

Shenmue II (Import) FAQ/Walkthrough

by etjester

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SHENMUE II GUIDE/WALKTHROUGH v1.6 (FINAL)

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SECTION I

===== Introduction =====	11intr
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Note: This guide was written using the European (Dreamcast) version of Shenmue II, but should be applicable to the US (Xbox) version as well.

Shenmue is a series of games created by Yu Suzuki, the man behind Virtua Fighter and several classic arcade games. It takes place in Japan and East Asia beginning in November of 1986. Four chapters of the game were released: Shenmue I is chapter 1 and Shenmue II includes chapters 3, 4, and 5 (Chapter 2 was omitted).

===== Story =====	12stor
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Can be found on page 20 of the Shenmue II Instruction Manual:

"The Year is 1986, the location is Yokosuka, Japan. It's a usual, tranquil day in the life of Ryo Hazuki, but suddenly it is forever shattered by the unexpected arrival of unwanted visitors. A man wearing dark green Chinese clothes appears at the Hazuki family home, followed closely by his black-suited thugs. Known as Lan Di, he uses his knowledge of the almighty kung fu and kills Ryo's father, Iwao, taking away a mysterious Mirror, which he clearly came for.

Vowing to seek revenge, Ryo embarks on a journey to find his father's killer, but to no avail.

Later, Ryo is given a letter addressed to his late father. The letter was sent by a man called Yuanda Zhu and warned of danger, but also told of a person that could be relied upon if something happened. This person was called Master Chen and Ryo was eager to find him. He explained to Ryo that Lan Di was one of the leaders of the Chiyoumen, and based on the fact that he had already obtained one sacred mirror, he was likely to be in search of the other, as together they made a pair...

Ryo eventually found the mirror, also known as the Phoenix Mirror, but was still eager to seek Lan Di and avenge his father's death. Master Chen told of news that Lan Di had left for Hong Kong, so Ryo decided to pursue, but an unknown attacker decided to make his move and punish Ryo once and for all.

Strong willed and fighting off his attacker, Ryo also came face to face with the Mad Angels, closely connected with the Chiyoumen. With the help of Guizhang, Master Chen's son, they put and end to the wrath of the Mad Angels. Master Chen then gave Ryo a letter, which introduced a man called Lishao Tao, he would help once Ryo departed for Hong Kong.

Who is Yuanda Zhu, the sender of the letter?

What is the hidden mystery behind the Phoenix Mirror?

Where is Lan Di, the killer of Ryo's father?

Ryo arrives in Hong Kong with many questions unanswered, as he begins his journey to seek the truth behind these mysteries."

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Controls

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L Trigger - Zoom (Run if changed in the options menu)

R Trigger - Run (Zoom if changed in the options menu)

Analog Thumb Pad - Look (Walk if changed in the options menu)

D-Pad - Walk (Look if changed in the options menu)

A Button - Initiate Conversation

B Button - Cancel / Place Navigation Mark

X Button - View Notebook / Perform Action

Y Button - View System Menu / Initiate Conversation about Money

Start Button - Display Help Screen

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Frequently Asked Questions

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1. When was Shenmue II released?

Japan - On Dreamcast, September 6, 2001

Europe - On Dreamcast, November 30th, 2001

USA - On Xbox, October 29, 2002

2. Will I be able to use my saved data from Shenmue I?

If you are playing the NTSC version (from Japan) then you will not be able to use save data from the US version of Shenmue. If you are playing the PAL version (from Europe), you will need a PAL save file.

3. When do you start if you don't have a VMU with saved data?

The opening sequence begins at 12:00 PM on February 23, 1987. Gameplay itself begins at 12:30.

4. I never played Shenmue I. Will I be able to understand the story?

It is not required that you play Shenmue I, and you can understand Shenmue II without playing it. To assist you however, there is a 14 minute "digest" movie included with the game that depicts the events in Shenmue. Ryo also sums up some of the important events in his journal, which you can read at the start of Shenmue II.

5. Where can you buy move scrolls?

Wise Men's Kung Fu in the Wise Men's Quarter of Wan Chai, and the Thousand White Building in the Thousand White Quarter of Kowloon.

6. Why can't I get the Bronze Medal? The door is boarded up.

Getting the Bronze Medal can only be done on Disc 2. (See the Secrets Section.)

7. Are Lan Di and Ziming (Xiuying's Brother) the same person?

It is commonly accepted that Lan Di and Ziming are not the same person, and are each one of the four leaders of the Chiyoumen.

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Characters
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Ryo Hazuki

-> Ryo is the main character and hero of this story. He was raised at the Hazuki Dojo in Yokosuka by his father after his mother died of an illness when Ryo was three. Ryo began training in the Hazuki style of jujitsu when he was very young, and at age seven he began to seriously study the martial arts under his father's guidance. Ryo is polite but impatient, and has little tolerance for street thugs.

Joy

-> A young woman who can be found riding her motorcycle throughout the game in Aberdeen, Wan Chai, and Kowloon. Everyone seems to know and fear her. This may be because her father is a "big shot" at the harbor.

Wong

-> A kid from the Beverly Hills Wharf who hangs out with his adult friends and drinks beer. Wong respects Ren and his gang. At heart he is a good kid, but he is a thief and pickpocket, as well as a prolific locksmith.

Delin

-> Delin moves crates with Ryo at the harbor. He teaches Ryo the Brawler's Uppercut. A nice guy but a little quirky at times.

Jianmin

-> An elderly man who practices Tai Chi in Lotus Park. He is helpful to Ryo and spars with him.

Zhoushan

-> The Master of the Guang Martial Arts School in the Green Market Qr.

Zongquan

-> Master Zhoushan's student before he was expelled. He now lives the life of a street performer, though he has not forgotten the ways of the martial arts.

Xiuying Hong

-> She works at the Man Mo Temple and prays for her brother, Ziming who ran away to seek revenge for their father's murder when they were young. She has a great deal to teach Ryo about patience.

Fangmei Xun

-> A girl of fifteen who assists Master Tao at the Man Mo temple. She works hard to please those she cares about, and she has a crush on Ryo.

Ren

-> "Ren of Heavens" is the leader of the Beverly Hills Warf gang, the Heavens. He is easily bored, and is quick to solve his problems by fighting. He gambles often and tends to win.

Don Niu

-> A giant of a man. Though powerful, he is fairly slow--mentally and physically. Ryo finds himself running away from Don Niu often.

Yuan

-> Yuan is the leader of a gang of Chinese thugs, but is a coward herself. She always tells others to fight for her or, failing this, chooses a deadly weapon to fight with. She is extremely rude and makes unreasonable demands of Kowloon's shop keepers.

-> Note: The character of Yuan was altered for the US and European versions of the game. The original character was actually a male who dresses and acts like a woman. The reason for this alteration for non-Japanese versions has not been officially disclosed.

Shenhua Ling

-> A mysterious girl who grew up in a small, isolated village in China. She appeared in many of Ryo's dreams while he was in Japan, and his fate will be deeply influenced by her.

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Locations
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1. ABERDEEN

A. Worker's Pier - Where Ryo begins. It is home to many stand owners, fishermen, and arm wrestlers, and includes Pigeon Park.

Important Places: Free Stay Lodge, Arm Wrestling, Pigeon Park

B. Fortune's Pier - Pier of warehouses used for storage, gambling, and gang hangouts. Jobs are available for workers to move crates.

Important Places: Fortune's Office

C. Queen's Street - Road to Wan Chai from Aberdeen, filled with various shops and restaurants.

Important Places: Big Catch Tackle Shop, Ling Ling Porridge

D. Beverly Hills Wharf - The domain of the Heaven's, Aberdeen's local gang.

Important Places: Wong's Boat

2. WAN CHAI

A. Green Market Qr. - "Market" says it all. Most of the shops in this quarter are food related. This is the quarter Ryo stays in while he is at the Come Over Guest House.

Important Places: Come Over Guest House, Guang Martial Arts School

B. South Carmain Qr. - A poor neighborhood with lots of buildings under construction.

Important Places: Yin Tan Apartments, Lotus Park

C. Wise Men's Qr. - This is home to many "Man Mo" shops and restaurants.

Important Places: Man Mo Temple, Da Yuan Apartments, Man Mo Bistro, Wise Men's Kung Fu, Collect Antiques

D. Golden Qr. - The upscale quarter of Wan Chai, right along King's Road, and home to the Grand Hotel and the Golden Shopping Mall.

Important Places: Golden Shopping Mall

E. Lucky Charm Qr. - This quarter contains mostly restaurants and electronics stores.

Important places: Complete Clothier, Zhangyu Barber's, Dou Jiang Diner

F. White Dynasty Qr. - This quarter has no large shops and plays only a minor role in the game.

Important Places: None

3. KOWLOON

A. Dragon Street - This is a street leading to Kowloon that is filled with many shops, stands, and gambling houses.

Important Places: Ren's Hideout

B. Thousand White Qr. - This quarter contains restaurants, street fighting, and places where Ryo can make money carrying crates.

Important Places: Great View Building, Thousand White Building, Ghost Hall Building, Cafe Anna, Yellow Head Building

C. Dimsum Qr. - Home to many restaurants and diners, as well as the Lucky Hit Museum.

Important Places: Tea Break Building, Phoenix Building, Nihao Teahouse, Yellow Head Building

D. Stand Qr. - Filled with stands and places for street fights.

Important places: Black Heaven Building, Dancing Dragon Building, Small Dragon Garden, Star Gazing Point, Blue Dragon Garden, Yellow Head Building

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Shenmue II is a game with several mechanics, so what follows is a series of tips to help you get started. It is recommended that you read this before you begin with the walkthrough in the next section. More specific information can be found scattered throughout the walkthrough for individual areas of the game that require special attention.

EXPLORATION

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The world of Shenmue II is filled with many characters. These individuals can have information important to your journey--a single conversation will often get you going on a new path. If you are ever lost or need help, ask someone. Shopkeepers can be very adept at giving directions, and many people you find walking in the streets will actually take you to where you want to go.

There are also many places to visit and explore. Take some time to look around and enjoy the environments. Nearly all buildings are accessible and most objects can be looked at or manipulated. To do this, use the L trigger and look around with the D-pad. If you see something of interest you can lock onto it. If you can somehow use an object, the X button will appear in the lower right hand corner of the screen. Pressing it will initiate the appropriate action.

GAME PROGRESSION

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There is no specific pace you need to keep while moving through the game. You can zoom through it as fast as you can, or take time to enjoy every moment of it. It's entirely up to you.

Remember though that the game is relatively linear and there is an order to most things. Doing one event may cause you to miss being able to see a different event, for example. Sometimes you can accidentally trigger something unexpected by simply talking to someone you saw on the street. This is why it is great to play the game many times and see all the different events that are possible. Playing more than once also allows you to see things you missed and make different decisions to see the effects they have.

WEATHER

17cwea

The weather in Shenmue II changes with the passage of time. This may not seem important, but it can have an effect on the game. Photographs taken on rainy days look different than those taken on sunny days, and some events may not even occur when it is raining.

TIME

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Time passes in Shenmue II at the rate of 1 hour of game time to 4 minutes of real time. This usually gives you plenty of time to do whatever you want during the day, but if Ryo is out after 11:00 PM he will be automatically

sent back to wherever he is staying to make sure he gets a good night's sleep. Ryo gets up at 8:00 AM most days, giving you up to an hour of real-life playing time for each day that passes in the game. This is not always true however because some events may use up extra time, or even skip the whole day.

RYO'S NOTEBOOK

17eryo

Ryo's Notebook contains everything he learns while on his quest. He writes down all the clues he gets from conversations and events, allowing you to flip through it and refresh your memory on any topic, whenever you want. While exploring, press the X button to access your notebook. This is helpful when you leave the game because when you come back it is easy to find out where you were and what you need to do next.

COMBAT

17fcom

Combat is an important part of Shenmue II, and without good fighting skills it will be difficult to complete the game. There are three fighting modes you will need to master: the free battle, the QTE, and the Command QTE. For more on fighting, see the "Moves" and "Fighting Strategies" sections.

In a free battle you use fighting moves that Ryo is familiar with in an open-ended battle against one or more opponents. Simply press the main buttons: X to punch, A to kick, B to throw, and Y to dodge, in combination with the D-pad, and you will perform various moves on your opponents.

