

# Shenmue FAQ/Walkthrough

by Scott Ong

Updated to v1.3 on Dec 31, 2000

A FAQ created exclusively for GameFAQs <<http://www.gamefaqs.com>>

```

/_____/ / / / /____/ \ / / \ / | | | | |____|
/_____/ / / / /____/ \ / / \ / | | | | |____|
/_____/ / /____/ /____/ \ / / | | \ / | | | | |____|
/_____/ /____/ /____/ /____/ \ / | | | | | | \____/ |____|
- Chapter 1: Yokosuka -

```

## Shenmue Chapter 1: Yokosuka

- Type - Shenmue FAQ/Walkthrough  
- Game Version - North American / Japanese  
- Revision History - Version 1.3  
- Platform - Sega Dreamcast  
- Author - Scott Ong  
- E-mail Address - [kangning@mbx5.singnet.com.sg](mailto:kangning@mbx5.singnet.com.sg)  
- FAQ Locations - <http://www.gamefaqs.com>

<<< Disclaimer >>> - Please read this!

This FAQ is meant for personal usage only. This FAQ can only be reproduced electronically. It must not be altered without the author's consent. This FAQ is not meant for profitable purposes. This FAQ is owned and made by me, Scott Ong <[kangning@mbx5.singnet.com.sg](mailto:kangning@mbx5.singnet.com.sg)>. This FAQ is copyright of Scott Ong 1999-2001. This FAQ is not meant for profitable purposes. Shenmue is copyright of CRI AM2 and Sega Dreamcast is copyright of Sega. Please read the frequently asked questions section before you start to post a question the author. You can print out the FAQ for personal usage but you must retain the printed copy for your own use.

- Getting more information about Shenmue -

Below, you will find a list of translation websites. Thanks to Preston Dean for the URL of these sites.

### Official Website

-----

Shenmue [<http://www.shenmue.com>]

### Translation Sites

-----

. IGN Dreamcast\* [<http://dreamcast.ign.com>]

. Sega Zone [<http://importdc.sega-zone.com>]

(\* This one requires you to register. Registration is free of charge)

. Gaming Intelligence Agency [<http://www.thegia.com>]

/ I \

### Revision History

Version 1.0

This is first initial release of document. The FAQ is first released to



FREE, which stands for Full Reactive Eyes Entertainment. There is also an official website for the game [<http://www.shenmue.com>]. Yu Suzuki, the creator of Virtua Fighter, creates this game. There is a rumor that this game is going to last for at least sixteen chapters. But according to IGN Dreamcast, It says that SEGA is going to produce only 2 chapters. For more details regarding Shenmue, you can visit either one of the following sites:

[IGN DC] <http://dreamcast.ign.com>

[The GIA] <http://www.thegia.com>

/ III \

---

#### Author's Note

---

<-- Difference between NA [North American] and Japan version -->  
After I have play Shenmue [English] for the first time, I feel that the game is much more clearer and simpler to play. The creators of Shenmue have done a great job in translating the game. In terms of graphics, the game still looks as great as ever. The shop's signboards are still the same as compared to Japanese version.

[Version 1.3 | Date: 31st December 2000]

I have edited parts of the walkthrough to make it suitable for the English version. I have also figured myself what will happen if you choose the alternate options in the game. Hence, remember to take note of them when you came across them.

Is it possible to have a complete memo-pad with all notes jotted down? After so many hours of research, I have discovered that it is not possible to have a complete memo pad without any blanks. In this massive update, I have added more information regarding this.

The reason for this delay of the update is partly due to reasons:

- (1) A virus has infected my computer's system.
- (2) My ZIP disk where I stored my files got corrupted.

Of course, I got extremely fed up and depressed, causing me not to answer any of the e-mail over these past few weeks. In fact, I spent these few weeks in retyping this FAQ and make it better compared to previous one.

I have also spent the past few weeks in attempting make use of the word wrap feature on a .txt file, but it failed as a result I got to use back my former methods of FAQ writing. You will find a lot of grammatical errors due to incomplete sentences as I can't 'word wrapped' them within a viewable range. Hence, please understand this. I would recommend you to view it using Word Pad instead of any other word processors documents to view this FAQ at its best.

There is a spoiler free walkthrough, found under the Miscellaneous Section. To view it, just enter CTRL+F on the keyboard and enter the following password with every letters in caps lock:

'Shenmue\_80s'

[Scott]

/ IV \

---

Table of Contents

```
=====  
I      Revision History  
II     Introduction  
III    Author's Note  
IV     Table of Contents  
1.0    The Story of Shenmue  
2.0    The Characters of Shenmue  
3.0    Controls  
4.0    Basic Tutorial  
5.0    Walkthrough for Disc 1  
6.0    Walkthrough for Disc 2  
7.0    Walkthrough for Disc 3  
8.0    Miscellaneous Stuffs  
9.0    Contact The Author  
10.0   Credits  
=====
```

Let's depart for this ultra realistic story of Ryo Hazuki...

\_\_\_\_\_  
/ 1.0 \ \_\_\_\_\_  
=====

### The Story of Shenmue

=====

(Here is a bonus for the Japanese version owners)

\* DON'T READ THIS UNTIL YOU HAVE SEEN THE OPENING CGI SEQUENCE \*

As you choose NEW GAME on Main Menu screen...

It is a stormy night where snow turns into rain. Ryo Hazuki is rushing home as he was told by Ine-san that something bad had happen to home. As he reaches the doorsteps of Hazuki Residence, he found the signboard of Hazuki dojo has been wrecked. Near the gate, Ryo spotted a black car. As he enters home, he found Ine-san lying on the floor. Ine-san refers Ryo to the dojo.

As Ryo reaches the entrance of the dojo and there comes a flying Fuku-san. He is injured and covered with serious wounds. Ryo enters the dojo but was stopped by two mysterious man dressed in black suits. He found out a shocking truth... His father has killed someone. Next to his father is a man dressed in green velvet like a Chinese mafia. That man keeps on demanding the "Mirror". Iwao refuses to divulge the secrets where the mirror is being kept. Hereafter, a fierce fight broke out between the two...

Iwao got injured and Ryo comes to his aid. But Ryo is not the match for the Chinese Mafia who Iwao addresses as "Lan Di"... Seeing Ryo was in danger, Iwao reveals where the mirror is kept. Next, Lan Di put down Ryo while those two man dressed in black suits move out of the dojo. Lan Di says that he doesn't want to see Iwao to be so useless... Lan Di deals a fierce blow on Iwao and this time Iwao was facing his last breath...

Next those men dressed in black suits enter the dojo with a piece of jade and hands it to Lan Di. That was the "Mirror" with a dragon engraved on it. Lan Di leaves the dojo along with his henchman. Upon his last breath, Iwao tells Ryo to treasure his friends as friends are important and slowly he closes his eyes...

NO!!!!!!!!!!!!!!!

[For the remaining, you should be able to guess ^\_^;]

The Characters of Shenmue

---

---

For this section, you will find a brief introduction of the key characters of Shenmue. I have made translations in appropriate to the English version. The translations for the Japanese version are made in Japanese.

-- Ryo Hazuki --

Ryo Hazuki is the main character of the game. He is a teenager who studies at Suka High. He wears a brown, leather jacket. On the back of the jacket, there is a picture of a tiger. Perhaps, this explains why most of his techniques are tiger-related. After the fourth day of his father's murder, Ryo sets out to find out the truth behind the dispute between his father and Lan Di. Throughout the game, you will discover more about Ryo's personality and his association with his friends and the truth behind the stolen "Mirror".

-- Iwao Hazuki --

Iwao Hazuki is the father of Ryo Hazuki. His perfection in his martial skills makes him well known as the Hazuki-style. He wears a judo outfit, which bares the word "Hazuki" in Chinese. Iwao is a strict father in guiding Ryo. He is wise and kind towards his family members. He has a good friend in China called Zhu Yuan Da. He risks his life in guarding the secrets of where the "Mirror" is being kept...

-- Nozomi Harasaki --

Nozomi Harasaki is the main female lead for Shenmue Chapter 1: Yokosuka. She is a fellow classmate of Ryo while studying in Suka High. Nozomi is Ryo's love interest in the game. Nozomi fell in love with Ryo and does not dare to voice out her love for Ryo. Her parents are staying in Vancouver, Canada. Nozomi works in the flower shop with her grandmother, Aide-san. Nozomi has a very close friend, Eri who often encourages her to speak up. In the Japanese version, Ryo addresses her as "Harasaki-san"

-- Ling Sha Hua [Shenhua Rei] --

Ling Sha Hua is the other female lead for this epic. Sha Hua is a girl who owns a pet eagle. She seems to have a telepathic connection with Ryo Hazuki, upon the discovery of the other "Mirror". Perhaps, you will know more about her in the next chapter.

-- Lan Di [Shoryu /Rantei] --

Lan Di is a deadly martial arts expert. His techniques are strong and swift. He dressed in a dark-green velvet robe that is being covered with dragons. He has a small scar on his cheek and a pair of stern looking eyes. He has a tattoo on his left hand. Lan Di is the leader of a Chinese Cartel, Chi You Men. At the beginning sequence, you have experienced the power of Lan Di.

-- Chai --

Chai is a man who wants to get in the good books of Lan Di. He works for the Mad Angels. He wears a purple outfit and his fighting style resembles the Thai fighting style. Ryo addresses him as a "skinhead". Chai is very agile and swift in his actions. Unfortunately, his behavior is very difficult to explain.

-- Tom --

Tom is one of Ryo's good friends in Shenmue. He is an American who wears a red sweater. He wears "shades" [sunglasses] and has curly locks. In the Japanese, he speaks with a mixture of Japanese and English. Tom is the owner of the Tom's Hot Dog Cart. There is one additional point, which I have, forgot to mention and that is he simply loves dancing to his rock music.

-- Master Chen --

Master Chen is a Chinese martial arts expert and a trader who trades with the Japanese with antiques, poetry, calligraphy, etc. He always wears a Chinese red robe. He is well versed in the Swallow style. He is a good old friend of Zhu Yuan Da. In the Japanese version, he was addressed as "Chin-tai-jin"

-- Mark Kimbely --

Mark is an American who works at the New Yokosuka Harbor as a forklift driver. He has a turban-shaped hairstyle and a goatee. Don't judge by his fierce looking expression, he is somewhat weak and kind-hearted. His brother has been killed due to an "incident" and he still bothers about it...

-- Chen Gui Zhang -- "Shou"

Gui Zhang is a Chinese martial arts expert and versed in the Swallow style. He wears a gray suit and a red tie. He has a middle-length hair and a stern looking face. He seems to be in bad terms with Ryo when they first met each other... In the Japanese version, he was addressed as "Shou"

-- Fukuhara [Fuku-san] --

Fukuhara is an apprentice of the late Iwao Hazuki. He has a pleasant and blur-looking face. He wears the same outfit as his sensei, Iwao. Fuku-san is a helpful guy, who offers help to aid Ryo to find the murderer, however he only makes matters worse due to his clumsiness...

-- Ine Hayata --

Ine Hayata is the housekeeper of the Hazuki dojo. She is an old granny who shows deep concern for the safety of Ryo Hazuki. She takes care of Ryo's daily allowances. Ine-san, as Ryo calls her in the game, is a kind-hearted lady who shops often at the Yaokatsu Produce.

That's all for the list of key characters. If you need more information about other characters, please refer to the "Miscellaneous" section for more details.

/ 3.0 \

=====  
Controls  
=====

Under this section, you will find translations for the Japanese manual with the front covering. BTW, you should have two manuals. One of them is for the main game and the other one is meant for the Passport Disc. Note that you need to connect to the Internet through the Dreamcast in order to use the Passport Disc.

Unfortunately, I cannot gain access to the Passport Disc, as my Dreamcast is the Asian version, which does have an internal modem. Hence, you have any problems regarding the Passport Disc; I can't really help you unless it is within my ability.

Below is an ASCII art diagram of the Dreamcast controller. [Well, it



It allows you to move Ryo around the terrain/ battlefield. In certain places requires Ryo to move slowly, therefore beware when approaching small corners.

-[Basic Movement Controls]

D-Pad Up - it causes Ryo to move forward.

D-Pad Left - it causes Ryo to make a turn to his left.

D-Pad Right - it causes Ryo to make a turn to his right.

D-Pad Down - it causes Ryo to make a U-turn.

The D-Pad also affects the mobility during combat. In certain occasions such as buying things, you will need to use D-Pad to select the desired options. It also allows you to select options during a prompt. For the Memo Pad, you will also need to use the D-Pad to facilitate the flipping of pages. To move onto the next page, press Left. To move onto the previous page, press Right. By pressing the Up button, it will bring the first page of the Memo Pad. To go to the latest page, press "Down". Once you have gotten an item, you can either use D-Pad or Analog stick to rotate the item for better viewing. The D-Pad was also be used during Quick Timer Events. [QTE] It facilitates movement of the bike while playing the Hang On at the You Arcade. It moves the character around while playing Space Harrier at You Arcade. Before playing games like Space Harrier, Hang On along with the Slots Machine, you are entitled to enter multiple tokens [Each token costs 100·]. Please take note that the maximum amount of tokens you can insert is nine. It allows you to move Ryo's finger to select the option in vending machines and slots machines.

While driving the forklift...

- \* Press "Left" to turn the wheels of the forklift left.

- \* Press "Right" to turn the wheels of the forklift right.

- \* Press "Up" will allow Ryo to sound the horn.

==~ Y button (Green) ~==

[Function]

It will bring up the menu, where you will access the Resume, Moves Scroll, Memo Pad, Cassette Tapes, Collectibles Collection, Tokens and Calendar. In the battle, it allows you to dodge attacks from the enemies. This allows you to choose items such as "Box of Matches" and "Flashlight". In certain cases, you will find it appear, which means that you can use that item for that situation. One good example is the usage of "Mysterious Key".

==~ X button (Yellow) ~==

[Function]

It will bring up the Memo Pad. Please note that there is also an alternate method of viewing the Memo Pad. In order to activate the memo pad, just simply select the Memo Pad Icon from the main menu. In the battles, this button allows Ryo to use his hand moves. To execute a different hand move, you need to follow the button configuration as listed in the Moves Scroll. It is also being used in QTE Title, Space Harrier and QTE2 in You Arcade. It will bring up the map while Ryo is having his job as a forklift driver.

==~ A button (Red) ~==

[Function]

It allows Ryo to talk to the people in the town. During some of the conversations, you may also see an (A) icon on lower right portion of the screen. Press the A button, allows you to continue with the conversation. This is also being used for selection of options. During



combat, this button allows Ryo to use his leg moves. It is also being used in Space Harrier, QTE Title, QTE 2 and Darts 7. It allows you to switch to view in FPV while playing billiards. While driving the forklift, pressing (A) button will raise or lower the "fork". You can also use this to remove paintings/frames from the walls. This button is also used to lift up things such as cups, kettle, wok, etc. You need to view in Zoom mode and focus on that object before you can choose to lift it. Press (A) again and it allows you to receive the item. Please note that not all items can be added to the Item Column.

==~ B button (Blue) ~==

[Function]

IMO, it works like "Cancel button." It allows you to cancel your current selection. By press it; this could cancel your current selections or exit from the current screen. It allows you to exit the notebook, viewing items, Moves scroll, Collectibles, Cassette Collection, etc. In combat, this button allows Ryo to perform throws. It switches the camera to Top view while playing billiards. It switches between the third person view mode and first person view mode [Zoom] while driving a forklift.

==~ Start button ~==

[Function]

It will pause the game while playing Hang On or Space Harrier. It will also pause the game during the course of free quest. It activates the Help Menu and brings up hints and button configuration. Selecting this will allow Ryo to end his current training session.

Well, this is much neater huh? Hope that you like the new layout. Proceed on with the basic tutorial.

/ 4.0 \

---

## Basic Tutorial

---

This section is specially created; just aid those who have problems in understanding on how to play the game. My advice is for new players who are playing Shenmue, is to take some of your time to read before you start to read the walkthrough. Most of the game concepts are relatively to understand, but some of them are pretty complex. Hopefully, it could help you to resolve the problems that you might face in the future.

~- Users who own the Japanese Version ~-

In this section, you will find the translations [well, they are actually taken from the English version] for the manual. I will try my best to explain this.

/ 4.1 \

---

## Movement

---

One good feature of Shenmue is the background world. The surroundings are so real as the main character; Ryo was starring in the movie as its main cast. Up to now, this game has contained the most impressive graphics. The graphics are nicely rendered and possess great sharpness [Just take note of the facial expressions of each person...]. Hence take your time to explore around the beautifully rendered background.

The part of the controller that allows you to move your character, Ryo

is the Direction Pad

|            |   |
|------------|---|
| UP         | UP causes Ryo to move forward. Note that Ryo    |
| LEFT RIGHT | can't knock into walls/doors. Once there is     |
| DOWN       | something in your way, you need to make a turn. |

Pressing DOWN causes Ryo to move in an opposite direction. Pressing LEFT allows Ryo to make a left-turn whereas RIGHT allows Ryo to make a right turn.

To run, just hold down the [L] button and move with the D-Pad. Running will help Ryo to move much faster but it will be obstacle in tight-filled spaces such as corridors. Ryo could start to run while he has already to start walking.

-----  
In Disc 3, you will get a chance to drive a forklift where Ryo will be employed to get to work in a warehouse. To move around the forklift, here are basic controls:

- Press [R] to move the forklift forwards.
- Press [L] to move the forklift backwards.
- Press <-- to turn the reel wheels leftwards.
- Press --> to turn the reel wheels rightwards.
- Press Up to sound the horn.
- Press Square to activate the map that is given to Ryo by Mark.

PS: You can also make use of the Analog stick to turn the reel wheels.

-----  
The forklift has a low mobility. Most of the time, you will find the forklift getting jammed into tiny small areas.

4.2

-----  
Action

-----  
The (A) button serves for this purpose. It will allow Ryo to make an action such as pulling out drawers, opening cupboards, knock on the doors, opening doors, talk to the townsfolk and much more. The Action button also allows you to select items from your menu. During the conversation sequence, you will occasionally see an (A) icon next to the clock found in lower right end of the screen. If you see that, just hit (A) to continue with the conversation. You can terminate speeches but you will see English (for English version)/ Japanese at the lower end of the screen if you press (B) [Provided that you haven't made any adjustments under the Options Menu.]

Unlike Role Playing Games such as Final Fantasy VIII, you will not see any message boxes in Shenmue. [Well, that could be an advantage as it allows you to a clearer view of the surroundings without any difficulties]. Actually for those who missed the dialog boxes, you can proceed to the Option screen to make changes. But if you press (B) to skip the dialogue, you will see English (for English version only)/ Japanese on the lower section of the screen. It takes effect provided that you did not make any changes to the "Settings".

Sometimes you may need to switch for first-person view mode to make

contact with another object. One good example is the lamplights found in Hazuki Residence or people at their workplace. E.g. you need to switch first person view mode in order to talk to Tao-san, the owner of Ajiichi Chinese Restaurant.

---

/ 4.3 \

---

-----  
Action Selector

-----  
What is the difference between this and Action feature of Shenmue?  
This typically gives you option boxes. [This is always found at the top left hand corner of the screen.] Instead of using Action button [or the (A) button] to execute the command, you can just press LEFT, UP, DOWN or RIGHT to make your option like choosing an item from a shop, make a choice whether to play in the You Arcade, taking care of the kitten, etc.

The action selector normally appears while shopping at Tomato Convenience Store, Harbor Lounge and Abe Store. It also occurred while during Ryo's quest in the search of clues like answering prompts from Master Chen and deciding whether to give Fukuhara a tutorial on the Pit Blow.

---

/ 4.4 \

---

-----  
Search

-----  
This is very important if you want to uncover items and explore hidden sequences...

-----  
[Notes for Japanese Users - Read your manual and attempt to decipher!]  
From my experience... Well during my first play, I did not pick up any items [Because I always have a habit of start playing the game without refer to the manual.] Of course, I know a lot about this when I firstly examined my manual ^\_^;) It also took me quite a lot of time in trying to understand those Japanese letterings.  
-----

The search process is rather hard at the beginning. First of all, you need to be in First Person View [Zoom] mode [In FPV, you will be viewing the surroundings as it was from Ryo's point of view].

There is a need to do this, as most of things were normally placed below Ryo's eye level. Therefore by using Zoom, it allows Ryo to reach some of items that are normally not accessible. To go into Zoom mode, just hold down [R]. Next use the D-Pad or Analog Stick to move the "camera".

BTW, please take note that not all items can be picked up. Some of the items can be picked up but it serves no purpose. One good example is the shiny gold-colored kettle found in the kitchen of Hazuki.

Press (A) button to select the item, note that you may need to move the D-Pad to shift Ryo's hand to reach for the item. To exit from the Zoom mode, just press (B) button. But for drawers/cupboards/removing paintings, you need to press (A), so that these items are being placed back to their original position. Well, Ryo seems to be a fellow who is neat.

Generally, there are two main situations and I give quite a detail description as listed below:

BTW, since I will be repeating First Person View mode, I will abbreviate it as "Zoom" throughout the walkthrough.

1) Picking up an item

-----  
Situation 1: A Test-Run...

Scenario: Disc 1 [The moment Ryo was awake from the nightmare]

Items: SHENMUE tape

The SHENMUE tape is found at Ryo's desk in his room. First of all, just bring the "camera" view to FPV by holding down [R] button and press down on the D-Pad to view the desk. Now the view should be focusing on the cassette tape. Press (A) to pick it up. Next press (A) and it will be added to your Cassette Collection. Please note that only certain items will be kept in the items column.

2) Using an item

-----  
Situation 2: A Special Quest

Scenario: Disc 2 [When Ryo are trying to uncover a hidden path to  
The basement of the dojo]

Items: Sword

There are also some key items. But how is Ryo is going to use it? One good example is the "Mysterious Key" that can be found in the drawer in his father's room. Once you reached the area where the item can be used, you will find a green (Y) and red (A) next to the "clock" found in lower right-hand corner. Just press (Y) to open the menu and choose the item. In order to select the item, just hit (A).

-----  
With the two tutorials above, I guessed you should not have any problems in using the Zoom mode.

/ 4.5 \

-----  
Explanation on the Menu

<- Japanese Users ->

For explanations of menus for Import games, I will try to include an ASCII Art diagram to make my work easier for explanation. It will be extremely tough for me to make ASCII icons for the item menu ^\_^; Hence I had used abbreviations instead. [Don't worry as I have also included a short brief description about the icon.] Your menu screen should look something like this:

-----  
--= Dig 4.5a: ASCII Diagram of the Menu ==-

|   |       |                         |
|---|-------|-------------------------|
| W   | - --- | Item column [IC]        |
| -----                                       |       |                         |
| [RE] [CO] [MS] [MP] [CL] [CAS] [SEGA] [CAL] |       |                         |
| -----                                       |       |                         |
| CASH 2600 .                                 |       |                         |
| -----                                       |       |                         |
|   | - --- | Description column [DC] |
| -----                                       |       |                         |

-----  
Starting from the top-left hand corner...

--- Watch --- [W]

Basically, the icon is a miniature version or a thumbnail of the actual watch. Just move the "cursor" to the icon and hit the (A) to put the watch in Zoom mode. Hit (A) again to activate the watch's illuminator. To exit from the Zoom mode, hit (B) to exit and you will be back at the main menu.

[Functions]

It will allow you to view the time from Ryo's watch. You will find the camera's angle focus onto Ryo's hand, where you can read the time directly from the watch. Based on my observation, I supposed that for every 1 sec in the real time represents a minute in the game. When the menu is not being activated, you will find a translucent icon of the watch appearing on the low-right hand screen.

Below are some points that you need to take off about time:

No matter where Ryo was, he needs to be at home by 11:30 pm. His alarm will go off at 11:30 and you will have a cut-scene of Ryo viewing his watch. After Ryo has found a job at the New Yokosuka Harbor, his alarm will go off at 2:00 pm instead of 11:30 pm. This is because his watch has only one alarm setting. If Ryo is still playing games while at You Arcade, he will be at home until you had finished the game for that token. BTW, Ryo sleep at his room as early as 8 pm. In Shenmue, all shops have operating hours. For example, you would not find the bars operating in the morning. Once it is time for the shop to close, Ryo will look at his watch and exit the shops. The watch also includes a compass where the following abbreviations: [N] North, [S] South, [E] East and [W] West.

Before I continue with the next icon, here are some points that you need to take note of while viewing the Item Column. The item column will be "enlarged" in area as you get more items. The "enlargement" would depend on the number of items that you have collected throughout your adventure. It allows you to place items such as photographs, keys, letters, etc. It is just like an item inventory where items are kept.

BTW, there is one thing that puzzles me... Have you ever wonder where these items are kept? Note that you can view an enlarged version of an item, by enlarging the item respectively. In Shenmue, it even allows you to rotate them.

==~ General Controls ~==

-----  
Button            Basic Functions  
-----

[R]            (It will enlarge the item in view mode.)  
[L]            (It will minimize the item in view mode.)  
[D-Pad]        (It rotates the item.)  
(B)            (It will exit from the screen.)  
(A)\*           (It will use the item.)

\* Here is a reminder: Not all items can be used!

Key Abbreviation: VMU means "virtual memory unit"

--- Resume --- [RE]

Typically, the icon that represents this feature is a miniature version

of the virtual memory unit. [VMU]. The Resume feature allows you to save the game under a "Resume Saved File" from that current spot where Ryo is currently add. It is a temporarily saved file and it works for the initial reset only.

First of all, select it with (A), and you will be given a prompt, whether to reset and continue from that spot. To use this feature, just move the cursor to the "Yes" box [the one on the left] and hit (A) to make a temporarily saved file. Next to resume the game from the "Resume Saved File", choose load your Shenmue Disc and pick the [Continue] option to resume the game. Here is another reminder: this feature WILL only works for the first reset only.

In order for this to work, you must have at least of 80 memory blocks to perform a temporarily or a full-save. AM2 creates the feature as if you played the game for too long, you will bound to experience some graphics glitches on the game. [The color will simply peels off.] Please note that you need to have a VMU inserted into Controller 1.

-- Settings -- [CO]

Basically, it is a miniature version of the Dreamcast Controller. It allows the user to activate the "Settings" Screen. To do this, simply highlight the icon and hit (A) to activate the settings screen. Make use of the D-Pad to highlight the desired settings. Hit (B) to exit the screen without any changes and hit (A) if you want the changes to be made. More details will be covered under the "Settings" section.

-- Moves Scroll -- [MS]

The icon used to represent this feature is a scroll with a greenish-blue covering. It allows the user to view the status of moves, facts of the moves, name of the moves, etc. To use it, select it with (A). Next you can move along the list of moves using the D-Pad. Meanwhile, you should find a short animation of Ryo using the moves. Note that the more training that move received, the skills will do more damage.

If you hit [R], you will switch the list from names of moves list to its button movement for the Japanese version. In the English version, if the user hit the [R], the names of move will be translated to Kanji. To exit from "Moves Scroll", just hit the (B) to exit.

To enable a move as a "set move", just simply do the following steps:

- 1) Move the "cursor" and highlight the desired move.
- 2) Hit (A) button to "set" that move as the "recorded move".
- 3) While in free battle mode, you can execute this technique by hitting [R] Trigger instead of doing its full order sequence.

If you hit [R] during a practice session, it will brings up the "Moves Scroll" screen instead. If you opened the screen for the first time, you will find out that some of moves' gauge bars are purple in color and letterings are black in color. Ryo knows these moves but they are not been "mastered". Ryo needs to execute them at least once to master them. There are three levels of mastery in Shenmue and they are Beginner, Moderate and Advanced. Once a move has reached "advanced" level, the letterings will be white in color and the orange gauge bar will reach the "Advanced" mark. For more details, please refer to the [Training] section for more details.

-- Memo Pad -- [MP]

The icon that is used to represent this feature is a miniature version of the actual Memo Pad. The Memo Pad is a brown-colored notebook, which

records the clues that Ryo had found throughout your game play. Assuming Ryo takes the role of a detective, your objective is to ask or consulting the townsfolk and get more clues. You can't jump to another story part unless you have gotten that certain clue. Due to this situation, there are multiple routes in completing Shenmue. I have included multiple paths for the main walkthrough. This also explains why it is impossible to have a completed memo pad.

You can activate the memo pad in two ways. The first method is to activate the menu, move the cursor towards the memo pad icon and hit (A) to activate it. The second method is faster and you need to hit (X) during Free Quest. [i.e. you are walking along the streets searching]

Hit the "Left" button will bring you to the next page, while hitting the "Right" will bring you to the previous page. If you hit "Up", you will be brought to first page. If you hit "Down", it will bring latest written page. To exit from Zoom mode, just hit the (B).

-- Collectibles -- [CL]

Representing this feature is a gold-color and rectangular-shaped box with a huge C and L letterings on it. Typically, it shows the list of toys of that you have currently owned.

To enter the "Collectibles" screen, hit the (A) to enter and you will be able to view the list of collectible toys like Sonic the Hedgehog, Knuckles and members of Virtua Fighter. You can rotate the action figurine/ toy by using D-Pad. You can also shrink/enlarge the view mode by holding down [L]/[R] respectively. To exit from the list, just hit the (B) button.

Collecting toy collectibles is optional part in Shenmue. You can get them by buying from the Toy Capsules machines. You can collect collectibles to complete your collection. Some of collectibles are obtained if you have met a certain requirement...

Please refer to the Item Bestiary for more details.

-- Cassette Tapes -- [CAS]

You will find a green-colored cassette tape icon representing the cassette tapes collection. I supposed that Discman is still unknown in the 1980s. You will find list of available cassette tapes. You will be able to view the cassette tapes' covers. The controls are similar as you are viewing the "Collectibles". The cassette tapes contained Shenmue music themes. In order to hear them, you need to get a "Cassette Player" or a "Radio" to listen to them. You can find two tapes inside Ryo's room along with a cassette player. To get new tapes, you can either buy it from neighboring stores [Tomato Convenience Store or the Harbor Lounge] for 300 or win it from the Raffle Ticket Draw.

-- Tokens -- [SEGA]

Typically, it is a gray coin-like structure with the words "SEGA" engraved on it. These tokens are required to play the slots machines at the Slots House. To get tokens to play for the first time, you can choose to convert your money (·) into tokens. The exchange rate is 100 for 20 tokens. You can exchange for 180 tokens at most. If you hit jackpot at Slots Machine, you can win a rare collectible, which can be exchange for other rare collectibles over the Passport Disc.

-- Calendar -- [CAL]

The icon is actually a miniature version of the calendar found near the doorstep of the Hazuki Residence. It states the date of the calendar through month/day/year and it also indicates the current season. If the time passes 15th of April 1987, you are going to have the "bad" ending, which is called "Game Over" ^\_^;)

In Shenmue, you can experience autumn, winter and even rain or shine! Please don't forget in Shenmue due to the "Magic Weather", you will experience day and night while on the streets, even inside the house!

-- Cash -- [CASH]

Do I need to explain this? The icon representing this icon is actually a cash note. It reflects the amount of money that Ryo currently have in hand. You will start off the game with .9800. Once you leave your room, you will get another .500 from Ine-san. Of course, the money is used to buy things/toys/cassette tapes. The currency for the game is yen (.)

That's all for the explanations on the menu. Let's proceed onto the next section: Quick Timer Event.

/ 4.6 \

-----  
Quick Timer Event (QTE)  
-----

QTE stands for Quick Timer Event. It is an interactive system, which is included in this Full Reactive Eyes Entertainment game. It is a system that simply tests on the user's reflexes. You will see an icon [it is an icon of the keys of your Dreamcast controller] appearing in the middle of the screen and giving out a beep signal. It is rather simple but surprisingly, it allows Ryo to perform a series of acrobatic stunts! It just requires you to hit a button [UP, DOWN, LEFT, RIGHT, (A), (B), (X) or, (Y)]. You will see the button of the icon, which indicates which button is required to press. Normally, these sequences are automated and might even occur in the middle of the game. It is quite fun unlike the Free Battle Mode as you need to take care of the health meter.

In the game, it is abbreviated "Quick Timer Event" as QTE. Hence, you need to get used to this abbreviation as I am bit too lazy to type it full and it is an abbreviation that is used throughout the actual game.

-----  
General abbreviations use in the FAQ for QTE Section:  
-----

|          |     |         |        |
|----------|-----|---------|--------|
| [Blue]   | (B) | [LEFT]  | (<--)  |
| [Green]  | (Y) | [UP]    | (Up)   |
| [Red]    | (A) | [DOWN]  | (Down) |
| [Yellow] | (X) | [RIGHT] | (-->)  |

-----

If Ryo was being hit unconscious by solid/metallic objects such as chairs, the QTE will be restarted to the time before the QTE event begins. Meanwhile, you need to get used to this short-form, QTE as it will appear quite frequently in FAQ.

IMO, this is the interesting part, which distinguishes Shenmue from other games. Unfortunately, there isn't any option for you to replay these QTE. But in replace, you got cool mini-games down at You Arcade





[Function]

You tap this trigger; it will bring up the "Moves Scroll" screen during a Training session. Please refer to [Explanation on Menu] for more details regarding the "Moves Scroll". During the Free Battle mode, you will be able to execute the "set move". You can set the move, by highlighting with D-Pad and check it with the (A). Below is a simple illustration of the "Set Move" feature:

For example, you have "set" Pit Blow [Fwd + (X)] with this feature. Once you have set this technique, you will find a green border surrounding the move's column bar. (As you see, the moves are arranged in columns). During the free battle mode, you just need to hit [R] to execute the "Pit Blow" instead of doing the "Fwd + (X)" motion sequence. The Set Move feature works especially well for moves with tough motion sequence like the Brutal Tiger [Back, Fwd + (X)+(A)]

== [Analog Stick] ==

[Function]

The function of analog stick works like the same as Ryo is in Free Quest. Moving the analog stick will rotate the camera view.

== Direction Pad == [D-Pad]

[Function]

The Direction Pad facilitates the movement of Ryo during a battle. When the D-Pad is being rotated in an order sequence and ends with an attack button such as (X), Ryo will execute another technique. The tougher the rotation on the D-Pad is, the stronger the technique will be. BTW, I called this type of rotation, the "Motion Sequence". In Shenmue, there aren't any fireballs for Ryo to execute and it is just plainly hand-to-hand combat.

== Y button == (Y)

[Function]

It allows Ryo to block (parry) or dodge (evade) against enemy's attacks. It seems that Ryo is pretty weak in blocking attacks, judging from the opening sequence. ^\_^). Ryo can perform a series of cooler techniques from a parry and convert it to a counter. I will be covering more details below.

== X Button == (X)

[Function]

This button allows Ryo to execute his hand moves. If you tap this button, Ryo will execute a short jab known as "Tiger Knuckle". The (X) button is basis of hand moves. When it is hit along with (A), Ryo can execute a "Power" move.

== A Button == (A)

[Function]

Typically, it allows Ryo to execute his leg moves. If you tap (A), Ryo will execute a straight upward kick known as the "Crescent Kick". The (A) button is the basis of the leg moves.

== B button == (B)

[Function]

Typically, it allows Ryo to perform throw moves. If you tap (B) when Ryo is close to his opponent, he would execute the "Overhead Throw". If you tap (B) when Ryo is far away from his opponent, Ryo will move forward and grab the opponent by his collar. This can be followed by a special throw. If the opponent attacks Ryo when you attempt to do this, Ryo will be convert it to an arm-lock, followed a special throw. Ryo cannot

practice throws, evasion and counter techniques alone. Ryo needs a training partner. You can seek help from Fuku-san.

== Start == [Start]

It brings up the Help Mode and pauses the game. To resume the game, just hit the Start button again. If Ryo are practicing, you will see the button configuration of what the buttons does. When you hit the Start button for the second time, you will be prompted whether to quit your current training session.

-----  
About the Free Battle Mode  
-----

Before I begin with the full move lists, I will give you a short breakdown about the Free Battle Mode.

Unlike QTE, the Free Battle Mode is not a single-button combat as you see in RPG, where you just need to select the required command. Instead you will make use of button combinations [which I called "Motion Sequences"] Fwd +(A). Generally, Free Battle is a lot tougher as being compared to QTE.

==~ The Health Meter ~==

Every time, you got a free battle, you will find the health meter located at lower right-hand corner of screen. Surrounding the health meters are "colored-orbs" These orbs represents the health bar of Ryo.

- Green - This indicates a full health orb.
- Yellow - This indicates a partially full health orb
- Empty - This indicates an injured orb.

Once all the orbs are empty, Ryo will be knocked out. [K.O] You can recover the "injured" orbs by giving Ryo to "rest". You can "rest" Ryo by running and wait for time to elapse. BTW, avoid running too much as Ryo can be tired out easily. Unlike normal fighting games, it is not a one-to-one duel. Instead, Ryo will battle a gang of enemies!

== Locked Techniques ==

At the start of the game when you first opened the [Moves Scroll] menu, you will find some of moves are not learnt yet. They are marked with black letterings and the gauges are purple instead of the normal orange color.

In Shenmue, there are eight locked techniques and they are:

| Name               | Motion Sequence     | Type    |
|--------------------|---------------------|---------|
| (Sleeve Strike)    | Fwd-Back+( X)       | [Hand]  |
| (Rain Thrust)      | Back-Fwd+( X)       | [Hand]  |
| (Thunder Kick)     | Fwd-Back+( A)       | [Leg]   |
| (Hold Against Leg) | Back-Fwd+( A)       | [Leg]   |
| (Shoulder Buster)  | Fwd-Back+( B)       | [Throw] |
| (Tengu Drop)       | Back-Fwd+( B)       | [Throw] |
| (Brutal Tiger)     | Fwd-Back+( X) +( A) | [Power] |
| (Dark Moon)        | Back-Fwd+( X) +( A) | [Power] |

I guessed the list above spells everything out... These eight techniques can only be unlocked once you have executed them at least

once. If you do it correctly, you will get a green screen that says "Leg Move: Brutal Tiger was learnt" For the Japanese version, you will be able to view the "shadows" throughout the execution of move. For the throw moves, you need to have a training partner [Fuku-san] to learn it.

==~ An Expert's execution ~==

Some of the moves have minor changes as Ryo advances to the "Moderate" or the "Advanced" level. There will be a couple of variations in the execution of move as the skill gauge builds up. Well, I guessed it will be better to illustrates some examples:

Pit Blow [Fwd +(X)]

At the beginner level, Ryo can only do the basic twin punches. However once you have trained up to the "Moderate" level or "Advanced" level, Ryo can chain the twin punches into an elbow strike after the execution of the twin punches.

Double Blow [Fwd +(X)+(A)]

At the beginner level, Ryo does this technique without his knees being bent. He executes them in a standing position. However once you have trained up to the "Moderate" level or "Advanced" level, you will find that Ryo's knees are bent.

Hopefully, the above two techniques will able to deliver the message. As Ryo leveled up the gauge, do expect some variations in the execution of the techniques. As for more details about leveling up, please refer to the << Training >> section for more details.

==~ New Techniques and Overriding of Older Techniques ~==

In Shenmue, Ryo will meet up with several sensei(s). In English, "sensei" means "teacher". They will teach Ryo's new technique. However some of the techniques will overwrite some of the existing moves. You will find the new move replacing an old move with the same "Motion Sequence". Below are some examples:

==\* Pit Blow [Fwd + (X)] \*==

When Ryo learns "Pit Blow" from Fuku-san, this technique will replace "Elbow Slam" in Moves Scroll. You need to build up the level gauge of the "Pit Blow" from scratch.

==\* Double Blow [Fwd + (X)+(A)] \*==

When Ryo learns the "Double Blow" from Yamagishi-san at the Suzume Park at Dobuita, you will find that the move (Double Blow) will replace the "Twin Hand Waves".

Some of the additional techniques like Shadow Step will not override any existing techniques; instead it will be added to the Moves Scroll as a new technique.

==~ Moves Scrolls ~==

In Shenmue, there are booklets that teach apprentices to learn new techniques. These are called "Moves Scroll". They can be found inside the Hazuki Residence or they can be bought from the Antique Shop. There are a total of 9 Moves scrolls. Below is the list:

| Name                | Motion Sequence  | Type      | Cost  |
|---------------------|------------------|-----------|-------|
| (Shadow Reaper [1]) | [L]+(Y)+(A)      | [Running] | [N/A] |
| (Twin Blades [2])   | Back-Fwd-Fwd+(X) | [Hand]    | [N/A] |

|                     |                       |         |         |
|---------------------|-----------------------|---------|---------|
| (Stab Armor [3])    | Fwd-Back-Back+(X)+(A) | [Power] | [N/A]   |
| (Rising Flash)      | Fwd-Back-Back+(X)     | [Hand]  | [· 500] |
| (Mud Spider)        | Fwd-Back-Back+(A)     | [Leg]   | [·1000] |
| (Crawl Cyclone)     | Back-Fwd-Fwd+(A)      | [Leg]   | [·1000] |
| (Twin Swallow Leap) | Back-Fwd-Fwd+(X)+(A)  | [Power] | [·1000] |
| (Tiger Storm)       | Back-Fwd-Fwd+(B)      | [Throw] | [·2000] |
| (Arm Break Fire)    | Fwd-Back-Back+(B)     | [Throw] | [·3000] |

Those move scrolls that are labeled with their costs can be bought from the Antique Shop in Dobuita. Shadow Reaper, Stab Armor and Twin Blades can be found at the Hazuki Residence. For Stab Armor, you need to translate it before Ryo can learn that technique. Please refer to Moves List for more details.

==~ 70 Person Free Battle Time Attack Mode ~==

-----  
How to play this mode?

To play this mode, you must complete the game and save a "Cleared File". (I.e. you will be prompted to save your game after the ending credits). Now make sure that Disc 3 is in the console. Select the [Options] from the title screen. You will find an additional option called "70 Person Free Battle Time Attack Mode" as the bottom option. Select it and choose to load from the "Cleared File"

In the mode, there are some variations compared to the one that you have played during the story. Once you have loaded the file, you will find the screen with (A) in the middle. You can activate your "Move Scroll" by hitting the [R]. Hit (A) to start with the mode.

