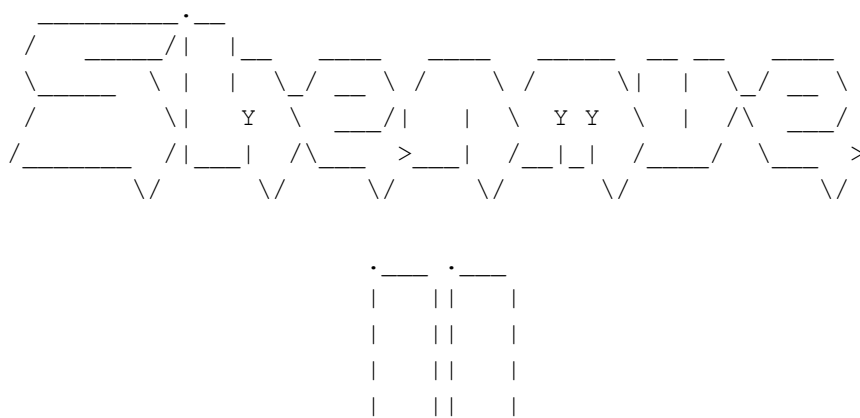


Shenmue II (Import) FAQ/Walkthrough

by CChan

Updated to v0.5a on Dec 1, 2001



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| Shenmue II Guide                                     version 0.5a |  
| Last updated: 1st December 2001                     |  
| Created by: Clement Chan Zhi Li                     |  
| E-mail address: saigoheiki@gmail.com                 |  
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<1> I n t r o d u c t i o n <1>  
-----
```

Hi!

It's been a long time since I written an FAQ, almost a year since mid-February 2001. I'm writting this mainly because I'm bored, driven to the fact that there are actually very few FAQs written for Shenmue II, as the European version (as of now) are not yet released.

For this FAQ, I'm hoping that it will be the best of the best, mainly because I would be concentrating on every detail of the story, of course, with the help of several sources and my extremely limited knowledge of Japanese words.

Also, life's been getting boring, and I have no mood at all to play Shenmue II, in the Japanese version again (I only played it once through) and

hopefully, I'll get the information right through my memory.

Shenmue II is also one of the most flexible game, meaning that you can go anywhere easily, and tons of more hidden secrets and side-quests that you probably haven't even gotten it yet.

Though I will try and uncover that facts, it will also depend on my mood and time whether to update this FAQ or not, from time to time. I would most likely get the European version to know what exactly happened in the game.

If you have any problems or questions, feel free to e-mail me at saigoheiki@gmail.com. For now, I don't guarantee replies (as I do in the past) because I am now extremely busy with my life and school work. But of course, I will try to answer every question you ask, so please don't ask dumb and obvious questions that you can get either in the FAQ or in the Internet.

I also forgot to mention that there will be indeed spoilers so please read it with your own risk. The FAQ below will be written with personal touches, so I hope it won't offend anyone at all if you encounter any sarcastic remarks.

I will also include random quotes, most of them I think memorable, funny, witty or anything that captures my mind within the FAQ. Don't bother it, if you don't want to read it. You should always take your mind off the game once in a while.

To find my latest FAQ, always go to <http://www.gamefaqs.com>

Also, my FAQ is far from complete, as I'm lazy and tired up with lots of other things to do. I also want to see whether people would appreciate my work, so e-mail me if you want me to continue this FAQ. If not, I'll just leave this FAQ as it is.

- C l e m e n t C h a n
2 3 N o v e m b e r 2 0 0 1

[1.1] Copyright info

This FAQ is Copyright © 2001 Clement Chan Zhi Li. You can distribute this FAQ as long as its contents are not changed. No. Not even a single letter. If you ever try to make profit by putting banners on top of it or other money-making schemes you may have in your mind, I will immediately request for my FAQs to be taken down.

Only Clement Chan Zhi Li can make changes and updates to this FAQ. Any unauthorized changes and updates without my permission is prohibited by law.

If you want to put parts of this FAQ publicly, at least write down the name of this FAQ and the owner's name (mine) together. One more word, don't even send parts of this Guide to other FAQs and write it as your own. I will soon find out.

Shenmue, characters including Ryo Hazuki, Shenhua Ling and the rest are Copyright SEGA®. All rights reserved.

[1.2] 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!