QTEs (Quick Time Events) can occur at almost any time during the game and require you to press the correct controller button within a certain time limit. Most QTEs require the use of the Left, Right, A, B, and X buttons, though others may be required as well. The correct QTE combinations for each event are listed throughout the walkthrough.

Command QTEs are new to the Shenmue series and were not a part of Shenmue I. These require you to press the correct button combinations, not just a single button like regular QTEs. For example, the game will freeze for a moment and display the controller combination: (Down, X). You must then quickly press Down followed by X to complete the Command QTE. The important thing to remember is to wait until the correct sequence has been displayed before you start pressing buttons. Doing it too quickly will get you a buzzer sound and you will fail the CQTE.

ITEMS

17gcom

There are hundreds of different items in Shenmue II and while most of them aren't essential to your quest, they can be fun to collect. You can find them lying around, get them from your friends, or buy them from a store.

MONEY

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Ryo has converted his Japanese Yen to Hong Kong Dollars at an exchange rate of 30 Yen to 1 HK. Your starting money may vary if you used a saved Shenmue

I file, but the default is \$596. How much money you have really doesn't matter too much however, because it's relatively easy to obtain if you need some (see the "Secrets" section).

SECTION II

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Walkthrough

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Please Note: This guide does not provide a direct path through the game, as it includes many optional events that are not required to complete your quest. The walkthrough is divided into discs (for Dreamcast players), and then into several Sections per disc, based upon the main theme or quest involved in each section. You will notice three main designations for each paragraph below: "Scene" indicates an event that is required for progression through the game. "Sub" indicates a sub-quest or other scene that is not required for game progression. Finally, "Talk" indicates a conversation the player would engage in, which may or may not be necessary for game progression.

DISC I WALKTHROUGH

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Your adventure begins on a pier in Hong Kong. It is up to you, Ryo, to avenge your father's death and bring his killer to justice...

SECTION 1 - Finding Master Tao

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Scene 1 - Street Musicians

After the opening cinematic, walk forward along the pier and you will be stopped by some performers playing a song to bring luck to travelers. If you donate some money (\$10) the man will point you in the direction of Wan Chai, your next destination.

Scene 2 - Welcome to Hong Kong

Continue along the pier until you are solicited by some tour guides and a photographer. You brush by them and speak with a woman and her daughter, Xiaomei, who you met on the boat. The woman warns you to be careful, as not all people can be trusted in Hong Kong. She also tells you about the Free Stay Lodge where, fittingly, you can stay for free.

Sub 1 - The Free Stay Lodge

Enter the lodge and have a look around. Here you can talk to a homeless man who asks you why rivers flow. You can choose to give a number of insightful answers, but the correct one is "Ocean". He will then tell you to go to the south towards the fountain. While you are here you can pick up the winning can at the back of the room, which will automatically be replaced with a capsule toy. You can also pick up a blue forklift on the bed nearby. You can sell these items at a pawnshop later to make some extra money, along with the other collectables Ryo brought with him from Japan. Pick up the Honest Pawnshop Flier from the table before you leave, then follow the path onto Worker's Pier.

Sub 2 - Arm Wrestling

You will be stopped and asked to arm wrestle Jimenez Garcia for a bet of \$10. You do not have to compete, but it is easy money and the man will point you in the direction of Wan Chai if you win.

QTE: Press A repeatedly and press the D-pad when prompted.

Scene 3 - Meet Joy

Next, you will be nearly run over by Joy, a girl with orange hair riding a motorcycle. She warns you that there are a lot of bad people in Hong Kong and points you in the direction of Wan Chai before riding off.

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You should have a pretty good idea of where to go next. Go along the waterfront and continue south, past the stands. If you get lost, ask someone for directions. The hostess at the Fu Hoi Diner, Meiming Yu, can be helpful with many questions, now and in the future.

Hint: By buying Zippo lighters and collectables from the stands you put your money in a safer form. Though these items will receive less than the value you paid for them when they are pawned, you don't run the risk of your money being stolen.

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Scene 4 - Robbed!

A kid and three thugs tricked you into leaving your bag unguarded and they stole it from you. It is imperative that you recover the bag because it contains the Phoenix Mirror, an item vital to your quest.

Talk 1 - Who stole your bag?

If you ask Meiming Yu at Fu Hoi Diner, she will tell you about the Poison Brothers who moved here recently. They are often seen at the porridge shop.

Scene 5 - The Poison Brothers

Follow the road onto Queen's Street and look for the Ling Ling Porridge shop on your left. Approach the two men sitting out front, Haohai Du and Bangzhuo Du, and you will initiate a fight that is broken up by Joy. These aren't the thugs who stole your bag, but Joy will tell you that she saw the boy who stole your bag hanging around Pigeon Park. His name is Wong...

Scene 6 - Confronting Wong

When you confront Wong, he will run. During the ensuing QTE chase, you can choose whether or not to follow Wong when he crawls under the fence. Either way you will have a free battle, but by missing the last QTE command, (A), you can get into other fights, which are detailed below.

QTE: A, Left, Right, A, B, Left, Left, Right, A, Right, Down, A.

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If you fail the QTE chase with Wong: Go behind the Fu Hoi Diner and you will find Wong with some of his friends. You will then have a shortened QTE chase.

QTE: Right, Down, A.

If you jump over the fence: You will have to fight Wong's accomplices in an abandoned area with some boxes.

If you climb the fence but are stopped by the security guard, or lose the

free battle: Go back to the Lai Lai Eatery (you passed it during the QTE chase) and get into a fight with the guys who stole your bag. While you are here you can apologize to Zhenji Teng, the waitress you ran into during Wong's QTE.

If you lose the free battle in the Eatery: Go to the park and free battle once again.

If you lose at the park: Go back towards the place where you arm wrestled earlier, and you will beat up the guy with the boom box. Ultimately, Wong will show you where your bag is hidden.

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Scene 7 - The Money's Gone

Wong will show you where your bag is hidden and return it to you, but Larry, Sam, and Cool Z have gambled all your money away. To repay you, Wong draws a map showing you how to get to Wan Chai. He tells you to enquire at the Come Over Guest House in the Green Market Quarter.

Sub 3 - Wong's Photo

When you return to Queen's Street take a moment to stop in at The Big Catch Tackle Shop. The owner there will talk to you about Wong and give you a photo of him for your collection.

Scene 8 - Joy's Discount

While walking through the Green Market Quarter you will meet Joy once again. She too tells you to seek out the Come Over Guest House, where she claims you will get a discount for mentioning her name.

Scene 9 - The Come Over Guest House

When you arrive, Joy prompts you to enter the hotel, and tells you to be ready at 8:00 AM tomorrow so she can take you to get a job. With some persuasion, the hotel owner, Ren Dan, gives you the key to room 203. Go upstairs and enter the room, where you will place your bag in the cabinet. Pick up the Green Market's Pawnshop flier from the desk. If you look outside the window opposite the door you will see the pawnshop. Open and look out the other window to see two cats sitting on the ledge of your building.

Talk 2 - Ren Dan

Come back downstairs and the owner will tell you that the rent is \$38 per day. Since you don't have any money, you will need to acquire some.

Sub 4 - Green Market's Pawnshop

Enter Green Market's Pawnshop (to the right when you exit the Guest House) and pawn everything you can. At minimum you should get a good \$80-\$90.

Talk 3 - The Lucky Hit Stand Owner

Go back past the Come Over Guest House and use the Y button to talk to the lucky hit stand owner at the end of the street (before the road turns to the right). Ask him about a part-time job and he will ask that you run the stand for a while. Accept his offer. When you have made some money, return to the Come Over Guest House and sleep.

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#### LUCKY HIT STAND

When playing Lucky Hit, you drop balls down a wooden board with pins on it, the goal being to get your ball into a box with a bull's-eye, and not an X. You play 3 drops each, taking turns, and if there is a tie, the rules of sudden death apply until a winner is found. While running the stand the

games cost \$50 each for people to play, and if you win, you get to keep half of your winnings. So if you win 3 times, and make \$150 from the players, you get to keep \$75. If you lose money or fail to make money from the gamblers then you won't receive any pay for your work.

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Scene 10 - Joy's Job

When you come downstairs the next morning the owner will ask for the rent. You do not have to pay him--ever. Joy will take you back to Aberdeen where you can get a job moving crates. Work with Delin until the supervisor tells you to stop.

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#### MOVING CRATES

You must move as your partner tells you or you will drop the crate. When he says "left" you push Left on the D-pad, and when he says "right, right!" push Right on the D-pad twice. It seems simple but it can be difficult if you are not careful. Keep pushing forward unless he tells you otherwise and push down when prompted to lower the crate. You will receive \$10 for each crate you carry, and you can work multiple shifts throughout the day. Just talk to the supervisor to see if you can work for him/her again. You can expect to make \$50-\$60 per shift if you don't make too many mistakes.

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Sub 5 - Photo Opportunity

Walk towards Queen's Street from Fortune's Pier (walk to the left of the park) and you will be stopped by the photographer who took your picture when you got off the ship. Joy will arrive and tell him to take a picture of you and her together. She gives you the new picture and keeps the original.

Sub 6 - Sign Straightening

Return to the Come Over Guest House and then turn around and walk back the way you came. You will be stopped by a man who is trying to get the sign for his store straight. Help him out by telling him to move it up or down with the D-pad until it is horizontal, and then press A to confirm its position. As a reward he will give you directions to South Carmain Quarter.

Scene 11 - Jianmin

Enter Lotus Park in South Carmain Quarter and approach the man doing Tai Chi. His name is Jianmin and he asks you to spar with him. He shows how one can attack with Tai Chi, and asks that you come and spar with him again soon.

Talk 4 - Where are the Yin Tan Apartments?

Ask Jianmin about Yin Tan Apartments and he will tell you to go right at the fork in the road ahead.

Scene 12 - Yin Tan Apartments

Find Yin Tan Apartments in South Carmain Quarter. As you enter, an old woman will call you a land shark. Despite her raving, she mentions that she knows Lishao Tao, so it seems you are on the right track.

Talk 5 - Lishao Tao isn't here?

Knock on the door of room 205. The man who answers will tell you that Master Tao moved away. Pay him the minimum (\$20) and he will tell you that Master Tao moved to a place called "Man Mo something." You can pay him more but he will give you the same information.

Talk 6 - Man Mo Antiques

You can find various "Man Mo" buildings in the Wise Men's Quarter. The first

you will see is Man Mo Antiques, where you can enquire about Lishao Tao. The woman will refer you to the Man Mo Bistro.

Talk 7 - Man Mo Bistro

Ask the hostess at the Man Mo Bistro about Lishao Tao and she will tell you about Man Mo Temple.

Scene 13 - The Wude

Climb the stairs to the Scarlet Hills and enter the temple. You will be instructed that you cannot see the master until you know Wude...

SECTION 2 - The Four Wude

21a2th

Scene 1 - A Mysterious Woman

Go back down the steps to the Wise Men's Quarter. where you will be confronted by the woman you saw in the temple. She explains that she goes to the temple to have a single wish granted. She surmises that you have a wish as well. She claims that any martial artist of true virtue knows Wude, so you should seek a martial artist.

Talk 1 - Highquality Antique Shop

Ask the woman outside the Highquality Antique Shop nearby about martial artists and she will tell you about the dojo in Green Market Quarter, the Guang Martial Arts School.

Scene 2 - Guang Martial Arts School

Find the Guang Martial Arts School and enter. The guards allow you to enter at the master's request.

Talk 2 - Master Zhoushan Xuan

Ask the master about Wude. He tells you that he has no right to talk about Wude since he has ruined a man's life. That man was once a student of his, but he was expelled and is now a street performer in the Golden Quarter. Talk to him again and he will tell you that the man works in the Golden Shopping Mall.

Scene 3 - Break the Rock

Find the Golden Shopping Mall in the Golden Quarter. and approach the man lying on the floor on the right-hand side. He enlists you to help in his street performance by breaking a rock with his hand. To do this, wait until the first meter fills up and press A, then as soon as the next meter fills, press A again. You will break the rock and learn that this is Zongquan, Master Zhoushan's former student. He gives you a letter to deliver to his former master.

Scene 4 - Delivering the Letter

Return to Guang Martial Arts School and give the letter to Zhoushan. As a reward he teaches you the first Wude:

JIE - Judge yourself without conceit and do not show or use moves thoughtlessly.

