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-VERSION HISTORY-

Version 1.3 | February 1, 2002

Wow, it's been about 6 months since I last updated the guide. Oh dear. Seems Shiro and I have lost interest in it so we've just hurriedly finished whatever we could. Anyway, some sections were excised and replaced, others were finished and whatnot. Did a little format upgrade. Nothing dramatic. Uh, what else? Oh yeah! Um, I forgot. 'Til my memory returns, see ya in another like, 6 months.

Version 1.0 | September 22, 2001

The walkthrough is finished. This guide has actually been sitting in my PC for almost 2 months now, and I've finally found the time to get around to polishing it up and submitting it to the net for public viewing. SegaShiro will hopefully be taking care of the rest of the guide. I've done my part. This is Adrenaline, by the way, if you haven't figured it out already. From The walkthrough up, everything is done. From the walkthrough down, everything is nonexistent. But that will change within the next updates. See ya!

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Part I: GAMEPLAY INFORMATION
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You'll be taking in control of everything. Your purpose is to help Ryo find that son of a gun of a man and settle things once and for all. But first, you need to get the gist of the basics in Shenmue, and learning them can be easy with the help of the following section. The following topics will be full of terminology from the game so if you've yet to try Shenmue, words and phrases may stump you. Have with you the instruction manual for better comprehension and visuals, since pictures can sometimes make a big difference if our text-based descriptions fail to enlighten you.

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BASIC CONTROLS
=====

Ah, the completely uncustomizable controls of Shenmue.

FREE QUEST

Ok, the one changeable aspect of these controls is L and R. Its default is L is Run and R is Zoom, so that's how I'll write this, but I like to change it because I grew up on Jet Grind Radio.

Here's a quick break down on the controls:

- + D-Pad - Moves Ryo
- + L Trigger - Press in accord with D-Pad to make Ryo run
- + R Trigger - "Investigate" mode
- + Analog - Zoom in/zoom out of first person mode

- + Start - Opens the Help screen
- + X button - Opens notebook
- + Y button - Quest menu
- + B button - Cancel selections/speeds up conversations
- + A button - Action

More in-depth descriptions on the controls for Free Quest:

THE D-PAD | This is how you walk in the wonderful world of Shenmue.

THE L TRIGGER | Wow look, I'm Ryo, and now I'm running because you're holding down the L trigger. Not a whole lot going on with that. L = Run.

THE R TRIGGER | This one's pretty cool. When you hold this down, it zooms in to first-person view, and you can look around and stuff. If you look at something you can interact with (which is pretty much everything) it will zoom in even closer, and like lock in on that thing. Then, if you press A, Ryo will take it or look at it, or do what he's got to do with it.

THE ANALOG | This lets you look at the area directly in front of and a little to the sides of, Ryo.

START BUTTON | When you press the start button, it both pauses the game, and brings up the Help Screen. That lets you check your notebook and see what the buttons do and stuff.

X BUTTON | X opens the notebook. Just try not to wear this button out too much while playing the game.

Y BUTTON | Use this to open the system menu. Also, whenever you have an opportunity to use an item, you'll see a little "Y" in the corner of the screen. When it's there, if you press Y, the menu will open, and you can select which item to use.

B BUTTON | If you hold this down, and use the d-pad, you can look in a 360° circle from your present location.

THE ALMIGHTY A BUTTON | A does friggin' everything. You use A to open doors, you use it to pick stuff up. You even use it to get on the bus. When you pass something you can pick up or interact with or whatever, a little "A" will appear in the corner of the screen. Press A, and Ryo will do... something. It's kinda like the condom icon in the Leisure Suit Larry games.

FREE BATTLE

Unlike a traditional RPG, Shenmue features a real-time battle that the player feasibly controls. Learning the moves and executing is the hard part, but maneuvering Ryo is the fundamental basic into mastering the Free Battle Mode.

Here's a quick break down on the controls:

- + D-Pad - Moves Ryo
- + L Trigger - Press with D-Pad to make Ryo run/Running attack
- + R Trigger - Opens scroll move list
- + Analog - Zoom in/zoom out of first person mode
- + Start - Opens the Help screen

- + X button - Punch
- + Y button - Parry
- + B button - Throw
- + A button - Kick

More in-depth descriptions on the controls for Free Battle:

THE D-PAD | The movement button. You can walk around, you can sidestep. You can even do moves if you use the right combinations of buttons.

L TRIGGER | Once again, this sucker is run. Run Ryo, Run.

R TRIGGER | This one's cool. If you go to the moves scroll when you're still in the free quest, you can set one of the moves to this button. For example, if you want to do the Crescent Kick easier, just scroll over to it in the moves scroll (*rimshot*) and press A. Then, it's set.

THE ANALOG | It's view again. When will people realize that fighting games are cool with analogs?

START BUTTON | Start calls upon the Help menu, just like in the Free Quest.

X BUTTON | This is the hand move button. If you just press it, he'll do the Tiger Knuckle, which is really just a churched up version of the word "punch." However, if you combine it with other key combinations, you can do other stuff. More on that later.

Y BUTTON | I once had a friend tell me this button is for wusses. This is the one that lets you get out of the way of danger, or use danger's momentum against him. Basically, the parry button.

B BUTTON | B lets you do throws, in the same fashion that X lets you throw a few punches.

A BUTTON | And, since we already have a punch and throw button, let's throw a kick in there for good measure and call it A.

STEERING THE FORKLIFT

After a while, Ryo gets a job driving a forklift, and needs to learn a whole new set of controls-- err... needs to learn his way around. Yeah. And the more crates you bring to the designated area, the more money you make, and the better chance you have of getting a raise. It's a win-win-win situation.

Here's a quick break down on the controls:

- + D-pad/Analog - steers the forklift
- + R Trigger - moves the forklift forward
- + L Trigger - moves the forklift backward
- + A Button - raises or lowers the lift
- + B Button - changes the view
- + X Button - displays the map
- + Y Button - brings up the menu

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UNDERSTANDING IN-GAME MENUS

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Once you start the game up, and hit the start button and stuff, you get the Start Menu. It's set up like this.

[New Game]

[Load]

[Continue]

[Options]

Use the D-pad to select, just by pressing a direction, then press A when you're satisfied with what you've picked.

NEW GAME | If I have to explain this...maybe you should just give up hope now, but here goes. When you select this, you choose to embark on the adventure that is a new game. It means that you will soon actually have to do something (though it is nice to just sit and watch the intro for a while.)

LOAD | This brings up a screen with three files on it. Yes, that means you can save up to three games in Shenmue. That comes in handy when you have a big choice to make...or if you're writing a FAQ. Pick one of the files, and it will load the game you previously saved. Once again, D-pad to select, A to confirm.

CONTINUE | This is something I tend to use a lot. If you're far away from a save point in the game...or even if you're not, you can use the resume feature, and get a cool temporary game save. Then, when you come back, select continue, and you pick up from where you left off. But, remember, once you use it, it deletes that resume file.

OPTIONS | It's an options menu...you use it to change various options of the game. Move your cursor around with the d-pad, and select stuff with A.

DIALOG AND TEXT | Here, you pick if you want to see text, no text, no voice, so forth, and even so on. This is done by picking one of four modes: Cinema Mode, Game Mode, Shenmue Mode, or Text Mode.

CINEMA MODE | This mode's kinda cool (like me), it's basically like watching a movie...or playing a video game. No text, just dialog. The downside is that if you use this, you can't skip through dialog. That's right, you're forced to sit there and watch beautifully animated people interact in a great virtual world. How sad.

GAME MODE | This is the one I like to use. It has voice and text. Reminds me of like playing King's Quest 5 and 6...but I digress. This is cool, 'cause some guys' voices are hilarious (read: Goro)

SHENMUE MODE | This one's kinda draws the line between Game Mode and Cinema Mode. It's only dialog...but if you skip through said dialog, you get a neat little safety net in the form of subtitles. Yeah, AM2 thought of everything.

TEXT MODE | Ok, Text Mode, I think, was made specifically so you don't have to hear Mark's horrible voice acting when you get further into the game. There are no voices, just words at the bottom of the screen, otherwise known as text.

SOUND | Here's where you set it to mono or stereo sound. Remember, if you're using RF or have a mono TV, you want to use mono.

AREA JUMP | This thing is great. Instead of having to walk the mean streets of Yokosuka, you can just jump to a certain part of the city once you've been there before. Just try to leave the house, and as long as you have this option on, a menu will pop up asking where you want to go.

TOGGLE RUN | Here you can change whether R is view, and L is run(default), or vice versa.

The System Menu is made up of four rows. The rows are as follows:

ITEMS	=	Displays Ryo's inventory
SYSTEM ICONS	=	See below for details
MONEY	=	Displays Ryo's current state of wealth
ITEM NAME/ICON EXPLANATION	=	Self-Explanatory, no?

ITEMS | The Items row shows everything Ryo is currently carrying. If you want to use something, just press Y to bring up the System Menu, scroll through the items until you get to the one you want, and select it with A. Then Ryo will use it.

The System Icons all do something different. From left to right, they are:

RESUME | This is for saving when you're not by your house. Select this, and it will give you a temporary save for use one more time. Just use the resume, and come back later. But beware, each save only works once.

SETTINGS | Change the game settings. The same stuff outlined in the Options portion of the Start Menu section.

MOVES SCROLL | Basically a list of all the moves you've learned, and spaces where there are moves you haven't learned. So, we can guess by inference, right? It also shows how bulked up you are in each move, and lets you set one to the R Trigger.

NOTEBOOK | You'll use this a lot. It's there for reference on where/who to go to next. Whenever someone tells Ryo something important about his quest, he writes it down here. To view what he wrote, just pick this, and scroll through the pages with the D-pad till you get where you want. Also, if you want a quicker way to access it, just press X from the main game.

COLLECTION | This is where you look at all the cool stuff that you either buy from vending machines or win from the raffles in stores.

CASSETTE TAPES | This lets you see what tapes you have. Use Tom's boombox and the tape recorder from Ryo's room to listen to them.

COINS | Here's where you see how many coins Ryo has for slot machines.

CALENDAR | Highlight this, and the date'll be displayed by the bottom of the screen.

MONEY | This shows how much money Ryo has acquired, be it from Ine-san or his job as a fork-lift driver.

NAME/EXPLANATION | When you highlight an item, or System Icon, there will be words in this row that tell you about the aforementioned item or icon.

These things are usually accessible just by walking into Ryo's room, but you might have to walk up to the bed and press A.

SLEEP | Surprise! Ryo needs sleep like any human. You go to sleep, wake up about 8 or 9 hours later, and adventure some more. It's essential to do this. If you don't, Ryo will automatically go home at 11:30 to sleep, and get a scolding from Ine-san.

SAVE | This is the correct way to save your game in Shenmue. These files will not be erased like the resume files, so I suggest using this often.

SETTINGS | One more way to access the Settings menu.

TRAINING | This is where you select which type of moves you'd like to work on for the day. Do it before you go to sleep, and the next day, the proficiency level of the moves you selected will go up higher than the rest of them.

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PLAYING SHENMUE

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Shenmue is made up of 3 modes. Four if you actually count View Mode as being something separate. These modes break down to Free Quest, Free Battle, QTE, and View Mode.

FREE QUEST:

Free Quest is where you spend the majority of the time in the game. This Free Quest system can also be defined as the "exploration mode" in a traditional RPG. You have the basic walk-around-town-talk-to-people-who-can't-help-you-but-is-there-for-pretty-looks concept, but Shenmue features a much more realistic world, as opposed to a fantasy like village where people stand in the same spot 24 hours a day. Speaking of which, the game runs on a 24-hour in-game clock. The hours work by the minute, although, a little slower. Get a feel of the great Shenmue world. You can walk around town, drink a soda, go to the arcade, pick stuff up. You name it.

FREE BATTLE:

Free Battle takes place at any time you have to fight somebody Virtua Fighter style. Usually, it's unfair since you have to grapple with usually five or more gangsters at once, and believe me, they are tough. If you're on a really lucky streak, the game may throw in a boss or two (well, actually that's like innate to the game). When you see Ryo from the side, and you can use the new button combinations to do neato stuff - like special punch and kick moves. certain moves can be learned through various people. Some may be obvious, and some can be accidentally stumbled upon.

At the beginning of a Free Battle, Ryo is poised and ready to get sweaty, and at the same time, your adversaries are also in position to kick your arse.

The first thing you'd notice is the circular bar on the bottom-left corner of the screen. That's Ryo's health meter. The green full dots indicate the stamina he has remaining in him. If all the green dots disappear and you are brutally given a final blow, you may get the chance to try again. You might want to take this into consideration. When your health/stamina, whatever you want to call it depending on your school of thought, gets low, try running around. When you are running, two things are happening:

1. Ryo is SLOWLY recovering his health/stamina.
2. Ryo is (possibly) escaping danger's way.

However, running, like a normal human, can make a person tired. Ryo can get tired and stop running. Thus, opening up to all kinds of attack from left and right by his enemies.

QTE:

QTEs are way cool. QTE - also know as Quick Time Events - happen when you're walking down the street, and suddenly, a big red A or something of similar nature pops onto the screen. It may leave you dazed before you can react quickly enough, but you'd need to press the button in time. If you take too long, or if you press the wrong button something horrible may happen. Usually being that Ryo gets beaten up. If you screw up the QTE completely, you have the chance to try again (something nice about the game) although sometimes the game does flow along regardless whether you were successful or not. They also had these in Dynamite Cop and Sword of the Berserk.

VIEW MODE:

View Mode is the fake-ass, red-headed step child mode. It's not a mode, Sega just says it is. This is when the camera is positioned in a certain fashion so you can see what's going on better. It usually occurs during important sequences and events where Ryo is about to be confronted by nasty thugs that beat him silly.

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The following pertains to various activities that are available through Free Quest.

CONVERSATION:

Throughout the game, you'll need to exchange a few greetings with bystanders and shop owners to garner information on Lan-Di's whereabouts. All the people who walk by on the streets are never helpful, so don't even bother talking to them, unless you have a strange habit of collecting quotes. To converse with characters in the game, approach them and when near enough, the A button command should appear. Press A to start the conversation. It's out of your control from there. It can either benefit you or bring you down to idiot level. It's entirely dependent on who you talk to. If you've foolishly chosen to have dialogue text in conjunction with voice acting, you can rapidly press B to skip the voice dialogue. The conversation will not end until the A button at the bottom is gone. Keep in mind that Ryo isn't the only one who

can initiate conversations; he may sometimes be confronted and talked to, usually, if not always, by no-good wannabe thugs.

ACTION SELECTOR (A.S.):

Otherwise known as "That weird way you select stuff in Shenmue," the action selector can really mess you up...especially if you're trying to raise a cat. Ok, the deal is, whenever you have a choice of which action you would like to use, a menu will pop up at the upper left corner of the screen. It will either have two choices (left and right) or four choices (up, down, left, and right.) To pick the action in question, all you have to do is press the direction of the action using the D-Pad, and Ryo will follow your orders... like me what Adrenaline does to me.

SEARCH:

The Search feature is a neat idea. Thanks to the guy who cleverly made it up. The R button triggers this feature. Basically, the camera zooms into first-person view. If it catches something of importance, it double zooms into it. This is your cue to press the A button. It may be something you can pick up and take, or something you could pick up and examine. Other times, it's something interesting, or a person you could speak with. Naturally, you find and add items into your inventory this way.

