

Shenmue FAQ/Walkthrough

by Crazyreyn

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S H E N M U E

Sega Dreamcast
FAQ/Walkthrough, Version 1.2
Last Updated - 02/11/2005
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Thank You.

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INTRODUCTION

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Hello and welcome to the Shenmue FAQ/Walkthrough. This handy FAQ will give you a walkthrough from start to finish, tell you the game's secrets and lists of all the moves, collectables and items. I hope that this FAQ will help you in one way or another.

I first played this game round my friend Rob's house. At the time the Dreamcast was still alive and kicking, and we were both Dreamcast nuts. I watched him play for a while, and realised how good this game was - the graphics, the realism, the mini games, and the lasting impression it has. There was something about Shenmue that felt so new, and so involving. When I got into FAQ writing I decided that I had to cover this game, not because it had a lack of FAQ coverage (it has more than enough guides available) but because it is now one of my all time favorites, and perhaps one of the greatest games ever.

Enjoy the game (I'm sure you will),

- Reyn

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TABLE OF CONTENTS

=====

1. Version History
2. Game Overview
 - 2.01. Story
 - 2.02. Characters
 - 2.03. Controls
 - 2.04. Main Menu
 - 2.05. Options
 - 2.06. System Menu
 - 2.07. Basics
 - 2.08. Free Quest
 - 2.09. QTE
 - 2.10. Free Battle
3. Walkthrough
 - 3.01. Disc 1
 - 3.02. Disc 2
 - 3.03. Disc 3
4. Locations
 - 4.01. Hazuki Residence
 - 4.02. Yamanose
 - 4.03. Sakuragaoka
 - 4.04. Dobuita
 - 4.05. New Yokosuka Harbor
5. Move List
6. Collectables Checklist
7. Lucky Dip & Cassettes
7. Mini Games
 - 7.01. Hang On
 - 7.02. Space Harrier
 - 7.03. QTE Title
 - 7.04. Excite QTE 2
 - 7.05. Darts Seven
 - 7.06. NEO Darts

- 7.07. Slot Machines
- 8. Passport
- 9. Side Quests and Secrets
- 10. FAQ's
- 11. Conclusion and Special Thanks

Searching -

Simply copy and paste the section you want to go to into the Find box (to open it, press CTRL+F). Now press enter twice and you will be taken to your selected section.

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1. VERSION HISTORY

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| Version 1.3 - 02/11/2005 |

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Major update: Gone through walkthrough and amended certain areas so it's easier to read and understand, more typos removed, format more spaced out.

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| Version 1.1 - 13/06/2004 |

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A small update consisting of a change in the legal notice, spell check and some other adjustments here and there.

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| Version 1.0 - 21/01/2004 |

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The first version of the FAQ. Everything is complete.

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2. GAME OVERVIEW

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This section is just a look over all things in the game, including the Story and Characters, how to play the game, and an explanation of the menus.

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2.01. Story

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This is the story of the first chapter of Shenmue - Yokosuka. Note that these are not my own words, but are taken directly from the game's manual.

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The year is 1986, the place Yokosuka, Japan. The normally tranquil day-to-day

life of Ryo Hazuki is suddenly and irrecoverably shattered by uninvited visitors. A man wearing dark green Chinese clothes appears at the Hazuki family home with two black-suited thugs. This man uses a powerful style of martial art, the like of which Ryo has never before seen, to engage his father Iwao in a fierce battle. Ryo attempts to intervene and help his father, but the obvious disparity in power is too much. Ryo is beaten down and taken hostage as the man questions Iwao,

"Where is the mirror."

Having no other recourse, Iwao reluctantly tells him. Once this mysterious object is in the man's possession, he again attacks Iwao.

"Do you remember Zhao Sun Ming..."

From these words Ryo learns of a shocking truth from the past. His father was responsible for killing someone long ago. And then, Iwao is knocked down in defeat. Ryo pulls his father close and feels him take his last breath.

"Lan Di"

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

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2.02. Characters
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These are the characters that appear in Shenmue which by the end you will be very familiar with. Like the Story, these are taken directly from the games manual, thus are not my own words. I cannot explain story and character details well by myself, you see. =\

Ryo Hazuki

Having lost his mother at an early age, Ryo has devoted his entire young life to rigorous martial arts training under the guidance of a strict but loving father. Despite a tendency to be reckless and a bit too quick to fight, Ryo has a tremendous amount of potential and a will of iron. Determined to uncover the mystery of his father's murder, he begins a journey that will eventually take him west to a land he has never seen... China. What fate lies in store for Ryo?

Nozomi Harasaki

As a close friend and classmate, Nozomi is well acquainted with Ryo. A liberated and flexible thinker, she has a tendency to speak her mind clearly and an ability to get quickly to the core of any matter, except when that matter involves affairs of the heart. When she cares for someone, she finds it very difficult to express herself, instead simply gazing at them with affection in her eyes. Will she ever be able to clearly express her feelings to Ryo?

Chang Long (Lan Di)

A master of a powerful form of martial art that was supposed to have disappeared long ago, Lan Di's chilling stare alone is enough to intimidate most opponents. But those brave enough to ignore his stare usually forfeit without a fight once they see his deadly moves. Evil to the core, he is incapable of showing any mercy and will stop at nothing to bury anyone who dares to cross him.

Ling Sha Hua

Raised in a pure environment surrounded by nature, this young woman has never shown what it is to distrust people. Filled with courage and a strong zest for life, behind her innocent and child-like demeanour is the heart and soul of China. Innocent and pure, this mysterious young woman is very kind-hearted and gentle. Her encounter with Ryo will change her destiny.

Iwao Hazuki

He is Ryo's father and the foremost expert of the Hazuki style of martial art. In his youth he traveled to China to undergo martial arts training and during this time he met various people. Because of his deep devotion to martial arts, both Iwao and his school of martial arts is held in high regard and well respected in the community.

Tom Johnson

This charismatic friend of Ryo's owns the local hot dog van. Because he is friendly and interacts well with people, Tom can provide helpful information. Prior to settling in Yokosuka Tom is said to have hitchhiked around the world. Always cheerful and optimistic Tom can be found near his truck dancing to rap and reggae music.

Mark Kimberly

A calm sensitive man, Mark works at the harbor as a forklift operator. Not very talkative and reluctant to discuss his past, he seems to have an ulterior motive for being in Yokosuka. Under what circumstances will he meet up with Ryo?

Chai

This strange man sneaks around following Ryo as he investigates the mystery surrounding his father's murder. Lurking in the shadows, Chai spies on Ryo with his beastly eyes. His physical presence is so frightening and creepy, one dares not imagine how he came to be.

=====
2.03. Controls
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Free Quest

These are the default controls of the Free Quest. It is possible to change some aspects of the controls, which will be explained afterward.

- Analog Stick - Look
- Directional Pad - Walk
- A button - Action
- B button - Stop / Cancel
- X button - Notebook
- Y button - System Menu
- L button - Zoom
- R button - Run
- START button - Help

You can change the Toggle Controls of L and R (so its switches them around) on the Options menu.

Free Battle

- Analog Stick - Look
- Directional Pad - Move
- A button - Kick / Leg Move
- B button - Throw / Throw Move
- X button - Punch / Hand Move
- Y button - Guard / Dodge
- L button - Run
- R button - Run

START button - Help

Remember that you can combine the buttons to create moves and combos. Go to section 2-09 Free Battle for more information.

At any time in the game, press the A B X Y and START buttons to soft reset.

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2.04. Main Menu
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The Main Menu is the first menu you come across in the game after you have started it up.

New Game

Select this if you want to start a New Game.

Load

Continue from one of your saves that are on your VMU in socket 1.

Continue

Select to continue the game what was saved to the Resume file.

Options

Configure various settings of the game. See the next section to see more details about this.

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2.05. Options
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To access the Options menu, either go to the Start Menu (the first menu you come across when you start up the game) and select 'Options'. During gameplay, press Y to access the system menu and select 'Settings' on the bottom row. These are what is in the Options menu -

Dialog & Text

This sets the Dialog and Text mode during the game when characters speak. The options are -

- Game Mode - Play using both subtitles and voices.
- Text Mode - Play using only subtitles.
- Cinema Mode - Play using only voices. Unless you are fluent in Japanese, I wouldn't touch this one.
- Shenmue Mode - Play using both subtitles and voices. If you choose to skip the conversation, then the subtitles are displayed.

To skip conversations, press B when the character is talking (only in game and not in the cutscenes with the black borders). You can do this in all modes apart from Cinema mode.

Settings

Selecting this will lead you off to another menu, where you can modify more settings.

Sound

Set the Sound as either Stereo or Mono. Which will YOU choose?

Area Jump

Select from On or Off. The Area Jump will jump you to areas in the game (once you have visited them) from when you leave the Hazuki main residence.

Toggle "Run" Button

Switch around the controls of the L and R triggers. You have it as either L: Zoom / R: Run or L: Run / R: Zoom.

Magic Weather

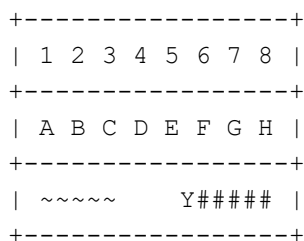
Here you can change the weather system in the game to either Shenmue Meteorological Data (random) or Actual weather from the 1986 Yokohama District Meteorological Observatory. Note that this is unlocked when you complete the game.

70 Person Free Battle

This is a time attack where you play through the 70 person battle (just as Ryo, no support). This is only playable on Disc 3, and although it says that you can enter the online rankings, these have now closed. Note that you need to complete the game before you can use this feature.

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2.06. System Menu
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The System Menu is accessible during gameplay by pressing the Y button. Ryo will then stop and the System Menu will appear. The following is an ASCII diagram with the icons replaced by numbers, with the numbers referenced underneath with the icons meaning. Note that the numbers are the items (which you start the game with; you will receive additional ones as you progress through the game) and the letters are the System Icons.



| Item / Icon Name|
+-----+

1 to 8 - Items

There are items that you will receive during the course of the game. After selecting it, you can then use the L and R triggers to zoom in and out. Press the B button for when you are finished.

A - Resume

Selecting this will save the game at the current position. When you load the game, you will continue at the exact same time and position that you saved at.

B - Settings

Select this to modify some of the settings in the game. Go to the previous section (Options) for more information.

C - Moves Scroll

This shows you the list of moves that Ryo currently knows. There is a graph behind every move that shows the level of how well Ryo can execute the move. The higher the level of the graph, the better.

D - Notebook

Displays the notebook that contains all the useful information that Ryo collects during the course of the game. You could just press the X button to open the notebook, or via the system menu if you want to be awkward.

E - Collection

Selecting this icon allows you to view your collection of capsule toys. Use the D-Pad to select one of the collectables, and the A button to look at it. You can then zoom in and out with the L and R triggers and rotate it with the D-Pad / Analog Stick.

F - Cassette Tapes

Displays the list of cassette tapes that you have found or bought. You will need a cassette player to listen to them - it is found in Ryo's room (or you could use the stereo on Tom's Hotdog Stall).

G - Tokens

The shows you the amount of slot machine tokens that you have at the Slot House in Dobuita.

H - Calendar

Highlighting this icon will show you what today's date is.

Money

The money in Shenmue is the Japanese Yen. The amount of money that you have is displayed under the System Icons.

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In Shenmue you play as Ryo Hazuki, a young Japanese male who is looking for Lan Di, a man who murdered his father. You have to proceed through the game by gathering information. Once you find that bit of information you go to the place or person, then you get the next objective to do. Sounds boring? You have to play it to see how interesting it is.

Game Structure

The game is divided up into four different modes. Free Quest is the main mode, you can freely investigate the areas and talk to people. Free Battle is fighting other people as part of the story or in a Street Fight, QTE is where you press buttons during a cutscene to interact with it, and Mini Games are for part of the game or for enjoyment (eg. Arcades).

Time

One of the main features of Shenmue is the passage of the time throughout. Everyone goes around their daily routines at certain times (ie. Shops opening and closing times). There is also morning, afternoon, evening and night, so you will have to sleep at night every day, like everyone else. Time will go on even if you are doing nothing. There is an overall time limit to the game, but it is very long so you can enjoy the game and take your time. You start in Winter, and you must complete the game by the start of Spring. You cannot forward time at any stage (apart from when the game does it in a cutscene) so you will have to do something else and kill time until that certain time arises.