Talk 3 - Finding Other Martial Artists

Talk to Master Zhoushan about martial artists and he tells you to go see Jianmin in Lotus Park.

Scene 5 - Cover the Ground

Go to see Jianmin. After a sparring session he will teach you a new move:

Iron Palm, (X+A). You must then practice the move on a tree until the ground is covered with its leaves. To do this, wait until the meter is full or nearly full, and then press X and A at the same time to strike. If you do it well, eventually Jianmin will teach you the second Wude:

GON - Practice everyday without neglect.

Talk 4 - Another Martial Artist

Talk to Jianmin about other martial artists and he will tell you about Zhangyu the barber, who has a shop on Three Blades Street in the Lucky Charm Quarter.

Scene 6 - Zhangyu's Shop

Find Zhangyu's shop in the Lucky Charm Quarter and enter. If it is closed, wait until tomorrow. He will offer to trim your hair while he tells you the third Wude. Do as he says and no matter what happens, do not move. DO NOT press the A button when prompted to do so. If you react, you will fail the test and have to do it again the next day. When you succeed, he will tell you the third Wude:

DAN - Be brave and stay calm to make the right decision.

Talk 5 - Who else knows about Wude?

Ask Zhangyu about other martial artists and he will refer you to the Bloom Tailor because many martial artists go there to get their uniforms made.

Talk 6 - Bloom Tailor

Talk to the tailor and he will tell you that the only other martial artist he knows is Guixiang, who lives in the Yin Tan Apartments in South Carmain Quarter.

Scene 7 - Clash with the Land Sharks

Head to Yin Tan Apartments to find a group of land sharks there harassing the old woman you met before. Defeat them in a free battle and the old woman will reveal herself as Guixiang and teach you the fourth Wude: Never hesitate to do what is right. She can't remember the name however, so you will have to go to Man Mo Temple and ask Master Mo.

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NOTE: Once you have helped Guixiang, you can return to the Yin Tan Apartments later and she will teach you a new move, the Hind Blow, (Y+B).

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Scene 8 - Getting Inside

Go to Man Mo Temple and you will find one of the monks sweeping outside. He tells you that you may not enter the Temple because they are cleaning now. Choose "Intrude" and hurry into the temple when he goes to ask his master.

Scene 9 - Cleaning the Soot

Upon entering you will meet a monk who is upset that he is the only one assigned to clean the soot off the walls. When he asks you to give service, select "Yes". Clean away the soot ahead of you and work your way around the temple counterclockwise. You will reveal the signs of two of the Wude that are inscribed in the wall, and then reveal the fourth Wude, YI, which is at the back of the temple.

Scene 10 - Lishao Tao

The woman you met at the temple earlier reveals herself to be Master Lishao Tao. She challenges you to attack her if you can, initiating a free battle. You will find yourself unable to hit her, as she easily dodges all of your

attacks. After the fight she will reveal her real name, Xiuying Hong, and tell you to follow her to the Da Yuan Apartments.

Scene 11 - Da Yuan Apartments

Follow Xiuying to the Da Yuan Apartment building and up to room 207. This is where you will be staying for the time being.

DISC II WALKTHROUGH

21bdis

Ryo has found Lishao Tao of the Man Mo Temple. Now he must do as she instructs if he wants her to divulge any information about Yuanda Zhu...

SECTION 3 - The Search for Zhu

21b3th

Scene 1 - Fangmei

You are awakened by Fangmei, Xiuying's 15-year-old assistant. She tells you that you need to hurry to Man Mo Temple.

Scene 2 - Carrying Books

Xiuying instructs you to carry the books out of the library as your service to the temple, which will last until noon each day

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Carrying the books out gets harder each day. A good strategy is to walk when you have the books and run when you don't have them to make up some time. As you are walking you will have to press the D-pad when you start to lose hold of the books. If you run, this will happen more often and it will be harder to correct yourself. You do not have to get all the books out, but if you are careful you should do it on the first day without any problems. If you do manage to get all the books out of the library you will get some move scrolls for your trouble.

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Talk 1 - Fangmei

Look for Fangmei. She can be inside Man Mo temple, by the front gate sweeping, in the back sweeping, or occasionally talking to the fortune teller across the street. The goal in this event is to get Fangmei to initiate a conversation with you (as opposed to you starting a conversation with her) a total of four times. To do this, first start a conversation with her. You should ask her about Yuanda Zhu. Then walk away and return. She should start a conversation with you when you get close enough. Get her to start the conversation this way three more times. If she moves to another area you may have to start a conversation to get her to start talking to you again, or if you cannot start a conversation (no lips appear at the bottom of the screen) and she won't talk to you, you may have to leave the area completely and then return. You know you are done when she asks why you came to Hong Kong. Select "Talk" and you will admit that you are looking for Lan Di. This may seem pointless now but it allows you to take part in other events later on.

Talk 2 - Highquality Antique Shop

Talk to the woman at the bottom of the steps from Scarlet Hills about Zhu and she will tell you that he founded the Five Stars Corporation and wrote a book entitled Wulinshu. Wise Men's Kung Fu might have a copy...

Talk 3 - Wise Men's Kung Fu

Ask the owner about Wulinshu and he tells you that it is now kept at Man Mo Temple. When you return to the temple library the doors will be locked. Choose to wait until tomorrow.

Sub 1 - Learn From Hanhui

If you managed to carry all the books out, you will exchange moves with Hanhui. You show him your style of martial arts and in return he shows you a move, the Lunging Strike. This is performed by pressing Right, (X+A). It replaces the Twin Hand Waves move on your technique scroll.

Scene 3 - The Locked Case

Search the back left-hand corner of the library and you will find the Wulinshu. You can't retrieve it however, because the case is locked. You will need to see if Xiuying has the key.

Scene 4 - Catch the Leaves

Xiuying comes around the corner and refuses to let you see the Wulinshu. As a demonstration of her skill she deftly catches two falling leaves while you fail to catch even one. She says that she will only discuss the Wulinshu when you have shown you can catch a falling leaf. To do this, look up high and search for a single leaf. Stay focused on it as it falls, and when the picture gets slightly blurry and you hear a musical sound, press the A button to catch it. The key to this is just what she says, stay calm and focused, putting all other thoughts out of your mind. When you have succeeded once she says you must catch three consecutively. Do this and she will reward you with the key. Retrieve the Wulinshu from the library and examine it. Inside you will find a mysterious scrap of paper that has strange symbols on it. Who can tell you what these symbols mean?

Talk 4 - Fangmei

Once again, get Fangmei to talk to you four times. You will know you are done when she asks if you think she can be like Xiuying. She can easily get jealous so watch what you say and be sure not to hurt her feelings or make her mad.

Sub 2 - Learn From Zhoushan

When you approach the Guang Martial Arts School you will be stopped by one of the guards. He says that Master Zhoushan wants to see you. Enter the dojo to learn a throw move, Wild Throw: (B) followed by any direction. You only get one chance to do the final practice correctly or you will fail to master the move. Move forward to grab your opponent and then press in the direction of Master Zhoushan to throw him at the master's feet.

Talk 5 - Meet Eileen

Head to Aberdeen and strike up a conversation with the woman in Pigeon Park who is practicing Kung Fu. Her name is Eileen Edelweiss.

Talk 6 - Who Knows About the Symbols?

Find Collect Antiques in the Wise Men's Qr. and talk to the owner. He tells you the symbols are Chawan Sign, a way that martial artists communicate with each other. He tells you that if you want to know about Chawan Sign, you should go see Guixiang.

Scene 5 - The Chawan Sign Explained

Go to Yin Tan Apartments and knock on the door to room 101. Guixiang answers and tells you about Chawan Sign. You must make the pattern with the cups in order to contact associates of Zhu. It lets them know that you are his comrade.

~~~~~

The correct sign using the cups is:

o  
o o  
o

~~~~~

Scene 6 - Xiuying's Brother

When you return to the Da Yuan Apartments, you find the door to room 207 slightly ajar. You peer through the opening and see Xiuying crying over a picture. She notices you and storms out, but drops the picture on the floor by mistake. You pick up the photo and discovers that it is a picture of Xiuying and someone named Ziming when they were young. In the morning he asks Fangmei, who reveals that Ziming was Xiuying's brother, and that he ran away when they were little. Fangmei grew up at the same orphanage as Xiuying and Ziming.

Sub 3 - Tea Break

While carrying out the books, Fangmei appears and offers you some tea. You say she reminds you of a cat that lived near your house. This offends Fangmei and she storms off. This break can make it tougher to get all the books out of the library by noon.

Talk 7 - Eileen and Fangmei

Head to Man Mo Bistro and you can talk to Eileen and Fangmei who are sitting at a table together. It seems that Fangmei has been teaching Eileen to speak Chinese several times a week. They will leave at 1:00 PM.

Sub 4 - A Mysterious Note

Do the Chawan sign at Man Mo Bistro or the Heavenly Tea Shop in Green Market Quarter. You will receive a note telling you to go to the Come Over Guest House.

Sub 5 - A Mysterious Phone Call

Wait at the Come Over Guest House. At 7:00 PM the owner will receive a phone call telling you to go to Man Mo Park. Note: If you were already told about the Dou Jiang Diner, this event will never happen.

Sub 6 - Ambush

Go to Man Mo Park and you will be ambushed and have to do a QTE followed by a free battle. If you win they will tell you about the Dou Jiang Diner.

QTE: Right

Sub 7 - Yuan's Thugs

Alternatively, you can go to the White Dynasty Quarter and do the Chawan Sign at the restaurant table. You will have to save a little kid from a band of thugs. There is a short Command QTE to defeat them all. They will run off to tell someone named Yuan. The boy will tell you about the Dou Jiang Diner.

CQTE: (A, X, B).

Sub 8 - Poison Brothers Return

You can also do the Chawan Sign at Ling Ling Porridge or the Canton Cafe in Green Market Quarter where you will be attacked by the Poison Brothers. Defeat them in a short QTE and they will tell you about the Dou Jiang Diner.

QTE: B, A.

Scene 7 - Another Note

If you do the Chawan Sign at the Dou Jiang Diner, you will be given a note telling you to be at the diner at 8:00 PM.

Talk 8 - Fangmei

Find Fangmei at Complete Clothier on Three Blades Street. Have four more conversations with her. The last one should be about how long you plan to stay in Hong Kong. Remember not to make her jealous or angry.

Scene 8 - Brawl in the Alley

If you wait at the Dou Jiang Diner until 8:00 PM, a man who works for Zhu will arrive. Before he can tell you anything useful however, you will be interrupted by some thugs. Defeat them in a free battle to discover that while you were fighting they kidnapped Zhu's associate. The owner of the Diner tells you they ran into the White Dynasty Quarter. Now you must complete your first major QTE battle to save Zhu's contact. After you rescue him he will tell you that his name is Zhang. He informs you that Yuanda Zhu is currently hiding from the Chiyoumen, and cannot be contacted for now. However, a man named Don Niu is also looking for Zhu, so his rival may have some information for you. You will need to find Ren, the leader of a gang known as the "Heavens." You must return to Aberdeen...

QTE: B, A, A, A, B, X.

CQTE: (Down, Down, X).

QTE: B, A, B, B, B, A, B, A, X, A, B, X.

CQTE: (Down, Right, A).

SECTION 4 - Ren of Heavens

21b4re

Scene 1 - Xiuying's Warning

The next morning you return the Wulinshu to Xiuying. When you admit to looking for Ren, she warns you that you are taking an unnecessary risk and placing yourself in great danger.

Talk 1 - Detour

Talk to the woman blocking the entrance to the Wise Men's Quarter. Evidently, you will need to go around because of construction.

Scene 2 - Return to the Guest House

While walking through the Lucky Charm Quarter, Joy rides up and asks you why you stopped staying at the Guest House. You agree to move back there.

Sub 1 - Fangmei's Photo

If the weather is good, go back to Man Mo Temple and look along the path leading to the library. You can see Shiquan peering around the far corner with a camera. Approach and you will startle him. It turns out he was spying on Fangmei and trying to take a picture of her. Fangmei notices him and asks to get her picture taken with you. Shiquan takes two pictures before running out of film. You can choose one to keep for yourself.

