

9/19/2007-Wrote the Table of Contents, the legal stuff...lets see, and a little bit of the intro and the game information. Also put in the E-mail guidelines among other things.

9/20/2007-Laid out about 90 percent of the Controls section, about 20 percent of the menus section.

9/21/2007-Added the Ctrl-F stuff, revised the introduction a bit and added some more content to the Controls section.

9/23/2007-Ok, so I'm not as diligent as I thought, nonetheless I decided to screw a major portion of the general stuff and began writing the Disc 1 walkthrough, got about halfway.

9/25/2007-Finished the Disc 1 walkthrough, and revised a lot of the little cutscene and "what if" stuff.

9/26/2007-Wrote about halfway through Disc 2 don't you know.

9/27/2007-Finished Disc 2 and replayed it multiple times to provide validity to a lot of the optional stuff.

9/28/2007-Turns out I wasn't finished with Disc 2 after all...had to rewrite a couple of paragraphs to fix the storyline layout. And started Disc 3 walkthrough, upon finishing this very sentence, I'll be about 20 percent done with Disc 3.

9/30/2007-10/13/2007-Dreamcast is making a terrible whistling noise and freezes the game at times...looks like the FAQ will have to be put on hiatus for a bit. 8-(

10/17/2007-Sheesh, my Dreamcast picked a perfect time to go loopy on me, I roughed it up a bit, and REJOICE! Worked on Disc 3 right up to the end of the first day at your forklift job.

10/18/2007-Wahahaha!!! My Dreamcast is still working! Worked some more on Disc 3, right up to your 4th day at work.

10/24/2007-HA! Dreamcast is still okay....pew. Loaded my Resume file working from the 4th day all the way up to the end of said workday, so I'm lazy...so what!

10/26/2007-Minor revisions, grammar, sentences, plot relevance.

10/29/2007-Same as before, but I also added a little of the Motorcycle race thingy in Disc Three.

10/31/2007-Wooooooooooooo!!!!!!! Mwahahahahahah!!! BOO!!! Happy Halloween (All Hallow's Eve) everybody, I wrote absolutely NOTHING today, wahahahaha!!!. Ok, that's a lie, I did an overview of the whole guide up to this point and did some grammar and spelling checks.

11/1/2007-Prematurely wrote in the parts of your last day at work, and most of the big battle.

11/2/2007-Once again, prematurely wrote in from the end of the big battle to early next day. More than likely I'll be revising a lot of this stuff.

11/4/2007-He he he, I finished Disc 3. I validated a lot of stuff in Disc 3.

R-Trigger brings up your Moves Scroll.

Joystick lets you move the camera around, but it'll revert to the default position once you let go of the Joystick.

D-Pad lets you move in a strategic manner and also functions as your command input for your moves.

Start-button is the ever-present pause-er.

Y-button is your Guard button, which is funny considering Ryo very rarely blocks any direct assault against him. A better name would have been Evade button. At any rate during practice using the Evasion button is practically useless, unless that button is used with a move you wish to progress.

X-button is your Hand Move. Punch Away!!!

A-button is your Leg Move. Kick those hooligans!

B-button is your Throw Move button, completely and utterly useless during practice.

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i) Fighting

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Fighting is EXACTLY the same as when you are practicing or sparring, there are a few differences though.

L-Trigger is still the Run button, handy when you want to distance yourself, or run away to get some health back. Be aware that your stamina will lower and can cause you to actually stop to catch your breath, making the bad guys able to get the jump on you.

R-Trigger, instead of a Show Moves Scroll button, it lets your perform the move you set to be remembered. Just like a hotkey function.

A-button and X-button are the same for Practice and Fighting.

Y-button is a fun one, and one you should get to know very well. It lets you evade your opponents attacks, provided you press it just as they are attacking. When multiple opponents attack you simultaneously, it's not so useful. You can also use A-button, X-button and B-button immediately after evading to counter with those moves, it takes a little while to work out the timing, but with experience you'll pick it up in no time.