LOCK-ON ACTIONS:

Lock-On action is a step further ahead of the Search mode. Like I said above, when the camera locks-on to a specific foundation or item of the area, this becomes the as called Lock-On Action. When you are locked-on, there are four active things you can do with it: Examine, Open, Pick up/Take, or Dial. I'm sure Examine, Open and Pick up/Take are self-explanatory as they obviously do what they mean. However, Dial can only be done when Ryo is using a telephone to call someone. Use the D-Pad to move Ryo's hand to the corresponding numbers on the phone and press A to dial it. Numbers are noted in Ryo's handy notebook.

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The following pertains to simple concept of Free Battles. Let me show you how it's done, guy.

MOVES SCROLL:

A Moves Scroll displays possible moves that can be performed by Ryo to use against an opponent or sparring partner. You must read the moves sideways since it's set up that way. Next to the name of the move, the corresponding buttons needed to be pressed are listed. On the bottom-left corner is a mini-Ryo model which serves its purpose as a move demo simulation. Pressing the L and R Trigger can flip through the pages of the vast move list. Some moves are labeled unknown or remain transparent until you acquire the scroll for the move or the technique from a character in the game. During Training Mode or Free Battle, you can open the Moves Scroll list by pressing the R Trigger.

TRAINING:

It's imperative to balance your punches, kicks and throws. That's why those generous folks at CRI decided to stick in this Training mode for you to practice your moves with. However, there are certain spots Ryo can train on, typically saying an empty lot or a person-less park. You can set a training method via the menu in Ryo's Room. To quit training, pop open the Move Scroll screen and stay there for a few, and quit. Upon returning to Training Mode, you'll be prompted to choose whether or not you want to Continue training. To quit, the answer is oblivious, ain't it?

SPARRING:

Very much like Training, except Ryo earns solid practice through beating up on Fuku-San at the dojo. At some point in the game, Fuku-San permits you to spar with him and experiment with your moves and learn when to use them at the right time. Don't underestimate Fuku-San, he won't hold back on kicking your arse either, so watch out. Though, the fun won't last long, as Fuku-San for some unknown reason, will refuse to spar with you.

THE PROFICIENCY BAR:

The proficiency bar can be vaguely seen behind the translucent set of moves. Each move on the moves scroll has a bar of certain height behind it. The taller that bar is, the more proficient Ryo is in that move. What this all boils down to is that greater proficiency brings more attack power and strength, and it's easier to defeat your monstrous foes. You can determine that from the height of the bar and compare it to the words: Learning, Moderate and Advanced shown on the very right. You can raise your proficiency by practicing and sparring with Fuku-san. Also, before you go to bed, any moves you select from the training menu will increase higher the next day.

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Part II: A CLOSER LOOK AT SHENMUE

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There's more to Shenmue that meets the eye. The following section delves into a behind-the-scene look at Shenmue, packed with information.

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GENERAL INFORMATION

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Some may find it hard to classify Shenmue. However, Yu Suzuki did not. He came up with the genre of FREE, or Full Reactive Eyes Entertainment. And I'd say it fits pretty well, after having the pleasure of being able to play Shenmue. For you see, this isn't merely a straightforward game where you run

around and do things in a certain order to obtain an end goal. AM2 designed a whole virtual city for you to do virtual things in. You don't play Shenmue, you are driven towards madness by Shenmue when you are sucked in so far by what you thought was only a game to the point that when you want to go to sleep, you make Ryo run home, and set him down in his bed, only to realize that you and Ryo are two different people. So, the word "adventure" doesn't really do the game justice.

One cool thing about the Shenmue world is that it changes constantly, much like the real world does. For instance, if you leave the game sitting, to go do something, and come back, chances are it will be the next day, and you'll be back at home, far away from the travel agent, or wherever it is you were standing. Because time progresses just like in the real world. Not only does time keep going, but what usually changes with time? Other than your fey maturity - weather. Each day, it's something different. It may rain, it may snow. It may be rain that changes to snow. And in the spring, the cherry blossoms bloom.

Now you're thinking "Wow Shiro, this sounds like an amazing game." Yes, but that's not all there is to it. In addition to having a fully functional city, this game is done in FULL VOICE. That means each character has at least one thing to say. This makes for likeable townspeople, so when you're walking through town, you actually WANT to stop and talk to the idiots that don't help you on your quest at all just because IT'S COOL. You can become immersed in the life of a gathering of polygons, and actually shed tears as you see some of the later movies in the game (I admit it, the Ryo and Nozomi on the park-bench scene got me.)

You see, this is what makes a great game. Not just a great game, but a FREE game (not that kinda free, mind). AM2 goes that extra step, and actually creates life where there was no life before. Mimicking the real world to a tee, it has steady time, fluctuating weather, and unique characters all with their own story. So, the next time you're in EB, and you hear some idiot making remarks about how "The Dreamcast tanked" you can spit in his eye for me. Yeah!

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STORY OF SHENMUE

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For those of you interested about how Shenmue is set up, the following is an excerpt from the instruction manual. For those that have already read that part and are longing for more, there's our own summarization of the game. For those that are just plain lazy, we sum it up at the end.

The year is 1986, the place Yokosuka, Japan. The normally tranquil day-to-day life of Ryo Hazuki is suddenly and irrevocably shattered by uninvited visitors. A man wearing dark green Chinese clothes appears at the Hazuki family home with two black-suited thugs. This man uses a powerful style of martial arts, the likes of which Ryo has never before seen, to engage his father Iwao in a fierce battle. Ryo attempts to intervene and help his father but the obvious disparity in power is too much. Ryo is beaten down and taken hostage as the man questions Iwao, "Where is the mirror."

Having no other resource, Iwao reluctantly tells him. Once this mysterious object is in the man's possession, he again attacks Iwao. "Do you remember Zhao Sun Ming..." From these words, Ryo learns of a shocking truth from the past. His father was responsible for killing someone long ago. And then, Iwao

is knocked down in defeat. Ryo pulls his father close and feels him take his last breath. "Lan Di"

The man with the ominous embroidery of a glittering dragon on his back, the man responsible. What of the stolen mirror? Who is this Lan Di? Vowing to seek revenge, Ryo embarks on a journey to unravel the mystery surrounding his father's death and deliver justice to the man responsible.

-Instruction Manual, p. 4

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The following is a whole plot summarization of Shenmue and Shenmue only. It's not guaranteed on accuracy here, so either help or be quiet. This is full of spoilers and plot reference will not be withheld.

The world Shenmue: Chapter 1 Yokosuka revolves around a total of five local, suburban areas, plus an ocean harbor, where most exciting events take place.

On November 29, 1986, a fresh sheet of milky white snow is falling, and young Ryo Hazuki is coming home from a day-to-day life as a teenager. He strolls along the quiet streets of Yamanose, looking forward to a nice, evening meal. He stops abruptly as he approaches his house, his face contorted in anger and fear. Just parked outside his house is a black Cadillac not usually driven or seen around these parts. Ryo cautiously steps over his broken house sign and proceeds to step in his own estate. His eyes wander, straining its usual vigilance, and fall on a wounded elderly woman.

"Ine-san! Ine-San! Are you alright?" Ryo said in a voice filled with uncertainty, as he gently shook the unconscious woman.

After a seemingly long while, Ryo's dear nanny stirred and finally regained her consciousness.

"Ohhh, Ryo, it's you. I'm fine," Ine-san replied unsteadily, as she her eyes slowly focused.

"What happened?" Ryo demanded, "Where's my father?"

"A man walked in and pushed me to the ground. There were..." Ine-san breathlessly, "...and he went straight to the dojo...to your father. Ryo, go help him; I'm fine."

Ryo delicately rests Ine-san to abut on the boulder and stands up, peering in the direction of the Hazuki family dojo. In haste, he runs around the corner and past the pond, and finally arrives at the steps of the dojo. Outside, he can already see two shadowing figures circling each other as if they were on a slow-running carousel. Two other figures are cloaked in the darkness, tucked away in the corner. A voice shatters the a near-perfect picture of the morbid scene.

"Where is the mirror." It was much more of a statement than an interrogative question. Ryo looked at the stranger facing his father to find him elegantly clothed in an emerald green Chinese robe. His face was something different; nothing you would expect from the way he had dressed. His features were more frightening than charming. His narrow brown eyes gave a beckoning look; embedded below his left eye is a crescent moon-shaped scar, and his thin lips yielded no signs of him ever smiling. He was cold, as cold as how a serial killer would look after a recent homicide. The mysterious man moved in a king-like manner, hands behind his back and all.

Ryo's father replied in anger, "...And I say it again and again, I will never tell you!"

With that, Iwao makes the first move. Iwao thrusts his body forward and hurls a punch directed at Lan Di's face, and with frightening speed, Lan Di effortlessly dodges his attack. As Iwao stumbles forward, he quickly regains his composure and throws a reverse backhand, which was unfortunately blocked by Lan Di. Losing patience, Lan Di, brutally knocks Iwao to the ground, injuring him badly with his death-defying power.

"Why you...<edited>!!" Outraged, Ryo throws himself forward and channels all his energy onto an unsuccessful punch against Lan Di. Ryo ended with the same fate as his father - bruised and utterly overpowered.

"For the last time, where is the mirror." His cold voice serenaded the room.

"I have no intentions...of telling you," Iwao replied in a resolute tone.

Lan Di maintained his composure and turned to a Ryo, struggling to retain his immense amount of pain. Lan Di stretches his arm and grabs Ryo by the collar.

"Tell me...or you're son..." he says coolly, pulling back his clenched fists.

"Wait! Don't do it." Clutching his aching chest, Iwao says, "The mirror is buried under the Cherry Tree...outside."

Upon registering this valuable information, Lan Di motions one of his henchmen to go fetch it. The men in black suits bow in respect and leave temporarily to find the mirror in the specified location. As they leave, Lan Di returns his attention to Iwao - watching him with devilish eyes. Everything halts to a stalemate, as Lan Di waits for his henchmen to return with his prize.

<We interrupt this story with a news broadcast stating that we need more time to see how to continue the story! (AKA: We're too lazy)>

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CAST OF CHARACTERS

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While Shenmue is teeming with more or less lovable characters, we just didn't have all the time in the world to nail down each NPC and bio them, so the important ones are listed below. Their character information is based on what we know thus far.

~RYO HAZUKI~

Appearance: Teenager in a leather jacket and sturdy blue jeans

Character Role: Main character of the game - i.e. you control him

The protagonist of this tale is none other than squeaky clean Ryo Hazuki. Ryo's a young man, living in Yokosuka with his father and his father's student, Fukuhara, or Fuku-san. He's lived there all his life, and has since childhood, earned the nickname "Suede-head Ryo," given to him by the woman that works at the Abe store, when he was a boy. Also given to him as a boy was a strange tendency to shy away from girls. He once had a girlfriend, but his friends teased him so much that he was never the same, and has acted awkward towards them ever since.

Fast-forward a couple years to December, 1986. Ryo is now 18, living quite happily training under his father in the Hazuki style of martial art, and hanging out with his err... "girlfriend," Nozomi Harasaki. Well, on this day, it all changes, as Ryo runs up to his house, only to see Fuku-san come flying out of the dojo. Upon entering the dojo, he sees his father, Iwao, battling Lan Di, a man wearing cool Chinese robes. Ryo tries to stop Lan Di, but is quickly put in his place. He then watches his father get killed, helpless to do anything. Now, it's payback time. We join Ryo in his quest, already in progress.

~NOZOMI HARASAKI~

Appearance: Pigtail-less School girl

Character Role: Ryo's would-be girlfriend

Who's that girl in the cute plaid skirt? Why that's Nozomi. The cool thing about her is that she's originally from Japan, but moved to Vancouver, Canada, and then back to Yokosuka. Nozomi is Ryo's main squeeze, and 18 as well. She can't find a way to tell Ryo how she feels about him (not very character-exposing, I know, as that's how all chicks are). And, we all know how Ryo acts back, don't we? These two were made for each other. Nozomi works at the Aida Florist in Yokosuka, too, but will soon have to go back to Vancouver.

~LAN DI~

Appearance: Chinese bad boy in green robes

Character Role: Evil dude behind the drama

Lan Di is the mysterious, ultra-evil villain of Shenmue. Think satan on crack. This guy is in the Chinese cartel, the Chi You Men, and practices a whoop-ass style that was thought to have been dead years ago. He dropped Iwao Hazuki with minimal difficulty, and killed him in front of his own son. His true motives for committing such heinous crimes are unknown, but he would not kill Iwao until he gave up the location of the dragon mirror. What does he want it for? Only time will tell.

~IWAO HAZUKI~

Appearance: Honorable warrior; Asian version of John Travolta

Character Role: Ryo's deceased father and model

Known and respected throughout Yokosuka, Iwao Hazuki is the head of a dojo that teaches the Hazuki style of martial art. Though he was recently murdered by the treacherous Lan Di, he passed down all the knowledge he gained through years of studying in China to both his pupil, Fukuhara, and his son, Ryo. He spent many wonderful years as a father with his son, teaching him the ways of the world and eating his vegetables, and of course, the impeccable Hazuki style.

~INE HAYATA~

Appearance: An old lady twisted with arthritis

Character Role: Hazuki Family housekeeper

Ine-San, as Ryo calls her, has been living under the Hazuki household for 15 years. She sews, cooks, cleans and just about everything you could think of. Other than that, she has basically integrated into the family as Ryo's grandmother...though that's not actually what she is. Don't EVER make that

confusion.

~MASAYUKI FUKUHARA~

Appearance:

Character Role: Disciple of Iwao and friend of Ryo

NO, he's not Ryo's brother. And NO, he's not gay. Fuku-san is a live-in student with the Hazukis. Noticing a trend here? Anyway, Iwao extended an arm of kindness in taking Fuku in despite being a little slow. However, in his 10 years of training, he too, has become an honorary member of the Hazuki family. Ryo sees him as a brother, and goes to him for advice on all of his problems.

~LING SHA HUA~

Appearance: Average school girl pigtailed chick in robes

Character Role: Character marker for the upcoming Shenmue II

Ling Sha Hua, or Shenhua, is a cute Chinese girl. That's really all anyone knows, and the only reason anyone knows that is because Sega has given out information about Shenmue 2 already. So far, we've only seen her in the dreams of Ryo, and she was on the Shenmue trailer. So we know she's integral to the storyline SOMEHOW. Other than that, she's cute.

~TOM JOHNSON~

Appearance: A wannabe breaker in dirty, red jammies

Character Role: Ryo's supposed best friend

Well, Tom, despite being non-integral to the story just had to be put in here because...he's so loveable. That's the guy with the natty dreads dancing by the hot dog truck. He used to live in New York, but hitch-hiked all around the world, learning martial arts on the way, and finally settled in Yokosuka. Other than that, it's a little-known fact that Tom Johnson is Ryo's best friend.

~MASTER CHEN GUI~

Appearance: Wise old man in a red robe with a kind face

Character Role: The guy that tells Ryo basically everything he needs to know

Master Chen is an elderly Chinese man that's grown rich from owning many shipping businesses across the world. His most prominent, however, is the one in Yokosuka, where he lives with his son and protector, Gui Zhang. He practices Yan Qing, and is also currently teaching it to his son, along with the family business.

~GUI ZHANG~

Appearance: Mobsterish guy in a suit

Character Role: Master Chen's body guard and son

Gui Zhang is Master Chen's son. He is living with his father while learning the shipping business, and the art of Yan Qing. He also has the job of following Ryo around and making sure he doesn't lose the Phoenix Mirror that he's looking for to the Chi You Men. In essence, Gui Zhang is the bodyguard of both Master Chen, and Ryo.