Sub 2 - Save Fangmei

Go to Man Mo Bistro and you will find two thugs beating up the owner and demanding compensation for their bad meal. Fangmei jumps in and tries to prevent the owner any more harm. Perform a short Command QTE followed by a QTE to save her.

CQTE: (Down, X)

QTE: A

Sub 3 - Fangmei's present

Fangmei should be having lunch with Eileen again today. After they leave at 1:00 PM Fangmei will go to Complete Clothier on Three Blades Street. Once she arrives and begins looking through the shop window, you can approach her for a short scene. (Note: For this to occur it must be between February 27 and March 2, you must have met Eileen, and you must have either done the prior talks with Fangmei or lost the fight at Man Mo Park). She is startled by you and then rushes off to an important errand. You notice the piece of jewelry that Fangmei appeared to be eyeing through the shop window. Go inside Complete Clothier and ask the owner for the jewelry. You can eventually persuade him into giving it to you for \$150. You will not be able to give it to Fangmei until her birthday on March 3 however. Just wait until that day arrives and then go to Da Yuan apartments to give her the gift. She will explain that she was actually looking at the dress which she had wanted to give to Xiuying, but seeing as the gift is from you she decides to treasure it anyway.

Talk 2 - Where are the Heavens?

Back in Aberdeen, ask the man standing outside Hong Kong Souvenirs about the Heavens and he will tell you that they hang out at the Beverly Hills Wharf. The entrance can be found in the back alleys connecting Queens Street to Worker's Pier. A guard with a large metal pipe is blocking the entrance to their territory, however, so you will have to find another way in. Talk to the souvenir guy again to learn that some Heavens members are probably gambling at Fortune's Pier.

Talk 3 - Finding Gambling Houses

Talk to Delin, who is likely standing in front of Fortune's Office. He tells you that you can find gambling inside many of the warehouses. If you see a sign with the letter "G" you will know that a gambling house is inside.

Talk 4 - Gambling for Information

Most warehouses have gambling. Find one yourself or look for a shady-looking character and ask him to direct you. You won't find any Heavens around but if you play at least one round the man running the game will probably tell you that they meet in Warehouse #8 at around 7:00 PM. Go there and wait for them.

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### GAMBLING HINT

Save before you play and soft reset the game if you lose (A+B+X+Y+Start).

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Scene 3 - The Heavens

Enter Warehouse #8 and you will get into a fight with six Heavens when you ask to see Ren. Defeat them in a free battle and two of them will agree to take you to see Ren.

Scene 4 - It's a Trap!

You follow the two Heavens to the entrance of Beverly Hills Wharf. One of them shows a special lighter to the guard at the entrance. When you descend the steps you will be immediately surrounded by Heavens. You can't win this fight. You awake in a boat with Wong, who tells Ryo to rest here for the night. This is where you will be staying for now. The next morning, Wong gives you a Heavens lighter that can be used to get past the guard you saw earlier.

Sub 4 - Where's Ren?

Go straight forward from the end of the planks and turn left after the stairs. Free battle the group of Heavens and one of them will tell you that Cool Z might know where Ren is.

Sub 5 - Where's Cool Z?

Battle another group of Heavens and one of them will give you a map of Beverly Hills Wharf and tell you that Cool Z is probably at the scrap heap.

Scene 5 - In Need of Money

Make your way south towards the scrap heap. Sam, Larry, and Cool Z are listening to music. You demand to see Ren. Sam claims that Ren only sees those who bring \$500 to donate to the gang.

Sub 5 - Learn From Delin

Go to Worker's Pier and ask the boss about a job. Carry crates with Delin again and afterwards he will teach you a move, the Brawling Uppercut. Press Left, (Left+X) to perform it. Continue to practice it and Delin will fall into the water by mistake.

Scene 6 - Ren

When you have the money, go to the scrap heap. Sam, Larry, and Cool Z are there, and they agree to take you to see Ren. Ren takes your "donation" and pulls a knife on you. Perform a Command QTE to save yourself. Ren will be so impressed that he gives you a map of where to meet him so he can take you to see Yunada Zhu. If you fail, you will instead receive a beating and you will wake up in Wong's boat.

CQTE: (Left, Right, A)

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If you lose the fight in the warehouse: Fight the group of Heavens nearest to the exit of Beverly Hills Wharf, then exit. Scene 7 will take place.

If you win in the warehouse: Go to Fortune's Pier for Sub 6.

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Sub 6 - The Setup

Ren takes you to the F Warehouse where a deal is going down between Yuan and some other men. Ren shuts off the lights and knocks out two of them. When the lights come back on, the money is missing. You notice that Ren is gone as well. When you try to go after him you accidentally knock over a shovel, alerting the men to your presence. Free battle them to escape.

Scene 7 - Where's Ren?

Wong and Joy tell you that Ren is at Pigeon Park.

Scene 8 - Chasing the Heavens

Go to Pigeon Park to find Sam, Larry, Cool Z, and Ren tossing around the bag of money Ren stole from Yuan. When you approach they all run away in different directions:

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Sam runs into the first alley on your right and climbs over the same fence Wong went under in Disc 1. Press X when near the fence to climb over and free battle him. He agrees to take you to Ren.

Larry runs into the alley behind Fu Hoi Diner and through Lai Lai Eatery. He then runs out of the alley and past the stands towards Fortune's Pier. You catch up to him near some crates in this area. Free battle him and he agrees to take you to Ren.

Cool Z lumbers off to the north and ends up trapped in an alley near the entrance to Fortune's Pier. You hold his boom box hostage until he tells you where to find Ren.

Ren runs towards Lucky Plaza and jumps over the fence. Follow him into the construction site and through a QTE chase.

QTE: Down, A, Left, Right, Left, Right

CQTE: (Up, A, Up)

After you catch up with Ren he will notice the Phoenix Mirror and sense money involved. He agrees to help you in exchange for his share of the loot. He tells you that Yuanda Zhu is in Kowloon.

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Scene 9 - Goodbye to Wong

It is now time to say goodbye to those you have met while in Hong Kong. Wong is the first. You thank him for all his help, and he asks you to be careful, wherever you go.

Talk 5 - Goodbye to Delin

Find Delin at the place where he taught you the Brawling Uppercut (near Warehouse #1) and say goodbye. He is sorry to see you go since you two made such a great team.

Talk 6 - Goodbye to Zhoushan

Go say goodbye to Zhoushan at the Guang Martial Arts School. He is deeply grateful to you for your help with Zongquan.

Talk 7 - Goodbye to Zongquan

Go say goodbye to Zongquan at the Golden Shopping Mall. He too thanks you for your help.

Talk 8 - Goodbye to Jianmin

Head to Lotus Park and say goodbye to Jianmin. He tells you that he heard about your quest from Guixiang, and that he has done nothing to be thanked for.

Talk 9 - Goodbye to Guixiang

Say goodbye to Guixiang, who is standing outside of the Yin Tan Apartments. She warns you not to die in vain.

Talk 10 - Goodbye to Zhangyu

Go to Zhangyu's Barber Shop on Three Blades Street and thank him for his help. He advises you that Kowloon is a dangerous place and that you should keep DAN of Wude in mind at all times.

Sub 7 - Fangmei's Confession

Go to room 207 of the Da Yuan Apartments and Fangmei will appear. She starts crying and gives you a Lucky Charm from when she was abandoned as a child. She also gives you a photo of Master Tao for you to keep.

Scene 10 - Memory of Ziming

Go to the back of Man Mo Temple and you will find Xiuying. She has a memory of her brother Ziming leaving to join the Chiyoumen because they have information on who killed their mother and father. Could he associated with Lan Di?

Scene 11 - Learn from Xiuying

Xiuying challenges you to spar with her. After you free battle her and she proves your inexperience, she decides to teach you a move, the Counter Elbow Assault. Press Back, (A+X) to perform it, then practice on Hanhui to get the timing right. You thank Xiuying and then leave for Kowloon.

Sub 8 - Photo of Master Tao

If you didn't already receive Xiuying's photo in Sub 7, you will receive it from Fangmei as you are leaving Man Mo Temple. There is none of the drama that occurs in Sub 7, but you receive the picture regardless.

DISC III WALKTHROUGH

21cdis

Ryo is hot on the trail of Yuanda Zhu. It's time to go to Kowloon and continue the search, but there is now a new danger looming...

SECTION 5 - Detective Work

21c5de

Scene 1 - Bus to Kowloon

The bus arrives in Kowloon. You exit and wonder where Yuanda Zhu could be.

Scene 2 - Ren's Hideout

Walk forward to find Cool Z waiting in a chair. He points you towards a doorway. This is Ren's Hideout, where you can stay to rest. Ren doesn't want to wait for you to find Yuanda Zhu, so he decides to take you to Yang, a man who used to work for Zhu. He is in the Great View Building.

Scene 3 - Where's Zhu?

Follow Ren to the Great View Building and up to the second floor. He will tell you to ring the bell, but if you wait long enough, Ren will get exasperated and ring it himself. After seeing the Wulinshu paper, Yang tells you how to find Zhu: Go to the Dancing Dragons Building and meet a man dressed in black. Tell him the password, "dragons don't sleep," and he will take you where you need to go. Upon leaving the shop, Ren announces that he will not be coming with you. He claims that his face is too well known here, and that it would be more dangerous if he were with you.

Talk 1 - Where is the Dancing Dragon Building?

When you exit the Great View Building, turn right and ask the woman at the restaurant for directions. She tells you that the Dancing Dragon Building is in the Stand Quarter. Turn around and go back past the Great View Building and down the stone steps into the tunnel. Follow the tunnel and go up into the Dimsum Quarter. Make a right, and then a left, past the Lucky Hit Museum. Ahead is a collapsed staircase, with the path branching to either side. Take the right path and you will see the Dancing Dragon Building.

Talk 2 - Dragons Don't Sleep

Once inside, you will see a man in a black suit to your left. Tell him the password and he will point you to the stairs.

Talk 3 - The Other Staircase

Tell the man in black on the third floor the password and he will direct you towards the other stairs behind him. He tells you to go up to the seventh floor.

Scene 4 - Don Niu

On the seventh floor, enter the room with the dragon door. It seems Yang set you up. Instead of Yuanda Zhu, you find Don Niu, Ren's rival. He grabs you by the throat and says that he is looking for Yuanda Zhu as well. Just then, Ren arrives and takes out the two guards by the door. He tries to hit Don Niu, but his attacks have no effect. Niu locks you in a room on the fifth floor with your hand cuffed to Ren's.

Scene 5 - Breaking Out

On the third day of your imprisonment you decide to make your escape. You fake an illness so the guard will open the door. Just when he does, you have to perform a Command QTE to punch the guard and knock him out. You aren't safe yet, however. The guard doesn't have the key to your handcuffs, and someone's coming. Do as Ren instructs to get to safety.

CQTE: (X,A)

QTE: Left, A, Right, Left, Right, A.

Scene 6 - Hiding

You are safely hidden in a room for the time being, but just as Ren is about to relieve himself, two thugs open the door. When they are defeated you will have to run again. Do as Ren says during the QTE, and then kick down the door in a Command QTE. You have three chances to knock down the door, and if you fail, you will be surrounded and have to do it again.

QTE: Left, Right, Left, A, Right, Down, Left.

CQTE: (Up, A)

Scene 7 - On the Roof

You escape to the roof where you decide to stay until dawn. You tell Ren about Lan Di, the Chiyoumen, and the two mirrors. Ren senses money involved so he agrees to help.

Scene 8 - Jump to Safety

You come downstairs the next morning and find the elevators. As you approach, Yuan jumps out with a knife. Perform a QTE to dodge her attacks and disarm her. You aren't safe yet. Don Niu steps out of the elevator and chases you down the hall. You come to a doorway marked as an emergency staircase, but it leads to a broken platform and a dead end, suspended several stories in the air. With Don Niu on your heels, your only choice is to jump across the gap to the roof of another building. Do the Command QTE successfully to avoid falling to your death.

QTE: Down, Right, A

CQTE: (Up, Up, A)

Scene 9 - Wong and Joy

Cool Z gets Wong and brings him to the Hideout so he can pick the lock on your handcuffs. Outside you meet Joy again. She is upset that you failed to say goodbye when you left Hong Kong. You leave with Ren, who plans to get back at Yang for setting you up.

