

# Shenmue FAQ/Walkthrough

by Professor Revolution

Updated to v3.0 on Apr 3, 2000

Shen Mue FAQ/WalkThru v3.0  
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Version History: v3.0--Added Menu Description section  
Some basic punctuation,spelling,format fixes.

v2.5--Just a quickie to try and fix the spacing.  
Turned to the "darkside" and converted the FAQ  
to Notepad.  
Made a few spelling corrections and such

v2.0--Added Disc 3 Walk Thru  
Fixed "Santo" to "Soryu" with credit in Thank You's  
Spacing problems still exist, grrr...

v1.0--Added Disc 2 Walk Thru.  
Removed "Notes and Extras"(explained in Intro)  
Still having Simpletext spacing problems

v0.9--Added the Introduction and Controls,fixed typos.  
Added "Disc 1 Notes and Extras" to Disc 1 Walk Thru  
Added "Important Mail Notice" and "other places to  
get help" in "About the Author" section.  
Ugly Simpletext spacing problems are showing up again

v0.5--Basic guide for Disc 1 is in. This is basically a  
rush job to get the FAQ out there, a more polished  
version will follow shortly.

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## 1. INTRODUCTION

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Well, everyone pretty much knows about Shen Mue. It's probably the biggest game in the Dreamcast's short history. Developed by the legendary AM2 and Yu Suzuki, it's a game that's in a genre all it's own. F.R.E.E. Full Reactive Eyes Entertainment...no, I don't know what it means either^\_^ Regardless, Shen Mue is unquestionably one of, if not THE most beautiful game(s) ever created. I don't just mean the graphics either, the entire Shen Mue experience is a beautiful thing.

The story follows Ryo as he searches for the Chinese Mobster Souryu who killed his dad over an ancient artifact. Ryo must find out what the deal with the mirror is and why his father was killed over it, and also seek revenge against Soryu. Chapter 1: Yokosuka sets up this premise, but with plenty of Chapters to come, you don't solve everything in this game. Still, Shen Mue has a chance to be a huge franchise for Sega(or CRI^\_~).

I've written this FAQ to help people in playing the game, but please note that this Guide is very basic and only details events that will move the story along. You may want to spend a few days just messing around and checking out the game. There's nothing wrong with that^\_^ Shen Mue is very detailed and there's alot to do. Please note that alot of the game is time-oriented though so you may miss a character or they'll be in a different spot than I list if you spend time doing other stuff. Above all else though, have fun! I know I sound like a broken record, but this game is meant to be experienced, not just played through. Don't race to get through the game the first time you play it as you'll miss out on alot of the beauty and work that went into creating this masterpiece.

NOTE: I removed most of the explanations for the extra stuff(cat, tomato mart) from this document because I'm going to make a seperate FAQ for them, this FAQ will include info about the 4th Pass Port disc as well. I did this to save time and space in this document, since I'm writing it in SimpleText I have a limited amount of space.

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## 2.CONTROLS

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The controls for Shen Mue are pretty easy to come to grips with. I've listed seperate controls for the different gaming modes:

Exploration(Main mode):

D Pad-Move Ryo around. Up makes him move forward, left/right make him turn in 45' increments in that direction, and down makes him do a 180' and face the other way

Analog Stick-Move Ryo's head. Let's you look around without actually moving.

A Button-Action button. Talk to people, open doors, pick up objects, etc.

B Button-Cancel button, put down objects, skip conversations, etc.

X Button-Memo Pad. Brings up the Memo pad to look at the clues you've

gathered

Y Button-Brings up System Window, kinda like in the old RPGs

L Trigger-Move/Run button. Hold L to walk forward instead of having to hold Up on the D Pad. When possible Ryo will jog/run depending on how hard you hold the button down

R Trigger-Zoom In/Lock On. Hold R to change to a first person view and see what Ryo sees, if an object can be picked up or examined the view will Lock On to that object, hit A to pick it up and the D Pad to look at it(if possible).