Weather

A quite unique and interesting feature of Shenmue is the weather. The weather changes randomly throughout the game. As it is winter, you will experience sunny weather, rain and also snow. This means that certain NPC's in the streets may flock in doors or whip out their brollies in the rain, or that the areas are sprinkled with snow, with a satisfying crunching sound when stepped on. Once you have completed the game, you can choose to replay the game with the real weather that occurred in Yokosuka in 1986. The weather has no main effect on the story of the game, but adds more realism to the whole experience.

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2.08. Free Quest

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This is the main mode of Shenmue, where you can talk to other people, explore the areas around you and investigate.

Game Screen

The Game Screen is mostly of the gameplay. In the bottom right corner is the clock (which just happens to tell you the time) and around the clock is a compass, which will provide you directions (which I will be using heavily in the walkthrough section of the guide). Just to the left of the clock sometimes appears a button icon, which tells you that if you press that button in that situation you can interact with it.

Moving around

Using the D-Pad you can move Ryo around. Press Left or Right to run in the desired direction, Up to walk forward and Down to turn around. You can use the Run button (with whatever trigger that you have assigned it to) to run forward. Press the button at different pressures will adjust the movement speed. Do it midway to make Ryo do a run like he needs a poo. Also to turn without moving, hold B and press the direction on the D-Pad.

Money

The currency in Shenmue is the Japanese Yen. You get 500 Yen a day from Ine-san and you will earn money from your job in Disc 3. With the money you can purchase items from stores, buy collectables or play the arcade machines.

Notebook

Pressing X opens the Notebook. Ryo will write in important facts and information during the course of the game. This is automatic and once the information is recorded, it stays in there. Press Left and Right on the D-Pad to move the pages, Up to go to the last written page and Down to the first written page. Press B to close the notebook. Worth quickly checking every now and again if you are stuck, as it may contain info you may have missed.

Conversation

Approaching people and pressing the A button will begin a conversation. You may stop and the A button will be highlighted in the bottom right, where press A will carry it on. Press B during the conversation will allow you to stop talking. Any useful information you will receive will be noted in the notebook. Be sure to talk to everyone if you are stuck.

Action Selector

In certain situations and conversations, the action selector will appear in the

top left corner of the screen. Press the direction on the D-Pad will select the desired option. For example -

```
+-----/\-----+
|   Buy   |   | Don't Buy |
+-----\-/-----+
```

Pressing Left would mean you would choose to Buy, and Right means you will Don't Buy. There is a time limit to these, and waiting too long means that the negative option of the choices will be selected automatically.

Investigation

You can investigate and search the items and objects around you. Pressing the Zoom button (with whatever trigger button you have set it as) will change the view to first person. You can then use the D-Pad or Analog Stick to move around in first person. The more pressure you apply to the trigger the higher level of zoom will occur. Zooming in on items, objects or people will make you lock onto them. You can then change the locked on item by pressing the D-Pad to others nearby. Pressing B will stop locking on.

When you have locked on to something, check the icon in the bottom right corner next to the clock to see if you can do any commands, such as pick up or start a conversation with a person. If you pick up an object, you can move it around with the D-Pad or Analog Stick and L and R to Zoom in.

Saving

You can save your game in Ryo's Room in the Hazuki Residence. You can have up to three saved files at one time. When you load your saved game, you will continue from the exact time from where you left off. Beware that you need 80 Blocks of VMU space free to save this game - that's nearly half of the overall VMU space! Pretty hefty, eh?

Resume

You use the Resume option by going on to the System Menu. Resume is a temporary save which can be saved in any location. However, only one resume save is available. To load your resume save, select 'Continue' from the Main Menu. Once you start replaying from your resume save, it will be deleted.

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2.09. QTE
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During the game, a QTE (Quick Timer Event) might occur. A button or direction will appear in the center of the screen and you have to press it before it disappears. The buttons involved are A, B, X, Y and all four directions on the D-Pad. If you don't press it in time, then cutscene will change as you fail. These are simple one button commands, but many may come after another. Be sure

to be on guard at all times - these mostly occur during cutscenes, so try not to put the controller down when you are viewing them as you might be caught out.

2.10. Free Battle

The Free Battle is very similar to Virtua Fighter (of which Yu Suzuki created). Throughout the game there are situations where Ryo has to fight hand to hand. These can be one on one battles, or taking on many people at once. When you are fighting, there will be a gauge on the bottom left of the screen. This is Ryo's strength gauge, and when Ryo has been injured, this will decrease. If it has been fully depleted, then Ryo is KO'ed and you lose the battle.

The basic fighting moves are punch, kick and throw. You can use these on their own for simple moves, or used again for combos and with other buttons or directions to execute moves. The combos that you can perform do not show up anywhere, but there is a wide range of them. For example, AAA is a combo. The longer the combo lasts, the more damaging the attacks are. Be sure to experiment with different combos to find some powerful ones. There are many moves that you start with and that you can learn. To see what you already know, access the Moves Scroll on the System Menu.

This shows you the list of moves that Ryo currently knows. There is a graph behind every move that shows the level of how well Ryo can execute the move. The higher the level of the graph, the better. There are three grades for the moves; Learning, Moderate and Advanced. Once you have totally mastered the move, the text of the move's name becomes yellow.

Use the D-Pad to choose which moves you want to look at. Pressing the X button will show you an explanation or description on how the move is performed. Pressing the L trigger changes the display of the text to Japanese, and the R Trigger zooms in on the move demonstration in the bottom left corner of the screen. You can also use the Analog stick to rotate the move demo.

You can also set any move from the list that you have learnt to be executed when you press the R trigger in a free battle. To do this, select the move you want and press the A button, where the background of that move will turn to a shade of green.

You can learn moves from other people during the game and from move scrolls. To learn more about where to learn new moves and a move list of the all the moves that there is in the game, then hop along to section 5-Move List. When learning moves from other people, be sure to check out the screen on the VMU to give you hints on what some of the move details are.

You will also need to learn how to dodge and block attacks. Pressing Y lets you block an attack, and Y plus one of the Directional buttons makes Ryo move or roll out of the way. This is very useful if you are surrounded, and is very much essential in the later battles on disc 3, where the people you face hit you very hard.

To increase the Proficiency Level of the moves, then you will need to practice. There are locations throughout the game's areas that you can use as a place for practicing your moves. Simply enter the area and an Action Selector will appear, asking if you want to practice or not. Practicing your moves increases Proficiency Level of them, so regularly practicing forms you into a better fighter, and winning the free battles will become easier. You can also spar

with people, and you raise the Proficiency Level of your moves while you attack your opponent. A list of where to practice or spar is in Section 5.

To set the Training Method, select the 'Training' option from the menu that is displayed in Ryo's Bedroom at the Hazuki Residence. You then get four choices to choose from; All Moves, Hand Moves, Arm Moves, and Throw Moves. Selecting one will just train that type. After you will be shown only the moves that fit into that type (selecting All Moves will show all the moves) and you can select if you wish to just train an individual move.

Some tips on Free Battle is that, on the most part, you don't need to know much about it. Sadly most of the games battles can be overcome with button bashing with a couple of buttons. However later in the game the fights do get tougher, where you will have to buy more powerful moves, learn some moves that will help you in the fights, and to train some more. You will also need to learn the art of dodging and avoiding attacks.

On practicing, I would tend to do that as you go, mainly when you have time to kill and nothing to do. You can go through the game without practicing but it will be harder later on to survive the battles. So on this note, it is up to you, but remember that the last few battles of the game are quite tough and it may be worth putting the hours in.

Good luck, and enjoy fighting.

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3. WALKTHROUGH

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This is the walkthrough and is the main feature of this FAQ.

- The walkthrough is divided up by three sections, one for each disc. Within each of those sections are sub-headings, which tell you about what is going to be covered. When searching through the guide, look for a sub-heading that you recognize and look around that to see what you are looking for.
- I will be referring a lot to directions in the walkthrough. Eg. from point X go East and you should come to point Y. The directions can be found on the compass that is around the watch at the bottom right corner of the screen.
- I will not be including ASCII maps here, but I will give you the locations of where things are. If you find that you cannot locate the place that I am referring to, then go to one of the areas maps that are located in the area.
- When I say 'Kill Time', then I mean do something until that certain event you waiting for. I would advise to spend this time to practice your moves, explore the areas of the game, talk to people, or play some mini-games.
- Go to the Passport and Move Listing sections that's toward the end of the FAQ and note down the unlockable cutscenes, music and moves that are there so you don't forget them when you play.

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3.01. Disc 1

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Hunt for the Black Car

After the opening cutscene, you start in Ryo's room. After looking at the notebook, press B to exit to take control of Ryo. Zoom in on to the desk to the left and collect the tape 'SHENMUE' that is on top of it. Now look in all three of the drawers of the desk to collect a 'Cassette Player', 'Photo of Friends' and a 'SHA HUA' tape. You can use the Cassette Player to play those tapes that you have just collected at any time. There is nothing really of interest here, so exit through the door to the rest of the house.

Ine-San approaches, and after the cutscene you collect your allowance of 500 yen. She will leave this on the shoe cabinet every day, and you will pick it up when you leave the Hazuki Residence house. Before you go off to talk to Fuku-San, lets investigate the house for some items.

First off go to Fuku-San's room that is in the far South East of the house. Pick up the move scroll 'Shadow Reaper' off his desk, then move to the living room (opposite the corridor that takes you outside - the room next to the kitchen). Investigate the cabinet that is under the television to find a Sega Saturn console. Nice! You cannot do anything with it now as you have no games, which you can collect later on, so just ignore it for the time being. Go to the big cabinet in the corner of the room and look in the small left drawer to receive 'C Size Batteries'. Go next door into the kitchen and look at the chopsticks on the eating table for a cutscene. There are no other items here for now, but later when you have encountered the kitten then there will be milk in the fridge and Dried Fish on the side.

Now to investigate the two rooms in the North of the house. Go into the furthest one, which is Iwao's room. Look at the letter on the desk for a cutscene. Check the drawer in the desk also to get a 'Mysterious Key' from the box - you need this later much later in the game, but it doesn't hurt to get it now. The room next to this one is the altar room, where you can prey at will. There is a 'Box of Matches' to the right here, and some 'Candles' in the small drawer located on the right. Finally, go through the door at the back of the room and open the basket on the left to get the move scroll 'Twin Blades'.

Once you have finished looking around the Hazuki household, exit into the yard via the door in the West, opposite the living room. Outside go left and follow the cobbled path. This leads to the dojo. Before entering, walk over to the pink blossom tree in the corner and look at it to activate a cutscene (one that can only be done at this time). Enter the dojo and Ryo will talk to Fuku-San. After the cutscene, you have to talk to the locals to find out more information. Head out to the Yamanose area by the door in the West, opposite the door that leads into the house.

Simply follow the path down. Knocking on doors is a waste of time as nobody is ever in, and the children are useless. As you head down the path, toward the end you will get stopped for a cutscene involving a kitten. Choose 'Dried Fish' when prompted. After you hear that Yamagishi-san also most got ran over by a black car. You can visit the kitten now at any time, and you can choose commands like Pet, Look and Call. You can also feed it meat and milk if you have it on you. To do this stand by the box, open the menu and select the item to feed, and press A to feed it to the kitten. Quite cool, eh? Anyway, lets take a visit to Yamagishi-san now. Turn left and keep going out of this area.

You arrive in Sakuragaoka, another housing area. Walk onward and right at the phone box, then onward to the T-junction. At this point you will be stopped for

a cutscene and a small sidequest, where you have to assist an elderly woman find the Yamamoto house. The house is located in the South West of the area, left and opposite the Sakura Park. Check the name plate outside and press the A button when you successfully locate it. Now go into the park and get the old lady that is on the swings. A job well done.

Yamagishi-san is in the North East of the area. You will see a motorcycle in the street - it is the house next to that one with blue fencing. Enter the yard and at the side is the find the man we've have been looking for. Talking to him tells you that the Black Car went to the Dobuita area. To get there, go down the alleyway that is next to the park and follow the path down.