Scene 10 - Payback

Head to the Great View Building and get your revenge on Yang. You persuade him to tell you about Huang, the wiretapper, who lives in room 902 of the Tea Break Building. He may have some information that could help you.

Scene 11 - Searching for Clues

Go behind the Great View Building and into the Dimsum Qr. The entrance to the Tea Break Building is at the back of Everyone's Restaurant, or Nihao Teahouse. Take the elevator on your left up to the ninth floor and find room

902. It is pitch black when you enter, so turn around and flip the light switch on the wall. Then start searching the room. There is plenty of wiretapping equipment, but the only items of consequence can be found in the trashcan. The can is full of cassette tapes, which you will have to listen to one by one in the hope of finding some clues.

Scene 12 - Listening to the Tapes

You go through all the tapes, one by one, on Ren's tape recorder, but no clues are found. You have to listen to the last one and hope to find something of relevance, or all that time will have been wasted. This final tape consists entirely of recorded phone calls. You can hear calls about previous events in the game, and even hear a call from Joy to GuiZhang Chen back in Japan. You will not hear this one unless you fast forward to 651 on the timer, however. Ordinarily you would miss this call because the vital clue on the cassette is found at 591 on the timer. This is a call from Yuan, during which you can hear a talking bird and a ringing bell in the background. These two clues are the only things you have to go on right now. Yuan mentions that she is holding someone with information on Yuanda Zhu. Could she be talking about Zhang?

Talk 4 - The Blind Man's Clue

Go up Dragon Street towards Thousand White Quarter and a blind musician will stop you. He invites you to stay for a tune, promising to help you afterwards. He does not know Yuan, but he is familiar with the sounds of Kowloon. You ask him about the bell on the tape and he tells you that he has heard a bell at the Moon Child Building. Talk to him again and he tells you to go to the Stand Quarter.

Talk 5 - Looking for the Bell

Ask the hostess at Pub Moon Child about a bell and she will tell you that a bell can sometimes be heard at the orphanage. Ask her where the orphanage is and she tells you that it's on the eighth floor. Take the elevator.

Talk 6 - Who Knows About Yuan?

Talk to the girl standing by the door of the orphanage and she tells you that Hongji Huo should know about Yuan. He's the one with the white shirt and blue pants. Head inside.

Talk 7 - Hongji's Clue

If you give Hongji the Afterburner prize, he tells you that Yuan had a talking bird with her. He doesn't know where she is, but his teacher Baifang might.

Talk 8 - Baifang's Advice

Ask Baifang about Yuan and she tells you to ask around at bird shops. Leave the room and return and talk to her again and she tells you to go to the Three Birds Building in the Dimsum Quarter. Note: If you leave the teacher's room through the door behind her you can play QTE Title and Excite QTE 2 on some hidden arcade machines.

Talk 9 - Looking for Rare Birds

Talk to the woman at the South Bird Store in the Three Birds Building, and she tells you that rare birds are sold on the sixth floor. To get there, take the left elevator up to the third floor, then switch elevators and go up to the sixth floor.

Talk 10 - Where are Talking Birds?

Ask the woman at the Great Bird Store and she tells you to find the Nine Birds Shop on the ninth floor. Take the elevator up to the seventh floor and then switch elevators and go to the ninth floor.

Talk 11 - Where is the Nine Birds Shop?

Ask the guy at the end of the hall about the Nine Birds Shop and he tells you that they recently moved to the roof. Take the elevator back down to the seventh floor and then switch elevators and go up to the roof.

Talk 12 - Where's Yuan?

Talk to the owner of the Three Birds Shop about his customers and he will tell you about Yuan. She comes around to buy feed during the late afternoon or early evening. Wait for her.

Scene 13 - Chasing Yuan

Ren shows up just before Yuan does. She buys her bird feed and then takes the elevator down to the sixth floor. She tries to get a discount at a chili peppers stand before moving on. Now you have to follow her. Stay close enough to see her, but do not lock on to her or get close enough to give yourselves away. Yuan eventually turns left and enters the Teabreak Building. Follow her. After she talks to the owner of Glory Diner, she moves on to the elevator and takes it down to the first floor. Wait for the elevator and take it down to the first floor. Do not take the stairs or you will lose her. She exits the building through Everyone's Restaurant. Follow her into the Thousand White Quarter, where she enters the Thousand White Building. You must perform a QTE to avoid being seen. Follow her into Cafe Anna, then the Stand Quarter, and then the Moon Child Building. Do a Command QTE so you aren't spotted. Finally, follow her up to her apartment on the fourth floor.

QTE: Left

CQTE: (Down, Y)

Scene 14 - Breaking In

You flip a coin with Ren to see who will barge into Yuan's Apartment. You will lose and have to do it yourself. Perform a Command QTE to knock her back and enter the room. You knock her out and then search the room for Zhu's associate.

CQTE: (Left, Right, A)

Scene 15 - Hide and Seek

Zhu's associate is tied up behind the left curtain in the back of her room. Before you can help him however, you hear thundering footsteps coming your way. Ren tells the bird to say, "Hide in the closet" before he dives behind the couch. Go behind the right curtain to hide. Don Niu enters and sees Yuan on the floor. The bird says, "Hide in the closet" so Don Niu goes to open the doors and grab you. Just as he does you have to do a Command QTE to kick him into the closet, and then a QTE to knock over the shelf and lock him in. Once he is trapped you can return to the hideout with Zhang.

CQTE: (Up, A)

QTE: Right

Scene 16 - Zhang's Information

Zhang gives you the Snake Tortoise Stick and tells you where to find Yuanda Zhu: On the tenth floor of the Ghost Hall Building in Thousand White Quarter.

Scene 17 - The Ghost Hall Building

The Ghost Hall Building might be the most run down building in all of Kowloon. The elevator and stairs cannot be taken all the way to the top, so your only way up is to cross the wooden planks that stretch over the large holes in the floor. Watch your step. Take the elevator up to the third

floor, and then the stairs up to the fourth. (Reminder: save before you cross each plank). When you lose your balance you must press a direction to keep from falling. Take the stairs up to the seventh floor and you'll have to cross the planks again. Take the stairs to the eighth floor and cross the planks, then head up to the tenth floor and cross the planks again. Halfway across, You will see the Five Stars Corporation entrance. Cross the last plank to make it to safety.

4F: Right, Left, Right
Left, Left, Right
7F: Right, Left, Right, Down
Left, Left, Up, Right
8F: Left, Right, Down, Left, Left
Right, Right, Left, Up, Left
10F: Down, Right, Up, Left, Right
Right, Left, Right, Right, Down, Up

Scene 18 - Five Stars Corporation

Ren arrives, and you must now search Zhu's room for clues. Here are the item locations:

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- > Ahead of you when you begin searching is a shelf with two turtle shells on it. Lift the large shell to reveal the Fish Stick.
- > Look on the shelf with the bright orange plate. Pick up the pot on the top shelf to reveal the Goat Stick.
- > Go to the side of the room where light comes in through the window. Search the left drawer of the desk in the corner of the room to reveal the Rooster Stick.
- > Lying on Zhu's desk is the Wild Boar Stick.
- > On the shelf with the Buddha, slide open the drawer on the right side to reveal a uniform embroidered with the Hazuki name. The White Tiger Stick falls to the floor.
- > Examine the pot on the shelf to the right of the window to reveal the Phoenix Stick.
- > Take down the "Eight Principles of Yin and Yang banner from over Zhu's desk to reveal the Blue Dragon Stick.
- > Open the right drawer of Zhu's desk to reveal the Four Heavenly Beasts Paper.

Finally, examine the Buddha statue. It has four holes, one in the mouth, two in the eyes, and one in the forehead. You have to insert the correct sticks into the correct holes. Use the paper you found in Zhu's desk as a guide.

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Scene 19 - Yuanda Zhu

The shelf slides over to reveal a small room where Yuanda Zhu is sitting at a desk reading. Before you can explain yourself, Yuan and Don Niu arrive. Ren escapes, leaving you to fight a group of thugs on your own. When Don Niu joins the fight it becomes unwinnable, but Xiuying arrives just in time to save you from certain death.

Scene 1 - Xiuying's Past

You wake up three days later in the Thousand White Convent. Xiuying has treated your wounds. She tells you about her brother Ziming and how he left to seek vengeance. Wong is waiting outside to take you back to Ren's Hideout.

Scene 2 - Where's Zhu?

Joy bursts in and tells you that Yuanda Zhu is being held in the Yellow Head Building. You think that Don Niu will be handing Yunada Zhu over to Lan Di soon. It doesn't pay to go up against Lan Di, so Ren backs out. You will have to find a way to rescue him on your own.

Scene 3 - Entering the Yellow Head

Try to enter the Yellow Head Building via the Thousand White Quarter, the Stand Quarter, and the Dimsum Quarter. Each time you will be stopped by the guards, but after the third attempt Ren will turn up. Having decided the potential rewards are too great to pass up, he has changed his mind about helping you. He tells you to try doing the Chawan Sign at restaurants or diners nearby.

Scene 4 - Another Note

Go to Nihao Teahouse in the Dimsum Quarter and do the Chawan Sign. You will receive a note from Zhang telling you to go to room 503 of the Moon Child Building.

Scene 5 - Learn From the Blind Man

Go to room 503 and you will have to spar with a mysterious man in a darkened room. He tells you to rely on your mind's eye to fight him. When he comes towards you, press X in the correct direction to punch him and learn a new special move, Predictive Explosion. He reveals himself to be the blind musician you met earlier, only he isn't really blind. He is very sad to hear of your father's death. They apparently became close friends when Iwao visited this area twenty years ago. You explain your situation, and he gives you a picture of a scout for the Yellow Head gang. If you can impress him, he might try to recruit you, which would give you access to the Yellow Head Building. To get his attention, you will need to win at street fights.

Scene 6 - Impressing the Scout: Fight Zhouhong Kong

Head to Star Gazing Point in the Stand Quarter and fight Zhouhong Kong. Partway through the fight, you will notice that he is blind in one eye. Sidestep into his blind spot when he attacks, and then unleash a fury of quick combos on him. Kicks seem to work especially well.

Scene 7 - Impressing the Scout: Fight Wen Yuan Ma

Next go to Small Dragon Garden in the Stand Quarter and fight Wen Yuan Ma, a master of the passive raid style. You do not have to beat him, just hit him once within 30 seconds. Do not press anything at the start and he will attack you. Just as he moves, do the Counter Elbow Assault you learned from Xiuying (Back, X+A) and the match will be over.

Scene 8 - Impressing the Scout: Fight En Jiang Zhou

Go to the Thousand White Quarter and participate in the street fight near the Ghost Hall Building. You have to fight En Jiang Zhou, the acrobat master. To win you just have to grab him with the B button once within 30 seconds. Look down near your life meter, and when you see the letter B appear, press B to grab him. The scout will approach you, and tell you to go to Dragon Street at 7:00 PM. Go there and wait.

Scene 9 - The Scout's Photos

Walk towards Ren's hideout and the Scout will stop you. He leads you away from the street and hands you three photographs. You must defeat these fighters before he will talk with you about joining the gang.

Talk 1 - Who are these people?

Cool Z, who is standing guard outside the hideout, can identify the fighters in the photographs the scout gave you. He tells you that the first fighter is Greg More, who fights at the Blue Dragon Garden. The second is Rod Stunt, who fights in the Phoenix Building, which you enter from the Tea Break Building. The woman is Chunyan, who fights in the Black Heaven Building in the Stand Quarter.

Scene 10 - Fight Rob Stunt

Head to Nihao Teahouse and into the Tea Break Building. There is a man guarding the door to the Phoenix Building. You need \$500 to get in, so you may be a little short on cash. If you are, head to the tunnel connecting the Dimsum Quarter with the Thousand White Quarter and continue down the steps to find a secluded area where you can gamble. Play "Big or Small" with any of the tables (they each allow a different minimum and maximum bet) until you have \$500 or more. Remember to save after each win and reset the game if you lose to get the necessary funds as quickly as possible. Once you have enough money, go pay the guard and enter the Phoenix Building. Afterburner can be played on this floor. Take the stairs up to the fourth floor and then take the elevator down to the first sublevel. Take the stairs down to the fourth sublevel and fight Rod Stunt, a Pancratium Master. You have to win two out of three rounds against him. You win a round by diminishing his energy, or by knocking him out of the ring. Doing the latter can make the fight easier, so use a powerful move when he is near the edge of the arena. You receive \$1000 for your efforts.