B-button is also a different function, although important too. It lets you throw your foes like ragdolls. Seriously, it makes you wonder how strong Ryo actually is... One good reason for using Throw often is once your grab on to an opponent you get a few seconds of breathing room. For what you say? Assess your situation, get back one or two green orbs of health, or follow up with the throw move to hopefully clear out the other dudes waiting to rupture your kidney.

D-Pad is the same, whoop-dee-do.

Start-button is the same, and will be the last time it will be mentioned. It is your pause button when you're able to pause.

Joystick will be useless during those heated battles, I highly doubt you're

going to be wondering what size shoe Random Bad Guy #3 is wearing when your getting your keister kicked. If you're still curious, it's your camera.

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j) AS Events

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Pretty short one. In the top-left corner of the screen a choice selection will appear during certain moments. Most of the time you have a limited amount of time to choose. And in some occasions the B-button can function as the "Quit" choice.

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k) QTE Events

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Oh yeah, these are fun, (well for me at least). Certain cutscenes, arcade games, and chase sequences will use these. What QTE (Quick Timer Event) does is puts a button choice in the middle of the screen and you have a very short time to press it. The buttons used are the D-Pad, A, B, X, and Y-buttons.

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l) Learning New Moves

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There are only a few of these, and all but one are optional, but I don't know why you'd choose to not learn them. Listen to what the instructor says about performing the move and you can apply that to the Fighting commands.

(i.e. "Take one step forward, build up your energy, and strike with your arms and legs at the same time, means depending what direction Ryo is facing you'll press the D-Pad in that direction and the X and A-button at the same time.) You'll get to hear various comments depending on how long it takes your to do the move.

Note: Those with that fan-dangled video memory card thingy are in luck here, the move command will appear here, I don't have one.

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m) Forklift

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Either you hate it or you love it. But it's necessary unfortunately. I'll keep it brief.

L-Trigger is your reverse and is pressure sensitive, press lightly to go slowly and all the way down to zoom baby.

R-Trigger is your forward movement and is also pressure sensitive.

Joystick is directional movement for those out there who prefer analog.

D-Pad is directional movement as well.

*Note: Some people may think the D-Pad Up is a useless horn, but in fact if another forklift gets in your way (which will happen often) you can honk your horn to make them back up a few feet. A really funny thing to do is drive really quickly past someone and honk your horn (well fun for me at least).

Y-button brings up your Item Menu.

X-button brings up your Quota Map, I always enjoyed how it appears upside-down

when you bring it up.

A-button raises and lowers your forklift.

B-button changes your view from 3rd person to 1st person.

*Note: There are also Forklift Races in Disc 3, the controls are the same, except the Y-button won't bring up the Item Menu.

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n) Motorcycle

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The motorcycle handles just like the Forklift...except...you don't pick up crates with it.

Joystick or D-pad is your directional movement, which is to say, you only get to move left and right.

L-Trigger is your Reverse

R-Trigger is your Accelerator

B-button is your Brake

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o) Vending Machines

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These apply to the Toy Capsules and the Soda machines. You walk up to the machine of choice, and hit the A-button, but from here things differ...

Toy Capsules need to be selected via the AS Event, and yes, you use the D-Pad.

Soda machines are different, all you do is use the D-Pad to chose which tasty beverage you want and hit the A-button.

Note: Rare occasions will net you with a golden can, but more on that later.

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p) Telephone

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The phone needs only to be used like 5 times in the game, but can still be a blast to fiddle around with. You walk up to the phone/phone booth and hit the A-button. From here you'll get a close-up view of the rotary phone. Use the Left and Right directions on the D-Pad to move down and up on the rotary wheel, respectively. Once you get to the number of choice, hit the A-button to confirm it. B-button takes off the number you just entered (wish my phone did that). When Ryo is done with his "phony" business, he'll automatically hang up and revert back to the "On Foot" mode.