Free Battle:

D Pad-Move Ryo, used with buttons for moves

Analog Stick-Not used

A Button-Kick, use with D Pad and X for more moves

B Button-Throw, use with D Pad for more throws

X Button-Punch, use with D Pad and A for more moves

Y Button-Dodge, use with D Pad to dodge in different directions

-Also works as the "reversal" button for most moves

L Trigger-Run, use with X and A for moves

R Trigger-Performed assigned move(see menu descriptions)

Quick Time Event (QTE):

Tap the appropriate direction/button when prompted on screen

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3.MENU DESCRIPTIONS  
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Many people have been asking for a section that explains the various menus in Shenmue. Well, here ya go^\_^ The Main Menu is the one you see when you first turn on the game, the System Window is the window that displays your inventory and stuff during the Exploration periods of the game(hit Y), and the End of Day menu is what you see every night in Ryo's bedroom.

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Main Menu  
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NEW GAME-Starts a new game of Shenmue

CONTINUE-Continues a game saved from the System Window(see SysWin section)

LOAD AND START-Continue a game saved from the End of Day Menu

OPTIONS-

Kid Mode: On <-> Off

Language Options: Cinema Mode (Speech ON|Subtitles OFF)

Shenmue Mode(Speech ON|Subtitles ON)<More Kanji used>

Game Mode (Speech ON|Subtitles ON)<Kid's Mode>

Text Mode (Speech OFF|Subtitles ON)

Settings:

Sound: Mono<->Stereo

Area Jump: On<->Off

Triggers: L Run/R Zoom<->L Zoom/R Run

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## System Window

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The top area of the System Window shows all the items you currently have, the next area down has a list of icons that ket you do various things(explained below), and the 3rd row down shows the amount of money you have. The bottom of the System Window shows the description of the highlighted icon/item.

The Icons are as follows(from left to right):

VMU-Save a game. If you save with this option you'll have to Soft Reset your game(Hold down all the buttons and hit Start) and choose the "Continue" option from the Main Menu.

Controller-Settings/Options

Scroll-A list of your fighting moves, hit A to assign a move to the R Trigger during the Free Battle mode.

Notebook-View your Notebook.

CL Block-View your Gotcha Gotcha collection.

Tape-Listen to tapes you've found/bought.

Coin-How many Sega Coins you have(use?).

Calender-Shows current date.

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End of Day Menu

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UP- Sleep  
LEFT- Save  
RIGHT-Options  
DOWN- View Moves

[Move Menu]

UP- Back to other menu  
LEFT- X Button Moves  
RIGHT-A Button Moves  
DOWN- B Buttons Moves

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4. DISC 1 WALK THRU  
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Note: These are the steps that will advance the story, if you follow them to a T you'll breeze through the first disc in a few game days, BUT you'll miss out on a lot of Shen Mue's charm and the beautiful worlds that AM2 and Yu Suzuki have created. My advice is to revel in the game a bit,play some arcade games, and slots, and stuff. Just walk around for awhile and pick stuff up before you go zipping through the story.

Also note that there are plenty of items and such to find, but I haven't included them yet. This is a bare bones FAQ for now but more will be added as I play, and get help from you friendly folks^\_^

Onward!

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When you get control of Ryo:

- Exit Room, cutscene with Ine-san
- Go to Kitchen and focus on the table, Flashback
- Go outside, move near the tree for another flashback
- Go inside the Dojo, speak with Fuku-san
- Head towards the town, cutscene with Megumi and kitty
  - pick left option to feed the kitty
- Continue down the road, head right at the phone booth, cutscene with old lady
- Go past the guy working on his bike and go right to speak with Yamagishi-san
- Go to Dobuita(the larger section of town)
- Talk to the guy at Fancy Bear Hamburgers
- Talk to Harasaki(the girl with the white sweater and skirt on)
- Talk to Tomu(hotdog stand guy that speaks broken Japanese and English, funny hair)
- Talk to Kurita-san(Camouflaged wearing guy, right by Tomu-san)
- Go to restaurant across from sports store, talk to the chef
- Go to the Barber Shop near the Game Center, talk to Maida-san
- Go to the Barber Shop near the entrance to Dobuita, talk to old barber guy
- Go to Suzume Park near the Game Center, talk to guy in checkered shirt
- Talk to Tomu again
- Go to "Bar Yokusaka," after the cutscene talk to the bartender again
- Go to the MJQ Bar right up the street, cutscene with guys playing pool
- Talk to bartender, then move towards the guys playing pool
  - When prompted, choose the left option to bet 1000Y on a pool shot
  - Make or miss the shot(I missed both times!)
- Head towards the "Heart Beat" bar(it's in the alley near the Bike Shop)
- QTE with thugs in the alley
- QTE in the Heart Beat bar
- Talk to Oyaji-san in front of the bike shop twice(blue jacket, white hair)
- Go to the restaurant near Bar Yokusaka and talk to the chef
- My first day ended here most of the time-----