```
-----
<2> T h e   B a s i c s <2>
-----
```

```
-----
[2.1] Main Menu
-----
```

```
-----
-----== New Game -----
By selecting this option, you can create a new game save file for Shenmue II.
If you have a Shenmue Chapter 1: Yokosuka complete save file in your memory
card, select left when two options are given and it will create a new file
based on the Shenmue save file.
-----
```

```
-----
-----== Continue -----
Select this option to load your Shenmue II save file. It's that simple.
-----
```

```
-----
-----== Digest Movie -----
This is only accessible through Disc 4, where it will give you an in-sight on
what happened in Shenmue, where they will let you see several parts of the game
in case you forgot happened or never played the game before. This movie is
quite long, about 15 minutes.
-----
```

```
-----
-----== Shenmue Collection -----
This option can only be selected in Disc 4. You can play arcade games that you
have played before, like Darts 7 for instance, for free, and even play against
those in the betting games. You can also fight against the enemies you have
fought before (must be a one-on-one battle) again.
```

- ```

--= YS Games -=-
- Space Harrier
- Out Run
- Hang On
- After Burner
```

- ```
-----
--= Shenmue Games -=-
- QTE Title
- Excite QTE 2
- Playing Darts 7 against Ojii-san
- Playing Darts 7 against Gee-Mu
- Playing Darts 7 against Ratsupu
```