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q) Radio

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This applies to your little hand-held cassette as well. For the handheld Y-button and hit the A-button to bring up a menu for the different tapes you currently own, and hit the A-button again to play it, B-button will either stop the music or altogether exit you out of the submenu/menu.

b) Item Menu

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Hit the Y-button, this'll bring up your Item Menu. In the beginning this won't have a lot of stuff on it, or in it rather. But as you go along collecting stuff, it will grow to enormous proportions. (Ryo apparently has the ability to hold an infinite amount of items in his jean and jacket pockets)

From the Item Menu several submenus can be chosen. These are: Resume, Moves Scroll, Collection, Tapes, Tokens, Calendar and Watch.

Resume will be described in the next section.

Moves Scroll will be described in the section below Resume.

Collection will also be described in the section after Resume and Moves Scroll.

The Tapes menu shows you all the tapes you currently have, for just looking you can select A-button to examine it...but if you wanna hear it you gotta find something to play it on...hmmm.

Tokens...I really can't remember what this is for, I thought it had something to do with the bus stop, but...Ryo pays for each ride. And I've hunted all over this game for what the heck this menu is for, but no avail. If anyone knows, mail it to me, I'll put it here, and credit ya.

Calendar is so self-explanatory it shouldn't be explained, and it won't. Just kidding, all you have to do and put the cursor over it, and it will tell you the current date, month, and all that good stuff.

If you check out your Watch in the Y-button menu, it will tell you the current time, it also glows if you push the A-button (I think, or is it X-button?) which is utterly useless.

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c) Resume

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Resume is your Quick-Save of sorts, but different. At anytime you are On Foot you can select this to make a save of wherever you are at the time. Obviously you can't do this during cutscenes and you can't do this when you're driving your Forklift (which would have been nice). And once you create a Resume file, you have to exit the game, which kinda sucks. Oh, and you can only have one Resume on file at a time. The only real reason for using this is to save right before an important event, that way you won't have to watch those unskippable cutscenes over and over and over.

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d) Moves Scroll

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This has all the Moves you currently know. And when you learn new moves they'll appear here. Conversely, if you have individual scrolls in you Item Menu, either bought or gotten through dilligent means, you'll have to read them for the moves to appear in the Move Scroll.

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e) Collection

Yamanose is where Ryo resides, and where you will begin and end your day in Shenmue.

The points of interest in Yamanose are:

Hazuki Residence: Here is where you live, along with Fuku and Ine, of course. You can sleep, set your training schedule, play your Sega CD, practice in your Dojo and do lots of other things that you'll have to discover. You really don't get intimate with the inner workings of the Dojo until Disc 2.

Yamanose Shrine: The only reason for coming here is to feed and interact with Megumi's cat.

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b) Sakuragaoka

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Sakuragaoka is a little busier, but not by much.

Its points of interest are:

Phone Booth: There is a phone booth here that you can use if you are ridiculously too lazy to just go to your house and use one for free.

Naoyuki's House: Only relevant towards the middle of Disc 3.

Yamagishi's House: You only visit this place early in the game.

Abe Store: Right down the street from the booth is the Abe Store where you can buy a lot of things, some of which can only be purchase there, note the psycho lady who calls Ryo all sorts of names.

Sakuragaoka Park: Once you leave Abe store if you walk all the way down to the right, you'll run into Sakuragaoka Park, which is a little depressing looking...but anyway, while you can't ride the swings, you will be able to practice here if and only if there are no people in here.

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c) Dobuita

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Dobuita is where it's happening, there is a lot of stuff to do here, and while I will only point out the really, really important stuff, you should explore it, and note that there are Area Maps scattered throughout.

Dobuita's interesting sights include:

Liu Barber: This store is basically in front of you if you enter Dobuita the normal way. Liu's is significant only in Disc 1.

Nagai Industries: Relevant during Disc 1, and thereafter a source of amusement.

Russiya China Shop: If you want that letter that Ine stole translated, you'd better stop by here first.

Fortune Telling: You can visit her at any time (provided it's during business hours) and she will either tell you your Future, a Clue or a Gamble, each for 300 yen.

