTEN - Spinning Hand Attacks
This is a new move found at the Military Surplus Shop in Kowloon

Bck-Fwd-Fwd B, B : TORAMIKUZUSHI - VF3 Akira's Bck-Fwd P+G
Throw

Fwd-Bck-Bck B : OBOROMUS† - An elbow to the ribs
Follow-up: X then X+A : Arm Lock then Shoulder lock

Y+B : SHAK† - Dodging Shoulder Charge
This is a new move taught to you by Keika-san who lives in Yan Tin apartments

Fwd Y+B : KAGEMI - Dodge move that puts you
at your opponents back

Follow-up: X : KAGEGATANA - Followed by an Elbow
to the neck

Fwd-Fwd Y+B : ZANGETSU - Dodge then shoulder Charge
to the side

Bck-Fwd-Fwd B+Y : ES†TSURISOTESOSHU - Stabbing Hand Throw
You get this move at the end of CD 3

??? : CHUTSUKUI - ???

You are taught this move in Kowloon, I have no animation for it, I'll try to understand it when I replay Shenmue 2

SPECIAL THROW:

If you try to throw your opponent from a certain distance, Ryo will grab him by the collar and you have several possible follow-ups:

- X : a punch to the stomach, you can hit your opponent after this attack with a quick move
- X, X : Two punches to the stomach but you cannot hit your opponent after this attack
- X, A : a punch to the stomach followed by a dodge to your opponent's back and a side kick
- A : a knee
- B : Ryo throws his opponent to the back

X+A button attacks:

X+A : YGURUMA - VF3's Jacky's P+K attack
JKINDA - Palm attack

This is a new move taught to you by Kemi-san in Lotus Park

Fwd X+A : MOROTENAMI - Forward attack with two hands

SYSHYDA - Two palm attack

This is a new move found at Wise men's Kung Fu (200\$)

CHMSUI - Hard stance Punch

Follow-up: x : Elbow Attack

Note: this follow-up is only possible if the CHMSUI is deflected by the opponent

This is a new move taught to you by the priest in Man Mo Temple

Bck X+A : URAYANAGI - Reverse Spinning Punch

GAIMONCHYCHY - Elbow Attack

Note: this move can be used as a counter attack to punches and kicks

The timing is precise and the move much more effective used like this

Fwd-Fwd X+A : HYZANSY - Forward Elbow Attack

YOROI DYSHI - Forward Palm Attack

Note: if you have the scroll but didn't learn the move in Shenmue, you can learn it now directly, no need to find someone to translate it

Bck-Bck X+A : RENKANHEKI - Upward hand attack

This is a new move contained in a scroll that the priest
in Man Mo Temple hands you

Bck-Fwd X+A : SHINGETSU - Falling Axe Kick
HIENRENKE - Kick followed by
Jumping Kick

Fwd-Bck X+A : KORAN - Reverse Spinning Kick
BATEIKYAKU - Back Upward Kick

This is a new move contained in a scroll that the priest
in Man Mo Temple hands you

Note: my present character doesn't have the KASANEATE so I don't know
which command it has been assigned

X+Y button attacks:

Fwd X+Y : SHAHOHEKIRIN - Side Hand Attack

This is a new move found at the Military Surplus Shop in Kowloon (100\$)

Bck X+Y : SHAKOSUI - Stomach Punch

Note: this move has a different animation in certain situations
but I am not sure how it works exactly yet.

This is a new move contained in a scroll that the priest
in Man Mo Temple hands you

Running Attacks:

These moves are done while running.

X : NAGIKAZE - Running Elbow Attack

A : HAYATE - Spinning Jumping Kick

SENKŌKYAKU - Jumping Front Kick

This is a new move found at Wise men's Kung Fu (100\$)

X+A : FŌSHA - Spinning Jumping Axe Kick

KŌRYŌKYAKU - Reverse Wheel Kick

This is a new move found at Wise men's Kung Fu (200\$)

Y+A : KAGEGARI - Ryo jumps in the air but
finishes with
a sliding sweep

Counter Attacks:

This is the move taught by Chin near the end of the game.

It only works on punches.

Bck X : ENSENHAIRYU - Ryo grabs the attacker's
hand and pushes him away
Follow-up: A : Ryo then trips him...
Follow-up: X : ... and finishes him with a punch

There is another counter attack for punches,
you have to press B when the opponent punches you.
Ryo will then grab his opponent in an arm lock,
and you have several possibilities:

- X : an elbow to the opponent's neck
- A : a knee to the opponent's knee
- Just wait : Ryo will break his opponent's arm
- push a direction +A : Ryo will kick to the side for another
opponent, very effective against
multiple opponents

THE Y BUTTON:

It doesn't seem to have changed much, but Ryo now has a useful
side roll, I'll check if there is anything else.

This is from the first guide:

This button is both a dodge button and a parry button.

If you use it at any time, Ryo will just duck

or move to the side depending on the direction you're holding.

But if you press this button at the beginning frames of an enemy attack,
then Ryo will push away the attack or duck under it.

You have several possibilities from the ducking position (happens when
the enemy performs a high attack):

- X : rising uppercut, good power, low range
- A : sweep, high range
- X+A : Ryo rolls with his legs forward
- B : there are several possibilities:
 - from far: rising uppercut, good power, low range
 - if Ryo ducked under high a punch: punch counter
tap B directly to throw him after the punch,
you can use a quick move instead since your opponent
takes some time to fall
 - if Ryo ducked under high a kick: kick counter

If Ryo ducks under an attack from his back:

- X : rear hand attack
- A : sweep, high range
- X+A : Ryo rolls with his legs forward
- B : Ryo snatches his opponent with his legs and makes him fall

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