In Dobuita, just follow the street and turn right when the street does. Walk onward a little. Nozomi is on the right, outside Aida Florist - she is wearing a white jumper and a red skirt. Talk to her, and she will say that Tom has words with the guys in the car. Head north so that you continue down the street, round the corner (right at the Tomato Convenience Store) and down the high street until you see a Hotdog stall with a dancing black man in front of it. This is Tom, so talk to him. He recommends that you talk to Chinese people as they might know more.

The Three Blades

Enter the Global Travel Agency that is opposite Tom's Hotdog Stand and enquire inside, and the man will tell you to go the Ajilchi Chinese Restaurant. Go out and West back down the street, and right at the Tomato Convenience Store. The place that you are looking for is on the left, and is brightly lit with a yellow sign on the street outside. Go in and talk to the owner of whom is cooking behind the counter. He tells you that the Three Blades are Chinese people that specialize in three different trades that involve blades; knives, scissors and razors. He also tells you places to go to learn about the different trades.

You don't need to check out all the places he told you. You must first head to Mary's Patches & Embroidery on the high street; just east and on the opposite side of the street from Tom's Hot Dog Stand. Now go to the Liu Barber and Hair Salon (you can't go to the salon straight away, as it will be closed if you try to).

Liu Barber and Hair Salon is in the South East of the area, and is not too far from the exit to the Sakuragaoka area. Talk to the people inside and they say that you should go and talk to Liu Senior in Suzume Park. Go the North East high street and go down the alleyway at the end, next to You Arcade. The park is on the right, and the man that you are looking for is sitting on the bench. Talk to him to learn that you should locate sailors, as they might have information links with Lan Di.

Finding Sailors

If you talk to some locals you will learn that Sailors hang out in bars at night. You can go to MJQ Jazz Bar for a Billiards game, although this is not essential. Two guys will tell you that they will give you information if you play a shot. It is very hard to win, and I cannot really give you much help as there a loads of different shots possible. If you lose then you have to buy

them a drinks (1000 Yen drinks!). Note that you can only do this at this point in the game only and never again, so if you want to try it out, then do so. The bar that you are looking for, Heartbeats, is in the South West, down an alley opposite the Knocking Motorcycle Shop. However you can only activate the following cutscene at nighttime, i.e. 7pm onwards.

Head down and a QTE will occur...

B, A.

Enter the Heartbeats Bar, where another QTE will take place.

B, A, B, A.

The bartender tells you to go look for Charlie. Head out of the alley and talk to the man attending to the motorcycle (he is wearing a blue jacket and white trousers). If he doesn't talk to you about the matter at hand, then walk off somewhere and return, then he should tell you that stops off at Isuruoka-san's Jacket Shop. It is on the North East highstreet, a few shops West of You Arcade. Talk to him and once again afterward to learn that he comes outside his shop at around 7pm. Since it is now nighttime and past that time, you have to go home and sleep until tomorrow.

The next day, you can participate in two cutscenes that are unlinked to the main quest. Don't area jump straight to Dubita, but instead head to Yamanose. Here is a QTE where you have to press A to catch a soccer ball, and in Sakuragaoka there is a Free Battle in the park. Make sure they don't attack you from either side and use kicks and throws to take these guys down. In Dobuita, kill some time until 7pm and then walk around the You Arcade vicinity and a cutscene will kick in.

You have to fight a Free Battle against these! First of all, escape from being surrounded (run off to the edge of the area) and take them down one by one as they approach you (with kick based moves). It is fairly easy to win this. After the battle you have to find a tattoo parlour. Enter You Arcade and talk to the guy sitting down (wearing a red jacket) and choose 'Join' when prompted. He tells you that there is a tattoo parlour in Dobuita called Okoyama Heights. At this hour it is closed, so just head home and sleep.

Okoyama Heights is located in the South East of Dobuita - it is a two storey flat next to Manpukuken Ramen. Check a map if you cannot locate it. The tattoo parlour is on the 2nd floor, and the 2nd door across. It opens at 2pm however, so kill some time until then and enter. After the cutscene inside, press A to open the corrugated wall, and watch out for this QTE -

Left, A.

You decide to meet Charlie at You Arcade tomorrow, at 3pm. Head down the stairs after and a cutscene will occur between you and Nozomi. There is nothing to do for the rest of today now, so kill some time until 7pm then go home and sleep; practice your moves and check out You Arcade if you haven't already!

The next morning you'll be in the Dojo with Fuku-san - spar time! Just keep attacking him until the sparring session ends. Another cutscene rolls on after ward, where Ine-San will give you a letter in Chinese. Exit the house and after talking to Fuku-san, exit to Yamanose.

Decifering the Chinese Letter

Go straight through Yamanose to Sakuragaoka, where you will have to fight against three others in a Free Battle. It is fairly easy, just remember to take them on one at a time. After the battle, be prepared to press...

A

...in the QTE that follows. Shey Shey, Ryo-san! It seems at this point the letter is your only lead (don't go to You Arcade at 3pm as Charlie won't show up; you just beat him up remember?) and so you will need someone to translate it. Go to Dobuita and run around the area until you see Gao Wen, the kid that you just saved. He is usually in the North East, by You Arcade, although he can be elsewhere. Just keep searching until you find the little bugger. He tells you that his Grandmother can read the letter for you. She is in Russiya China Shop, which is in the South East and has a large purple banner above it. If in doubt, check a map for 'China Russiya'.

She tells you that the letter says you should contact Master Chen, at the phone number 0468-61-5647. You also get four phrases - Father's Heaven, Nine Dragons, Mother's Earth, Comrades. You need to phone that number at, you guessed it, a phone. There are plenty of places with phones, but I advise to go to the Hirata Tobacco Shop in the very North East of Dobuita, right at the end before the main road. Have 10 yen handy and call 0468-61-5647. You then have to say a password. The person on the other end will say one of the four phrases from the letter. They are paired together like so -

Father's Heaven	+	Nine Dragons
Mother's Earth	+	Comrades

When the person says one of the phrases, you say the other that's in the pair. So for example he says Comrades, you say Mother's Earth. If you do it wrong the phone goes dead and you will have to phone up again and retry. After two phrases you go through and he tells you 'Warehouse No.8'. Check the phone directory to the right of the phone to learn that it is located in Amihama. Ask the lady at the shop here and she will tell you that Amihama is the harbour and that you can go there via bus, which you can catch on the main road just around the corner. You can now go onto the main road, so go right there to the bus stop and look at the timetables for the times. Wait until a bus arrives, pay 160 yen to get on, and that's the end of Disc 1!

3.02. Disc 2

Finding Warehouse No.8

After the introduction to the New Yokosuka harbour, go left and onward until a cutscene begins, with the following QTE -

Left, A, B.

After the cutscene, as Goro said, head down this long stretch and turn right at where is says 'No. 1-11' on the floor. It is the warehouse ahead of you. Try and enter through the large opening and you will be stopped. Go round the back of the warehouse and push the orange box by going behind it and pressing Up into the larger crates. Press the A button to climb up the crates where

you will then infiltrate the warehouse.

Inside, go right and left round the corner and run straight to the end, where you will over hear a conversation. This is the wrong warehouse, and there is another Warehouse No.8 in the Old Warehouse District. It is located in the far North East of the harbour. Outside jump off the crates and go North West out this area of warehouses, then run along side the sea in a North West direction. Don't take any turnoffs, and eventually you will come across a disclosed area with Tom and his Hotdog stand. Go past here and in-between the buildings ahead, then left and attempt to walk through the gate. You will be stopped, and Ryo decides to wait until night where he can sneak in. As you have nothing to do for now, feel free to explore the Harbour area.

There is a cutscene that I recommend that you attempt while you are waiting. From the Old Warehouse District, head down the shoreline again toward the New Warehouse District, but turn left before going into them and keep going north east. After a short while a cutscene with a homeless man occurs, and he asks you to get him a drink. Talking to him again gets the nice reply of 'Hurry up and get me one'. Grateful chap. Go to the drinks machine on the right and get a coffee, which are on the bottom row. After the cutscene, you get an additional message in the notebook that you made friends with him. Nice.

Come 7pm, night falls so head over to the Old Warehouse District and go through the gap in the gate. A QTE occurs, be prepared to press -

Right.

Now you will have to sneak through the Old Warehouse District without being spotted by the guards that are patrolling. As soon as you gain control of Ryo, go right, left, right, and Warehouse No.8 is on the left. Enter the door quickly. If you run all the way following those directions then the guards will not catch you. If you get spotted, then you cannot enter the warehouse regardless if you outrun them, so just stop where you are and let them catch you. Don't worry, you'll just restart just after the QTE but a day later.

Inside the warehouse, there are two shelving units in front of you; go to the one on the left and press A while you are looking at the white plate (second from the top). A cutscene then occurs between Ryo, Gui Zhang and Master Chen. Read up on the notes after in case you didn't follow what was in the cutscene, as it was fairly important.

The Other Mirror

Ryo now has to find the other mirror that Iwao had. The next morning, if you find Ine-san in the house she tells you that Fuku-san is looking for you. Head out of the house and into the dojo for a cutscene. It seems that Iwao left something in the antique shop, so head to Dobuita. The place that you are looking for is Bunkado Antiques, which is sorta in the north of the area, two buildings right of the Tomato Convenience Store.

After receiving the 'Sword Handguard' from the antiques dealer inside, you have to go home. However stop off at the Tomato Convenience Store on the way and purchase a Flashlight and Bulb, for 500 yen and 90 yen respectively. Now go back to the Hazuki Residence. You will get a cutscene with Gui Zhang in Sakuragaoka on the way back, and you have to fight him. You don't need to win (mainly as you cannot) so stand still and do nothing if you want. Continue back to the house after.

Fuku-san will say that Ine-san is in the altar room. Inside the house go left, follow the corridor round and enter the first door on the left to reach it. After, if you haven't already, go next door into Iwao's room and get the 'Mysterious Key' from inside the desk drawer. Make sure that you have that key, a flashlight and bulb on you and head into the dojo.

Inside walk onward to the two hanging pictures and take the left one away. Press Y to open the system menu at this point and select the Sword Handguard. Now go to the right where this is a long case resting on the ground. Stand in front of it and press the Y button to open the system menu, and select the Mysterious Key. Equipped with a sword (sadly you cannot exit the dojo with it and turn Ine-san into sushi) go to the right hanging picture and press the A button twice.

The wall then turns, revealing a passage that leads underground! Head down. Open the system menu and select the flashlight. Without it, you cannot progress. You can purchase one from the Tomato Convenience Store if you have not got one. Follow the corridor and you will reach a room. Look up at the ceiling in the center of the room and place the light bulb up, then turn the light on by pressing the switch behind you on the right. Turn your flashlight off at this point. If you didn't get a bulb then there are candles dotted around the room which can provide light if you have matches on you.

Time to investigate. There is a box of matches on the north west corner shelf. Go to the red box on the floor in the south west to get a 'Photo of Father'. Check the chest in the south and look inside the brown book for a 'Brown Leaf'. The last item to collect are candles in the bottom drawer of the unit in the South East corner. There are other non-collectable items dotted around on the selves and in drawers but are mostly useless, apart from that you get to know that most came from China.

To progress, then check the brown table in the South East corner. Look at the scratches in the floor that are to the left of it. Approach that end and press the A button to move it back. Look at where the shelf was moved from to see that the wall has been filled in. Look at it again, then grab the axe in the north west corner resting up against the wall and take it to the wall. Ryo will smash the wall down, revealing the item you have been looking for.

After the cutscene head back into the house and phone Master Chen. The number is 0468-61-5647, and remember the password system. You will receive a more official welcoming this time. Go to Dobuita and get a bus to the harbour. Head to the Old Warehouse District and talk to the guard outside to gain entry. If you cannot remember where Warehouse No.8 is, go left, right, left, right and it is on the left. In the cutscene inside, prepare for a QTE where you will have to press -

Left.

You will return to the house after. Save then go to sleep.

Arranging to get to Hong Kong

When you wake up, Ryo addresses his bank book and you will receive a load of cash. Hong Kong is still out however. Go see Fuku-san who is in his room. Head down to Dobuita afterward and go to either the Asia Travel Co. (Southish, on the corner opposite Aida Florist) or the Global Travel Agency (North East

highstreet, opposite Tom's Hotdog Van). Enter either one, where you will get a pamphlet item. If you want you can visit both to get both pamphlets available. It seems too much however either way so head back to the Hazuki Residence and talk to Fuku-san again in his room. You receive his savings, but it still isn't enough!