Scene 11 - Fight Greg More

Take your winnings and head to Blue Dragon Garden in the Stand Quarter. It costs \$1000 to get in. Pay the man and go down the steps to fight Greg More. He used to be a wrestler so he uses a lot of powerful moves. You have to fight him in a best of three match. Do not give him any opportunity to hit or grab you, because he can undo all your work by throwing you out of the ring with one move. Keep up a flurry of punches and kicks, and if he is near an edge, mix in a Counter Elbow Assault or other powerful move to try to get a ring out. If you are having trouble, just use a flurry of punches (keep pressing X without the d-pad) to deliver a fast combo that usually keeps him from getting off any attacks of his own. Keep pressing Y to reverse his throws and you should emerge victorious. \$2000 will be your reward.

Scene 12 - Fight Chunyan

Take your winnings from Greg and go to the Black Heaven Building. Take the elevator up to the eleventh floor, and then the stairs up to the twelfth. Pay the man at the top of the stairs \$2000 and then go down the steps. Chunyan is fighting on a platform in the middle of the building. If she gets a ring out on you, you will fall to your death. Wear her down until she is close to losing. Then, before you can deliver the final blow, you must perform a Command QTE to counter her move and knock her off the edge. She ends up barely hanging on, and you will have to pull her to safety. You get \$3000 for winning.

CQTE: (Left, B)

Scene 13 - Meet The Scout

At the top of the stairs the scout tells you to meet him on Dragon Street at

sundown. Go there and wait for him. He gives you a map of the second sublevel of the Thousand White Building. You need to meet him there the day after tomorrow by noon. You take the map and show it to Ren, Wong, and Joy back at the hideout. You can choose to wait the whole day at Ren's hideout and then go to the meeting. If you have anything you want to do in Kowloon, this is your last chance.

Scene 14 - Gaining Entrance to the Yellow Head

Head for the Thousand White Building. Take the stairs at the end of the hall up to the third floor, then take the elevator down to the first sublevel. Follow the map to the stairs at the other end of the hall. Take them down to the second sublevel. Go through the metal door ahead of you and into the Underground. Wait until noon. The scout shows up and tells you that the executives are waiting in the room at the end of the hall. Just as you turn your back, Ren jumps the scout and tells you to hurry down the hall. Go through the sewers until you find a metal door.

SECTION 7 - The Yellow Head Building

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Scene 1 - Wong's Help

The door is locked and you are unable to force it open. Fortunately, Wong shows up and agrees to pick the lock if you promise to return safely. He tells you that he heard from Zhang that Yuanda Zhu is being held on the seventeenth floor. He gives you a map of the Yellow Head Building before you leave. Go up the stairs and you will see a door, a room with three elevators, and a staircase. The room contains the executives the scout mentioned, and the room with the elevators is locked, so your only option is to take the stairs. Go through one of the doors at the top to reach the first floor of the Yellow Head Building.

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You are trying to get up to the seventeenth floor but you will not be able to take the elevator directly. Your only option at the moment is the stairs, and there is only one working staircase up to the next floor on each level. Looking at your map, these are usually either the stairs down the pathway to the right of the three elevators next to each other, or the stairs on the left end of the T-shaped fork. Using this information, head up to the third floor.

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Scene 2 - The Third Floor

On the third floor you will have your first run-in with a Yellow Head Guard. Ren pushes you out from behind the corner to attract his attention, then knocks him out when he isn't looking. As you proceed you must complete several Command QTEs to take out the guards. If you make a mistake, you will have to free battle each one.

CQTE: (Down, B)

CQTE: (Right, B, A)

Scene 3 - The Fourth Floor

There are three more Command QTEs on this floor to take out the guards.

CQTE: (A, Up, A)

CQTE: (A, Left, X)

CQTE: (X, Right, Right, X)

Scene 4 - The Yellow Head Hangout

On the fifth floor you will come across the Yellow Head hangout. You and Ren flip a coin to see who barges in and fights them. You will lose so you will have to do it. There are three men inside, but they don't provide much of a challenge. Ren comes in afterwards and admires your quick work. One of them dropped a transceiver, which Ren picks up. It might come in handy later, so you take it with you.

Scene 5 - Avoiding the light

The goal on the sixth floor is to avoid being seen by the guards. You have to hide behind the crates and only run when the light flickers off. If you make a mistake and the guards spot you, you will have to free battle them to get past.

Scene 6 - Outnumbered

Try all the paths on the seventh floor. Guards block all the staircases and you are severely outnumbered. After you spot the third group of guards you will hear over the radio that someone has noticed your handiwork on the fifth floor and that all the guards there have been taken out. They decide to gather all the men on the eighth floor and wait for you. Hurry up to the eighth floor and then go straight up to the ninth to bypass the guards.

Scene 7 - The Ninth Floor

When you get up to the ninth floor however, your enemies realize their mistake. They come after you and you must do four Command QTEs to obstruct their path. Once it is safe, hurry up the stairs to the twelfth floor.

CQTE: (Up, A)

CQTE: (Right, A)

CQTE: (Left, Up, A)

CQTE: (Down, Up, A)

Scene 8 - The Twelfth Floor

On this floor you have to cross a plank and avoid falling off. On the other side you come to a fork where you and Ren decide to split up. This is followed by a QTE battle with some thugs. Afterwards you have a Command QTE before Ren rejoins you.

QTE: Left, Up, Down, Right, Left

QTE: X, A, B, A, Y, A, Y, A

CQTE: (Up, A)

Scene 9 - The Thirteenth Floor

You find the plank you need to cross just before Don Niu shows up. You have to hurry across the plank before he can get to you. Once you get across Ren removes it so Don Niu can't follow.

QTE: Left, Down, Right, Down, Down, Left, Up.

Scene 10 - Yuan's Strikes Back

Yuan steps out of a room wielding a chainsaw and chases after you. You need to run away from her and fight your way through some thugs at the same time. When you have the choice of going left or right, follow Ren and go right. There is a Command QTE at the end to escape.

QTE: Left, A, Right, A, A, Right

CQTE: (Up, A)

Scene 11 - Don Niu Returns

On the fifteenth floor Don Niu will chase you again. If you miss any prompts in the chase QTE, you will have to complete a Command QTE at the end of the

chase. If you miss that too, you might fall through the floor and have to free battle two thugs. Regardless of what happens, you will catch up to Ren.

QTE: Left, Left

CQTE: (Down, Y)

Scene 12 - Yuan's Revenge

Yuan promised revenge, and on the sixteenth floor she intends to have it. Complete a QTE chase to escape. There are two Command QTEs to stop her at the end.

QTE: A, Left, A, A, Right, Left, A, Right

CQTE: (Right, A), (Left, X)

Scene 13 - Stopping Yuan for Good

Yuan catches up to you on the seventeenth floor, where Zhu is supposedly being held. It is time to stop running and take that chainsaw away. Do a QTE and a Command QTE to disarm her. Afterwards she agrees to a hand-to-hand battle with you. As soon as the fight starts, perform a Counter Elbow Assault to knock her back and put her on the defensive, then follow it up with a quick flurry of attacks. You will kick her into the elevator, where Ren will handcuff her to the rail. He threatens Yuan with a can of refuse, which causes her to reveal Zhu's location: the fortieth floor. In order to get there you will first have to get the elevator key from the watchman's room on the eighteenth floor. Ren kicks the garbage all over Yuan and sends her down in the elevator. Before you can head up the steps however, you are surrounded by three thugs. Ren agrees to take care of them while you go after the elevator key. He gives you the transceiver before you go.

QTE: Down, Up, Right

CQTE: Down, A

Scene 14 - The Watchmen's Room

Head towards the place on the map with three elevators next to each other. Before you get there, Ren comes over the radio and tells you that he got one of Don Niu's men to talk. You have six minutes before the guards on the eighteenth floor make their rounds and discover you. You have to find the room with the key before then. Head for the three elevators and enter the door to the right of them. You have to free battle three thugs and a black-suited guard. Take out the thugs first to make the battle a lot easier. Once you have defeated them, go to the metal box on the wall and take keys 9 and 10. Then leave the room.

Scene 15 - Taking the Elevator

Go to the IX control box on the wall and open it with the no. 9 key. Press the left-most button to activate the far elevator, and then close the box. Head over to the far elevator, which is now active, and call it. It stops at the fourth floor before coming up to your floor. Six suits jump out and surround you. You have to free battle them, but do not let them attack you all at once. Isolate them and take them out one at a time, even run away if you have to. If you try to take them all on at once this can be a very tough battle. Once they are defeated, take the elevator down to the first sublevel. Get out and open the X control box with the no. 10 key. Activate the elevator nearest to you and take it down to the third sublevel.

Scene 16 - Joy in Distress

You arrive just in time to witness a beating given by a man with very eccentric hair and makeup. Go down the steps and you will see that the guards have Joy knocked out and tied up. To free her you have to defeat Baihu, a master of the Tiger Swallow Style. Survive long enough in Round One

and you will have a Command QTE to complete. In Round Two he is tougher, but still beatable. Dodge his attacks with the Y button and hit him with quick combos. Do not let yourself get pinned against the cage walls and avoid getting closer to him than you have to. At the end of Round Two you must complete another Command QTE to perform the Demon Drop. If you make a mistake, you have to start over from the beginning. Afterward there is a short QTE, followed by a final Command QTE to defeat him and save Joy.

CQTE: (Left, X)

CQTE: (Left, Left, B)

QTE: Right, Left, Up, A

CQTE: (Down, X, Up, A)

Scene 17 - Hurry to the Fortieth Floor

You wake up Joy and the two of you go to the elevator on the fifth sublevel. While riding up to the fortieth floor, Joy explains that she and Wong came to rescue you. Wong was taken up to the fortieth floor. The elevator opens to reveal an enormous statue of Don Niu's head. You hear Ren's voice over the transceiver: He's coming up to meet you, so go ahead and begin the search for Zhu.

Scene 18 - Onslaught

Enter the room with the huge double doors to reveal what appears to be Don Niu's office. Five black-suited guards enter and you have to free battle them. They are very tough if you let them attack you at the same time. If you isolate them and hit them with quick attacks, they should eventually go down. Next you have to get to the rooftop. Exit through the door in the back and be ready for the QTE fight that follows. Afterwards you can run up to the roof.

QTE: Down, Y, B, X, Up, X

Scene 19 - The Roof

Yuanda Zhu is in his wheelchair with a guard nearby, and it looks like you have made it just in time: A helicopter carrying Lan Di has arrived, apparently to take delivery of Yuanda Zhu. Don Niu is holding Wong over the edge of the building, threatening to drop him. Ren and Joy arrive. Wong bites Don Niu in the arm and he throws Wong back onto the roof. You dive and catch him. Ren and Joy go take out the guard and get Yuanda Zhu to safety. Some suits show up at the staircase and Ren goes after them. Lan Di realizes that he isn't getting Yuanda Zhu, so he departs. Don Niu is angry and now he is coming after you. There is no running from this fight. It is time to take out Don Niu once and for all. There are a number of strategies for dealing with Don Niu, all of which are in the Fighting Strategies section of this guide. (see: 32bdon)

Scene 20 - Never Say Die

When the free battle is over Don Niu will be down but not out. You need to complete three Command QTEs to avoid Don Niu's charges. You realize that this isn't going to work forever. You think back to what Xiuying taught you about patience. There is one final Command QTE to perform the Counter Elbow Assault and finish him off for good.

CQTE: (Left, Y), (Left, Left, Y), (Down, Left, Up, Y)

CQTE: (Right, X+A)

Scene 21 - The Forests of Guilin

Back in Ren's Hideout you explain everything to Yuanda Zhu. He shows you the secret of the mirrors and tells you to go to the Bailu Village in Guilin, the place where the Phantom River Stone that made the mirrors is found. The two mirrors together show the location of the Qing Dynasty treasure. It seems

Ren was right about money being involved. You must go to Guilin. Lan Di will be going there as well.

Scene 22 - A Sad Farewell

As you leave Kowloon, you say goodbye to Joy and Wong, and promise them that you will be safe.