~MARK KIMBERLY~

Appearance: Kobe Bryant not-so-look-alike with a bad taste in style

Character Role: Co-Worker of Ryo at the harbor; fishes for information

Mark works as a forklift operator down at the Yokosuka harbor. He's a quiet individual that minds his own business, but seems to have a nasty problem of continuously getting beat up by gang members. Ryo happens to be one of his co-workers, and helps him out of a jam, by...what else? Beating the crap out of them BO smelling-thugs. So after this, Mark and Ryo become good friends.

~CHAI~

Appearance: A rotten-teeth-dirty-bastard with incredibly flexible joints

Character Role: An underling of Lan Di

This dude is CREEPY. As creepy as Lan Di is evil. Think of that chick from the Alien movies with like the plague. He's one of the Chi You Men, so this means he's under Lan Di's control. Chai skulks in the shadows and follows his victims around, until it's too late for them.

=====
MINI-REVIEW
=====

Or "Why Shenmue is God."

GRAPHICS- 9 out of 10

This game looks hella good. Think of an entire city, carefully detailed, down to stray cats roaming the streets. Think of a house where you can open every drawer to every cabinet, look inside them, and actually see the words "Master System" written on a book. This city is Shenmue. This house is Shenmue. The only problems with the graphics of this game is that when you zoom in on certain things or characters, you may get a few jaggies, but for the most part, they're subdued. However, the most amazing aspect of this game's graphics is that they are completely real time. That means they're not computer-generated, the Dreamcast is doing it all. Dead system, indeed.

SOUND- 7 out of 10

Well, I got good news and bad news for you. The good news is that the music in Shenmue is awesome, and sounds awesome coming from the Dreamcast's sound hardware, too. The bad news is the voices. First, it sounds like everyone in the game is talking through a piece of Saran Wrap. Very, very fuzzy. Second, the acting is terrible to begin with. I challenge you to listen to ANYTHING Mark, Goro, or Tom says, and not bust a gut. Although, I would say that the one white dude in the MJQ Bar was average and that's just about as good as it can get. No, not even my 5-speaker Aiwa system could make this game sound good.

GAMEPLAY- 8 out of 10

Niiiiice. Very very intuitive controls. Gotta love a game that uses the A button for pretty much everything. Then, there's the godly lock-on thing, which is a nice change of pace from Resident Evil type stuff. AND, Suzuki-san threw us some nice Virtua Fighter-inspired fights, how can you not love Virtua Fighter? I'd have to admit though, to a lot of people who are bent on fast-paced action games will find this utterly disappointing. The game play can be a bit tedious. I mean, you spend half of your time running around

looking for a man named Charlie or later on, the Mad Angels. What is the fun in that? Absolutely nothing. Other than that the fact you see Ryo running (look mums, he's moving!). The only problem is running into the occasional wall. But that can become a fun game (just use the passport, it tells you how many times you've run into walls.)

REPLAY VALUE- 2 out of 10

Shenmue has no replay value whatsoever. It's hard to believe, but sadly, it's far from being pseudo-fun. It's dull when you already know what to do and what to expect. Sure, it's fun the first time around, but believe me, I'm writing this FAQ as a labor of love for Adrenaline. Easily compared to trying to eat last night's frozen hot dogs.

OVERALL VALUE- 8.755 out of 10

The bottom line is: Shenmue is a great game. What's this 8.755 crap? Don't force me to give it an 8, or maybe I feel weird today and I like giving it an exact score using crazy decimals. You will get hours of entertainment out of this game that AM2 painstakingly created. AND, Nozomi's some nice eye candy, eh? Easily in the top 5 titles to ever hit the Dreamcast.

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Part III: THE FUN BEGINS

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"He shall appear from a far Eastern land across the sea. A young man who has yet to know his potential. This potential is a power that can either destroy him, or realize his will. His courage shall determine his fate. The path he must traverse, fraught with adversity, I await whilst praying. For this destiny predetermined since ancient times...A pitch, black night unfolds with the morning as its only light. And thus, the saga, begins..."

A few tips before you play:

- * Take as long as you want. There is no time limit (I think anyway).
- * Use Search Mode whenever you find something peculiar or interesting. It may be something useful.
- * Some indicators you are likely to find in the walkthrough to be noted:

[NOTEBOOK ENTRY LEAD]

You'll be finding this indicator throughout the guide. It's generally here to act as a "heading" so you know what I will be talking about in the paragraphs ahead. Although, I won't be listing every single entry, I'll just add the ones that are the root of Ryo's current investigation. I hope that just made sense.

--- [QTE No. X] -----

I will list the QTE's in chronological order, or at least, based on this walkthrough. Some may be triggered in a different sequence to this guide. "X" will, of course, be replaced with the number. This indicator is here just to inform you of a concurrent QTE. Please refer to the QTE section in another

section for more details on it.

=====
AREA DESCRIPTIONS
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Shenmue is a vast game focused on a total of five main areas in which Ryo can explore. The following section describes the place, its purpose and the major role it plays in the game.

"HAZUKI RESIDENCE"

Neighboring area: Yamanose

Hazuki Residence, the humble abode of the Hazuki family and their nanny. It's filled with thriving exotic plants and flopping fish teem in a clear blue pond. Just behind it is the renown dojo of the Hazuki style. It's everybody's dream house. Well, it was until one day, uninvited guests corrupted the natural and tranquil cycle within the gates of Ryo Hazuki's quiet home, shattering the dreams of a near-perfect life for young Ryo and his father, Iwao Hazuki. Ryo's vengeful quest begins at the heart of the matter. Very few integral parts of the plot occur here. Ryo must return to here at the end of each day for his beauty sleep.

"YAMANOSE"

Neighboring area: Sakuragaoka

Yamanose plays a very small role in the game. It serves its minor purpose in one QTE event. An optional task is laid out here. That is to take care of the stray kitten by feeding it milk, dried fish or any other rubbish you can feed it. It doesn't affect the story if you nurture it properly. You can choose to rename it, though. With it's narrow streets, a huge apartment complex, and cluttered houses, it's no wonder Ryo decided to stay at the top of the hill. Yamanose features a small shrine, where one pivotal point of the storyline makes its turn. You bypass this area on the way home. Other than that, the place is a small neighborhood, one of which Ryo knows well.

"SAKURAGAOKA"

Neighboring area: Dobuita

Sakuragaoka seems to be the turning point of events. A good number of things happen here. There's a phone booth in the middle of town and across from it is a construction site. The first convenience store is located here known as the Abe Store. The elderly lady that works there calls Ryo "baby-boy Ryo" much to his annoyance. There are two roads that lead to the city of Dobuita, the next town in line. A local playground is situated at the far end of Sakuragaoka, as well as a whole line of connecting both sections of the area. Some of Ryo's friends live here and as the story progresses, they'd lend a helping hand.

"DOBUITA"

Neighboring area: Sakuragaoka

Much of the game takes place in this sordid city of gambling goons, guile businesses and the home of illegal doings. Ryo gets a big lead on the whereabouts of Lan Di and it comes down to a man named Charlie. With shops

oozing with useful information, this makes Dobuita the main place for Ryo's detective role. You've got an underground bar that likes to keep punk guys like Ryo out, an unregistered tattoo parlor, a secret organization that may have connections with the Chinese mafia, and just about anything that leads to the notorious Lan Di. Help Ryo piece these missing puzzles together.

"NEW YOKOSUKA HARBOR"

Neighboring area: N/A

Once you reach New Yokosuka Harbor, this is where things pick up a little. The harbor is the focal point of much of this game. It's a basic sea side commerce area with cargo coming in and out of the harbor. You've got the typical warehouses (and loads of them), working men, and the local fishermen. Ryo hops on board his new job and makes new friends, as well as acquire valuable information about an active drug smuggling group 'round the parts. Exploring the harbor takes more time in itself. Many QTE's and Free Battles occur here.

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DISC ONE WALKTHROUGH

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The disc where it all begins. Great. You spend the vast majority of your time Looking for clues and any hints about anyone that would know of Lan Di. All That comes down to a man named Charlie, whom you will be looking for for the remainder of this disc. Happy hunting.

Ryo Hazuki's quest begins as he is coming home from a typical day and finding that he has uninvited visitors. Ine-San is lying wounded at the entrance. She tells Ryo to hurry to the dojo to help his father. Ryo runs to the dojo in haste to find his honorable father and a mysterious stranger dressed in dark green Chinese robes engaged in a trouble-brewing argument...

Opening cinemas...blah, blah, blah and BLAH! Do I have to hold you by your grimy hands through the cinema too? Even when you can watch everything onscreen perfectly well without my guidance. Don't make me beat you with the poison oak twig of doom.

[Lengthy opening cinema setting up the true purpose of Ryo's quest. Cool.]

Day 1- December 3, 1986

Items to find: Shenmue Cassette, ShaHua Cassette, Cassette Player, Photo of Friends, Candles, Matches, Twin Blades Scroll, Flashlight, Shadow Reaper Scroll

[NOTEBOOK ENTRY LEAD]-----
"Ask around to see if anyone saw men wearing black that day." - p. 7

A few days later, Ryo wakes up from restless nights of nightmares, weighed down with a new fate - Find and get even with Lan Di. When you finally regain control of the young lad, there are several things to find in his room, but

first, familiarize yourself with the controls and menus. Once you have the hang of things, use the Search feature (See Playing Shenmue) and pick up the SHENMUE cassette from his desk. Then forage his desk drawers to find a PHOTO OF FRIENDS, SHAHUA cassette, and a CASSETTE PLAYER. The Cassette Player runs on batteries, and you can find some later on, or buy it from the store. Leave his room and Ine-San comes to urge you to rest some more. Ryo refuses and Ine-San tells him that she will leave 500¥ for him each day. She gives you your first payment now. Explore Ryo's house to find some useful items you'll need later.

Read Iwao's letter to Ryo on the desk in his room, and in the hallway beyond Iwao's room, grab the TWIN BLADES SCROLL from the straw basket. You can find many other things lying around in the house. There's a Sega Saturn in the cabinet under the TV, but that can't be used until you've won a game from the drawing (More on that later). Just remember to use the Search Mode often. Once you feel you're up to exploring more of the world of Ryo Hazuki, slip on your shoes and head outside to the yard.

On the way to the dojo, you can watch a cinema of Ryo and his father in his younger days by standing under the Cherry Tree. Visit Fuku-san in the dojo. After the conversation with Fuku-san ends, a new notebook entry will be inserted into the notebook. Press X to view it. Return to the dojo and speak with Fuku-San one more time and inspect the long box to add two more entries in the notebook. Now, it's time to leave your home and ask around about the day of the incident (as if anyone would know what he's talking about).

The streets are deserted with the exception of two local children loitering on the side of the road. Strangely, none of the people are home at the moment so don't waste your time. Ryo will only come up with about three ways of saying no one's home. At the bottom of the first set of stairs are two conversing people. They'll each give somewhat valuable information. As you continue down the road, Megumi, the cute little girl in a pretty red dress, beckons you. It seems that little Megumi's feeling big at heart and is taking care of a stray cat. Its mother was apparently flattened by the speeding black car Ryo is diligently searching for. Everyone is chipping in their share of hospitality for the kitten, but it doesn't appear to be so...Anyway, you'll need to feed the famished kitty. You can choose between Dried Fish or Dried Tofu. You choose; although, I think Dried Fish will override the tofu in the cat's favor. Choosing either one will net you different entries in the notebook. However, choosing the tofu will omit the kitten sidequest, which is not essential to completing Shenmue. It's entirely up to you. Both are useful, but you know, just for the sake of perfection.

Assuming you've fed the cat some of its naturalized food, Megumi tells you of Yamagishi-san, whose back hurts having almost gotten run over by the black car, or if you've fed it tofu, Megumi will get upset and give you the silent treatment. Once you're in control of Ryo again, take him to the end of the street and on to Sakuragaoka.

[NOTEBOOK ENTRY LEAD]-----

|"Yamagishi-san almost got hit by black car" - p. 9 |

Sakuragaoka proves to be a much bigger area than that miniscule Yamanose. The first thing you'd probably notice is the phone booth (yes, you can use it). Next to it are two loquacious women. Speak to them to learn about nothing Particular if you've already gotten the lead on Yamagishi-san, and they'll refer you to Sumiya-San, the gossip queen. She can be found at the other end

Day 2- December 4, 1986

After a try-to-come-alive bit, take Ryo out to the hallway. A breakfast of traditional Japanese food is prepared in the kitchen. Examine it to trigger a sequence of Iwao and Ryo eating their meal years ago. Unfortunately, we don't get to see Ryo eat until the 3rd disc or so. MILK can now be found in the fridge, and DRIED FISH is lying around near the stove. Once you take them, it won't magically replace itself. You'll have to start buying them from now on.

If you've gotten home late that night, Ine-san instills a curfew as you step out the door. Perhaps she is taking her role as a maternal character too seriously. Out on the yard, visit Fuku-san at his usual place - the dojo. There, he "teaches" you a new move and complains about his lack of talent (and I don't blame him). Afterwards, leave his residence and continue all the way to Dobuita (it's now accessible) from one of the two paths in Sakuragaoka.

--- [QTE No. 1] -----

Upon your first visit to this large, bustling town, you'll find it difficult to navigate (See Area Maps for help). Never fear, there are also town maps stationed at many parts of the area. Depending on where you've entered, you may end up in either the busy part of town or in a hoodlum-like area. Either way, you can either speak to the guys working in Yaokatsu Produce, Funny Bear Burger, or the Uokichi Seafood to learn about the girl at Aida Florist, otherwise known as Nozomi, having gotten splattered with mud by the car. She threw fits over her lush white sweater.

You should find Nozomi standing outside her shop. Speak to her and she'll recall the day, as well as throw in a new clue for your handy notebook. It's been rumored that Tom, the guy in dreads at the Hot Dog Truck, had been in a heated argument with the men in the car. Check it out to affirm everybody's suspicions. You can find Tom along the street across from the Global Travel Agency.

Tom won't even admit talking with them until Ryo pleads for his help. Tom claims that on account of the car's eye-popping rate, it almost knocked down one of his customers, so he ruefully gave them a piece of his mind (which is quite logically impossible if the car was speeding like everyone said it was. I love video game logic). Tom set up your next investigation. He suggests to look for some Chinese people and Ryo sadly listens to his advice.

[NOTEBOOK ENTRY LEAD]-----

| "Tom saw Lan Di and suggested I seek information from Chinese people" |
- p. 13

Now, to gather information about Chinese people is easy. Almost everyone in town will give you the same answer, which is to go to the Ajiichi Chinese restaurant since everyone who works there is Chinese. Specifically, Tao-san is the guy you should talk to get the next clue.

--- [QTE No. 2] -----

The Ajiichi restaurant is directly across from the Hattori Sporting Goods, which is in the adjacent alley of the Tomato Convenience Store. Find Hattori-san standing outside his shop and across from him should be the entrance to the restaurant. Tao-san is the (old) man in the white chef's uniform. Speak

with him to learn about the Three Blades and your next clue. The Three Blades are the three professions: Tailor, Cook and the Barber. Refer to your memo pad for details.

From here, you can choose to go to any of the three places Tao-san advised you to consult for more information. But if you haven't gotten the chance to explore more of Dobuita yet because I hadn't told you to, or you were too immersed into the story, then now is a good time to do so. The best place of interest is the Tomato Convenience Store (gotta dig that groovy music). There is a wide selection to choose from the ubiquitous Sega products. You can stock on some food for the kitten if you're attempting it's mini side-quest, or you could buy many Shenmue items and try your unaltered luck to win that sleek new boom box or a Sega Saturn game. Cool! Try to acquaint yourself with the tortuous streets and remember where (or try anyway) the stores are. It'll save you a lot of trouble later on. Also, Yamagishi-san should be in Suzumi Park now. Go to him to learn the Double Blow move for Ryo.