The key differences are:

(1) Gui Zhang will not be there to assist Ryo in this mode. (2) You will find a timer and the number of enemies you have defeated. (3) You can access the full set of moves regardless whether you have learnt them before or after the actual 70 person free battle.

Strategies:

First of all, try to keep your health full before challenging any of the bosses in the 70-person free battle. Attacking with the 'Tiger Chain' along with the 'Tiger Cyclone Chain' to finish the side groupies off. Please take note that some of them can block Ryo's hand attack. The Crawl Cyclone along with Cyclone Kick works well against most of them. Do not overuse the Cyclone Kick, as it will hurt you badly if you miss it.

After you have defeated the first 20 men, you will be able to challenge the first boss, who wears a green army outfit and a yellow bandana. He is quite strong compared to the 20 men. You can finish him by fighting in the normal way. But if you want to eliminate him earlier, make use of hand counters, throws and the Tornado Kick.

The second boss will make its entrance after Ryo had defeated at least 40 men. To defeat him, requires some techniques. The second boss carries a weapon and this means that the boss is very deadly. First of all, attack with the 'Crescent Whirlwind' before initiating the 'Tiger Cyclone Chain'. Keep on using the Tiger Cyclone Chain and you will be able to finish the boss in no time...

After you have defeated around 65 men, the final boss will make its appearance to the battle. The final boss is pretty strong and he is called Pedro. He has some deadly techniques like a drop kick, axe

kick, body charge and punch combo. These are his normal techniques. You can counter the drop kick with the "Brutal Tiger"; counter the axe kick with "Elbow Assault"; block the body charge and counter with a quick move and dodge the punch combo and counter with a quick move. If he caught Ryo in a throw, tap (B) to get out of the hold and counter with a quick move. You need to play defense against this guy...

BTW, Fighting games are not my type. I myself is a \*very\* poor fighter as I loses more than I win ^\_^;). If you got a better strategy, send it to me and credits will be given to you.

Well, I am finally done with the 70-Person Time Attack Move; it is time to focus on the key notations.

#### Key Notations

|     |            |     |            |       |           |
|-----|------------|-----|------------|-------|-----------|
| (A) | [A button] | (X) | [X button] | [L]   | [Trigger] |
| (B) | [B button] | (Y) | [Y button] | (Fwd) | [Forward] |

- Hit this button followed by the initial button
- + Hit this button together with the initial button
- # Hold down this button

Make sure you read the legend carefully, as the moves list are based on these notations. If you got any corrections/doubts regarding the moves list below, feel free to contact me.

#### Hand Moves

Hand Moves are the basic attacks of combat. They are fast and good when Ryo is close up with the enemy. Some of the hand moves are pretty strong.

#### -- Tiger Knuckle --

Motion Sequence: (X)

Ryo executes a straightforward, fast-moving punch. It is a quick jab. The Tiger Knuckle is a good technique for initiating a chain. The Tiger Knuckle is a punch aimed at the jinchu, a pressure point located between the nose and mouth. There isn't much variation of the Tiger Knuckle with the three levels.

#### -- Elbow Slam --

Motion Sequence: Fwd+(X)

Ryo executes a straight-elbow strike at the opponent. It is a lot faster as compared to other intermediate techniques.

#### -- Pit Blow --

Motion Sequence: Fwd+(X)

In order to learn this technique, visit the dojo after Ryo had gotten clues about the black car. You will have a cut-scene between Ryo and Fuku-san. Ryo will thus learn this technique.

At the beginner level, Ryo strikes the move with his left hand first.

Next he tenses the right hand and pushes it forward as he moves his right leg. At the moderate level, this technique can be chained into the "Elbow Slam". This double punch begins with a step forward and a mid-level strike with the leading first, followed by a second punch to the same target with the other hand. Masters of this move can add an elbow strike.

-- Twist Knuckle --

Motion Sequence: Back+(X)

Ryo executes a short swinging hook punch at his opponent. It is relatively fast. Unlike the Elbow Slam, this blow is thrown

horizontally in a sweeping hook.

-- Elbow Assault --

Motion Sequence: Fwd-Fwd+(X)

Ryo takes a deep step forward and forced tension on his elbow, resulting a dashing force. The elbow assault targets at the center of the opponent's body with a full-body rush. It is pretty effective against Chai.

-- Upper Knuckle --

Motion Sequence: Back-Back+(X)

Ryo throws a short uppercut against the lower jaw of the opponent. This is a move where the practitioner momentarily lowers, then raises their body while swinging to strike the opponent in the jaw.

-- Sleeve Strike --

Motion Sequence: Fwd-Back+(X)

You need to uncover this technique on your own. To do this, just simply go to a training ground and execute it to learn it. Ryo takes a step forward and strike with a punch that focus on the ribs of the opponent. This move involves taking one step forward with the rear leg and punching at the mid-level target with the fist.

-- Rain Thrust --

Motion Sequence: Back-Fwd+(X)

You need to uncover this technique on your own. To do this, just simply go to a training ground to execute it and Ryo will learn this automatically. The Rain Thrust is a straight punch aimed at a pressure point on the right side of the opponent's neck. Ryo rushes forward and a dashing forward punch.

-- Twin Blades --

Motion Sequence: Back-Fwd-Fwd+(X)

You need to find its manual and use it. The manual is found inside the straw box near the walkway where you find the Altar room in the Hazuki Residence. At the beginner level, Ryo performs a horizontal hand chop. Ryo will perform an additional vertical hand chop after the initial hand chop at the moderate level. The practitioner lands a chop to the opponent's neck using sides of the open hands. When this technique is mastered, the practitioner can repeat the attack after the initial strike.

-- Rising Flash --

Motion Sequence: Fwd-Back-Back+(X)

You need to buy this from the Antique Shop at 500. Use the manual and Ryo will learn this technique. After lower their body momentarily, the practitioner then springs upwards to deliver a blow to the opponent's chin. Ryo executes a power uppercut. It has a wider arc compared to the Upper Knuckle.

-----  
Leg Moves  
-----

Leg moves are one of the most basic techniques. It is slower as compared to hand moves but it is stronger and leg moves generally have long attacking range.

-- Crescent Kick --

Motion Sequence: (A)

This is the basic leg move of Ryo. The Crescent Kick is unleashed like an upward sword stroke aimed at the opponent's head. It protects Ryo against aerial attacks from jumping opponents.

-- Trample Kick --

Motion Sequence: Fwd+(A)

This move is similar to a so-called front kick, but is delivered using the entire underside of the foot in a stamping action while targeting in the vital organs in the torso. The trample kick is a front kick that focus at the torso. It is pretty fast and deadly.

-- Side Reaper Kick --

Motion Sequence: Back+(A)

This is a low, decisive kick that aims at the outside of the opponent's knee. The Side Reaper kick is not only fast and it is easy to execute when you are considered attacking the lower portion of the enemy.

-- Swallow Dive --

Motion Sequence: Back+(A)

Ryo will learn this technique from Gui Zhang in Disc 3. This move from the Ying Qing Style is reminiscent of Taekwondo. The initial kick is a feint, and after the opponent is lured in, the practitioner intercepts with the heel drop. As Ryo advances to a higher level, the arc of the Swallow Dive becomes wider.

-- Against Cascade --

Motion Sequence: Fwd-Fwd+(A)

Ryo rushes forward and attack with a jumping knee attack. The Against Cascade is a rushing technique and it fails quite often.

-- Surplice Slash --

Motion Sequence: Back-Back+(A)

The back roundhouse strikes in a downward motion diagonally across the opponent's body. The path of the kick resembles the surplice worn by Buddhist Monks. It is reverse spinning axe kick. The Surplice Slash movement is low but deadly and it protects Ryo against ground and



aerial attacks during the execution.

--- Thunder Kick ---

Motion Sequence: Fwd-Back+(A)

You need to unlock this during training by executing it once. This kick begins as a high outside spin kick, but ends a heel drop. The path of the kick is compact and those who master the move can fall with a middle kick with this technique. Ryo executes a vertical kick facing upwards and drops it as a heel drop. As you reached the moderate level, Ryo can execute a front kick followed by this technique.

--- Hold Against Leg ---

Motion Sequence: Back-Fwd+(A)

You need to unlock this during training but executing it once. This move involves the power of the forward leg to deliver a low, mid-level kick to the opponent. Ryo execute a forward sidekick, which can push the enemy away from him for a slight distance.

--- Mud Spider ---

Motion Sequence: Back-Fwd-Fwd+(A)

You need to buy the move scroll from the Antique Shop for ·1000. With this move, the practitioner slides toward the opponent and kicks toward the leg, aiming for the abdomen. Experts can also aim for the jaw. If you play Street Fighter 2 Turbo before and uses Dee Jay, you will find this technique similar to Dee's Down + Hard Kick move. It is a sliding tackle. The arc of the legs will be wider as you progress to a higher level.

--- Crawl Cyclone ---

Motion Sequence: Fwd-Back-Back+(A)

You need to buy the move scroll from the Antique Shop for ·1000. With this move, the practitioner crouches and spins around rapidly on the pivot leg while using the other leg to sweep out the opponent's leg. Ryo crouches and makes a quick spin a sweeping roundhouse. It sweeps off every enemy that surrounds Ryo. Although it protects Ryo from ground attacks but it make Ryo extremely vulnerable against aerial attacks.

--- Tornado Kick ---

Motion Sequence: Fwd-Fwd+(A) - (A)

Ryo will learn this technique from Tom in Disc 3. This is a daring move, which uses the spinning momentum from the first spin kick to spin again and deliver a powerful second kick. Ryo sidesteps forward and executes a jumping spinning kick [which looks like the Cyclone Kick IMO], followed a reverse spinning kick as he elevates in mid-air. This move is pretty daring as you see Tom using it to destroy a beer bottle... It is perhaps the most deadly technique in Shenmue.

-----  
Throw Moves

-----  
In Shenmue, throws are very hard to execute, as it will cause Ryo to be hit before he actually could get close to the opponent. Make use of a punch chain to make the opponent dodgy and then execute a throw is a

pretty good idea. To train throw moves, visit the dojo during weekends after the initial practice with Fuku-san in Disc 1.

--- Overhead Throw ---

Motion Sequence: (B)

With this move, the practitioner takes the opponent's arms and lowers the body while grabbing the opponent's collar, lifting the opponent over the back of throwing. Typically, Ryo flips the opponent by the collar over his body as a throw over his back.

--- Sweep Throw ---

Motion Sequence: Fwd+(B)

This throw move involves quick timing and pulling the opponent's collar, then use the leg to sweep the opponent's inner thigh upwards to throw. In Judo, this move is called "uchimata". Ryo turns his back and sweep his opponent over his back.

--- Vortex Throw ---

Motion Sequence: Back+(B)

In this so-called sacrifice throw, similar to the Judo technique of the same name, in which the practitioner falls backward to throw the opponent overhead to the rear. If you played Street Fighter and a great fan of Ryu, you should know this technique. Ryo grabs the opponent and pull back in falling direction while flipping the opponent over his head with a kick.

--- Mist Reaper ---

Motion Sequence: Fwd-Fwd+(B)

With this move, the practitioner grabs the opponent's neck and pulls forward and down while reaping the legs back and up, effectively applying power in opposite directions to the upper and lower. Ryo dashes forward and grab the opponent by his collar, while tripping the back heel of the opponent and sweep the opponents on the ground.

--- Demon Drop ---

Motion Sequence: Back-Back +(B)

The practitioner uses an arm-lock to throw the opponent while flipping forward in mid-air during the throw to land on the top of the opponent. IMO, this is more like a sacrifice throw compared to the Vortex Throw... Ryo just simply closes in and flipping the opponent along with himself on the ground.

--- Shoulder Buster ---

Motion Sequence: Fwd-Back +(B)

You need to uncover this technique on your own. As the practitioner attempts to strike, the practitioner grasps the arm and executes an arm-lock to pin. A common technique in older styles of jujitsu, execution of this move varies from style to style. Ryo grasps the arm of opponent and performs an arm-bar. Next he applies pressure on the back of the shoulder.

--- Tengu Drop ---

Motion Sequence: Back-Fwd+(B)

You need to uncover this technique on your own. This dynamic move involves lowering the body to grasps the opponent's leg, lifting the opponent onto their shoulders and then dropping them headfirst by toppling over sideways. Ryo just simply flip his opponent over his head in a down-and-up motion.

-- Dark-side Hazuki --

Motion Sequence: (B) (side)

This move involves closing-in on the opponents and throwing down while facing 180 degrees. This technique is one of the major Hazuki throws and dates back to the early days of the style.

-- Back Twist Drop --

Motion Sequence: (B) (rear)

Similar to the backdrop move used in professional wrestling, it had been adopted to make it more difficult to defend against. The throw is executed with a twist towards the rear.

-- Tiger Storm --

Motion Sequence: Back-Fwd-Fwd+(B)-(B)

You need to buy the move scroll from the Antique Shop for 2000. The practitioner momentarily crouches to gather strength before aggressively banging into the opponent. Experts can add a shoulder strike after the initial impact. Ryo bangs into the opponent similar to the Cross Charge and dashes forward with an elbow strike.

-- Arm Break Fire --

Motion Sequence: Fwd-Back-Back+(B)-(X)-(X)+(A)

You need to buy the move scroll from the Antique Shop for 3000. A complex move that damages the opponent's arms in multiple areas simultaneously when executed by one who has mastered the technique, the opponent is left wondering what happened to them... First of all, Ryo deals an elbow to the ribs of the opponent, does an arm-lock and ends with a shoulder lock on the ground.

-----  
Power Techniques  
-----

These techniques are stronger version of the leg and hand moves. It is harder to execute but they definitely worth the while. You just need to hit (A) and (X) simultaneously to execute a powerful move.

-- Big Wheel --

Motion Sequence: (X)+(A)

This is a hand power move. The Big Wheel is a powerful variation of the 'Elbow Slam'. Aimed at the opponent's collarbone. It features a diagonal blow strike once the practitioner closes in. Ryo bents forward with a diagonal fist strike. It will cause Ryo to be pretty vulnerable if he misses the strike.

-- Twin Hand Waves --

Motion Sequence: Fwd+(X)+(A)

This is a hand power move. This move involves advancing a step forward and striking the opponent chest and jaw with the palm and the entire

forearm. The impact creates a shockwave that affects the opponent's internal organs. Ryo make a step forward while dashing forward with two hands spread out in a martial arts style. It causes the enemy to be push back several yards like the Double Blow and Elbow Assault.

-- Double Blow --

Motion Sequence: Fwd+(X)+(A)

This is a hand power move. Ryo will learn this technique from Yamagishi-san at the Suzume Park during your quest on searching for Charlie. The practitioner firmly places one palm forward on the enemy's body steels and slams the palm of the free hand to the back of the other hand in a devastating blow.

-- Back Fist Willow --

Motion Sequence: Back+(X)+(A)

This is a hand power move. This is a surprise attack with a spinning back fist. The spinning motion increases the power the blow. Ryo turns around and does a surprise backhand attack.

-- Avalanche Lance --

Motion Sequence: Fwd-Fwd+(X)+(A)

This is a hand power move. This move strikes the pit of opponent's stomach with an elbow bent at an acute angle, similar to a lance thrust. Experts can do this move while spinning to evade attacks. Ryo deals an elbow strike in an acute angle, which protects him from aerial attacks. As you reached the moderate level, Ryo does a spin before executing the elbow strike.

-- Katana Mist Slash --

Motion Sequence: Back-Back+(X)+(A)

This is a hand power move. The practitioner advances one step with the forward leg and delivers a slashing blow to the opponent's side with the side of the palm. It looks like the vertical hand chop from 'Twin Blades'. It is pretty useful as it is a ground-type hand move.

-- Brutal Tiger --

Motion Sequence: Fwd-Back+(X)+(A)

This is a leg power move. You need to unlock this on your own by using it once during a practice session. This is a high-speed reverse roundhouse kick. Those who have not mastered this move usually find themselves off balance when they miss. But experts can recover at ease. The Brutal Tiger is an excellent attack, which guards Ryo from aerial attacks. If you reached the moderate level, Ryo's body will be slightly titled and recovers faster compared while he is at beginner level.

-- Dark Moon --

Motion Sequence: Back-Fwd+(X)+(A)

This is a leg power move. A kick delivered while flipping forward in mid-air, this is one of more unusual moves in the Hazuki style. Experts leave no openings for an attack after an execution of this move. Ryo does a diagonal somersault and executes a falling axe kick while in mid-air. At moderate level, Ryo takes a shorter time to recover.

-- Stab Armor --

Motion Sequence: Fwd-Back-Back+(X)+(A)

You need to get this scroll from the hidden basement. Next make a phone call to Master Chen by dialing 61-5647 and move towards Old Warehouse District. After the cut-scene is over, open the scroll to allow Ryo to learn this technique. This is a hand power move. Iwao Hazuki learned this move in China. The practitioner strikes a penetrating blow with a palm using power from a twist of the back. Experts can make the blow more powerful by stepping in deeper. Ryo moves himself with a palm strike. It reminds of Gen of Street Fighter Alpha 2's rushing punch attack...

-- Twin Swallow Leap --

Motion Sequence: Back-Fwd-Fwd+(X)+(A)

This is a leg power move. You need to buy the move scroll from the Antique Shop for 1000. A simple flying kick but in the hands of an expert, a heel drop can be added after landing the first kick. As you reached the moderate level, Ryo can execute a jumping kick, followed a heel drop.

-----  
Running Moves  
-----

Running moves are extremely easy to execute but they tends to fail to hit the target. You need to make your timing accurately otherwise Ryo will suffer from the poor timing.

-- Mistral Flash --

Motion Sequence: #[L]+(X)

It is a move, which utilizes the running speed of the practitioner to deliver a diagonal cutting blow to the area between the shoulder and nape of the neck. Unlike the 'Big Wheel', this technique causes Ryo to execute a hook elbow strike as he rushes forward.

-- Cyclone Kick --

Motion Sequence: #[L]+(A)

This flying back roundhouse is powerful, due to the jump and rotation, but it is also easy to dodge. Masters of this move can jump higher to kick. Ryo will jump a bit higher when you reached the moderate level. Ryo elevates in mid-air and thus doing a spinning back roundhouse kick.

-- Windmill --

Motion Sequence: #[L]+(X)+(A)

A flying back kick, this powerful move aims diagonally slicing kick at the base of the opponent's neck. Typically, it looks similar towards the Cyclone Kick. The Windmill is a jumping heel drop, which guards Ryo from both aerial and ground attacks.

-- Shadow Reaper --

Motion Sequence: #[L]+(Y)+(A)

You can learn this technique by getting its manual. The manual is found at Fuku-san's table. While running, the practitioner suddenly slides forward along the ground to sweep the feet out of from under the opponent. Experts can twist to make the attack stronger.

-----  
Counter/ Evasion Moves  
-----

Below are some moves that specialize in counter and evasion. Evasion is a good defense weapon and it works extremely well if you managed to utilize them fully. They are quite hard to execute and you need a training partner to train. All techniques found here, requires you to time them effectively.

--- Swallow Flip ---

Motion Sequence: Back+(X)-(A)-(X)

Ryo will learn this technique from Master Chen in Disc 3. This advanced move from the Yang Qing Style involves deflecting the opponent's attack and kicking the opponent's leg at the same time, it is a closely kept secret and not easily mastered. Ryo simply deflects the opponent's punch and trips him with a "hook" leg. While the opponent is on the ground, Ryo can execute the hand strike at the fallen opponent.

--- Shadow Step ---

Motion Sequence: Fwd+(Y)+(B)

Ryo will learn this technique from the homeless guy in Disc 3. This move involves the evasion of the opponent's attack and moves behind to attack from the blind spot. Ryo bents down and slide towards the back to the opponent.

--- Shadow Blade ---

Motion Sequence: Fwd+(Y)+(B)-(X)

Ryo will learn this technique from homeless guy in Disc 3. It will apply when you choose to learn the Shadow Step. This move is an extension of the 'Shadow Step'. After skipping into the opponent's blind spots, the practitioner strikes the back of the neck. Ryo does a 'Shadow Step' and deals a hand strike at the neck of the opponent.

--- Cross Charge ---

Motion Sequence: Fwd-Fwd+(Y)+(B)

Ryo will learn this technique from the homeless guy in Disc 3. It can only be learnt when Ryo had choose to learn the previous two techniques. This is a combined defensive and offensive move where the practitioner evades an opponent's attack diagonally, then moves in for an elbow strike. Ryo moves away from the enemy and countered with a body charge. It works well when Ryo is heavily surrounded.

-----  
Chains  
-----

Before I begin with this section, I would like to thank Lord Grynn for his comprehensive Free Battle Guide. Below are not "combos" but they are "chains". In Shenmue, Ryo can initiate a chain when you tap any of the 'attack buttons' in subsequent order. I given names for some of the chain, and these will be integrated into the walkthrough.

--- Tiger Chain ---

Motion Sequence: (X)-(X)-(X)-(X)-(X)-(X)-(X)-(X)

Ryo will execute a series of punches, which includes moves like the Tiger Knuckle, Twist Knuckle and Upper Knuckle. Eventually, it ends

with an Elbow Assault. It is very deadly combo when you "trapped" an enemy into a corner.

-- Katana Blizzard Strike --

Motion Sequence: (X)-(X)-Fwd+(X)-(X)

This chain is slower as compared to the Tiger Chain. Ryo executes a series of hand strikes, which includes an 'Avalanche Lance' without spin motion and the chain ends with the 'Katana Mist Slash'.

-- Tiger Raging Cascade --

Motion Sequence: (X)-(X)-Fwd+(X)+(A)

Ryo deals two quick punches, an 'Avalanche Lance' and eventually the 'Against Cascade' attack. The knee strike is quite good as it avoids ground attacks.

-- Tiger Cyclone Chain --

Motion Sequence: (X)-(X)-(X)-(A)

Ryo deals two quick punches, does a spinning punch and eventually leaps into mid-air, executing the 'Cyclone Kick'. IMO, this is the most useful and effective chain that you can use in Shenmue.

-- Tiger Dash --

Motion Sequence: (X)-(X)-(A)

Ryo deals two quick jabs and eventually execute the 'Hold Against Leg' technique. Why AM2 doesn't give this move, 'Hold Against Leg' another name? It sounds pretty weird, doesn't it?

-- The Rise of the Tiger --

Motion Sequence: (X)-(X)-Back+(A)-(A)-(A)

Ryo deals two quick punches, a "Side Reaper Kick" and ending the chain with two 'Brutal Tiger'. This combo is still under testing...

-- Tiger Whirlwind Chain --

Motion Sequence: (X)-(A)-(A)-(A)

This chain looks similar towards 'Crescent Whirlwind' chain. Ryo throws a quick jab, a 'Crescent Kick', a 'Brutal Tiger' and a reversed Roundhouse Kick.

-- Crescent Whirlwind --

Motion Sequence: (A)-(A)-(A)

I used this combo quite a lot while playing the 70 Person Free Battle Mode. Ryo strikes with the 'Crescent Kick', turns with a 'Brutal Tiger' and spins to do a reversed spinning roundhouse. It is good against groups unlike the 'Tiger Chain'.

-- Tiger Chain II --

Motion Sequence: (A)-(X)-(X)-(X)-(X)-(X)-(X)

The Tiger Chain II is a shorter version of the Tiger Chain. It involves a 'Crescent Kick' to ignite the chain instead of the 'Tiger Knuckle'. However it still ends with the Elbow Assault.

-- Tiger Willow --

Motion Sequence: (A) - (X) - (A)

Ryo executes the 'Crescent Kick', followed by the 'Back Fist Willow' and ends with the 'Cyclone Kick'. This is a fast chain and it is relatively easy to use.

-----  
Generic Throws / Counters  
-----

Apart from the recognized moves, Ryo has other moves too. This is done under special circumstances and they are easier to execute compared to the listed moves.

--[Normal Counter](against anti-ground attacks) --

As the opponent launches an attack at Ryo, hit (Y) simultaneously. Ryo will end up in the ducking position and Ryo can do the following moves as he is in the crouching/ bending/ ducking position:

(From the front)

You can either hit:

- (X) - It will result Ryo to execute the 'Upper Knuckle'.
- (A) - It will result Ryo to perform the 'Crawl Cyclone'.
- (X)+(A) - Ryo will perform a roll towards the back of the opponent.
- (B) - There are multiple possibilities:
  - Ryo executes "Upper Knuckle".  
(The enemy is not close up from Ryo)
- Close-Up - Ryo counters the punch and execute the 'Overhead Throw'.  
(The enemy executes a high hand move)
  - Ryo counters the leg move and pushes the leg away.  
(The enemy executes a high leg move)

(From the back)

You can hit either hit:

- (X) - Ryo performs the "Back Fist Willow" without a spin.
- (A) - Ryo performs the "Crawl Cyclone"
- (B) - Ryo grabs the leg and sweep the opponent off.
- (X)+(A) - Ryo performs a roll towards the back of the opponent.

Notes: Ryo cannot "bend down" when the opponent is executing a ground move like a leg sweep; slide kick, spear, etc.

[Counter with an Arm-lock]

This only applies to punch attacks. If the opponent throws a punch and you hit (B) simultaneously instead of (Y), Ryo will perform an arm-lock...

You can do either one of the following:

- (X) - Ryo deals an 'Elbow Slam' to the opponent's neck.
- (A) - Ryo deals a 'Side Reaper Kick' to the opponent's knee.
- Wait - Ryo breaks the opponent's arm.
- D-Pad+(A) - Ryo execute the Hold Against Leg technique.  
(This is good when fighting against multiple opponents.)

[Generic Throws]

You can only execute generic throws when the opponent is not attacking Ryo. Ryo must be far away from the opponent. If the opponent attacks, you will end up with an arm-lock, then read above more details. If it is done correctly, Ryo will approach near the opponent and grabs the opponent by his collar:



You can do either one of the following:

- (X) - Ryo deals a fist to the opponent's stomach.
- (X)-(X) - Ryo deals two punches to the opponent's stomach.
- (X)-(A) - Ryo deals a punch, followed by a knee to the torso.
- (B) - Ryo performs the "Overhead Throw"
- D-Pad+(B) - Ryo performs a punch to the torso and the Tengu Drop.

Hopefully, you manage to get the gist of the free battle mode in Shenmue. If you love playing Virtua Fighter, you will definitely love this mode.

/ 4.8 \

-----  
Time Sequences / Magic Weather  
-----

What makes Shenmue so realistic? It is due to change in the background according to day and night. Time is virtually important as it indicates the time when the shops will open or close, when Ryo gets to sleep, when Ryo needs to report back to work and etc.

As a teenager, Ine-san is extremely worried about Ryo's safety and requests that Ryo returns home by 11:00 pm. You can stay out at the night until 11:30 pm. It is possible to stay out till the next morning, if you are playing Space Harrier and Hang On at the You Arcade.

Every minute represents approximately 1 second of actual time. Ryo will wake up from his room at 8:30 am. At Disc 3 after he have gotten a job at New Yokosuka Harbor, he needs to be awaken by 7:30 pm.

In Shenmue, there is a concept known as the "Magic Weather".

-----  
Sky color in towns  
-----

-- Morning Sky --

It is in blue and white. It lasts from 8:30 am to 5:00 pm. If it is a rainy day, it is going to be a gloomy gray sky with rain. You will find townsfolk carrying umbrellas along with them.

-- Afternoon Sky --

Do you like sunset? Personally, I really love to watch the sunset. The sky will turn a bit yellowish and orange in color. Unfortunately, it only lasts for a short time span and lastly for about an hour. The time interval is between 5:00 pm to 6:30 pm.

-- Night Sky --

As the nights are about fall, the objects inside the house will become dimmer if you don't turn the lights on. This is the night sky of Shenmue, where the color varies from black to gray. It lasted until the end of the day between 6:30 pm to 11:30 pm. The streetlights will start to operate when it is 7:00 pm.

-----  
IMO, I think that the time sequence is an important factor as it varies the time when people will appear. For instance, you will find a man dressed in blue jeans with a black apron outside his shop [Akasaka-san], during time interval between 1:30 pm to 5:30 pm. However, you will find his sister [dressed in blue jacket and denim jeans] from the mornings from 8:30 pm to 1:30 pm. This shows that everyone does not work

from day to night...

Certain shops such as Bars/ Pubs start their daily operations during the nighttime. The only shop that operates for the longest time interval is the Tomato Convenience Store. Of course, Minaoki-san is not going work for 24 hrs straight and sometimes you will find that gloomy man that could really bores your day...

Ryo's watch is a good indicator of time and the calendar is a good indicator of the seasonal effects. You managed to play the game till somewhere in March or April, you can find the cherry tree at the dojo blooms. This is perhaps due to the summer season. You will find snow starts to pile up in late December and you will find a Santa Claus on the streets! Shops will be decorated with a Christmas assortments and decorations. I have found a Christmas tree near the Funny Bear Burgers stall...

Another important point about time, is that it allows you to trigger some of lovely cut-scenes, which most players tends to ignore as they attempts to rush through the game...

/ 4.9 \

---

### Training

---

As you see in the opening cut-scene, Ryo is a lot weaker compared his enemy, Lan Di. Ryo needs to sharpen his skills in order to defeat his enemy...

In the game, you can just have Ryo train on the streets. Instead, you need to find empty places to train. Please note that training session has a time limit on the time interval if you have been training for 5 straight hours... [For every 30 minutes interval, the computer will prompt whether to stop training or not.]

As you brushed up the skills to certain level, you can experiences variation on the moves along with the familiarity in executing the moves. The phrase "Practice makes perfect" is a key word for easy battles in Shenmue.

Differences observed between the Free-Battle Mode and the Training Mode.

---

### Difference between free battle and training

---

Of course, there are bound to have some differences between the two. Let's start of the Training Mode.

#### [Training Mode]

At the bottom right-hand corner of the screen, you will find a box that states "Training" in Chinese for the Japanese version. For the English, it just simply states as English. You can access the "Moves Scroll" menu while in training mode. Just hit [R] to activate the menu. Ryo cannot train throws/counters/evasion techniques unless he has found a training partner. Of course, you can execute the "set move" using the [R] trigger. As you use a particular move more often, the gauge of the move will start to build up. More details will be covered later.

#### [Free Battle Mode]

At the bottom right-hand corner of the screen, you will find a health meter with the following colors: green, yellow and transparent. This indicates the health status of Ryo. Most of the times, once Ryo had been knocked, you will be brought back to the sequence that ignites the free battle. Ryo could face more than one enemy. If you tap [R] trigger, Ryo will execute the set move. Of course, you can access the "Moves Scroll" menu

-----  
List of Training Arenas  
-----

Of course, you can't expect Ryo to practice his skills on the streets ^\_^). To have training, you need to proceed to empty areas [which are listed below.].

- Sakura Park -

This park is found near Nemura-san's cab found in Sakuragaoka. It is just located on left side of the T-Junction, before you head into Dobuita. You will find Yuji and Miki there in the morning. As night is about to fall, Ryo could find Kyako there.

Ideal Training Time: 8:30 am to 10:00 am /8:00pm - 10:30 pm

As you proceed late in the game, you can find Yamagishi-san there.

- Suzume Park -

This park found next to the Yamaji Soba Noodles Restaurant at Dobuita. It is located near the alleyway that leads to the deserted residents districts and You Arcade. In the morning, you can find Yuka, Liu-san Senior, Yamagishi-san [after his back had fully recovery] and Gao Wen.

It is pretty crowded in the morning. Hence, it is advisable to start your training at night. Occasionally, you can find Ichiro and Yuji there...

Ideal Training Time: 8:00 pm to 10:30 pm.

- Dojo -

This dojo is the dojo that is located at the Yard of the Hazuki Residence. You can find Fuku-san training there at the mornings... You can only train at the dojo, after the first sparring with Fuku-san. [Ryo will be meeting Charlie and his friends and Fuku-san has fully recovered] From that spar, you can visit the dojo any point of time. During weekends [Saturdays and Sundays], Ryo can have a training session with Fuku-san in morning or noon.

Ideal Training Time: Depends on you...

- Parking Lot -

The parking lot is found near Hirata Tobacco Shop, Smiley Flower Shop, Maeda Barbershop and the You Arcade at Dobuita. It is isolated throughout the entire game... It is a perfect training area!

Ideal Training Time: Anytime as you wished ^\_^)

- Warehouse #4 -

Well, it will get real busy when Ryo needs to travel between the New Yokosuka Harbor and home... You can take a visit to Warehouse #4 when you have free time. Occasionally, you can spar with the homeless guy there. However, it will be locked when the time is around 8 pm. It is an

ideal training place at the New Yokosuka Harbor.

Ideal Training Time: 8:30 am to 8:00 pm.

To quit a training session, just hit [Start] twice. You should get a prompt whether you should end the current training session. Next pick the left option to exit.

-----  
The Objective of Training  
-----

In the game, the training does not allow you to get familiar with Ryo's moves... It also allows Ryo to build up the gauge level of the move; learn the known moves that are not mastered and building up the power of Ryo's attack.

==~ Learning New Moves ~==

-----  
At the start of the game as you activated the "moves scroll" menu, you will find some of the moves have black letterings and purplish gauge bars whereas learnt moves have red letterings and orange gauge bars.

There are a total of eight "locked" moves. To unlock them, just simply do the motion sequence to learn them. Read the "Free Battle Mode" for more details. Anyway, here is a refreshed view of the list:

-----

| Name               | Motion Sequence     | Type    |
|--------------------|---------------------|---------|
| (Sleeve Strike)    | Fwd, Back + (X)     | [Hand]  |
| (Rain Thrust)      | Back, Fwd + (X)     | [Hand]  |
| (Thunder Kick)     | Fwd, Back + (A)     | [Leg]   |
| (Hold Against Leg) | Back, Fwd + (A)     | [Leg]   |
| (Shoulder Buster)  | Fwd, Back + (B)     | [Throw] |
| (Tengu Drop)       | Back, Fwd + (B)     | [Throw] |
| (Brutal Tiger)     | Fwd, Back + (X)+(A) | [Power] |
| (Dark Moon)        | Back, Fwd + (X)+(A) | [Power] |

-----

When you have executed the appropriate motion sequence for any one of moves above, you will get a green screen that indicates Ryo had learnt the technique.

Besides the above techniques, there are also other techniques required you to unlock them. They can be learnt either from the moves scroll or from a sensei. Please refer to the "free battle" mode for more details.

==~ Understanding the Building levels ~==

-----  
In the "Moves Scroll" menu, every move is labeled vertically along with its motion sequence below. Behind the move, you will find an orange-colored or purple-colored bar. That is the "leveling gauge". The higher the gauge, the more powerful the technique will be.

Most of Ryo's techniques are above the "beginner level" mark but all of them are under the "moderate level" mark. There are three levels of training and they are 'Beginner', 'Moderate' and 'Advanced'. You will take a long time to advance a move from the beginner to the moderate mark. Besides increasing the attacking power of the trained move, it also makes some variations for the moves. For example, Ryo can chain

into an elbow strike after executing the Pit Blow, if he has reached the 'moderate' level for that particular technique.

To build up the gauge, you need to use that particular technique several times. You will find a purple-bar "building" onto existing orange bar.

Perhaps the diagram below will give you a clearer picture:

-- Identify a learnt move and an unlearnt move --

Figure 4.9a

```
|--|<-- "Advanced" level
| |
| |
| |
|--|<-- "Moderate" level
| |
| |
| |
|==|
|==|
|==|<-- "Beginner" level
|==|
```

Figure 4.9b

```
|--| - Advanced
| |
| |
|--| - Moderate
| |
| |
| |
| |
| |
|--| - Beginner
|::|
```

```
-----
|Legend |
|== [Orange] |
|(::) [Purple] |
|-- [Level] |
| [Markers] |
|-----|
```

It takes me rather a long time to come up with a plan in illustrating the gist on the "training gauge concept". On the extremely right-hand side, you will find the status markers. Figure 4.9a illustrates a move that is learnt but it has not reached the moderate level. Figure 4.9b illustrates an unlearnt move. Ryo can't execute this technique unless you do the motion sequence at least once. BTW, you can unlock the "presence of the move" once Ryo have obtained the move scroll. All you need to do is to use the "move scroll" and the move's gauge will change from Figure 4.9b to Figure 4.9a [Of course, the level of the gauge varies from one another. Normally, the level will be slightly above the Beginner level marker.]

(I am still using the same legend for the diagrams above)

Figure 4.9c

```
|--|<-- "Advanced" level
| |
| |
|::|
|::|<-- "Moderate" level
|==|
|==|
|==|
|==|
|==|
|==|<-- "Beginner" level
|==|
```

Figure 4.9d

```
|--| - Advanced
| |
| |
|==|
|==| - Moderate
|==|
|==|
|==|
|==|
|==|
|==| - Beginner
|==|
```

For these two diagrams, I will illustrate what actually happens as Ryo trains his technique. As you train the same technique repeatedly, you will find a "purple bar" being built on the top of the existing orange bar. This purple bar also indicates the amount of training that you have building on it. Of course, the gauge builds on at really slow

pace. In Figure 4.9c, it illustrates a move that has been trained vigorously. As you exit from training, you will find the gauge meter to be something similar to Figure 4.9d. The bar also indicates that this move has reached the "moderate level".

But this is pretty slow huh? You can speed up the training a bit by making changes on "Training Settings". The impact is not that much difference. It just speeds up the building up to the move's gauge bar. Please refer to the next section for more details.

Once you have built the gauge up to the 'advanced level' mark, you will find that letterings of move's name have changed to white color. This means that you don't have to build up the gauge anymore.

/ 4.10 \

Room Settings / Saving

Have you wonder why I did not mentioned Save in one of basic tutorials? That is because you can save your game by visiting Ryo's room! Once you have entered the room after 8 pm, you will see four options instead for the diagram on the left.

== Figure 4.10a: Different Settings ==

At different points of time, you will find some minor differences between the options screen.

|                                    |                                    |
|------------------------------------|------------------------------------|
| (Time between: 8:30 am to 8:00 pm) | (Time between 8:00 pm to 11:30 pm) |
| [Save]                             | [Sleep]                            |
| [Settings]                         | [Save]                             |
|                                    | [Settings]                         |
|                                    | [Training]                         |

--[Save]--

First of all, I will begin my explanation from [Save] option. By selecting this option, it will bring the save screen. You will find three memory slots. It allows you to have three memory slots for 80 memory blocks. Please note that the VMU [virtual memory unit] must be placed inside the first controller. To continue the game, just select the [Load and Start] option in the main screen. In Shenmue, there are four types of saved files. They are 'Start File', the normal saved file, "Resume File" and 'Cleared File'. In order to play Shenmue, there is a need to get a VMU.

Below is an ASCII art of the Save Screen

== Figure 4.10b: The Save Screen

```
| _____ | Save file 1
|           |
| _____ | Save file 2
|           |
| _____ | Save file 3
|           |
```

I doubt that I don't explain about the normal saved file. Below is the breakdown for the other three types of save file.

[Start File]

In order to continue with this journey, you need to save a 'Start file'

so that you can continue, as the Dreamcast does not support an immediate resume feature. You need to have a "Start File" to begin Disc 2 and Disc 3. Once you have load a "Start File", you will begin with the opening cut-scene for that Disc. Just select the [Load and Start] option to use this saved file.

#### [Resume File]

Due to its graphic intensiveness, the VMU also allows you to have save your progress on a temporarily file called 'Resume File'. This feature is found under the main menu. First of all, just simply follow the on-screen instructions. Next reset your DC and select the [Continue] feature. BTW, this saved file will be LOST upon the second reset.

#### [Cleared File]

You will be able to save this file upon finishing the game. You will be automatically given a prompt after the staff roll. The "Cleared File" works in conjunction with Disc 3. It allows you to play the [70 Person Free Battle Time Attack Mode].

--[Settings]--

-----  
Finally with the English version, I have managed to get the actual meanings of the key translations. It will take me quite a long time to get the correct translations. Thanks to a fellow FAQ writer, I have finally solved my doubts.

|                |                |             |  |
|----------------|----------------|-------------|--|
|                |                |             |  |
|                |                |             |  |
| View Mode      | [Shenmue Mode] |             |  |
|                |                |             |  |
|                |                |             |  |
| Sound          | [Mono]         | [Stereo]  * |  |
|                |                |             |  |
|                |                |             |  |
| Area Jump      | [ON]           | [OFF]  *    |  |
|                |                |             |  |
|                |                |             |  |
| Configurations | [L] Zoom       | [L] Run  *  |  |
|                | [R] Run        | [R] Zoom    |  |
|                |                |             |  |
|                |                |             |  |
| Help Dialog    |                |             |  |
|                |                |             |  |
|                |                |             |  |

#### [View Mode]

In Shenmue, that are several view modes that you can toggle with your own preferences.

#### - Shenmue Mode -

This mode allows you to play using both dialog and text. Text is displayed when skip is used. To skip a conversation, just hit (B). By default, Shenmue mode is chosen.

#### - Cinema Mode -

This mode allows you to play the game using only dialog to aid your progress.

#### - Game Mode -

This mode allows you to play the game using both dialog and text to aid

your progress.

- Text Mode -

This mode allows you to play the game using text to aid your progress.

[Sound]

In Shenmue, it allows you toggle the sound setting between mono and stereo. This is actually a difference...

[Area Jump]

In Shenmue, it allows you to decide whether to enable or disable this feature. If this is selected "ON", it enables the area jump from Hazuki Entrance from certain situation.

```
                [Dobuita]
[Yamanose]      [Sakuragaoka]
                [Yard]
```

I will be covering more details regarding the Area jump in next sections.

[Configurations]

It allows you to toggle between the Run and Zoom control buttons. By default, you will find the trigger option to be selected as the one on the right.

--[Sleep]--

Typically, this option allows Ryo to rest so that you can proceed to the next day. You will always have different patterns on how Ryo sleeps. [Of course, I am not going into detail regarding to that ^\_^;] When Ryo awakes, he will be viewing the latest page on the Memo Pad.