Fuku-san then recommends that you head to Aida Florist and talk to Nozomi. Aida Florist is in Dobuita, between the Tomato Convenience Store and Funny Bear Burgers. Nozomi will be standing outside. She tells you that going by boat will be cheaper. The Global Travel Agency doesn't do boats, although the Asia Travel Co. will. It is located opposite Aida Florist, on the corner.

After paying up, you are told to wait four hours and return for the ticket. Make a note of the time and do something for four hours. Like put the kettle on and enjoy a good cup of tea. Ahh. Return there after four hours; if the shop is empty then exit and return later.

The man inside tells you that you will be contacted tomorrow about the ticket. Feel free to do whatever for now. When you head back home, be sure to stop by the kitten in Yamanose, to learn that she has gone missing. To find her, head right to the stairs leading down to the housing below; she is to the right (or East) under a bench next to a small blue bicycle. At home, talk to Fuku-san in the yard to learn that Nozomi bought flowers over, and that they are in the altar room. Go to the altar room to watch a cutscene. There is nothing else to do for the rest of the day.

The next day, Jimmy from the Asia Travel Co. will phone you letting you know that you can collect your ticket at noon from You Arcade. When you leave the house, be sure to go back in and pick up the allowance that you didn't collect.

At noon in the You Arcade, none other than Chai will meet you. After eating the ticket (a fairly expensive diet that guy has) you will have to fight him in a free battle. He is very tough to beat, but don't need to win. You will have needed to have trained regularly and know the more powerful moves to take this guy down. If you win then you chase him to the Asia Travel Co. for the QTE below. If you lose then go the next day after getting the crap beaten out of you.

Win or lose, go to the Asia Travel Co. to teach Jimmy a lesson. The store appears to be closed, however you can still enter. A QTE entails -

Left, Right, Left, Right, Left, Right, A, Left, Left, Right, Left, Right, A.

Once you have completed this QTE, then Disc 3 awaits you!

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3.03. Disc 3
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Getting a job

You start off with a cutscene - to meet the Mad Angels, then you will have to work at the harbour as they harass the new workers there. Catch a bus to the harbour, then go onward and talk to the worker wearing a hard hat guarding the area on the left. He says that you should ask the foreman in Warehouse No.18, which is located just next to here. He says that there are no jobs currently available but he saw someone about Ryo's age around Warehouse No.12.

Head down to Warehouse No.12, of which is located in the North East of the harbour, next to the New Warehouse District. Follow the signs on the floor to find it. The warehouse is along a stretch littered with crates. At 12pm, head down here a cutscene should kick in. If not, then keep walking back and forth until it occurs.

Goro will appear and tells you that he can get a job for you. He wants you to meet him tomorrow at noon, outside the blue door of Warehouse No.1, which is just around the corner from Warehouse No.12. Now that means that you have nothing to do for the rest of the day... a pain. You can train in the harbour in Warehouse No.4, if you so wish. I would like to say that if you haven't trained much so far, start doing it now as there are some tough battles on this disc.

The next day go to Warehouse No.1 and stand outside the big blue door at 12pm. Goro greets you and tells you that you have a job! Yay! You will have to go and speak to Yada-san at the Alpha Trading Office by 2pm. There is no time like the present, so head there now. It is on the long stretch adjacent to the sea (opposite the fishermen).

Your job is to drive forklifts. Mark gives you a quick introduction into how to drive a forklift. The controls are as so -

L Trigger	- Reverse
R Trigger	- Accelerate
Analog Stick / D-Pad	- Steering Wheel
D-Pad Up	- Horn
A Button	- Raise / Lower Forklift
B Button	- Change View between 1st and 3rd person
X Button	- View Map
Y Button	- System Menu

After the introduction on how to drive the forklift, you have to move the crates into the warehouse. You cannot always get them in the lines perfectly so don't worry, but try and get them within the squares as best as you can. Remember that you can place crates on top of others when room runs out. I would advise to fill the back row, then place crates on top of them, then move onto the next row etc. Note that although this is training, you'll still get paid for it, so the more you manage to do the better.

Keep working until 5pm, where you finish. You will then meet up with the foreman and get paid. You get paid 300 yen per crate currently, and when you officially start work from tomorrow onwards, then meeting quota gets you a raise of 50 yen a day. Read up in the notebook on more information about your average working day.

After the training, Ryo wants to learn what sort of gang the Mad Angels are. Some people that you can ask are the 2 foreman talking on the corner of Warehouse No.1, forklift drivers and the homeless man opposite Warehouse No.18. After 7pm (night) head to the center area outside the Alpha Trading Office.

Some of the Mad Angels are pestering the homeless man with their motorcycles. Ryo decides to play chicken with them, in a QTE -

A, Down, Left, Right.

Note that there are different endings depending on how you did. If you get them all right then the competitor drives into the sea, whereas just doing good means you simply win. At this point you can go home, so catch the bus back to Dobuita and go to sleep.

Forklift Race

You wake up at 7:30pm and automatically go to the harbour. What has Mark got in store? A forklift race!

It is three laps around the harbour area. The start/finish line is on that long straight stretch, going right past the canteen then along the sea, round the back of the New Warehouse District and back to the start/finish line. Take the inside of the right turn and use this open area as an opportunity for over taking other racers. These corners now that are next to the sea are quite tight and small, so you may have to slow down when going through them. After those few corners you go left and then right around the back of the New Warehouse District. Turn right at the end, and right again into the more open area, and when turning left now, you can cut some of the corner out by going left of the girder. Go left a little afterward onto the long stretch toward the start/finish line.

Remember that hitting any of the walls or sides makes you stop dead, so it is vital that you do this as little as possible. I also find that it is easier to race in the 1st person perspective. After 3 laps the race ends, and you will receive a forklift collectable according to your position. If you wish to collect them all, then you will have to finish in all 5 positions differently on each day. After this, work begins.

1st Day of Work

You have to move crates from near the Old Warehouse District down to Warehouse No.18. Nothing too far or tough for the first day. The quota is 10 crates, which can be easily met. If you do meet it, then you get a 50 yen raise per crate, so be sure to perform well. In fact it's the only one I have managed to complete early (like two hours early) so meeting quota should be a complete breeze. Pressing the X button lets you see the map of where you have to take the crates to and from, so check it if you are unsure where to go. Try your best to avoid obstacles like people, cats and other forklifts along the way. Don't get annoyed when a forklift suddenly spawns in front of you; it happens to everyone. =P

At 12pm is lunchtime. You have a cutscene straight away, and you have to fight two thugs in a free battle. This is fairly easy, just make sure that you don't get picked on from both sides. You then have free time until 2pm. You can continue asking people about what type of gang the Mad Angels are, but it is not essential.

You get back to work at 2pm. After 3pm, you will get a cutscene when you enter

the warehouse. You will have to fight them in a free battle.. they are very very easy to take down - a fairly powerful move can take them down no problem! You will carry on working afterward until 5pm. You will get paid by the foreman 300 yen a crate and if you met quota of 10 crates, you get a raise for tomorrow. Schweet.

You met with Goro after work. You can get more information about the Mad Angels afterward. There are also two moves to learn now. Approach Warehouse No.18 from the South side and the homeless man will offer you to learn the 'Shadow Step' move. Press Right Y+B to execute the move.

Now at go to the central area, outside the Alpha Trading Office, where Gui Zhang will approach you. He will teach you the 'Swallow Dive' - Left A to execute.

At this point, you may get on the bus and go home.

2nd Day of Work

After the race, its time to work. Today you have to take crates from opposite Warehouse No.18 to Warehouse No.3. Check the map (X Button) if you are unsure of whereabouts you have to go. There are two routes available, and they are more or less the same distance so it is up to you which way to go. There are a lot more people to avoid today so try your best to dodge them. Plus remember that the quota is 8 crates although like yesterday as long as you don't majorly screw up or mess around, it's easily passable.

There is nothing required of you to do at lunch, so spend it as you please. After about 3pm/4pm while working, you will have a cutscene while approaching Warehouse No.3. You have to fight 5 Mad Angels members in a free battle. Like before, they are very weak and just a couple of powerful moves will take them down. Another four will come forward after. You will resume work again once that's over until 5pm.

After work, its time to check out what's behind Warehouse No.17. Head to the North East of the harbour, where you will come across members picking on Mark again. You will have to fight 5 in a free battle; the ones wearing green are the only tough ones, so take out the 3 weak ones quickly and concentrate on taking the greeneyns on one at a time. Dodge their attacks a lot and you should come out top banana. You will talk to Mark afterward.

Go to the homeless man again opposite Warehouse No.18 and he teach you the 'Shadow Blade' - an extension of the move you learned from him yesterday. To execute, it's Right Y+BX. Talk to the man after learning the move and he tells you that members gather there at night, around the Harbour Cafeteria / Warehouse No.18. They don't come tonight, so head home and sleep.

3rd Day of Work

After racing, you work. Today you have to move crates from the New Warehouse District to Warehouse No.18. Check the map (with the X button) if you are unsure of the locations. Like yesterday there are two routes that you can take, and either one is fine, and again the quota is relaxed.

At lunch, as if from no where, Nozomi and her friend appear and take pictures. One is of you apart, the other close. You get to choose which picture you want to take, and the one you don't get goes to Nozomi. It is up to you which one you want to have. After hearing some saddening news, you resume control of Ryo for the lunch period. Do whatever you want.

There are no confrontations during the afternoon shift today. After finishing work, and after 7pm when it is dark, head over to the open area by the harbour cafeteria / Warehouse No.18 where the Mad Angels are hanging out on their motorcycles. You then have a fun QTE to do -

Right, Left, A, Left, Left, A, Right, Right, Right, Left, Left, Right.

You then have to fight a free battle, of which is very easy. You have to fight Charlie after, which is tougher than his mates. Dodge his attacks and hit him when he is open. After you have done this, you can go home.

4th Day of Work

As before you have a race, then get to work. Today you have to move crates from outside Warehouse No. 15 to Warehouse No.18, which are on opposite sides of the harbour. Its a bit further than other shifts, but the quota of 8 crates is still very much attainable. Remember to use the map (X button) if you don't know the locations.

You have free time at lunch to do whatever you want. On your afternoon shift, you come across an injured Goro. Ryo then gives chase into the Warehouse, where there is an awesome QTE -

B, A, B, A, A, B, Left, Down, A.

After the QTE its back to work. You talk to Mark after getting paid, about the deal that is going down. Now go ask the two foremen that are talking on the corner of Warehouse No.1 to learn that they have seen two foreigners around the Cafeteria area. Go to the homeless man opposite Warehouse No.18, and he will show you the 'Cross Charge' Move. You learn it automatically, but it is Right Right Y+B to execute. There is nothing else to do today, so head on home.

5th Day of Work

Race first thing as always, then you get to work. You get a more complex shift today. You take crates from outside of the Old Warehouse District to Warehouse No.8 in the New Warehouse District, then you take a crate from there to Warehouse No. 18. Then you start over again. Be sure to check the map with the X button before hand so you fully understand it all. If you keep forgetting remember that Warehouse No. 8 was where you went the first time you came to the harbour, and that Warehouse No. 18 is by the Cafeteria.

You meet with Goro and Mai at lunchtime. Ryo's reactions are quite funny in this cutscene! Again, lunch is all yours. In the afternoon shift, you come across the two suspicious foreigners that people have been talking about, and a QTE takes place. Where the | comes in is where you get two different directions to take that lead to different QTEs.

Left, B, B, Left, A, Left, Left | Left |OR| Right |
Right		A
A		Left
Right		Right
Left		Left
Right		Right

After the QTE and work, Ryo goes to see Master Chen. After the cutscene, you may go straight to Dobuita as there is nothing required of you to do for the rest of the day.

Late Night Rescue!

After going to sleep, you awake at 11:45pm and a cutscene occurs. You got to get to Warehouse No.17 by 3:30am (meaning you have to leave Dobuita by 3am). The buses have stopped at this hour, so head down to Sakuragaoka and go to the North East of the area, where the motorcycle is. Press the intercom with the A button to the left of the cycle and your buddy (without even asking what you need it for) gives you the keys to his motorcycle. Ryo then rides off like a badass.