When you're done digressing from your main task, you should continue your search for a member of the Three Blades. Depending on the time, you can consult any of the three people Tao-san referred you to. Once you have a lead on the next clue, the others will tell you the same thing, but append to their story a bit. Each of the members are surprised that you know of the Three Blades, but some of them have abandoned their inborn heritage and continued living as a naturalized Japanese citizen (shame on them), most specifically, Itoi-san from the patch embroidery stand. All three of them are second generation Chinese, all of whom know very little about the Chinese activities. Being of little help, each of them refer you to the Liu family, who own a barber shop on the street bisecting Funny Bear Burger. Although, I think it may still be closed.

As long as you've visited all of the Three Blades, the Liu Barber and Hair Salon will be open. Go there and talk to Liu Junior, and he will tell you that his father was just discharged from the hospital, and that he likes to walk around Dobuita and exercise in the park. This means go to the Suzuke Park and meet him. Liu senior will tell you all he knows about Lan Di, and his tight connections to a Chinese Cartel called the Chi You Men that has a setup on the harbor to bypass local customs and suggests you look for hi-ho sailors.

[NOTEBOOK ENTRY LEAD]_____

| "Must find sailors" - p. 21 |

| _____ |

Well, Ryo knows he can ALWAYS go to Fuku-san for advice so let's start there. Go back to the Hazuki house and ask Fuku-san if he knows any sailors. He'll tell you that he doesn't, but the guy at the Yokosuka bar might. So, now we have to run all the way down to the Yokosuka Bar in Dobuita. It doesn't open until 5PM, though. Well, the guy at the bar tells you to check out the other bars, MJQ and Heartbeats. So, first go to MJQ (which opens at 7PM), and talk to the people in there. Ask the bartender whether the two brutes are sailors or not. The indisposed bartender tells you to confirm your suspicions yourself. Approach them, and they say that they'll tell you what you want to know if you can sink a certain pool shot (See the Mini-Games section for this). Chances of making it break even depending on your luck or skill even. If you make the shot, they'll tell you that they're not sailors, but there should be some at Heartbeats. Otherwise, Ryo signals the bartender to set up a bourbon as requested taking off about 1000¥ (talk about depressing)!! And you came all that way for nothing. Well, go over to Heartbeats, it's in the

alley across from the motorcycle shop. The Hawaiiin-suited guy won't be there to scare you off anymore, as he'll be working in the bar at this time.

--- [QTE No. 3] -----

After you pummel the two faceless cretins outside the bar, Ryo walks inside like he owns the place. The familiar bartender slides a milk glass across the table, but Ryo doesn't look too happy. Start asking questions of the unhelpful souls inside. They'll pretty much just talk smack and try to make you drink milk. But Ryo won't have any of that, will he...

--- [QTE No. 4] -----

You tear up a bar, and all you get is this lousy piece of information. The sailors, or rather the Hawaiiin-shirt bartender introduces you to the man you will spend half your time finding by the name of Charlie. He might know something, he says. Everyone might know something these days. Geez, does this town have a perfect information network or what? They also tell you that he wears sunglasses, a black leather jacket, bears a tattoo on his arm and rides a motorcycle. He suggests to try asking the people at the motorcycle shop nearby, and then proceeds to kick Ryo out.

[NOTEBOOK ENTRY LEAD]-----

|"Where is Charlie?" - p. 27

Ono-san should be outside the shop, tuning up his "hawg" (you know, I think the translators were trying way too hard to fit our slang). He's the man in a blue jacket with a droopy-looking face. Not quite the ideal man for a lady. Anyway, he tells you that Charlie's a poser that thinks riding a hawg makes him cool. He also tells you that Charlie goes to the Jupiter Jacket's shop quite often to rip on their products. With that in mind, run off to the jacket shop and speak to the only man there. Speak to him several times to learn that Charlie had been there 4 or 5 days ago at about 7ish. This gets added to the notebook. Many people seem to know not of Charlie, but his bad habit (and reputation) of being a window shopper and then, ripping about how lousy the stuff is.

Now, talk to the lady working at Hokuhoku Lunches to learn about the no-good Nagai Industries. From the sounds of it, it sure is a place Lan Di would be hiding. Unfortunately, she doesn't tell you where it is, but if you talk to the people working outside the Water Dragon Thrift shop, they'll tell you it is located on the same street. Look for a green door with Chinese writing on it. If you check the name, it says Nagai Industries. It opens pretty late in the afternoon, about 4 or so.

Go in, walk up the steps, and go through the door. There should be like 3 or 4 guys inside, but the important one is the man sitting in the chair. He told you that Charlie likes to hang out at the Military Surplus and Jupiter's Jackets (if you've followed the walkthrough, you've already known that). So, we go ask the surplus guy about Charlie, and he tells us that he walks around Dobuita at night like he owns the place, and that he's usually at the jacket shop, too. Well, if you ask the guy at the jacket shop, he tells you that Charlie is usually there around 7 PM. We'll come back then, right? Only if we don't get in a street fight.

When you head towards the jacket shop at 7, you get stopped by one of the guys you beat up earlier in the Heartbeats Bar. He tells you that he was

impressed by your fighting, and will take you to Charlie. But, as you follow him, it'll finally dawn on you that it's a trap! He actually leads you to a parking lot, where 4 more guys pop out and attempt to beat you bloody. Never fear, for you're Ryo Hazuki, they can't do that. This time, it's not a QTE, either, it's time put those hours of practice into use (or some skillful button mashing) and fight them in a Free Battle (See Free Battles section for additional help).

After you beat the gang, Ryo starts twisting the arm of one of the members, trying to pump him for information about Charlie. Just keep pressing A as it pops up, and Ryo will go that extra inch, and push the guy's arm a bit further. Eventually, Ryo will notice that he has a tattoo, and ask him where he got it. The guy says he didn't get it in Yokosuka, though there is a tattoo parlor somewhere in the city. Too bad he doesn't know where it is.

[NOTEBOOK ENTRY LEAD]_____

|"Need to find a Tattoo Parlor..." - p. 31 |

Wait a minute. Didn't I see someone with a tattoo? Yeah, in the arcade. Go talk to the two guys playing that little sit-down game in the arcade. They'll tell you that you can only get a tattoo like them if you join their gang. So, join their gang, and they tell you where the tattoo parlor is. It's in Okayama Heights, a place where you never expected it to be. Okayama Heights is an apartment complex located across from the Yokosuka Bar. The Tattoo Parlor is on the second floor, and it's the door with writing on it. Go in and ask if Charlie's there, and the guy tells you that he's not there, but usually stops in, and to try the next day. So, we go home, possibly stopping to feed a cat, and going to sleep.

The next day, get up and go to the tattoo parlor. What's that you say? It's closed? Yeah, it doesn't open until 2PM. I suggest feeding your cat, maybe practicing your moves, and, above all else, go to the You Arcade. When it hits 2 or after, you can visit the tattoo parlor. After you go to open the door, there's a cut-scene, and we see the two guys that you beat up REPEATEDLY inside, badmouthing Ryo. Will they ever learn? Ryo enters, and they scatter like roaches, leaving only him and the tattoo artist. You ask him about Charlie, and he tells you Charlie's behind a sheet, taking a nap. Now, press A, and get your QTE tapping fingers ready. Watch Ryo as he pulls back the curtains, revealing...

--- [QTE No. 5] -----

Then, Ryo questions Charlie about the cartel, while once again, twisting his arm. Out of utter fear, Charlie tells Ryo that he'll set up a meeting for him with some of the members the next day at the arcade at 3:00. Oh goodie, another next day thing. Let's go home.

Go home and go over to the dojo, because for once, you can actually spar with Fuku-san. After a quick sparring session, he'll start talking to you about what you've found out so far. Then, he gets really worried about you going off and trying to avenge Iwao's death by yourself. But Ryo won't be swayed by him, will he? However, upon stepping out of the dojo, he encounters Ine-san who overheard them talking, and is also very worried about Ryo's safety. She forbids him to go on in his quest, and gives him a letter. But the letter's in Chinese, so you have to find someone else to read it. That's one reason why parents pester us to pay attention in foreign language class.

[NOTEBOOK ENTRY LEAD]-----

"Meet Charlie at You Arcade tom. At 3PM" - p. 38

The next day, as you're on your way to Dobuita, or wherever you're planning on killing time until your date at 3, a little boy comes running up to you, crying. When you ask him what happened, he tells you that someone took his ball and told him to tell Ryo to come to them. Well, Ryo, being the upstanding young man, has to go get this kid's ball back, right? And who else should be standing there, ball in hand, but Charlie and three of his goons. I think we all know what comes next, right? Free battle time. You only have to fight the three goons, because Charlie sneaks away and takes the kid hostage. These guys are pretty easy. Just pretty much just kept pounding on the punch button until they were all nicely laid out.

--- [QTE No. 6] -----

After saving the boy, he says "Shyeh, Shyeh" which is "Thank you" in Chinese. Ryo asks him if he is, indeed, Chinese, and the boy tells him he is and his name's Gao Wen. Then, he runs off.

[NOTEBOOK ENTRY LEAD]-----

"Ine-san gave me letter written in Chinese" - p. 40

Ok, now we have a double-cross by Charlie, so there's obviously not going to be a meeting at the arcade and a letter written in Chinese. Well, Ryo already knows a few Chinese people in Dobuita, so it'd be best to start there, right? Go to the Ajiichi Chinese restaurant, and ask them if they can read it. The kind folks there, however, cannot. Tao-san tells you that his son may be able to if you can find him. Where you can find him probably isn't too surprising (what I mean by that is that I've seen this cut-scene 3 times now.) If you go by Nagai Industries, he will be at a soda machine, but will have no money. You can either get him one, or not. It doesn't really matter. Obviously, you can't get one if you spent all of your money on new moves and Space Harrier. Yes, that does happen. Either way, buying him a soda doesn't help, as he cannot read the strange Kanji in the letter.

Now we're entirely without leads, right? Wrong. We just met a nice little Chinese boy, Gao Wen. The only problem is we have no idea where to find him. So, this part is real fun. Walk around Dobuita, and look for a 3-foot Chinese kid. Once you find Gao Wen, he tells you that his grandmother can read Chinese, and she's at the Russiya China shop. But, after walking around all day, Ryo is already too tired to go to the china shop, so he goes home (or not). Now, just as you walk into the Hazuki house, the phone rings. You have to manually pick it up, which is kind of a nice touch, to discover that it's Nozomi. And she wants to meet with you in the park right now. Well, Ryo's 18. He'll do pretty much anything anyone in a skirt tells him. So, Ryo automatically goes to the park, and we enjoy a movie.

[NOTEBOOK LEAD ENTRY]-----

"Nozomi seems to be worried about me" - p. 39

As you walk up, Nozomi starts talking about her feelings, and how she needs to tell you how she feels about you. She feels she needs to because soon, she'll have to go back to Canada (she lived there for a big chunk of her life, read the characters section for more info.) However, Ryo's not too smooth with the ladies. He just kinda dismisses the whole thing, and doesn't tell her anything about how he feels for her. Then, they leave the park and part ways. *wipes a tear* This is a pretty sentimental scene.

Well, the next day, you can wake up and just go straight to the China shop, which is on the first street in Dobuita, to your right. Surprise, the old lady there is actually helpful, and can read your letter. In spite of her frail looks, she figures out that it's written backwards, so she holds it up to a mirror to read it. The letter says to beware of those that look for the mirror, and to look for Master Chen for help. On the back, there is the strange writing of "Father's Heaven, Nine Dragons, Mother's Earth, Comrades," and the phone number 0468-61-4657. Well, it would be only logical to dial the number as the next step, right? Either go home, or blow 10¥ using the pay phone in Sakuragaoka to dial the number, and what do you hear when the guy picks up? "Father's Heaven." Yeah, you have to remember the order they go in, and tell him what comes next. Then, he'll tell you "Warehouse number 8," and hang up on you.

How truly, truly helpful of the man on the phone. Well, Ryo never gives up, and can easily find such a thing. First, go talk to Nozomi, it's not necessary, but you can watch Ryo be a dork and act pretty cold towards her. She tells you that maybe he can find out where it is by the phone number. So, go home, and look in the cabinet below the phone. Grab the phone book and look up the number. He looks through it until he sees where 61 is. Then, he realizes it's Amihama, where the harbor is. Where in the world is that? Well, if there's one guy that knows how to get to Amihama, it's the arcade worker. Go ask him, and he tells you that you can take the bus. The bus stop is by the tobacco shop at the end of Dobuita. Cruise down to the bus stop, wait for the bus, and when it comes around, aim Ryo at it and press A. He gets on the bus, and so begins disc 2...

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DISC TWO WALKTHROUGH

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[NOTEBOOK ENTRY LEAD]-----

| "Warehouse #8 is in New Yokosuka Harbor? ->Go by Bus - p. 53 |

You get off the bus, and see a massive harbor. As soon as you enter it, it's Ryo to the rescue, once again. There are two bullies picking on a kid, trying to take his money. The usually good-willed Ryo won't stand for this, so he goes to shout them down. They, in turn, won't stand for that, so they attack him.

--- [QTE No. 7] -----

After you beat the bullies, Ryo asks them how to get to Warehouse Number 8. Then, the one that wanted to fight you more, Goro, gives you instructions on how to get there. They're pretty straightforward directions, so just follow them. Follow them, that is, until another cut-scene pops up. You see a security guard throw a dirty bum out of one of the warehouses, and then Ryo goes and talks to him. Now, he asks you to buy him a can of coffee. If you

haven't spent all of your money in the arcade, for the love of God, buy him what he wants. He will help you later. The strange thing is...when did cans from vending machines become thermal? Then, continue on your way. Well, what you soon find out is that the general public isn't allowed to just roam into the warehouses. You figure that out by first trying to just walk right in, at which point the guard will stop you. This will happen repeatedly at every warehouse entrance. Prohibiting entrance to the warehouses, that is.

Ryo makes some remark about getting in some other way. So, let's walk around the warehouse until we can find another way to get in. If you walk around to the back, Ryo will stop and see an open window that's quite high up. But, there's conveniently a stack of boxes underneath it; that is still much too high for Ryo to climb. However, there is another box sitting alone, a few yards from the stack. Walk over to it, and use the D-pad to push it over by the stack of boxes so you can climb up it and into the window.

After climbing in the window, just turn right (there's nothing downstairs worthwhile) until you hit a cut-scene. Ryo walks up by a door and listens to two men talking about the OTHER Warehouse Number 8, the one in the old warehouse district. Ryo realizes his blunder and, feeling quite the fool, slips back out the way he came in, through the window. Well, now you have to find the old warehouse district. However, it's not nearly as hard as finding things in the other parts of Yokosuka, because the people at the harbor are actually helpful. Pretty much anyone you ask can give you directions to where you need to go, and if they can't, you can just ask someone else. Just ask around, and you can bet your liver that you'll find the old warehouse district in no time. To give short directions: From the bus stop, head in the direction of the Tomator Convenience Store. Then, go through the walkway and hang a left to find the ubiquitous Tom's Hot Dog Truck. Run past his truck to find the old warehouse district stiffly guarded by many security guards. You will need to come back at night.