-Ine-san asks you to be in by 11pm today

-QTE with Soccer Ball

-Go to Dobuita again, cutscene with the restaurant guy

-choose the left option to buy him a drink, buy him Orange Fanta

-Talk to the guy outside the Jeans store(black denim work apron on)

-Enter the door with the weird symbol above it and a camera near by

-Talk to the tailor and mafia-types

-Talk to Kurita-san again(orange camaflouge), twice

-Once it's past 7pm(the lights have come on) head towards the Game Center

-After the cutscene where you follow a thug you'll have a Free Battle in the parking lot

-Defeat the 5 thugs and you'll find out about the Tattoo shop

-Go to the Game Center and talk to the bikers there, choose the left answer when they ask you something

-Go to the apartments close to Bar Yokusaka(something-yama Heights)

-Go up the stairs and enter the door with the poster, the tattoo guy will tell you to come back tomorrow

-Go home before 11pm

\*\*--End of Day--\*\*

-Go back to the Tattoo Shop when it opens the next day(2pm), cut scene with thugs running

-Hit A to start QTE when prompted

-QTE with Charlie, he sets up a meeting for tomorrow at 3(don't worry, it doesn't go down^\_^)

-Leave the Tattoo Shop, cut scene with Harasaki-san.

Now you have pretty much the rest of the day to kill, so if you've been just racing through the game step by step(shame on you!^\_~) you can now walk around a bit and enjoy the scenery. Buy the cat some cat food from the Tomato Mart, or play a few games of Space Harrier. Nothing happens until the next day.

\*\*--Next Day--\*\*

-Spar with brother in Dojo

-Get letter from Ine-san

-Walk to town, cut scene

-Free Battle with 3 of Charlie's goons

- Quick QTE after the battle
- Talk to Kurita-san
- Head towards Game Center, cut scene with the kid you helped earlier
- Go to the Roshiya (building next to the Fortune Teller, hasn't been open before), and have old woman translate the Chinese letter
- Go to the little Tobacco Shop and dial the number from the letter (it's in the Memo pad)
- Choose the right option, then the left when prompted  
((sometimes the right option isn't the correct one (the password deals with a passage in the letter), just keep calling until they accept the right one))
- Ask old lady in the shop about Warehouse 8
- Look in the phone book on the counter
- Talk to Tomu
- Go to the Bus Stop on the other side of the Tobacco Shop (you couldn't get there before)
- Wait for, then get on the bus.

\*-END OF DISC 1-\*

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b.DISC 2 WALK THRU  
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Disc 2 is longer and tougher than Disc 1 but it also has some of the coolest moments in the game. You'll be left with some free time more often than in Disc 1 so if you've been neglecting to enjoy some of the extras in this game, you'll get a few chances on this Disc.

Note that I don't list the break-up of days since it doesn't really matter, just do what you can in a day and then start where you left off during the next. And remember, enjoy yourself!