--[Training]--

This will bring you to the training menu, which allows you to choose what genre of moves that you would like to focus. Here is the Training Menu:

```
                [All Moves]
[Hand Moves]    [Leg Moves]
                [Throw Moves]
```

This allows you to decide whether to focus on "All Moves", "Hand Moves", "Leg Moves" and "Throw Moves". If you select "Hand Moves", you will view the list of available moves. Next you will be given prompt whether to focus training on a particular hand move. If you pick "Yes" [left option], you will be brought to the list of hand moves. Next just hit (A) on a desired move. You find a red border surrounding the move's gauge bar.

/ 4.11 \

=====  
The Main Menu  
=====

After you have pressed the [Start] button after the title screen, you will be brought the main menu. Below is an ASCII art Diagram of the Main Menu:

== Figure 4.11a: The Main Menu ==

```
                (New Game)
(Load & Start)      (Continue)
```





the on-screen text to be appeared in Kanji. This type of alphabet is quite similar to Chinese and consists of over 2000 characters.

Default setting: OFF

--(View Mode)--

Typically, this is the same as compared to the one that you find under the "Settings" option

[Shenmue] -> [Cinema] -> [Game] -> [Text]

The default option highlighted is the 'Shenmue Mode' option. Just press right/left on the D-Pad to move along the available options.

In Shenmue, that are several view modes that you can toggle with your own preferences.

- Shenmue Mode -

This mode allows you to play using both dialog and text. Text is displayed when skip is used. To skip a conversation, just hit (B). By default, Shenmue mode is chosen.

- Cinema Mode -

This mode allows you to play the game using only dialog to aid your progress.

- Game Mode -

This mode allows you to play the game using both dialog and text to aid your progress.

- Text Mode -

This mode allows you to play the game using text to aid your progress.

--(Settings)--

For the Japanese version, you will find a button on right. Just hit the (A) to enter the Settings Menu.

You will be able to view a screen that looks something like the one below. The options that are marked with an asterisk are the default selections.

```
|-----|
| Sound          | [Mono] | | [Stereo] |* |
|                | _____ | | _____ | |
|                |-----| |-----| |
| Area Jump      | [ON]   | | [OFF]   |* |
|                | _____ | | _____ | |
|                |-----| |-----| |
| Configuration | [L] Zoom | | [L] Run  |* |
|                | [R] Run  | | [R] Zoom | |
|                | _____ | | _____ | |
|                |-----| |-----| |
| Magic Weather  | Shenmue |* | Actual  | |
|                | Weather | | Weather | |
|                | _____ | | _____ | |
|                |-----| |-----| |
| Help Dialog    |         | |         | |
|                |         | |         | |
|                |-----| |-----| |
```

I guessed there isn't any need to focus on the Sound and Configuration options. I would elaborate more on the Magic Weather and Area Jump. First of all, let's concentrate on the Area Jump.

==~ The Area Jump ~==

-----  
In Shenmue, it will definitely take long time to reach the other side of the town. Hence, there is an easier method; this is to make use the Area Jump. With this, Ryo will be "teleported" to the desired destination. First of all, have Ryo move towards the doorstep of the main building of Hazuki Residence and you will see the following options appearing at the top left-hand corner.

[Dobuita]  
[Sakuragaoka] [Yamanose]  
[Yard]

At the beginning of the game, you cannot use the Area Jump. The Area Jump will be only enabled after you had gotten the message that says Ryo should proceed to Dobuita to find out about the black car, which is given by one of his neighbors, Yamagishi-san. [Please refer to the walkthrough for more details].

==~ Magic Weather ~==

You got two choices to choose from. You can either choose Shenmue Weather [this is the default weather] or the real life methodological data of Yokosuka in 1986 by selecting the Actual Weather. Anyway, it gave you a few minor changes...

\_\_\_\_\_ \ \_\_\_\_\_  
/ 5.0 \ \_\_\_\_\_  
=====

Disk 1 Walkthrough

=====

Although, Shenmue has rather a short storyline as compared to other games. There are multiple paths for you to choose from. Your decision has some effect on how the townsfolk will react... Well, it is up to your interest where you want to undergo every single path.

Please note that it is possible to finish the game under the time period of 10 hours, if you just go straight through the plot by follow closely to the walkthrough. I would not recommend you to go straight to the plot, as you will be wasting your money for sure.

In Shenmue, Ryo plays a role of a detective to search for clues from the townsfolk so that he could find out the truth behind the murder. As they give an important clue, the clue will be added to the Memo Pad. You will find a memo pad icon on the lower right hand-corner. Below are some facts about the Memo Pad.

==~ The Memo Pad ~==

-----

It is not possible to get a complete Memo Pad. I have tested this myself by taking an alternate route and I still managed to complete the game. The spaces that you see behind some of the paragraphs are actually spaces for the other set of clue.

To gain access to other areas, Ryo must get clues from the townsfolk so that he could get roughly an idea on where to get his clues. It may sounds pretty weird as Ryo had been living in the town and he should be familiar with the surroundings... That's one downside that I could

think off...

In the game, you can experience side cut-scenes apart from the main story quest. There are certain conditions that you need to meet in order to trigger them.

You can also get additional clues by consulting the fortuneteller at Lapis [it is located near Aide Flower Shop]. It is like the help tutorial except that you need to pay 300 for a clue.

-----  
The objective of this walkthrough is to uncover every possible route, cut-scenes and give you the necessary help in order to complete this game.

/ 5.1 \

-----  
The Search Begins!  
-----

Four days after the death of Iwao Hazuki...

Ine-san will be collecting a letter from the mailbox and she seems troubled...

Ryo will have a bad dream about the flashbacks of his father, Iwao being defeated under the hands of this mysterious man dressed in green. (Hmm... I think that the word "nightmare" sounds a bit more suitable compared to "bad dream"...)

==~ Ryo's Room ~==

After Ryo is awake from that bad "dream", you will gain control of Ryo Hazuki for the first time. Hopefully, you have fully understood on how to make use of Zoom feature to look for items.

(If you don't, please read the Basic Tutorial for more details)

You can find a couple of items inside Ryo's room. First of all, make use of the Zoom mode and focus onto Ryo's table. You will find a cassette tape in center of the table. That is the `SHENMUE` tape. Now re-focus again on the tables and make use of the D-Pad to search the drawers and you should find the following items:

Top Drawer: `Cassette Player`  
Middle Drawer: `Photo of Friends`  
Bottom Drawer: `SHA HUA cassette tape`

The `Cassette Player` allows Ryo to play his cassette tapes. The `Photo of Friends` features Ryo along with his close friends - Nozomi, Naoyuki and Ichiro. For the Japanese version, SHA HUA is being replaced with SHENHUA.

After you have gotten the items, feel free to open the cupboards found in Ryo's room. PS: There is not anything else for you collect. You can save your game by positioning Ryo against his bed and hit (A) to bring up the Room Options. You can pick the left option 'Save' to save your game.

Now you are finally prepared to exit out of Ryo's room. Now examine at the door and hit (A) at the door. You will get a cut-scene between Ryo and Ine-san at the alleyway of the house.



out the Sega Saturn (!) from the closet. From now onwards, it seems that you can play certain games...

Proceed to the Kitchen. Examine the dishes that are on table and you will have a cut-scene of Iwao asking Young Ryo to eat more and not waste the food...

After that cut-scene, got to the Altar room. You can find a `Box of Matches` on the desk where you find the altar. Search the drawers and you can get `Candles`. BTW, you can make Ryo pay respects to his dead father. First of all, make use of the Zoom mode and focus on the tablet. Hit (A) and you will have a cut-scene... BTW, you can find a strange painting and it says:

'Heaven Dragon, Earth Comrade'

After you are done with searching regarding the Altar room, precede to the back alleyway that links up Iwao's room and the Altar room. You will find a straw box. Open the straw box and you can find a moves scroll called 'Twin Blades' [It allows Ryo to execute the 'Back-Fwd-Fwd+(X)` hand move.

Now move towards Iwao's room. Examine his desk and you will find a letter and you should get the following cut-scene.

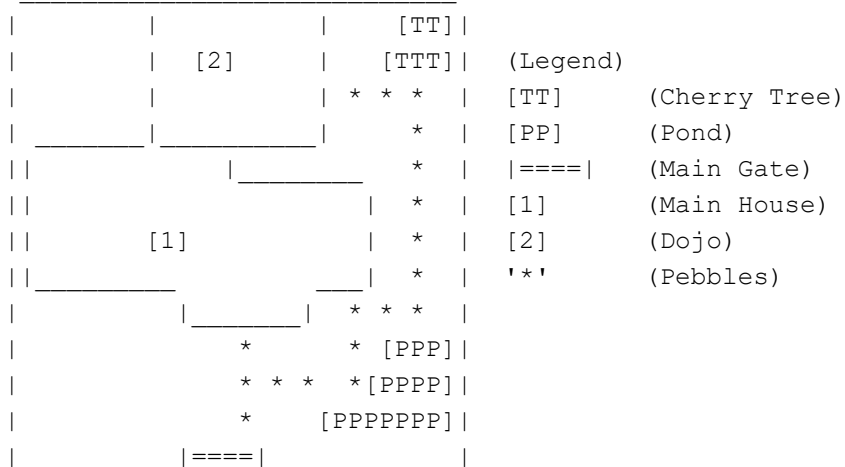
It is a letter addressed to Ryo by Iwao. He knew Lan Di was coming to the dojo on the day that the murder took place.

Now search the side-drawer of the table. Ryo will find a black box. If you opened it, you can find a `Mysterious Key`.

Since you are finally done with the 'ransack' process, it is time to move towards the dojo. BTW, before you attempt to exit from the house, make sure you check the closet, where you find the telephone. You should find a `Flashlight` there. Do not take it, as it will be placed back there eventually...

Exit the house. Now you will be at the yard of the Hazuki Residence.

==~ Figure 5.1b: The Yard of Hazuki Residence ~==



To Yamanose

The yard of the Hazuki Residence consists of the three key attractions and they are the pond, the dojo and the huge cherry tree. Check the cherry tree and you will get a flashback of Ryo learning the Elbow

assault from Iwao Hazuki.

It seems the path is pretty straightforward. Go directly to the back of the main building and you should find the dojo. Enter the house and you will have a cut-scene between Ryo. It is about those men in black...

(Please take note that Fuku-san is wearing bandages on his forehead.)

==~ Truth behind the "The Eight Principles of Yin and Yang" ~==  
As Ryo attempts to leave, Fuku-san warns Ryo to be careful... Now return back to the dojo and talk to Fuku-san. Next examine the signboard that says "The Elements of Yin and Yang". It will trigger another flashback... (It seems that Ryo is rather a naughty boy in the past...) Next go and examine the box found on the right of the paintings. Examine at the signboard again and Ryo will say that he cannot reach it. Next he will say that he cannot reach the signboard. Now focus your camera view on the stool that it is located on the left side of the dojo. Hit (A) and Ryo make use of the stool. Next he removes the signboard and you will find this item `Mysterious Scroll`.

That is all for the time being. BTW, if you want to get the Sword (katana) now, feel free to do so.

It is time to embark on a journey to the upper part of the town:  
Yamanose

/ 5.2 \

-----  
A homeless kitten in Yamanose  
-----

Before I begin with the actual walkthrough, below are some facts about Yamanose:

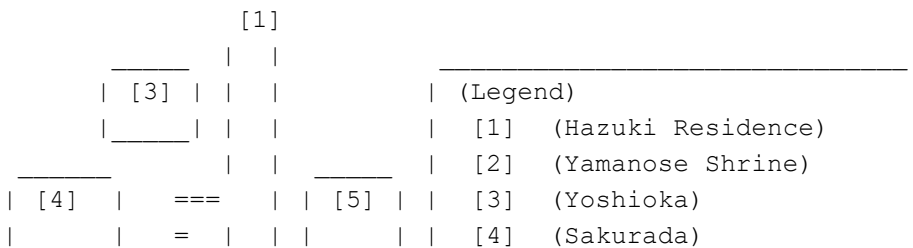
This is the first part of the town. It is a quiet resident district. The only point of interest is the Yamanose Shrine, which features two huge kitten statues. This place is quiet for the most of the time except for mornings, where you will see the townsfolk doing their regular exercises.

Below is the map of the town. Hopefully, it could help to make your navigation around the town easier.

==~ Figure 5.2a: Map of Yamanose ~==

Below is an ASCII map of the town. As what I have mentioned earlier, this is a resident's area. You will find a series of resident's houses. In the morning, you can find Ichiro (he is the guy who wears a yellow with black stripes jacket) and Noriko (she is a lady, who wears a purple and red blouse.)

At the Yamanose Apartments, you can find households of Sato and Kitazawa on the ground floor. You can also find the households of Usui and Morino in the second floor of the apartments.







To nurse the kitten back to its health, you need get food for the kitten. From now onwards, you can find a packet of "Dried Fish" and a bottle of "Milk" in Hazuki Residence.

You will also have a QTE event the next day after this cut-scene has been triggered.

Below is the list of food that kitten feeds on it:

---

| Name of Food | Servings | Cost  | Purchase Location        |
|--------------|----------|-------|--------------------------|
| Salami       | 3        | · 90  | Abe Store                |
| Squid Legs   | 4        | · 90  | Abe Store                |
| Dried Fish   | 4        | · 300 | Tomato Convenience Store |
| Milk         | 1        | · 100 | Tomato Convenience Store |
| Canned Tuna  | 1        | · 180 | Tomato Convenience Store |
| Sliced Fish  | 1        | · 500 | Tomato Convenience Store |

---

To feed the kitten, just move towards the shrine and go near the kitten. Activate the menu and select the food from the item column. You will find an additional (A) near the item's zoomed screen. Hit (A) again and Ryo will be able to feed the kitten with the food.

Kitten's favorite food consists of the following: Salami, Squid Legs, Dried Fish, Canned Tuna and Milk.

Sometimes, you can't feed the kitten as the kitten is sleeping. To know about the kitten's status, just talk to Megumi before you attempt to feed it.

---

If you make a U-turn back to the shrine, go near the cupboard and press (A) at the cupboard box/kitten, you will be given the following action selectors:

==~ Pet Commands ~==

---

It will be available no matter what food you have chosen to feed the kitten.

- [Pet] [1] - It allows Ryo to stroke the kitten.
  - [Look] [Call] [2] - It will zoom the camera at the kitten.
  - [Quit] [3] - Ryo will call the kitten's name.
  - [4] - It will allow you to quit
- 

Now it is time to embark on the next part of Yokosuka: Sakuragaoka to look for more clues.

/ 5.3 \

---

The Lower part of the Resident's Area: Sakuragaoka

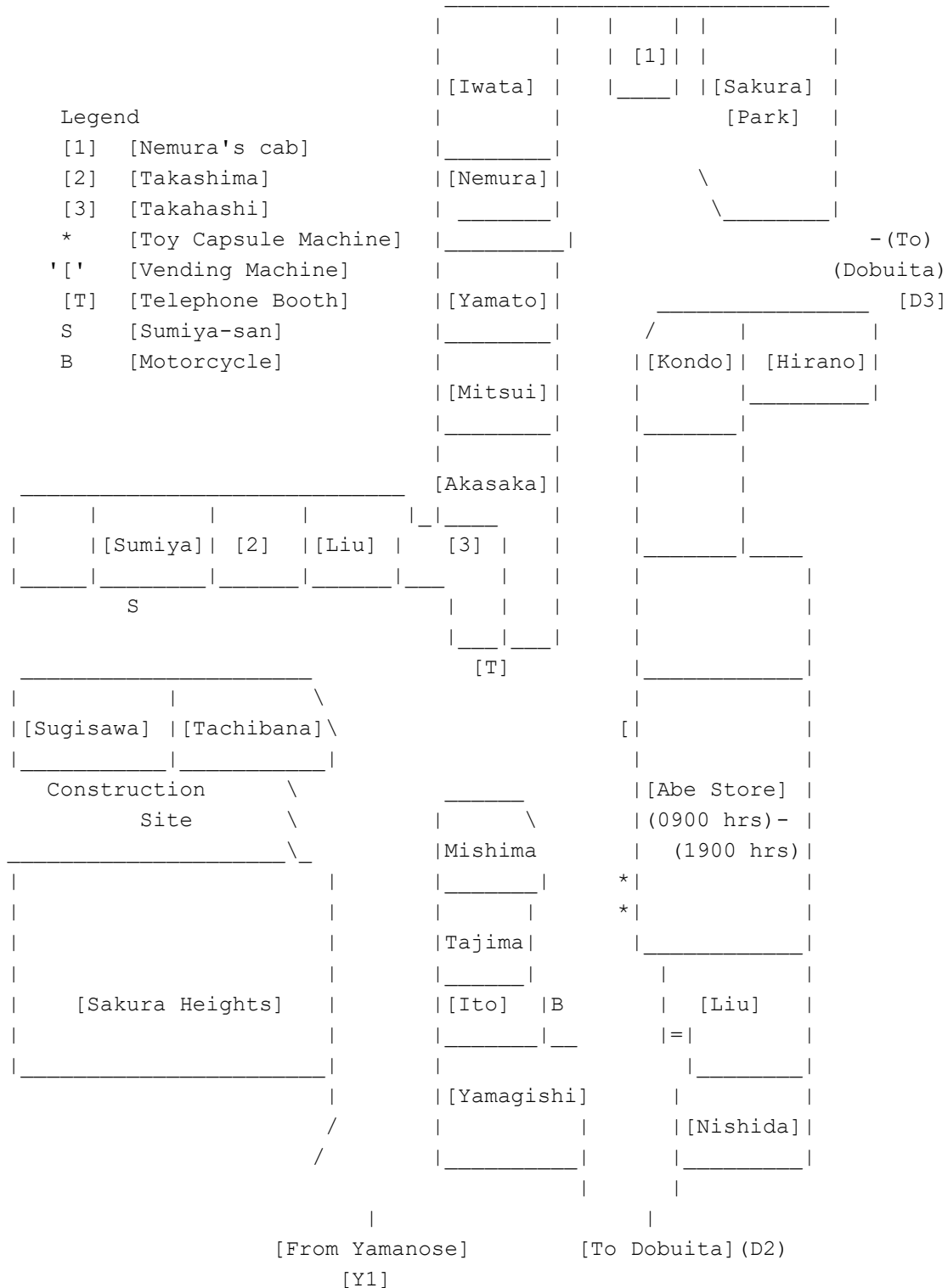
---

Here are some minor facts about Sakuragaoka:

Before the things starts get a bit complex for you, I guessed it would be better for me to give you a short briefing about this town. I have added a map of the town for you.

It is a residents' area where you can find a lot of townsfolk here in the morning. There are few places of attraction in this town. Before I go further into that, please refer to the map of Sakuragaoka found below: (Hopefully, it is a bit more clearer ^\_^;)

==~ Figure 5.3a: Sakuragaoka ~==



IMO, Sakuragaoka is still considered as a resident's area. You can find a block of apartments at Sakura Heights. For the first building, the households saying there are Udagawa, Aizawa, Iwasaki (2F) and Kayama (2F). For the second building, the residents staying there are Inoue, Kimura, Itoi (2F) and Motoyama (2F).

You will find Kondo-san and Mishima-san near the telephone. In the morning, you will find Yuji and Miki at the Sakura Park. You can also find Nemura-san attending his cab. You can find a motorcycle in front

of Ito's house.

There are two places of interests and they are:

(1) Abe Store

This shop is owned by Abe-san, who is used to make fun of Ryo ^\_^;) She loves to joke around with Ryo and is rather popular with the kids. The shop operates from 0900 hrs to 1900 hrs. You can find a vending machine and two toy capsule machines outside the store. Below is the shopping list for her shop:

```
-----  
Name                Cost                What it does?  
-----  
Salami              · 90                Feed the kitten (3 servings)  
Squid Legs          · 90                Feed the kitten (4 servings)  
Chocolate           · 120               Allows Ryo to draw a raffle ticket  
Caramel             · 120               Allows Ryo to draw a raffle ticket  
Potato Chips        · 120               Allows Ryo to draw a raffle ticket
```

(2) Sakura Park

This park has a playground in the middle. It is an ideal training field. You can find Yuji and Yuki there at the start of the game. You will see more changes as you progressed through the game. The ideal time to train starts from 8:00 pm.

Well, I guessed the map has been enlarged several times compared to the previous update. I have re-made the map to proportion to the actual town. Now there is a two ways in getting the next clue. It will varies as it depends on the path you have choose earlier:

[1] If you picked the "Dried Fish"...

Since you got the clue from Megumi from Yamagishi-san has a direct encounter with the black car, you just need to visit Yamagishi-san. His house is covered with a blue fence is situated adjacent with Ito's household. Go to Yamagishi's house and you should find him there. As Ryo speaks him; Ryo found out that the car has headed towards Dobuita. Yamagishi-san recommends that Ryo is go to Dobuita to look for clues.

[2] If you picked the "Fried Tofu"...

As you do not get the clue by the 'incident' from Megumi, you need to use to get an alternative method. Talk to Mishima-san or Kondo-san, who are standing near the phone booth. They will advise Ryo to look for Sumiya-san. Just proceed to the dead-end street off the construction side and you will find a lady. Sumiya-san is a lady who wears an orange sweater and wears spectacles. Talk to her and she will tell you about the incident. Next proceed to Yamagishi's house and talk to Yamagishi.

==~ Side Quest: Locating a house for an old lady ~==

Requirements:

The time must be in the daytime and Ryo needs to find and talk to Yamagishi-san about the black car.

Just walk towards Abe Store and you will get a cut-scene that an old lady is standing in front of the Tajima household. She told Ryo that she was looking for the Yamato household. Pick the left option to help.

Now go and find the Yamato household. It is relative simple since the



```

|      |  [|      |      [10]  [Oiwa Apartments]
|_____|      [2]|
|      |  |      |
|      |  |_____|
| [9]  |  `L|      |
|      |  | [1]  |
|_____|  |_____|
  TTT /    /      |
   TT /    /      |
    /    / |_____|
      |
[From Sakuragaoka]
[D1]

```

==~ Lapis: The Game's Help Tutorial ~==

There is a fortuneteller who could help you when you are trapped in the game. The Lapis operates from 1000 hrs to 2400 hrs. As you entered the place, just talk the fortuneteller and you will get an action selector. Pick the left option (Try) to have the fortuneteller to tell you a clue. You need to pay ·300 for each reading. The fortuneteller does the following readings:

```

      [Future]
[Clue]      [Gamble]
      [Quit]

```

Even it is rather costly, but the fortuneteller is a great helper in the game. In fact, you forget about following this walkthrough and just rely on the clues that you received from the townsfolk. If you need help, just pay ·300 to get your help.

By asking the fortuneteller about the Future, she will reveals about the future and what will be happened in the future. Sometimes, she says that she can't does it and you will end up wasting ·300 instead. If you ask her to give a Clue, you will get a clue added to the memo pad. It is indicated a "star" symbol. As for Gamble, the fortuneteller will reveal Ryo's lucky number for the Slots Machine at Slots House.

Just simply walk down the street until Ryo have reached a junction. Ryo will find the Funny Bear Burger Shop (which is marked [7]). Talk to the owner there. (Aoki-san) BTW, you can also talk to Yoshie-san or Aoi-san of Yaokatsu Produce, Sawano-san of Hokuhoku Lunches Box Shop or Sinkichi-san of Uokichi Seafood. Either one of them will tell you to go and ask Nozomi of Aide Flower Shop as she has a direct encounter with the black car. The car has splashed mud on her skirt...

I guessed by giving the names only will be quite for Japanese users anyway, here is a map:

==~ Figure 5.4b: Dobuita Map 2 ~==

```

[Map 3]          [Map 3]
|                |_____
| | |_____||_____||_|| | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | [1] | [2] | | (TM) | | [3] | [4] | | | | | | | |
|_| |_____||_____||_||_____||_____||_____||_____||_____

```

|  |     |     |  |  |     |  |     |
|--|-----|-----|--|--|-----|--|-----|
|  |     |     |  |  |     |  |     |
|  | [5] | [6] |  |  | [7] |  | [8] |
|  |     |     |  |  |     |  |     |

From  
[Map 1]

|                               |                                |
|-------------------------------|--------------------------------|
| -- Legend --                  |                                |
| [1] Asia Travel Company       | [5] Aide Flower Shop           |
| [2] Yaokatsu Produce          | [6] Takura Sushi               |
| [3] Antique Shop              | [7] Hokuhoku Lunch Box Shop    |
| [4] Water Dragon Thrift Store | [8] New Yokosuka Movie Theatre |
| (TM) Tomato Convenience Store | `*` Nozomi                     |
| `~` Vending Machine           |                                |

Before you go and look for Nozomi...

There are some points, which I would like to clarify. I have been navigating around this street for several days... [That's real life]. Some of the buildings are actually empty and they are those that are not labeled. I have tried my best to map this map in proportion with the actual game. Pardon me if there are some errors.

There are a few places of interest and they are:

#### [1] Asia Travel Company

This place isn't a place where you can go in and buy air tickets. It is one of key attractions in this part of Dobuita. Besides, this shop will sooner or eventually go bonkers ^\_^;) This is perhaps due to the poor customer service offered by the employees.

#### [2] Aide Flower Shop

In this shop, you can find Ryo's love interest and fellow classmate, Nozomi Harasaki along with her grandmother, Aide-san. If you come here earlier in the morning (around 9 am to 10 am), most of times you will find Nozomi inside the shop. Nozomi wears a white color sweeter and dressed in red skirt.

#### [3] Tomato Convenience Store

This is the ONLY shop that opens 24 hours a day. This shop is owned by Minaoki-san along with a gloomy man. Outside the shop, you can find another vending machine. The shop typically sells a lot of merchandise, house-wares and cassette tapes. BTW, the collection of cassette tapes changes on different tapes. Hence, make sure you always a pay a visit there every day. As for the shopping list, please refer to [Shops and Shopping List] section for more details.

#### [4] Antique Shop

The antique shop will sell antiques [of course!] and move scrolls. Ryo cannot buy any antiques, as I doubt that they were too expensive. The price of the range move scrolls ranges from ·500 to ·3000. For the list of scrolls available, please refer to [Shops and Shopping List] section for more details.

The other shops are just only side-attractions. BTW, you could possibly find Mayumi, Megumi's sister on this part of the streets.

You could find Nozomi or "Harasaki-san" at the entrance of the Flower Shop. Talk to her twice and she will reveal the car just rushes forward



Staying with the shop is Hirata-san. At the desktop, you can find a telephone directory and a payphone. You need to pay ¥10 to make a phone call. You need to make use of Zoom mode to talk to her...

#### [2] You Arcade

This is perhaps the best place to kill time. Outside the arcade center, you can find two toy capsule machines. You can play a series of mini-games at the arcade center. You can play Darts 7, Hang On, Space Harrier, Excite QTE 2 and QTE Title 2. You can also find a jukebox there. The cost for playing any of the games (including the jukebox) is ¥100 each.

#### [3] Parking Lot and Suzume Park

These are the training grounds that you can find in Dobuita. I would prefer the parking lot as it is deserted throughout the game and if you don't have any spare cash, training will be your own choice to kill time in Shenmue. When your money is less ¥300, Ryo will not spend anymore money...

#### [4] Tom's Hot Dog Cart

You can find the never-stop-dancing Tom here. You can use his radio and listen the cassette tapes that you have found or bought. Tom is always there between 8:30 am to 11:30 pm.

#### [5] Kurita Military Surplus

You can find a guy dressed in a military outfit with a cap. That is Kurita-san. He is very knowledgeable, as he knows a lot of Dobuita besides the quiet street of Dobuita. Talk to him when you need help. Towards the end of the game, he will reveal something about his loved one...

Just move down the street until you hear some rock music. You will find a black American dressed in long sleeves clothing and his name is Tom. For Japanese users, it is very easy to recognize him for his hybrid English mixed Japanese accent.

Talk to Tom twice and he will reveal something about those men. He says the man dressed in a green robe with something "Chinese" gives him a cold stare when he has a bad dispute... Tom recommends that Ryo should go and find Chinese. Next he points to the Global Travel Agency. Enter the shop there.

Inside the shop, Ryo will meet a man dressed in a gray suit and Ryo asks him whether he gets some Chinese customer. Now exit the shop and talk to Kurita-san, whose shop is just opposite the agency. Kurita-san will remind Ryo that he should go and look for Tao-san of Ajiichi Chinese Restaurant where he eats there. He says that Tao-san knows a lot about the Chinese.

BTW, you can talk to either the owner of the Jupiter's Jacket Shop, Komine-san of Komine Bakery, Sinkichi-san of Uokichi Sushi, Tamura-san of Tamura Butcher Shop or Itoi-san of Mary's Patches and Embroidery Shop and they will refer you to Ajiichi Chinese Restaurant.

So where is the Ajiichi? You can ask the townsfolk there for directions. You can just simply make a U-turn and go back to Aide Flower Shop. Talk to Nozomi and she should give you some directions. Go through the path between the Yaokatsu Produce [where you can find Yoshie-san or Aoi-san] and the Tomato Convenience Store.



==~ QTE: First Encounter with Bad Boys, Enoki and Nagashima ~==

-----

Requirements:

You must on your trip in looking for Chinese people. The time must from noon till nighttime. Just simply walk towards Aide Flower Shop and you will have this cut-scene. You will lose the chance of this cut-scene if you talk to Tao-san.

Ryo will bump into to one of the thugs. Nagashima will shout at Ryo if he doesn't say sorry to Enoki-san, they will beat him up. Next you will have the following QTE:

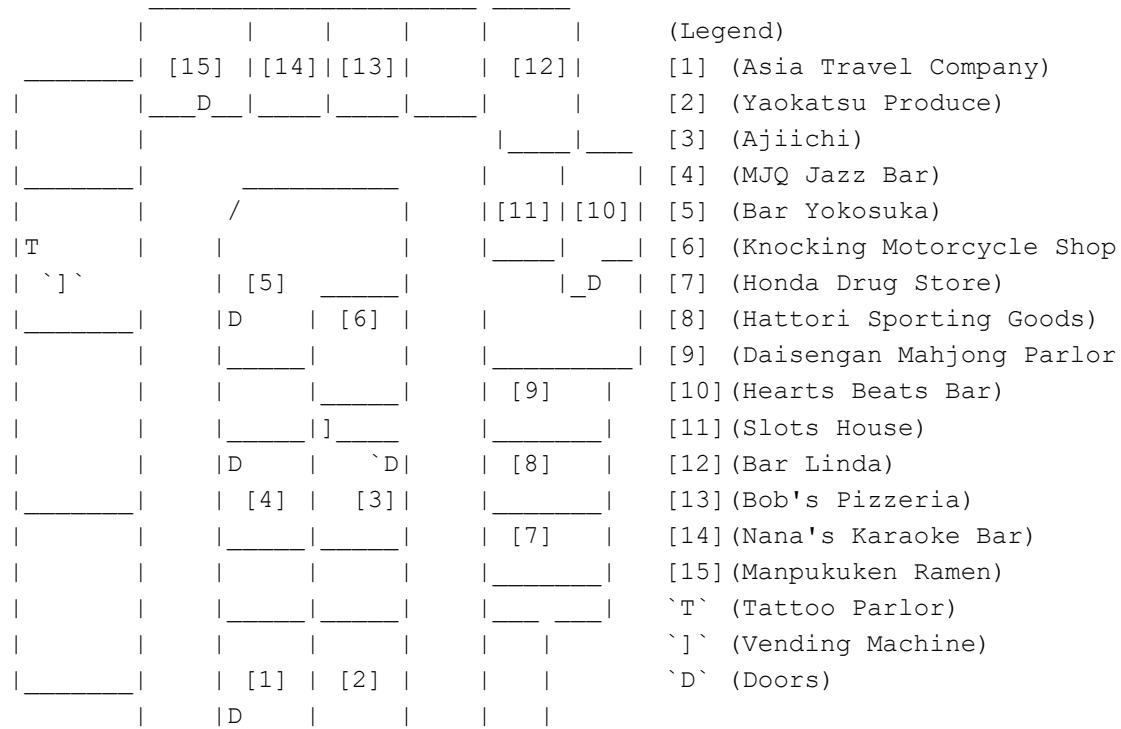
Left, (A) and (B)

Hitting left will cause Ryo from the attack from Enoki. Hit (A) will cause Ryo to trip Nagashima and (B) will cause Ryo to attack Enoki. Ryo will says that he has no time to bother them and tell them to get out of his way.

-----

==~ Figure 5.4d: Dobuita Map 3 ~==

Have you wondered why I called this street the "Night Street of Dobuita"? At this street, you can find shops, which is not suitable for minors like Ryo. The shops that you can find here are bars, restaurants, a motorcycle shop, etc. If you have problems in navigating this area, please read the map below.



[Map 2]

[Map 2]

After you have talked to Nozomi, walk the path between Yaokatsu Produce and Tomato Convenience Store. You will find a drugstore and a sports shop. Talk to the owner (Hattori-san) of Hattori Sporting Goods and he will say that the Ajiichi Chinese Restaurant was just opposite his shop. You can find a bicycle near the restaurant occasionally. Now pay a visit to the Ajiichi.

At the Ajiichi, move forward and talk to the chef (Tao-san is also the owner of the shop). You will have a cut-scene among Ryo, Tao-san and his wife, Lin Xia. Tao-san asks Ryo not to stereotype that all Chinese

are bad and Lin Xia asks Tao-san to tell Ryo about the Three Blades. They will say you can learn more about the Chinese in Dobuita by consulting any of the three blades. Ryo is advised to visit either one of shops: Mary's Patches and Embroidery, Maeda Barbershop and Manpukuken Ramen. BTW, you can meet the assistant of the restaurant, Guang Ji near the doorway.

Now you will have a three-way path. Now check your watch and followed the instructions stated below:

[1] Check if time is around 2 pm to 5 pm.

You can go to visit either Mary's Patches and Embroidery or Maeda Barbershop. From there, have Ryo talk to Maeda-san of the Maeda Barbershop or Itoi-san of Mary's Patches and Embroidery. The patches shop is located just next to Kurita Military Surplus while the Maeda Barbershop is just opposite the You Arcade. Just talk to them and they will refer Ryo to look Liu-san at Liu Barber and Hair Salon. They say that the shop has been closed recently as Liu-san Senior was sick. If the time were rather late (passed 7 pm), I would recommend you to go and home and wait for the next day.

[2] Check if the time now is after 5 pm.

You can either visit Mary's Patches and Embroidery or Manpukuken Ramen. For the location of the Mary's Patches, please refer to the above paragraph for details. If you decide to visit Manpukuken Ramen, I would recommend you to visit it if time is really late. Enter the restaurant and talk to Yamamoto-san of Manpukuken Ramen. She says that she can't help you as her husband passed away. She says that you can get help from two Chinese people who used to work in the steel mills, Yong-san or Wu-san. They will always frequently visit the bars. Now exit the restaurant and go to Bar Yokosuka. You will find the bartender [Saijo-san] and the lady boss [Akemi-san] there. The men who were sitting next to Akemi-san are Yong and Wu. Talk to them and they will refer Ryo to look for Liu-san at Liu Barber and Hair Salon. Go home and rest as the barber salon will be closed by down. You can choose to go to the You Arcade to kill time.

As the part of this walkthrough, I would recommend you to visit Maeda Barbershop, as it is a lot easier to locate. This is for the sake of Japanese version users.

(If you did not go home)

Return back to first side of Dobuita. Talk to Nozomi or the owner of Funny Bear Burgers Shop. Go down the street and talk to Akasaka-san of the Water Dragon 2 Thrift Store. (He wears a purple t-shirt and has a black apron over it.) He will say that Liu Barber and Hair Salon are just down the street.

(If you wake up)

At the Hazuki Residence, you can find a packet of `dried fish` and a bottle of `milk` at the Kitchen and you can learn the Pit Blow from Fuku-san at the dojo. If you walk past Yamanose, you will get the soccer ball QTE. Please refer to Section 5.5: Quest 1 for more details. Next proceed to Dobuita and go to the pathway to Liu Bar and Hair Salon

Despite you get the help from the map and the prompts from the townsfolk there, I can give you another point of advice. Look for the hairdresser's signature trademark. It is a cylinder with the colors of red, blue and white. If it lights up, this indicate the barbershop is opened. Hopefully, you did visit the barber/hairdresser occasionally

^\_^;)

Now enter the hair salon. You will find Liu-san and his wife. Liu-san says that he is a second generation Chinese and can't offer help to you that much. Then his wife reminds him that the elders may refer to his father. They says that Liu-san Senior was down with a flu and is probably exercising the Suzume Park and loves to eat the soba noodles in the restaurant nearby.

I guessed the clue is pretty clear and straightforward...

It is another tiring journey (if this is still the first day of you game), walk past the Aide Flower Shop. You can talk to either Yoshie-san or Aoi-san of the Yaokatsu Produce, Sinkichi-san of Uokichi Seafood or Tom of Hot Dog's Cart. He will give you directions where the Suzume Park.

Proceed to You Arcade and make a turn at the junction where you find Tamura Butcher Shop and the arcade center. You will find the Suzume Park and Yamaji Soba Noodle Shop. At the park, you will find several kids like Yuka [the daughter of Komine-san] and an old man dressed in a black and white checkered shirt. Talk to him and he is the person who you have been looking for: Liu-san Senior!

Ryo will question him about Lan Di. He says that by judging from that name, the person must be something associated with the Chinese Mafia and Chinese cartel. He says that you should look for sailors working at Chinese ships.

(Enter any building like You Arcade)

You will find that the background music has changed. Move to either one of the shops: Smiley Flower Shop, Tom's Hot Dog Cart, Kurita Military Surplus, Hirata Tobacco Shop and Tamura Butcher Shop. Most of them will say that sailors hang out in the night.

Go to the 'night street' of Dobuita. You can ask either to Motorcycle Knocking Shop and Hattori Sporting Goods. They will say that they find a lot of sailors near this area at night. If you talk to Hattori, you will learn a lot more about the butcher, Tamura.

Talk to Nozomi at Aide Flower Shop and she will says sailors hang out at bars during nighttime and she warns Ryo to be careful. If time is around 3 to 4 pm, go to Bar Yokosuka. You will find Akemi-san at the doorstep and says that Saijo-san is formerly a sailor and he could perhaps help you. She will ask you to return back to Bar Yokosuka at 5 pm.

(Kill time till 7:30 pm)

Proceed to Bar Yokosuka and enter it. Ryo will receive a can of cola from Saijo-san (the bartender of the pub). Ryo will ask him whether he knows any sailors. Saijo-san says that sailors don't come to his pub and they would pick fights in other pubs. You will not get the cut-scene whether Saijo-san passes a cola if you entered any bars before.

Saijo-san will inform Ryo that he could ask other bars for more information. Go to the bar that is that is near Bar Yokosuka. It is classical western bar. Enter MJQ bar. Talk to the bartender and he says "Go and ask them yourself". Move near those two guys who are

playing billiards. If you have enough more money, they will say they will tell you if you make the shot. Pick the left option to play and right option to quit.

==~ Mini Game - Playing billiards ~==

-----  
If you choose the left option, you will get to play. It is a single shot to win the billiards. You aim to make use of the front ball to in the other one into pot. Hit (A) to activate Zoom mode and (B) to quit from the Zoom Mode. Next make some adjustments with the D-Pad and when you are ready, just hit (A) to make a shot. If you make the shot, they say that they were not sailors. If not, you will need to pay for their drinks and its costs ·1000!

From onwards you are free to come back to MJQ from 8:30 pm to 11:30 pm to play the billiards. Of course, make sure that you have sufficient money. You can get a new setting after several nights later if you made a shot.

(Maybe Ryo should ask Ine-san regarding a pay rise? ^\_^)

-----  
With two down, you have another two bars to search with. Feel free to visit Bar Linda if you have time. If not, go to Hearts Beats Bar. It is directly opposite the Motorcycle Knocking Shop. If that is the first time, you are going down the steps as you were going to have a QTE.

==~ QTE: First Meeting with the Mad Angels ~==

-----  
Ryo will meet up with two foreigners. They are Tony (the white guy) and Smith (the guy who wears the purple t-shirt). They will refuse to let Ryo pass and you will be going to have a QTE.

(B), followed by (A)

It is quite simple and I doubt you will not have any trouble on it unless you are focusing on something else.

-----  
You are at the entrance of Heart Beats Bar. Enter the Bar. You will have another cut-scene. Inside the bar, you will find out that Ryo is being insulted as a "schoolboy". As the guy who looks a pirate approaches the back of Ryo, you are going to have another QTE.

==~ QTE Event - A fight at the Heart Beats Bar ~==

-----  
What makes QTE great? IMO, there are two reasons. One of the reasons is the simplicity and the other one is Ryo can do something beyond his ability! You will meet Harry and Jones here.

Hit (B), (A), (B) and (A).

The first (B) will cause Ryo to swing that guy across the table. The next hit, (A) will cause Ryo to kick against the other guy. Next you will find one of the thugs carrying a chair. Press (B) to knock the chair off. If you were hit, you will need to restart the QTE. Press (A) to kick the guy off your way. If you did not hit him, he will use the chair again...

-----

The bartender will be amazed by Ryo's ability. He says that he will reveal on one condition and that is Ryo must not step in this bar another time and next the bartender will then reveals about a person called Charlie...

Here is a short description of Charlie - He wears a black leather jacket and shades. He loves his 'hawg' (motorcycle) and has a tattoo on his right arm. Hence, you need to do some analysis:

Charlie could visit the either one of the following shops. They are Knocking Motorcycle Shop, the Jupiter's Jacket Shop, Kurita Military Surplus Shop and a shop, which allows him to have his tattoo.

The bartender will get so fed up and he will says:

"Get Lost!" (You can have fun by re-visiting the bar again...)

With these clues on hand, you are only to search for another clue and that's to locate Charlie. Take a visit to the Knocking Motorcycle Shop.

(If it is too late, return home...)

You will find a man with white hair and wears a cool-looking blue jacket fixing the bike. That's the owner of that shop, Ono-san. Talk to him and he will says that something about Charlie.