[NOTEBOOK ENTRY LEAD]-----

|"Heavy Security in day ->Night is my only chance to sneak in" - p. 60|

It's a long way 'till nightfall, so you'd better do something. If you head towards HokuHoku Lunches, you are treated to a fun task that eats up just enough time, and gives you some helpful information. As you walk up, you see a young girl, Mai, asking her older sister, Hisaka, for money. When her sister refuses, she gets mad and storms off to go with her friends. It's just so that Ryo foolishly comes around. He asks if Hisaka is ok, and she tells him that Mai won't listen to her anymore. She then asks if Ryo would talk to her. The game actually gives you a choice of whether you want to help or not. Choose help, and you're off. Walk as far as you can in the direction Mai went, and you should find her and her two friends. But, they don't seem to be as excited to see you as you are, them.

--- [QTE No. 8] -----

Now, you have to go back and tell Hisaka how things are. Then, she tells you that she has to make a delivery to the guards in the old warehouse district. She also says that they always order 12 lunches, even though they are only 10 strong. So, Ryo volunteers to bring them the lunches. When he's delivering them, he overhears some of the guards talking about how they will be shorthanded at night, between 8:00 and 9:00. So, that's when you have to try to sneak in. Then, Ryo leaves, and he's left to his own devices.

When 8:00 rolls around, go back to the old warehouse district. Walk right on through the gate, and there's a movie where Ryo starts sneaking in.

--- [QTE No. 9] -----

Now, you have to employ your Solid Snake skills and move through the shadows so all the guards walking around the old warehouse district don't see you. But the cool thing is that you can mess up as many times as you want, and Ryo just comes back the next day. Not only that, but the more you mess up, the easier it gets. After you blow your cover a few times, the old man you met earlier gives you a map of the old warehouse district (this happens if you've bought him coffee). If you mess up a few more times, he shows you on the map where all the guards are. If you keep getting caught, he shows you where the warehouse you're looking for is, as well as insinuate your lack of stealthy movements. And finally, the old man tells you that if you come back after 11:00 PM, there are less guards on duty. From then on, Ryo comes back later, there is only one guard to contend with, and he can pretty much roam around at his own leisure.

After you find the warehouse, go in, walk up to the cabinets, and pick up the plate. A light turns on, and there is a cut-scene. During the cut-scene, Ryo talks to Master Chen and his son Gui Zhang. Master Chen tells him that Lan Di is a member of a Chinese cartel called the Chi You Men, and that there is another mirror somewhere at Ryo's house that was not stolen. He tells Ryo to find the mirror, and come back to him when he has it, but to telephone first.

[NOTEBOOK ENTRY LEAD]-----

"The Phoenix Mirror must be somewhere in our house...it's my only lead so...I must find it!" - p. 67

Pretty much any time after this happens, while walking the streets, you can encounter these two cut scenes. The first one involves the cat. While walking by its box, the kids there come up to you and tell you that the cat's leg is healed, and Ryo goes to look at it (cue adorable shot). That's pretty much it for that one. The second movie happens when you walk by the phone booth in Sakuragaoka, in the afternoon, around 2 or so. Ryo notices that he's being followed by Gui Zhang, and assumes that he's working for Lan Di. Naturally, the two martial artists, powered by testosterone have to fight each other. For this fight, you have to know some moves. Button mashing won't do it. But all in all, it's pretty easy. If you stay alive long enough, he'll eventually stop and give you a cookie. Well no, but he'll stop and comment your fighting ability. As the scene deepens, you find Chai spying on the two.

The day Ryo wakes up after meeting Master Chen, he has no idea what to do next. But if the Phoenix Mirror is in the house, Ine-san should know about it, right? Go talk to Ine-san, and she tells you that Fuku-san was looking for you. Fuku-san can be found hanging out by that big tree in the Hazuki yard. Walk up to him, and then there is some dialogue between the two. During this exchange, Fuku-san tells you that he let Ine-san know everything he knows in regards to what Ryo is planning to do. Then, Ryo asks him if he knows about the Phoenix Mirror, but he has never heard of it. Well, Ine-san happened to be hanging out around the corner, and heard the whole thing. This is her big change of heart. She stops Ryo and tells him that she should know better than to try to stop Iwao's son from doing anything. Then, she says that soon before the incident, Iwao had something stored at the antique shop. Could it have been the mirror?

That night, when you go home, Fuku-san tells you that two of your friends are there to see you. Ryo goes to talk to them, and they tell him that they're worried about him, and if he's having any problems, he should tell them. He says he will (LIAR!) and they leave. Then, the next morning, the intervention continues. If you go and see the cat in the morning, Ryo starts talking to it about his father's death. Then, Nozomi walks up and asks him what he was talking about. When Ryo answers with his standard "Nothing," she gets mad because that's all he ever says to her anymore. ANOTHER friend is telling him to let them know what's going on.

Now, go on down to Bunkado Antiques in Dobuita. It's across from Hokuhoku Lunches. Ryo walks in, and a clock starts chiming. An old man comes out, and remarks on how it's such a wonderful sound, then realizes who Ryo is. He looks through his things to find what Iwao had left, and finds a sword handguard. He tells Ryo that it's a Hazuki family heirloom and that each heir gets it when they turn eighteen. So, he gives it to Ryo, and Ryo heads home.

When you arrive at the Hazuki house, Ryo goes up to Fuku-san, who is sweeping the front walk to ask him about the sword handguard. He really doesn't know anything about it, and suggests it might be a family crest, and to ask Ine-san. He tells you that he thinks she's in the altar room. So, Ryo goes inside, but it's up to you to walk to the altar room. Thanks for making this game so easy, AM2. Well, when you go talk to her, she tells you that it is, indeed, the Hazuki family crest: A snow ring, two stars, and one sword. Ine-san says it was probably a clue left by Iwao to help find the Phoenix Mirror. Well, now what are we supposed to do?

It was around this point that I encountered a scene that you don't normally get unless you take long enough to play through the game. You have to be walking around in Sakuragaoka around 8:00 or so, and it has to be after Christmas (I'm not sure quite how long after Christmas). Ryo hears someone crying in the park, and goes to investigate. He gets there and finds out it's Nozomi. He asks her why she's crying, and she tells him that her mother is going to stay in Yokosuka, but she still has to go back to Canada. Ryo asks if she doesn't want to be with her father. Then, Nozomi tells him that she just doesn't want to be away from him. She also mentions that they didn't get to celebrate Christmas together (You bastard, Ryo). Ryo goes home at 11:30 after this. It should also be noted that even when I got this scene in late January, it showed up far, far after anything else already in my notebook.

Well now, logic won't work at all to play this game, right? All out of options. That's why you're reading this though. First, go into Iwao's room, and look through his drawers. There, you should find a box. Inside the box is a key, called the strange key. Take the key and head to the dojo. If you look by the scrolls hanging on the wall, you should see a box laying on the floor, with a keyhole in it. Use the key in the keyhole. Duh. Inside the box is a sword. Pick up the sword. Now, take the right scroll off the wall, and you will see a slot behind it... a sword-shaped slot. So, slide the sword in the slot (heehee, alliteration.) Now, take down the other scroll, and you'll see an indentation in the shape of the sword handguard. Stick the handguard in it, and the wall will spin around. Now, it helps if you have a flashlight, and bought a light bulb at the Tomato Store. Otherwise, I hope you have lots of matches.

Go through the wall and into the hole in the ground. This is Hazuki basement. Click on your handy dandy flashlight and illuminate the room. When you get in the main room, you can put a light bulb in the socket overhead, or you can light a million (Ok, maybe about four) candles. There are some of things to collect in the basement. You can pick up matches, candles, a picture of your

father, a white leaf, and even...THE PHOENIX MIRROR! You've been waiting for that one, haven't ya? Everything except the mirror is pretty easy to find, just look around and pick stuff up. The leaf is in a book, so pick those up too. Now, to get the mirror, look at the floor by the set of shelves next to the mirror. Ryo sees scratches, indicating that those shelves must have been moved at one time or another. Stand next to it and press A. Ryo drags the set of shelves, and exposes a chunk of the wall that's colored differently. When you go up to it and press A, he'll tap it and find it's hollow, too. How to break it...how to break it...Oh, I know, that axe over in the corner looks like a good idea. Go pick up the axe by the door, bring it over to that part of the wall, and press A. He smashes it and finds the mirror. Oh, hell yeah!

When you emerge from the basement, Fuku-san comes up to talk to you, but gets spooked when Ryo tells him he feels like it's pulling him in. Then, Ryo tells Fuku-san to let him be alone for a while. While alone, Ryo mentions that he should talk to Master Chen.

[NOTEBOOK ENTRY LEAD]-----

| "Got the Phoenix Mirror! Must go see Master Chen." - p.79 |

Call Master Chen, but you need to know the password again. Watch out, though, they may shuffle the order on you. Ryo will ask to talk to Master Chen, and Gui Zhang answers. Gui Zhang tells him to come down to the warehouse. Head down to the harbor, and witness the change in the guard's attitude. If you start walking in to the old warehouse district, he'll try to stop you, but it appears you've subconsciously schedule an appointment.

Find Warehouse Number 8. It shouldn't have relocated since the last time you have paid a visit there. When you arrive, there will be a cut-scene. Master Chen reveals the secret behind the mirrors. Legend has it that when they (the mirrors, mind) meet, Chi You, a Chinese demon, will be resurrected and wreak havoc on the earth. He does NOT, however, know why Lan Di wants the mirrors. He also tells him that Lan Di is probably already in Hong Kong. In the middle of all this talking, who should come around, but old man Chai.

--- [QTE No. 10] -----

After the futile Chai attack, Master Chen and Gui Zhang say he's probably a Mad Angel, a gang they tend to have a lot of trouble with, that is also related to the Chi You Men. Being the big beefy tyke that he is, Ryo says he will try to find Lan Di by going through the Mad Angels. Both of the other men know Ryo's not strong enough to fight Lan Di, and refuse to help him. They walk away, and Ryo goes home to tell Fuku-san what happened. That night, he has a dream about the mirrors... that's literally what it's about, just some mirrors flipping around.

[NOTEBOOK ENTRY LEAD]-----

| "I must go to Hong Kong ASAP. But how? No connections. No money. |

| - p. 88 |

The next morning, Ryo gets out his bank book, to see if he has enough money to go to Hong Kong... but he doesn't. He decides to ask Fuku-san for advice, who tells him that there is a cheap agency in Dobuita. Fuku-san asks about what Ryo will tell Ine-san, then insists that he help him convince her. So,

the two walk up to Ine-san to talk to her about it. Ryo tells her that he just wants a vacation, but Fuku-san spills the beans completely by telling her that Lan Di is there. So, Ine flips and says there's no way Ryo can go to Hong Kong at all, and that's it.

Ok, time to feed the-- What? What's that Megumi? The cat's gone? Oh no. Ok, you have to go find the cat now. Just go up the hill from the altar, and go over by the stairs on the side of the road. Ryo hears the cat there, but can't see her. So, go down the stairs, and the cat is sitting by one of the porches. Go to get her, and Nozomi appears and says she was looking for the cat, too. Now, we get to see what is by far the cutest reunion EVER. Megumi gets her kitty back. It's so sweet it could make you diabetic.

Well, since Ine-san's an old lady, she really can't stop Ryo from going anywhere, can she? So, go down to Global Travel Agency in Dobuita to see how much it costs to go to Hong Kong. It's near all the places Charlie hangs out at, the surplus store and the jacket shop. The man here tells you that you need 198,000 yen just for a ticket to Hong Kong. He gives you a flier, and Ryo decides to ask Fuku-san what he should do... as if he hasn't already helped enough.

[NOTEBOOK ENTRY LEAD]-----

| "Fuku-San said a cheap travel co. in Dobuita." - p. 89 |

Now, go back home and into Fuku-san's room. When he hears how much it is, he quite nobly gives Ryo his life savings, which is STILL not enough to go to Hong Kong once. That's gotta make him feel just great about himself. But, he does have an idea. He tells Ryo to go ask Nozomi if there's any cheaper ways to get to Hong Kong, since she travels so much.

Ryo goes to see Nozomi, and she tells him that it's nearly impossible to get a ticket for 70,000 yen. She then realizes that it's much cheaper to travel by boat, and he should try that.

Back to the travel agency then. Go over to Global Travel, and ask for a boat ticket. The guy will tell you that they don't sell boat tickets. So, Ryo uses some of that old Hazuki charm (read: pressure the hell outta them) and the guy tells him a place that sells them. Asia Travel Co. When he gives you directions, he makes it sound pretty easy, but it's much further than it sounds. You have to go all the way to the end of the street he tells you about.

When you get to Asia, there's a girl that's not paying much attention to her job, and more to her hair (that actually moves!) Well, Ryo asks for boat tickets to Hong Kong, and she gives him a flier that says they're only 69,000 yen. He says he'll take it. She takes his money, and says to come get his ticket in three or four hours. So, putz around in Dobuita or something, and return four hours later. When you come back, the woman isn't there anymore, it's a guy behind the counter, with two of his buddies sitting on a couch. They say they don't have a ticket for you. So, naturally, Ryo does what he's best at, and roughs 'em up. The guy says he'll call you the next day with your ticket.

[NOTEBOOK ENTRY LEAD]-----

| "Purchased boat ticket at Asia Travel Co. -> 69,000 Yen. - p. 101 |

That night, when you go home, talk to Fuku-san. I believe this is another thing that's triggered by how long it takes you to beat the game in Shenmue time. He should tell you that Nozomi dropped off some flowers and they're in the altar room. When you go look at them, Ine-san talks to you and tells you she thinks Nozomi is a nice girl, and that the flowers she dropped off were Iwao's favorite kind. If you talk to Fuku-san again, he tells you that you should thank Nozomi for the flowers, so call her up and thank her like a good little suede-head. This happened to me on January 23rd.

When Ryo goes to sleep that night, he dreams about Sha Hua. Of course it was a dream, it's not like she's actually IN THE GAME AT ALL. Well, he wakes up the next day, and gets a phone call from Asia Travel Co. telling him to meet Jimmy at You Arcade. Upon going to the arcade, however, he encounters Chai, the crackhead he met before. Chai eats Ryo's ticket and demands Ryo tell him about Zhu Yuan Da, to which Ryo responds by demanding information about Lan Di. So, Chai decides to solve both of their problems by saying he'll tell Ryo what he wants to know if Ryo is stronger than him. In this fight, there is no way to beat Chai, no matter how much you smack him around, so if you want, you can just stand there and watch him pummel you Matrixly fast. Don't worry, Fuku-san will come save you in the end. You wake up the next day, and your notebook says simply "Go to Asia Travel Co." Seems fairly obvious what you have to do next.

--- [QTE No. 11] -----

And that's Disk 2.

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DISC THREE WALKTHROUGH

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Disk 3 starts with Ryo tossing Jimmy around Asia Travel Co. yelling at him to give him his ticket. The only problem is that he doesn't have any tickets to Hong Kong. He offers Ryo a lovely ticket to the Philippines, but Ryo doesn't want to go to the Philippines. He tells Ryo that he's bankrupt and about to leave town, so he can't get another ticket. So, Ryo decides he'll settle for information about who Chai is instead. Jimmy tells him that he thinks Chai's a Mad Angel, and that the Mad Angels hang out at the harbor and harass the harbor workers, so if Ryo can get a job there, he's sure to run into them.