You have to ride the motorcycle down toward the harbour. Press the R trigger to accelerate, the L trigger to brake and the analog stick to steer. You have to get to the harbour before the R.Time (remaining time) runs out. The handling of the motorcycle is seriously messed up though. You will have to let go of the accelerator to avoid hitting the barriers on most of the corners, and you will need to brake on the corners toward the end (in the tunnels). You have unlimited attempts, so keep doing it until you get it right.

If you make it you get a cutscene of Ryo riding through the harbour to Warehouse No.17. You will have to fight a group of Mad Angels members on arrival in a free battle. They are very weak, with only a powerful move needed to take them down. You will then head inside and fight another group, whom are again easy, apart from the ginger haired one in green. Take out the others to concentrate on just him. Dodge his moves a lot and hit him when he is open.

You finally meet the slipper wearing Terry in a cutscene, and take Nozomi home with a sloppy love song playing. You return home at 6am (!!!), and then sleep until 7:30am. One and a half hours sleep? Right.

After looking in the notebook, where it says that you have to go to Warehouse No.9 at 10pm tonight, you have a cutscene. You promise to have lunch with Tom, then you get fired from your job. Until lunch time, you should talk to everyone you know - you get no notebook entries for doing this, but you might wish to do it anyway how. Mark is outside the Alpha Trading Office, Hisaka-san is at the lunch stand outside the New Warehouse District and Goro is literally skipping around the harbour. This is also the last time to talk to people, so say your goodbyes.

At around 12pm (you can go a bit before though) head to Tom at his Hotdog stand that is near the Old Warehouse District. He will teach you the Tornado Kick - Left Left A to execute the first part, then Left Left A A for the full move. You have a cutscene once you learn it.

70 Man Battle

The time skips ahead to 10pm after seeing Tom off. You fight Gui Zhang in a free battle. Keep fighting him until a cutscene occurs, with the following QTE -

Right.

After you chase Terry off and you fight in the largest battle of all... the 70 Man Battle! You are paired with Gui Zhang and you have to fight through loads of Man Angels members. It is best that you use a quick to execute move that you have built up a little to take them out as they are nearly all very weak. I personally like using L+A, although running too much will get you tired rather quickly mind.

Head through the alley on the left once you have cleared away the initial few, where you come across a large open area. Keep fighting. Every so often you see bosses enter (they have special introductions) and are harder to beat than the others. Be sure just to tackle this guys on their own, and that you dodge a lot of their powerful moves. If you become low on health, then either run around for a bit so that you avoid enemies, or just stand still and get the weaker ones approach you. Take your time throughout, and if you are interested in how many you have defeated then check your VMU.

The last guy that enters is a boss, that friend of Terry's that is about 8ft tall. He is very tough to beat, and Gui Zhang doesn't even help! Keep at a reasonable distance so you can notice his attacks early enough to dodge them, and so that you can attack him at legs length (with leg based moves). Take your time here, there is no rush (and so you can heal slowly too). You can try pummeling him with attacks so he cannot fight back (offense is the best defense and all that) or do that with the odd dodge motion thrown in. You can peg it away if you want to recover some health (although if you stop and catch your breath you are buggered) so if you need to recover, just back away and dodge as many of his attacks as you can until you are in good enough condition to take his lanky ass on again.

If you having trouble, my brother came up with a good idea. Just stay at the initial area at all times and let the enemies come to you. That way you have plenty of time between enemies to recover your health, although it does take a lot longer. Note that it doesn't make the tall final enemy any easier, apart from that you have a bit of health recharge just before you take him on.

After the long battle, you have a QTE with Terry, where you have to just press -

A.

You have a cutscene at this point, where Chen will arrange a trip for you. You get the opportunity to save after so do so. Sleep to progress, but only for a few hours... again. So that's like 4 hours sleep in 48 hours!

Goodbye Yokosuka!

The next day you say goodbye to the Hazuki Residence and take a stroll through Dobuita for the last time. At the harbour, before you leave, Master Chen teaches you the 'Swallow Flip', which is Right+XA to execute. You then spar with Giu Zhang to learn the proper form - execute the move just as you start

to see him moving.

Once you have learnt the move, Chai appears to ruin your day! You will have to fight him in a free battle, and he is quite tough. Use your most powerful moves and dodge a lot, and be sure to take your time! Also, an excellent way to gain health is to keep at a reasonable distance - not too far or too close and walk away from him with the D-Pad only. He will not attack you if you do this correctly, just step toward you. This battle might take a while depending on how often you practiced, so just keep at it.

Once you defeat Chai, you have a QTE -

Down, A, A, B.

Chai is then defeated, and Ryo boards the boat for Hong Kong. Enjoy the ending! After the credits, you can save your game. Remember that the real weather and 70 Man Battle time trials are now unlocked, and the Passport updated. Keep your Shenmue save for Shenmue II!

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4. LOCATIONS

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This section will give you an insight into each area of Shenmue. I will tell you what items to collect and purchase, points of interest, and where the area maps and capsule toy machines are located.

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4.01. Hazuki Residence

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This is the home of Ryo Hazuki, along with non relatives Ine-san and Fuku-san. It contains a bungalow like house, a small yard and their own dojo where they practice martial arts.

House

Here are points of interest or items that can be located within the house.

- In Ryo's Room, zoom in on to the desk to the left and collect the tape 'SHENMUE' that is on top of it. Now look in all three of the drawers of the desk to collect a 'Cassette Player', 'Photo of Friends' and a 'SHA HUA' tape.
- In Fuku-San's room that is in the far South East of the house, you can pick up the move scroll 'Shadow Reaper' off his desk.
- In the living room (which is opposite the corridor that takes you outside - it is next to the kitchen), investigate the cabinet that is under the television to find a Sega Saturn console. You can play games on it once you have won games from the prize drawer at the Tomato Convenience Store in Dobuita. Go to the big cabinet in the corner of the room and look in the small left drawer to receive 'C Size Batteries'.
- In the kitchen, after learning about the kitten, there is milk in the fridge and Dried Fish on the side which can be both fed to the kitten.
- In Iwao's room, which is the room that is furthest north, check the drawer

in the desk also to get a 'Mysterious Key' from the box, which is required during the course of the game

- The room next to Iwao's room is the altar room, where you can pray at will. There is a 'Box of Matches' to the right here, and some 'Candles' in the small drawer located on the right.
- Go through the door at the back of the Altar room and open the basket on the left to get the move scroll 'Twin Blades'.
- There is a telephone on top of the cabinet by the front door. You can use this free of charge.

Yard

The Yard provides little in terms of interaction. The only point is at the very start of the game, where when you approach the pink blossom tree opposite the dojo in the corner you activate a cutscene from the past. Other than that, the gate to the West leads to the Yamanose area, and if you follow the cobbled path you can reach the dojo.

Dojo

Fuku-san will be in here quite a lot, so approach him for an opportunity to spar when you want. The two hanging pictures at the back and the box to the right of them are used during the course of the game. You can also collect a scroll item from the dojo - go to the West of the building and look up at the picture that says "The Eight Principles of Yin and Yang" - Ryo will say that he cannot reach it. To the right is a stall; approach it and press the A button and Ryo will use it to access the picture and to retrieve the 'Mysterious Scroll' item. Go to Warehouse No. 8 with this to find out that it's a poem that hides a move, however you cannot retrieve it. So in short, the scroll is useless.

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4.02. Yamanose
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A small residential area located in-between the Hazuki Residence (to the East) and Sakuragaoka (to the West). There is nothing you can do here apart from the kitten; the locals provide little or no information and the no one responds when you call at the houses. What a rush.

At the shrine in the South West, next to the Sakuragaoka exit, is home to an orphaned kitten which you can take care of and feed when you want. This will be explained more later in the 'Side Quests and Secrets' section toward the end of the FAQ.

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4.03. Sakuragaoka
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This is another residential area, but is larger than Yamanose and has more activities to participate in. There are three exits in this area; one to Yamanose to the North East, and two to Dobuita in the South West (leading to

the South East of Dobuita) and the North West (leading to the North East of Dobuita).

Area Maps

- South West; path next to Sakura Park.

Points of Interest

- There is a pay phone in the center of the area, where there is a fork in the paths. You have to pay 10 Yen to use it.
- Abe Store - a shop in the North West of the area. You can purchase -

Salami -	90 Yen	
Squid Legs -	90 Yen	* You can play the lucky draw when you purchase
* Chocolate -	120 Yen	these items.
* Potato Chips -	120 Yen	
* Caramel -	120 Yen	

The opening times are 9:00 - 19:00.

- You can practice at Sakura Park, found in the South West.

Capsule Toy Machines

- Virtua Fighter (outside the Abe Store)
- Sega/Sonic (outside the Abe Store)

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4.04. Dobuita
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Dobuita is a downtown-like area which contains a variety of services, such as shops, restaurants, nightclubs, an arcade, and a bus service that takes you to Anihama. You will spend most of your time here during discs 1 and 2. There are two exits that both lead to Sakuragaoka - one in the South East (leading to the South West in Sakuragaoka) and the other in the North East (leading to the North West in Sakuragaoka). There is also a bus service that runs to the harbour from the end of disc 1 onward, located on the main road in the far North East.

Area Maps

- South West; next to the exit to Sakuragaoka
- South; next to Funny Bear Burgers
- South East; next to Manoukuken Ramen
- North / South West; opposite the graffiti-ed wall
- North; opposite Uokichi Sea Food

- North East; outside Susume Park
- North East: outside Parking Lot

Points of Interest

- Lapis Fortune Teller - South, on the corner. Open 10:00-24:00. It costs 300 yen to get a reading, from either your future (tells Ryo his future), a clue (a clue of where to go next in the game; useless as you have this guide to do the same thing for free), or gamble (tells you your lucky numbers for today - use the same number at the corresponding machine at the Slot House to perhaps get extra luck).
- Asia Travel Co. - South, on the corner. Opens 10:00-20:00. This is needed during the course of the game.
- Slot House - South West / West. Opens 10:00-24:00. For more information, see the 'Mini Games' section.
- Tomato Convenience Store - North or Center bottom on the area maps. This is open all the time, and you can purchase the following -

Box of Matches -	50 Yen	
Light Bulb -	90 Yen	
* Potato Chips -	120 Yen	
* Chocolate -	120 Yen	
* Caramel -	120 Yen	
AA Size Batteries -	150 Yen	* You can play the lucky draw when you purchase
C Size Batteries -	150 Yen	these items.
Candles -	150 Yen	
Canned Tuna -	180 Yen	
Dried Fish -	300 Yen	
Cassette Tapes -	300 Yen	
Sliced Fish -	500 Yen	
Flashlight -	500 Yen	

- Bunkado Antiques - North; located in the North East highstreet. Open 10:00 to 22:00. You can purchase the following move scrolls -

Rising Flash -	500 Yen
Mud Spider -	1000 Yen
Crawl Cyclone -	1000 Yen
Twin Swallow Leap -	1000 Yen
Tiger Storm -	2000 Yen
Arm Break Fire -	3000 Yen

- Tom's Hotdog Stall - Located in the North East highstreet. Tom sometimes has useful information, and also you can use his cassette player there to play tapes for free. The tape he has playing is Hip De Hop, in case you were wondering.
- Global Travel Agency - Located in the North East highstreet, opposite Tom's hotdog stall. You may need it during the course of the game.
- Suzume Park - North East, down the path next to You Arcade. You may need it during the course of the game.
- You Arcade - North East. Opens 10:00-24:00. Each game or amusement is 100 Yen, from a choice of -

Space Harrier
Hang On
Darts Seven
QTE Title

- Parking Lot - North East. This is an open area where you can practice your moves.
- Hirata Tabacco Shop - North East, at the end of the street next to the main road. It opens 7:00-18:30. There is a phone to use (10 Yen a call) and also a phone directory for reference.
- Bus Stop - North East, by main road. This is only accessible from the end of Disc 1 onward. Each fare is 160 Yen, and the bus times can be found on the post on the left of the bus shelter. When the bus arrives, press the A button to board, then you ride to the Harbour area.