After you are done with him, you are free to go home and take a visit to the Manpukuken Ramen. Talk to Tatsumi (he has a purple 'Mohawk' (it is a hairstyle that you seldom sees, it is not necessary that you need to meet him) and the owner, Yamamoto-san. Yamamoto-san will tell Ryo that he can find such people at the Nagai Industries.

For those who have just visit Ono-san, please jump to the section after Quest 1.

/ 5.5 \

-----  
Locating Charlie...  
-----

As soon Ryo is awake, precede outside and exit from the main building and go to the yard.

--~ "Don't stay out so late!" From Ine-san ~--

-----  
If you have returned home late that night, (i.e. you have gotten a cut-scene of Ryo watching his watch at 11:30 pm.) you will be going to a cut-scene between Ryo and Ine-san. Ine-san requested that Ryo should come home before 11 pm. Make sure you do so or you are going to make the old granny feeling worried about Ryo.  
-----

Let me paused for a while... As Ryo is awake from the bed, you will always view the latest page of Memo Pad.

-----  
Quest 1  
-----

This part is listing the stuff that should be happening on Day 2 if you have been following strictly towards the walkthrough.

==~ Cat Food Scramble ~==

Condition:

As soon after you have triggered the cut-scene between Megumi, you can find 'cat food' in the Hazuki Residence's kitchen. Enter the kitchen and you will find a packet of `Dried Fish' on the sink and a bottle of `Milk` in the refrigerator.

==~ Technique Lesson #1: Learning Pit Blow ~==

Requirements:

You will get the chance to trigger this cut-scene between the moment you got the clue from Yamagishi-san till the time you meet Charlie. You will get a cut-scene of Fuku-san practicing the move, Pit Blow. Fuku-san will says that he still have many bad habits and ask whether Ryo wants to demonstrate.

Pick the left option of the action selector to demonstrate and pick right to quit. If you choose to 'teach' Pit Blow, you will find this skill replacing the 'Elbow Slam' hand move technique.

For those who choose to give the tutorial, follow the steps below. Once you get control of Ryo, just simply do the below motion sequence:

Fwd+(X) [Since Ryo is facing right, just hit right along with (X)]

After you have executed the move, you will give another prompt whether you need more practice. Pick the left option to continue. You can do for the maximum of three times. This applies to other sensei(s) too.

Next, you need to just exit from the main door to Yamanose. Just walk down the streets and you can trigger this cut-scene eventually.

==~ QTE: Soccer Ball! ~==

Requirements:

This will definitely occurs in the next day after you have the cut-scene with Megumi. You will find Kota and Yasuo playing football and this will trigger a QTE.

(A)

If you missed the catch, the girl (Kyako) will be hurt in the process. If you catch the ball, you will have a more pleasant result.

That's all for Quest 1. Once you have finished this quest, continue with the stuff left what to be done.

From your current position, go to Sakuragaoka. Just walk past the Yamato household or heading towards Sakura Park. You could get the following cut-scene...

==~ Free Battle: The Second Encounter with Nagashima and Enoki ~==

Requirements:

This must be occurring in the morning until 12 pm. You must be looking for clues about Charlie and you will trigger the QTE that is in front of the Tomato Convenience Store. It must be a non-rainy day.

Enoki and Nagashima are surrounding Nozomi and a boy. Enoki got hit by the boy's toy and wants to vent his anger on the boy. Nozomi tries to stop this and those two guys tried to harass her... Ryo comes to her aid and this is free battle against Nagashima and Enoki.

Strategy:

If you have been training a lot, you should have no problems in fighting against them. Just beware of Enoki for his spear attack. Anyway, both Nagashima and Enoki are pretty weak.

After Ryo has finished off the thugs, both Nozomi and boy are finally safe. Next after a short conversation, Ryo leaves the park...

-----

Now it is time, to proceed back to Dobuita. It is pretty tiring and you must get used to it. You can actually make use of the Area Jump.

Proceed to Dobuita by talking the path between Sakura Park and Kondo household. If you have talk to Tatsumi or Yamamoto at the Manpukuken Ramen, you will find Guang Ji standing in front of the vending machine near the Nagai Industries. Guang Ji says that he is thirsty and does not have any spar cash. Pick the left option to treat him. If you treat him, pick either Orange Frauda (It is named 'Fanta' in the Japanese version.) or a coffee.

(For those who just talked to Ono-san at Motorcycle Knocking Shop, just follow the steps from here. As for those who have just did the step above, follow it too.)

OR

Now go to Hirata Tobacco Shop. Oh man, it is at the end of Dobuita... Walk past the Tomato Convenience Store, Tom's Hot Dog Cart and eventually You Arcade.

Next you will have a cut-scene between Hirata-san and a man from the Nagai Industries. Talk to Hirata-san, who is standing at her normal spot. She will say something about the Nagai Industries. OWW... It is a long path from the Tobacco Shop to the Nagai Industries.

You can asked the townsfolk for instructions where the building is. Talk to Akasaka-san or his 'sister' outside the Water Dragon 2 Thrift Store

Once you find the Nagai Industries building (it will be opened from 2 pm), enter it. It has a green translucent door and a CCTV camera outside it and near the doorway is the vending machine. Walk up the stairs and talk to everyone there. Make sure that you do not miss Nagai-san.

--~ Technique Lesson #2: Learning Double Blow ~--

-----

Requirements:

Make sure that you have trained at least thrice. You must have the QTE at the Hearts Beats Bar and have not trigger the cut-scene outside You Arcade. It must be during the search for Charlie. Yamagishi-san will appear at the Suzume Park as you are looking for Tao-san of Ajiichi.

Go towards the Suzume Park and Ryo will find a depressed Yamagishi-san.

Yamagishi-san will ask whether Ryo has been training a lot. Next he says he will demonstrate a technique for Ryo. It is the Double Blow.

Next he will prompt you whether Ryo is interested in learning it. Pick the left option to learn. [PS: If you choose to learn this technique, Ryo will lose the technique "Twin Hand Waves".

Fwd+(X)+(A)

Just do this in a single shot and you will be praised by Yamagishi-san! Next he will ask you whether you want to continue on practicing it.

(The remaining is up to you)

-----  
Now you can either visit the Jupiter's Jacket Shop or Kurita Military Surplus. Visit either one of them and talk to the owners there. (Of course, I would look for Kurita-san, as his shop is easily to find.

They will say that you can find Charlie during the nighttime. From now on it is your free time.

(Kill time till 7 pm)

[PS: I visit the Lapis and got this clue. Go near the building with neon lights]

=~~ Knowing about the Tattoo Parlor ~==

-----  
Proceed to You Arcade. You will be able to trigger a cut-scene between Ryo and Smith. He is the guy that you have met outside the Heart Beats Bar! Smith tells Ryo that he wants to help Ryo as he was looking for Charlie.

Next Ryo follows him and landed up at the deserted parking lot. Guess? Ryo has been ambushed and you will have another free battle against 5 thugs [Remember those thugs that you fought while at alley/Heart Beats bar?].

Strategy

They are pretty easy, even though the ratio is 5:1. Just make use of the Crescent Whirlwind Chain [hit (A)-(A)-(A)] along with the Tiger Cyclone Chain [hit (X)-(X)-(X)-(A)] and you should not have any problem in defeating them. Use throws, as these guys are easy to grab.

-----  
Upon defeating them, Ryo will get a leak from one of the injured thugs. He will says that Ryo perhaps can find Charlie at the Tattoo Parlor. But they will not reveal anything more about the exact location. Now you need to look for people with tattoos...

(Try out the Nagai Industries too)

Now you need to look those two rough thugs who normally ventures at the You Arcade or the Knocking Motorcycle Shop. You can trace them by locating their bikes. If you find two bikes outside the You Arcade, enter it.

Ryo will ask them politely about the tattoos. One of the guys will say



that tattoo is their gang's symbol. If you are interested in joining the gang, they will tell you the location. Pick the left option to join [well, you got to lie to get the location of Tattoo Parlor ^\_^.] The guy will reveal that the Tattoo Parlor is somewhere near the Okayama Heights.

Well, you are going for another search. From now on, you need find rough looking guys or residents staying at the night streets area. Talk to Kurita-san and he says that he lives in Okayama Heights but he is not sure that there is a tattoo Parlor. Since it is nighttime, most of shops at the 'night street' should be operating. Visit Manpukuken Ramen and talk to lady boss, Yamamoto-san. She says that she also lives there but not sure of that there is a Tattoo Parlor.

PS: Have you wondered why I don't list the names of residents staying in housing apartments that are found in Dobuita? This is because the 'flats' are labeled with a three-digit number instead of the people's name.

Go to Bar Yokosuka and talk to the knowledgeable Saijo-san and Akemi-san. Next exit and you will find the Okayama Heights directly opposite the bar! Go up to the second floor and enter the middle room. [It has a poster, which resembles a tattoo.] That's the Tattoo Parlor. The tattoo parlor operates from 1400 hrs to 2400 hrs. Enter the parlor and Ryo will have a conversation with the owner. The words are suitable for kids... He tells Ryo to come back there tomorrow.

Now check your watch. If it is around 10:00 pm, it is time to go home. If it is still earlier, you can have the option of going to play some games at the You Arcade or train at the training field.

(Once Ryo are awake, you can do your daily stuffs and your money will increase by 500.)

Since the Tattoo Parlor will only start its operation till 2 pm, you have some free time. I suggest that you go training as the You Arcade opens at 10 pm. BTW, look for Yamagishi-san at Suzume Park and hopefully, that you could trigger that 'lesson' cut-scene at the Suzume Park.

(Kill time until it is somewhere around 2 pm)

PS: It is not necessary to this step at 2 pm sharp. You will get this cut-scene once the Tattoo Parlor is ready for business. Go to Okayama Heights and proceed to the second floor. Enter the Parlor and you will have a cut-scene.

The thugs whom Ryo had fought earlier are at the Tattoo Parlor. As they see Ryo, they ran away as they have saw a ghost (^\_^;). Next the owner will say that the person who you have met is asleep and recommends you not do disturb him. Ryo will go near the curtain and hit (A) to draw the curtain...

==~ QTE: First Meeting with Charlie (An Ambush!) ~==

-----  
Please take note of this dangerous QTE. Charlie is carrying a dangerous weapon. If you missed the first hit, you got to restart the QTE.

Left followed by (A)

If you succeeded, Ryo will put Charlie in an arm-lock and force Charlie

to talk.

-----  
Charlie says that he will arrange a meeting with the members of Chi You Men and ask Ryo to meet him at the Tattoo Parlor the next day.

(Oh... You have several hours to kill)

As Ryo exit the Parlor, walk down the stairs and you will trigger a cut-scene between Ryo and Nozomi. Nozomi is very worried about Ryo and she seems to hide something from Ryo...

The remaining hours of this day is up to your decision on how you are going to spend. Have a good night sleep!

\_\_\_\_\_  
/ 5.6 \ \_\_\_\_\_

-----  
A Mysterious Letter...  
-----

(Can't he hit a bit softer on that poor alarm clock...)

Next you will have an automatic cut-scene of Ryo kneeling at the dojo. Ryo will meet up with Fuku-san. Hey! Take note of that dumbbell ^\_^;) He has fully recovered and he will ask whether Ryo want to spar with him.

(Unlike normal fights, Ryo is fighting without his jacket!)

\* Seize the opportunity to practice your throws!!! \*

Treat it a friendly match. In this session, you will not find either the pink box or the health meter. It is just a sparring session. Since Fuku-san has fully recovered from his injuries, you can come back to the dojo and have a sparring match with him during weekends or in the mornings. That's the only method that you can train your throws. If you execute the Double Blow and he will say, "Where you learn that?" ^\_^

After the training match, Fuku-san tries to apologize to Ryo... He has revealed that he tells everything what Ryo has been doing during these days to Ine-san. Ryo says that it's okay...

(Fortunately, you don't see smoke arising from Ryo's hair ^\_^;)

While returning back to main building, Ryo will meet up with Ine-san where she says that there is a letter that is addressed to his father.

(So it is 'that' letter that you find Ine-san receiving at the opening cut-scene...)

You will have a cut-scene between Ryo and Ine-san. Ine-san hands Ryo a letter and it will be added to the Item Column as 'Letter to father'. Now exit the house and you will have another cut-scene where Ryo shows the letter to Fuku-san. Ryo says that he has problems in reading the letter. The letter is reading in Chinese Kanji. Fuku-san suggests that Ryo should try to get help from someone who know Chinese?

Now just exit the house and proceed down towards Sakuragaoka. You should trigger this compulsory cut-scene.

Ryo will meet a Chinese boy (named Gao Wen) and he says that someone

has taken his ball and they will return it back to him unless he takes Ryo to them at the construction site

--~ The fight at the Construction Site ~--

-----  
At the construction site, Ryo will meet up with Charlie and his four subordinates. Next it is a free battle of Ryo against the three of the five men...

They are quite simple if you have been training regularly.

After you defeated them and Charlie will try to threaten Ryo by holding the boy hostage. Next you will have a quick QTE!

--~ QTE Event - Ryo's a striker! ~--

-----  
(A)

Prepare for a quick QTE and Ryo will give the Charlie a good hit with the soccer ball! If you do not hit (A) in time, you will have to restart. The boy will thank Ryo for his help in Chinese.

-----  
(The boy is Chinese and perhaps you can get him to translate! Wait where has the boy go?)

Now proceed back to Dobuita and look for Kurita-san of the military surplus shop. Either one of them will refer Ryo towards the Ajiichi Restaurant.

This is a two-way path to get next clue. You can either choose to look for Gao Wen (the boy that you have saved either) or looking for Guang Ji.

[1] Look for Gao Wen

IMO, this is as good as looking for a needle in a haystack. You need to look for Gao Wen on the streets. Just simply walk down the streets of Dobuita and go past Tom's Hot Dog Cart and Kurita Military Surplus Shop. Go pass and go near You Arcade and you will trigger a cut-scene between Ryo and the boy. He will say perhaps his grandmother could help Ryo to read the letter at Russhiya China Shop.

[2] Look for Guang Ji

First of all, proceed to the Ajiichi Chinese Restaurant. Ryo will ask Tao-san to interpret it. He says that he has problems in interpreting it and he recommends you to ask Guang Ji to help. He is an expert in Chinese Kanji. He says that Guang Ji has left the building a few moments ago.

Now you need to look for Guang Ji. First of all, walk down that street where you find Hattori Sporting Goods, Honda Drugstore and Yaokatsu Produce. Talk to the owners there. They will either Guang Ji is not taking his bicycle and he moves towards the street off the Funny Bear Burgers Shop. Just move towards there and talk to the Aoki-san of the burger stall. Walk down the street and you will find Guang Ji standing in front of the vending machine.

(PS: Did you smell anything fishy? He is ALWAYS there...)

Move towards Guang Ji and talk to him. He says that he is a bit

thirsty... Treat him any drink that you like (Like the 'previous treat', you need to pay ·100). Next Ryo will ask him to interpret the letter. He says that the Kanji is written in a special format. Therefore he can't help you... He recommends you to visit the Russhiya China Shop, which is owned by his teacher, Xia Xiu Yu. This is still a piece of good news as you can reach the shop faster compared if you choose to look for Gao Wen.

(Enter the Russhiya China Shop...)

You will have a cut-scene with the owner of the Russhiya China Shop. She will say that he would like to thank you for helping about Gao Wen at the construction site earlier. Next Ryo asks her to interpret the letter and she interprets the letter by using a mirror. As you see the letter is written in laterally inverted Chinese. She has translated the following message along with a password and telephone number. It says:

"Beware those who seek the mirror. If you ever need help, seek the aid of Master Chen." - Zhu Yuan Da

Below is the following password:

Father's Heaven, Nine Dragons; Mother's Earth, Comrades  
(Did it sound familiar to the calligraphy you have at the altar room?)

Since you have gotten the password and a telephone number stated on the second latest page, which states 0468-615647. BTW, if you make any phone call in this game, you just need to enter the last 6-digit numbers only as the '0468' stands for the area code.

(Now you need to find a pay phone...)

It is a bit too far from your home as you see. There is a telephone booth at Sakuragaoka and another one in Dobuita. Go and talk to either one of the following people: Sinkichi-san of Uokichi Seafood, Kurita-san of Kurita Military Surplus, Tom of Tom's Hot Dog Cart and Nemoto-san of Smiley Flower Shop. All of them will say that you can find a payphone near Hirata Tobacco Shop.

(Go towards the Tobacco Shop...)

(Read this before you attempt to make the phone call.)

You will find a telephone directory book along with a pay phone. You need to use the phone and pay ·10. Dial the following number 61-5647. You will get connected and the other person will say the first portion of the password and you need to answer with the second portion of password. As he gives you a prompt, you will find an action selector appears with 4 options. Either if you pick the wrong one or did not answer for too long, he will hang up and this means that you need to make another phone call again.

--~ The first consultation with 'Master Chen'~--

-----  
For this section, the action selector will look something like this:

<Father's Heaven>  
<Comrades>                   <Nine Dragons>  
                  <Mother's Earth>

For the first prompt, the 'user' will say "Father's Heaven", therefore

you answer with the prompt "Nine Dragons". (It is the option on the right) For the second prompt, the 'user' will say "Mother's Earth", answer with the prompt: "Comrades" (Thus from the diagram above, pick the left option.)

He will say "Warehouse #8" and he will hang up the phone.

Sometimes, if you made the call on different days, the 'man' will give you in a different manner and the prompts on the action selector will be something like this:

```
          <Father's Heaven>
<Comrades>          <Nine Dragons>
          <Mother's Earth>
```

He will give 'Mother's Earth' as the first prompt and 'Father's Heaven' as the second prompt. Hence your answer will be the left option first followed by the option on the right.

-----

Now talk to the old lady (Hirata-san) inside the Tobacco Shop, you may need to use the Zoom mode in order to talk to her. Next search the telephone number directory that's on the table.

(Did anyone try to call '104' for that number assistance?).

==~ A Special Meeting ~==

-----

This is one of movies that I have failed to unlock for the Passport Disc previously. I would like to thank to ryojil (shenmue718@aol.com). To get this cut-scene, just stay around at Dobuita until 7 pm.

Next return back to the Hazuki Residence and use Zoom mode on the phone. You should trigger a cut-scene as the telephone rang. It is Nozomi and the rest is kept in surprise for you to explore.

-----

(Since it would be better to start the next quest in morning, go to your bed and sleep.)

[Make sure that you have selected the Area Jump 'ON']

The next morning as soon as Ryo is awake, proceed to the main doorstep of the main building and you should be able to activate the Area Jump. Move towards the Tom's Hot Dogs Cart and talk to Tom. He will say that you should be able to get to the New Yokosuka Harbor by boarding the bus. The bus stop is located behind the Tobacco Shop.

Move towards the bus stop. Wait for the bus and you need pay ¥160 to board it.

\* See! I tell you not to go that fast... \*

This is the end of Disc 1. You will see the option screen and save your game. Save your game to create a 'Start File' for Disc 2. Popped in Disc 2 to resume your journey.

/ 6.0 \

=====  
Disc 2 Walkthrough  
=====

IMO, This disc gives you more trilling experience compared to the previous disc. The game plot starts to get a bit complex, as you will uncover another secret about the 'Mirror'

It gives you a "Metal Gear Solid" experience by playing an espionage mission. In this disc, it also contains some of great experiences that you could ever enjoyed in the game...

In order to start Disc 2, you must have saved a 'Start File' from Disc 1. If you do not save it, you cannot resume your game.

/ 6.1 \

-----  
In the search for Warehouse #8  
-----

(Take a deep breath and admire the scenery of the Harbor)

As soon as Ryo had leave the bus, make a left turn and you will be in the main path leading towards New Yokosuka Harbor. You can find a guy dressed in blue uniform standing in front of the gateway. You can find a telephone booth and a vending machine in this area. You will find officers everywhere on the harbor...

As you walked near the officer, you are going to have a cut-scene.

==~ QTE - A No-Weapons brawl with a fellow classmate ~==

-----  
Requirements:

You will get this cut-scene automatically for the first time you visit the New Yokosuka Harbor.

Guess who? You will meet Nagashima and his new friend, Goro. They are threatening the poor fellow to hand in his money too them. As soon as Nagashima sees Ryo, his face turns pale and stumble back on his feet ^\_^. Next Goro steps forward and stares in Ryo with his face. BTW, please take of this guy, as you will need his help later in the game. It is a QTE:

Left, (A) and (B)

As soon as Goro swings a punch, press left to dodge that punch. The helpless guy will try to escape. Press (A) to trip Nagashima. Press (B) to beat up Goro.

-----  
Ryo will demand answers from Goro and ask him where is Warehouse #8.

Since the New Yokosuka Harbor is really huge for you to navigate. You need to seek help by asking enquires from the people in the harbor. But most of them are pretty unfriendly besides the foremen, (they wear white helmets and light-brown suit), Hisaka-san of Hokuhoku Lunches Box Stand and the fishermen. There is another person and I will tell you later...

For your convenience, I have added a map for your reference.

==~ Figure 6.1a: Map A of New Yokosuka Harbor ~==

-----  
Like Dobuita, this area is too huge to be mapped on a single ASCII map. I would suggest that you spend sometime in navigating around the







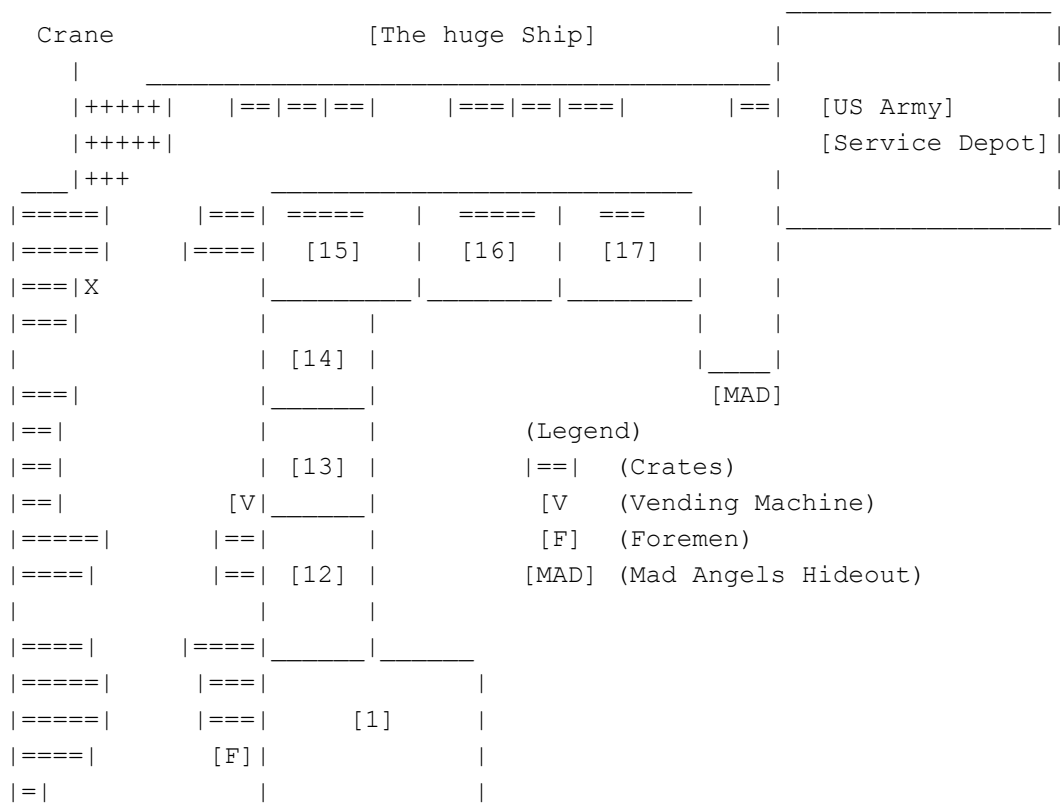
Move towards Tom and talk to him. Occasionally, you also find his girlie, Honey-san. Now walk to the right path from Tom's Hot Dog Cart. Try to enter the district and the guard will stop Ryo. Ryo felt that it would be better to sneak in during the nighttime.

(From now you can choose to kill time... or follow the quest below)

==~ Hisaka-san's worries: Mai ~==

-----  
 Head towards Hokuhoku lunch box stand from Tom's Hot Dogs cart. You should trigger a cut-scene between Mai and Hisaka-san. Mai is demanding money from her poor sister and left in a huff as Hisaka-san refuses to do so. Next Ryo will approach her and Hisaka-san asks Ryo to help, since he has known Mai for such a long time. Pick the left option to help. Now you need to go for a temporarily quest to look for Mai.

==~ Figure 6.2b: Map C of New Yokosuka Harbor ~==



(To Map A)

Talk to the people as you walk up the path along the streets of warehouses. You can find two foremen near Warehouse #1. (It is marked as [F] on the map above) Talk to them and they will say that they see a girl (Mai) go up the streets. Continue to move until you have reach Warehouse #13. You will get a cut-scene with the homeless guy. He got thrown out by two wardens. Ryo approaches him and the homeless guy says that how good it will be if he could get a can of coffee. Go to the nearest vending machine and buy him a coffee. Now Ryo had made friends with the homeless guy. It is time to search for Mai. Hint: She is somewhere the Mad Angels Hideout.

At the front yard of the hideout, Ryo will have an encounter with Mai and her friends. Mai's friends do not seem to like Ryo that much and it is forced to a QTE:

==~ QTE: Bash up rude girls ~==

-----

Left, (A) and Left

I give this QTE the above theme as if you can find them along with Nagashima and Enoki at the deserted resident's area of Dobuita, which is found off from the Suzume Park. Anyway, they are really extremely rude towards Ryo; hence, don't show mercy on them.

-----  
After that QTE, Ryo will give Mai a good lesson, leaving Mai going over the thoughts. Now return back to Hokuhoku Lunch-Boxes Stand, as you need to report back to Hisaka-san.

Hisaka-san says that she needs to make a delivery to the Old Warehouse District. She says it is pretty weird as there are only ten wardens working Old Warehouse District but they always order twelve lunch boxes. Next Ryo offers to help out in delivering the lunch boxes.

(Hey! that is smart!)

You will have a cut-scene of Ryo sending the lunch boxes and found out that today the wardens are short of hand between 8 pm to 9 pm! That means you can sneak in after 8 pm.

(Once it is time to go...)

Once it is around 7 o'clock or 8 o'clock, it is time to begin this espionage mission.

==~ Espionage Mission: Finding the Old Warehouse #8 ~==

-----  
It is time to find the 'real' warehouse #8 that you have been looking for...

Attempt to enter the Old Warehouse District through the front gate when it is time and you will have a quick QTE.

==~ QTE: Nab a flashlight ~==

-----  
As Ryo starts to crawl under the desk, the telephone rang!

Right

Just hit right and Ryo will grab the flashlight. If you have missed getting the flashlight, you need to restart the entire sequence again. Hence, be more careful.

-----  
As soon Ryo nabs the flashlight, you will lose your existing flashlight. (I.e. it is the flashlight you have gotten from the Hazuki Residence.)

(Read this section before you attempt to start the espionage section)

Your objective is reached the Old Warehouse #8 without being noticed by the wardens there. It gives you the feeling of playing 'hide-and-seek'. You need to hit (A) to operate the flashlight and make use of the analog stick to turn Ryo's head so that he can checked the correct warehouse. There are a total of 10 warehouses in the Old Warehouse District.

Before I begin with my tips on adventuring through this section, I will briefly talk about the consequences what will happen if you got caught.

==~ How do I 'get'/ 'avoid' the Bad Ending ~==

Once Ryo got caught, you need to restart the process all over again. You will have a cut-scene of Ryo being chased out by a warden. There is no limit to the number of times being caught. But there is a 'time limit'. The time limit for completing Shenmue is 15th of April 1987. If you don't complete the game, you will automatically get the game over.

But it is a good way of stocking up money \*purposely\*. You will get an additional 500 for every time you got caught. In fact, it just simply fast-forwards the days.

==~ Will I get any help if Ryo get caught too many times? ~==

There is a huge variation between the American and Japanese version. Hence make sure that you are looking at the correct paragraph ^\_^;

[Japanese version]

If you got caught for fifth time, you will meet up with the homeless guy, who will give you a map without any labeling as he is familiar with the Old Warehouse District. If you have got caught another five times, he will give you the movement of the guards. If you got caught another five more time, he will mark the warehouse for you. If you got caught for another five more time, he will tell Ryo to enter the area during late in the night [11:00pm].

[English version]

After you got caught for fourth time, you will meet up with the homeless guy who you have 'saved' earlier outside the city. He will gives you an unlabelled map called 'Depot Map'. If you got caught for ninth time, Ryo will have another meeting with the homeless guy and he will mark the traces of the guards for Ryo. For the 14th time you got caught, he will give a location of the Warehouse #8. For the 19th time, he will tell Ryo to sneak in the area during 11:00 pm as there are few guards guarding the district.

Below are the controls for this espionage mission:

[D-Pad]: It allows you to move Ryo around the terrains.

[Analog Stick]: It allows you to rotate Ryo's head.

(A): It allows Ryo to duck/ hide/ mark\*

(X): It will activate the map. (Received from the homeless guy)

[L]: It allows Ryo to run.

[R]: It allows Ryo to switch to Zoom Mode.

[Start]: It allows you to pause the game.

"Marking of Warehouses"

As you shine the lights on the walls of Warehouse, you will find the numbers being marked on the map. You will get the 'complete' Depot Map if you got to the sequence where Ryo is advised to enter the district area at 11:00 pm.

I guessed with the help above is still not enough... So I have added a map too.

==~ Figure 6.2c: Map of Old Warehouse District ~==

```
_____
| |      |      _____ |      |
| |      |      [3]  |X|  |      [8]  |
| | [2]  |      |_____ |      |_____D_|
```

```

| | _____ | _____ | _____ | _____ |
| | _____ | | [9] | | | _____ | | [7] |
| | [1] | | * | _____ | | _____ | | _____ |
| | _____ | | _____ | | _____ | | _____ |
| | _____ | | _____ | | _____ | | _____ |
| _____ | [5] | | _____ |XX| [4] | |
| _____ | [6] | | _____ | X | [10] | | _____ |
|_B_ | _____ | _____ | _____ | _____ | _____ |

```

Typically, the path to finding Warehouse No. 8 is pretty simple as it indicates on the map. There are three paths that the wardens will take and they are:

(The time settings applies after Day 1 that you are caught.)

(1) Path 1

This is the path between Warehouse #9, #3 and #2. Between the time periods between 8:00 to 10:59 pm, you will find two wardens. After 11pm, you will find one instead of 2 wardens. IMO, you will get caught easily if you spotted there as there will be two wardens chasing after your heels.

(2) Path 2

This path is between Warehouse #9, #5 and #10. Between the time periods (8 pm to 10:59 pm), you will find two wardens. For time period after 11pm, you will find only one warden instead of two.

(3) Path 3

This path is between Warehouse #3 and Warehouse #8. For the early time period, you will find a warden staying around there. For the later period of the nighttime, there isn't a single warden there.

(Lastly, make sure you do not shine your flashlight on the guards!)

==~ Strategy (It is not 100% guaranteed to work!) ~==

Starting from the spot marked '\*', your objective is reached the door of Warehouse #8. In your way, you will find two pesky guards. Hence wait from them to turn towards the other direction and hear the sound of footsteps. It will start to fade off slowly. Once their back is turn go towards behind the crates near Warehouse #10. Of course, you need to proceed in caution. Hide behind |XX| crates marked in front of Warehouse #10. Now have Ryo being forced against near the wall of Warehouse #4. Use the zoom mode and turn your view. There will be one guard will be walking close towards our hero... Wait for his footsteps start to fade off. Make a quick left turn of the van near warehouse #5 and move against the crates in the center of Warehouse #8, 10, 7, 9 and 4 on the map. Once the coast is clear, move across towards the extreme top right hand corner of the map. You will find a door (marked 'D') on the map. Enter it.

(BTW, it will definitely sounds a lot more easier than doing it ^\_^;)

If you have a better strategy, you can e-mail to me and credits will be given to you.

=====

As Ryo had reached the Warehouse #8, you are finally free from the risk of being caught. Move up the stairs on the left and go across the walkway to the small room on the second floor. On the wall of the room, you will find a whiteboard. Use zoom mode and Ryo will see a blurred

vision of the telephone number. Now go down the warehouse and feel free browse through the area. Examine the shelves. Examine the white shining porcelain 'dish' [it's a Chinese antique and all other antiques seem to be more dull in color.]. Pick it up and you will have a cut scene.

Ryo will meet a man dressed in gray suit with a red tie. As they are about to fight, an old man comes in and says, 'Stop!' He is the person that you are looking for... Master Chen. The man in gray suit is his son, Gui Zhang. Now you will have a long cut-scene...

In a short summary, here is the plot. Iwao Hazuki along with his Chinese friend, Zhu Yuan Da has brought back two pieces of antiques called "Dragon Mirror" and "Phoenix Mirror". The one taken by Lan Di is the "Dragon Mirror". Master Chen questions Ryo how many mirrors have been taken away. Ryo says that there is only one. Master Chen reveals that there is another mirror in the Hazuki Residence. Hence Ryo need to find it before Lan Di does it...

After the cut-scene, you will be brought back to your home and save your game. Since it has been a long time that you have made a save.

/ 6.3 \

-----  
Retrieving the Phoenix Mirror  
-----

After that 'long' espionage mission, you finally got a chance to see the daily 'clock-jamming' session.

First of all, go and look for Ine-san. After all, you have been away for quite 'a' long night. She should be at the kitchen or at her room. She should say that Fuku-san is looking for you. Exit the building and choose 'Yard' (bottom option) if you have activated the Area Jump.

Now exit the building and you will have a cut-scene with Fuku-san at front of the huge cherry tree. Ryo will ask something about the Phoenix Mirror. As Ryo was about walk away from the dojo, you will have a cut-scene between Ryo and Ine-san. She says that Fuku-san has a 'loud mouth'... Ine-san will tell Ryo that his father, Iwao has left something at the Antique Shop before Lan Di had come and attack the Hazuki.

(Could this be the Phoenix Mirror?)

BTW, if you check your inventory, you will find that the flashlight is no longer in your inventory. Hence remember to pick one at the doorway of the Hazuki Residence. Exit the main building through the front door.

Go down the streets of Yamanose and proceed to the Yamanose Shrine.

==~ Recovery of the Kitten ~==

-----  
Requirements:

You have fed the kitten with the 'Dried Fish' on this first encounter. You have fed the kitten with all the food that you can find from the Hazuki Dojo at least once. It must be the first morning at Disc 2.

Along the path through Yamanose, attempt to enter the shrine. You will have a cut-scene of Nozomi, Megumi and the kitten. The kitten no longer needs to stay in the cardboard.

-----  
After the cut-scene, exit from Yamanose and proceed towards Sakuragaoka. Near the T-junction between the Sakura Heights and the construction site, you will find a telephone booth. Proceed towards the construction site and you should trigger this cut-scene.

(NOTE: if you can't trigger this cut-scene at this moment of time, you will trigger it as you returned back Dobuita.)

--~ The free battle with Gui Zhang... ~--

-----  
Requirements:

It will occur on the day after you met Master Chen and Gui Zhang at Old Warehouse #8 the previous night.

Ryo will meet up with a person who he has met earlier at the front of 'Sakura Heights' apartments... It was Gui Zhang, the son of Master Chen! Ryo asked him whether he is working for Lan Di but Gui Zhang did not reply. It is a free battle...

Gui Zhang is pretty fast and strong... He can do a lot of cool techniques like a back somersault to dodge attacks from you. Use your leg moves because he is very quick. Anyway, it is not possible for you to lose. Just keep on fighting and you will have a cut-scene between the both men.

Gui Zhang says that his father, Master Chen is telling him to act as Ryo's bodyguard... BTW, please take note of the cut-scene after the battle...

-----  
Now proceed towards Dobuita and look for the Antique Shop. Talk to the townsfolk there to locate the antique shop. You can get clues from Aoi-san/ Yoshie-san of Yaokatsu Produce, Xia-san of Russhiya China Shop or Sawano-san of Hokuhoku Lunch Box Shop. BTW, you can also find Ryoko on the streets. If you managed to find here and talked her, she will say that her grandfather, Oishi-san has returned back his errand.

(Enter the Antique Shop. Refer to the maps if you are not sure of its location.)

As you enter the Antique Shop, it will trigger a cut-scene between Ryo and the owner of Antique Shop, Oishi-san. During the cut-scene, Oishi-san will pass something that Iwao Hazuki has left him under his care before the incident with Lan Di occurs. It was not the Phoenix Mirror but it is a 'Sword Hand-guard'

Now you got the item, it is time to seek some help from the elders like Yamagishi-san, Xia-san and Liu-san Senior.

~-- Optional Quest --~

Before heading home, there is a bit of shopping for you do. Buy some cat food from either Abe Store or the Tomato Convenience Store if you want to trigger the next cut-scene. Buy a light bulb (it costs you 90) if you don't want to waste any matches, candles or batteries. After you are done with the shop

Now return back home and you will have cut-scene between Fuku-san and Ryo at the front of the Hazuki Residence. Fuku-san says that he do not

know about this 'Sword Hand-guard'. He says that perhaps Ine-san may know something about this.

Enter the main building of Hazuki Residence. Get the flashlight found under the telephone if you haven't gotten it. Now proceed to the Altar room and you will have a cut-scene between Ine-san and Ryo. Ine-san says that the Hand-guard bears the crest of the Hazuki: a snow ring, two stars and a sword.

Now proceed to Iwao's room and get the 'Mysterious Key' from the table's drawer.

Finally, the search for the Phoenix Mirror has begun...

Proceed to the dojo. Go to the box on the right of the two those Chinese calligraphy/ paintings. Next you will find (Y) along with (A) appear on the lower right-hand corner of the screen. Activate the menu and select the Mysterious Key twice with the (A) button. Now Ryo will get a 'Sword'. In the Japanese version, he called this a 'katana'. Walk to the middle of the dojo and hit (A). Ryo will draw the sword out and examine the blade. If you attempt to exit the dojo, Ryo will place the katana near the entrance of the dojo. Note that the sword does not have a hand-guard... Now with the sword in Ryo's hand, proceed to right painting and hit (A). Ryo will removes the painting and found a slot behind the painting. Hit (A) to slot the katana in.

Next hit (A) to remove the left painting and you will found a mark similar to the hand-guard behind the painting. Now place the Hand-guard inside the slot and it will unlock the entrance to the secret basement. Next go near the pit...

/ 6.4 \

---

#### The Hidden Basement of Hazuki Residence

---

Now in front of Ryo is a dark alleyway. Press (Y) and followed by (A) to use the 'flashlight'. Just walk up straight around the pathway and you will eventually ended up at the small room.

==~ Saving electricity from your flashlight ~==

-----  
In Shenmue, electrical appliances like the flashlight, cassette player, etc depends heavily on the batteries. Your flashlight will run out of batteries sooner or later. There are two methods to save batteries. BTW, the flashlight runs on a pair of C-Size Batteries.

- Use the light bulb.

Well, this actually benefits those who bought the light bulb from the Tomato Convenience. First of all, examine the ceiling using the Zoom mode. Ryo should discover a light bulb socket in the middle. With in zoom mode, operate the menu and use the light bulb. Now go to one of the walls and you will find a switch. Switch on and the light bulb will light up.

- Use candles and matches

You can find candles spots at the corners of the room. There are around five to six candle spots here. You can find a 'box of matches' and the 'candles' at the Hazuki household. In this basement, you can also find a 'box of matches' at the right wall and a 'candle' in the bottom drawer of the dressing table. To use a candle, just go near a

candle spot and use it. Next you need to use matches to light up the candles. But the light provided by the candles isn't much compared to the light bulb. Besides it will run out if you stay for too longer.

-----  
Now you managed to light up the room and it is time to look for the 'Phoenix Mirror'.

"Mirror, mirror on the wall, who is the fairest of all?"  
(Just joking ^\_^;)

You can find a 'box of matches' along with a manual 'Stab Armor' near the right rack. If you choose to open the manual, Ryo says that he can't read Chinese. To analyze... just read on the walkthrough. Forget about it for the time being. Inside the straw box near the rack, you can find a "Photo of Father". It is a faded picture of Iwao and a Chinese... (Could that person be Zhu Yuan Da?)

Feel free to ransack the cupboards and drawers. You can find a lot of Chinese antiques. In the middle of the room, you can find a small table. Use zoom mode on the table and you will find an old book. Pick the book up and it is on Chinese horoscope and Zodiac... You will get a 'White Leaf' in process...

Near the top extreme left of the wall, Ryo can find a dressing table with three drawers and a mirror. Look into the mirror and Ryo will notice the talisman near the rack. Search the bottom drawer and you will uncover a 'candle'.

Behind that rack, you can find wooden boxes. Open one of them and Ryo will uncover a Chinese calligraphy... Now examine the ground between the racks and those boxes and Ryo will find "scratch marks" on the ground. Now you will be able to hit (A) to drag the rack. Now Ryo will find a 'discolored wall' that was previously hidden by the rack. Now proceed to other corner diagonally and you should find an Axe there. Pick up the axe and move it towards the discolored wall and hit (A)...

In the process, Ryo will get the "Phoenix Mirror"! Once you have found the mirror, Ryo will be at the dojo automatically. Next you will have a cut-scene with Fuku-san. Now it is time to meet up with Master Chen at last...

(It is really late at night, returned back to your room and sleep.)

Before you make a phone-call to Master Chen in order to arrange a meeting, you can consult some of elders here...

==~ The Kitten is missing! ~==

-----  
Requirements:

About 3 days after the cat has fully recovered from the leg injuries (i.e. the first cut-scene of Disc 2), you should get this cut-scene if you fed the kitten regularly. I was wondering whether does it have any impact if you choose a different name? For my case, I have picked "Tama" as my kitten's name.

If you walked down Yamanose Shrine and go near towards Megumi. She will say that the kitten is missing and she is extremely upset... Now, you need to look for the kitten.