- =====
- Cutscene of Warehouse Area
  - Enter Warehouse District to the left
  - Cutscene with thugs roughing up some guy, QTE with the thugs
  - Go straight, then left at the small stand, then right down the "alley" past the fishing guy
  - Go right (you should see a large door with the number "5" on it), Warehouse 8 is on the left at the end
  - Try to enter Warehouse 8
  - Go around the back and Ryo will spot a small window near some crates

- Push the nearby box close to the big crates and jump up on the crates
- Once in the warehouse, go right and go to the end of the little walkway, cutscene with workers
- Get down off the crates, if there's an old cop walking by talk to him, if not it's no biggie
- Leave the area with the numbered warehouses to the left, and head NorthWest along the harbor
- Talk to Tomu when you reach him
- Go to the right of Tomu and try to get past the cop, this is where you have to go later
- Wait until it's past 7 (lights go on) and return to this spot, there will be an almost closed gate
- Quick QTE nets you a flashlight
- This part is quickly becoming known as the "Metal Gear Solid" portion of the game, you have to sneak your way past the cops to the other Warehouse 8, if you get caught you lose a day and if you mess up too many times a homeless guy will give you a map. You won't need it if you follow my instructions though^\_^
- When the cop closest to you turns his back, run to the right and duck in the small area with the "10" door
- Lean against the end of the crates until a cop comes in from the left, when he shows up move away from the edge because he gets REALLY close. I usually run to the corner of the crates and wall and wait until his footsteps start fading away
- Run straight then right after the stack of crates, quickly enter the door on the left
- \*\*--Congratulations!--\*\***
- Inside the warehouse you can look around and walk up the steps etc, if you want to move the story along go up to the shelves and pick up the white plate with the art on it.
- Cutscene with old guy and his body guard
- After this you find yourself at home the next day
- Exit room, go left past the kitchen then follow hallway to the end and enter the room on the left
- Open the desk drawer and get the key (the desk has a letter from your father on it)
- Find Ine-san and talk to her
- Head to the Dojo
- Cutscene with Fuku-san and Ine-san



- Go to the Dojo, open box on floor with key
- Take Katana and focus on the wall hangings nearby, take down the right one
- Head towards Dobuita, stop and see cat along the way for a cutscene with Harasaki
- if you've been taking care of the cat it will have grown a little and not stay in the box anymore
- Continue towards Dobuita, you'll get stopped by the body guard from the warehouse
- Free Battle with the body guard
- Go to Roshiya and talk to old woman
- Go to Antique Store(sells the fighting moves, to the left of the 2nd Water Dragon store)
- Go back home, cutscene with Fuku-san(if you don't have a flashlight and matches yet get some at the T. Mart or you can find them in your house by looking in drawers and such)
- Find Ine-san in the house and talk to her
- Go to the Dojo, walk up to the left wall hanging and hit Y to bring up the system window
- go to the artifact(guard for Katana?)you just received and hit A twice to put it in the wall slot
- Go down the ladder in the secret room, put on flashlight from system window
- Light candle in the right corner with a match(system window) and open the box next to it, get photo
- Pick up the book on the trunk that's against the wall opposite of the entrance
- Light the small candle on the mirror and look in the mirror
- Look at the markings near the shelves to the left, push the shelves by walking close to them and hitting A
- Get the axe near the entrance-way and use it on the discolored spot that was behind the shelves
- Cutscene with Fuku-san
- Go to the small park by the taxi(before Dobuita) and talk to Yamagi-san
- Go to the Roshiya, cool cutscene with old woman
- Go to the Antique Store, cutscene with old man
- Go to the park near the Game Center and talk to the guy in B/W checkered shirt
- I usually go the Warehouse district now but I think you can use any phone