[NOTEBOOK ENTRY LEAD]-----

"I'll need MAD ANGELS if I work in harbor, so I'll go look for	
work." - p. 107	

Well, that crazy Ryo, always doing things on the spur of the moment decides to go and get a job in the harbor. So, go down to the bus stop, and wait for the bus. When you get to the harbor, the game gets really boring. You have to wander around and talk to people asking them if they know where you can get a job. If you want a laugh, ask the bum if he knows where to seek employment. Well, eventually, you should run in to someone that tells you to ask the foreman, who's in Warehouse 18. So, go there, and talk to him. He tells you that he's not looking for anyone at the moment, but another teenager was looking for a job too, and he saw him by Warehouse 12. Now we have to look for this other guy that wants a job, so go down to Warehouse 12

(it's pretty easy to find, as there are directions on the ground and all the buildings are numbered) and you will have a cut-scene. The other teenager pops out, and it's none other than... GORO! The same guy that was trying to fight you before now extends his greetings and offers you help in whatever you want that has to do with the harbor. When Ryo asks for a job, he says to meet him in front of Warehouse 1 the next day, after he can make the connections.

Around this time, assuming you've done everything right with the cat, you should have a movie on one of the mornings. Ryo walks up to where the cat usually is, and sees Megumi quite distraught because the cat is on top of the shrine, and she doesn't think the cat can get down. Ryo then tells her that her leg is better, and cats just like high places. The cat jumps down, and everybody's happy. If you go talk to Megumi later, she tells you that her mom gave her permission to take the cat home.

[NOTEBOOK ENTRY LEAD]-----

"Part-time job: Start at 9am. 2hr lunch break until 5pm daily.
Wage: 300Yen per crate, raise given once quota is met. - p. 115

Now we've got a plan on how to get a job. Next thing we gotta do is go down to the harbor. "What? They're actually making me walk all the way to the bus stop?" Yep. Welcome to the world of FREE. It's almost as boring as real life. So, go meet Goro in front of Warehouse Number 1, as per the plan. He won't be there until exactly noon, so you may have to take a lap or two. But when he does get there, it's worth it, because he walks up, bragging about how he got you a job, only to get ridiculed by Mai when she states it was actually her that got the job. Thus making him say one of the classic Shenmue lines "Shut yo' lip, woman!" Might wanna get your VCR ready for this one. Then, Goro tells you to go to the Alpha Trading office, and talk to Yada. He will give you a job.

After you talk to Goro, the game hooks you up with a very good starting point and direction. Ryo is pointed almost directly at the Alpha Trading office, just go straight and turn a little left. When he gets there, Yada asks him to start immediately, and since Ryo has nothing better to do (like avenging his father's death) he happily obliges. So, there is a short forklift-driving tutorial, where Mark, one of your coworkers instructs you. Then, you take boxes into a warehouse all day until 5:00. The coolest aspect of the job though, is that if you load enough boxes, it's possible to get a raise every day.

That night, Ryo will refuse to leave the harbor without having a look around first. So, walk around near the water until you trigger a cut-scene. You see two guys on motorcycles chasing the old homeless man down. Naturally, Ryo has to stop these guys, because he's... Ryo. So, he yells at them, and they pretty much just laugh it up. The guys tell him that they'll leave the old man alone if you can beat one of them in a game of chicken.

--- [QTE No. 12] -----

The first day of work is pretty easy. You don't have to go very far, and your quota is only 10 crates. But, leave it to the Mad Angels to make an easy day of work into an extortion session. At lunch, you don't even get to eat, because you have to save Mark from two Mad Angels that think he's working with Master Chen. They're relatively easy to beat, just throw some of your more powerful moves at them. Once you've thoroughly pummeled these

poor bastards, the rest of your lunchtime belongs to you. Too bad there's not a lot to do at the harbor. Well, once you go back to work, everything is normal for a while, but you run into MORE Mad Angels. They didn't even have the decency to wait until lunch to try to rob you. So, of course, you have to fight them, too. These guys are even easier than the ones before. One hit to each of them takes them out.

[NOTEBOOK ENTRY LEAD]-----

| "I've got to try to gather info. about the MAD ANGELS while working |
| at the docks." - p. 116 |

All in all, you should be able to get all the boxes loaded even though people tried to stop you. I was able to transport all the boxes, and had an hour left over to drive around the harbor. After your day of work, Goro comes up and talks to you, talking about how he knows everything about the harbor. But, when Ryo asks him about the Mad Angels, he tries to excuse himself, claiming twice that he has to go to the bathroom. When Ryo makes him stay, he mentions that if you talk about the Mad Angels, you get killed by them.

Before you can go home that night, you have to learn a few moves. First, after leaving work, turn left until you encounter Gui Zhang. He attacks you, but... apparently for no reason, because immediately afterwards, he offers to teach you a move, stating that you need all the help you can get to defeat Ian Di, and probably won't be able to anyway. So, accept his help, and he teaches you a kick move called the Swallow Dive. Then, he's off to go do whatever that crazy Gui Zhang does. A little later, try to just leave the harbor, and the bum will come up to you. Ryo converses with him, and finds out that the bum knows about the Hazuki style. Then, he offers to teach him a move in gratitude for helping him with the bikers. The move he teaches you is mega-helpful, so learn that and practice it for as long as the game lets you, because since it's a throw move, you won't have many opportunities to practice. After teaching you the move, the Shadow Step, he tells you that he knows about your style because any martial artist worth his salt knows about Iwao Hazuki and his awesome style. Now, you can go home.

The next day is sure to give you road rage problems. The route is FULL of idiots, be they walking in front of you, or driving like morons. Just try to keep a cool head about yourself. Well, once again, some guys come and try to harass Ryo after his lunch break. These guys are mostly just retards, so beating them is no real challenge, especially if you use your bum move. It surprises the crap outta them. After beating like 10 guys senseless, Ryo interrogates one of them about the whereabouts of the Mad Angels (but I thought those WERE the Mad Angels.) The half-dead ruffian tells him that they hang out behind Warehouse number 17, and he should check there. Then, you have like 15 minutes to try to load another box into the warehouse. Think you can do it, Weapon X?

[NOTEBOOK ENTRY LEAD]-----

| "MAD ANGELS ->Meet up behind Warehouse No. 17." - p. 121 |

After you finish work for the day, the only logical thing to do is head towards Warehouse number 17, right? So, start going towards it, and you'll encounter a bunch of Mad Angels kicking the crap out of a sandbag. Wait... that's not a sandbag... that's Mark! Time for a free battle. This one's

actually a bit hard, because if you telegraph your moves, they can actually parry and stuff, so watch out for that. Just try using more of the air assault stuff, and they'll back off. After you save Mark's life (again) he tells you that he's looking for his brother, and thinks the Mad Angel's may have killed him for leaking information. Mark says that his brother knew that the Mad Angels were in cahoots with a Chinese cartel. Well, not that you didn't already know that or anything, but Ryo writes it down in his handy dandy notebook anyway. Before you leave the harbor, there are two more things to do. First, go talk to Goro. He tells you that the Mad Angels ride their motorcycles around the harbor at night... it won't help you on this particular night, but it will soon. Other than that, go talk to the crazy old man, and he teaches you what to do after the Shadow Step, the Shadow Blade. Also very helpful. NOW, you may go home.

Extremely annoying routes seems to be a trend Mark likes to continue to throw on Ryo. Today's route isn't that bad once you go through it a few times, but it's supersaturated with idiots. Everybody and their mother will get in front of you today. You don't, however, get attacked by anyone today. It must be Ryo's birthday or something. Well, after work, you have to kill like two hours, by training or throwing darts, or... just something. Then, at 7:00 or after, go over by the Harbor Lounge, and some guys on bikes will come around.

--- [QTE No. 13] -----

Yup, you guessed it. It's free battle time. You have to beat like 5 guys that really aren't very tough at all. Just button-mash the crap outta them. However, after you lay the first guys out, the one you were chasing gets off his bike, and steps up for some fisticuffs. He's a bit tricky, but just throw some moves in his face, and he'll go down. I'm partial to the move Gui Zhang taught Ryo for this guy. Now, in the words of Jean Claude Van Damme, "We can all go home."

[NOTEBOOK ENTRY LEAD]-----

| "If I follow them, they'll lead me to the Chi You Men!" - p. 123 |

You'd think after a few encounters, Ryo would be a bit apprehensive about going to work. But you'd be wrong. He still gets up every day at 7:30 and leaves for work. This day at work will be yet more arduous and boring. Today's route starts at one end of the harbor, and goes to the complete opposite end. However, your quota is only 8 crates, so it's not that bad. And, of course, once again, in the middle of the work day, you have a run-in with the Mad Angels. Ryo is driving and suddenly sees Goro laying on the ground, beaten up. Goro tells him it was "that sailor guy." The sailor guy that just so conveniently happens to be standing around about 20 feet away is the same one that's been giving you trouble since back when you wanted to meet Charlie.

--- [QTE No. 14] -----

Now, you have two hours to finish your workload in peace. After work, Mark tells you that he has some information about the Mad Angels. He says he heard some of them talking about how the Long Zha is soon, and says he thinks it's a deal between the Chi You Men and the Mad Angels. Now, Ryo wants to know WHEN. Never satisfied, is he? Well, go talk to Mark some more, and he tells you that he overheard Tony and Smith (yeah, those names are supposed to mean A LOT to us, right?) talking, and the Long Zha might be happening in a

few days. With that in mind, go seek out the old man for advice. But he won't give you advice; he'll teach you yet another move. After that, everybody's happy, and Ryo goes home to rest up for yet more trouble with the same group of guys.

The next day of work reeeeeeally sucks. You have to take boxes from the starting point to Warehouse Number 8. Then, you have to pick up boxes in Warehouse Number 8, and take them to number 18. It's quite mind-numbing, especially when idiots still wanna get in your way every 10 feet. At lunch, Goro and Mai come up to you and say they're getting married... why this is so integral to the storyline, I will never know. Then, you slang some more crates, until at the end of the day, you spot Tony and Smith standing around. Ryo goes to ask them about the Long Zha.

--- [QTE No. 15] -----

After you catch up with Tony or Smith (whichever one he is) Ryo asks him about when the Long Zha is, and he basically tells him everything he ever wanted to know. He says that the guy doing the whole Long Zha thing is Terry, and he's a real hard guy to find. That's about all he tells you though.

Now, it's time to get paid. Your boss will give you your money, and... what's this? Gui Zhang brought me a note. The note says that the Mad Angels are after you, and to beware. Wow. Gui Zhang is swell. I better go pay him a visit and thank him for the nice note. So, Ryo goes to Warehouse 8, and talks to Master Chen and Gui Zhang. They tell him, once again, to stop going after the Mad Angels. For some reason, they also decide to tell him that the Mad Angels make trouble for their shipping business. They DO actually tell him something useful, in that Lan Di has nothing to do with the Long Zha, and it's just low-level Chi You Men. You'd think Ryo would take the warnings to heart, but what does he have in his notebook after all this? "Must find guy named Terry." Now, just go home and rest up. You'll need it.

[NOTEBOOK ENTRY LEAD]-----

| "Nozomi's been kidnapped! I have to get to Warehouse No. 17 by 3am!"|
- p. 133

That night at 11:45, Ryo decides to go get some fresh air. When he returns, Ine tells him that Nozomi is missing. Soon after, he gets a call from Chai, saying to come down to Warehouse Number 17 within 4 hours, if he wants Nozomi back. So, of course, Ryo leaves to go get his hoe-- err... girlfriend. If you want to do it the easy way, just go to Naoyuki's house (it's the only one in Sakuragaoka with a motorcycle in front.) But, if you reaaaally want Shenmue to follow some sort of logic, here's what you do. First, run down to the bus stop, as that is the way Ryo would go, since he goes to work that way every day. But, it's late; the bus has stopped running. So, think for a second. Motorcycles are fast, Ryo knows the owner of the motorcycle shop. Go there, and talk to Ono-san. He'll tell you that his hawg's broken, but you should try to borrow Naoyuki's. Bikkity-bam. Problem solved. Go to Naoyuki's, and walk up to the front door, a cut-scene will play where Ryo asks to borrow the bike, and he gladly lets him.

Here's where all that Hang On you played earlier comes in handy. You have to drive the bike down the streets of Yokosuka, trying to keep your speed up, so as to get to the harbor on time. The trick in this is touching the rails as little as possible, and not leaning too far when turning. So, start all your

turns as early as possible, and if necessary, let your finger off the gas; it's not as bad as touching the rail on the side of the screen. The first time I played through this game, this sequence took me a lot of tries. This time, I nailed it the first time through... though I only had like 3 seconds left.

When you get to the harbor, Ryo encounters a group of about 8 guys that want, what else, to fight him. It's just a bunch of every-day street punks, so don't sweat it too much. If you can use some high-flying moves, it'll take these suckers out like it ain't no thang. After you've sent them packing, Ryo opens the graffiti-ed door (that was a door?) and progresses further into the trap. More guys come out, wanting to fight him. This time, there's about 6 or 7 of them, but once again, they're just chumps. More high-flying moves, and they're grounded. Now, you get to see Terry for the first time in the game. Yes, he's quite unimpressive. Terry tells you that you can take Nozomi with you if you go beat up Gui Zhang. Ryo, thinking for some reason, he has the upper hand, demands that he also get brought to Lan Di. The guys all just laugh at him, thinking he has a death wish, but agree to do it after he beats up Gui Zhang. Ryo is told to come to Warehouse Number 9 at 10 PM the next day. Now, just sit back and watch the cool scene where Ryo drives Nozomi home while they're both in that kick-ass pose. When Ryo gets home, he sleeps for like an hour and goes to work... that one hits a little close to home.

[NOTEBOOK ENTRY LEAD]-----

| "Had to promise Terry I'd beat up Chen Gui Zhang." - p. 136 |

When Ryo gets to the harbor, Tom comes and talks to him. He asks Ryo to have lunch with him that day, and Ryo accepts. Then, suddenly, you're transported to the harbor office. Your boss tells you you're fired because of all the trouble you've been stirring up. But that was a pretty long run of getting in fights every day if you think about it. So, just go have lunch with Tom, and you'll get a new move, the Tornado Kick. But Ryo can tell when something doesn't sit right with Tom, he knows something's wrong. He asks Tom what's wrong, and Tom says he's going back to America the following day. Now, the biggest secret in the whole game is revealed... Tom and Ryo are actually best friends! The two guys that hardly talked to each other through the whole game suddenly announce their best-friendship, and even have a handshake. Not only that, but surprise, Ryo was hanging out with Tom and walking around sadly thinking about his departure so long that it's already 10 o' clock!

At ten, Ryo automatically goes to meet the Mad Angels by Warehouse Number 9, like in the deal. They tell him that Gui Zhang will soon be coming along, and to beat him up. So, when he comes, Ryo tells him he wants to fight, and they commence. Now, you're in a free battle... kinda. You and Gui Zhang fight it out, but then Ryo pulls a Princess Katana. Remember in Mortal Kombat where she was fighting Liu Kang, and she kept telling him how to win his next battle when he got her in a hold? That's what Ryo was doing. He'd get Gui Zhang in a hold, and tell him what was going on. Then, they decided to really beat the crap out of each other (I'm as baffled as you are.) Well, they throw some mighty blows, and it ends up like the end of Rocky. They both hit the ground at the same time. Terry, being so impetuous, decides he'll kill them both by hitting them with a bar with a bunch of cement on it.

--- [QTE No. 16] -----

Now, both the warriors decide to go after Terry. But, surprise, he has 70

dudes just waiting to fight Ryo and Gui Zhang (it is 70. Look at your VMU during this, it keeps track.) This 70 man free battle is pretty easy though. If you just hang around by the beginning, the guys will come at you in pairs, and they are usually easily beaten by a single move or combo. Also, staying by the beginning lets you regain health after you lose some. Believe me, you'll need it after you fight the guy with the club. That guy is such a pain. Another neat thing is if you stay way back, Gui Zhang will handle almost all of your light work. So just make your way through these numbskulls until you get to the last guy. This guy is a real challenge. What I did was hit him with a move (usually Dark Moon) and then evade his moves. Just keep doing that, and you should take minimal damage.