Capsule Toy Machines

- Sega (outside You Arcade)
- Virtua Fighter Kids (outside You Arcade)

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4.05. New Yokosuka Harbor
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This is the Harbour area, where the Mad Angels are based. Most of this area consists of Warehouses, with workers, forklifts and cats litter the paths. The only exit is via the bus stop in the South West entrance.

Area Maps

- West; by Warehouse No.18
- North West; opposite the Old Warehouse District
- Center; outside Central Pier / Alpha Trading Office
- South East; New Warehouse District, outside Warehouse No.1
- South East; back of Alpha Trading Office, opposite the New Warehouse District

Points of Interest

- There is a phone box near the entrance of the harbour (South West).
- Warehouse No.18 - West, by the Cafeteria and the Harbour Lounge.
- Homeless man - Opposite Warehouse No.18, under the stairs. He often provides useful information and teaches you moves in disc 3.
- Harbour Lounge - West, by the cafeteria and Warehouse No.18. It is a shop; the harbours version of the Tomato Convenience Store. The opening times are 8:00-22:00. You can purchase the following -

Milk -	100 Yen	
* Potato Chips -	120 Yen	
* Chocolate -	120 Yen	
* Caramel -	120 Yen	
Canned Tuna -	180 Yen	* You can play the lucky draw when you purchase
Cassette Tapes -	300 Yen	these items.

Dried Fish - 300 Yen
Sliced Fish - 500 Yen

You can also use the following amusements, costing 100 Yen each, as well as capsule toys -

NEO Darts
Darts Seven
Jukebox

- Tom's Hotdog Stall - North West, near to the Old Warehouse District. You can play cassette tapes here for free.
- Old Warehouse District - North West.
- Alpha Trading Office - South West, opposite the New Warehouse District.
- New Warehouse District - Warehouses 1-11 in the South East; Warehouses 12-17 to the North East of the area.
- Warehouse No.4 - South East, in the New Warehouse District. You can practice your moves here.

Capsule Toy Machines

- Sega / Nights - Harbour Lounge
- Motor - Harbour Lounge
- Harbour - Harbour Lounge

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5. MOVE LIST

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This is the list of moves that Ryo can perform in the game. Here, there is the list of all moves that you can possibly get. If the move in this list isn't on your list in the game, then you haven't learnt the move yet. Under the list are the moves that you can learn, with and how and where to learn them, as well as training locations and advice.

To see the list, go on to the System Menu and go to Moves Scroll. On the Moves Scroll, there is a graph behind every move that shows the Proficiency level of how well Ryo can execute the move. The higher the level of the graph, the better. There are three grades for the moves; Learning, Moderate and Advanced. Once you have totally mastered the move, the text of the move's name becomes yellow.

Use the D-Pad to choose which moves you want to look at. Pressing the X button will show you an explanation or description on how the move is performed. Pressing the L trigger changes the display of the text to Japanese, and the R Trigger zooms in on the move demonstration in the bottom left corner of the screen. You can also use the Analog stick to rotate the move demo.

You can also set any move from the list that you have learnt to be executed when you press the R trigger in a free battle. To do this, select the move you want and press the A button, where the background of that move will turn to a shade of green.

And finally; remember that the input commands for the moves are for when Ryo

is facing right.

Move List

Tiger Knuckle	X
Elbow Slam	Right X
Pit Blow	Right X
Twist Knuckle	Left X
Elbow Assault	Right Right X
Upper Knuckle	Left Left X
Sleeve Strike	Right Left X
Rain Thrust	Unknown
Big Wheel	X + A
Twin Hand Waves	Right X + A
Double Blow	Right X + A
Backfist Willow	Left X + A
Avalanche Lance	Right Right X + A
Katana Mist Slash	Left Left X + A
Mistral Flash	L X
Rising Flash	Right Left Left X
Crescent Kick	A
Trample Kick	Right A
Side Reaper Kick	Left A
Against Cascade	Right Right A
Surplice Slash	Left Left A
Thunder Kick	Right Left A
Hold Against Leg	Left Right A
Brutal Tiger	Right Left X + A
Dark Moon	Left Right X + A
Cyclone Kick	L A
Windmill	L X+A
Shadow Reaper	L Y+A
Mud Spider	Left Right Right A
Crawl Cyclone	Right Left Left A
Twin Swallow Leap	Left Right Right X + A
Overthrow	B
Sweep Throw	Right B
Vortex Throw	Left B
Mist Reaper	Right Right B
Demon Drop	Left Left B
Shoulder Buster	Unknown
Tengu Drop	Unknown
Darkside Hazuki	B
Back Twist Drop	B
Arm Break Fire	Right Left Left B
Tiger Storm	Left Right Right B
Shadow Step	Right Y + B
Swallow Dive	Left A
Shadow Blade	Right Y+BX.
Cross Charge	Right Right Y + B
Tornado Kick	Left Left A A
Swallow Flip	Right+XA

Move Scrolls

You can learn additional moves from move scrolls, which can be either purchased or given to you. To read the move scroll, go to the System Menu (press Y) and select the move scroll to read it and it is added to your move list.

The move scrolls that you have to purchase are from Bunkado Antiques, which is in North Dobuita (located in the North East highstreet). You can purchase the following move scrolls -

Rising Flash -	500 Yen
Mud Spider -	1000 Yen
Crawl Cyclone -	1000 Yen
Twin Swallow Leap -	1000 Yen
Tiger Storm -	2000 Yen
Arm Break Fire -	3000 Yen

Shadow Reaper - In Fuku-San's room at the Hazuki Residence, you can pick up the move scroll off his desk.

Twin Blades - In the Hazuki Residence, go through the door at the back of the Altar room and open the basket on the left to get the move scroll.

Taught Moves

Other moves can be learnt by other people teaching you them. Some are learnt during the course of the plot, others you will have to seek out the people that will teach you them at the appropriate time. Here is the list -

Moves taught during the course of the game -

Shadow Step

The Homeless man will teach you this on your first day of work on Disc 3.

Swallow Dive

Gui Zhang will teach you this on your first day of work on Disc 3.

Shadow Blade

The Homeless man will teach you this on your second day of work on Disc 3.

Cross Charge

The Homeless man will teach you this move on your fourth day of work on Disc 3.

Tornado Kick

Tom will teach you this move before he leaves on Disc 3.

Swallow Flip

Master Chen and Gui Zhang will teach you this move at the end of the game.

Moves that you have to seek out -

Pit Blow

Learn it from Fuku-san in the dojo within the first few days of the game.

Double Blow

Visit Suzumi Park in Dobuita and the old man will teach you the move (end of Disc 1 only).

Practice and Sparring Locations

There are locations throughout the game's areas that you can use as a place for practicing your moves. Simply enter the area and an Action Selector will appear, asking if you want to practice or not. Practicing your moves increases Proficiency Level of them, so regularly practicing forms you into a better fighter, and winning the free battles will become easier. You can also spar with people, and you raise the Proficiency Level of your moves while you attack your opponent.

Pressing the R trigger while you are practicing brings up the moves scroll, allowing you to view your moves. Note that you cannot use the move set on the R trigger while you are practicing; to train up a move you will have to enter it manually. To exit practicing, press the R trigger to bring up the moves scroll then exit, and an A.S. will appear asking you if you want to stop or continue.

To set the Training Method, select the 'Training' option from the menu that is displayed in Ryo's Bedroom at the Hazuki Residence. You then get four choices to choose from; All Moves, Hand Moves, Arm Moves, and Throw Moves. Selecting one will just train that type. After you will be shown only the moves that fit into that type (selecting All Moves will show all the moves) and you can select if you wish to just train an individual move.

You can practice at the following locations; to see where they are, look at the 'Locations' section above this one.

- Dojo, Hazuki Residence - You can Spar with Fuku-san here also
- Sakura Park, Sakuragaoka
- Parking Lot, Dobuita
- Warehouse No.4, Harbour

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6. COLLECTABLES CHECKLIST

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If you want to fully complete the game, then you have get all the capsule toys. There are loads to collect, and it will cost a lot of money to do so, but they are all very cool and worthwhile! They are based on many of Sega's franchises - Sonic, Virtua Fighter, NiGHTS, etc., and on objects and places in the Shenmue World. Here is a checklist of the capsule toy machines and the toys themselves.

A massive thanks to Adam Doran for letting me use the information from his Collectables FAQ! *tips hat*

Capsule Toy Machine locations

- Virtua Fighter (outside the Abe Store)

- Sonic (outside the Abe Store)
- Excited Sega World (outside You Arcade)
- Virtua Fighter Kids (outside You Arcade)
- Excited Sega World - Harbour Lounge (Left)
- Vehicle - Harbour Lounge
- Port - Harbour Lounge

 Collection Checklist

Here is a list of all the collectables in the game, divided in to different sets. To the right of the set's name is what machines or places the set can be found. Also note that this is a checklist, so you can print it out and use it to check off what collectables you have. The [] to the left of each collectable is where you tick or mark once you have it.

All machines - These are included in every machine.

- [] Binsbein 1
- [] Binsbein 2
- [] Binsbein 3
- [] Dice 1
- [] Dice 2
- [] Dice 3
- [] Heavy Bomb 1
- [] Heavy Bomb 2
- [] Heavy Bomb 3
- [] Super Ball 1
- [] Super Ball 2
- [] Super Ball 3

Arcade Prizes - Won by meeting certain requirements at the Arcade games

- [] Hang On Token - Complete Hang On with 1 coin
- [] Harrier Token - Complete Space harrier with 1 coin
- [] Mini Darts - Hit a score of 300 or more
- [] Mini Hang On - Score more than 10,000,000 points
- [] Mini Harrier - Score more than 10,000,000 points
- [] Mini QTE - Score more than 300,000 points
- [] Mini QTE Title - Score more than 300,000 points

Excited Sega World - Found in the 'Excited Sega World' machines.

- [] Aida II
- [] Alex Kid
- [] Chao & Pian
- [] Chicken Leg
- [] Coba Beach
- [] Dreamcasko
- [] Gear-O
- [] Hornet
- [] Jet Opa-Opa

- Megadra Brothers
- Mobo
- Myau
- NiGHTS 1
- NiGHTS 2
- Opa-Opa
- Poppors
- Ristar
- Robo
- Ruber
- Sataro-O
- Shop
- Solo Wing
- Try-Z

Everyones Space - These items were traded online. However now the only means
 ----- of getting them is via a cheat disc.

- Big Philip (traded for a cherry)
- Big Robin (traded for a cherry)
- Chip (traded for a cherry)
- John (traded for a Mini Pool/Billiards)
- Kelly (traded for a Mini Pool/Billiards)
- Kuro (traded for Mini Slot Machine)
- Little Philip (traded for a cherry)
- Little Robin (traded for a cherry)
- Mary (traded for a Mini Jukebox)
- Philips (traded for a Mini Pool/Billiards)
- Pip (traded for a cherry)
- Poochi (traded for a Mini Pool/Billiards)
- Pop (traded for a cherry)
- Pyonta (traded for a Mini Pool/Billiards)
- Rap (traded for a cherry)
- Robins (traded for a Mini Pool/Billiards)
- Tora (traded for Mini Slot Machine)

Forklift Race Winnings - Won in the Forklift Race (Disc 3; 5 races only)

- Forklift No.1 (come first in the race)
- Forklift No.2 (come second in the race)
- Forklift No.3 (come third in the race)
- Forklift No.4 (come fourth in the race)
- Forklift No.5 (come fifth in the race)

Lucky Dip Prizes - Play Lucky Dip in the stores (buy the Sha Hua food to play)

- Dural Gold - Win Top prize (Abe Store)
- Dural Silver - Win First prize (Abe Store)
- Mr Yukawa Happi - Win Second prize (Abe Store)
- Mr Yukawa Suit - Win Third prize (Abe Store)
- R-360 - One of four 4th prizes (Abe Store)
- Space Harrier - One of four 4th prizes (Abe Store)
- Rent-A-Hero - One of four 4th prizes (Abe Store)
- Bananza Brothers - One of four 4th prizes (Abe Store)
- B.B.Ultra - One of four 4th prizes (Tomato Convenience Store)

- [] Hot Dog Truck - One of four 4th prizes (Tomato Convenience Store)
- [] Metal Sonic - One of four 4th prizes (Tomato Convenience Store)
- [] Super Sonic - One of four 4th prizes (Tomato Convenience Store)
- [] Crane - One of four 4th prizes (Harbour Lounge)
- [] Ferry - One of four 4th prizes (Harbour Lounge)
- [] Forklift Blue - One of four 4th prizes (Harbour Lounge)
- [] Forklift Red - One of four 4th prizes (Harbour Lounge)

Port Related - Found in 'Port' machines. (harbour, right)

- [] Anchor
- [] Container
- [] Float
- [] Forklift
- [] SHENMUE Container
- [] Steering Wheel
- [] Truck 1
- [] Truck 2
- [] Truck 3
- [] Truck 4
- [] Wooden Crate

QTE Buttons - Found in 'Virtua Fighter Kids' and 'Excited Sega World' machines

- [] A Button
- [] B Button
- [] X Button
- [] Y Button

Slot Machine Prizes - Won by meeting certain requirements at the Slot Machines

- [] Matsayama Prize - Get 10,000 tokens
- [] Mitsuzuka Prize - Get 50,000 tokens
- [] Cherry - Three 7s (red or green) on a 1 coin machine
- [] Mini Billiards - Three 7s (red or green) on a 5 coin machine
- [] Mini Slot Game - Three 7s (red or green) on a 10 coin machine
- [] Mini Jukebox - Three 7s (red or green) on a 20 coin machine

Sonic The Hedgehog - Found in the 'Sonic' machines.