really

- Call 0468-61-5647 again and answer right then left
- Wait until after 7 again and go to the area where you had to sneak around last time, the cop will let you in
- Go to Warehouse 8 again, cutscene with the old man and his bodyguard
- QTE with Chai
- Cutscene with Fuku-san, then go to sleep for a little dream sequence
- When you wake up your bank account grows
- Go to Fuku-san's room(right then last one on the left from yours), cutscene with Fuku-san and Ine-san
- Go to the Travel Agency(across from Tomu in Dobuita)
- Go to the "Aja" Travel Agency(near the Fancy Bear burger place)
- Go back home, go to Fuku-san's room, cutscene with Fuku-san giving you money
- Back to Dobuita, talk to Harasaki
- Go back to Aja Travel Agency
- (you can kill some time now until tomorrow) When ready, head home, cutscene with Fuku-san
- (Next Day) Go to Aja Travel Agency when it opens, cutscene taking care of some thugs
- You now have this whole day to do stuff, so play some games, buy some "gotcha gotchas", etc...
- When you are ready, go home and sleep. Cool dream sequence of "Shenhua"
- Cutscene talking on the phone, be at Game Center by 12
- When Game Center opens, go and Chai will eat your ticket to Hong Kong and fight you
- Free Battle, if you lose your brother comes in and helps you get away
- When you wake up the next day(or after you beat Chai) go to the Aja Travel Agency
- QTE, one of the thugs starts running from you. This is the coolest QTE yet
- After you catch him Disc 2 is over!

\*\*--END OF DISC 2--\*\*

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c. DISC 3 WALK THRU  
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Disc 3 is without a doubt my favorite, there's just so much you do and the

scenes are really dramatic and cool. Disc 3 has a nice blend of action and story, and you get a job! What an easy job too, I'd take it any day. Also of coolness, the Forklift races each morning are a blast, and you get a prize from Mark(you'll meet him)depending on how you do. Let's not forget the 70 man battle, sheer and utter amazment is all I can say!

Note: Once you start working the game gets into a sort of pattern: work, story, work for awhile. Unless noted, once the work is over and the Walk Thru starts the next line with "Next Day" that means that nothing eventful happens between the last step and the next day. You can do whatever you want with this time.

Enough Talk!

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-Cutscene roughing up the thug in Aja Travel Agency

-Afterwards, walk towards Harasaki for a short conversation(I dunno if it advances anything, but she's a babe!)

-Go to Warehouse District via Bus and hang around Warehouse 13 near the harbor until a cutscene is triggered with Goro(the pompador-sportin' guy). Mine happened around 2:30

-He sets up a meeting for tomorrow in front of Warehouse 1 at Noon, you have the rest of today to do whatever

Note: It's a good idea to get familiar with the layout of the Warehouse District today because you're going to need to know it for the majority of this Disc. I give some directions, but they aren't that detailed

-Return home when ready, dream sequence that night with Shenhua again

-Next Day, side note: If you've taken care of the cat throughout the game it will be grown up now and you'll get a cute cutscene with Megumi and the cat when you walk to it. You will no longer need to care for the cat,so long little guy \*sniff, sniff\*

-Go to the Warehouse District and be in front of Warehouse 1 at noon, I usually go at 11 or so and just stand there

-Cutscene with Goro and his girlfriend, they show and tell you to go to the Warehouse Office

-Go to the Office, it's really close and enter the door

-Cutscene with Foreman and Mark, you are now employed!

-LEARNING THE FORKLIFT:

- 1.Hit left then right on the D Pad
- 2.Hit the Right Trigger to go forward
- 3.Hit Left Trigger to go backwards
- 4.Hit A button to raise and lower the lift

-Use the Forklift to move the boxes into Warehouse 3 in the outlined squares

-Take the top box of a double stack first by hitting A once when the lift is fully lowered, this puts it in position to get the top box. Also, you can switch between 3rd and 1st person view by hitting B