Asia Travel Co.: Hehe, you'll get an armful of this place in Disc 2. Their business is ripping people off and hiring psycho-haired women and terrible-bowl cut men.

Okayama Heights: There is a Tattoo Parlor here, not that Ryo will ever get one, but this will be relevant in Disc 1, and as a side note, Kurita lives on the first floor.

MJQ Bar: You get steered to Heartbeats if you go here first in Disc 1.

Knocking Motorcycle Shop: You'll be referred here by the Heartbeats Bar owner in Disc 1, Ono is the owner.

Heartbeats Bar: You really only need to go here once in Disc 1, but every subsequent time afterwards is just as hilarious, if only to torment the owner.

Ajiichi Restaurant: Learn about those mysterious Three Blades and you'll probably start your search of Wang from here.

Nozomi's Grandmother's Flower Shop: Okay so I forgot the name...but you'll get to talk to Nozomi and here wicked old grandmother here.

Tomato Convenience Store: Here you can buy lots of useless stuff, and talk to owner and learn of her fetish for bikers...

Bunkado Antiques: You get a special item here in Disc 2, you can also buy 6 SCROLLS here, for an inflated price of course.

Global Travel Co.: There really isn't much you'll be able to do here, but nonetheless it takes minor importance in Disc 1 and major importance in Disc 2.

Tom's Hot Dog Stand: Um...like I'll mention a lot later, the one and only vendor of hot dogs in the immediate Yokosuka area. Tom resides here and his radio, which you can use. And until you venture into the Harbor Tom will be here all the time, whereupon he will only be here at night. A wealth of useless and semi-useful information, Tom only proves his worth towards the end of Disc 3.

Mary's Patches and Embroidery: I still think that this is a weird name, but Itoi will provide some useful information early in the game, if you so choose.

Army Surplus Store: Kurita's shop (in case you didn't know he's dating Yuriko) and will provide a lot of useful information early in the game.

Jupiter's Jackets: Tsuruoka's brainchild, you'll only come here when you pursue your query about Charlie.

Suzume Park: A potential practice area, and you can learn a hidden move in here (see Secret/Fun Stuff section).

You Arcade: Lots of stuff happens here, but this is a good spot to cool down, there are a lot of arcade games, darts and other stuff. Outside you'll find some Capsule Toy Machines.

Maeda Barber: Only regarding the Three Blades will you ever come in here, but since you have to watch a total of two loading screens to do so, you're better off going to Itoi's store...sorry Miki.

Parking Lot: This parking lot that is ALWAYS suspiciously empty will be a

again about the mirror, the sets up for a blow which would have surely killed Ryo.

Iwao finally gives in and tells them to check under the Cherry Tree. "Green-Robe" drops Ryo, who takes forever to fall to the ground, he then asks Iwao if he remembered a man named Zhao Sun Ming, and says this was the dude he killed in Meng Cun. All you get from Iwao is "Zhao?!", which really doesn't tell you much. "Green-Robe" then tells Iwao to get up, for he will grant him a warrior's death, which I have to say, is probably my favorite line of the game. Iwao rises and throws a feeble punch, which "Green-Robe" easily dodges and counters with a devastating blow to the mid-section. Take note that you can actually hear Iwao's death rattle as he lands.

As "Green-Robe" patiently awaits his goody, Ryo groans out "Father". Then, "Random-Goon #1" says "Green-Robe's" actual name. Lan-Di. "Random-Goon #1" hands him the mirror that cost Iwao his life, (or was it this unknown Zhao Sun Ming that caused it?) Lan-Di looks at it, in doing so gives you a brief look at the "dragon-esque" tattoo on his forearm. And without further word he walks out of the Dojo, presumably to physically step on Fukuhara and kick Ine as he is leaving.