- [] Amy
- [] Bark
- [] Bean
- [] Eggman
- [] Espio
- [] Fang
- [] Knuckles
- [] Sonic 1
- [] Sonic 2
- [] Tails

Vehicles - Found in 'Vehicles' Machines.

- Bus
- Coupe 1
- Coupe 2
- Coupe 3
- Coupe 4
- Coupe 5
- Delivery Moped
- Hang On 1
- Hang On 2
- Hang On 3
- Hang On 4
- Hang On 5
- Hang On G
- Hornet
- Motor Scooter
- Wagon 1
- Wagon 2
- Wagon 3
- Wagon 4

Virtua Fighter - Found in 'Virtua Fighter' machines

- Akira 1
- Akira 2
- Jacky 1
- Jacky 2
- Sarah 1
- Sarah 2
- Lau 1
- Lau 2
- Pai 1
- Pai 2
- Wolf 1
- Wolf 2
- Jeffry 1
- Jeffry 2
- Kage 1
- Kage 2
- Wooden Man

Virtua Fighter Kids - Found in 'Virtua Fighter Kids' machines

- Kids Akira 1
- Kids Akira 2
- Kids Jacky 1
- Kids Jacky 2
- Kids Sarah 1
- Kids Sarah 2
- Kids Lau 1
- Kids Lau 2
- Kids Pai 1
- Kids Pai 2
- Kids Wolf 1

- [] Kids Wolf 2
- [] Kids Jeffry 1
- [] Kids Jeffry 2
- [] Kids Kage 1
- [] Kids Kage 2
- [] Kids Shun Di 1
- [] Kids Shun Di 2
- [] Kids Lion 1
- [] Kids Lion 2
- [] Kids Dural S
- [] Kids Dural G

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7. LUCKY DIP & CASSETTES

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This section explains the Lucky Dip and what items you can receive, and also the cassettes that you can collect (two different topics into one section).

Lucky Dip

You can play Lucky Dip in the three stores - Abe Store (Sakuragaoka), Tomato Convenience Store (Dobuita) and the Harbour Lounge (Harbour). To play, you have to purchase either Potato Chips, Chocolate or Caramel for 120 Yen each. When you buy them the shop clerk will tell you that you can play. Ryo will put his hand in the box of papers and move it about; pressing the A button will make him pick up a paper. You cannot see or determine what prize that you receive (as it is random). The prizes available are pretty good; you will need to do this in all three stores if you are a collector of the Cassettes or Collectables as there some unique ones here, and also you can get games for your Sega Saturn at home.

However getting the higher prizes, as you might have guessed, is pretty rare. You will need to play loads to get all the prizes. If you looking for a particular prize, then save up loads of Yen, save at the house and spend all your money on playing the Lucky Dip in hope that you get it. If you don't then just reset and try again. Here is a list of the locations and the prizes that you can win and their rankings (this information was also supplied by Adam Doran) -

Abe Store

- Dural Gold - Top prize
- Dural Silver - First prize
- Mr Yukawa Happi - Second prize
- Mr Yukawa Suit - Third prize
- R-360 - One of four 4th prizes
- Space Harrier - One of four 4th prizes
- Rent-A-Hero - One of four 4th prizes
- Bonanza Brothers - One of four 4th prizes
- Capsule Toy - 5th Prize

Tomato Convenience Store

Radio Cassette Player	- 1st prize
SEGA Saturn game Hang On	- 2nd prize
SEGA Saturn game Space Harrier	- 2nd prize
Hang On Cassette	- One of four 3rd prizes
Space Harrier Cassette	- One of four 3rd prizes
Magical Sound Shower Cassette	- One of four 3rd prizes
Final Take Off Cassette	- One of four 3rd prizes
B.B.Ultra	- One of four 4th prizes
Hot Dog Truck	- One of four 4th prizes
Metal Sonic	- One of four 4th prizes
Super Sonic	- One of four 4th prizes
Capsule Toy	- 5th Prize

Harbour Lounge

Radio Cassette Player	- 1st prize
SEGA Saturn game Hang On	- 2nd prize
SEGA Saturn game Space Harrier	- 2nd prize
Hang On Cassette	- One of four 3rd prizes
Space Harrier Cassette	- One of four 3rd prizes
Magical Sound Shower Cassette	- One of four 3rd prizes
Final Take Off Cassette	- One of four 3rd prizes
Crane	- One of four 4th prizes
Ferry	- One of four 4th prizes
Forklift Blue	- One of four 4th prizes
Forklift Red	- One of four 4th prizes
Capsule Toy	- 5th Prize

The Radio Cassette Player is a stereo as seen on Tom's Hotdog Stall. You get a choice of colours, then it is taken to your bedroom for you to keep. You can play cassette tapes with this. You sadly cannot have more than one. Also, every prize (unless stated) is a collectable.

Cassettes

Cassette tapes are music that is played throughout the game. They are bought from shops, found, or won from the Lucky Dip. You can play these cassette tapes in three ways; through Ryo's personal stereo (found in Ryo's desk drawer in his room), Tom's stereo on his hot dog stall or the stereo that you can win through the Lucky Dip.

The following tapes are found in Ryo's room; on or in his desk drawers -

Sha Hua
Shenmue

The following tapes are bought from either the Tomato Convenience Store or the Harbour Lounge. Only a set number are available at one time, so to get them all, buy all the ones that are currently stocked, then check in every so often and new ones should appear for you to buy. Each cassette is 300 Yen each.

Antiquity Tree
Be-Witch
Boz Nov
Dandy Old Man

Density
Feel Tired Song
Flower Girl
Glyfada
GoGo
Harbour Bar
Harbour Beats
Heartbeats
Hip de Hop
Like a Feeling
Linda
Liquor
NaNa
Spider
Strong
Y.A.D.A.
Yokosuka Blues

These four tapes are obtained by playing the Lucky Dip from either the Tomato Convenience Store or Harbour Lounge, as one of the third placed prizes -

Final Take Off
Hang On
Magical Sound Shower
Space Harrier

7. MINI GAMES

There are many mini games in Shenmue, which can be played at either You Arcade in Dobuita or the Harbour Lounge at the Harbour. Here is a list of the mini games in Shenmue (both the YS games and the in-game ones), including where they are found in the game, the objective to each game and some tips to help you play them!

Remember that although it says in the manual and in the game that you can connect to the internet via the passport disc and participate in the online rankings, you cannot anymore. Segastopped the service some time ago since the Dreamcast is long gone.

*** Note that to most mini games, they might not be fully comprehensive, so be sure to email me your strategies!

7.01. Hang On

-- Hang On! ... Keep your speed up to win!

Location

This can be found in the You Arcade, Dobuita.

Controls

Analog Stick - Steering

L button - Brake

R button - Accelerate

Overview

Riding a motorcycle, you have to pass through the checkpoints within the allotted time. On your way you have to avoid the other bikers at all costs, as hitting them means you will bounce straight off 'em and onto the track side. Hitting an obstacle on the side of the road means that you will crash and lose vital seconds. On corners, you'll find yourself sliding so just let go of the acceleration for a brief moment and punch it again later after you stop sliding. You will only need to use the brake on some turns in the later stages of the game. Don't be afraid to slow down to avoid other bikers either, as its either that or lose about 10 seconds after falling off your bike.

The entire race is split up into stages, and when you go through a checkpoint your time extends allowing you to play further. The difficulty increases with each stage - meaning that there are harder and more frequent bends and more bikers in your way. The scenery changes also changes. To check the stage that you are on look at the top left corner of the screen.

Another note is that to finish the game you must NOT crash once in the entire race and have a fairly consistent speed; otherwise you will not make the later checkpoints. Pretty tough!

Prizes

The prizes will turn up in your Collectables.

Mini Hang On - Score more than 10,000,000 points
Hang On Token - Complete Hang On with 1 coin

7.02. Space Harrier

-- Space Harrier ... A SciFi shooting game with easy controls and dramatic speed.

Location

This can be found in the You Arcade, Dobuita.

Controls

Analog Stick - Move

Directional Pad - Move

A, B, X, Y buttons - Shoot

Note that difference between the analog stick and the directional pad is that the analog recenters the character automatically while the D-Pad does not.

Overview

The game is set up into different stages, where you have to evade the enemy fire and obstacles that come your way and shoot them down. Most enemies can be shoot simply to kill them. The obstacles can be shot at and destroyed too, however some cannot (for example the columns on the second stage onward). At the end of each stage you come across a boss, which is quite challenging. After you die three times, its game over.

Most enemies you can't touch, so don't be afraid to get stuck in and get all close and personal. For example when you see a group of flying enemies fly across horizontally in the distance, they will then come to you from one of the sides. So, go to the opposite side and shoot at them when they come in front to kill them easily.

Try and stay off the ground at all times and don't assume that you can destroy obstacles on the playing field just before you hit them (because most of the time you can't). So, always aim to avoid the obstacles and try and figure out your route through them as quickly as possible.

One of the best tips that I can give you is to constantly be shooting. It never hurts to shoot anything that moves (and doesn't move) in this game. Tend to shoot at a much faster rate at the bosses also.

Boss Strategies

Stage 1 - Moot

To hurt the dragon, shoot at its head. He will spot groups of fireballs at you, one from far away, one from about half way and one close up. Its the one that is close up that you have to watch out for (when he is close to you, move around to avoid them when he spits them). After he has came up close, he will back off and repeat the process. You can also attack him when he is backing away from you. If you heavily shoot and aim at his head successfully, you will finish him off quickly.

Stage 2 - Geeza

The boss is located in the middle of the mass of floating heads. Just shoot very rapidly at the group of heads, and move around to avoid the fireballs. When moving I recommend going around the outside of the screen and occasionally popping into the middle and firing when the coast is clear. Never go back to

where you have been otherwise you risk getting hit by a fireball.

Stage 3 - Amar

Like the first boss in the game, except that he has two heads. Move from side to side to avoid the fireballs, and so alternate in shooting his heads while you are doing so. I also recommend when he is approaching you just circle around the outside of the screen to avoid the fireballs, then attacking on his retreat (however still fire all the time).

Prizes

The prizes will turn up in your Collectables.

Harrier Token - Complete Space harrier with 1 coin
Mini Harrier - Score more than 10,000,000 points

=====
7.03. QTE Title
=====

QTE Title ... Improve your QTE skills by playing this game!

Location

This can be found in the You Arcade, Dobuita.

Controls

Punch Button Pads - A, B, or X

Overview

As the title might suggest, this is a QTE game. Press the QTE commands as they appear on screen. You get points the further you go. You only get three chances so be on your toes! The longer you last, the faster the gloves come forward. Later they come in pairs (one after another) and if you get really far, then two gloves come at once! You might find it helpful to assign a finger to A, B and X, however this didn't work for me but it might for you.

Prizes

The prizes will turn up in your Collectables.