- ```

--= Battle -=-
- Move List

```

```

-----== Option -----
This is, of course, option, where you can change the running of the game. Below
```

listed are the modes in the game.

-- Game Mode --

This is the default. You can change between the four by using the left and right buttons on the D-Pad. This mode basically would have voice and text.

-- Text Mode --

As the name suggests (actually, it would be in Japanese), there will be only the subtitles accompanying instead of the voices.

-- Cinema Mode --

The Cinema Mode only uses voices, without the text throughout the game.

-- Shenmue Mode --

This mode uses both text and voice. Text will be displayed when you skip.

Here, you change the sound as the way you like it.

-- Stereo --

Yeah, you'd probably know what this is. This will produce the best effects for sounds.

-- Monaural --

I don't even know why you'd choose this. This will not at all give the best results for the sounds and in fact, the worst.

And here's the analogue controls, where you can change it too.

-- Look --

By selecting this (which is the default), the analogue stick on your Dreamcast controller will be used to look around (turning Ryo's head).

-- Control --

I don't suggest using this at all. You can't even look around with Ryo's head as in the default Look.

This part will show you how you would like to have the L and R trigger buttons to work for.

-- L: Zoom R: Move --

This is the default for Shenmue II, which is odd as the second option below are the ones that are the default for Shenmue Chapter 1: Yokosuka.

-- L: Move R: Zoom --

Oh well, nothing much to say except this is the default option in the first game and chapter of Shenmue.

-----  
[2.2] Controls  
-----

-- A button --

This will be used widely for lots of actions, as Shenmue II has been changed a lot considerably, so this is not a one-use-only button.

-- B button --

Yeah, used mainly to cancel or return back to where you are originally

from. On the streets, if you have the map, press B when there is a pencil symbol there to mark the position of where you are on the map with three different colours, blue, yellow and red.

-- X button --

Other than bringing up the notebook like in Shenmue, now the X button has even more uses than the A button, like opening doors, playing gotcha-gotcha machines, drinking cans and more.

-- Y button --

There will be other uses too for this button but it is mainly use to bring up the menu.

-- L button --

Depending on how you set it to be, the L button can be used to either run or zoom in.

-- R button --

Depending on how you set it to be, the L button can be used to either run or zoom in.

-- Directional Pad --

This will be used to move Ryo around.

-- Analogue Stick --

This will be used to, in the defaults, move Ryo's head in the possible way (not 360 degrees, mind you). Or if you changed it, it will be used for Ryo to walk.

-----  
[2.3] Saving  
-----

For now, you can actually save anywhere in Shenmue II, with the exception of some places. Go to the menu by pressing the Y button, select the memory card icon, choose the left option and you can save. This would be a permanent save, not a temporary Resume save file as in the original Shenmue.

You could, of course, save near Ryo's sleeping area, when the menu appears.

-----  
[2.4] Characters  
-----

-- Ryo Hazuki --

Ryo lost his mother in his infancy. He devoted himself to kung fu under his strict father. Ryo is reckless and quick to start a quarrel, but he also has a strong will. To solve the mystery of his father's death, Ryo left for China. What awaits him there?

=====

-- Shenhua Ling --

Shenhua grew up in China surrounded by Mother Nature. She has a courage and strength that belies her innocent expression. Shenhua is pure and naive, so she never doubts anyone. She is also a mysterious young girl who is very kind. Her destiny will forever change when she encounters Ryo.

=====

-- Joy --

Joy loves to ride motorcycles. She is a very spirited woman who speaks her

mind. She tends to be misunderstood by everyone because of her bluntness, but the truth is that she is gentle and honest.

-----

-- Fangmei Xun --

A fourteen years old girl, Fangmei is cheerful and likes to help everyone. Because of this, everyone seems to like her. Fangmei is adopted by the people at the temple of Taoism, so she works there to repay their kindness of adopting her. She is respectful of her elders, but will also speak her mind if she sees that something is wrong, although she is not arrogant or spiteful. Fangmei likes to keep herself busy. She likes to take care of people, and may go overboard if someone catches her fancy.

-----

-- Xiuying Hong --