-Work until the horn sounds at 5, cutscene with pay( 3 bucks, yeah!) and a

- talk with Mark
- Wait around until after 7 and go back towards to office
- Cutscene of homeless guy getting harassed by Mad Angels
- Cool QTE on bike
- Next Day, Forklift Race! It's 3 laps, hit X for a map
- Now you move boxes to Warehouse 18 until 12
- Free Battle thugs who are messing with Mark
- You're on break until 2, then back to loading boxes into Warehouse 18
- Keep loading until a cutscene occurs, you'll be confronted by 3 thugs
- Free battle with the 3 thugs
- After the fight, keep loading until 5, you can double stack if needed
- Collect pay, cutscene with Goro-san
- Go left from the office, cutscene with the Body Guard(Shou, I think)
- Pick left option to learn new move( back+A)
- After 8pm or so go to the area near the smaller Tomato Mart, cutscene with old guy
- Learn move from homeless guy(fwd Y+B)
- Should be time to go home when you're done
- Dream sequence that night
- Another Forklift Race in the morning
- Take boxes to Warehouse 3 this time(from start head towards the exit of the Warehouse Area but make a sharp left once you get there, go straight until you see the small stand then go to the right of it, then left, it's the 2nd one on the left
- Keep loading until break, during break talk to homeless guy(under steps near Tomato Mart)
- After break, load until cutscene occurs
- Free Battle 5 thugs, then Free Battle 4 more
- After the fight, keep working until 5
- Collect pay and head towards Warehouse 17(right from office then left, then go straight until cutscene)
- Free Battle 5 thugs beating up Mark, cutscene with Mark
- Go see Ojii-san(homeless guy) to learn a new move(fwd+Y+B, X)

- Talk to him again after learning the move
- Next Day, another Forklift Race in the morning
- Take Boxes to Warehouse 18 again, you're a bit further away this time
- Cutscene during break, take picture with Harasaki then choose the left or right one
- Keep working until 5
- After 7 go to the small Tomato Mart area
- Awesome QTE on bike
- Free Battle 5 Mad Angels
- Free Battle Charlie
- That night, dream sequence of Souryu
- Next Day, 4th Forklift Race
- Take boxes to Warehouse 18 again
- After break keep moving boxes until cutscene
- QTE with the thugs
- Keep working until 5, get paid then cutscene with Mark
- Next Day, last Forklift Race
- Take boxes to Warehouse 8 and put them in the area marked IN, then take a box in the OUT area and take it to Warehouse 18 until break
- Cutscene with Goro and his girlie, I think they're getting married
- Talk to Mark
- Talk to the 3rd guy down(before the kid in all denim) before he walks away
- After break, keep loading until cutscene occurs
- QTE chasing after thugs, then cutscene learning the name of the boss of the Mad Angels
- Cutscene with Chintaijin(name or nationality of the old guy? Chinese-Tawainian?)
- Go home when ready
- Wake up at 11:45(or when you walk in if you stay out till 11:30)
- Phone call, Harasaki has been kidnapped!
- Go to Dobuita and try to take the bus
- Go to the Bike Shop and knock on the door
- Go back to the area before Dobuita(Soruu-something, I forgot to check, some

FAQ writer I am!^\_^) via the smaller route near the Game Center and Park(up the stairs and to the right)

-Remember the guy working on his bike in the 1st Disc? His place is near the Gotcha Gotcha machines, you'll see the bike with the helmet on it. Walk up to the gate and you'll get a cutscene borrowing the bike

-You are now one bad mamma-jamma, get ready for a little Hang On style action You have 1:30 to make it to your destination. If you don't make it you just start over at the cutscene borrowing the bike.

BIKE CONTROLS:

R Trigger--Gas

L Trigger--Brake

D Pad or Analog Stick--turn

-Cutscene riding through the Warehouse Area

-Free Battle 6 thugs

-Another Free Battle with 5

-Cutscene with Harasaki being freed, then taking her home(cue cheesy romantic J-pop song)

-Next Day, cool Dojo cutscene

-More cutscenes with Tomu and the Warehouse Foreman

-Go back towards Tomu(yeah his name's Tom, but Tomu is cooler) and learn a move(twd, twd A A)

-Cutscene with Tomu, he's going back to America. I'll miss him, he was "Everytime Powerful!"

-Cool Free Battle with Shou the body guard, throughout the fight the action turns automatic and they get tangled up and talk/shout. The ending is pure Kung Fu movie greatness

-Quickie QTE to save Shou

-Now you and Shou fight together and take on 70 guys! This is one of the best parts of the game, you can make your way to the left then right. Feel free to abuse the running jump kick(L then A) to take out as many guys as quickly as possible. At certain points the action will pause when a "sub-boss" makes his entrance in the fight.