(Where are you?)

Go back towards the Hazuki Residence and move towards the stairs. You should have a cut-scene as Ryo saying that he hears a 'meow' nearby... Next move down the stairs and search for the kitten. You will find the kitten at the side of Yoshioka's house. (PS: you can find a clothes hanger near the house). Hit (A) and you will have a cut-scene of Ryo, who is returning the kitten back to the shrine, Nozomi and Megumi.

-----  
Go to Sakura Park at Sakuragaoka, you should find Yamagishi-san seating at the bench. Talk to him. Yamagishi-san will say that the Phoenix is a sacred bird and it may be a bad omen relating the principles of Yin and Yang.

Next proceed to Dobuita through the path between Sakura Park and Kondo's house. Proceed to the Russhiya China Shop.

Inside the China Shop, you will have a cool cut-scene between Xia-san and Ryo. She would say something about the Big Dipper (it is constellation) that connects the Dragon and Phoenix. You will catch a glimpse of the other female lead in this game series, Ling Sha Hua. It seems to me that Ryo has some telepathic connection...

Next proceed to the Antique Shop. You will have another cut-scene between Ryo and Oishi-san. He will say that both the dragon and the phoenix are the guardians of the Chinese emperor. He says that the Phoenix is a sacred bird that represents 'rebirth'.

Continue to walk down and go towards right as you go near the You Arcade. Talk to Liu-san Senior who is at the Suzume Park. He will say something about the connection between Father's Heaven, Nine Dragons, Mother's Earth and Comrades.

Now you need to go the New Yokosuka Harbor. Hence, go to the bus stop and board a bus and returned back to the New Yokosuka Harbor.

Proceed to the telephone booth located near the entrance to the harbor. Dial the following number: 61-5647. Once again, you will get a prompt from Gui Zhang regarding the prompts.

[Mother's Earth] 1st Prompt: Right option [Comrades]  
[Father's Heaven] 2nd Prompt: Left option [Nine Dragons]

(There may be a bit variation between the Japanese and English versions)

Now got straight towards the Old Warehouse District. Attempt to go in and the guard will stop Ryo. Ryo will say that he has an appointment with Master Chen. The guard will ask and confirm Ryo's name and allowing him to enter.

Next you will have a cut-scene between the three men: Master Chen, Gui Zhang and Ryo Hazuki. Master Chen says that Lan Di perhaps have headed for Hong Kong to look for this mirror. Master Chen says if Lan Di gets his hands on both of the mirror, he can dominate the world... [It sounds pretty unconvincing as how to do that these pieces of mirrors?]

In between the conversation, a strange guy dressed in purplish clothing along with bandages around his limbs snatch the mirror away from the hands of Ryo.

==~ Retrieve the Phoenix Mirror ~==

-----  
As soon as Gui Zhang shouts at Ryo, hit the following button:

<-

Ryo will retrieve the mirror and that strange guy will retreat. Who is he? Note: he addressed Lan Di as Lan Di-sama, which means he works for Lan Di.

-----  
Ryo will request that Master Chen could help him to get to Hong Kong, as he wants to seek revenge against his father's murderers. However, Master Chen objects and left Ryo alone. But our hero is determined to seek revenge...

\_\_\_\_\_  
/ 6.5 \

-----  
Getting The Ticket to Hong Kong

-----  
In a flick of an eye, Ryo will be back at his house once again. Next you will have a cut-scene between Ryo and Fuku-san inside the latter's room. Now it is bedtime and Ryo will have a dream of the Shenmue Girl: Ling Sha Hua...

In the morning, Ryo will open up his drawer and check his bankbook and take out approximately ¥36,512! My account rises from ¥3150 to ¥39,662.

==~ Its time to save money and prepare for a boss fight ~==

-----  
From this point of time, Ryo will not spend even a single dime, as he needs to save money until he had bought the ticket.

BTW, if you want to win an upcoming battle against an opponent called 'Chai', you need to start serious training from now onwards. He is several times harder than Gui Zhang and could parry hand attacks. Focus your training on leg moves if you want to defeat him. However, it is not compulsory to beat him. You need get most of your leg moves at least slightly above the moderate level if you have chances in defeating that person...

You can "stall for time" by not visiting Global Travel Agency and Asia Travel Company.

-----  
(There is also an extra thing, which I forget to mention it earlier...)

==~ QTE: A drunken man on the streets ~==

-----  
Requirements:

You will get this QTE in Disc 2 from 8:00 pm to 11:30 pm. Just attempt to enter Nana's Karaoke Bar and you will have a cut-scene, which triggers the QTE. The QTE sequence is:

(I forget it ^\_^;)

-----  
Ryo will say that he does not have enough money and he will look for

Fuku-san in his room. Fuku-san suggests why not they go and get help from Ine-san. At the kitchen, you will have another cut-scene between the three members of the Hazuki Residence.

At the point where Ryo almost persuade Ine-san to sponsor his trip, that clumsy Fuku-san babbles everything out that Ryo is not going to Hong Kong for a vacation but to look for Lan Di. Upon knowing this, Ine-san says that she will not be offering a single cent as she forbade Ryo to look up for that cruel murderer.

(I supposed these words should appear in Ryo's mind: "Fuku-san, I'm going to kill you for this." ^\_^;)

Even though Ine-san refuses to sponsor the trip, Ryo could still collect his regular 500 daily allowance.

(PS: Has anyone tried to save up the money?)

Now you need to do some 'marketing' research on ticket prices. Move towards Sakuragaoka and talk to Yamagishi-san. Yamagishi-san says that he would always buy his tickets from Global Travel Agency for its good reputation.

You will get similar information from most of people there in Dobuita. Now go towards the Global Travel Agency. The owner will offer a flier to Ryo and that one-way ticket costs 198,000! As Ryo was about to leave, the owner suggests that Ryo should take the flier along with him as well. Hence, you will get a "Hong Kong Flier".

(Ryo says that he needs to discuss with Fuku-san.)

Now talk to the townsfolk in the town for more information. Now go to the Asia Travel Company. You should get a cut-scene between Ryo and the 'lady' sitting at customer's service desk. Ryo will ask her politely whether they offer any tickets to Hong Kong. She takes out a flier and Ryo looks at the price. It costs 158,000. As Ryo was about to leave the agency, the lady demands that Ryo should take the flier along with him as well ^\_^;) Unwillingly, Ryo takes a 'Bargain Flier'...

(Before returning home and reporting to Fuku-san, talk to the townsfolk)

Now there isn't anything for you to do besides, heading back home to report to Fuku-san. You can find Fuku-san inside his room... Next you will have a saddening part of Fuku-san giving Ryo his 'life savings' (I think so as I got it from the Memo Pad) and smashing his beloved piggy bank [\*sob\*]. Fuku-san doesn't seem to be pretty hurt though...

Along with that money, my money rises from the previous 36,512 to 79,796. It increases about approximately 40,000. Despite getting Fuku-san's life savings, it is still not enough. Fuku-san suggests to Ryo that he could get help from Nozomi as she travels a lot.

(Check the clock now...)

[1] Talk to Nozomi of Aide Flower Shop

Just simply go and look for Nozomi at her usual spot. She will say that her forefathers have traveled to Japan by boat. She says that traveling by boat is cheaper.

[2] Look for Guang Ji of Ajiichi Chinese Restaurant

You will get this clue if you visit the Asia Travel Company and

obtained the 'Bargain Flier'. Just simply move towards the vending machine near Nagai Industries and you will find Guang Ji there. Of course, this time Ryo isn't going to offer him any drinks. BTW, Guang Ji is not going to treat you either ^\_^;) He says that he has traveled to Japan from his hometown, China by boat. He says that it is a bit slower but cheaper.

Now you need to travel towards the other end of Dobuita and visit Global Travel Agency. The owner will say that they don't sell the boats tickets. Ryo says that there is an emergency and he needs to get to Hong Kong by any means. The owner, unwilling, reveals to Ryo that he can get boat tickets to Hong Kong from a 'budget' company, Asia Travel Company.

(Before visiting the company, check from the townsfolk...)

Now proceed to Asia Travel Company and you will have a cut-scene of the 'lady' giving Ryo a Flier that says ¥69,000.

Without any hesitation, Ryo paid in the full amount. In the Japanese version, Ryo only pays a ¥50,000 deposit. Next the lady will tell Ryo to come back in 3 to 4 hours time. If the company is closing due to the closing hours, I suggest that you returned back to the agency tomorrow.

(Hence, the next day or in 3 to 4 hours time...)

Now re-enter Asia Travel Company. You will find a man will be behind the counter now. He'll say that he doesn't know of a woman who works there. Ryo will shout to them "What kind of a scam are you running here!" That man is the actual owner. Later, you will find those thugs who stand there will attack Ryo. You will see in the cut-scene of how Ryo will beat them up and leaving the first guy on his own. He'll apologize and says he'll call you tomorrow.

(Kill time until it's around 8 pm. I would suggest that you go to one of the training fields and build up your leg moves, especially the Side Reaper Kick [Back+(A)], if you want to defeat Chai.)

Once you are back at home, talk to Fuku-san and he will say that Nozomi have been looking for Ryo earlier and have brought new flowers for the altar. Go to the altar and you will have a cut-scene between Ryo and Ine-san.

The next morning, the Hazuki Residence will be receiving a phone call. Fuku-san picks up the phone and Ryo immediately takes the phone for Fuku-san's hands.

It was Jimmy, the owner of the Asia Travel Company. He says that you need to go to You Arcade at 12 pm to collect. [BTW, his voice seems a bit strange and sounds quite familiar...]

(Make some necessary preparations...)

Once it is 12 pm, go inside You Arcade. You will have a cut-scene. It was Chai, the man who assault you inside Old Warehouse #8! He demands from Ryo to hand in the 'mirror'. Next, he ate up the ticket [That costs ¥69,000!]. Ryo is indeed furious and you will have a free battle against Chai!

==~ Fighting against Chai ~==

-----  
Despite Chai is a bit 'insane' in my opinion, he is a very strong fighter. He would rush forward with high-flying karate kicks and loves to tackle Ryo's leg.

To defeat him, you really need to have a lot of practice with your chain combos and moves. First of all, deflect his leg moves with (Y) and counter a quick combo. Use the Side Reaper kick [(Back)+(A)] and followed by the Tiger Cyclone Chain. [(X)-(X)-(X)-(A)] After you have strike the first chain, play defensive and try to parry his attacks. However using running moves as there is a high vulnerable factor if you missed it. Do not use hand moves, as Chai will counter them with leg moves.

-----  
It doesn't matter whether you win or lose. If you win, Chai will reveal that the Mad Angels will not forgive Ryo for doing this and he will takes the Phoenix Mirror sooner or later. If you lost the free battle, Chai will leave You Arcade and Fuku-san arrives there on time to save Ryo from trouble. Ryo will be back at his home injured.

(Either you have won or lost...)

If you win the battle, you will need to look for Chai, who is running away from Ryo. Talk to either one of the shop attendants/owners. They are Sawano-san of HokuHoku Lunch Box Shop, Tatsumi-san of Water Dragon Thrift Store, Aoi-san/ Yoshie-san of Yaokatsu Produce and Nozomi of Aide Flower Shop. They will say either seeing that 'skinhead' going towards the Asia Travel Company.

Now you need to proceed to Asia Travel Agency. You will have the longest QTE, which involves the winding street of Dobuita! Absolutely, this is the perhaps the best and the longest QTE of the game! As soon as Jimmy starts to run away, the QTE will begin:

==~ QTE: Chase for Jimmy! ~==

-----  
Under this QTE, Ryo will be chasing Jimmy around Map C and D of Dobuita.

This QTE is extremely long...

Left, Right, Left, Right, Left, (A), Left, Left, Right, Left, (A)

Below are some important notes for you to take note of:

The more falls or accidents you have, the lower the chances that you will catch Jimmy. If you accidentally trip on the apples [missing the (A) hits], there is a high probability of failing to catch Jimmy. Of course if you fail to do so, you will have to restart the QTE. If you have too many accidents on the winding street, you will definitely miss Jimmy before he reaches the main street where you find Tamura Butcher Shop, Komine Bakery, Jupiter's Jacket Shop and You Arcade. During the crash, Ryo will knock into several people such as Saijo-san, Guang Ji, Hattori-san, Kurita-san, etc. Once you have caught him as (he did not the chance to ran away due to a incoming van from the path between You Arcade and Tamura Butcher Shop.)

-----  
This will mark the end of Disc 2. It is time to save a 'Start file' for Disc 3. Proceed to Disc 3 walkthrough!

=====  
Disc 3 Walkthrough  
=====

Well, it will be a great pity if you managed to reach this disc under a short period of time. Disc 3 will definitely give you a more thrilling and exciting experience. It features a work at the New Yokosuka Harbor, the forklift race, the impact 70-person free battle and the final showdown with Chai.

\_\_\_\_\_  
/ 7.1 \  
-----

-----  
The Mad Angels  
-----

You will have a cut-scene between Jimmy and Ryo inside the down-to-earth Asia Travel Company. Jimmy says that the company has gone broke and he can't get Ryo another ticket. He even tries to offer Ryo a ticket to the Philippines ^\_^;)

(Hopefully, he got money for his hospitalization/medical expenses...)

However, Ryo asks why that 'skinhead' doing here. He says that Chai is working for the Mad Angels. The Mad Angels are in association with the Chinese cartel, Chi You Men. Ryo ask him where could he find him. Jimmy says that he will be killed if they tell Ryo so. But he says that if Ryo manages to get a job at the harbor, he will probably meet up with the Mad Angels or even the Chinese cartel.

Now go to talk to Nozomi. Observe carefully her expressions. She seems worried and hiding something from Ryo...

Well, you need to go to the bus stop and pay 160 for the bus fare to the harbor. Since there are some changes and minor differences, I will make some editing with the previous edition.

For this edited map, you will see new words/symbols being added to the area.

==~ Figure 7.1a: Map of New Yokosuka Harbor (edited) ~==

I have made some editions to the existing map as I felt that this section really needs some pictorial guidance.

| (Legend)                      | [XXXX/       | [To]   |
|-------------------------------|--------------|--------|
| XXX [Crane]                   | [XX/         | (F)    |
| (GS) [Cut-scene with Goro]    | ____/        | (I)    |
| [H [Hokuhoku Lunch Box Stand] | [14]         | (G)    |
| [HC] [Harbor Cafeteria]       | _  _____     | (U)    |
| [HL] [Harbor Lounge]          | _____        | (R)    |
| ] [Vending Machine]           | [13]         | (E)    |
| [Blocks of Crates]            | [ _____      |        |
| * [Mr. Nice Warden]           | _____        | (6.2c) |
| (GZ) [Gui Zhang's Walk Route] | [12]         |        |
|                               | _____        |        |
|                               | _____        |        |
|                               | (GS)  _____  |        |
|                               | [1]  _____   |        |
|                               | _____  _____ |        |
|                               | _____  _____ |        |
|                               | [2]     [5]  |        |



(It is very distinctive compared to other characters). As Ryo meet up with Goro at the alleyway between Warehouse #1 and #12, Goro guaranteed that he would get his 'bro' a job. He arranges a meeting outside Warehouse #1 at 12 pm.

(The rest of the day is up to you to kill.)

==~ Translations of Scrolls ~==

-----  
Requirements:

It will occur after Ryo had met with Master Chen and Gui Zhang at the Old Warehouse #8 with the Phoenix Mirror.

Have you ever wonder what do with those two scrolls that you have found earlier in the game? You can't learnt the move from Stab Armor and understand what that 'Mysterious Scroll' is about... The scrolls are stated in a foreign language, which Ryo Hazuki does not understood, hence he needs help in translating it to a language that he understood. Therefore the ultimate solution is finding a Chinese martial expert, who also understands Chinese. For your information, the translation fee is ·20 if you choose to do it now. If not, you will need to pay an additional ·160 for the bus fare.

Just go to the phone booth at the main gate and simply dial the following number: 61-5647. Answer the prompts as you are answering the password earlier. For example, if Gui Zhang prompt Ryo with 'Father's Heaven', you prompt answer is 'Nine Dragons'.

Now, Gui Zhang will offer help by visiting him at the Old Warehouse District. Proceed to Old Warehouse District and you will have a cut-scene of Gui Zhang translating the 'Stab Armor' move scroll. After the cut-scene is over, activate the menu and use the move scroll. At that time, Ryo will learn the move not during the translation process.

Repeat the dialing process that is located two paragraphs above. Now re-enter Old Warehouse District. You will have another cut-scene with Gui Zhang translating the Mysterious Scroll. After the cut-scene, the scroll will be re-named as 'Poetry Scroll'.

There is nothing else to do with this telephone number already... If you attempt to make a phone call and answer the prompts as in order, you still can meet Gui Zhang. Just enter the Old Warehouse District. The two key differences are that Ryo need to walk to the Old Warehouse #8 as you are doing the espionage mission and you will find Gui Zhang at the second floor. PS: Gui Zhang will never gives any clue if you ask him this way. BTW, if you do this sequence, make sure you go and meet him otherwise you can't trigger the future cut-scenes.

-----  
For those who intend to get home, you need to pay an additional ·160 for the bus fare. If you get home and have been taking care of the kitten, you will have a cut-scene with Nozomi and Megumi. The kitten has fully recovered and that day is actually your last day with the kitten. Megumi's parents have allowed her to keep the kitten at home.

(Goodbye...)

If this is the first day at the New Yokosuka Harbor in Disc 3, Ryo will have a dream sequence of Ling Sha Hua. Remember to save, as it is really hard to trigger the cut-scene with Goro.



-----  
A Job...  
-----

(Once you will have the first clock jamming session for Disc 3 ^\_^)

--~ Goodbye Kitty ~--  
-----

Just in case, you do not get notice of message above... After you have triggered the cut-scene with Nozomi and Megumi in Disc 3, it will be definitely the last day with the kitten if you have talked to Megumi. She will say that her mommy has allowed her to keep the kitten at home. For that point onwards, you will not find any of the kids (Kato, Kayo, Megumi and Yasuo) along with the kitten there. I supposed that this occurs, as Ryo will be starting to work soon...  
-----

There is a shortcut to the bus-stop from the Hazuki Residence. The route is pretty simple. Just go to the main door and collect your regular 500 daily allowance and make use of Area Jump. Choose 'Sakuragaoka' instead of 'Dobuita'. Now go towards Yamagishi-san's house. You can find a short path there leading towards to Dobuita. Next Ryo should end up at the deserted residents area. [Please refer to Map D of Dobuita] Now go down the stairs and you should be in the area near You Arcade.

Go to the bus stop and pay 160 for the bus fare. At the harbor, just proceed towards Warehouse #1. It is pretty easy to locate. If you have any problems, make use any one of the town maps or these ASCII maps.

Proceed to the front entrance of Warehouse #1 and wait until 1200 hrs. Make use of the Cassette Player and test out some of cassettes that you have brought. BTW, it is not necessary to be there by noon. For safety precautions, it is highly advisable for Ryo to be there by noon.

You should have a cut-scene of Goro along with Mai visiting Ryo. Mai has managed to persuade one of the foremen and ask you to look for Yada-san at the Alpha Trading Office at 2 pm.

(The current time is at 12:30 pm.)

I would control Ryo towards the Alpha Trading Office. You can find a small door on the right-hand side of the office. Enter the office via that entrance. You will have a cut-scene with Yada-san. Eventually, he will take Ryo for a short walk to the area between Warehouse #1 and #11. Next he will introduce Mark Kimbely, an American veteran in driving forklift and he will teach Ryo on how to ride a forklift.

--~ Riding the Forklift ~--  
-----

You have met Yada-san at Alpha Trading Office at 2 pm (or before) and you will have a practice tutorial where Mark teaches Ryo in a step-by-step tutorial guide.

Mark will teach Ryo in the following order.

(You can also make use of the Analog stick to turn the camera.)

- 1) Press (D-Pad) Left to turn the wheels left.
- 2) Press (D-Pad) Right to turn the wheels right.
- 3) Press [R] to move the forklift forwards.

- 4) Press [L] to move the forklift backwards.
- 5) Press (A) to move the forklift's 'fork'.

A cut-scene...

Mark will demonstrate on how he slots in the fork of the forklift. Next he lifts the crate with the fork and moves the 'cargo'. (Throughout the walkthrough, I will either address it as 'crates' or 'cargo'). He places the crates within the white squares marked on the floor of Warehouse #3.

First of all...

Do the following steps. Go near the crates and 'interlock' with the fork. If it is successful, you will see the forks interlocking with the lower end of the crates and the camera view will be close. Hit (A) to lift the fork.

There are three levels of the fork that can go. You will start off with the fork at the lowest level. You must take off the crate on the top instead of the crate at the lower level, as the fork can't deliver two crates at one go. To 'drop' the crate from the highest position to the ground, you must hit (A) twice to place it on ground.

Your objective is to deliver all the crates found at the worksite. The price of each crate is ·300. If you start this cut-scene later at 2pm, you will probably find out that you will have insufficient time in completing the tutorial, as you need to stop work by 5 pm.

-----

Once the time reaches 5 pm, Ryo will be brought to the Alpha trading office automatically. You will get your salary of ·300 per crate. Yada-san will say that you will start the job at ·300 per crate. There is a quota that you need to meet for each assignment. If you meet the quota, you will get a pay rise of ·50 per crate after that batch of assignment. Likewise, if you failed to meet the quota, you will get a pay dock of ·50 per crate.

After Ryo have exit out of the office, he will meet up with Mark, the American who teaches Ryo how to drive the forklift earlier. Mark tells Ryo to arrive earlier for work as there is going to be a daily warm-up exercise.

Since you cannot leave the harbor until 9 pm, as Ryo needs to find clues regarding the Mad Angels. Just simply kill time by playing darts, buy items and do some training etc.

(Kill time till 7 pm)

Proceed towards to Alpha Warehouse #1. Eventually, you will have a cut-scene of the homeless guy being harassed by 3 Mad Angels, who were riding on their motorbikes.

Seeing this, Ryo stop them at the first sight... Next, one of Mad Angels gang members will challenge Ryo to race on a motorbike. You will have a QTE on the race!

==~ QTE - A 'Game of Chicken' ~==

-----

You will have this awesome QTE on the bike race.

Just hit (A), Down, <--, -->

Press (A) to block the enemy's attack.  
Press Down to dodge the enemy's attack.  
Press left to move away from enemy's motorbike.  
Press right to dodge away from the enemy's attack.

-----  
After the QTE, there is nothing much to do but to go home. Hence proceed to the bus stop. You need to pay ¥160 for Ryo's bus fare.

(If the time has passed December 25th 1986...)

--~ The Truth ~--

-----  
Requirements:

The cut-scene could only occur during nighttime. To get this cut-scene, you must have passed Christmas. You should be able to find Eri outside the You Arcade from 20th December onwards. BTW, it is possible to trigger this cut-scene in Disc 2.

[1] If Eri is outside the You Arcade

You will find Eri outside the You Arcade at this point of time, if you have talked to her before Christmas Eve. Now proceed to You Arcade, you should find Eri there. Talk to her if she is there. She will say that Nozomi is crying and she is waiting for Ryo at the Sakura Park.

Hence, go to Sakura Park at Sakuragaoka and you will have this lovely cut-scene.

[2] Kill time till 11:30 pm

I managed to get cut-scene by staying out during post-Christmas. You should automatically trigger the cut-scene.

As for the cut-scene, I am not going to reveal anything about it...

-----  
(PS: It is possible to do it on Disc 2 and Disc 1 too)

There isn't anything else, hence head back home. Save your game and it is bedtime.

\_\_\_\_\_  
/ 7.3 \

-----  
Day 1: First Day at Work

-----  
Now, Ryo need to be prepared for his first day of work in the harbor... From now onwards, Ryo needed to be awake as early as 7:30 am. Once Ryo arrives at the New Yokosuka Harbor (this is an automated sequence), you will have the first-ever forklift race! Below is the map for the racecourse.

--~ Figure 7.3a: The Racecourse ~--

-----  
I have revised the map to make it suitable for viewing on a word processor. I have made a few amendments like replacing the barriers with "||||" instead of the previous "XXX". The most distinctive change is the route, which is originally marked as 'dots' and now it marked with 'asterisk.'

<---- Direction of Racecourse      |            |            [1]            |  
(Legend)                                | |||||       |            |  
\*\*      [Route]                            |      \* \* \* \* \*      |





Below are some tips:

Start off with the 'fork' on the mid-level as it allows you to take crates that are being placed on the top directly. The forklift could only transport up to the maximum of 1 crate at one time. If the forklift got 'jammed', it can be due to the following reasons: (1) the crates, (2) the staircase and (3) the pipe near the path towards Warehouse #18.

Place the goods to the extreme corner towards against the wall. Once the back row is fully occupied, perform a 'double-stack'. To do that, you need to place the 'current crate' on top of the 'existing crate'. You cannot place a crate on top of two crates and there must be some breathing space for the crates.

Switch to Zoom mode when the forklift is close to the crates, so that you could easily interlocked the fork with the crate.

-----

This job is really simple and it is possible to load every crates. I have managed to load about 8 crates of 20 crates by 1200 hrs for my first game-play.

Just continue working until 1200 hrs for it is lunchtime. Once it is noon, you will have a cut-scene where Mark gets interrupted by two thugs from the Mad Angels. Ryo go to help Mark and eventually this leads to a free battle with the two thugs. Please take note that this free battle is really tough if you haven't been training regularly

Now with the remaining time before 2 o'clock, you can kill some time by visit the Tomato Mart or converse your fellow workmates. Once it is time to work (2 pm), Ryo will start to resume his work. BTW, from this time onwards, the alarm setting will be set to 1400 hrs instead of 2330 hrs.

Proceed with your loading until it's around 3 to 4 pm, you will get another cut-scene. Inside the Warehouse #18, Ryo will confront with 3 Mad Angels. They are here to collect 'insurance' money and they call Ryo as a 'schoolboy'. Of course, Ryo refuses to pay and this will eventually leads to a free battle against 3 Mad Angels. They are a lot more easily compared to the two thugs Ryo had faced earlier.

After you are done with those thugs, it is time to resume your work until 5 pm. If you managed to finish the job before 5 pm, you can wondered around at the harbor, interrupted other people's work ^\_^;

(At 5 pm)

You will have a cut-scene of Ryo getting his salary from Yada-san at the Alpha Trading Office. The amount of salary based on the number of crates that you have loaded. There are a total of 20 crates and each of them costs 300 . This means if you load all of them, you will get 6000! BTW, if you meet the quota of 10, you will get a pay raise of 50 per crate for the next assignment.

After getting his pay, Ryo will get interrupted by the super-talkative, non-stop-laughing Goro at the front of Alpha Trading office. Goro is asking Ryo about his opinions of his first day of work. BTW, watch his expressions as Ryo ask him about the Mad Angels.

(Move left of the Alpha Warehouse and refer to Figure 7.1a for details)

Next move left from the Alpha Warehouse and head towards the back of the Tomato Mart. You should be able to trigger another cut-scene.

==~ Technique Lesson #3: Learning the Swallow Dive ~==

-----  
Requirements:

You could trigger this cut-scene after Ryo has completed the first day of work at the harbor.

While Ryo was walking on his pathway, he senses that someone is following him. As he turns his back and found out that it was Gui Zhang. Gui Zhang says that he wants to teach Ryo a new technique, the Swallow Dive. Next he demonstrates and asked whether Ryo is interested in learning it.

Pick the left option to learn it. BTW, if you choose to learn the Swallow Dive, you will lose the leg move, Side Reaper Kick, which is a good low attack move in my opinion. Hence, make sure that you considered it carefully.

For those who choose to learn it, here is the motion sequence:

Back+(A)

Once you execute the form, you will be entitled to practice it. The rest is up to you.

-----  
After finishing 'practicing', Ryo will have a short conversation with Gui Zhang. It is about their earlier dispute about their opinions in revenge.

After the cut-scene, you can choose to wander around the harbor or make preparations to head home. Please take note that you cannot exit the harbor until 9 pm as Ryo felt that he should look for more clues.

(Kill time till 7 to 9 pm)

Now move towards the Harbor Lounge area and you will have another cut-scene with the homeless guy.

==~ Technique Lesson #4: Learning Shadow Step ~==

-----  
Requirements:

You will get this cut-scene at nighttime in the harbor after Ryo's first day at work.

The homeless guy says that he wants to teach Ryo a new technique... Next he taunts Ryo to hit him hard and of course, Ryo takes it lightly until the homeless guy reveal about the Hazuki style...

Yet surprisingly, Ryo just can't hit him! The homeless guy is a great sensei! He says that he called this move the "Shadow Step". Pick the left option to learn. Unlike the previous three techniques, you will not override any of the techniques.

The motion sequence is...

Fwd+(B)+(Y)

This is a dodging move. You need to have a training partner to learn this technique. After you have executed its form, you are entitled to practice. I would recommend you to practice since you can have a training partner all the time...

After the training session, the homeless guy reveals the talent of Iwao Hazuki for making the 'Hazuki style' as a famous and well-known fighting style.

He also reveals that you can practice at the Warehouse #4 and sometimes he will be there to assist you.

=====

(If the time is still quite earlier, you need to kill some time...)

Head back home at 9 pm and pay 160 for the bus-fare. You can rush towards MJQ Jazz Bar to play billiards with the foreigners if you reached there around 9 to 10 pm.

(When, you think it is appropriate to go home...)

Return back to the Hazuki Residence and save your game. Ryo will have another dream sequence and this time is about the Phoenix Mirror.

/ 7.4 \

Day 2: Fighting in the Warehouse District

(After the regular daily wake up cut-scene...)

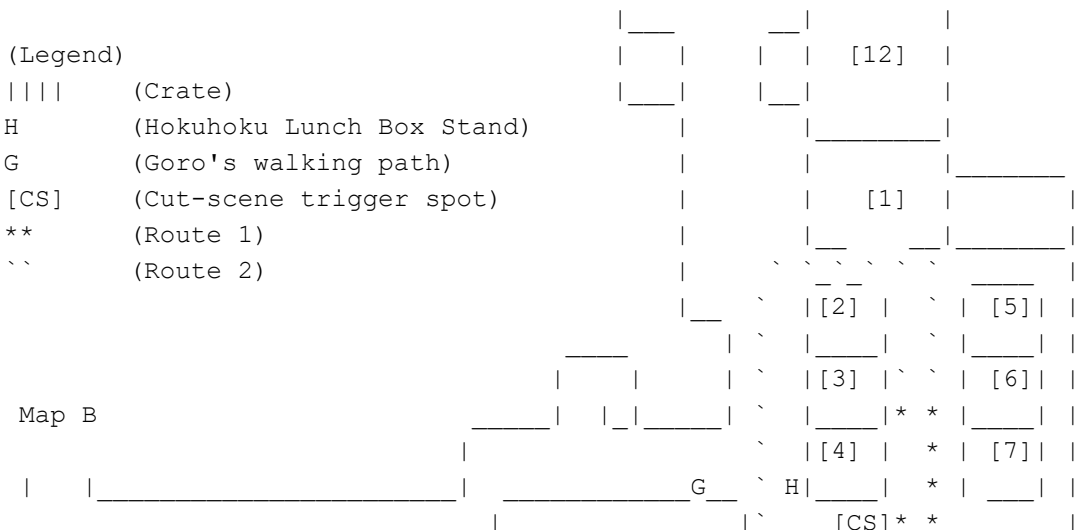
You will have your 2nd forklift race. I supposed that this time you should try to get a better rank for the forklift race.

After the race, Ryo will collect his prize from Mark. Mark will handle him a new route map. The delivery routes changes as it differ for every of the five missions. The quota is stated on the map and it is 8.

You need to deliver the cargo from the yard in front of the Harbor Lounge to Warehouse #3. Below is an ASCII art map of the route.

--~ Figure 7.4a: Route Map for Day 2 ~--

I have made a lot of changes for the maps, as 'full-stops' will cause a lot of format problems.







--~ Easy Money Earning ~--

If you meet the quota, you will get .50 raise per crate right? By delaying the days, you can actually have more forklift races and more money earned per crate. For example, you have met the quota for Day 2's job and Ryo is earning .350 per crate for that existing batch. The next day, you will be doing the same job/batch and you will be earning .400 instead of .350 for that same batch of job. If you meet the quota, you will get another .50 raise per crate for next job. Once again, you will have the same batch of job and earning .400 per crate for that same job and if you meet the quota, you will get another .50 crate. By doing this, you are actually making use of the time frame to increase the cost of the cargo.

When you want to resume the game, just continue for the homeless guy. It is pretty useless for Disc 1 and Disc 2 as the daily allowance given to Ryo by Ine-san is fixed.

-----

Now proceed to the Harbor Lounge and you should find the homeless guy somewhere near the area. Hence talk to him and Ryo will ask the homeless guy about the accident two days ago.

It seems there isn't anything else for you to do... Hence kill your time until it is 2 pm to resume your work.

Keep on continuing with the work and eventually you will have a cut-scene in the area between Warehouse #3 and Warehouse #5. It will occur on the time around 3 pm - 4 pm. You will only trigger the cut-scene by passing the cut-scene trigger spot. It is marked as [CS] on the Map 7.4a. If you didn't it at the first time, you got a second chance within the hour interval.

A thug will come and harassed Ryo... Next he lay onto of the cargo. Ryo ignores and drive the forklift inside the warehouse #3 and the door is shut! It is an ambush! You will have a free battle against the 5 of them. After defeating them, Ryo found out that there are actually another 4 of them hiding in the corner. Don't worry your health meter is being filled up to its maximum. Ryo get some information from one of the thugs that they are organizing a meeting outside Warehouse #17

(Keep on loading the crates until 5 pm)

Next you will have an automatic cut-scene of Yada-san giving Ryo his salary. Ryo will get .350 for this assignment and you will gain a pay rise of .50 per crate if you managed to reach the quota,

After you have received your money, it is time to proceed to the area where you find Warehouse #17.

(If you don't where it is, refer to Map 6.2b for the exact location or you choose to talk to Hisaka-san)

Walk towards Warehouse #17 and you should trigger a cut-scene. Ryo will find out that Mark is being brutally beat up the Mad Angel Gang. Ryo decides to stop this and have a 1-on-5 free battle against them. After defeating the thugs, Ryo will have a short talk with Mark near the crane near Warehouse #14. Mark's brother has been killed for reveal some important information from the Mad Angels...

After the cut-scene has finished, proceed back to the Harbor Lounge area and you will have a cut-scene with the homeless guy.

--~ Technique Lesson #5: Learning Shadow Blade ~--

-----  
He wants to teach Ryo a new technique called Shadow Blade. It is a technique evolved from the Shadow Step. Ryo will just execute a Shadow Step followed by a hand strike to the back of the neck.

Fwd+(Y)+(B)-(X)

You will not get the chance to execute it once and not even a chance to practice it.

-----

Now talk to him once again and you will get some more information from the homeless guy. Talk to the homeless guy and Ryo will get the information that the Mad Angel often appears at the area in front of the Harbor Lounge during nighttime.

(Kill time at the harbor till 9 pm.)

Now it is time to return back to Dobuita. You can get the cut-scene with Nozomi if you failed to get at the other time... (I.e. make sure that the time for the gate has passed Christmas). Refer to 'The Truth' found under Section 7.2.

Once back at home, it is bedtime; hence waits for next day...

/ 7.5 \  
-----

Day 3: The Chase for Mad Angels!

-----

(As regular, you will have normal clock-jamming session at 7 pm)

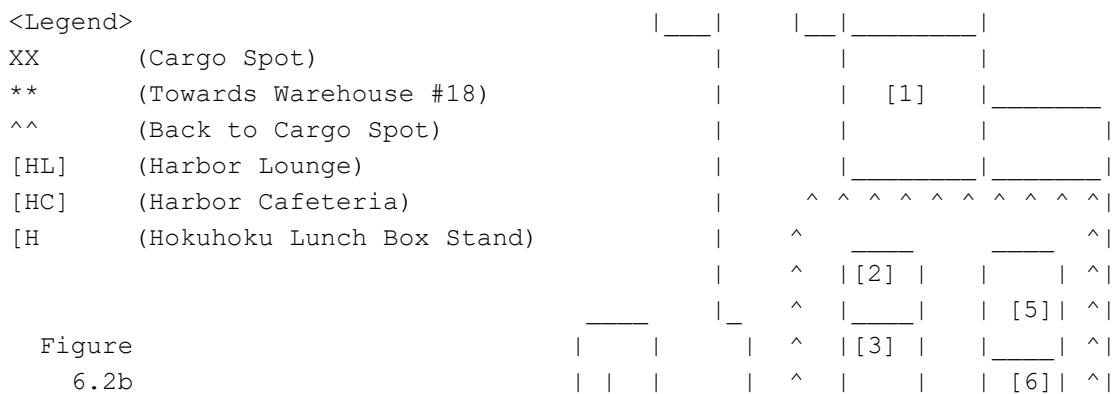
Now it is the third time for a forklift race! As usual, I would recommend you to aim for a better position. After the race is done, Mark will award Ryo another toy model, which based on your ranking position.

The assignment for this day, you need to take the crates to Warehouse #18 but you are located at the extreme end of it. You will start from the area in front of Warehouse #8.

There are two routes given to you by the map. But I would recommend the shorter route. You need to meet a quota of 8 crates for this assignment.

--~ Figure 7.5a: Route Map for Day 3 ~--

<Legend>





damage that he has done during the previous two days...

==~ QTE: The Bike Chase at the Harbor ~==

-----  
This event just sounds as good as the heading that I have given to it. It is really awesome! Ryo will meet up with 3 Mad Angels and they will attempt to run over Ryo with their motorcycles to start this QTE:

Press <--, -->, (A)

You need to dodge the thug's attacks by moving left and right. Just hit (A) promptly to knock the third one off his bike. If you did not do that on time, you will have to restart the QTE. Once Ryo gets onto the bike, it's time to rock n roll!

While chasing down at the Warehouse District...

<--, <--, (A)

You need to hit left twice to move away from the enemy's bike. Once you're hit, you have to restart QTE again. Now you need to hit (A) to knock the second thug off his bike. If you did not do this on time, you have to restart this QTE.]

Now you need to chase the reminding biker (Charlie)...

-->, -->, -->, <--, <--, -->

Just hit Right thrice on D-Pad to dodge and make turns around the warehouses. You need hit left to move away from the crate. If you are hit in the process, you need to restart all over again. After you have successfully dodge from being hit on the crate, you will see 2 arrows key. One is facing left and the other is facing in the opposite direction. Took the path that Charlie is using. Press left to follow for the time. You will experience this sequence again and this time, you will take the right turn. If you took the wrong path, you need to restart this event all over again.

-----  
After the bike chase, you will find Ryo ended up in front of the Warehouse #15 and #16. Charlie instructs the five mad angels to engage combat with Ryo. It is a free battle against 5 Mad Angels.

After you are done with the five thugs, it is time to challenge the remaining Mad Angel, Charlie. It is a free battle and Charlie is pretty tough if you have been losing touch on your fighting techniques. If you lose either one of the free battles, you need to restart the free battle again.

Once the free battles are over, you will get a cut-scene of Ryo asking Charlie about the whereabouts of Lan Di. Charlie reveal that Lan Di still around in Japan!

Once the event is over, head back home and pay your bus fare of ¥160. Save your game and try to trigger the cut-scene with Nozomi at Sakura Park if date has passed Christmas.

/ 7.6 \

=====  
Day 4: Confrontation with the Mad Angels!  
=====

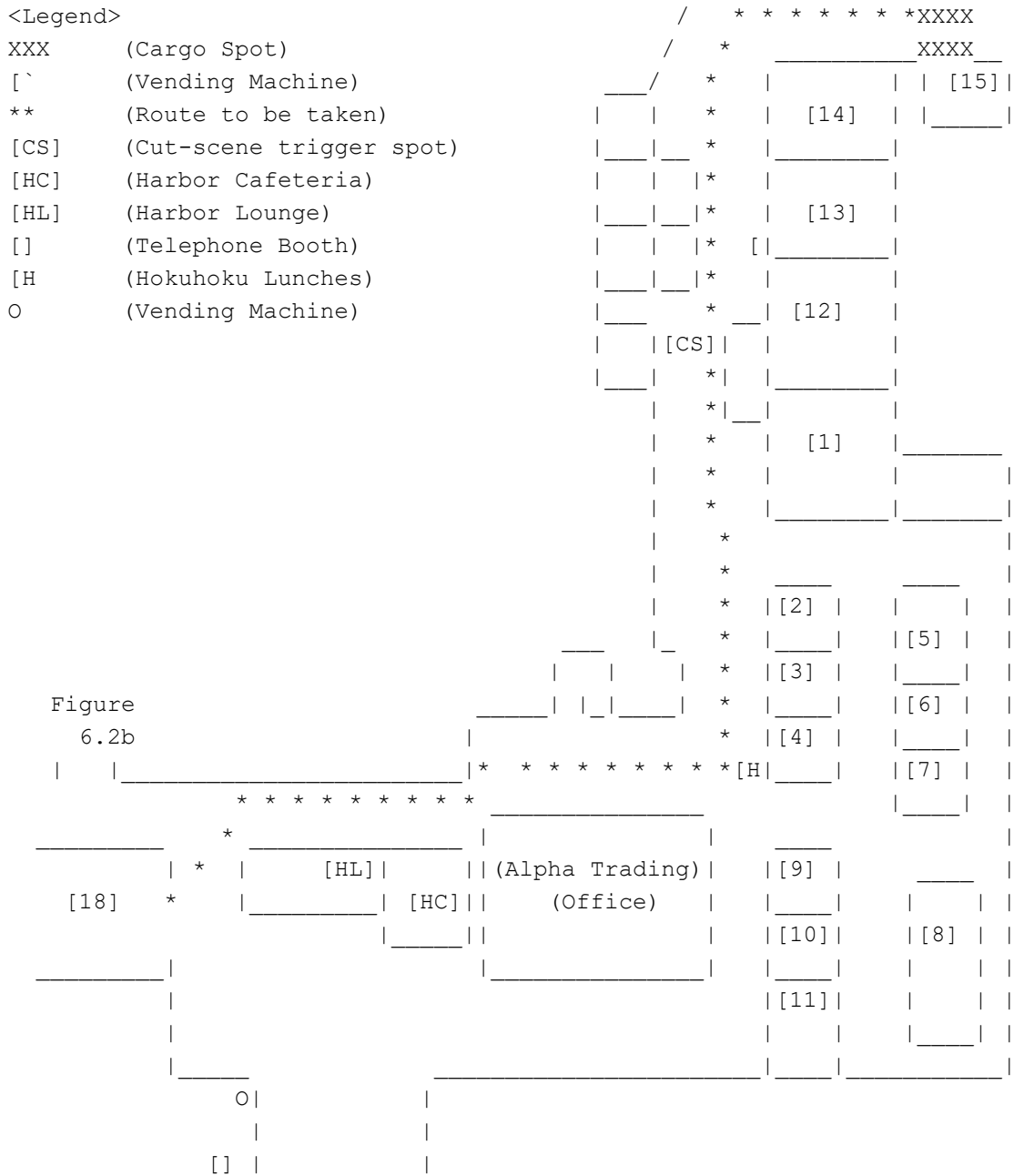
(!) Attention

If you have gotten the cut-scene with Nozomi at Sakura Park on this day (Day 4), you will miss it forever, as it is impossible to trigger it on Day 5 despite it is post-Christmas...