Xiuying is fond of Chinese tradition and culture. She is well versed in Taoism, history, and martial arts. She specializes in both the literary and martial arts. Xiuying is a very thoughtful person, and is always looking far ahead before taking action. She does not speak much, but it seems she has much sorrow hidden in her beautiful eyes.

-----

-- Lan Di --

= Alias: Cang Long =

Lan Di uses a mysterious martial art which was said to have been lost. His cruel eyes cause his enemies to lose their fighting spirit. Those who do not fight back, he harshly defeats with his immoral fist.

-----

-- Wuying Ren --

Ren is the leader of the Heavens, a street gang which has its own territory in the Beverly Hills Wharf. He is charismatic, and his words and actions lead the heavens. Ren doesn't trust anyone, and is obsessed with money. He is also quick-witted and good at gambling.

-----

-- Wong --

= Real Name: Xianweng Ni =

Wong adores Ren as an older brother, and admires Ren's manliness. He has a strong sense of duty even though he is a young boy, and he never forgets to return a favor that he's received. He is also good with his hands and is good at opening locks. Wong joins Sam, Larry, and Cool J in their petty crimes in the Pier area, but he is still a good boy at heart.

-----

-- Sam --

= Real Name: Sunjie Liu =

Even though he loves everything American and calls himself Sam, his real name is "Sunjie Liu." He has a strong sense of camaraderie and often saves his fellows when they are in trouble. Sam is confident of his skill, but he carries a special collapsible nightstick just in case.

-----

-- Larry --

= Real Name: Ligong Luo =

Larry is second only to Ren in fighting ability. He tries to keep cool and calm, but the truth is he is quick to start a fight. Larry used to act as a lone wolf, but he now works for Ren after he was beaten up by Ren in a one-on-one fight. He admires those who are stronger than him and is broad-minded enough that he can accept his defeat when it is inevitable.

-----

--- Cool J ---

-- Real Name: Chrys James --

Cool J loves rap music, and his boom box is never more than an arm's length away. He appears to be intimidating, but he is actually weak in a fight. When he realizes a fighter is pretty tough, he runs away. Cool J and Wong are good friends in Heavens. They sometimes hang out.

-----

--- Delin Hong ---

Delin is one of the harbor workers in Fortune's Pier. He doesn't take things too seriously. His personality is a bit wild and rough. Delin is a good-natured man and he works very hard. However, he doesn't have any future plans. It seems that he is satisfied if he can earn money enough to live each day out.

-----

--- Gonglin Sun ---

Gonglin is the chief of the Fortune's Office in Fortune's Pier, and familiar to the workers simply as the Boss. He works very hard and doesn't take many vacations. His office does business with Joy's father, who is a big name in Hong Kong. That's why Mr. Sun and Joy are good friends.

-----

--- Ailian He ---

Ailian is a young girl who opened a fortune-telling business next to the Freestay Lodge. Her family have been fortunetellers for decades starting with her grandmother. She does good business with young men because of her charming appearance and her remarkable fortune-telling. Ailian, however, gets annoyed by men who pick up on her.

-----

--- Haohai Du ---

Haohai is a mean drunk that annoys everyone who makes eye contact with him. No one wants to get involved with him except for his brother. Haohao as an evil face, but he's really just all talk. He is not that tough.

-----

--- Bangzhuo Du ---

Bangzhuo has a sly personality. He is also a vengeful person who is merciless. He learns a living by blackmailing, sponging off others, and gambling with his older brother. Bangzhuo uses a knife rather than his fists, but the knife is usually used to threaten his opponents.

-----

--- May ---

-- Real Name: Meiming Yu --

May is a stunning girl who attracts the attention of customers at Fu Hoi Diner at Worker's Pier. She works together with her mother, but May is thinking of getting married to her childhood friend in the near future to give her mother an easier life.

-----

--- Zhenji Teng ---

Zhenji is the daughter of the family-run Lai Lai Eatery at Worker's Pier. It has been four years since her mother remarried, but Zhenji is still not doing well with her parents. She wants to improve the relationship, so she tries to be more open...

-----





=====  
----- Random Quote -----

"End of discussion."

- Ine-san on talking about Ryo's trip to Hong Kong to find Lan-Di.

-- Shenmue Chapter 1: Yokosuka

-----  
If there is none, peer into the drawers on the table next to it. You should see a Red Forklift Truck. Now, zoom in on the paper on top of the table. You'll get an advertisement of a pawn shop.

If you look at the icons below, you should be able to see the A button changed into a controller icon. Press the A button and you should bring up a set of menu. As usual, it should be like this:

```

 <Sleep>
<Save> <Option>
 <Exit>
```

The Sleep will only appear after 8pm. As for Save, you can actually save anywhere (if you didn't know yet). When you're done, exit the building. Continue walking past the Sapporo Soft Drink vending machine, and Ailian's Fortune Telling stall. The drinks cost only HK\$5. If you want (in order to spend off your money), you can ask her to tell your fortune by looking at your hands for a fee of HK\$20. You will then get a note. And before you continue further, remember to buy the maps. They only cost HK\$10.

Now just continue, walk into another area. Continue walking straight until a man, calling you from the left side asking you whether you would want to participate in the Arm Wrestling. A menu will appear, select left to accept and right to decline.

It is actually simple, if you decide to participate in it, considering it is just a first match. The second match and beyond will be far more difficult and it is SERIOUSLY hard.

Look carefully and when the guy says "Start!" and the camera zooms in, quickly tap the A button repeatedly, getting ready for a mini QTE that will appear left all the time for the first match (for other matches, the right button will also be needed).

Once you beat him, you'll get HK\$10. The guy will show you where Ryo wants to go, Wan Chai. Continue walking and you'll see a cut-scene of a girl on a motorcycle, Joy.

Now just continue, and look into the stalls for some buyable stuff to spend off your money again. Walk past the big fountain. Turn left into a junction and follow the road with the sign Wan Chai.

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!! Landmark Reminder !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!  
Remember the big fountain in this Pigeon Park. This landmark is important to progress through the game, and help to remind you that you had proceeded to the right place.

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Follow the direction and you'll get another cut-scene. A boy will appear and run behind Ryo and says that a couple of guys are after him. Next, the three will appear. Ryo will prepare to fight them off and put his bag down, where the boy throws his bag to one of the three and all of them runs off. And yes, all of your money is gone, forever. That is why I told you in the beginning to

spend all of your money.

----- Random Quote -----

"Ugly like the worst sin."

- The owner of the Jupiter Jacket Shop commenting Charlie.

-= Shenmue Chapter 1: Yokosuka

Now, don't go up the stairs and instead, turn around and walk to the right, and head to Queen's St. Walk down all the way and run pass a restaurant. You'll have a cut-scene with two drunken thugs, where one of them will pull out a knife later.

Joy will appear on her motorcycle and come to the rescue, when the two thugs recognized her and stop their act immediately. Ryo will tell her about his lost bag, and Joy will said that she saw the boy, Wong, hanging out near the fountain back there.

Now, head towards the Pigeon Park, and walk somewhere neat the fountain. You'll get a cut-scene where Ryo will spot the boy playing with himself nearby. The boy will saw him and start to run away, and then Ryo will chase him.

----- Quick Timer Event 1 -----

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

--

Press the buttons when they are shown on the screen. Proceed everything correctly or not, you will still continue the game.

▣----- Branch 1 -----▣

If you finish the QTE correctly, Wong will bring you back to his gang, where you'll have a Free Battle.

----- Free Battle 1 -----

You'll be fighting against two thugs which is pretty simple. Just do some few kicks or test out your other moves and you should be able to win.

Once you win it, Wong will bring you to your bag.

▣-----▣

▣----- Branch 2 -----▣

If you, however, failed the QTE sequence, you'll need to find for your missing bag yourself. If you explore this area well enough, you should be able to find Lai Lai Eatery. Head there. You'll now have a Free Battle.

----- Free Battle 1 -----

Again, it's a Free Battle, but you will cause more damage to the restaurant there. Wong will appear and bring you to your bag.

▣-----▣

You will get your bag at last, but sadly, you lost all of your money. Wong will deny that he had taken it. But, he will draw a map for you so that you can go to the right way. So anyway, with your missing bag in your hands, head back to Queen's St. Now walk all the way, following the road until you reach a bridge.

You could press the X button and look at the map Wong drawn for you. Try and

look at it carefully. But anyway, now you would be in King's Road. Just cross the bridge and head for Wan Chai.

Now that you had reached there, just continue walking down the streets until Joy appears on her motorcycle again. Ryo will ignore her. Once you reached the Come Over Guest House, Joy will tell Ryo to wait for her at 8 am tomorrow.