After you beat his lackeys, Terry is basically defenseless. Ryo will try to fight him, but Gui Zhang will tell him not to. He wants a piece of the action himself. So, Terry tries to fight dirty, by pulling out a club.

--- [QTE No. 17] -----

Now, Terry and Gui Zhang duke it out. And, in a truly Kickboxerish moment, Terry tries to throw dust in Gui Zhang's eyes. But, Ryo so helpfully tells him what side the attack is coming from, and he can thoroughly ream Terry. They question him about Lan Di, and he tells them that Chai already took him to the boat. When they leave, Gui Zhang says to Ryo that he'll talk to his daddio and see if he can get the Chen-man to help him in his quest. Now, we can all go home.

[NOTEBOOK ENTRY LEAD]-----

| "I defeated Terry but Lan Di's gone to Hong Kong..." - p. 139 |

The next day is the last day of the game. Ryo gets up bright and early, grabs his Ryuesque bag of worldly possessions, and starts heading out. He's stopped in the yard by Fuku-san, who gives him an envelope with...something in it. Ryo thanks him, says his goodbyes, and slowly walks through Dobuita. So, you just watch him do that for a while, then he gets on the bus and goes to the harbor. Master Chen and Gui Zhang are waiting there for him. When he goes up to them, they talk about how Master Chen got him boat tickets to Hong Kong and Gui Zhang is going with him for protection and to keep tabs on Lan Di (and all I can think is "When the hell did they organize this?") Well, Master Chen decides to teach Ryo a new move, for his safety. This move is truly awesome. Not only does it take away any damage you would receive, but it trips your attacker. But of course, you couldn't just leave without fighting a final boss, right? That would be too easy. So, instead, they gave you an incredibly easy boss, in the form of Chai. Let me repeat that, because it bears repeating. CHAI is the final boss. You have to fight a crack-head monkey. I'm sorry, I have no strategy for him, because I'm terrible at free battles. But hey, just try to bust him in his knee caps and execute attacks below his gaunt abdomen.

Once you beat Chai, he will tell you that Lan Di is already on a boat to Hong Kong (that's like the eighth time I've heard that.) Fade to white, fade in to a movie of Lan Di standing on a speedboat, on its way to a bigger boat. That is all. Fade back in to Ryo and Chai...

--- [QTE No. 18] -----

Master Chen will tell you not to worry about Gui Zhang, and to go on without him. He gives you a referral to one of his OTHER ninja friends, and sends

you on your way. Ryo gets on the boat, then suddenly, he has a flashback (I think) of Nozomi and himself at the town shrine. She was wishing protection into an amulet or something like that for Ryo. She tells him to keep it with him in Hong Kong, and it will protect him. End flashback. Ryo goes further into the boat, and some voiceover guy starts talking about the man that will come from an eastern land, not knowing his true power, blah blah blah. Also, there's a neat Shenhua in the sky. Now, you sit through the credits for like twenty minutes, and make sure to save your game after them.

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PART IV: OTHER IN-GAME STUFF
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This section is still under heavy construction, but we hope to get it done soon!

QTE STUFF

QTE No. 1

Trigger Location: Yamanose
Sequence: A

On the way, you'll have your first encounter with a brief QTE Event. It's not possible to start this one over. The kid kicks a ball with Ryo at aim point. If you don't press the button in time, it'll deflect off of Ryo and hit the unaware, young girl instead. She'll cry, hate you and all that bad stuff. Not good. So if you mess up, you just move on.

QTE No. 2

Trigger Location: Near the Tomato Convenience Store
Sequence: <-, A, B

If you're running from the direction of Tom's Hot Dog Truck to the Tomato Store (and it's after 12), you will unintentionally instigate some unwanted trouble with two bad boy thugs. Ryo shoulders Enoki and they get pissed. They tell him to apologize, but Ryo, like the bad boy he is, refuses. They both get pissed and they blow the powder keg on the battle. This is noneother than a QTE event where Ryo must defend himself against these two brainless thugs. Succeed and Ryo pounds it in their head to not mess with him again. Fail and start over. Simple, much?

QTE No. 3

Trigger Location: Heartbeats Bar entrance
Sequence: B, A

As you walk into the alley, two gruff lowlifes will get in your way, and not

get out of it. So, Ryo will politely tell them to. They take this as an insult and proceed to test Ryo's temper. The ugly, white one attacks first, starting the QTE. It's always self-defense, isn't it, Ryo? Well, if you miss this one, don't fret, for you will get a second chance.

QTE No. 4

Trigger Location: Heartbeats Bar

Sequence: B, A, B, A

It seems that asking questions piss these people off quite easily. The guys get up one by one with a snarl on their face. The Michael Jackson look-alike is the first to act. Now, you've gotta press these pretty quickly, although, you'll be let off lightly if you miss one, or even two, just not in a chain. You'll need to dodge flying chairs and need I mention bodies? Think massive barroom brawl. And at the end of the day, the only one standing is Ryo. Once again, if you mess up, Ryo will take a beating, but you can do it over.

QTE No. 5

Trigger Location: Tattoo Parlor

Sequence: <-, A

Yeah, Charlie's a quick one. It's apparent that he obviously overheard your questioning of him, either that or he heard those smack-talking bums before. The moment you pull the curtains back, he pops out like some Charlie-in-a-box Dude and slashes at you. Mess it up, and he leaves you injured and runs away, but as always, you can do it over. Basically, you just have to hit a left, and then shortly after, hit A. No biggie.

QTE No. 6

Trigger Location: Construction site in Yamanose

Sequence: A

After the fight, Charlie takes the kid hostage with a knife, while someone is sneaking up behind Ryo, also with a knife. What to do, what to do? Being of creative mind, Ryo decides he's gonna kick the soccer ball at Charlie. All the QTE is is pressing A. Then, the ball hits Charlie, and Ryo turns around and takes out his assailant.

QTE No. 7

Trigger Location: New Yokosuka Harbor

Sequence: <-, A, B

As Ryo steps up to the men, one of them backs away, knowing of his reputation but the other decides he wants to fight Ryo. Amidst the confusion of the QTE, the kid escapes, and the once-cowardly guy decides he needs to break Ryo off a piece, too.

QTE No. 8

Trigger Location: New Yokosuka Harbor

Sequence: <-, A, <-

This QTE is quite funny, because Ryo is just beating up and slapping around helpless schoolgirls...Did I say funny? I meant bad. Very, very bad. First, Ryo tries to take Mai home, but the girls step up to him. He'll slap one of them up and sidestep their moves and stuff. Hilarity ensues. And, once again, it's only the A button and the left button.

QTE No. 9

Trigger Location: New Yokosuka Harbor

Sequence: ->

Ryo sneaks under the window of the guardhouse, but a phone rings, which startles him, resulting in bringing out his clumsy self as he bangs his head on the tablsh thing above him. Not only that, but the bang makes a flashlight fall off of it. Press the corresponding button so Ryo can make a frantic dive for it. If he doesn't catch it, he'll get kicked out and have to come in the next evening.

QTE No. 10

Trigger Location: Warehouse No. 8 in the Old District

Sequence: <-

Chai busts in, and yells out in his Chaiesque manner something about how Lan Di-sama will be pleased to have two mirrors. He swoops down and takes Ryo's mirror, then jumps on a motorized... something. You have to hit left, and Ryo will run over and hit the controls to make the motorized thing start moving, and Chai will drop the mirror and run away.

QTE No. 11

Trigger Location: Asia Travel Co. in Dobuita

Sequence: <-, ->, <-, ->, <-, A, <-, <-, ->, <-, A

When you go to Asia Travel Co. the guy pops out of the door, and tries to run back in before Ryo can catch him, but Ryo yanks him outside, and he starts running. This is the longest and hardest QTE yet. It's basically just lefts, rights, and As, but they're in quick succession. The whole thing is chasing Jimmy through the streets of Dobuita until he eventually gets cut off by a van, trips, and Ryo grabs him. Jimmy then tells you he doesn't have your ticket anymore.

QTE No. 12

Trigger Location: New Yokosuka Harbor

Sequence: A, Down, <-, ->

One of the bikers says he'll throw a can in the air, and to start when it hits the ground. When the can hits the ground, you have to press A to start going. Then, as you're racing, they try to mess Ryo up three times. You have to press down the first time, then left, then right. Ryo will win the race, and the guys will leave. There's nothing more to do here tonight, so just go home.

QTE No. 13

Trigger Location: New Yokosuka Harbor

Sequence: <-, ->, A; <-, <-, A; ->, ->, ->, <-, <-, ->

This one starts off with three guys on motorcycles trying to hit you. You have to evade the first two, and kick the third off his bike, thus beginning the real fun. Ryo will steal the victim's bike, and chase down the other two guys. The whole QTE, even the part in the beginning, where you're facing the three bikers, is just lefts, rights, and As. The thing that sets this particular QTE apart, though, is that twice you'll have to choose which direction to go based on which direction the guy you're chasing goes. The first time, you have to go left, and the second, go right. Eventually, the biker will lead you to a dead end, and all of his cronies will pop out. (It was around this time that I realized all the guards you see while walking around the harbor get paid to do ABSOLUTELY NOTHING.)

QTE No. 14

Trigger Location: Warehouse No. 1 in harbor

Sequence: B, A, B, A, ->, Down, A

The sailor guy will run into a warehouse full of other goons, and Ryo, of course, will follow him. The first few guys are beaten just by As and Bs. The last guy will actually throw some punches at you though, so you have to dodge left, then duck, then press A. After Ryo tears through these same guys for the... millionth time, the "sailor guy" tells Ryo that he better watch out, or they'll come for his family and friends. Now, that's just straight out of the stupid villain's handbook.

QTE No. 15

Trigger Location: New Yokosuka Harbor

Sequence: Terry - <-, <-, ->, ->, <-
Other - ->, ->, B, A, ->, <-

The guys take off, and Ryo chases them. As they're running, they ask countless friends to help them out by tipping stuff over, and pulling ladders down and whatnot. It's basically just lefts, rights, As and Bs, but there are a few places you have to make a choice, too. First, there is a van and you have to go around it to the left or right. There isn't much room on the right, so go left. A few button hits after that, the guys decide to split up on you, and you have to decide which to follow. This time, go right; the one to the left is a dead end.

QTE No. 16

Trigger Location: New Yokosuka Harbor

Sequence: ->

Press right when Terry swings his instrument. This will pick up Gui Zhang, and get da hell out da way. If you miss, Gui Zhang dies. But you get another chance.

QTE No. 17

Trigger Location: New Yokosuka Harbor

Sequence: A

When Terry misses Gui Zhang, he'll stagger back by Ryo. Press A and Ryo will take it away from him.

QTE No. 18

Trigger Location: New Yokosuka Harbor

Sequence: Up, A, A, B

It's like a horror movie; one final scream. Chai will pop up and try to attack you. You have to defend yourself with up, A, and B. Then, Chai goes in the drink.

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MINI-GAMES

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What would Shenmue be without its large collection of mini-games? Why, it would be a LOT of waiting and more waiting. When you have four or more hours to kill, you can go down to the You Arcade and play most of these games. The others just kinda pop up at various parts of the storyline.

--- Nurturing the stray kitten -----

This is the first mini-game you will encounter, without a doubt. Although, I think this is more of a pseudo-side quest than a mini-game. When you start walking through Yamanose for the first time, you'll be stopped by a little girl named Megumi. She has a cat in a box that was hit by the same black car you're after. The only problem is that this cat needs someone to feed it and show it some TLC (Tendor Loving Care, for you slow ones). That's where Ryo comes in. First, he'll walk up to the altar thing and see some food. Then, you have to pick which food to give the cat. Give it the fish over the tofu since choosing the tofu will omit this quest. You can score some milk in his fridge, but only after you see the cat for the first time. Also, you can buy other food, such as dried fish, sliced fish, squid legs, and additional milk for it at the Abe Store, and the cool Tomato Convenience Store. Eventually, you'll have to name the cat, too. When you get four choices, choose Tama, because that was the name of a cat Megumi's sister had when she was a child. Megumi will be most displeased with Sasuke, so refrain from choosing that.

>> Tip: Kitty's have feelings too. If you don't feed it for a few days, it'll naturally "disappear". Remember to stop by often and leave some milk and fish for it.

--- QTE Title -----

This game is, in my opinion, THE most addictive game in the You Arcade. It's kinda like that Konami arcade game, Punchmania (I'm assuming, I've never played, or even seen Punchmania, it just has a reputation.) You hit three pads as they pop up at you, QTE style. The X button is assigned to the left pad, the A button for the middle, and the B button is the one on the right. When each pad pops up, it will flash which button you need to hit, and you will have a short amount of time to react to it. If you miss, the guy will let you know (i.e. Yelling "You suck!") But if you break 300,000 points,

you'll get a prize...if you can call it that. The arcade owner will give you a miniature version of the machine, just like for every other game. It's good practice for sharpening your reflexive instincts.

>> Tip: Since you can see them as they come up, and assuming you've memorized the corresponding pads and buttons, they will be easy to anticipate. This works especially when they start rising in chains.

--- Space Harrier -----

I would call Space Harrier the second-best game in the arcade. Though QTE Title just barely beats it. I mean this game's a friggin' classic. How can you not love a game based on flying through the air at high speeds and blasting the crap out of everything in sight? The controls are pretty simple. Either use the D-pad or analog to move (I prefer the D-pad, because the analog moves the guy around kinda funkily.) To get a little mini of this game, you gotta get 10 million points. Think you can do it, Kreskin?

--- Excite QTE 2 -----

This game is pretty fun, but it gives you the same feeling of utter terror you get from playing Chu Chu Rocket multiplayer. The deal is, you stare at a black screen, and Ryo has his hands on what looks like a big, super-deformed Dreamcast controller. As things pop onto the screen, you have to hit the corresponding button. Hence the title, QTE. The whole time, you're basically not breathing, in the hopes you can press the button in time and not lose. Then, when you get near the expert level, you're even more terrified because you have so much at stake. To get the mini, you need 300,000 on this one, too.

--- Hang-On -----

The godly, godly Hang On. Another old-school AM2 gem. For anyone that's ever played any of these new games in the arcade, where you sit on a Kawasaki or some such nonsense, this game is where it all started. Only... you can't sit on one in Shenmue. Instead, you have to use the R trigger to accelerate, the L to decelerate, and the D-pad or analog to turn. The driver can lean slightly or just go all the way on really sharp turns. The point is to reach the finish line before the time's up by successfully tagging checkpoints and by not crashing into trees, rocks, signs, etc. If'n you want a little Hang On machine, get 10 million points or better, and it's yours.

--- Darts -----

Blah. Darts. How truly unamusing. That is, unless you just HAVE to have all those minis. Then, it's more infuriating than boring. Nobody really knows how the ergonomics of this darts game works, but it seems to be along the lines of this: wherever Ryo's hand is horizontally, the dart will end up pretty close to horizontally. Wherever it is vertically, the dart will also go in the same general area. It doesn't seem to be very precise though. Anyway, keep playing it, get a bunch of free games, and a score that's over 300, and you'll get a little Darts machine.

--- Pool -----

This was a really neat touch to the game. If you want to find information about sailors, you have to play some guys in pool. After the first time you blow it (or sink it), you can return here anytime to give it another go and you don't need to buy the dude a bourbon. Basically, they throw you a stick, and say "Have at it." So, here's what you have to do. It will first show a bird's eye view of the table. Then, if you press A, it will change the view to one right behind the ball, so you can line up your shot. Press B, and you can see how it looks, and then, press A to fire. I didn't know this the first time I did it, and couldn't even see if it looked good or not when I shot. It all worked out in the end though, because I'm awesome.