Mini QTE Title - Score more than 300,000 points

=====
7.04. Excite QTE 2
=====

Excite QTE2 ... Can you keep up with the increasing speed?

Location

This can be found in the You Arcade, Dobuita.

Controls

Buttons used - Directional Pad, A B X Y

Overview

As the title might suggest, this is a QTE game. Press the QTE commands as they appear on screen. The faster you press the button the higher score you get. You only get three chances so be on your toes! The longer you last, the faster the commands come. They come in pairs (one after another) so watch out for that too. Directions appear after a while, then soon Middle. The Y button is introduced, and then you play Expert. I recommend that although you get more points for pressing the button quicker that you take your time in recognizing the button and executing it correctly. Overall, you will get more points by getting further than pressing the buttons quicker! As you get more used to the game then you can improve the speed of button pressing.

Prizes

The prizes will turn up in your Collectables.

Mini QTE Title - Score more than 300,000 points

=====
7.05. Darts Seven
=====

Darts Seven ... Relax and enjoy a game of darts.

Location

This can be found in the You Arcade, Dobuita and the Harbour Lounge, Harbour.

Press A to throw the dart.

Overview

Throw darts at a board to get a high score. Focus on the motion of the arm and press A at the right moment to get a decent score. This is a very screwed up version of darts; Ryo just moves his wrist around and you have to judge it from that. o_O Play normal darts instead. Please.

=====
7.07. Slot Machines
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Location

This can be found in the Slot House, Dobuita.

Controls

A to select your action, and Y to see how many tokens you have remaining.

Overview

Head over to a machine and press X to play. Buy some tokens to start off with (\$5 buys 20 tokens) and play away! There are three buttons; BET/COIN where you use to bet the coins. Press it to add a line on to the spin you are about to play (the cost of the line is different for the machines). The more lines you play, the more chances there are to win. Once you have done that, press the START button to spin. Whether you win or lose, you can end by pressing the PAYOUT button to collect your current winnings.

The different winning combinations can be seen below -

- 1 Cherry = x2
- 2 Cherry = x5
- 3 Cherry = x10
- Any 3 Bars = x20
- 3 Bar = x50
- Any 7's = x50
- 3 Super Bar = x100
- 3 Green 7's = x200

Also, getting three red seven's on different lines come up with different results -

- 1st Line = x300
- 2nd Line = x500

3rd Line = x1000
4th Line = x1500
5th Line = x3000

There is a lot of fun to be had when you play the Slot Machines, and there are loads of prizes for your collectables to try and get (see below). You can carry your tokens on to Shenmue II. Remember that before you leave, go to the counter and deposit your tokens. You will get them back the next time you come, so don't fret that you will lose them. ;)

Prizes

These can only be claimed if you are playing in the game, and not in the Shenmue Collection. The prizes will turn up in your Collectables.

3,000 Prize	- Get 3,000 tokens
10,000 Prize	- Get 10,000 tokens
50,000 Prize	- Get 50,000 tokens
200,000 Prize	- Get 200,000 tokens
500,000 Prize	- Get 500,000 tokens
1,000,000 Prize	- Get 1,000,000 tokens
Cherry	- Three 7s (red or green) on a 1 coin machine
Mini Billiards	- Three 7s (red or green) on a 5 coin machine
Mini Slot Game	- Three 7s (red or green) on a 10 coin machine
Mini Jukebox	- Three 7s (red or green) on a 20 coin machine

=====

8. PASSPORT

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The Passport disc (disc 4) allows you to review certain cutscenes in the game, listen to music that you have heard, provide you with help and also connect to the internet for extra features (sadly, this has been discontinued).

Thanks to Fox for allowing me to use some of his data from his Shenmue FAQ about the Passport section (Theater and Music unlockables). Thanks man!

When the disc has loaded you will be asked to select one of your game saves to load from. After loading your save, you will be presented with the main menu, with the following four items -

Information

Theater

Music

Passport

Information

Seven characters from the game will explain to you various features in the game. They are -

Prologue: Ling Sha Hua
Battle System: Ryo Hazuki
Mini-Games: Nozomi Harasaki
Magic Weather: Kenzo Oishi
Money: Mark Kimberly
Game System: Hong Xui Ying
QTE: Chai

Once you have selected one, you will watch them talk to you about the according topic. While this is playing, you can move the camera around with the D-Pad, zoom in and out with the L and R triggers, hold the A button to view subtitles, and move lighting with the analog stick. It will loop until you exit with the B button.

Theater

Here, you can view certain cutscenes in the game once you have viewed them. You start with 6 promotional videos to begin with, and the further you play the more you unlock. There are some cutscenes that you don't usually see during the course of the game that can be viewed here also. They are (thanks to Fox for supplying this information) -

Drifting Blossoms -

On the first day, walk to the Pink Blossom tree in the corner of the yard (opposite the Dojo).

Nozomi vs. Enoki -

After going to the Heartbeats bar and before going to the Tattoo Parlour on Disc 1, go to Sakuragaoka Park during the daytime when it is clear.

Nozomi's Confession -

On Disc 2 before getting the Sword Handguard, stay around the house phone at around the 7pm mark in the Hazuki Residence.

The North Star -

Get the Phoenix Mirror from the dojo basement and head to the Russiya China Shop, then talk to the lady in purple.

Nozomi's Tears -

After December 25th and after 7pm, go to You Arcade and talk to the girl in front. She tells you about Nozomi in Sakuragaoka Park, so head there sharpish.

Music

In this section you can listen to the tracks that you have heard so far in the game. Use the D-Pad directions up and down to choose the track, and the left and right directions to choose between the items on the bottom. The four items on the bottom right are-

SNG: Normal; just play the selected song only

ALL: Play all the songs □ REP: Repeat track

RND: Play random songs from the listing

Like the Theater section, you will need to go out of your way and meet certain requirements to unlock some extra tracks here. These are as follows (thanks to Fox for supplying this information) -

Enter the following shops or locations -

Yamaji	Yamaji Soba Noodles, Dobuita
Lapis	Lapis Fortune Teller, Dobuita
Bob's Pizzeria -	Bob's Pizzeria, Dobuita
Abe Store -	Abe Store, Sakuragaoka
Slot House -	Slot House, Dobuita
Tomato Convenience Store -	Tomato Convenience Store, Dobuita
Liu Barber and Hair Salon -	Liu Barber and Hair Salon, Dobuita
Asia Travel Company -	Asia Travel Company, Dobuita
Harbor Lounge -	Harbour Lounge, Harbour

Walk around the Dobuita around Christmas time (December 25th) and when you hear the Christmas tunes, you unlock the following three tracks -

Jingle Bells
Silent Night, Holy Night
Sha Hua Christmas

Passport

This section allowed you to connect to the internet, meaning you trade the Lucky Cans in, and participate in mini-game rankings across the world. Sadly this service has been discontinued, but I hope something similar returns for Shenmue III.

=====

9. SIDE QUESTS AND SECRETS

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Hello Kitty!

Taking care of the orphan kitten in the Yamanose Shrine unlocks several cutscenes. Be sure to feed it every day which any meat product (not the Sha Hua Chocolate, Caramel or Crisps, fool!) and to walk through Yamanose and back every day too. This is important that you do this in the first few days as you get to name the kitten (which is pretty cool). However by Disc 3 the kitten will be taken care by one of the children in their homes, where you cannot go further with this side quest - I assume because in that disc nearly all of your time is spent at the Harbour area.

Sega Cameos

There are various Sega product cameos located throughout the game. There is a Sega Saturn in the living room (in the cabinet under the television), a

Dreamcast in the Old Warehouse District office place (look in through the window one time after you have sneaked in), Virtua Fighter posters in Fuku-sans room, and a Sega billboard on top of the New Yokosuka Theater building (go outside of You Arcade, and look down the highstreet - on one of the left buildings you should see it).

Ren - Hang On Master!

☐ Look at the Hang On arcade game highscores - the holder of the highest score is REN. Ren is a character in Shenmue II!

Unlock the 70 Person Free Battle

Complete the game then save it. This can be found under the Options part of the Main Menu. This is like the one in the game, except that you are timed and you have to do it on your own!

Unlock the Actual Weather from 1986

Complete the game then save it. This can be found under the Setting part of the Options menu (Main Menu).

Speed Up Time... Slightly

Time goes slightly quicker when wristwatch (in the System Menu). Handy when waiting for a bus to arrive or something.

Bad Ending

Aside from the normal ending, there is also a bad ending that you can view. The occurs on the April 15th. As it takes ages to get to that date, there is an easy and quicker way to get there. On Disc 2, when you are first sneaking into the Old Warehouse District, you start with a QTE where you have to press Right to catch the falling flashlight. Well when you fail this QTE you return the next day and repeat the QTE. Keep failing, and failing, and failing... and eventually the day will come. What happens? Watch and see.

Artwork and Images

To see Artwork and Images, many of which were not included in the game, put a disc into the CD Rom drive of your computer and search the files on the disc. Each disc has different data, so check them all out. They are pretty cool.

10. FAQ'S

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Q. Anyway to speed up time? I cannot stand waiting for certain events...

A. No, there aren't any ways of speeding up time. Well actually there's a trick where by watching your wristwatch will make time go slightly faster. Handy when you are waiting for a bus to arrive. But most of the time you just have to do something to kill time; like practice your moves, play some Mini Games, or explore some of the areas in the game.

=====

Q. How can I make extra money?

A. The only income you receive is Ine-San's allowance. However on Disc 3 you get a job, and you earn a lot more money (but you have less time as a consequence). Either that or just cut down on collectable collecting. ;)

=====

Q. What do the Mysterious Scroll / Brown Leaf do?

A. Nothing... well you can take the Mysterious Scroll to Warehouse No. 8, where you learn that it's a poem with a move hidden within its meaning but you cannot decipher it. You cannot do anything with the Brown Leaf. My guess is that the items will be included in a future episode of the Shenmue saga in some way.

=====

I will put more questions in this section at later versions. Contact me if you need to ask something (see the beginning of the guide... and DO NOT be lazy, look for though the FAQ first for what you need before contacting me).

=====

11. CONCLUSION AND SPECIAL THANKS

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That's just about it, folks. I hope that this document has been of aid in one form or another, and that it has been easy to use. If you could, please either ask me questions, suggestions, comments or contributions at crazyreyn_faqs@hotmail.com. Also could you rate this FAQ so I could some feedback. Thank you for reading.

+-----+
| Special Thanks to these who have contributed to the guide in some way... |
+-----+

on the internet. Thanks! <http://www.gamefaqs.com>

IGN - For accepting this guide and for creating an awesome video games site. Thanks! <http://www.ign.com>

Sega / AM2 - For creating the best Dreamcast game out there and an awesome series.

Fox - For letting me use his Passport unlocking information from his Shenmue FAQ/Walkthrough. Thanks!
<http://www.gamefaqs.com/features/recognition/30730.html>

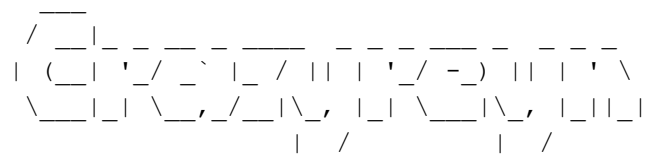
Adam Doran - For letting me use the information from his Collectables FAQ. Thanks!
<http://www.gamefaqs.com/features/recognition/11837.html>

ASCII Generator - For producing the text ASCII for my Crazyreyn sig. Thanks, and is a great site if you need any ASCII text.
<http://www.network-science.de/ascii/>

+-----+
| Special Thanks to these who are my good GameFAQS friends... |
+-----+

- Robert Lane (Lanerobertlane)
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- Thomas Carter (Carter12)
- Duncan Hardy (Super Nova)
- Rebecca Skinner (Karpah)
- Martin Dale-Hench (Fox)
- Brian Sulpher (BSulpher)
- Trace Jackson (Meowthnum1)
- Richard B. (Gbness)
- Steve McFadden (Psycho Penguin)
- Chris Noonan (Merca)
- Colin Scully (me frog)
- Tom Hayes (THayes)

If I have forgotten you, then please contact me and I'll fix your name up here!



<http://www.gamefaqs.com/features/recognition/27600.html>

By Crazyreyn (crazyreyn_faqs@hotmail.com)
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