Anyway, Ryo will talk to Ren Dan, the guy at the reception desk. You'll get your room key, 203 so find it upstairs. Enter the room and you could go to sleep, if you want to. You can still explore Green Market Qr if you want to. But remember, examine the table for a pamphlet of a pawnshop and a Tomato Convenience Store leaflet. If you buy all three Shenmue items which include, chocolate, potato chips and the caramel, you'll automatically get a Super Sonic toy.

----- Side Quest 1 -----

If you reached Green Market Qr early, say, about 7 pm, you could do a side quest. Continue walking past the Come Over Guest House and look at the shop in the corner. You should be able to see the shop with the sign hanging down, and a man wondering outside.

The next day, Ryo will wake up at 7:45 am. Ryo will look out of the window and see Joy already waiting for him outside. Ryo will sit at the back of her motorcycle and she will take Ryo to the Fortune's Pier. She'll talk to the boss over there, and Ryo can start working.

Actually, this can be pretty confusing for non-Japanese speakers. So do I. You must listen carefully what the other guy say and execute it.

|                                                       |         |
|-------------------------------------------------------|---------|
| Hidari                                                | - Left  |
| Migi                                                  | - Right |
| Anything else he say                                  | - Up    |
| When you reached the final step to put down the crate | - Down  |

Continue working until 1 pm. You'll get your money based on HK\$10 per crate that you had carried.

----- Side Quest 2 -----

You don't need to do this, that's why it's called a Side Quest. But anyway, since you're on the way anyway, go to Worker's Pier and walk somewhere near the fountain of Pigeon Park until you get a cut-scene with the photographer from the beginning.

He will try and force you to buy the photograph that he had taken, but Joy will appear and ask him to take a picture of Joy and Ryo together. Joy will refuse to pay at all, and she will exchange the pictures. She'll get a photo of Ryo and you'll get a photo of Ryo and Joy together.

----- Side Quest 3 -----

Head to Queen's St. and look for a fishing shop, called the Big Catch Tackle Shop. Ryo will talk to the shopkeeper, spotted a photo of the boy who had stole Ryo's bag. He will ask the shopkeeper for the photo which he gave Ryo. Ryo will learn that the boy was called Wong.

Now, go all the way back to Green Market Qr. As it is very hard for me to explain and show you the right way, look at the map and use the analogue stick to look around the map for South Carmain Qr.

Once you know where to go (by remember the nearby shops near the road to South Carmain Qr.), head towards there.

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!! Landmark Reminder !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!  
Before you head up the stairs to South Carmain Qr., look left and you should see some kind of temple with a courtyard where lots of people are practicing martial arts there. You will need to return here a few times and because Shenmue II is entirely big, you'll need to remember this area.

If you had already bought the map of Green Market Qr., make a mark on this place by pressing the B button, followed by any other button with their own respective colours.

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Now go up the stairs and head to South Carmain Qr. Now just walk straight and go to Lotus Park.

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!! Landmark Reminder !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!  
Again, this place is kind of important. You'll return here several other times later so remember Lotus Park. Mark it on your map.

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

You will activate a cut-scene of a sensei practising underneath a tree. After that, go out from Lotus Park, and continue walking and stop once the road splits into Y. Take the right road.

If you do not know where you are, again, check for the map once more for Yan Tin Apartments.

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!! Landmark Reminder !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!  
Yeah, there are so many important landmarks to remember here. Yan Tin Apartments are also important as you'll need to return here again. Make a mark on your map with a different colour that you can remember.

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Enter the apartments and you should have a cut-scene of an old woman scolding Ryo. She will then enter her own room. Go and find room number 205. A guy should come out and when a set of options appear, ask all of the questions by talking to him repeatedly.