Sub 1 - Return to Wan Chai

If you were a part of the events involving Fangmei, this occurs after Scene 22. You go to Xiuying's room but she isn't there. You are about to leave when you see Fangmei, wearing the gift you gave her. She thanks you for keeping your promise to return, and she vows to keep her promise and continue smiling.

Scene 23 - Goodbye to Xiuying

You head to Man Mo Temple, where Xiuying is practicing. She shows you the move, Devil's Triangle, and Hanhui gives you a move scroll describing it. She does not wish for you to continue on your journey, but she understands how you feel, and gives you half of a Yin-Yang pendant that her brother gave her when she was young.

DISC IV WALKTHROUGH

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Ryo has done what he came to Hong Kong to do, find Yuanda Zhu. Now he must go to Bailu Village in Guilin to continue his quest.

SECTION 8 - The Road to Bailu

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Scene 1 - Arrival by Boat

You arrive at Langhuishan, a small port flanked by stands. You step off the boat and begin your search for Bailu Village, home of the Phantom River Stone.

Talk 1 - Which way to Bailu Village?

Ask the man selling fish about how to get to Bailu Village. He tells you that you have to follow the Yingshuihe River and cross many mountains. Start by following the path he points you to.

Scene 2 - Muddy Stream

As you walk through the Green Field it starts to rain. You hurry on and see a white deer being pulled downstream by the strong current. A girl is chasing the deer along the bank. She dives in and grabs the deer. You dive in after them. Despite warnings that she may drown, she refuses to let go of the deer. You are both pulled downstream by the fierce current...

Scene 3 - Shenhua

You wake up on the riverbank the next morning. You learn from the girl that her name is Shenhua, and that she lives in Bailu Village, or the Village of the White Deer. She was trying to keep the deer from drowning because it is the guardian of her village. She agrees to take you to Bailu Village.

Talk 2 - Talking with Shenhua

As you walk, Shenhua asks you where you are from, and you tell her that you came from Japan. She has never heard of it so you explain that it is an island country to the east of China. You ask her about Bailu Village and she tells you that you have to cross two mountains to get to it. She explains

that she and her father have lived in Bailu Village their whole lives. After this conversation you can talk to her about Bailu Village, the villagers, legends from Japan, or tell her to hurry on.

Talk 3 - The Fragrant Olive Trees

As you pass through the woods, Shenhua shows you the olive trees. She tells you that "Guilin" comes from "gui", the olive trees, and "lin", the woods. Afterwards you can talk to her about flowers, the mountain path, her father, the forest, or tell her to hurry on.

Talk 4 - The Butterflies

You continue walking through a place with many butterflies and flowers. She tells you that the butterflies have come here to drink water that has collected after the storm. Afterwards you can talk to her about anything not previously discussed, or tell her to hurry on.

Scene 4 - It's Getting Dark

Shenhua warns you that the wind has shifted and that it will be getting dark soon. You should hurry through the woods. Simply mimic Shenhua's motions as you follow her through a QTE chase. You come to a cliff that you must climb. Afterwards there is another QTE chase. You eventually stop at a spring that is surrounded by fireflies. Shenhua warns you about sticking your hand out carelessly because a snake might bite you. You have a final QTE chase before you reach the Crag.

QTE: Up, Down, Up, A, Left, Right, X, Up, Down, Left, Right, A, X

QTE: X, Down, A, X, Right, Left, Right, A, Up, Left, Left, Right, X,
Down, Right, Left, A

QTE: Up, X, Left, Right, Down, Up, X, Right, A, Up, Right, Left, Right,
X, Left, Right, Up, Up, Down, A

Scene 5 - The Cave

You enter the cave and discover that someone had been here recently and made a fire. You can still use it but you don't have enough wood to last until morning. Head into the cave and collect some firewood. Afterwards you can talk to her. You watch the fire while she gets some sleep. After a few hours you go out and do some Tai Chi. Shenhua wakes up and says you can get some sleep while she watches the fire. A few hours later you wake up to find Shenhua singing. You agree to watch the fire until morning.

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I recommend that you try to finish the rest of the game on your own. You have less than two days left to go and it is pretty self-explanatory. I also don't want to ruin the ending for you. If you really need help however, the rest of the walkthrough can be found in the secrets section. Good Luck and congratulations on making it this far.

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SECTION III

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Moves
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NOTE: Lt = While holding the Left Trigger

STARTING MOVES

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X - Tiger Knuckle
 R,X - Elbow Slam
 - Rain Thrust
 L,X - Twist Knuckle
 - Upper Knuckle
 R,R,X - Elbow Assault
 R,L,X - Katana Mist Slash
 L,R,X - Pit Blow
 - Sleeve Strike
 X+A - Big Wheel
 R,X+A - Twin Hand Waves
 L,X+A - Backfist Willow
 R,R,X+A - Avalanche Lance
 Lt+X - Mistral Flash
 L+X+A - Swallow Flip
 A - Crescent Kick
 - Trample Kick
 R,A - Hold Against Leg
 L,A - Side Reaper Kick
 R,R,A,A - Tornado Kick
 R,L,A - Thunder Kick
 - Surplice Slash
 L,R,A - Hook Kick
 - Against Cascade
 R,L,X+A - Brutal Tiger
 L,R,X+A - Dark Moon
 Lt,A - Cyclone Kick
 Lt,X+A - Windmill
 B - Overthrow
 R,B - Sweep Throw
 L,B - Vortex Throw
 R,R,B - Mist Reaper
 L,L,B - Demon Drop
 R,L,B - Shoulder Buster
 L,R,B - Tengu Drop
 B - Darkside Hazuki
 B - Back Twist Drop

LEARNED MOVES

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X+A - Iron Palm (Replaces Big Wheel)
 B+Dir - Wild Throw
 R,X+A - Lunging Strike (Replaces Twin Hand Waves)
 Y+B - Hind Blow
 L,L,X - Brawling Uppercut
 L,X+A - Counter Elbow Assault
 B - Predictive Explosion

MOVE SCROLLS*

31cmov

Wise Men's Kung Fu:

\$100 - Stepping Strike
 \$100 - Oblique Air Kick

\$200 - Twin Palm Thrust
\$200 - Dragon Spin
\$300 - Double Storm Kick

Hanhui:

FREE - Stepping Strike
FREE - Mantis Combo
FREE - Horse Shoe Kick
FREE - Oblique Air Kick**

Lucky Hit: (Dragon Street)

Prize - Heel Sweep
Prize - Monkey Roll Drop

Thousand White Building:

\$100 - Oblique Slam
\$150 - Diagonal Wipe
\$200 - Rear Foot Sweep
\$200 - Dragon Spin
\$250 - Serpent Coil
\$300 - Double Storm Kick
\$500 - Machine Gun Fist

Xiuying:

FREE - Demon's Triangle

*Special thanks to Adam Doran for the move scroll information

**Special thanks to Ben Lawrence for the Oblique Air Kick information.

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Fighting Strategies
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GENERAL STRATEGIES

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Offense:

There is more to offense (most of the time) than just pressing buttons as fast as you can. Patience is an important asset, especially against a single opponent. Sometimes it takes a while to adapt to your enemy's fighting style. You have to take a lot of things into account before you can decide how and when to attack.

Think about who you are fighting. Most of the punks you meet on the street are not very well trained in the martial arts. You can afford to take risks when fighting them, and take your time to unleash complex and powerful moves with great payoffs. This is not always the case however. You do come across several highly skilled and highly trained enemies, with whom you cannot afford such extravagance. It is not uncommon for players to make several attempts before beating such opponents. Do not worry. This will give you time to adapt to an enemy's style and formulate an appropriate strategy.

Always remember that when you are battling a single opponent you do not have to make the first move. Let your opponent strike at you, and then launch a counter attack. Your enemy is most vulnerable when he is attacking, and you should take advantage of this whenever possible. The devastating Counter Elbow Assault, which you learn on your journey, is very useful for countering an enemy's attack.

When you are facing multiple opponents there are two main strategies that work. The first is to use attacks with a wide range to hurt many opponents at once. The downside to this is that enemies will surround you and not let you get off a move that takes a long time. The other strategy is to focus on a single enemy and concentrate all your offensive efforts on him. If you attack quickly enough you can push him back away from the rest of the group and make it a one-on-one fight. Most of the enemies that attack in groups are weak on their own, so this gives you a big advantage.

Defense:

Never underestimate the power of a good defense. Although the Y button is less versatile than it was in Shenmue I, there are still some enemies that you cannot defeat without it. Dodging with Y can put you in a good position to catch your opponent in the back or side as he attacks the air you just vacated. Learn how to dodge attacks proficiently, and no one can stand in your way.

If all else fails:

Here is one strategy that I swear by in almost every fight. Simply smash the X button as fast as you can. This tactic is so simple that many people overlook it. The game has many powerful and moves that sometimes just aren't effective in battle. However, there is a built-in combo of eight consecutive X's that delivers a sequence of almost every hand move in rapid succession. Using this combo you are able to attack so quickly that your opponent may block some of your attacks, but cannot launch any attacks of his own.

DON NIU STRATEGIES

32bdon

Even if you know what to do, Don Niu can still be difficult to defeat, and if you make a mistake on any of the Command QTEs you have to redo the entire battle. If you have tried it, you probably realize that simply attacking him will not work. He has some very powerful attacks and throws that can do devastating things to your energy meter. To help you through this fight, here are some tips and strategies that work.

The Y button allows you to dodge his attacks and if you press it when he tries to grab you, you will be able to throw him off. This is critical in almost every strategy for fighting Don Niu. It may be helpful to continually press the Y button whenever you are not attacking him. This will help you avoid being grabbed and it gives you a good ability to avoid his attacks.

Don Niu is a huge foe and even if some of your attacks go through, they will not do a significant amount of damage to him. Any attacks which do not connect will likely be blocked and then countered with a powerful attack from one of his fists. Instead, let him attack you. As soon as he lashes out with a big sweeping punch or three-stomp combo, dodge behind him with the Y button and hit him quickly with a few punches and kicks. Then back off and prepare to repeat the process.

You can also try to first dodge backwards with Y followed by a three-kick combo with A. Immediately afterwards, hit Back and Y again to dodge his counter-attack. If Don Niu blocks your move, simply press back and Y and restart the sequence. This strategy keeps you from getting hit or grabbed

very often, while your kicks slowly wear him down.*

Remember, do not change your mode of combat if it is working for you. It is very easy to get overconfident and snatch defeat from the jaws of victory.

*Submitted by Robert Dockter

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Saving
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33savi

Unlike the previous Shenmue game, you can save your progress at any point where it gives you the option to, or at any point where you are in free-quest Mode. To save during your quest you must go to the VMU icon under the items menu, accessed by pressing the Y button.

It is recommended that you save your progress on a regular basis, as well as before and/or after difficult parts of the game.

To save your game to a VMU, you will need 4 blocks of memory for a system file, and 18 blocks each for up to three game files.

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Making Money
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PART-TIME JOBS

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There are two kinds of part-time jobs available to you in Shenmue II. You can carry heavy crates across a room three or four times a day for pay of only \$10 per crate, or you can work a lucky hit stand for the owner and keep half of your winnings.

Carrying crates is simple enough, just go to the boss and ask if you can work for him/her, then work together with a partner to carry crates from one side of a warehouse to the other. Move as your partner tells you or else you will drop the crate. You can probably make \$60 per shift, and you can work multiple shifts throughout the day.

To work a stand, ask the owner about a part-time job with the Y button. You play against customers by dropping a ball and trying to get it into a space with a bull's-eye instead of an X.

GAMBLING

34bgam

Ordinarily gambling would be a great way to lose your hard-earned money, with only a small chance of real success. However you can easily make a ton of money in relatively little time by finding a gambling place and remembering to save before you gamble and soft reset the game when you lose (A+B+X+Y+Start).

PAWNSHOPS

34cpaw

You can make money from pawning your collections and certain items you obtain. Here are the pawnshop locations:

Aberdeen:

Honest Pawnshop: Queen's Street

Wan Chai:

Green Market Pawnshop: Green Market Qr.

Carmain Pawnshop: South Carmain Qr.

Shine Pawnshop: South Carmain Qr.

Accounts Settled Pawnshop: Wise Men's Qr.

Center Pawnshop: Wise Men's Qr.

Golden Flower Pawnshop: Wise Men's Qr.

Lucky Pawnshop: Wise Men's Qr.