-(The 70 Man battle will be discussed in further detail in the Extras FAQ)

-After everyone else is dealt with the Boss will come down with a couple henchmen, you're on your own here

-Take out the underlings first

-This guy likes to grab up close, but usually his kicks are real slow so you can deflect them then grab him for good damage. The Tornado Kick you learned from Tomu is useful as well. I'll give more tips in the Extras FAQ

-QTE with Terry, then cool scene of Shou beating him up and you getting info from him

-Long scene of you leaving home, then Dobuita

-Learn a move from Chintaijin(back+X, then back+X, A)  
-Practice move with Shou

-Free Battle Chai

-Cutscene of Ryuusatsu

-QTE with Chai

\*\*--Now watch the ultra cool Shen Mue ending--\*\*

CONGRATULATIONS! YOU"VE JUST PLAYED THROUGH SHEN MUE: CHAPTER 1, YOKOSUKA!

Of course now that you've beaten the game you can go back and do all the things you neglected to do when you where racing through the game with this document^\_^ Luckily I'm making an Extras FAQ just for that purpose!

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5. NEXT REVISION  
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Been a while,eh? To put it simply, I couldn't even look at Shenmue after completing this FAQ, I was just burned out on the game after finishing and replaying it 6 times or so in a matter of 2 weeks or so. After all this time though, I'm finally able to come back and see why I loved this game enough to make this little guide(which has been copied numerous times by lechorous scum who like to steal others' hard work and call it their own). So, I'm going to start updating it as needed, which shouldn't be that often really. The menu descriptions were really needed though. Maybe a listing of the QTE buttons? I dunno.

Right now I'm beginning work on the long-awaited(I guess^\_^) Shen Mue Extras FAQ which will feature sections on the Passport Disc, Ryo's Fighting Moves, the Gotcha Gotcha Collections, etc. Look for it soon, I know I said that before, but this time I mean it!

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6. THANK YOU's  
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Jackal-a big THANKS for helping me get through the end of Disc 1

CJayC-the man who makes GameFAQs what it is.

Ron Lee Aughenbough II-for pointing out the bad guy's real name

And thanks to everyone who's mailed me with compliments and stuff

min'na domo arigato gozaimasu!

<<More Thank You's coming in the next revision, I haven't forgotten!>>

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7. ABOUT THE AUTHOR  
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This is my 8th or so FAQ, and I hope you enjoy it!

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Important Mail Notice!

I have been swamped with E-Mail concerning Shen Mue since this came out, and I try to answer as much as I can BUT there are some E-Mails I will not answer to save time and sanity:

- 1-Please don't send me mail asking me to send you this FAQ
- 2-Anything covered in the FAQ. I make exceptions to this usually but if it's something already completely covered in this document then I won't answer  
Stuff like "What do I do after talking to the Burger Guy?" will be deleted
- 3-"Do yOu hAVe COdeZZ fOr Dizz gAmE yO?" No.
- 4-Flames and stuff will be met with total indifference.

I know I'm coming off as kind've a grouch here but the amount of mail I've been getting is astounding, and I really do try to help everyone that asks so this will help cut down on some of the mail(hopefully). Of course, help, tips, and simple "thank you's" are always welcome and greatly appreciated. I really do like keeping in touch with people, but 50 mails telling me to send a Disc 3 Walk Thru "now" is kind of grating on the nerves.

Thanks for your understanding^\_^

++===Other places to get help with Shen Mue===\*\*

Sega Blast City: [www.virtuafighter.com/blast](http://www.virtuafighter.com/blast)

Great place to discuss Sega in general and quite a few people have Shen Mue

Hardcore Gaming: [www.hardcoregaming.com](http://www.hardcoregaming.com)

Good Shen Mue discussions in the Message Board

ShenMue.net: [www.shenmue.net](http://www.shenmue.net)

Well? Sounds like it deals with Shen Mue, eh?^\_^

Sega News Group: [rec.games.video.sega](mailto:rec.games.video.sega)

As far as VG Newsgroups go it's the best, still subject to flames and stuff but not horrible like the Nintendo and Sony NGs.

More to come!

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END

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