Exit the apartments and walk around towards Wise Men's Qr. You should also be able to find signs leading to Man Mo China / Wise Men's Qr. You could, of course, buy the map here and ask the passers-by for directions. Sometimes, they will show you the way where you must follow them.

Find the stairs leading to Scarlet Hills.

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!! Landmark Reminder !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!  
Yeah, you'll need to put a mark on this stairs that leads to Scarlet Hills. As Wise Men's Qr. is pretty big, I suggest that you do so. You'll return here a lot of times later.

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Climb the stairs, and walk into the Man Mo Temple on your left. Go inside the temple to have a cut-scene, first with Shuei, or Xiuying as she is called in the English version, and then with the priest.

Then, try and go back to Wise Man's Qr. and you'll get another cut-scene with Shuei. Now, head back where you come from. Go back to South Carmain Qr. and

into Lotus Park. You'll see the sensei under a tree just now and talk to him. Spar with him two times and he'll teach you a new move.

Press X+A buttons to execute it. Now, if you have a memory card with an LCD screen, you can see a bar that will increase the more you practise it. Now, you'll need to fill it up.

Look at your television screen bottom-right and you should see a power bar. Try and execute the move at the right time when the power bar is high enough. As you are now practising against a tree, the more powerful you execute the move, the more leaves will the tree shed. Repeat this process repeatedly until you finally learn it.

----- Random Quote -----

"If you are interested to be homeless, come and see me."

- The homeless man in the harbor said to Ryo, when Ryo asked him about how he could get a job there.

-= Shenmue Chapter 1: Yokosuka

-----

Now, go to Green Market Qr., and into the training courtyard with people practising that I asked you to remember just now. Talk to the old sensei and ask every single question that appears until you get a note.

Head to Golden Qr. (look at the map if you don't know) and into the shopping mall. You just need to go straight and go into the entrance. It's so obvious. Now, head left, up the small steps and talk to the musician sitting on the floor. You should be able to get a note.

Then, leave the mall and walk past the Pine Game Arcade. Continue walking until the end, turn into the junction and walk up the stairs to Lucky Charm Qr. You should see the 3 Blades Street sign in front of you and look for the Complete Clotheir shop.

Talk to the shopkeeper inside. When a set of options appear, choose the right one. Next, exit the shop and go into Zhangyu Barber's right opposite Complete Clotheir. Ryo will get prepared to get his hair cut but the barber suddenly appear to try to cut Ryo with the razor.

----- Quick Timer Event 2 -----

-= A button (none) =-

Don't press anything. Yeah, and this QTE give you a bit more time for you to press the button but still, don't press the A button. Ryo will just stay cool and the barber will just laugh it off.

-----

Now, go back to Golden Qr. and into the mall again. Head right, up the little steps and go to the most right to find a man sleeping on the floor. Just walk near him and you'll get a cut-scene. He will begin shouting to attract everyone's attention and said that Ryo has incredible strength, capable to smash a stone.

Oh well, you have to follow what the other guy says. He'll put the stone on the table, and look at the bar at the bottom-right. You should be able to recognize it from the training session with the sensei underneath the tree in Lotus Park.

Press A when it is totally green, and immediately another A button once it is fully yellow. Ryo should be able to smash the stone. The crowd will disperse, and the the guy will give you a letter.

Now, head to the training courtyard in Green Market Qr. Talk to the sensei there and Ryo will give the letter for him to read. This should trigger a cut-scene. Now, head to South Carmain Qr. and into the Sunny Capital Pharmacy. Try and look for it.

----- Random Quote -----

"What kind of scam is this?"

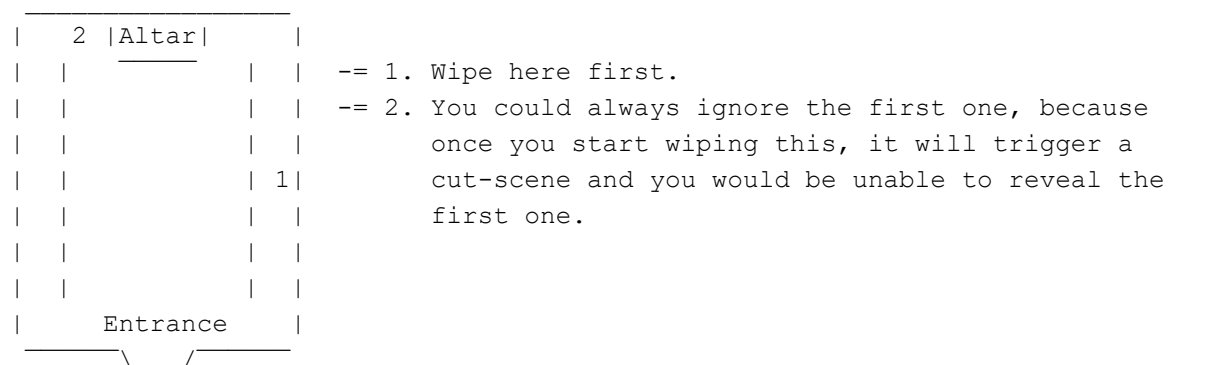
- Ryo referring to the Asia Travel Co. while talking to Jimmy.  
 -= Shenmue Chapter 1: Yokosuka

Talk to the old man, and then go to Yan Tin Apartments. A cut-scene should appear if you had trained fully (by filling up the bar in the memory card to the maximum) the move taught by the sensei in the Lotus Park. The old woman who had scolded Ryo earlier (and a remarkable stern voice) will be surrounded by a group of thugs.

----- Free Battle 2 -----

You'll be having a Free Battle with the thugs. Just keep kicking them repeatedly, they're not really that hard. Press the Y button to dodge/parry. It's quite essential in the Free Battles of Shenmue II.