Watch as the door closes on its own as the men leave. Then watch as Ryo crawls across the floor to his father. Long story short, you won't be learning any new moves from him in the future...Nevertheless before expiring he imparts what I hope will be crucial advice for later in the series. He apologizes for leaving Ryo so soon and tells him to keep the friends he has and to love those close to him. Ryo in disbelief and shock screams into the stormy night. Sorry folks/folkettes, no jokes here, this part still touches me, man I love this game!!!

4 days later...

Ahem, excuse that. 4 days later...The next scene depicts a would-be mailman delivering a letter to the inside area of the Hazuki home. And he doesn't even bother closing the gate as he leaves!!! This must be how Lan-Di and his goons got in in the first place... Anyway, as you watch the useless mailman putter away, Ine-san opens the mailbox and notes that the only letter inside is addressed to Iwao. And, seeing as how dead men can't read letters (allegedly), I would assume this was mailed before Iwao was fated to die... Take a good look at that letter, because you won't be seeing it again for quite a while.

While Ine-san was stealing stuff that rightfully belongs to you, you're in your bed sweating like a hog with horrid nightmares. The dream is a reiteration of the battle between Iwao and Lan-Di, very nightmarish indeed. Ryo then bolts upright, doing that moaning and groaning stuff again. The time elapses to the same day, but later on.

December 3rd, 9:00ish AM

This is your first opportunity at controlling Ryo, familiarize yourself with the controls, and marvel as to why they didn't map the Walk to the Joystick. From here, you can rifle through the Notebook, and read up on why the Dragon Mirror getting stolen is more important than the fact that someone murdered Iwao. You can also look at Ryo's desk for some fun items, mainly two TAPES, a TAPE PLAYER, and a PHOTO of Ryo and his friends, (Eri and Noriko fans, you're out of luck here).

While in your house, you can grab everything in here relatively quickly, but keep in mind you can gather these at your leisure. There is a FLASHLIGHT in

the cabinet below the Telephone, from there you can go into Fukuhara's room to steal his martial arts SCROLL. A PHOTO of the Hazuki family is in Ine's room right across from Ryo's room. Notice I said "Hazuki" family and not "Hazuki with Fuku and Ine". Apparently they are legally "Hazuki's" ...whatever. Note that the SCROLL and the PHOTO can only be taken when the respective people are not in their rooms.

You can also go into the Family room directly across the house exit, in there you can check the TV stand to put the Sega CD on top of the TV. No funny ideas now, you can't play it without any games, which makes me wonder why Ryo has none to speak of. You can collect 2 from various shops by winning it in a raffle ticket, good luck with that. If you check the cabinet in that back of the room, you'll find some C-SIZED BATTERIES.

At the other end of the house in the Altar room, you can take a BOX OF MATCHES on the actual Altar itself, and in the drawers lies a box of candles, and notice the drawer to the left has what appears to be a plastic covering filled with what looks like the same white candles.

Evidently Ryo doesn't want these.

From the Altar room go to the back hallway and turn left. Here you can take another SCROLL from the basket containing what looks like Iwao's spare gi. You can go right from here into I'm assuming is Iwao's room, actually I fancy thinking he slept in the Dojo.

Nonetheless if you focus on the letter on the desk for the first time you'll see a cutscene of Iwao's voicing what is on said letter. Ryo makes the startling revelation that Iwao must've know that Lan-Di was coming, which would be incredibly frightening if you think about it.

Anywho, you can search the desk for an OLD KEY, which is crucial to the storyline, so you should take it, or not.

Take note that in this hallway, there is a bathroom, which of course you'll start to realize isn't used by Ryo, ever...(or anyone else in the house now that I think about it), there is nothing in there though. You can also go into the kitchen and focus on the food for a little flashback. There is nothing else in the kitchen...yet. You can go outside now, if you want to.

Once outside you can go to the Dojo. Or, before you enter, you can walk to the large tree for another flashback. Once inside, Ryo will start to talk to Fuku about what happened that fateful day. You'll ask him lots of questions regarding how useless he is as a fighter...and Fuku will come to the conclusion that you intend to take revenge on Lan-Di, and plead for you not to pursue it. Ryo tells him to suck an egg, and the cutscene ends.