The things will start to get a bit nasty from this day onwards. Once Ryo is awake, you have the 4th Forklift Race! Anyway, you should expect better results each time... After the race is over, Ryo will be given another Route Map.

For this job, Ryo needs to deliver the crates outside Warehouse #15 to Warehouse #18. The delivery path is very long indeed as indicated on the map. For this assignment, you need to get a quota of 8 crates for that .50 pay rise.

--~ Figure 7.6a: Route Map for Day 5 ~--



IMO, this assignment is tougher as being compared to previous assignments. You need to pass through several warehouses before you can reach the desired destination. The horn is an emergency and you really need to use it. Press Up to ask fellow forklift drivers to move away. Now you need to keep on loading until you have lunch break. Once again, Ryo is back at the eating corridor along with his workmates. Oh... I haven't give you're the introduction of the workers ^\_^; Starting from the left, they are Takuechi-san, Tsuyoshi-san [He wears a blue denim outfit], Hitoshi-san [he wears a white tee and a brown cap] and Mark. I am a bit sorry if the order is different as I am writing this from

memory.

(Kill your free time as you wished)

At 2pm, Ryo will have to resume his work. Around when time is between 3pm to 4pm, you will have a cut-scene at the way between the cargo spot and Warehouse #1. The cut-scene will be featuring Goro being beaten up by the Mad Angels. Ryo chases them and eventually is led to Warehouse #1 where he is being surrounded. It is time for a QTE!

==~ QTE - A brawl inside the Warehouse #1 ~==

-----  
Just hit the following sequences when prompted.

(B), (A), (B), (A), ->, Down, (A)

In this area, you will have Ryo making use of barrels to beat the thugs into pulp. So that means you get the chance to see a couple of cool actions scenes between Ryo and the thugs. But remember if Ryo is being hit too many times (around 3 consecutive times), you will need to restart the QTE.

(Pay attention to the cut-scene after the QTE)

-----  
After you are done with those thugs, it is time to resume your unfinished assignment... After the work, Ryo will get his pay from Yada-san. You should be paid for 450 and gotten 50 raise for the next batch if you have met the quota for all assignments.

After Ryo have received his payment, you will have a cut-scene with Mark. Mark says that he has some information about the Long Zha.

== (!) Attention ==

From now onwards, if you continue with the following steps to trigger that cut-scene, you will not be able to work again and the next day will be your last day at work.

To get clues for the next section, you can either do the following steps or do it on the next day.

For those want to get the required steps earlier:

Go to outside Warehouse #1 where you find two foremen standing outside chatting to each other. Talk to them and they will tell you about some suspicions about two foreigners standing outside the Harbor Lounge. Now go and find Mark. He should be 'sea-sighting' at the spot near the front of Alpha Trading Office. He will tell Ryo that Tony and Smith of the Mad Angels are up to something as they has been whispering to each other in front of Harbor Cafeteria.

(Either you have got the above hints or you haven't)

You can choose to go to Warehouse #4 for training, which will be closed till 8 pm. When it is nighttime, proceed to the harbor lounge where you find the homeless guy. You should get a cut-scene and he will teach Ryo the Cross Charge verbally.

==~ Technique Lesson #6: Learning the Cross Charge ~==

-----  
You will learn this last move from the homeless guy. It is useful when





and repeat the steps above. By doing this procedure, you have finished loading two crates! BTW, make sure that you work faster than usual, as you will not have much time left after lunchtime.

(Keep on loading until 2pm)

You should have a cut-scene with Goro and his girlfriend, Mai. They are getting married! Goro is continued to work harder to support his future wife.

(Kill time till 2 pm)

Now you need to keep on loading the crates and pass the cut-scene spot, which is very hard/impossible to miss.

When time is around 3 pm to 4 pm, you will have another cut-scene in the area found in front of the harbor lounge. Ryo approaches them in the forklift and they ran away as they have seen a ghost ^\_^  
It is a chase!

==~ QTE: The Chase at the Warehouse District ~==

-----  
<-, (B), (B), <-, (A)

The first 5 QTE hits are compulsory and you will have the option of chasing the guy dressed in white (Tony) or purple (Smith)...

For those who dislike Tony... ^\_^

<-, <-, ->, ->, <-

Well, it was my error as Tony got caught faster than Smith. Throughout the course, you will meet the final boss of the upcoming battle, Pedro...

For those who dislike Smith... ^\_^

->, ->, (B), (A), ->, <-

This QTE sequence just applies to the guy dressed in purple. If you missed the last two hits, watch for an explosive QTE!

Once you have caught either one of them, you will get a cut-scene of Ryo forcing them to reveal about the Mad Angel's leader, Terry...

-----

After the cut-scene, Ryo will be unable to resume his work for the chaotic sequences that he has caused ^\_^ . Ryo will be paid 500 per crate and get a 50 raise for the next assignment if you have choose not to talk to Mark earlier before you trigger the QTE. Next Yada-san will handle Ryo a card from a man in gray suit and the card says:

"Beware! The Mad Angels are after you!"

After the meeting with Yada-san, you will get another cut-scene where Ryo are meeting with Master Chen and his son at Old Warehouse #8. Master Chen reveals that the Long Zha has nothing to do with Lan Di as it is only involves with smuggling of drugs and the lowest members of the Chinese cartel, Chi You Men. Master Chen suggested that Ryo should take a break from investigating...

After that cut-scene, Ryo is free to go home at that point of time. You can return back to Dobuita and play the arcade games at You Arcade, if you haven't visit it for quite some time. Besides you got sufficient funds to kill ^\_^ ;)

(You can stay out until 11:30 pm or go back home before 11:30 pm)

/ 7.8 \

---

---

### The Midnight Rampage

---

---

(For those who choose to sleep...)

Ryo will be awake at the 11:30 pm and says that he will go out and take a walk. Later, you will have a cut-scene with him meeting Ine-san at the entrance of the Hazuki Residence.

(For those who choose to stay out till 11:30pm...)

Ryo will be back at home and you will have a cut-scene with Ryo meeting with Ine-san near the Hazuki Residence.

Ine-san says that Aide-san is very worried that Nozomi has not yet returned home after meeting with Ryo. Ine-san questions Ryo whether he has seen Nozomi.

(A few seconds later... The telephone rang!)

It was Chai and he has kidnapped Nozomi! He arranged a meeting with Ryo and says that he must reach Warehouse #17 by 4am or something bad will happen to Nozomi...

After that you will get a cut-scene of Ryo saying that he need to exit from Dobuita before 3 pm, or else he can never get to the harbor on time!

PS: Has anyone attempt to call the police?

{Don't e-mail me about the answers as I have already know...}

Go towards Sakuragaoka and proceed to Yamagishi-san's house. Now take the pathway from Yamagishi-san's house towards Dobuita. Proceed to the bus stop and you will trigger a cut-scene of Ryo saying that the bus does not go in these hours. Hey! You need to move towards the bus stop, or you can't carry on with the story. Now, there is a need of Ryo to find an alternative of transportation...

There are two steps for you to do...

#### [1] Knocking Motorcycle Shop

Go to the motorcycle shop and you will have a cut-scene of Ryo knocking on the door of the motorcycle shop. Ono-san will come out of the shop and talk to Ryo. He says that all the motorcycles that are currently under maintenance. He suggest why not Ryo go and talk to Naoyuki, as he has finished fixing the motorcycle for Naoyuki several days (or weeks?) ago.

#### [2] Bar Yokosuka

Go to Bar Yokosuka and talk to Akemi-san. She will ask whether Ryo to calm down and whether he has a motorcycle license. If he has, he should be able to reach the harbor riding a motorcycle. Talk to Saijo-san and he will say that Ryo's friend, Naoyuki has a motorcycle.

Go and down the long pathway where you find Funny Bear Burgers, Russhiya China Shop and Liu Barber and Hair Salon. Proceed towards Dobuita and proceed to Ito's household, which is just opposite Yamagishi-san's house.

Now proceed towards the Ito household and you should be able trigger a cut-scene of Ryo borrowing the motorcycle from Naoyuki. The background music is rather pleasant one in my opinion.

==~ Hang On! 3D: The Bike Race ~==

-----  
[R] Trigger               --> Accelerate  
[L] Trigger               --> Brake  
D-Pad or Analog Stick --> Steering Wheel

This section occurs while on the expressway and you will get to see the humps and streetlights of Yokosuka. You will see barriers located on side of the track. This makes it more like a racing circuit.

Unlike the previous races, you will have to race against time. You have just 2 minutes to reach the final destination. If you have seen the underway passage, you are quite close to the Warehouse District. BTW, if you want to defeat this section fast, try to keep your speed between 120 km/h and 160 km/h. If you have failed, you will have restart from the borrowing bike cut-scene.

-----  
(You will have a cool cut-scene of Ryo riding the motorcycle into the harbor area...)

At last, he has reached the front gate of the Mad Angels. Next you will have a free battle with 6 Mad Angel thugs. After defeated them, Ryo will enter the hideout and you will have to fight another 5 thugs.

After you have defeated them, you will meet up with Terry [the leader of the Mad Angels] and Nozomi will be freed on a condition made by Terry. Terry says he wants Ryo to make Gui Zhang a cripple. Ryo says he will do it unless Terry takes him to Lan Di!

After that, you will have a romantic cut-scene of Ryo taking Nozomi home on the motorcycle with a cool song...

(Save your game)

/ 7.9 \

-----  
Is he friends or foe?  
-----

(These following cut-scenes are generally automatic.)

The next day, you will have cool cut-scenes of Iwao wielding the katana while at the dojo. Next Ryo will be back at the harbor and he will have a short chat with Tom in front of Tom's Hot Dog Cart. He has promised Tom to have lunch together.

Next you will have a cut-scene of Ryo and the foreman, Yada-san at the Alpha Trading Office. Yada-san says that he has left no choice in 'firing' Ryo for all the trouble that he has caused during these few days of work.

Now Ryo is jobless and it is time to proceed back to Tom's Hot Dog Cart and you will have a cut-scene with Tom delivering a powerful turning kick called the 'Tornado Kick'.

==~ Technique Lesson #7: Learning Tornado Kick ~==

-----  
Now Ryo is jobless and it is time to proceed back to Tom's Hot Dog Cart and you will have a cut-scene with Tom delivering a powerful turning kick called the 'Tornado Kick'.

Pick the left option to learn the move and he call it the Tornado Kick!

For the first prompt, Ryo is asked to perform a side step...  
Fwd-Fwd

For the second prompt, Ryo is asked to perform a side step and first kick...  
Fwd-Fwd+(A)

(Next you will have an awesome cut-scene...)

For the third and last prompt, Ryo is asked to perform the full version of the Tornado Kick.

Fwd-Fwd+(A) - (A)

After you are done with the final execution, Tom will ask whether Ryo wants to practice it.

-----  
Suddenly, Tom starts to turn quiet. He's heading back to America...  
Next you will have a cut-scene of Ryo bidding farewell to Tom.

(It will be transferred to night time...)

Next Ryo will have a meeting with a member of the Mad Angels. At first, I thought he was Gui Zhang, as they look so alike... Moments later, Ryo will meet up with Gui Zhang and they will have a duel. It's a Free Battle! This free battle is special as the actions comes so automatic like a movie fight... They will speak too each other like rivals.

Once you are down to the end of the fight, both of them get double KO... Err... I just can't find another word to replace it. ^\_^  
After the battle, you will have a scene, which switches to Terry and he is about to assault Gui Zhang!

==~ QTE: Save Gui Zhang! ~==

-----  
(You might not have sufficient time to read this...)  
->

Ryo will just push Gui Zhang away from danger. If you don't do this in time, Gui Zhang is going to die. If you failed, you just have to restart!

-----  
Terry ran away and both our heroes chased after them... Now the situation is turn out pretty bad as you are going to have the 70 Person Free Battle Mode!

==~ 70 Person Free Battle Mode ~==

-----  
Briefing:

The battle is just like the free battle mode except you will fight

against 70 men. You will see Ryo's health meter placed at its usual spot and the commands is the same as the free battle mode. But this is not all. Some of them have weapons and you can slam your opponents onto crates and use barrels to attack your opponents. This is similar to Streets of Rage that you can play in your SEGA Mega Genesis...

#### Notes:

Please note that not all 70 men will appear at the same screen. Otherwise, you don't have any space for Gui Zhang and Ryo to move about. You will start off the fight with 6 men. Just defeat them and another men will come to replace the fainted member. Please note that Ryo can move from one area to another just like a normal free battle mode. As you move down to the other members, the enemies will start to get a bit tougher as I supposed that they took a longer time for Ryo to knock them out. Some of them can even parry Ryo's punches and they can also execute moves like the Cyclone Kick and Elbow Slam!

#### Notations:

|                          |                           |
|--------------------------|---------------------------|
| Crescent Whirlwind Chain | { (A) - (A) - (A) }       |
| Tiger Cyclone Kick       | { (X) - (X) - (X) - (A) } |
| Elbow Assault            | { Fwd - Fwd + (X) }       |
| Tiger Chain              | { (X) 7x }                |
| Tornado Kick             | { Fwd - Fwd + (A) - (A) } |
| Side Reaper Kick         | { Back + (A) }            |
| Cyclone Kick             | { # [L] + (A) }           |
| Windmill                 | { # [L] + (X) + (A) }     |
| Shadow Reaper            | { # [L] + (Y) + (A) }     |
| Shadow Step              | { Fwd + (Y) + (B) }       |
| Cross Charge             | { Fwd - Fwd + (Y) + (B) } |

#### Strategy:

You can knock out most of the enemies by using 'Crescent Whirlwind Chain', the 'Tiger Cyclone Chain', Cyclone Kick or the Tiger Chain. You can make use of the Elbow Assault to push approaching enemies away. I would recommend it over Double Blow or Twin Hand Waves for it is faster in motion.

You can also make use of chain and counters. Please refer to the free battle section for more details. I have managed to make use of counter and special throws to win this free battle easily.

You can find the health meter can regenerate if Ryo gets sufficient rest. It takes some time to recover. Running is one method, but it will tire Ryo out. Hence, try to wait for opponents to approach you and kick them off, instead approaching them!

#### First BOSS

[Condition]

You need to defeat 20 men

[Description]

He dressed in a greenish army outfit and wears a yellow bandana. You have met him before in a free battle when you are fighting those two thugs who bullied Mark on your first day of work and before you enter the Mad Angels on your rescue of Nozomi.

[Strategy]

He is quite strong if you do not take him seriously. He is quite hard to grab and if Ryo is being caught, he can go for slams and he has a deadly punch combo. Make use of the counters along with the Tiger Cyclone Chain. If you managed to 'trap' him into a corner, pound him with the 'Tiger Chain'. Make use of the Shadow Step to dodge his combos

and reverse with a quick move like Upper Knuckle, Elbow Slam, Crescent Kick, Trample Kick, etc.

### Second BOSS

[Condition]

You need to defeat 40 men

[Description]

He wears a brown leather jacket and carries a baseball bat. He wears chains and looks quite alike to Gui Zhang for the face. He is the one who takes Ryo to meet up with Gui Zhang earlier.

[Strategy]

If not for the weapon that he carries, Ryo could easily finish him off in seconds. He loves to make use of the weapon and attack in a chain. You need to defeat him by using fast-paced moves like the Side Reaper Kick (for those who didn't choose to learn that Swallow Dive from Gui Zhang) and the Tiger Cyclone Kick. Do not use the Cyclone Kick too often. If Ryo is quite near him, go for throw moves. I managed to do the 'Arm Break Fire' move on him...

### Third BOSS - Pedro

[Condition]

You need to defeat between 65 to 69 men, based on the locations.

[Description]

He is a massive guy who wears a blue leather jacket with red jeans. He wears a lot of chains and dressed like a pirate to me. He is very strong and huge.

[Strategy]

He provided you some challenge for the 70 Person Free Battle Mode. He is pretty fast for his throws and some of them remove an entire orb of health from the health move. He uses an Axe Kick [similar to Ryo's Thunder Kick] and a drop kick. [If you get Ryo close to him, he will blast Ryo away.] He is pretty a slow runner; hence avoid his throws at all costs! His throws can do a full orb of damage! Make use of the Tiger Cyclone Chain or the Elbow Assault to force him away. If you managed to trap him inside a corner, you can make use of a deadly combo.

-----  
After the 'gang' fight, you are almost done with the entire group of Mad Angels...

==~ QTE: Help Gui Zhang! ~==

-----  
Terry will run away from Gui Zhang and Ryo. Next you will have a short QTE [Press (A)]. Ryo will take the weapon away from Terry's hands.

-----  
Afterwards, you will get a cut-scene of Gui Zhang defeating Terry... Next Ryo gets his required information from Terry and that is Lan Di has left for Hong Kong. Gui Zhang says that he will try to persuade his father to give Ryo an aid to Hong Kong.

Now you will be back and home, so it's sleeping time.  
(Save your game...)

/ 7.10 \

=====

Trip to Hong Kong

=====

(This is the end of the majestic journey...)

An extreme long cut-scene...

This is last section of the walkthrough. You will have a long cut-scene of Ryo leaving the house with a backpack. Next he will meet up with Fukuhara giving him the money for his expenses. Both Fuku-san and Ine-san has chipped in some money for Ryo... Next, you will enjoy some cut-scenes where Ryo walk down the streets of Sakuragaoka and Dobuita. Eventually, Ryo heads for the harbor where the ship is...

==~ Technique Lesson #8: Swallow Dive ~==

-----  
This is the last technique and perhaps the only technique that you are unable to master... This technique is a counter move and Ryo will seek some guidance from Master Chen.

Like the tutorial for Tornado Kick...

- (1) Back+(X)
- (2) Back+(X)-(A)
- (3) Back+(X)-(A)-(X)\*

\*The training mode requires some timing.

It is not necessary for you to reach the last section of the lesson. If you have wasted too much time in the above two sequences, you will definitely lost the chance to continue on part (3). Just do 'Back+(X)' motion sequence as Gui Zhang attempts to hit you. Next hit (A) as Ryo has deflect his punch. Gui Zhang will be tripped and fall over, hit (X) to force a punch on his face.

After that hit, you will be given the chance to practice for a maximum of three times.

-----  
As it seems everything is going fine on Ryo's last day in epic journey for Shenmue... an unexpected moment occurred!

Chai has dropped a girder to hit Ryo but it has hit Gui Zhang as the latter attempts to save Ryo. Now it is a free battle against Chai. It is time for payback time! (Add revenge for that eaten ticket ^\_^;)

==~ The Final Free Battle ~==

-----  
This is a free battle. Chai is quite fast and some of his attacks look weird yet amazingly powerful. It is very hard for you to trap him in a corner, but you can take him away with kicks and some of the punch combos. If you ran, he will just chase Ryo like a mad dog... [Is he crazy?]. The moment he gets to the back of Ryo, kick him away at all cost as he can do serious damage with a special technique.

To defeat Chai, you really be very familiar with most of moves. But I managed to defeat him using a couple of special techniques such as the Tornado Kick, Brutal Tiger and Elbow Assault. I would not use running attacks as it causes serious trouble if Ryo missed those attacks. The Tornado Kick is a good move and the Elbow Assault can push Chai away from Ryo. Chai seldom uses punch counters; hence make use of the Tiger Cyclone Combo and if you managed to trap him in a corner, use the Tiger Chain \*once\* as he will dodge and reverse it sooner or later.

-----  
After you have defeat Chai, the screen will switch to the cut-scene where you find Lan Di boarding on a yacht for Hong Kong. While Ryo's attention is away from Chai, Chai suddenly attacks Ryo and you will

have the last QTE of the game and perhaps the last of Chai...

--~ QTE - Defeat ~--

-----  
Down, (A), (A) and (B)

If you miss any of them, you just need to restart the entire QTE. He is just too quick...

-----  
After Ryo has defeat Chai, you will have a cut-scene where Ryo talks to both Master Chen and Gui Zhang. Master Chen will hand Ryo a letter from Tao Li Shao, a martial arts expert in Hong Kong and asks Ryo to look for him. As for Gui Zhang, he will be taking a rest before heading for Hong Kong to meet up with Ryo.

The ending follows this...

(It's time to bid farewell, see you again in next chapter of Shenmue!)  
~--[End of Walkthrough]--~

\_\_\_\_\_  
/ 8.0 \

=====

Miscellaneous

=====

Under this section, you will find a whole lot of other stuffs to make the walkthrough above a complete guide. You will find a spoiler free walkthrough (which only includes steps only), Maps of Shenmue, the item bestiary, breakdown on the mini-games and the Passport Disc.

\_\_\_\_\_  
/ 8.0s \

=====

Spoiler Free Walkthrough

SHENMUE\_80S

=====

I have come up with this walkthrough for those who do not want to spoil their game due to reading the FAQ. This walkthrough includes only the basic steps and does not include any cut-scene descriptions and game plot explanations. If you need maps, please view the next section for the maps. For Japanese users, I would recommend you to use the main walkthrough due to the translation reasons.

-[Start of Disc 1]-

- [1] Opening Cut-scene
- [2] Get Shenmue tape, Sha Hua tape, Cassette player and Photo of Friends that found in Ryo's room.
- [3] Exit the room and have a cut-scene with Ine-san.  
(You will receive 500 every morning)
- \*\* Explore the house and you can find the following list of items:  
1x C Sized Batteries; 1x Box of Matches; 1x Photo of Family; 1x Shadow Reaper; 1x Twin Blades; 1x Flashlight; 1x Mysterious Key; 1x Candles.
- \*\* Cut-scene (reading letter inside the master room)
- \*\* Cut-scene (use zoom mode on the dishes in kitchen)
- \*\* Cut-scene (use zoom mode on the signboard which says "The Principles of Yin and Yang")
- \*\* Examine the signboard again. Next, use zoom mode to focus on the stool and hit (A). You will get an item called "Mysterious Scroll"
- [4] Exit the main building and go to the dojo.
- \*\* Proceed towards the cherry tree and get a cut-scene.
- [5] Cut-scene with Fuku-san
- [6] Exit the Hazuki Residence and talk to the townsfolk of Yamanose.



- [7] Keep on walking down the street and you will get a cut-scene about Ryo, Megumi and the kitten.
- [8] Pick 'Dried Fish' instead of 'Fried Tofu'
- [9] Cut-scene with Megumi and go towards Sakuragaoka
- [10] Go towards Yamagishi-san's house and you will trigger a cut-scene between Ryo and an old lady.
- [11] Look for the Yamato household and check with (A) button.
- [12] Look for the old lady at Sakura Park and get a cut-scene
- [13] Now talk to Yamagishi-san and proceed to Dobuita.
- [14] Talk to Aoki-san at the Funny Bear Burgers Shop.
- [15] Talk to Nozomi at the Aide Flower Shop.
- [16] Move up and look for Tom's Hot Dog Cart. Talk to Tom.
- [17] Enter Global Travel Agency and talk to the owner there.
- [18] Go to talk to Kurita-san at Kurita Military Surplus.
- \*\* QTE with Enoki and Nagashima in front of Tomato Convenience Store.
- [19] Go to the Ajiichi restaurant. Talk to Tao-san and his wife.
- [20] Go to Maeda Barbershop opposite You Arcade. Talk to Maeda-san.
- \*\* Go to Antique Shop and buy all six move scrolls. Go to Suzume Park and have a cut-scene. You are prompted to learn the Double Blow. [Fwd +(X)+(A)]
- [21] Go to Liu Barber and Hair Salon. Talk to the couple there.
- [22] Go to Suzume Park and talk to Liu-san Senior.
- [23] Talk to Tom at Tom's Hot Dog Cart.
- [24] Talk to Nozomi at Aide Flower Shop.
- [25] Go to Bar Yokosuka and get a cut-scene with Saijo-san.
- [26] Go to MJQ Jazz Bar and pay billiards for 1000.
- [27] Go to Heart Beats Bar. You have QTE with Tony and Smith.
- [28] Go inside Heart Beats Bar and you will have a cut-scene.
- [29] QTE with the thugs inside the bar.
- [30] Talk to Ono-san at Knocking Motorcycle Shop.  
(It is sleep time and return back home...)
- [31] Pick up packet of 'Dried Fish' and Milk inside Hazuki Kitchen.
- [32] Cut-scene with Ine-san if you return home late.
- \*\* Go to dojo and you prompted to learn the Pit Blow. [Fwd+(X)]
- [33] Now go to Yamanose and have QTE.
- [34] Go to Sakura Park and get a cut-scene between Nozomi, Enoki and Nagashima. You will get a free battle against Enoki and Nagashima.
- [35] Go to Hirata Tobacco Shop. Cut-scene between Hirata-san and Nagai-san.  
(Kill time till 2 pm)
- [36] Go to Water Dragons 2 Thrift Store and talk to Akasaka-san.
- [37] Locate Nagai Industries and talk to everyone there.
- [38] Go to talk to Kurita-san at Kurita Military Surplus Shop.  
(Kill time till 7 pm)
- [39] Go towards You Arcade and you will have a cut-scene.
- [40] Free battle against 5 thugs in the parking lot.
- [41] Go to You Arcade and talk to the two thugs there. Pick the left option.
- [42] Go to Manpukuken Ramen and talk to Yamamoto-san.
- [43] Go to Okayama Heights 2F. Enter the door with a poster.
- [44] Cut-scene between Ryo and the owner of the Tattoo Parlor.  
(The remaining time is up to you)
- [45] Next day, re-visit the Tattoo Parlor at 2pm. You will have a cut-scene.
- [46] Hit (A) to start QTE with Charlie.
- [47] Exit the Tattoo Parlor and have a cut-scene with Nozomi.  
(The remaining time is up to you)
- \*\* After it is nighttime, go to the deserted residents area off the Suzume Park. You will get a free battle against Nagashima, Enoki

and two fellow classmates.

- [48] Next day, you will have a cut-scene at the dojo.
- [49] You will have a training match with Fuku-san.
- [50] You will have a cut-scene with Fuku-san and this is followed by a cut-scene with Ine-san handing a Letter to Father.
- [51] Go to Sakuragaoka and you will have a cut-scene with a boy.
- [52] You will have a free battle against 3 thugs and a QTE.
- [53] Go to talk to Kurita-san at Kurita Military Surplus Shop
- [54] Move towards the You Arcade and you will have a cut-scene with the boy, Gao Wen.
- [55] Go to Russhiya China Shop. You will have a cut-scene.
- [56] Talk to Tom at Tom's Hot Dog Cart.
- [57] Go to Hirata Tobacco Shop. Dial 61-5647.
- [58] When the prompt is "Father Heaven", answer it with "Nine Dragons" on the action selector. Likewise, if the prompt is "Mother's Earth", answer the prompt with "Comrade"
- [59] Check the phone directory on the table top of the tobacco shop
- [60] Talk to Hirata-san  
(Kill time till 7 pm)
- [59] Return back to home and examine the phone. You will get a cut-scene with Nozomi.
- [60] Next day, proceed to Dobuita and talk to Tom. Go to the bus stop. Board the bus when it arrives.

-[End of Disc 1]-

-[Disc 2]-

- [61] Opening Cut-scene for Disc 2
- [62] Go up towards the vending machine at the entrance... You will get a QTE sequence with Nagashima and Goro.
- [63] Go towards Hisaka-san at Hokuhoku Lunch Box stand and talk to her.
- [64] Go towards Warehouse #8 and attempt to enter it.
- [65] Go towards the back of the Warehouse get a cut-scene.
- [66] Push 'Up' on the D-Pad and hit (A) twice to climb up the crates.
- [67] Inside the warehouse, attempt to go inside the room in the far end. You should get a cut-scene.
- [68] Exit the Warehouse #8.
- [68] Talk to Hisaka-san at Hokuhoku Lunch Box Stand.
- [69] Go upwards from the lunch box stand and talk to Tom.
- [70] Go towards right of Tom and attempt to enter the area.  
(Ryo says that it is better to enter it during nighttime.)
- [71] Go back towards the lunch box stand and trigger a cut-scene.
- [72] Go towards Warehouse #13 and you will trigger a cut-scene.
- [73] Spend 100 and buy a coffee at the nearest vending machine.
- [74] Go towards Warehouse #17 and you will get a cut-scene.
- [75] QTE with Mai's friends.
- [76] Go back to the lunch box stand and talk to Hisaka-san.
- [77] You should get a cut-scene.  
(Kill time till 8 pm)
- [78] Make an attempt to enter the area and you will have a quick QTE.
- [79] Locate Old Warehouse #8 without being caught by the guards.
- [80] Enter the Warehouse #8 through the door on the right.
- [81] Go upstairs and examine the whiteboard on the room in the far end.
- [82] Take the white porcelain antique and you will get a cut-scene.  
(You will back at home, save your game.)
- [83] Go and find Ine-san inside the Hazuki Residence. Talk to her.
- [84] Go towards the dojo and you will get a cut-scene with Fuku-san.
- [85] After that cut-scene, you will get another cut-scene with Ine-san.
- [86] Exit the house and head towards the Antique Shop.
- \*\* You can get a cut-scene of your kitten's recovery.
- [87] You will get a cut-scene with Oishi-san.

(Go to Tomato Convenience Store and get a Light Bulb. (it costs 90))

[88] Talk to Xia-san at Russhiya China Shop.

[89] Talk to Yamagishi-san at the Sakura Park.

[90] You will trigger a cut-scene as you approach near the telephone booth in Sakuragaoka.

[91] You will have a free battle with Gui Zhang.

[92] Return back home and you will have a cut-scene with Fuku-san.

[93] Enter the Hazuki building and look for Ine-san. You will get a cut-scene.

[94] Get the 'Mysterious Key' at Iwao's room if you haven't gotten it the first time. Make sure that you also have retrieved the flashlight found in the closet at the entrance of the building.

[95] Proceed to the dojo.

[96] Examine the box on right hand side of the building and use the "Mysterious Key" to open the box. You will find a sword.

[97] Examine the painting on the right with the katana. Remove it.

[98] Examine the painting on the left. Next, you need to activate the menu and use the "Sword Hand-guard".

[99] Enter the basement of the Hazuki Residence.

[100] Activate your menu and use the flashlight.

[101] Move forward until you have reached a room

[102] Examine the ceilings and you will have a short cut-scene.

[103] Activate the menu and use the light bulb. Next, look for the switch on the right wall and push it on.

[104] Search the basement for the items. You can find a "Box of Matches", a "Stab Armor" manual and a "Photo of Father" on the right hand side of the room.

[105] Use zoom mode and focus on the book found on the table that is in the center of the room. You will get a "White Leaf".

[106] Search the cabinet with the mirror and you will find "Candles" in the bottom drawer. Examine the mirror and you will get a cut-scene about the talisman.

[107] Go to back of the rack and examine the scratches on the ground.

[108] Hit (A) to pull the rack.

[109] Examine the discolored wall. Take the axe found on the right-hand side of the wall. Use the axe and hit it. You will get the Phoenix Mirror and a cut-scene with Fuku-san.

(Go to bed if it is nighttime)

\*\* If it is nighttime, got to Nana's Karaoke Bar and have a QTE.

\*\* The next day, you can get another cut-scene at the Yamanose Shrine if you have taking care of the kitten. Find the kitten near one of the houses where you find the stairs and the Hazuki Residence. Hit (A) to bring the kitten. It is somewhere near the house with a clothes hanger.

[110] Go towards Sakura Park and talk to Yamagishi-san.

[111] Go towards Russhiya China Shop and talk to Xia-san.

[112] Go towards the Antique Shop and talk to Oishi-san.

[113] Go towards the Suzume Park and talk to Liu-san Senior.

[114] Go towards the Hirata Tobacco Shop. Use the payphone and called Master Chen. (I supposed that you should be familiar with the procedure.)

[115] Travel towards New Yokosuka Harbor; attempt to enter the Old Warehouse District and the guard should let Ryo in.

[116] You will have a cut-scene at the Old Warehouse #8.

[117] A quick QTE to retrieve back the mirror from the weird guy.  
(Sleep as you will be automatically send back to home)

[118] Next day, your money will increase by a huge amount.

[119] Talk to Fuku-san in his room. You will have a cut-scene with Ine-san and Fuku-san.

(You cannot spend any money from this moment of time...)

[120] Go to Sakuragaoka and talk to Yamagishi-san at Sakura Park.  
[121] Go to Kurita Military Surplus and talk to Kurita-san.  
[122] Enter Global Travel Agency and you will have a cut-scene with the owner. Ryo will get a "Hong Kong Flier"  
(Ryo says that he needs to consult Fuku-san for help)  
[123] Enter Asia Travel Company. You will have a cut-scene between Ryo and the 'female assistant'. You will get the "Bargain Flier"  
[124] Head back home and talk to Fuku-san inside his room. You will have a cut-scene with Fuku-san.  
[125] Return back to Dobuita and you will have a cut-scene with Guang Ji. You will have a cut-scene with Guang Ji.  
[126] Go to Aide Flower Shop and talk to Nozomi.  
[127] Go to Global Travel Agency. You will have a cut-scene between Ryo and the owner.  
(Feel free to converse with the townsfolk there.)  
[128] Go to Asia Travel Company. Enter the building and you will have a cut-scene of Ryo paying 69,000 for the ticket.  
(Kill time for time has passed 3 hours)  
[129] Now, attempt to enter the agency and you will have a cut-scene.  
(The remaining day is up to your decision. Feel free to trigger the cut-scene at the Nana's Karaoke Bar if time has passed 7pm)  
[130] Return home before 11 pm. Talk to Fuku-san. Go towards the Altar room and you will have a cut-scene between Ine-san and Ryo.  
[131] Next day, the Hazuki Residence will get a phone call.  
(Kill time till 11:30 pm)  
[132] Go towards You Arcade and you will get a cut-scene.  
[133] You will have a free battle with Chai. It doesn't matter whether you win or lose.  
[134] Go to Aide Flower Shop and talk to Nozomi.  
[135] Attempt to enter Asia Travel Company and you will get a cut-scene with Jimmy.  
[136] You will have a long QTE with Jimmy  
--[End of Disc 2]--

-[Disc 3]-

[137] You will get an opening cut-scene at the Asia Travel Company  
[138] Move towards Nozomi and a short cut-scene.  
[139] Board the bus and go towards the harbor  
[140] Go to the area near Warehouse #18, talk to the warden there.  
[141] Go inside Warehouse #18 and talk to the foreman.  
[142] Go to the pathway near Warehouse #12 and #13. You will get a cut-scene with Goro-san. Make sure the time interval is from morning till 3pm.  
(The remaining time is up to you to kill)  
\*\* If you have gotten 'Stab Armor' and 'Mysterious Scroll, you can do the following stuff. Call up to Master Chen and follow the regular procedure. Enter Old Warehouse District and you will have Gui Zhang translating the 'Stab Armor'. Use it from the menu to learn it.  
\*\* Make another call to Master Chen and go to Old Warehouse #8. You will have another cut-scene of Gui Zhang translating the 'Mysterious Scroll' which will be renamed to 'Poetry Scroll'  
\*\* The next day, make Ryo move towards the Yamanose Shrine and you will have a farewell cut-scene with the kitten.  
(You will get a dream sequence)  
[143] The next day, go to Dobuita and board the bus to the harbor.  
[144] Go to Warehouse #1 at noon. You will get a cut-scene with Goro & Mai.  
[145] Go to Alpha Trading Office and you will have a cut-scene with Yada-san.

[146] You will have forklift training with Mark. Make sure you followed the instructions closely.

(Keep on loading the crates till 5pm)

[147] You will have a cut-scene of Ryo receiving his pay from Yada-san. Ryo will be paid ·300/crate for the first assignment. If you met the quota for that assignment, you will be paid ·50 extra for each crate.

[148] Outside the office, you will have a cut-scene with Mark

(Kill time till 7 pm)

[149] Go back to Alpha Trading office and you will get a cut-scene.

[150] You will get a QTE with the thugs.

(Kill time till 9 pm <- as you can't exit the harbor until 9 pm)

\*\* If the date has passed 25th of December, you should find Eri outside the You Arcade. Talk to her. Go to Sakura Park and you will have a cut-scene with Nozomi.

(The remaining time is up to you)

[151] Ryo will wake up from 7 pm from this date onwards.

[152] You will get an automatic cut-scene of Ryo going to the harbor.

[153] Day 1- You will have the forklift race!

[154] After the race, Ryo will be given a briefing from Mark. The quota is 10 crates.

+ Your objective is to deliver as many crates as possible from the cargo spot. For this assignment, you need to deliver it to Warehouse #18 from the area outside the Old Warehouse District.

(Keep on loading until 12 pm)

[155] You will get an automatic cut-scene of Mark being bullied.

[156] You will have a free battle against those two thugs.

(Kill time till 2pm)

[157] Keep on loading until it is around 3 pm. You will get a cut-scene

[158] It is a free battle against 3 Mad Angels.

(Resume your job till 5 pm)

[159] You will get an automatic cut-scene where Ryo received his earnings from Yada-san. You will be paid ·300 per crate and get a 50· raise per crate if you met the quota.

[160] You will get a cut-scene automatically with Goro.

[161] Move towards the Harbor Lounge and you will get a cut-scene with Gui Zhang imparting the Swallow Dive. [Back+(A)]

(Kill time till 7pm)

[162] Move towards the area in front of the Harbor Lounge and you will have a cut-scene with the homeless guy.

[163] Ryo will learn the technique, Shadow Step [Fwd+(Y)+(B)]

\* You can train your techniques at Warehouse #4.

(Kill time till 9pm and return home)

[164] Day 2- you will get the second forklift race.

[165] Ryo will be given a new map for his new assignment. You need to transport the crates from the area in front of the harbor lounge to Warehouse #3. The quota is 8 crates.

(Keep on loading till 12pm)

[166] Go to the Harbor Lounge and talk to the homeless guy.

(Kill time till it is 2pm and it is time to resume your work)

[167] Keep on loading and go past the white van where you find the Hokuhoku Lunch box stand. You will get a cut-scene.

[168] Ryo will free battle against 5 thugs.

[169] Shortly, Ryo will free battle another 4 thugs.

(Keep on loading till 5 pm)

[170] Ryo will collect his pay from Yada-san.

[171] Go towards Warehouse #17 and you will get a cut-scene.

[172] You will have a free battle against 5 Mad Angels.

[173] You will have a cut-scene with Mark.

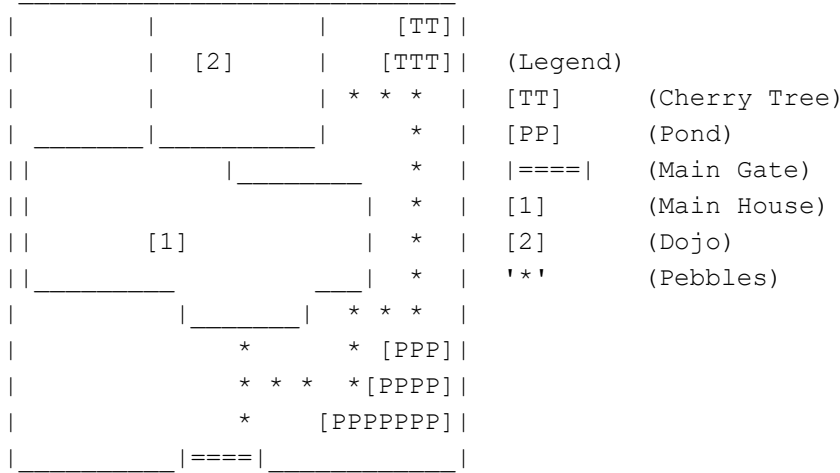
[174] Go and talk to the homeless guy. You will get another cut-scene.