Then, go to Wise Men's Qr., Scarlet Hills and into the Man Mo Temple (not the courtyard). You should have a cut-scene with one of the workers there wiping the dirty wall. Choose the right option to help him. You should hear him laughing happily because Ryo will do his work for him.



You should uncover both symbols. Once done doing that and after the cut-scene with the priest, head outside. You will have a fight with Shuei, not really a fight but you should try and hit her.

Perform every single move you can on her, but she will successfully dodge every single one and will lock you in a position, where she will just put her hand on Ryo to show that she was able to hit him easily. Later, she'll give you a map leading to her apartment.

Walk down the stairs to Wise Men's Qr. Follow her all the time, because you would not know how to go to her apartment. It will be boring but it will save more hassle.

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!! Landmark Reminder !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!  
 Once you reached Da Yuan Apartments, make a mark on the map. Remember this area, as you'll need to come back here to rest for a couple of times.  
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On reaching the apartment, approach her and you'll activate a cut-scene again. Go inside and follow her upstairs. Approach her again and you'll enter her



Shuei will look at a picture of herself and her brother, and she will be crying. She'll then notice that Ryo is behind her, wiped her tears and exit the room. Ryo will get a closer look at the picture, and then sleeps.

Sigh. It's the next morning again, Fangmei wakes you up and you'll have to go to Man Mo Temple to help with the books. Again. A boring routine, I must say. You don't get a single cent from helping out but I guess it's a voluntary work, considering this is a temple.

Halfway carrying those books, Fangmei will give Ryo a drink. After drinking the first cup, Ryo will refuse to Fangmei's offer for a second drink. She will look sad and (in my opinion) Ryo will then agree to it, thinking that she must have liked him. When Ryo said this to her, she will become indignant and walk away in a huff.

After the long and boring book carrying QTE sequences, head for the Green Market Qr. and into the training courtyard. Before you could enter, you'll get a cut-scene with a man. Enter the courtyard and talk to the sensei. He will then teach you a new move. Another man will be your training partner.

Press the B button, followed by any four directions, Left, Right, Up and Down. Execute the move four times with every single direction stated above. You'll then have those words plastered across the screen impressively, like it had been done when you had first gotten your new move from the old man under a tree in the Lotus Park.

Go to Wise Men's Qr. and find for the Collect Antiques shop. Again, look at the map if you don't know where it is. Talk to the owner, then head back to Yan Tin Apartments. Knock on the room 101 and talk to the fierce old lady.

She will explain to you about the tea-cups ('cawan' - Malaysians will probably know this, as Ryo will repeat the word throughout the game.), and you will have to arrange the tea-cups.

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Use the directional pad up and down buttons to move the tea-cups. Make sure you move them like above, by moving the left tea-cup up and the third tea-cup down. Once you're done, press the A button. The tea-cups should be like the following:

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O
 O O
 O
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Now, you are free to go anywhere you like. You should kill time, play arcade games, buy the capsule toys, explore the area and once you had done everything you want to do, go back to Da Yuan Apartments.



To be continued...

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<6> Shenmue II - Disc 4 <6>  
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To be continued...

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<7> Credits <7>  
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Clement Chan - saigoheiki@gmail.com  
Yeah, that's me. I'm the one who wrote this FAQ.

JAY9824500@hotmail.com  
Thanks for telling me the QTE sequence for chasing Wong, and the Disc 3  
sequences which I had not updated at the moment.

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<8> History <8>  
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Version 0.5a - 1st December 2001  
Updated the correct QTE sequence of chasing Wong.

Version 0.5 - 23rd November 2001  
Actually, I had already no mood to finish this FAQ really. As I had said  
earlier, if people actually want me to finish this FAQ, e-mail me and I'll  
consider.