Wise Men's Pawnshop: Wise Men's Qr.

White Dynasty Pawnshop: White Dynasty Qr.

Kowloon:

Great View Pawnshop: Thousand White Qr.

Kowloon Pawnshop: Thousand White Qr.

Remember that different pawnshops will pay different amounts for your items so if you want to get the best price you may have to shop around.

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Arcade Games*
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35arca

Afterburner - Afterburner is found inside the Phoenix Building in the Dimsum Quarter of Kowloon. You can only play it when it is time to impress the scout by beating Rob, Greg, and Chunyan. Take \$500 to the Teabreak Building and look for the big guy guarding the door to the Phoenix Building. Pay the man and he will let you in. On the main floor you will find Afterburner.

Darts - Darts is a common game throughout Shenmue II, and can be found many places, including the Pine Arcade in the Golden Quarter of Wan Chai.

Excite QTE 2 - Excite QTE 2 can be found on the 1st floor of the Pine Arcade in the Golden Quarter of Wan Chai. You can also play it in Kowloon by going to the eighth floor of the Moon Child Building and entering the orphanage. It can be found in a small room behind the teacher's room.

Hang On - Hang On can be found in room 222 of the Yellow Head Building in Kowloon.

Neo Darts - Neo Darts can be found on the first floor of the Pine Arcade in the Golden Quarter of Wan Chai.

Outrun - Outrun can only be found on the first floor of the Pine Arcade in the Golden Quarter of Wan Chai.

QTE Title - QTE Title can be found on the first floor of the Pine Arcade in the Golden Quarter of Wan Chai. You can also find it on the eighth floor of the Moon Child building, in the back of the Moon Child Orphanage.

Slot Machine - You can play the slots on the second floor of the Pine Arcade in the Golden Quarter as well as the Golden Quarter Slot House. They can be also played in Kowloon on the first floor of the Dimsum Building.

Space Harrier - Space Harrier can only be found on the first floor of the Pine Arcade in the Golden Quarter of Wan Chai.

*Special thanks to Adam Doran for the Arcade Game information.

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Secrets* 36secr

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*Unless otherwise stated, all secrets are courtesy of Adam Doran. Very Special thanks to him.

BAD ENDING 36abad

On June 31, the game ends, regardless of your progress. Most players should complete the game by March or April, so this is unlikely to be a problem. If you want to see the bad ending though, just pass your time until the 31st. There are two good ways to do this. You can continually fail Zangyu's test at the barber shop, or you can always choose to negotiate when the time comes to sneak into the temple. Both these events will cause you to skip a day. Do it repeatedly to hurry through the game and see the bad ending.

MEDALS AND THE DUCK RACES 36bmed

As both of these secrets are intertwined, they will be discussed concurrently.

There is a limited window of time in which you can unlock the duck races and earn all three medals. This window begins when you first learn about the four Wude and begin residing with Xiuying, and ends when you meet with Yuanda Zhu's associate and begin your search for Ren of Heavens.

To get the Bronze Medal, first head to the Green Market Quarter. Go to the Come Over Guest house and face as if you have just walked out of the door. You will see an alley to your right. Go down the alley and disregard the first left turn. You will then be forced to turn right. Face strait down the alley and look left. You will see a shop with a window, and a man stacking boxes. To the right of that window is a white opening. Head through it and into the vacant lot and you will notice a table in the middle. On the table are three boxes of toys and the Bronze Medal. Pick them up. Now have your last look around the vacant lot because once you leave the quarter this area will be boarded up and you will be unable to return.

To get a Silver Medal you will need to have picked up the Bronze Medal first. Collecting the Bronze Medal removes the barrier that stops you from going up to the third floor of the Pine Arcade in the Golden Quarter. However, before you head there you will need to become acquainted with two people:

IZUMI: She can be found working the counter at the Tomato Convenience Store in the Golden Quarter. If you talk to her she tells you why she is in Hong Kong, and the two of you become acquainted.

EILEEN: She can be found practicing martial arts on the ocean side of the fountain in Pigeon Park, Aberdeen. She offers you a sparring match, but you decline.

After you have talked to both Eileen and Izumi, head to the third floor of the Pine Arcade in the Golden Quarter. You will be stopped by a man dressed in white. He asks whether you want to "Participate" or "Watch." If you ask to participate, you will be led into a room where Eileen is waiting for you. You have to best her in a fight. She is a tough opponent, but if you succeed, you will be rewarded with the Silver Medal.

Return to the third floor for another fight, this time with Izumi. She is harder than Eileen and has some very powerful moves in her arsenal. There is also an in-fight Command QTE that you will have to do. This QTE can happen more than once, so remain alert.

CQTE: (X+B), (Y+A)

After you defeat her, she tells you to come by the Tomato Convenience Store. There's something she wants to show you. You will find that you can now press the X button when standing in front of her counter. This takes you to the Duck Races. Here you can gamble on the ducks, but to get the Gold Medal, you will need your own duck.

Head to the back of Man Mo Temple, and press the X button in front of the tree to practice catching leaves. You must grab two leaves at the same time. Repeat this three times, catching a total of six leaves. You do not have to make these catches consecutively. Once you do this you will see a feather fall. Catch it and you will subsequently capture your own duck.

Take your new duck to the Tomato Convenience Store and enter it into the duck race. If you win the race with this duck, you will be given the Gold Medal.

WALKTHROUGH CONCLUSION 36cwal

SECTION 9 - The Journey Continues 36c9th

Scene 6 - The Next Morning

You wake up at 8:00 AM to good weather, just as Shenhua predicted. You continue on your way.

Talk 5 - The Mountains

Shenhua talks to you about the mountains here. You can talk to her about Japanese mountains, the fact that you are now going downhill, the wind, or tell her to hurry on.

Scene 7 - Landslide

You encounter a landslide that has blocked your path. Shenhua thinks there is a way around but she doesn't know which way to go. Return to the fork you passed earlier and take the untraveled path. At the next three forks, go left, right, and then left.

Scene 8 - The Stepping Stones

You come to a stream you have to cross. Perform a Command QTE to hop across without falling in. Afterwards you find a sign pointing you to Bailu Village. Follow the path until you come to another stream. Do another CQTE to cross successfully.

CQTE: (Left, Right, A)

CQTE: (Left, Right, A, Right, Left)

Scene 9 - The Guardian Statues

Go left at the next fork. Then either go left, left, or right, right. This takes you to a fork with three guardian statues. Shenhua is relieved that you have led them back to the original path and that she knows the way from here. Afterwards you can talk to her about the landslide, drinking water, what she uses this path for, the path you are on, the land god, or tell her to hurry on.

Sub 1 - Detour

Shenhua stops at a fork in the path. She tells you that it will be a detour, but you can go see an area with beautiful flowers up ahead if you want to. If you choose to go you can talk to her about what is ahead along the way. Once you arrive you can talk to her about the yellow flowers, your memory of flowers, the distance to Bailu Village, or tell her to hurry on.

Scene 10 - The Spider Tree

You come upon a tree with branches that resemble a spider's legs. Shenhua tells you that this is the halfway point in your trip to Bailu Village. You can talk to her about the path, whether or not she is tired, what sort of animals live in these woods, any dangers in Guilin, her house, village life, the weather, or tell her to hurry on.

Scene 11 - Five Colors Spring

You come to a spring. Shenhua tells you that it is called Five Colors Spring because its color changes five times every day. You continue on the path to find that it has been blocked again. You have to go back to the fork. Lead the way down the path. Go the following directions at the next five forks: right, left, right, right, and right. Along the way you will stop a few times to collect herbs to treat Shenhua's father's illness.

Scene 12 - Rocky Area

You come to an area with strangely shaped rock bridges that you must cross. They become increasingly narrow as you go, so be careful not to fall. If you get too close to the edge you will have to perform a QTE to keep from falling. When you reach a gap in the bridge, there will have a Command QTE to jump across. On the other side Shenhua sees a sign pointing you towards Bailu Village. At the next fork go right. You then come to a fork which Shenhua recognizes. You are back on the right path and Shenhua will lead you the rest of the way. You can now talk to her about the stone lions you saw, what Bailu Village looks like, her father's illness, village medicine, the forest, or tell her to hurry on.

CQTE: (Up, Up, A)

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You come to a fork where you must decide which direction to go.

If you choose LEFT, Sub 2 will occur, and you will then have the option of viewing Sub 3, before going on to Shenhua's House.

If you choose RIGHT, Sub 3 will occur before you go on to Shenhua's house.

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Sub 2 - Dandelions

You and Shenhua come to a field of dandelions. You mention that you used to blow them when you were younger. Soon afterwards, Shenhua concentrates and hundreds of dandelions begin to fly into the sky.

Sub 3 - Waterfalls

You and Shenhua come to a fork in the path. You both hear what sounds like waterfalls coming from the left path. You can choose whether or not to check it out. If you choose not to, you will continue on to Shenhua's house.

Scene 13 - The Shenmue Tree

As you approach Shenhua's house, you stop at the Shenmue tree. Shenhua has a vision of her parents, in which they decide to name her Shenhua after the tree's flower.

Scene 14 - Tea Break

You talk with Shenhua over tea. This brings up a memory of your father.

Scene 15 - The Mirrors

After dinner, go into the bedroom and look on the desk. You find a diagram of the dragon and phoenix mirrors. You will need to see Shenhua's father to ask him about this drawing, but he is away at the stone pit. Shenhua offers to take you there tomorrow when she goes to bring him food.

Scene 16 - Hurry to the Stone Pit

While walking with Shenhua, she notices that she can no longer hear the birds. This worries her and she runs to see if her father is okay. Follow her into the cave and down the steps. When no one answers her calls you go further into the cave. Go up the steps and through the door.

Scene 17 - Letter from Shenhua's Father

Follow the path up the steps. You find a letter on the stone table. It tells Shenhua to go with the one who holds the Phoenix. He has left the Sword of Seven Stars. Go forward to the pedestal and place the sword in it. You are unable to do so but Shenhua does it with ease. This causes a pedestal to rise out of the rock.

Scene 18 - The Giant Mirrors

Place the Phoenix mirror in the stand, sit back, and enjoy the ending sequence.

CONGRATULATIONS! You have Completed SHENMUE II!

SECTION IV

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Credits
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41cred

I wish to thank...

-> Yu Suzuki, SEGA, and all the creative men and women responsible for making

this game.

Contributors:

- > Olly Dean for helping me beat the game the first time and inspiring me to write this guide.
- > Adam Doran for secrets information, including the duck races, medals, and arcade machine locations.
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Revisions
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43revi

- v0.1a - 07/08/2002 - Started Writing. Added table of contents and began writing Section I.
- v0.1b - 07/09/2002 - Added info to Location and Character sections.
- v0.2a - 07/09/2002 - Whole of Disc 1 Walkthrough written. Whole of Section I written. Section IV added.
- v0.2b - 07/09/2002 - Spelling errors corrected.
- v0.3 - 07/10/2002 - Added to Section I. Added "Game Basics" section. Began Walkthrough of Disc 2.
- v0.4a - 07/11/2002 - Added to Disc 2 Walkthrough, fixed minor errors.
- v0.4b - 07/12/2002 - Minor information added.
- v0.4c - 07/13/2002 - Minor information added, minor changes made.
- v0.4d - 07/14/2002 - Disc 2 Walkthrough added to.
- v0.5 - 07/15/2002 - Disc 2 Walkthrough finished, revisions made.
- v0.6 - 07/16/2002 - Disc 3 Walkthrough begun.
- v0.7 - 07/17/2002 - Disc 3 Walkthrough added to.
- v0.8 - 07/18/2002 - Disc 3 Walkthrough finished.
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- v1.0 - 08/16/2002 - Secrets Finished, Guide Completed.
- v1.1 - 10/18/2002 - Proofreading, Necessary revisions made.

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- v1.4 - 04/20/2003 - First major revision since guide was finalized (v1.0). Entire guide proofread. Misc. major and minor information added. Section I added to.
- v1.5 - 05/23/2008 - Guide proofread and updated.
- v1.6 - 08/15/2011 - Updated guide to final version. Added quick search codes to the table of contents. Proofread guide and made formatting changes.

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This will be the final iteration of this guide. I offer my greatest thanks to everyone who assisted in its creation, and it is my hope that readers will continue to find it helpful in the future.  
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