He will teach Ryo, Shadow Step verbally [Fwd+(Y)+(B)-(X)]  
(Kill time till 9 pm and choose to return home.)  
[175] Day 3 - you will have the third forklift race.  
[176] Ryo will be given a new assignment. This time, you need to move  
crates from the area in front of Warehouse #8 to Warehouse #18.  
The quota is 8 crates.  
(Keep on loading until it is 12pm)  
[177] You will have a cut-scene with Eri and Nozomi.  
[178] Pick either one of the photos that you preferred.  
(Kill time till it is 2pm)  
[179] Now resume loading the crates until it is 5pm.  
[180] Ryo will get his salary from Yada-san.  
(Kill time till it is 7pm)  
[181] Proceed to the area in front of the Harbor Lounge and you will  
get a cut-scene.  
[182] You will have a QTE chasing the guys in motorcycles.  
[183] Ryo will have to free battle against 5 thugs.  
[184] Ryo will have to free battle against Charlie.  
[185] Go to the harbor lounge and talk to homeless guy and he will teach  
Ryo the Cross Charge verbally [Fwd-Fwd+(Y)+(B)]  
(Kill time till it is 9pm and return home)  
(You will get a dream sequence)  
[185] Day 4 - you will get the fourth forklift race.  
[186] You will have transport the crates from the cargo spot outside  
Warehouse #15 and you need to take the crates to Warehouse #18.  
The quota for this assignment is 8 crates.  
(Keep on loading until it is 12pm)  
[187] Keep on resuming work until it is 3pm and you will get a cut-  
scene.  
[188] You will get a QTE which is ended with a cut-scene.  
(Resume your work until it is 5pm)  
[189] Ryo will get his pay from Yada-san and a cut-scene with Mark.  
[190] Now go to Warehouse #1 and talk to the foremen outside it.  
[191] Next go and look for Mark.  
(Kill time till it is 9pm)  
[192] Day 5 - you will get the last forklift race.  
[193] You need to transport goods between Warehouses. From the cargo  
spot, you need to transport the crates to Warehouse #8 on the  
'IN' section. Next load a crate from the 'OUT' spot and take  
it to Warehouse #18. The quota is 10 crates.  
(Keep on loading until it is lunchtime)  
[194] You will have an automatic cut-scene with Goro and Mai  
(Kill time until it is 2pm)  
[195] Now keep on loading until it is 3:30 pm. You will get a cut-scene  
outside the harbor lounge  
[196] You will have a QTE on chasing either Tony or Smith.  
[197] Get the name of leader from the mouth of either one them.  
[198] Ryo will get his pay from Yada-san.  
[199] Ryo will automatically be brought to the Old Warehouse District  
and a cut-scene will be triggered between Ryo, Gui Zhang and  
Master Chen.  
[200] From now onwards, Ryo is free to do what he wants to do.  
[201] You will have a cut-scene at the entrance with Ine-san.  
[202] Ryo will received a phone call from the Mad Angels.  
+ Ryo need to get to the harbor in 3 hrs time.  
[203] Go to the bus stop and you will get a short cut-scene.  
[204] Go to Bar Yokosuka and talk to Akemi-san.  
[205] Now you need to go to Knocking Motorcycle Shop and you will have  
a cut-scene with Ono-san.  
[206] Return back to Sakuragaoka and head for the Ito household. [It is



|                                 |                          |
|---------------------------------|--------------------------|
| [1] (Ryo's Room)                | Legend                   |
| [2] (Study Room)                | ~~~~ (Main Door)         |
| [3] (Hazuki Doorstep)           | ==== (Sliding Doors)     |
| [4] (Ine-san's Room)            | ---- (Red Sliding Doors) |
| [5] (Fuku-san's Room)           | \ (Normal Doors)         |
| [6] (Living Room)               | [T] (Telephone)          |
| [7] (Kitchen)                   | * (Ryo's current spot)   |
| [8] (Master Room [Iwao's Room]) |                          |
| [9] (Altar Room)                |                          |
| [10] (Toilet)                   |                          |

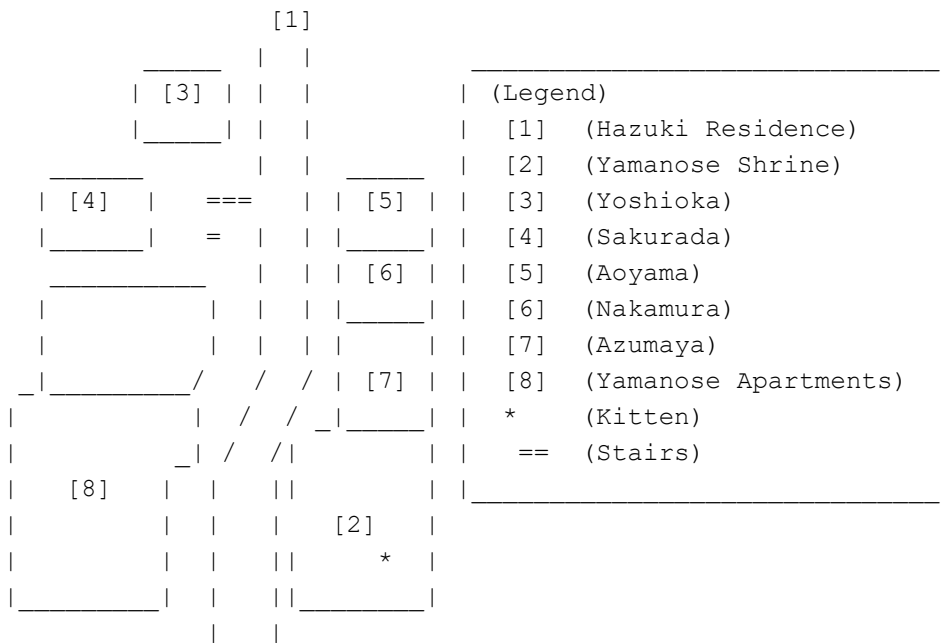
==~ Figure 8.1b: The Yard of Hazuki Residence ~==



To Yamanose

==~ Figure 8.1c: Map of Yamanose ~==

At the Yamanose Apartments, you can find households of Sato and Kitazawa on the ground floor. You can also find the households of Usui and Morino in the second floor of the apartments.



To Yamanose

[Y1]

==~ Figure 8.1d: Sakuragaoka ~==





```

| [7] _|
| |
|_|* | (Legend)
|_| / | `TTT` [Huge Tree]
| | [6] | `L` [Barber's lamplight]
|_| | | `[` [Vending Machine]
|_| | | `C` [CCTV Camera]
|_| [5] | * [Tables]
| | | [1] [Liu Barber and Hair Salon]
| [10] | | [2] [Maison de Ishikawa]
| | | [3] [Nagai Industries]
|_| | | [4] [Water Dragon 2 Thrift Store]
| | | [5] [Russhiya China Shop]
| | [4] | [6] [Lapis]
| | | [7] [Funny Bear Burgers]
| [8] | [3] | [8] [Mochi Zuhi]
|_| `C|_| [9] [Taskushi Apartments]
|_| [| | [10] [Oiwa Apartments]
|_| [2]|
| |
|_|
| [9] | `L|
| | [1]
|_|
TTT / /
TT / /
/ / |_|
|
[From Sakuragaoka]
[D1]

```

==~ Figure 8.1f: Dobuita Map 2 ~==

```

[Map 3] [Map 3]
| | | | | | | | | | |
| | | [1] | [2] | | (TM) | | [3] | [4] | |
|_| | | | | | | | | | |
|
| *
|_|
| | [5] | [6] | | [7] | | [8] |
|_| | | | | | | |
From
[Map 1]
-----
| -- Legend -- |
| [1] Asia Travel Company | [5] Aide Flower Shop |
| [2] Yaokatsu Produce | [6] Takura Sushi |
| [3] Antique Shop | [7] Hokuhoku Lunch Box Shop |
| [4] Water Dragon Thrift Store | [8] New Yokosuka Movie Theatre |
| (TM) Tomato Convenience Store | `~` Nozomi |
| `~` Vending Machine |
|

```

==~ Figure 8.1g: Dobuita Map 4 ~==  
(Legend) =====



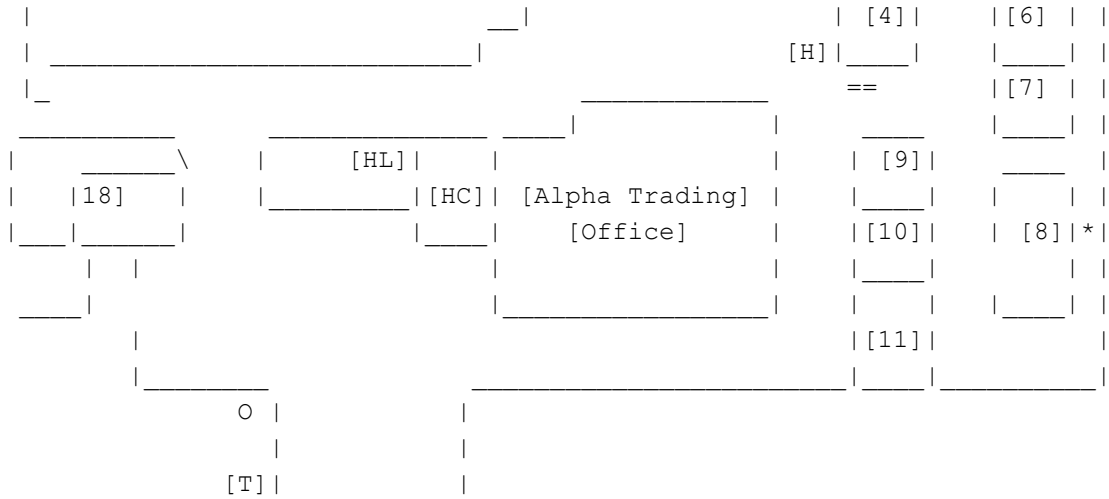
==~ Figure 8.1g: Map A of New Yokosuka Harbor ~==

To Map C

(Legend)

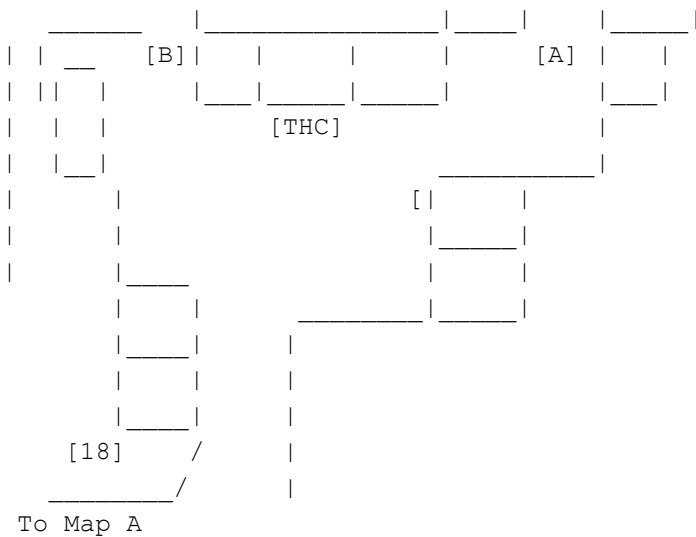
- [H] (Hokuhoku Lunch Box Shop)
- [HL] (Harbor Lounge)
- [HC] (Harbor Cafeteria)
- == (White Van)
- [T] (Telephone Booth)
- O (Vending Machine)
- \* (Crates)

To Map B

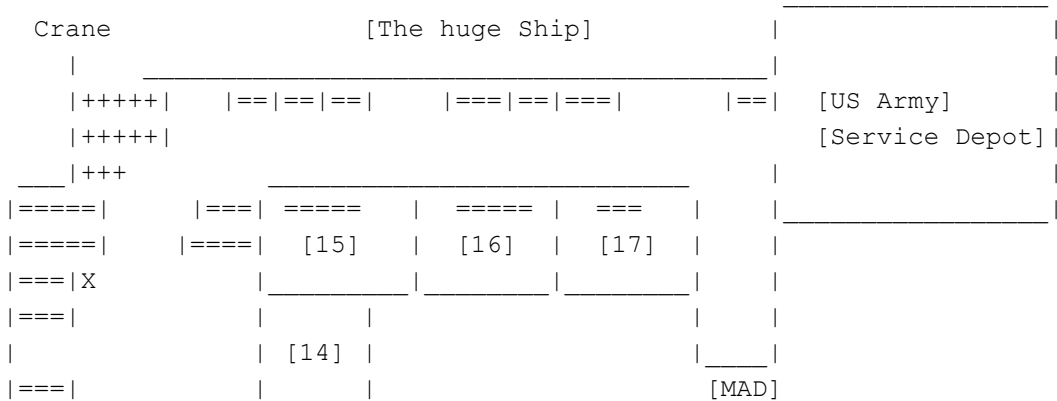


==~ Figure 8.1h: New Yokosuka Harbor Map B ~==

[Old Warehouse District]



==~ Figure 8.1i: Map C of New Yokosuka Harbor ~==





like to thank Mumbly P (mastapw69@ignmail.com) for using some of his information from his FAQ.

-----  
Photos Collection  
-----

Here is list of photos that I have found through my journey in playing Shenmue - Chapter 1: Yokosuka. If you have any problems in getting them, you can find your answers here.

==~ Photo of Friends ~==

[Search]

You can find it at the second drawer of Ryo's room.

[Description]

In this photo, you can find Ryo along with some of his friends. It includes Nozomi, Naoyuki and Ichiro.

==~ Photo of Family ~==

[Search]

You can find it on the drawer on the right of Ine-san's dressing table.

[Description]

In this photo, it features Ryo, his father, Iwao Hazuki, Fuku-san and Ine-san.

==~ Photo of Father ~==

[Search]

You can find it inside the straw box at the basement.

[Description]

This photo features Iwao Hazuki and his friend. Maybe that person is Zhu Yuan Da?

==~ Photo of Nozomi ~==

[Search]

You will get this photo automatically from your game-play in Disc 3.

You will get the chance to pick either one of them. BTW, it is not possible for you to get both photos.

[Description]

There are two types of photos:

- 1st: This photo features Ryo and Nozomi standing close together.
- 2nd: This photo features Ryo and Nozomi standing apart.

-----  
Cassettes Tapes  
-----

In Shenmue, you can get the chance to hear the music from any point of time, that's by collecting the cassette tapes. These cassette tapes are not being dumped in the item column [where you find most of the miscellaneous items]; instead it is placed in "Cassette Tape" column. Please take note that by selecting cassette tape directly from that menu, you can't play it instead you will be able to view the tapes along with their covers. To play a cassette tape, you need to have a 'Cassette Player' or a 'Radio'.

The 'Cassette Player' can be found inside the top drawer of Ryo's table. The radio can only be won from Raffle Ticket Draw or you can choose to use the one that is found at Tom's hot dog cart. To use a Cassette Player, activate the menu and select it from the Item Column. Hit (A) and you will view the list of cassette tapes in a vertical format. For the radio, you may/may not need to use the zoom mode and just hit (A)

While playing the tapes from the cassette player or radio, you cannot move Ryo elsewhere. Ryo will be stationed at the spot where you start playing the cassette tape. There is also an alternate source of music and that is the jukeboxes, which I will explain more about it later.

Before I begin with the list of all tapes, I would like to thank Mumbly P for his information on the seasonal sales of cassette in the Tomato Convenience Store and Harbor Lounge, taken from his Items FAQ. If you need his FAQ, you can view it at GameFAQs too.

I won't bother myself to repeat the prices of each cassette tape, as they are the same throughout the entire game. Each cassette tape costs 300 and they also entitled some chances for the lucky draw. To minimize the length of the list, I have made use of abbreviations and they are:

[HL] (Harbor Lounge)  
[TC] (Tomato Convenience Store)  
[HR] (Ryo's room at Hazuki Residence)  
[W] (Win it at Raffle Lucky Draw)  
[?] (I haven't gotten the tape. Therefore I can't add the initials)

\* In the Japanese version, this tape is labeled as SHENHUA instead of 'Sha Hua'.

#### <Additional Notes>

The date's format is according to "month/day". The span of dates will only includes the days that the cassette tapes make its appearance at the store or its last appearance in the game. You can only entitled to see four cassette tapes on the shelf from either the Harbor Lounge or the Tomato Convenience.

#### \*Periodic List\*

I have created two types of lists for your own convenience. This list includes only the tapes that you can buy from the Harbor Lounge or Tomato Convenience Store. If you have any doubts, feel free to contact me via my e-mail.

--[Batch]--

I would call this as 'groups' too. In Shenmue, you can only find 4 cassette tapes available at the store. I have classified them into batch and you should see the following batches:

-A- (December 03 to March 20)  
-B- (December 06 to March 27)  
-C- (December 13 to April 03)  
-D- (December 20 to April 10)  
-E- (December 27 to April 14)  
--- (Not available)

Under the column "Batch", you will find that they are written in "-/-" format. The first dash refers to the batch that the tape belongs to the Harbor Lounge and the second dash refers to the Tomato Convenience Store. You will find different sets of dates on different dates.

The reason why I am writing out the batch list is due the reason that the tapes will be replaced with new tapes upon the particular date. It

sounds pretty complex? Well, allow me to illustrate you an example:

For example, you can buy "Antiquity Tree" from Tomato Convenience Store on Dec 03. You can also find it available until Dec 06. On the December 6, you will find a replacement of the tape, any tape from Batch B. You can only find Batch A appears around 3~7 days later after Batch E is being released.

(I am still doing research on this and more will be covered on the next update.)

```

-----
Name of Tape      Batch      Harbor Lounge      Tomato Convenience
-----
Antiquity Tree   -C-/-A-    [Dec 13 - Apr 03]  [Dec 03 - Mar 20]
Be-Witch         -D-/-C-    [Dec 20 - Apr 10]  [Dec 13 - Apr 03]
Boz Nov          -C-/-B-    [Dec 13 - Apr 03]  [Dec 06 - Mar 27]
Dandy Old Man   -C-/-D-    [Dec 13 - Apr 03]  [Dec 20 - Apr 10]
Density         -C-/-B-    [Dec 13 - Apr 03]  [Dec 06 - Mar 27]
Feel Tired Song -D-/-B-    [Dec 20 - Apr 10]  [Dec 06 - Mar 27]
Flower Girl     -C-/-A-    [Dec 13 - Apr 03]  [Dec 03 - Mar 20]
Glyphada        -D-/-E-    [Dec 20 - Apr 10]  [Dec 27 - Apr 14]
GoGo            -E-/-A-    [Dec 27 - Apr 14]  [Dec 03 - Mar 20]
Harbor Bar      -D-/-D-    [Dec 20 - Apr 10]  [Dec 20 - Apr 10]
Harbor Beats    -C-/----   [Dec 13 - Apr 03]  (N/A)
Heart Beats     ---/-B-    (N/A)              [Dec 06 - Mar 27]
Hip de Hop      -A-/-B-    [Dec 03 - Mar 20]  [Dec 06 - Mar 27]
Like A Feeling  -A-/-B-    [Dec 03 - Mar 20]  [Dec 06 - Mar 27]
Linda           -E-/-A-    [Dec 27 - Apr 14]  [Dec 03 - Mar 20]
NaNa            -A-/-D-    [Dec 03 - Mar 20]  [Dec 20 - Apr 10]
Spider          -A-/-E-    [Dec 03 - Mar 20]  [Dec 27 - Apr 14]
Strong          -B-/----   [Dec 06 - Mar 27]  (N/A)
Y.A.D.A        -E-/-E-    [Dec 27 - Apr 14]  [Dec 27 - Apr 14]
Yokosuka Blues -E-/-E-    [Dec 27 - Apr 14]  [Dec 27 - Apr 14]

```

\*Cassette Tapes Bestiary List\*

Under this section, you will find the entire list of cassette tapes, which includes tapes that you can win or find in Shenmue. I have also included the 'span' of period availability for the tape in the format of "Month/Day".

\*Notes\*

Due to the limited space, I will have shortened the tapes' name. Those tapes are marked with an asterisk.

- Outrun - "Outrun: Magic Sound Shower"
- Hang On - "Hang On: Main Theme"
- Space Harrier - "Space Harrier: Main Theme"

```

-----
Name of Tape      Initials    Buy/Find
-----
Shenmue          (N/A)      {you can find it at [HR]}
Sha Hua*         (N/A)      {you can find it at [HR]}
Antiquity Tree   (A. TREE)  [Buy][HL] 12/13-04/03; [TC] 12/03-03/20
Be-Witch         (B. WITCH) [Buy][HL] 12/20-04/10; [TC] 12/13-04/03
Boz Nov          (N/A)      [Buy][HL] 12/13-04/03; [TC] 12/06-03/27
Dandy Old Man   (D.L. MAN) [Buy][HL] 12/13-04/03; [TC] 12/20-04/10
Density         (N/A)      [Buy][HL] 12/06-03/27; [TC] 12/13-04/03
Feel Tired Song (F.T SONG) [Buy][HL] 12/20-04/10; [TC] 12/06-03/27
Final Take On   (F.T ON)   [W] third prize @[HL][TC]

```



|                |              |            |                   |             |
|----------------|--------------|------------|-------------------|-------------|
| Flower Girl    | (N/A)        | [Buy] [HL] | 12/13-04/03; [TC] | 12/03-03/20 |
| Glyfada        | (N/A)        | [Buy] [HL] | 12/20-04/10; [TC] | 12/27-04/14 |
| GoGo           | (N/A)        | [Buy] [HL] | 12/27-04/14; [TC] | 12/03-03/20 |
| Hang On*       | (HANG ON)    | [W]        | third prize @[HL] | [TC]        |
| Harbor Bar     | (N/A)        | [Buy] [HL] | 12/20-04/10; [TC] | 12/20-04/10 |
| Harbor Beats   | (N/A)        | [Buy] [HL] | 12/13-04/03       |             |
| Heart Beats    | (N/A)        | [Buy] [TC] | 12/06-03/27       |             |
| Hip de Hop     | (N/A)        | [Buy] [HL] | 12/03-03/20; [TC] | 12/06-03/27 |
| Like a Feeling | [?]          | [Buy] [HL] | 12/03-03/20; [TC] | 12/06-03/27 |
| Linda          | (N/A)        | [Buy] [HL] | 12/27-04/14; [TC] | 12/03-03/20 |
| NaNa           | (N/A)        | [Buy] [HL] | 12/03-03/20; [TC] | 12/20-04/10 |
| Outrun*        | (M.S SHOWER) | [W]        | third prize @[HL] | [TC]        |
| Space Harrier* | (S. HARRIER) | [W]        | third prize @[HL] | [TC]        |
| Spider         | (N/A)        | [Buy] [HL] | 12/03-03/20; [TC] | 12/27-04-14 |
| Strong         | (N/A)        | [Buy] [HL] | 12/06-03/27       |             |
| Y.A.D.A.       | (N/A)        | [Buy] [HL] | 12/27-04/14; [TC] | 12/27-04/14 |
| Yokosuka Blues | (Y. BLUES)   | [Buy] [HL] | 12/27-04/14; [TC] | 12/27-04/14 |

Please note that when you buy cassettes from either the Tomato Convenience Store or the Harbor Lounge, you will get a chance for the Raffle Ticket lucky draw.

-----  
 Miscellaneous Items  
 -----

Under this section, you will find a list of stuffs that will be added to the Item Column. I have also added a bit of information, like its costs and where to find/buy it.

Before I begin with the actual list, I would to explain the meaning of the headers accompanied with every single item:

[Method] - How do you get it?

[Function] - What it does?

[Support] - Is there anything else needed in order to use the item?

|==~ Accessories ~==|

Most of these items can either be found in the Hazuki Residence or bought from the stores. BTW, I have listed the detailed methods of getting them in the main walkthrough.

==~ Cassette Player ~==

[Method]

You can only get this item from Ryo's table (top drawer) in any of the discs.

[Function]

It allows you to play the cassette tapes that you have gotten in the game. You can select it from the menu's item column directly if you have gotten a cassette tape. When you played the tape, Ryo is not being entitled to move.

[Support]

You need to 'recharge' the cassette player with "AA Size Batteries". It does not happened that often as I supposed everyone don't really listen to the cassette player for such a long time...

==~ Radio ~==

[Method]

You can get this item by winning the first prize of the Raffle Ticket lucky draw at either the Harbor Lounge or the Tomato Convenience Store in any of the discs. You can find a red one at Tom's Hot Dog Cart.

[Function]

It allows you to play the cassette tapes that you have gotten in the game. It came in three types of colors: Red, Black and Silver. Once you have won the radio, you will find it on top of Ryo's table. I doubt it is impossible to get more than 1 radio in the game. You need to make use of Zoom mode in order to use it.

[Support]

I'm not sure whether it requires batteries for recharge but I doubt as I supposed it is being powered-up with a power cord ^\_^;)

==~ Box of Matches ~==

[Method]

You can get this inside the Hazuki Residence near the altar in any of the discs. You can find another one at the Hazuki Basement from Disc 2 onwards. You can also buy it from the Harbor Lounge or the Tomato Convenience Store for ·50.

[Function]

It allows Ryo to light a match for a candle. In Shenmue, it is possible for a candle to wear off and you need to replaced the candle with a new one and use it a match to light it. As you proceed near an unlit candle, you will find both (Y) and (A) available. You can make use of a candle to light up the area. Each of these contains 4 matches.

[Support]

Unfortunately, Ryo don't use this to light up joss sticks for the altar or burn piece of papers. It is being strictly used for the candles.

==~ Candles ~==

[Method]

You can get this inside the Hazuki Residence at the altar. It is found inside any one of the drawers. You can also find it at the basement in the bottom drawer. You can buy 6x candles at either the Tomato Convenience Store or Harbor Lounge for ·180.

[Function]

It allows Ryo to have a candle for lighting purposes. In Shenmue, it is possible to experience day and night. You can find 4 candle spots at the dojo, which will be replenished every day. I guess a candle could last for at least 10 hours. It is really useful when you are at the basement and you haven't gotten a light bulb. When you approached near a candle spot, you will find two icons (Y) and (A) appearing on bottom right corner of the screen.

[Support]

To light up a candle, you need a matchstick...

==~ C Sized Batteries ~==

[Method]

You can get this inside the Hazuki Residence at the cabinet found inside the Living Room. It is found on top left-hand drawer. You can also buy it from the Tomato Convenience Store or Harbor Lounge for ·150

[Function]

It allows Ryo to use to recharge his flashlight. You need to use this, when the batteries inside the flashlight went flat. As for the cassette player, you need AA Sized Batteries. I doubt there isn't any need for you to buy it...

[Support]

It works in conjunction with the flashlight.

==~ AA Sized Batteries ~==

[Method]

The only method to get this item is through buying from the Harbor Lounge or the Tomato Convenience Store and you can get it for ·150.

[Function]

I doubt it is very rare for you to use this item. You need to use this to charge your cassette player. I got this once when I was obsessed with testing the cassette tapes ^\_^;) BTW, have you seen a SEGA brand battery before?

[Support]

It works in conjunction with the cassette player.

==~ Flashlight ~==

[Method]

It is really simple to get this expensive item. You can buy it for ·500 from the Tomato Convenience Store only. It is used for the espionage mission at the Old Warehouse District in Disc 2. You can find another one at the doorway of the Hazuki Residence. It is found in the cupboard where you find the telephone. BTW, if you get the item from the cupboard and go for the espionage mission in Disc 2, you will find the flashlight missing as it was kept back inside the cupboard.

[Function]

It is used for lightning purposes. It allows Ryo to travel in dark areas like the underground basement and nighttime. You will not be able to use it on the streets as the streets are supported with streetlights.

[Support]

You need to use C Sized Batteries to recharge the Flashlight.

==~ Light Bulb ~==

[Method]

You can only buy this at the Tomato Convenience Store for ·90.

[Function]

It is used in the basement to fit inside the light bulb socket in the ceilings of the basement. You need to make use of Zoom mode and focus on the bulb socket. You will find both (Y) and (A) at lower right-hand corner of the screen. To turn it on, you need to use the switch after you have triggered the cut-scene where Ryo fits the bulb inside the socket.

[Support]

N/A.

|==~ Beverages ~==|

Beverages are called 'drinks' in simple English. You can find two types of collectible beverages. Most of them can be bought from the vending machine but cannot be collected. Other drinks that you can buy from the vending machines are Jet Cola, Jet Soda, Orange Frauda, Grape Frauda and Coffee (I am not sure of its brand). In the Japanese version, you will get Fanta instead of Frauda.

==~ Milk ~==

[Method]

You can find this inside the Hazuki Residence refrigerator after the meeting with Megumi at Yamanose Shrine. BTW, you can also buy this at the Tomato Convenience Store or Harbor Lounge for ·100

[Function]

It is used for feeding the kitten at Yamanose Shrine and provided that you have picked the "Dried Fish" as your food for the kitten. The kitten loves this.

[Support]

N/A

==~ Winning Can ~==

[Method]

You can get randomly by buying a beverage from the vending machine. The chance of getting it is one out of four. It bears a logo of the Shenmue Girl, Ling Sha Hua.

[Function]

According to Mumbly P, another FAQ writer, this can is used for Shenmue Lottery and used for downloading stuffs via the Shenmue Passport Disc. I can't access this, as my Dreamcast does not have a modem.

[Support]

N/A

|==~ Food ~==|

In Shenmue, you can buy groceries from only three shops and they are Tomato Convenience Store, Harbor Lounge and Abe Store. They are located in different parts of Yokosuka.

==~ Dried Fish ~==

[Method]

You will find a packet of Dried Fish near the sink after you have triggered the cut-scene with Megumi at Yamanose Shrine. You can also buy this from Tomato Convenience Store or Harbor Lounge for ¥300.

[Function]

It is used to feed the kitten. It contains 4 servings. The kitten likes this a lot. As you approached the card-box or the kitten, you will get (Y) and (A) symbols at the lower right hand corner.

[Support]

N/A

==~ Canned Food ~==

[Method]

You can only purchase this from the Tomato Convenience Store or Harbor Lounge. It costs ¥180.

[Function]

It is used to feed the kitten once. The kitten loves this a lot!

[Support]

N/A

==~ Sliced Fish ~==

[Method]

You can only purchase this from the Tomato Convenience Store or Harbor Lounge. It costs ¥500.

[Function]

You can feed the kitten with this but it doesn't really have the liking for this type of food. Besides, it is really costly as it costs your single day allowance!

[Support]

N/A

==~ Salami ~==

[Method]

You can only purchase this from Abe Store in Sakuragaoka for ¥90.

[Function]

You can use this to feed the kitten for 3 times. The kitten has an average liking for this kind of food.

[Support]

N/A

==~ Squid Legs ~==

[Method]

You can only buy this from Abe Store in Sakuragaoka for ¥90.

[Function]

You can use this to feed the kitten for 5 times. The kitten has an average liking for this kind of food.

[Support]

N/A

==~ Potato Chips ~==

[Method]

You can only purchase this from the Tomato Convenience Store, Abe Store and Harbor Lounge. It costs ·120.

[Function]

It cannot be consumed or used to feed the kitten. It is a merchandise item that entitled Ryo to have a chance at the Raffle Lucky Draw to claim for prizes.

[Support]

N/A

==~ Caramel ~==

[Method]

You can only purchase this from the Tomato Convenience Store, Abe Store and Harbor Lounge. It costs ·120.

[Function]

It cannot be consumed or used to feed the kitten. It is a merchandise item that entitled Ryo to have a chance at the Raffle Lucky Draw to claim for prizes.

[Support]

N/A

==~ Chocolate ~==

[Method]

You can only purchase this from the Tomato Convenience Store, Abe Store and Harbor Lounge. It costs ·120.

[Function]

It cannot be consumed or used to feed the kitten. It is a merchandise item that entitled Ryo to have a chance at the Raffle Lucky Draw to claim for prizes.

[Support]

N/A

|==~ Quest Items ~==|

These items serves for only questing and most of them cannot be used. They are compulsory items for you to complete Shenmue. Some of them may be used in the Shenmue 2, hence do not delete your saved file if you intend to play its sequel.

There is an item called "Dragon Mirror" which falls in the hands of Lan Di. You will NOT be able to get it in this game.

==~ Mysterious Key ~==

[Method]

You can find this inside a box. The box is found inside the drawer of the late Iwao Hazuki. Refer to the walkthrough for more details. You can get this anything during Disc 1 to Disc 2.

[Function]

The path of mysterious key leads to a hidden basement in the Hazuki Residence. It is used to open a box... If you want to know about it, please refer to the walkthrough.

==~ Mysterious Scroll ~== [Poetry Scroll]

[Method]

You can find this item behind the signboard in the Hazuki dojo. The

signboard says the following "The Eight Principles of Yin and Yang".

[Function]

It is used to uncover a lethal and deadly move, which is written in Chinese poetry. To uncover it's true meaning (not learning the move), make a phone call 61-5647 after you have met Master Chen with the Phoenix Mirror. Visit Old Warehouse District and you will know more about this item.

==~ Sword Hand-guard ~==

[Method]

You can find this at the Antique Shop after learning from Ine-san that Ryo's father, Iwao has kept something at the Antique Shop. Visit the shop and you will get it from Oishi-san.

[Function]

It is used as one of the keys to the hidden basement of Hazuki Residence. Please refer to either one of the walkthroughs and you will know it true function.

==~ White Leaf ~==

[Method]

You can find this at the hidden basement. It is found in the book, which is about Chinese Zodiac from Disc 2 onwards after you have gained access to the basement.

[Function]

I supposed that it is used in Shenmue 2. It is a simple white leaf.

==~ Phoenix Mirror ~==

[Method]

You need to get this item in order to complete the game. You can find it in hidden wall in the basement. You need to use an Axe to break the wall in order to retrieve the Mirror.

[Function]

It is a piece of jade, which has an engraving of the Phoenix Mirror. Using this mirror along with the Dragon Mirror, one can gain intensive powers...

==~ Old Depot Map ~==

[Method]

To get this, you need to get caught in the espionage mission in Disc 2 for more than 5 times. You will get this from the homeless guy automatically.

[Function]

It shows the map of the Old Warehouse District. The map will get to full details after you have completed the espionage mission. It shows the route paths of the guards and numbers of Warehouses in Old Warehouse District.

==~ Route Map 1~5 ~==

[Method]

You can't keep this item inside your item column. At the beginning of the day's work, Mark will automatically give it to Ryo in Disc 3.

[Function]

Every map illustrates the route that you can take to deliver the crates and the quota. Anyway, it is not necessary to follow the given route...

==~ Racecourse Map ~==

[Method]

You can't keep this map inside your item column. You can only access it during your forklift race in Disc 3.

[Function]

Typically, it illustrates the route of racecourse.

==~ Hong Kong Flier ~==

[Method]

You will get this from the owner of Global Travel Agency in Disc 2 while seeking enquires about the ticket.

[Function]

There isn't any use for this...

==~ Bargain Flier ~==

[Method]

You will get this from the lady of Asia Travel Company in Disc 2, while seeking enquires about the ticket.

[Function]

Ryo is forced unwillingly to keep it... ^\_^;)

|==~ Token Cards and Certificates ~==|

If you play any of the sub-games in Slots House or the You Arcade. You can get these items. They are extremely hard to get.

==~ Matsuyama Certificate ~==

[Method]

You need to get at least 10,000 tokens from playing the slots machines. For more details regarding the slot machines, please refer to the Mini Games section for more details. It features a lady in the token card.

==~ Mitsuka Certificate ~==

[Method]

You need to get at least 50,000 tokens from playing the slots machines. For more details regarding the slots machines, please refer to the Mini Games section for more details. It features the owner of Slot House in the token card.

==~ Space Harrier Certificate ~==

[Method]

You need to beat Space Harrier in the You Arcade using ONLY ONE token according to Mumbly P's FAQ. I haven't gotten this yet.

==~ Hang On Certificate ~==

[Method]

You need to beat Hang On in the You Arcade using ONLY ONE token according to Mumbly P's FAQ. I haven't gotten this yet.

/ 8.2d \

---

### Toy Capsules Collectibles

---

For the full detailed list of the generic toys, please refer to Mumbly P's FAQ. Under this section, I am listing ONLY the special toys. There are typically several toy series and they are:

|==~ Listing of All Toy Capsule Machines ~==|

- Sonic the Hedgehog -

You can find the machine outside Abe Store. Of course, it will definitely features Sonic the Hedgehog, Miles 'Tails' Prowler, Knuckles the Echidna, Dr Robotnic "The Egg-man", etc.

- Virtua Fighter -

You can find the machine outside Abe Store. You can get characters from

the Virtua Fighter Series, which includes Akira, Jeffrey, Jacky, Wolf, etc.

- Kids Virtua Fighter Series -

You can find the machine outside You Arcade. You will get Super Deformed versions of Virtua Fighter series like Kids Akira, Kids Jacky, etc.

- Miscellaneous Series -

You can find one of the machines outside You Arcade and the other at the Harbor Lounge. They contain the miscellaneous characters like NIGHTS from Sonic Adventure, etc.

- Vehicle Series -

You can find the machine inside the Harbor lounge. It features toys about the vehicles in Shenmue, which includes the bus, wagons and even vehicles in Hang On.

- Harbor Series -

You can find the machine inside Harbor Lounge, which features items from the harbor. It includes the crates, trucks and even the ships!

|==~ Special Toys ~==|

Under this list, you will find a detailed list of toys that can be collected from playing some of sub-games in Shenmue. Most of the requirements may look a bit exotic for beginners but they are definitely within your reach after several weeks of practice.

==~ From You Arcade ~==

- [Toy] Mini Space Harrier (toy model of the game machine)  
[Collect] You need to accumulate 10 million points while playing Space Harrier in You Arcade.
- [Toy] Mini Hang On (toy model of the game machine)  
[Collect] You need to accumulate 10 million points while playing Hang On in You Arcade
- [Toy] Mini QTE Title (toy model of the game machine)  
[Collect] You need to accumulate above 300,000 points while playing QTE Title in You Arcade.
- [Toy] Mini Excite QTE 2 (toy model of the game machine)  
[Collect] You need to accumulate above 300,000 points while playing Excite QTE 2 in You Arcade.
- [Toy] Mini Darts (toy model of the game machine)  
[Collect] You will need to get three games and a score of >300 while playing Darts 7 at You Arcade.

==~ From Slots House ~==

Hitting Jackpot means that you got a straight of 7s on the screen of the slot machines.

- [Toy] Cherries  
[Collect] You must get jackpot from machines #1 to #6. (1-token)
- [Toy] Mini Billiards  
[Collect] You must get jackpot from machines #7 to #10 (5-tokens)



[Toy] Mini Slot Machine  
[Collect] You must get jackpot from machines #11 to #14 (10-tokens)

[Toy] Mini Jukebox  
[Collect] You must get jackpot from machines #15 to #16 (20-tokens)

=--~ Raffle Ticket Lucky Draw ~--=

You will get a random toy when you win the fifth prize. Below are the rare toys that can be only obtained from lucky draw:

[Toy] Dural Gold  
[Collect] You need to win the top prize at Abe Store. You need to buy a merchandise product from Abe Store in order to participate.

[Toy] Dural Silver  
[Collect] You need to win the 1st prize at Abe Store. You need to buy a merchandise product from Abe Store in order to participate.

[Toy] Director Yukawa  
[Collect] You need to win the 2nd prize at Abe Store. You need to buy a merchandise product from Abe Store in order to participate.

[Toy] Director Yukawa 2  
[Collect] You need to win the 3rd prize at Abe Store. You need to buy a merchandise product from Abe Store in order to participate.

[Toy] R-360  
[Collect] You need to win the 4th prize at Abe Store. You need to buy a merchandise product from Abe Store in order to participate.

[Toy] Mr. Space Harrier  
[Collect] You need to win the 4th prize at Abe Store. You need to buy a merchandise product from Abe Store in order to participate.

[Toy] Rent-A-Hero  
[Collect] You need to win the 4th prize at Abe Store. You need to buy a merchandise product from Abe Store in order to participate.

[Toy] Bonanza Brothers  
[Collect] You need to win the 4th prize at Abe Store. You need to buy a merchandise product from Abe Store in order to participate.

[Toy] Red Forklift  
[Collect] You need to win the 4th prize at Tomato Convenience Store. You need to buy a merchandise product from Tomato Convenience Store in order to participate.

[Toy] Blue Forklift  
[Collect] You need to win the 4th prize at Tomato Convenience Store. You need to buy a merchandise product from Tomato Convenience Store in order to participate.

[Toy] Super Sonic  
[Collect] You need to win the 4th prize at Harbor Lounge. You need to buy a merchandise product from Harbor Lounge in order to participate.

[Toy] Metal Sonic  
[Collect] You need to win the 4th prize at Harbor Lounge. You need to buy a merchandise product from Harbor Lounge in order to participate.

[Toy] BB Ultra  
[Collect] You need to win the 4th prize at Harbor Lounge or Tomato Convenience Store. You need to buy merchandise products to participate.

[Toy] Ferry  
[Collect] You need to win the 4th prize at Harbor Lounge or Tomato Convenience Store. You need to buy merchandise products to participate.

==~ Forklift Race ~==

You can get these Forklifts from the daily forklift races in Disc 3 after Ryo has been employed.

- Forklift No. 1 - Get first in the forklift race
- Forklift No. 2 - Get second in the forklift race
- Forklift No. 3 - Get third in the forklift race
- Forklift No. 4 - Get fourth in the forklift race
- Forklift No. 5 - Get last in the forklift race.

/ 8.3 \

=====  
Mini Games - Arcade Games / Machines  
=====

In Shenmue, I supposed that it has a pretty good mixture of arcade games and machines. You can get a lot of benefits and leisure while venturing in this arcade center and having fun using the vending machines and jukebox machines.

If you are lucky enough to win the second prize of Raffle Lucky Draws in Tomato Convenience Store or Harbor Lounge, you can play Space Harrier and Hang On at your home.

-----  
Mini Games Found @ You Arcade and Harbor Lounge  
-----

Before I begin with the individual mini-games breakdown, here is the detailed list of machines found in You Arcade and Harbor Lounge

- You Arcade (Dobuita)  
[Operating Hours]  
1000 hrs to 2400 hrs  
[Machines]  
1 Hang On Machine  
2 Darts 7 Machines  
1 Excite QTE 2 Machine  
1 QTE Title Machine  
1 Space Harrier Machine

(Inside the You Arcade, you can also find a jukebox there. You can also

find two Toy Capsules Machines outside the arcade center.)

Harbor Lounge (New Yokosuka Harbor)

[Operating Hours]

800 hrs to 2200 hrs

[Machines]

1 'Darts 7' Machine

1 SEGA Neo-Darts Machine

3 Toy Capsule Machines\*

4 Vending Machines\*

(Machines that are marked with an asterisk are non-gaming machines)

~~~~~  
Hang On (·100 per ride)

Available at You Arcade

(NOTE: You can play it at home if you win SEGA Saturn game)

Prizes Requirements:

Hang On Toy - Get 10 million points at You Arcade

Hang On Certificate - Complete the game using only one token (once)

~~~~~

Examine the game bike found near the entrance of arcade with the (A) button. You will get an action selector whether to play or not. Pick the left option to play. Next you are prompted to enter the number of ·100 coins to play the game. You can only enter up to maximum of 9 coins.