>> Tip: This is a little tricky. There are two ways to sink the stupid ball. One being ricocheting the cue ball off the wall behind the ball and it should rebound to the hole in the bottom left, or hit the side of the ball at the correct spot and sink it in the hole to the left. Option no. 2 is easier, not too mention, more chances in going in. It's kinda hard to explain how to do it, but the best advice I can give at the moment is: Tap right on the D-Pad more than 14 times. The actual number ends up being different every time, so it ranges.

--- Forklift Racing -----

Hey, I got an idea...wait, I mean Mark's got an idea. We're gonna get all the rough and tumble forklift operators, and have them enter a good-spirited race before work. What's their inspiration? A miniature forklift with the number of what place they came in on it. Seeing as how forklift operators care so much about their minis. Well, maybe it's not the greatest idea but it did produce a pretty fun little game. Each day you go to work, you have to enter forklift races first. The controls are pretty much the same as Hang On, R is forward, L is back, analog or d-pad steers. But, now you need to see a map, so X is the map button. Every day, you get a prize, too. Whatever place you took in the race, you get a miniature forklift with the same number on it.

>> Tip: If you have good idea of the track layout, you'll know the best place to claim your place in the front is by squeezing in the corners as you make the turn. If you know what I'm talking about, this works like a charm. You've also got to be pretty precise with your driving skills (in Shenmue). You'll fall behind if you run into walls, boxes, or anything at all. If you can tailgate the forklift in front of you with no problems at all, you'll eventually pass him.

--- Neo Darts -----

Neo Darts are found in that big building down by the harbor, otherwise known as Tomato Convenience Store. The good thing is that they're not quite as frustrating as the other darts. You'll see Ryo's hand moving up and down, searching for a good time to throw the dart. The trick is to throw it right when his hand is at its peak. Not the easiest thing to do, but you can get pretty good at it.

Stuff that doesn't normally belong in other sections belong here. Duh.

=====

ITEM LIST

=====

There are three kinds of items. Stupid cat items, which are just for feeding the cat and such, Shenmue items, which are items that do you no good, but can win you Dural figures and stuff, and Quest items, which can be used (or just look nice) in the regular game.

CAT ITEMS:

~Ryo look, kitty's sleeping!~

DRIED FISH | The first thing you want to feed the cat. You can't so much pick it up, as just give it to the cat. IT'S BETTER THAN TOFU, USE LOGIC.

TOFU | The first thing you do NOT want to feed the cat. Can't pick this up either, you can only (not)give it to the cat.

SALAMI | Get this at the Abe Store or Tomato Market. Works as well as any other food for the cat.

SQUID LEGS | Mmm... Squid legs. In Japan, they sell these everywhere, I guess.

SLICED FISH | This one's kinda expensive. I'd steer clear of it.

MILK | Milk is available everywhere. Even in the Hazuki fridge. But you have to employ some Metal Gear Solid-esque gameplay to get by Ine-san and get to it.

TUNA | Jeez, isn't this list done yet? Oh... I guess it is.

SHENMUE ITEMS:

These things can be bought at the Abe Store or the Tomato Convenience Store. Buying one gets you a place in the raffle. What's really neat is when Shenmue takes a trip back to the NES days, and the bucket for the raffle disappears, making Ryo just swish his hand around in the air.

POTATO CHIPS | Hey look, a cool picture of Shenhua!

CHOCOLATE | Whoa, another picture of Shenhua.

CARAMEL | Hey... that's marginally impressive, the way Shenhua's face is on all this stuff...

WINNING CAN | Trade these suckers in on the internet. (Oh yeah, and they have Shenhua pictures, too.)

QUEST ITEMS:

The meat and potatoes of the game. These are the actual items that can really do stuff (most of them).

MOVES SCROLLS | Certain moves can be learned from scrolls, which can in turn be found various places throughout the game. There is one in the Hazuki house, and six of them at Bunkado Antiques.

LIGHT BULB | You can get these at the Tomato Store. Use it in your basement so you don't have to light 8 stillion candles.

CANDLES | If you light 8 stillion of these, you can light up your basement.

MATCHES | Used to light your candles. Duh.

FLASHLIGHT | Better source of light than candles. You can also use this one when you're trying to ninja by the guards in the Old Warehouse District.

SWORD | This isn't something that you can take into your inventory. You get it in the Dojo from the box on the ground, and slide it into the wall.

HANDGUARD | Stick it on the wall next to the sword to open up a secret passage to... ::cue ominous music:: THE HAZUKI BASEMENT.

AXE | Also can't be taken. Just pick it up and break the wall in the basement with it.

STRANGE KEY | Found in Iwao's room. It opens the box with the sword in it in the Hazuki dojo.

PHOENIX MIRROR | Only the thing the whole game is based on. Protect this sucker with your life, and don't let Chai get it.

MYSTERIOUS SCROLL | Found in the dojo behind one of the many caligraphy dealies. If you keep hassling Master Chen after he's decided he's done with you by calling him, you can meet with Gui Zhang, and he'll translate it for you. But... it's just some fruity poetry.

PICTURE OF RYO AND FRIENDS | Worthless picture that does nobody any good.

HAZUKI FAMILY PICTURE | Another worthless picture.

PICTURE OF RYO AND NOZOMI | A worthless picture that actually gets taken in the frame of time the game is based in. And you get to pick which you want.

C BATTERIES | You can buy these at the Tomato Store. Your flashlight isn't immortal, ya know.

AA BATTERIES | These too, are purchasable at the Tomato Store. These, however, charge your walkman.

WATCH | Sometimes the little clock in the corner is hard to read, so you can check Ryo's watch. It even has a historically incorrect indiglo feature.

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ITEM LOCATOR

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 Can't find the damned milk for the pathetic kitten (I know it's easy to find, but it's an example so get off my back, punk)? Don't wanna spend a few hours looking for squid legs to chew on while you hunt down Charlie? Here's the thing; see, I'm a real nice person so I've generously provided a little chart to help you find the things you need to...find. Oh yeah, let's get started.

"*" = indicates that the item can also be bought from the Tomato store. Since space was limited, I had to put the neat little asterisk.

NOTE - Anything found in Ryo's house will be yours to keep. Perishable items like the Milk and Dried Fish will not magically regenerate. After taking them the first time, you must buy them from the stores later. I know I have items missing as most of these are from memory. So excuse the numerous errors that plague this section.

Also, the difference between "Convenience Stores" and "Tomato stores" is that Convenience stores include the lone Abe store in Yamanose.

Item Name	Location	Obtained by
Axe	Hazuki Residence	Finding it in basement
Phoenix Mirror	Hazuki Residence	Finding it in basement
Strange Key	Hazuki Residence	Finding it in Iwao's room
White Leaf	Hazuki Residence	Finding it in basement
Sword Guard	Dobuita	Given by Antique shop owner
Maps 1 & 2	New Yokosuka Harbor	Given by homeless bum
Iwao's letter	Hazuki Residence	Given by Ine-san
Father's picture	Hazuki Residence	Finding it in basement
Bargain Brochure	Dobuita	Given by Asia Travel Co. worker
HK Travel Brochure	Dobuita	Given by Global Travel Agency
Cassette Player	Hazuki Residence	Checking Ryo's drawers
Boombox	Tomato Stores	Winning 1st place in raffle
Matches*	Hazuki Residence	Finding it in basement
Candles*	Hazuki Residence	Finding in place of worship
Flashlight*	Hazuki Residence	Finding it in shoe cabinet
Light Bulb	Tomato Stores	Buying it from convenience stores
C Batteries*	Hazuki Residence	Finding it in living room
AA Batteries	Tomato Stores	Buying from convenience stores
Milk*	Hazuki Residence	Finding it in refridgerator
Dried Fish*	Hazuki Residence	Picking it up in kitchen
Winning Can*	Vending Machines	Buying a soda; if lucky, a yellow can will pop out. 2:5
Sliced Fish	Tomato Stores	Buying from convenience stores
Canned Tuna	Tomato Stores	Buying from convenience stores
Salami	Convenience Stores	Buying from convenience stores
Squid Legs	Convenience Stores	See above (getting lazy)
Caramel	Tomato Stores	See above
Potato Chips	Convenience Stores	See above
Chocolate	Convenience Stores	See above

=====
 CASSETTES
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Since the game takes place in the 80s, there were no CDs (or maybe there were just really rare). Cassette tapes were abundant--and that's what you can find in the surrealistic world of Shenmue. Each cassette plays exclusive songs, heard in the background of certain places. You need a Cassette Player or the Boombox to listen. Both require batteries. Visit Tom and steal his boombox to play a while or win your own at the Tomato Store's raffle contest. You could also find the Cassette player in the desk drawer in Ryo's room.

Cassettes can be found piled around Ryo's residence or bought from the store. Each cost 300 Yen. No, the prices will not drop any lower; just buy it, you cheap bastard. Also, certain cassettes will not be on sale in any store during certain seasons. Details, details...

~SHENMUE~

Location : Hazuki Residence
How Obtained: Found in drawer
Availability: Anytime

~LING SHA HUA~

Location : Hazuki Residence
How Obtained: Found in Ryo's room
Availability: Anytime

~HANG-ON~

Location : Dobuita and Harbor Tomato Stores
How Obtained: Win third place in raffle drawing
Availability: Anytime

~SPACE HARRIER~

Location : Dobuita and Harbor Tomato Stores
How Obtained: Win third place in raffle drawing
Availability: Anytime

~ANTIQUITY TREE~

Location : Dobuita and Harbor Tomato Stores
How Obtained: Bought
Availability: [December 30] - [March 30] / [December 13] - [April 3]

~BE-WITCH~

Location : Dobuita and Harbor Tomato Stores
How Obtained: Bought
Availability: [December 13] - [April 3] / [December 6] - [March 27]

~BOZ-NOV~

Location : Dobuita and Harbor Tomato Stores
How Obtained: Bought
Availability: [December 13] - [April 3] / [December 6] - [March 27]

~DANDY OLD MAN~

Location : Dobuita and Harbor Tomato Stores
How Obtained: Bought
Availability: [December 13] - [April 3] / [December 20] - [April 10]

~DENSITY~

Location : Dobuita and Harbor Tomato Stores
How Obtained: Bought
Availability: [December 13] - [April 13] / [December 6] - [March 27]

~FEEL TIRED SONG~

Location : Dobuita and Harbor Tomato Stores
How Obtained: Bought
Availability: [December 6] - [March 27] / [December 20] - [April 10]

~FLOWER GIRL~

Location : Dobuita and Harbor Tomato Stores
How Obtained: Bought
Availability: [December 3] - [March 20] / [December 13] - [April 3]

~GLYFADA~

Location : Dobuita and Harbor Tomato Stores
How Obtained: Bought
Availability: [December 17] - [April 14] / [December 20] - [April 10]

~GO-GO~

Location : Dobuita and Harbor Tomato Stores
How Obtained: Bought
Availability: [December 3] - [March 20] / [December 27] - [April 14]

~HARBOR BAR~

Location : Dobuita and Harbor Tomato Stores
How Obtained: Bought
Availability: [December 20] - [April 10] / [December 20] - [April 10]

~HARBOR BEATS~

Location : Harbor Tomato Store
How Obtained: Bought
Availability: [December 13] - [April 3]

~HEART BEATS~

Location : Dobuita Tomato Store
How Obtained: Bought
Availability: [December 26] - [March 27]

~HIP DE HOP~

Location : Dobuita and Harbor Tomato Stores
How Obtained: Bought
Availability: [December 6] - [March 27] / [December 3] - [March 20]

~LIKE A FEELING~

Location : Dobuita and Harbor Tomato Stores
How Obtained: Bought
Availability: [December 6] - [March 27] / [December 3] - [March 20]

~LINDA~

Location : Dobuita and Harbor Tomato Stores
How Obtained: Bought
Availability: [December 3] - [March 20] / [December 27] - [April 14]

~LIQUOR~

Location : Dobuita and Harbor Tomato Stores
How Obtained: Bought
Availability: [December 13] - [April 3] / [December 6] - [March 27]

~NANA~

Location : Dobuita and Harbor Tomato Stores
How Obtained: Bought
Availability: [December 20] - [April 10] / [December 3] - [March 20]

~SPIDER~

Location : Dobuita and Harbor Tomato Stores
How Obtained: Bought
Availability: [December 27] - [April 14] / [December 3] - [March 20]

~YADA~

Location : Dobuita and Harbor Tomato Stores
How Obtained: Bought
Availability: [December 27] - [April 14]

~YOKOSUKA BLUES~

Location : Dobuita and Harbor Tomato Stores
How Obtained: Bought
Availability: [December 27] - [April 14]

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TRAINING AREA LOCATIONS

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In order for Ryo to train and master his skills, he must diligently train in local parks or empty lots. There must be no one around. Otherwise, they'll be in intensive care for a long, long time. In each training ground, there is a fixated time when you can train and cannot train. The locations and training times are listed below.

Location Name	Training Time
Hazuki Dojo.....	Varies
Sakura Park.....	8PM-11:30PM
Suzume Park.....	8PM-11:30PM
Empty Parking Lot.....	Anytime
WareHouse No. 4.....	Anytime

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PART VI: OUTRO

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This is the closing end of the FAQ. I know you're all sad about this ending so soon...But first...

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CREDITS

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- AstroBlue for making that neat Shenmue ASCII logo at the top! Thanks!
- Kbrunn's notebook FAQ for saving us hours of unnecessary backtrack!
- Mumbly P's Item and Prizes guide for the Cassette "dates" and other neat references.
- SegaShiro for working with me on this FAQ and practically doing all the work.
- Adrenaline for generating this FAQ.
- Vash (Karim) for the "French disclaimer" to make us look smart by knowing

multiple languages.

- CJayC for posting this guide and maintaining the best gaming site on the net!
- Sega for producing this awesome game!
- Anyone else who we haven't thanked yet!

=====
CONTACT INFORMATION
=====

Here are a few short rules before e-mailing us.

Do's:

- Send us a question which cannot be found in the CURRENT version of the guide.
- Be specific! I cannot stress this enough. I get tons of e-mails a day, and it will be very helpful if I can scan through them quickly. And that is when you come into play. Specify what you want, how you want it and whatever.
- State the name of the game you are talking about. We do not have psychic powers!
- Check the newest version of the guide before e-mailing me! And READ it! We will not answer you otherwise.
- Drop a line telling how good our FAQ is. ^_^

Don'ts:

- Ask a question that has already been explained in the guide. All you need to do is peruse it.
- Send us any help on the walkthrough.
- Don't start your e-mail along the lines of: "I didn't read your guide, but could you help me anyway?" It really ticks us off.
- Request that we send you an updated version of our FAQ. The answer will be no. Just check GameFAQs.com or other sites that have our FAQ!
- E-mail me with something stupid.
- Type in all CAPS.
- Send us an e-mail in another language. We may or may not understand it, but we will ignore you nonetheless.

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MSN Messenger: see above

SegaShiro

E-mail: segashiro@hotmail.com

MSN: Unknown

=====
LEGAL JUNK
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MUCHAS GRACIAS!!!
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Stop scrolling, foo.

This FAQ has been brought to you by: /\ /\
 \ \ / / LOVE AND PEACEU!!!
-AdrenalineSL- & ~SegaShiro~ /\ \ / / ~Vash
 /_ | ___ \
 \ / Bad ASCII peace hand
 ---- Oh well.

And the letters "F" and "U" -- Call us.

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September 2001