Press Start to start the game and (B) to exit the game. Upon exit the game, Ryo will get back his coins.

The controls for this game are:

Right (press it to move the bike to curve towards right)

Left (press it to move the bike to curve towards left)

[L] (Tap it to decelerate and hold it to brake)

[R] (Hold it to accelerate)

(PS: I would recommend you to use the Analog Stick instead of D-Pad on your Dreamcast Controller, it gives you more faster response compared the latter)

Below are some driving tips:

Please note that when curving left/right, you need to push it to the opposite side to prevent the bike from hitting any objects such as signboards or rocks. Occasionally, you will find the bike slightly tilted and that's a good posture. Avoid going off the tracks, as it will greatly hampered your speed.

When curving, try to slower the speed by releasing the [R] trigger or hold down the [L] trigger (avoid holding it too long as it could reduce the speed greatly) as this helps to reduce the occurrences that you are going to hit into boards.

Avoid getting too closer to your opponents at all costs. In fact, you are not challenging them; instead you are challenging the time! If you got collided with the opponent's bike, your bike will lose its balance.

Try your best to avoid as many falls as possible. Get a smooth journey and you should be able to finish the game.

It will be safer to remain in the main road compared to staying at the hump or edges of the tracks.

Once the biker has being knocked off the stage, it will take a longer time for he to get back to the game.

1st time: Biker just slides to the ground.

2nd time: Biker slides to the ground and gets up for a while.

Later the biker lies back to the ground again.

3rd time: Biker landed on the ground in his knees...

You will encounter more rocks and obstacles appearing in the later stages.

You will start the game with 75 seconds time limit. Once you get to the checkpoint, 60 seconds will be added to the remaining time. Please note that the trip is not a straight-line track as it was seen in the map after you have got a game-over.

If you managed get into the scoring list, use the [L] trigger to move the letterings to key in your initials. Press [R] trigger to confirm.

When time has reached 11:30 pm while playing the game, you will still be able to continue the game, until you have a game-over for that particular token. You will be able to receive back your unused tokens. If you don't want to continue, just press (B) instead of Start at the opening screen.

You will definitely experience more turns like long curves and S-turns. Gee... my mind is going in whirls ^\_~;

~~~~~  
Dart 7 (·100 per 5 darts)  
Available at You Arcade and Harbor Lounge  
Prizes Requirements:  
Mini Darts - get a minimum score of 300 points and at least 3 games  
~~~~~

Next the game bike, you will find two machines and they lies adjacent to each other in the You Arcade. You can find another one in the Harbor Lounge. You are only entitled to enter one coin each time. Just simply position Ryo Hazuki in front of the machine and hit (A). Pick the left option of the action selector to play the game.

How to play:

You need a lot of patience. You need to wait for the correct position and press (A). You can get additional points if you hit the dart before the time limit reaches zero.

Tips:

To get a second game, you must hit at least a red or dark green spot on the game board and a minimum of 100+ points. To get the third and last game, you need get at least one dark green/red spot or region along with a minimum score of 200+ points. To get the toy, you need to get a total score of 300 points!

This game is relatively simple compared to Hang On and other games in the arcade center. All you need is to wait for the hand to move around and have a clear shot. Hit (A) promptly to hit the desired target.

If you hit outside the region, you will get no score. If you hit the center, you will get 20 points. Please note that if you hit the red/dark green regions, the points will be doubled. The bull eye's is worth 50 points.

If you hit between the borders, you will get a deduction between: higher points - lower points.

Let says if you hit between 20 and 7, you will get  $20 - 7 = 13$ . Worst still, when you hit between 20 and 19, which will give you a score of 1! Fortunately, in the game, #20 and #19 are placed far apart.

If you have hit the inner red circle, (there are two red circles right?) you will be getting triple of the normal score! That means if you hit 20, you will get 60 points!

If you reached 3 games, the game will just end.

~~~~~  
QTE Title (100 per game)  
Available at You Arcade  
Prizes Requirements:  
Mini QTE Title - you need to get a minimum score of 300,000 points  
~~~~~

The machine speaks! In front of the machine, you will find three boxing game pads and a logo of a boxer.

Objective:

Hit as many pads (only when it was raised) within 3 lives!

Here are the buttons for each pad -

Left Pad {Hit (X) to punch the left pad.}  
Middle Pad {Hit (A) to punch the middle pad.}  
Right Pad {Hit (B) to punch the right pad.}

If you will find three bulbs on the top, each bulb represents a life. If you missed a hit or hit the wrong pad, you will lose one chance/ life. The bulb will be off.

During the game you will find (X), (A) or (B) on the respective pads, just hit according to the punch pad. I have found a great method of playing this game:

Recommended Position:

You need to play the DC controller on the ground. Place your right middle and (the finger that is between the middle and right thumb) fingers on buttons (A) and (B). Use your left index finger and on the buttons (X). Watch the screen and tap the button as prompted. You need a lot of practice to get used to it.

Tips:

The front part of the game is pretty slow... hence work with that rhythm. It will get more tiring for your eyes and fingers as you proceed late in the game. Just hit the correct pad. There is a span of 2 seconds for you to think when deciding to hit the pad. There are several chains between the buttons. Hence using my recommended position allows you to do the hits faster. The game pace will get faster and

complex as you reached the 100,000 points mark. Avoid losing a life before 200,000 points to secure the chance of getting the toy. It is a highly addictive mini-game... Make use of cut-scenes of Ryo's hitting the pad for a one second break.

~~~~~  
Excite QTE 2 (·100 per game)

Available at You Arcade

Prizes Requirements:

Mini Excite QTE 2 - you need to get a minimum score of 300,000 points

~~~~~  
The design of the game is relatively simple but IMO it is a highly addictive game. It is really addictive and funny to watch an annoyed Ryo's look.

You need to use the D-Pad and the four normal buttons. The game is quite simple, as you just need to hit when the button is prompted just like a normal QTE.

The faster you hit the button, the higher the score you will rake up. The scores will be higher once you reached the higher levels. There are a total of three levels in this game:

|        |            |                                       |
|--------|------------|---------------------------------------|
| Blue   | (Beginner) | - involves all except (Y) button hits |
| Yellow | (Middle)   | - involves some (Y) button hits       |
| Red    | (Expert)   | - involves a series of combos.        |

Currently, I am trying to figure out the score chart to get to reach the recommended level. If you got any great tips to be added to this section, e-mail me at [kangning@mbx5.singnet.com.sg](mailto:kangning@mbx5.singnet.com.sg)

~~~~~  
Space Harrier (·100 per game)

Available at You Arcade

(If you win the lucky draw, you can play the game at home)

Prizes Requirements:

Mini Space Harrier - you need to get a minimum score of 10 millions pts

Space Harrier Certificate - Defeat the game using only a token.

~~~~~  
The game's graphics are pretty bad compared to the actual game due to its origin. It is firstly introduced in 1985! BTW, this also applies to Hang On.

Examine the Space Harrier machine found at the back of the arcade with the (A) button. You will get an action selector whether to play or not. Pick the left option to play. Next you are prompted to enter the number of ·100 coins to play the game. You can only enter up to maximum of 9 coins.

|               |  |
|---------------|--|
| [D-Pad Left]  | (It moves the character towards left.)                   |
| [D-Pad Right] | (It moves character towards right)                       |
| [D-Pad Up]    | (It moves character towards the top of the screen)       |
| [D-Pad Down]  | (It moves the character towards lower end of the screen) |
| (A)           | (It allows you to shoot)                                 |

\* It works for other buttons: (Y), (B) and (X) too!

Reverse Game-play!

You can play Space Harrier with reversed controls! Like if you hold

'Up' on the Analog or D-Pad, the character will move down instead. To do this, just simply hold down the (A) and (B) button before you begin the game by hit Start button.

I am not quite a good play in this game. In fact, I have countless game-over(s) in throughout my several game-play of this game. Space Harrier is really tough. The points are calculated based on the amount of time that you played in the game. The longer you stay alive in the game, the higher points you will get.

(Stage 1) Moot

You will find obstacles such as coconut trees, bushes and aerial rocks. The monsters here are quite easy [this also includes the BOSS]. Just battle your way through the underside the rocks. Move away your character from the enemy's attack. You can't block their attacks! There is a group of monsters, which will form a triangle formation; you can only defeat them once they have opened up their torso. The trees and rocks will cause you to lose your lives easy. But you can shoot down the trees and the rocks. The bushes will slow your character down instead of damage. If you got knocked down three times, you will lose another life.

Boss: A stone Dragon that spits fire!

Dodge the dragon's fire breath attack, which is a chunk of fireballs. Instead try to hit it repeated with your photon gun on its head or body. The dragon does not cause damage when it started to move close your character. Just shoot it a couple of times and the dragon will turns into solid rock and explode!

(Stage 2) Freeza

You will find the sky color has changed in the game. This game is a lot tougher as compared to the previous stage. You will encounter greenish 'moths' flying in column spread out objects that can be shoot, instead you will heard a 'ping' when you hit the object with your weapon. The first part is quite endurable besides and you will encounter rocks with faces that give out fireballs like the boss. Watch for vertical rock towers, as they can't be destroyed with your photon gun.

Boss: A group of Rocks with faces surrounding Greenish Moth

It is very hard to defeat this boss as the rocks will surround it and protect the boss inside. You need to knock down the rocks faces and you will be able to knock it down sooner or later.

As for next few stages, I will be entering it for next update.

~~~~~  
SEGA Neo-Darts (·100 per game)  
Available at Harbor Lounge  
Prizes Requirements:  
N/A

~~~~~  
Despite the game is in English, I still have doubts in playing this mini-game. The game's playing method is pretty similar to the one's of playing Darts 7 but with a higher difficulty. The board looks very different with circles spanning around the main circle.

The points are 10, 20, 30, 40 and 100. There aren't any prizes that you can win...

Just aim and hit when you got the target with (A) button...

-----  
Machines  
-----

In Shenmue, you can find several non-gaming machines in the game like vending machines, a telephone booth, toy-capsules machines and jukeboxes. Most of them cost one-fifth of Ryo's daily allowance ^\_^;) Telephone calls are charged at ·10.

==~ Jet Cola Vending Machines ~==

(In the Japanese version, it is called "Coca-Cola" vending machines)  
In Shenmue, you can find a lot of vending machines in the game. Below is the entire list of machines that I have found:

- 1) You can find one outside Abe Store in Sakuragaoka.
- 2) You can find one next to Nagai Industries in Dobuita
- 3) You can find one at the Okayama Heights in Dobuita
- 4) You can find one near Ajiichi and Knocking Motorcycle Shop.
- 5) You can find one outside Tomato Convenience Store.
- 6) You can find one near Komine Bakery and Maeda Barbershop.
- 7) You can find one near the gates of the New Yokosuka Harbor.
- 8) You can find one near Hokuhoku Lunches in New Yokosuka Harbor.
- 9) You can find three inside the Harbor Lounge in the harbor
- 10) You can find one near the building where you find Tom.
- 11) You can find one near Warehouse #13 and #14.

There are a total of 10 selections for you choose from. Starting from left to right: You can buy 5 Jet Cola, 1 Orange Frauda, 1 Grape Frauda, 1 Jet Soda. On the lower column, you can buy 2 Coffee. Each can of beverage costs ·100 and cannot be added to your item column.

About 25% chances, you can get a "Winning Can" at random. Refer to the Item Bestiary for more information.

(In the Japanese version, "Frauda" is replaced with "Fanta")

==~ Toy Capsules Machine ~==

You can win toy capsules from any one of these machines. The toy capsule contains a toy, which will be added to your Collection List. BTW, it is possible to get two similar toys in a single succession.

You need to pay ·100 for each 'play'. Just hit (A) and choose the left option on the action selector, which appears subsequently. After buying one, you will get the option whether to buy some more. Choose the left option to continue while the right option to quit.

==~ Jukeboxes ~==

IMO, Shenmue has really an interesting method of introducing the sound tracks for gamers. Not only you can hear music from the cassette tapes that you have found/win/bought, you can also get to hear it from the jukeboxes. Each jukebox has a different set of songs. By listening at the jukebox, you are free to move around in the vicinity. The background music will switch back to default after you have done something besides talking or exit the area. You need to pay ·100 per song.

Now, I present you the list of jukeboxes that I have remembered from memory:

- 1) You can find a jukebox inside the You Arcade.



- 2) You can find another one inside Nana's Karaoke Bar.
- 3) You can find one inside the Alpha Trading Office
- 4) You can find one inside the Harbor Lounge

I will try my best to compile a list for the next update.

/ 8.4 \

=====

### Shopping and Shops List

=====

I supposed this is a section, which will make this FAQ unique as compared to other FAQ(s). I have jotted down every single shop in Shenmue and take note of the people living there.

==~ Abe Store ~==

[Members]                    Abe-san  
 [Operating Hours]         0900 hrs to 2000 hrs  
 [Location]                 Sakuragaoka  
 [Fact File]

Abe-san is an old granny who seems to have poor eyesight. Her grocery shop sells a variety of grocery and holds a lucky draw known as Raffle lucky draw in Shenmue. If you have talked to her during nighttime outside her shop, you spot that she loves to make fun of Ryo ^\_^;) You can find two toy capsule machines and a vending machine outside her store. During 12pm to 6pm, you can find Tasuya squatting in front of one of toy capsule machines. Around 7pm to 7:30pm, you can find Abe-san in front of the store, sweeping the floor.

| Raffle Lucky Draw Prizes List |

[Top Prize]     Dural Gold  
 [First Prize]   Dural Silver  
 [Second Prize] Director Yukawa  
 [Third Prize]   Director Yukawa 2  
 [Fourth Prize] R-360; Space Harrier Toy; Rent-a-Hero Toy; Bonanza Brothers  
 [Fifth Prize]   Any random toy

| Shopping List |

-----

|              |  |       |
|--------------|--|-------|
| Chocolate    | It allows you to participate in the draw | · 120 |
| Candies      | It allows you to participate in the draw | · 120 |
| Potato Chips | It allows you to participate in the draw | · 120 |
| Squid Legs   | Cat food for the kitten; 3 servings      | · 90  |
| Salami       | Cat food for the kitten; 4 servings      | · 90  |

-----

==~ Liu Barber and Hair Salon ~==

[Members]                    Liu-san; Mrs. Liu-san; Liu-san Senior  
 [Operating Hours]         1000 hrs to 1900 hrs  
 [Location]                 Dobuita  
 [Fact File]

The entire family members are members of the Three Blades. At the beginning of the game, you cannot enter it as Liu-san Senior is down with flu. All of them are Chinese.

Liu-san is the barber and her wife is the assistant. They always stay in the shop throughout the entire game. Liu-san Senior loves the soba noodles at Yamaji Soba Noodles Shop near the Suzume Park. You can find Liu-san Senior there from 9am to 6pm. Liu-san Senior wears a black -checkered shirt and long pants.

==~ Water Dragons 2 Thrift Store ~==

[Owners] Akasaka-san; (his sister)  
[Operating Hours] 1000 hrs to 2000 hrs  
[Location] Dobuita  
[Fact File]

Akasaka-san is a nice, easy-going man. You can find his sister (I supposed or maybe an assistant) there. His 'sister' wears a denim jacket and pants. You can find her there in the morning until 12pm. Akasaka-san wears a purple t-shirt and has a black apron. The Water Dragons 2 Thrift Store sells jeans. There is another branch near the other end of Dobuita. Hirata-san feels sorry for Akasaka-san as his shop is just opposite a place where people with tattoo frequently ventures...

==~ Nagai Industries ~==

[Members] Nagai-san and others  
[Operating Hours] 1400 hrs to 2400 hrs  
[Location] Dobuita  
[Fact File]

The Nagai Industries is a place that is heavily avoided by people living in Yokosuka. The Nagai Industries is a building without a signboard. It has a CCTV camera and a green translucent door. You can find Nagai-san along with his fellows there.

==~ Russhiya China Shop ~==

[Members] Xia Xiu Yu; Gao Wen  
[Operating Hours] 1000 hrs to 2100 hrs  
[Location] Dobuita  
[Fact File]

This shop is owned by Xia-san. Xia-san is a Chinese who is an expert in Chinese Kanji. She is also the one who teaches Guang Ji of the Ajiichi Chinese Restaurant. She has a grandson called Gao Wen. You can find Gao Wen most of the time at the Suzume Park. The shop will be opened after Ryo had gotten the Letter from Ine-san.

==~ Lapis the Fortune Teller ~==

[Members] The fortuneteller  
[Operating Hours] 1000 hrs to 2400 hrs  
[Location] Dobuita  
[Fact File]

There is a fortuneteller who could help you when you are trapped in the game. The Lapis operates from 1000hrs to 2400 hrs. As you entered the place, just talk the fortuneteller and you will get an action selector. Pick the left option (Try) to have the fortuneteller to tell you a clue. You need to pay ·300 for each reading. The fortuneteller does the following readings:

[Future]  
[Clue] [Gamble]  
[Quit]

Even it is rather costly, but the fortuneteller is a great helper in the game. In fact, you forget about following this walkthrough and just rely on the clues that you received from the townsfolk. If you need help, just pay ·300 to get your help.

By asking the fortuneteller about the Future, she will reveals about the future and what will be happened in the future. Sometimes, she says that she can't does it and you will end up wasting ·300 instead. If you ask her to give a Clue, you will get a clue added to the memo pad. It

is indicated a "star" symbol. As for Gamble, the fortuneteller will reveal Ryo's lucky number for the Slots Machine at Slots House.

==~ Funny Bear Burgers Stall ~==

[Members] Aoki-san  
[Operating Hours] 1000 hrs to 2000 hrs  
[Location] Dobuita  
[Fact File]

The owner is a chef who has gotten a license to work in a restaurant but still ended up in this stall where he prefers to work at. Overall, Aoki-san is just a minor character in the game.

==~ Asia Travel Company ~==

[Members] Jimmy; 'lady boss'  
[Operating Hours] 1000 hrs to 2000 hrs  
[Location] Dobuita  
[Fact File]

You seldom meet the owner inside the building besides a rude lady sitting who always nail-polished her fingernails and put on cosmetics.

==~ Aide Flower Shop ~==

[Members] Aide-san; Nozomi Harasaki  
[Operating Hours] 0700 hrs to 2230 hrs  
[Location] Dobuita  
[Fact File]

In this flower shop, you will find Ryo's fellow classmate, Nozomi Harasaki and her grandmother (Aide-san). Early in the mornings, you should find Nozomi inside the shop. Otherwise, she will be standing outside the shop. Over a certain period of time, she will not be found there. Like during the period while Ryo is searching for Charlie, she is not found there as she was having examinations. (I got that one by calling her home...)

==~ Yaokatsu Produce ~==

[Members] Aoi-san; Yoshie-san  
[Operating Hours] 0700 hrs to 1830 hrs  
[Location] Dobuita  
[Fact File]

You will find Aoi-san in the mornings till 1 pm while Yoshie-san from 1pm to 6:30pm. Ine-san always buy her groceries from this store. Aoi-san wears a light blue jacket and looks a bit plump. Yoshie-san wears an apron and a orange tee.

==~ Takara Sushi ~==

[Members] Takara-san  
[Operating Hours] 1100 hrs to 2100 hrs  
[Location] Dobuita  
[Fact File]

This is another minor character; hence I don't know what to say about this shop...

==~ Tomato Convenience Store ~==

[Members] Minaoki-san; 'a gloomy man named Kondo-san'  
[Operating Hours] 24 hrs all day  
[Location] Dobuita  
[Fact File]

This shop opens 24 hrs daily and it sells the largest variety of goods in Shenmue. You can buy merchandise products, cassette tapes, accessories and even food for your kitten. Normally, you will find the cheerful Minaoki-san. Occasionally, you will encounter that gloomy man

who wears a green sweater in the store... His name was Kondo-san but there is also a lady called Kondo-san who always talks to Mishima-san at the telephone booth...

| Raffle Lucky Draw Prizes List |

[First Prize] Radio (There are 3 models: red, black and silver)  
[Second Prize] Space Harrier and Hang On Saturn Games  
[Third Prize] Cassette Tapes: Outrun; Space Harrier; Hang On;  
Final Take On  
[Fourth Prize] Super Sonic; Metal Sonic; BB Ultra; Ferry  
[Fifth Prize] Any random toy

| Shopping List |

```
-----  
Chocolate          It allows you to participate in the draw      · 120  
Candies            It allows you to participate in the draw      · 120  
Potato Chips       It allows you to participate in the draw      · 120  
Dried Fish         It is used to feed the kitten (4)             · 300  
Canned Tuna        It is used to feed the kitten                 · 180  
Sliced Fish        It is used to feed the kitten                 · 500  
Milk               It is used to feed the kitten                 · 100  
Light Bulb         It is used in the basement                    · 90  
Box of Matches     It is used to light up candles (4)           · 50  
C Sized Batteries It is used to recharge your flashlight        · 150  
AA Sized Batteries It is used to recharge your Walkman          · 150  
Flashlight         It is used in dark areas                      · 500  
Candles            It is used for the dojo and basement (6)     · 300  
-----
```

NOTE:

For the cassette tapes, you can buy them randomly according to the dates, please refer to the cassette tapes under the Item bestiary for more details. Cassette tapes also give you the chance to participate in the lucky draw.

==~ Water Dragon Thrift Store ~==

[Members] A lady who wears a bandana; Tatsumi-san  
[Operating Hours] 1000 hrs to 2100 hrs  
[Location] Dobuita  
[Fact File]

The lady, who works at this shop, is a minor character. She wears a dark blue bandana. She will be there when Tatsumi is not available there. Tatsumi has a Mohawk and wear shades. He wears a green denim outfit. He loves eating at the Funny Bear Burgers stall and Manpukuken Ramen.

==~ Antique Shop ~==

[Members] Ryoko; Oishi-san  
[Operating Hours] 1000 hrs to 2000 hrs  
[Location] Dobuita  
[Fact File]

In Disc 1 until you have found that you need to retrieve something from the Antique Shop, you will find Ryoko there. Ryoko will says that her grandfather was going on an errand and she did not when he will be back. Ryoko is a young Chinese girl and I often got mixed up her with Kyako who loves to draw at Sakuragaoka Park. After you have gotten the Sword Hand-guard in Disc 2, you will find Oishi-san there. Oishi-san is an old fellow who wears in light brown clothing. He is one of members who give you speeches at the Passport Disc.

| Shopping List |

```
-----  
(Rising Flash)          Fwd-Back-Back+(X)          [Hand]    [. 500]  
(Mud Spider)           Fwd-Back-Back+(A)          [Leg]     [.1000]  
(Crawl Cyclone)       Back-Fwd-Fwd+(A)           [Leg]     [.1000]  
(Twin Swallow Leap)   Back-Fwd-Fwd+(X)+(A)       [Power]   [.1000]  
(Tiger Storm)         Back-Fwd-Fwd+(B)           [Throw]   [.2000]  
(Arm Break Fire)      Fwd-Back-Back+(B)          [Throw]   [.3000]  
-----
```

==~ Hokuhoku Lunch Box Shop ~==

[Members] Sawano-san; Mai; Hisaka-san  
[Operating Hours] 1000 hrs to 2000 hrs  
[Location] Dobuita; New Yokosuka Harbor  
[Fact File]

Sawano-san is the lady who you have seen inside the shop in Dobuita. You can find her elder daughter, Hisaka-san at the New Yokosuka Harbor. You will find out more about Mai as you progress throughout the game.

==~ New Yokosuka Movie Theatre ~==

This is just a sight scenery spot, which will be close for the 'entire' game. I am not sure whether it will opened when you get to months like March to April...

==~ Uokichi Seafood ~==

[Members] Sinkichi-san  
[Operating Hours] 0700 hrs - 1800 hrs  
[Location] Dobuita  
[Fact File]

Sinkichi-san's voice may be a bit rough but he loves reading horoscopes and his shop sells raw fish. In other words, he is a fishmonger. He plays a minor role like Aoki-san of Funny Bear Burger. But he is very knowledgeable.

==~ Tom's Hot Dog Cart ~==

[Members] Tom; Honey-san  
[Operating Hours] 0600 hrs to 2330 hrs  
[Location] Dobuita; New Yokosuka Harbor  
[Fact File]

You must not miss this key character! Tom is the owner of the Tom's Hot Dog Carts. As you approached his cart, you will find a rocking tempo! BTW, you can use his radio to listen your cassette tapes. During nighttime, you will be able to meet Honey-san. Tom is one of the characters that you can find all day around.

==~ Global Travel Agency ~==

[Members] A man dressed like a businessman  
[Operating Hours] 0900 hrs - 2000 hrs  
[Location] Dobuita  
[Fact File]

The owner of the shop is pretty friendly as compared to one at Asia Travel Company. He plays a minor role like some of the characters that I have discussed earlier.

==~ Kurita Military Surplus Shop ~==

[Members] Kurita-san  
[Operating Hours] 1000 hrs to 2100 hrs  
[Location] Dobuita  
[Fact File]

Kurita-san is one of the key characters that you should not missed.

Kurita wears an orange-brownish army outfit and a cap. His face may look like a fierce one but he is ultra-friendly and I could say that he is a good friend of Ryo Hazuki. He lives in Okayama Heights and fell in love with a lady...

Guess?

\_ \_ \_ \_ K \_ - san

==~ Mary's Patches and Embroidery Shop ~==

[Members] Itoi-san  
[Operating Hours] 1000 hrs to 2000 hrs  
[Location] Dobuita  
[Fact File]

Despite the title of the shop, the person who works at the shop is a male! Itoi-san is an old fellow who wears a red coat and a blue long-sleeves shirt underneath. He loves making patches. He knows the full names of the fellow Three Blade members.

==~ Jupiter Jacket Shop ~==

[Members] Tsukroshi-san  
[Operating Hours] 1000 hrs to 2000 hrs  
[Location] Dobuita  
[Fact File]

[I got his name from the Memo Pad. Any spelling errors as this is from my memory ^\_^;)]

IMO, this guy is really boastful of his products, Yokosuka jackets! He hates thugs who wear those jackets but wishes that guys like Ryo wears them.

==~ Komine Bakery ~==

[Members] Komine-san; Yuka  
[Operating Hours] 0700 hrs to 1830 hrs  
[Location] Dobuita  
[Fact File]

Komine-san is a baker who wears a green apron, which bears the words 'Komine Bakery' on it. He has a daughter called Yuka who preferred anything else other than her dad's bread!

==~ Tamura Butcher Shop ~==

[Members] Tamura-san  
[Operating Hours] 0700 hrs to 1830 hrs  
[Location] Dobuita  
[Fact File]

Tamura-san is the butcher in the game. He is a minor character. But if you talked to Hattori-san of Hattori Sporting Goods that you will know more about his past...

==~ Maeda Barber Shop ~==

[Members] Maeda-san; Miki  
[Operating Hours] 1000 hrs to 1800 hrs  
[Location] Dobuita  
[Fact File]

Maeda-san is the other barber other than Liu-san from Liu Barber and Hair Salon. He has a daughter called Miki. Miki wears an orange sweater and she is also a fellow classmate of Ryo...

==~ Hirata Tobacco Shop ~==

[Members] Hirata-san  
[Operating Hours] 0800 hrs to 1830 hrs  
[Location] Dobuita

[Fact File]

Inside this shop (at first I mistaken it for a kiosk ^\_^), you will find Hattori-san. Hattori-san is a good friend of Nagai-san...

==~ You Arcade ~==

[Members]                   'Owner'  
[Operating Hours]       1000 hrs to 2400 hrs  
[Location]               Dobuita  
[Fact File]

I remembered that I got the owner's name but I guessed I have lost it due to the virus. The owner is a plump man in his forties and runs the arcade center. He will gives you toys/prizes when you reached a certain score. He lives somewhere near the Nagai Industries. One distinguished feature of You Arcade is the huge Neon lights, which bears the words Game YOU.

==~ Smiley Flower Shop ~==

[Members]                   Nemoto-san; Yuriko-san  
[Operating Hours]       0700 hrs to 1830 hrs  
[Location]               Dobuita  
[Fact File]

Nemoto-san wears a green winter clothes and a yellow cap. His daughter, Yuriko works at the flower shop. You will be able to find Nemoto-san there when night is approaching.

==~ Honda Drug Store ~==

[Members]                   A doctor  
[Operating Hours]       1000 hrs to 2000 hrs  
[Location]               Dobuita  
[Fact File]

The doctor holds a minor role like the some of the owners in the game. He never seems to stop cleaning up his shop...

==~ Hattori Sporting Goods ~==

[Members]                   Hattori-san  
[Operating Hours]       0700 hrs to 1830 hrs  
[Location]               Dobuita  
[Fact File]

Hattori-san is a friendly old fellow who loves sports. He wears glasses and is somewhere in his mid-sixties.

==~ Ajiichi Chinese Restaurant ~==

[Members]                   Tao-san; Lin Xia; Guang Ji  
[Operating Hours]       1000 hrs to 2100 hrs  
[Location]               Dobuita  
[Fact File]

You can find the leader of Dobuita Chinese Association, Tao-san and his wife. They are Chinese and the members of the Three Blades. They have an assistant, Guang Ji who always delivered his goods on a bicycle and he loves standing in front of the vending machine...

(Fishy?)

Occasionally, you can find the taxi driver, Nemura eating there.

==~ Knocking Motorcycle Shop ~==

[Members]                   Ono-san  
[Operating Hours]       1000 hrs to 2100 hrs  
[Location]               Dobuita  
[Fact File]

You can find Ono-san who wears a cool light-blue jacket fixing the bikes there. During nighttime, you will find those two thugs who normally plays at the arcade, otherwise you will not be able to find Yuji and Ichiro there...

I supposed that Naoyuki visits here often too...

==~ Slot House ~==

[Members] Owner; a lady  
[Operating Hours] 1000 hrs to 2400 hrs  
[Location] Dobuita  
[Fact File]

This is the slot house! You cannot exchange your tokens for money, as Ryo is still a minor. You can exchange for 20 tokens with 100. There are a total of 16 Slot machines. They comprises of 1-token, 5-tokens, 10-tokens and 20 tokens machines. Occasionally, you will find a 'waitress' (the lady) there.

(BTW, can anyone explain to me how to read the slots machines)

==~ Bob's Pizzeria ~==

[Members] Bob  
[Operating Hours] 1700 hrs to 0400 hrs  
[Location] Dobuita  
[Fact File]

This is another minor character, which I don't know much about him either...

==~ Nana's Karaoke Bar ~==

[Members] Nana-san  
[Operating Hours] 1830 hrs to 0500 hrs  
[Location] Dobuita  
[Fact File]

You can find a woman there and I supposed that she is Nana...

Occasionally, you can find Aoi-san (he loves to sing) there. BTW, you can find a Jukebox there.

==~ Daisengan Mahjong Parlor ~==

[Members] Owner  
[Operating Hours] 1200 hrs to 400 hrs  
[Location] Dobuita  
[Fact File]

\*Smoky\* you can find an owner who hates to talk to guys like Ryo...

==~ Bar Linda ~==

[Members] Waitress; Owner  
[Operating Hours] 1830 hrs to 0500 hrs  
[Location] Dobuita  
[Fact File]

I seldom visit there... I am not sure whether you can find another jukebox there...

==~ Manpukuken Ramen ~==

[Members] Yamamoto-san  
[Operating Hours] 1700 hrs to 0400 hrs  
[Location] Dobuita  
[Fact File]

You can find Yamamoto-san a female chef managing this restaurant, which operates only during nighttime. Yamamoto-san's husband passed away and his husband is also a member of Three Blades. You can find Tatsumi there most of the times. Yamamoto has a small black mole on her



cheeks...

==~ Bar Yokosuka ~==

[Members] Saijo-san; Akemi-san; Yong-san; Wu-san  
[Operating Hours] 1700 hrs to 0300 hrs  
[Location] Dobuita  
[Fact File]

Saijo-san is the bartender and Akemi-san is hostess of the bar. You can find regular customers, Yong-san and Wu-san there. Saijo-san works formerly as a sailor and Akemi-san is on good terms with Ine-san...

==~ MJQ Jazz Bar ~==

[Members] Bartender  
[Operating Hours] 1900 hrs to 0400 hrs  
[Location] Dobuita  
[Fact File]

Normally, you can find the lady boss of the Alpha Trading Office (Please correct me if I have mistaken) and those two foreigners who played pool in this polished classical bar. You can play pool for 1000. This provided that you can play it when you have sufficient cash and you visit the bar after 8pm.

==~ Harbor Lounge ~==

[Members] A girl who always looks cheerful  
[Operating Hours] 0800 hrs to 2030 hrs  
[Location] New Yokosuka Harbor  
[Fact File]

You can find a wide variety of merchandise sold in this area. The lady who works there seems to have a 'crush' (one-side relationship) on Ryo... You can find 4 vending machines, 3 toy capsule machines, 1 Darts 7 machine and 1 SEGA Neo-darts.

| Raffle Lucky Draw Prizes List |

[First Prize] Radio (There are 3 models: red, black and silver)  
[Second Prize] Space Harrier and Hang On Saturn Games  
[Third Prize] Cassette Tapes: Outrun; Space Harrier; Hang On; Final Take On  
[Fourth Prize] Red Forklift; Blue Forklift; BB Ultra; Ferry  
[Fifth Prize] Any random toy

| Shopping List |

-----  
Chocolate It allows you to participate in the draw · 120  
Candies It allows you to participate in the draw · 120  
Potato Chips It allows you to participate in the draw · 120  
Dried Fish It is used to feed the kitten (4) · 300  
Canned Tuna It is used to feed the kitten · 180  
Sliced Fish It is used to feed the kitten · 500  
Milk It is used to feed the kitten · 100  
C Sized Batteries It is used to recharge your flashlight · 150  
AA Sized Batteries It is used to recharge your Walkman · 150  
-----

==~ Harbor Cafeteria ~==

[Members] A female chef  
[Operating Hours] 0830 hrs to 2000 hrs  
[Location] New Yokosuka Harbor  
[Fact File]

This is the cafeteria where it will be crowded with a lot of people during lunchtime. You can find Yada-san. BTW, you can also find two

maps of the harbor there.

\_\_\_\_\_ / 8.5 \ \_\_\_\_\_  
=====

### The Passport Disc

=====

I supposed I couldn't do much on the Network Ranking, as I can't really access the passport disc. But I can provide you with information regarding the full list of movies and soundtrack for you to unlock. But I have decided not to include it as you can get it from some of the FAQ(s) in GameFAQs. Please visit the FAQ(s) and gain more information about them.

\_\_\_\_\_ / 8.6 \ \_\_\_\_\_  
=====

### Secrets and Other Miscellaneous Information (or Extras)

=====

Well, you are coming towards the end of this FAQ. Under this section, you will find this list of secrets that I have uncovered and some miscellaneous information that you might need to know.

==~ Secrets ~==

#### [1] Unlock The 70 Person Free Battle 'Time Attack' Mode

First of you need to complete the game and save the file. The file will be labeled as a 'Cleared file'. Next you need to pop in Disc 3 into your Dreamcast. Load the game and select the 4th option. You will be brought to the 70 men free battle 'time attack' mode. You will be able to access all moves including the Shadow Flip! Hit (A) to begin. For more details, please refer to the 'Free Battle' section.

==~ Hidden Artwork ~==

First of all, you need to place any of the Shenmue GD-ROMs inside the CD-Drive of your computer. Double-click on the CD Drive and double-click the OMAKE Directory. You will find high resolutions artwork of Shenmue [in .BMP format]. It will works for all discs except for the Passport Disc. Every single GD-ROM contained a different set of artwork.

-----  
Miscellaneous Information (Extras)  
-----

Personally, I have found quite a lot of "funny" stuffs about Shenmue.

-----  
Phone Number Directory  
-----

|                 |             |
|-----------------|-------------|
| Hazuki Dojo     | 0468-373724 |
| Nozomi Harasaki | 0468-225508 |
| Naoyuki Ito     | 0468-377492 |
| Master Chen     | 0468-615647 |

#### NOTES:

You need to just enter the last 6 digits. The first four digits represented the area code. Each call costs ¥10. You can phoned it from three locations:

- 1) Home (all numbers except for Hazuki Dojo)
- 2) The telephone booth at Sakuragaoka
- 3) The payphone at Hirata Tobacco Shop (Dobuita)

Contact The Author

---

---

All webmasters and readers to this FAQ need to read this before you attempt to contact the author. If the guidelines listed here are not found, I will not reply your e-mails. Before I begin the section, I would like to thank a fellow person who makes a huge remark on the previous edition of FAQ.

--~ Thank You ~--

I got a very motivating complaint from an e-mail that motivates me to make use of a word processor. Without him, you will not get to see this revision of FAQ. At that time, I really got the desire to quit (not for the complaint but due to my computer woes) but thanks to him. I have worked even more harder to make this FAQ a better one.

At the same time...

--~ Apology ~--

I will also like to apologize to those who have sent me e-mails related to Shenmue and hasn't received an e-mail for several months. I am really sorry due to my schoolwork, assignments and get hooked with certain games that I haven't gone online for several months. I did actually read them but could not find time to reply them.

Before I get any more problems regarding grammatical errors...

--~ The Pain of being a FAQ Writer ~--

The reason for these numerous grammatical errors is due to WordPad's word wrap setting. You will find a 'View' command on the command toolbar of Word Pad. Select the 'Options' command under the 'View' menu. You will find a window, which contained the following options:

---

| Options | Text | Rich Text | Word | Write | Embedded |

Now you need to select the Text tab and you will find that the option boxes that say "Wrap to window" and "Wrap to ruler" are not selected. Instead by default, you will find "No wrap" option is being selected. This means that all the sentences will be spanned across the entire window and you will find the bottom scroll bar. This also makes FAQ writers cannot use the Tab key. Therefore to resolve this problem, we have to use the 'Enter' key to make the FAQ within a specific margin hence causing these numerous grammatical errors.

But I could admit that my previous FAQ are pretty bad, as I have typed the FAQ without using a FAQ processor if you take a look at my FF8 FAQ/Walkthroughs. Hopefully, you could understand me.

Okay, let's get onto the guidelines:

I have decided to re-enforce my guidelines with stricter rules:

(Webmasters)

If you intend to host this FAQ, make sure that you do get the latest updates from GameFAQs. I will not send any updates to anyone besides GameFAQs. If you want to be notified of the earliest updates as possible, you can add the following sentence or something similar:

"Please notify me of the latest updates"

I will e-mail to you when Jeff, the Webmaster of GameFAQs, has uploaded the FAQ for viewing. When request to host this FAQ, make sure you include the following:

- 1) Your website's name
- 2) Your website's URL

Next, you need to receive my authorization. Upon receiving my authorization, I will visit your website monthly to see whether you have upload the latest revisions of your FAQ. If you managed to do this within 2 months, your site's name will be added to the list of websites. After your website's name have been added, if you stopped continue updating the FAQ, I will demand you to remove the FAQ from your site and added your site's name to a blacklisted list!

You are not entitled to edit the FAQ. If you make any changes, I will add your site's name to the Plagiarist section!

(Readers)

When send me a question, please do the following:

Please use the same e-mail address that you intend to receive the e-mail. Make sure that the question you intend to ask is in as much details as possible. Please add the subject with the title of the game and its current revision. Don't send me e-mails with HTML and attachments; simple text e-mail will be fine. Please do not use CAPSLOCK, as I will delete it upon initial viewing of the e-mail. If the guidelines are followed, you will be receiving your e-mails in three days to a week's time. (I am pretty busy for your information.)

If you have anything need to complain about the FAQ, please notify me and I will make the necessary changes. For those who intend to submit me information about this game, please follow the guidelines too.

If you cannot find the information, just make use of the WordPad's search mode to find it.

/ 10.0 \

=====  
Credits and Blacklists  
=====

--~ Credits ~--

This is the closing statement of the FAQ... Without the people listed here, I myself cannot complete the FAQ on my own. I would like to thank them for the information that they have supplied to me.

JEFF "CJAYC" VEASEY (cjayc@gamefaqs.com) <<http://www.gamefaqs.com>>  
I would like to thank for his efforts in making GameFAQs a great site and thanks for making me a Contributors Page. Please visit his site at <http://www.gamefaqs.com>. Thanks for teaching me how to write a good FAQ.

Shenmue Official Website <<http://www.shenmue.com>>  
Thanks for the extra information regarding the day/night "Magic Weather" time intervals [which is not found in the manual.] Thanks for English translations regarding the names of the characters in Shenmue.

BATRK THE SQUIRREL (Zor@iname.com)

Thanks for telling me that you can get 2 Saturn games only and some minor facets regarding to those two games.

(ECOW311@aol.com)

Thanks for telling me some stuffs regarding Disc 3.

KAMUI FUJISAKI (s4010027@hotmail.com)

Thanks for correct me about the spelling error of "Shoryu" to Shouryuu". Thanks for the information about the Set button on the Move Scroll. Thanks for telling me that changes will occur when you have the move leveled up to the intermediate level.

John M. ADRIATICO (ryuhazuki.ign.com)

Borrow some of his miscellaneous information about the Options section taken from his Option FAQ/Guide. His FAQ is also found at GameFAQs <<http://www.gamefaqs.com>>

PAUL WHITACRE 'MUMBLY P' (mastapw69@ignmail.com)

Borrow some of his information from his Shenmue Item List FAQ. His FAQ can also be found at GameFAQs <<http://www.gamefaqs.com>>

WALID JALLAD 'LORD GRYNN' (grynn@hotmail.com)

Borrow some of his information from his Free Battle FAQ. His FAQ can also be found at GameFAQs <<http://www.gamefaqs.com>>

RYOJI1 (RYOJI@sega.net)

Borrow some of his information from his Shenmue Passport FAQ. Please view his FAQ if you need the entire list of cut-scenes and music scores to unlock for the Passport Disc. His FAQ can also be found at GameFAQs <<http://www.gamefaqs.com>>

---

Thank you for reading  
Shenmue FAQ/Walkthrough  
This FAQ is copyright of Scott Ong 1999-2001.

---