Alright! In the Dojo you can do a number of things...but you won't be able to do anything till you go back inside, seeing as how the game booted you out! Once inside you can use that OLD KEY you should have taken to unlock the little case near the right back corner of the room. This nets you a KATANA, which you can prematurely shove into the slot behind one of the scrolls on the back wall.

NOTE!!!: The moment you use the OLD KEY to get the KATANA, Fuku seemingly disappears from the Dojo, but will appear until you find the secret passage, and will therefore vanish, but after an unknown time will show up again to spar with you. If anyone knows the gig behind this strange thing, E-mail me and you'll get that tasty credit.

You will still be able to learn Pit Blow if you go do the Dojo immediately after you wake up on December 4th. I'm sure there are other opportunities to learn it, I just didn't bother to find them. You can also see the sword stuck in the wall during the cutscene, if it is there, that is.

You can also look at the large frame near where Fuku is practicing and when you press the A-button while locked on, Ryo will say..."I can't reach it!" This is video game logic telling you that there is a goody behind that frame. So grab that stool conveniently placed next to it to grab the MYSTERIOUS SCROLL. Nothing you can do with it now, so pocket it.

Actually, a small word on that MYSTERIOUS SCROLL, I've tried everything 50 ways from Tuesday, and I still haven't been able to figure out if I can learn a move from this scroll or not, despite what Ryo says. I really need to know the mystery behind this scroll, and if you can or cannot learn a move from it, someone let me know, alright?

And onward to Yamanose.

Upon leaving your house's main gate, walk down the road but don't walk up to the Shrine yet. You can talk to your buddies who are lounging in the lower area to the right for some info...or not. Upon walking to Shrine a cutscene will commence. Ryo walks up to a little girl, Megumi, who is crouched over a box. You'll then hear a meow, which obviously means a wild turkey is in the box. She'll say that the kitten's mother was killed a car, a big black car. The cat'll meow again, and they guess that she's hungry. Ryo will then go to the Shrine and thieve the offerings that are on the pedestal. Here is your first AS Selection, you can pick either, just note that picking "Tofu" will probably doom the cat to starving for the day, you demon, you.

They'll talk about the cat for a bit, which will bring Megumi to tell you why the cat is an...orphan?...and tell you about a man named Yamagishi who almost got sideswiped by the car. She'll then tell you how he hurt his backside and now he stays home all day, which aside from being hilarious will give you a clue about where to find him.

When Ryo is about to leave, Megumi will ask him to help her name the kitty. Ryo says when he thinks of a good one, he'll let her know. Note that if you are dilligent about visiting and feeding the cat, you can name it. If you don't feed it, well, violin strings are still the rage.

From here you can go to Sakuragaoka.

In Sakuragaoka once you pass the telephone booth, you'll run into a cutscene with an elderly lady...er...NPC. She's trying to find the Yamamoto house, but evidently her eyesight is poor, which would explain the clown clothes she's wearing. Ryo will say he'll find the house for her. You can or you can't, the only reward is knowing you helped out a digital human. Anyways, the house is near the entrance to the park, which is typical. I think the cutscenes purpose was to point you in the direction of Yamagishi's house, which is in your field of view. You can talk to Naoyuki on the way, and he'll direct you to the "Sakuragaoka Gossip Gaggle", and go on about how they are always, "Yak, yak, yakking" by the telephone. Now I don't know which is creepier, that he knows the whereabouts of two old ladies at anytime of the day, or that he actually created a nickname for them.

Those motorcycle fumes are noxious, dude.

Also note that the little old lady is standing right by Naoyuki when you first see the cutscene. Either the old lady's eyesight is so bad that she can't

make him out working on his bike, or Naoyuki is ignoring her altogether. Either one is pretty sad if you ask me.

Anyway, you can chat up Yamagishi, who will confirm what Megumi told you, and add that the car sped towards Dobuita and that Ryo should pursue his inquiry there.

Note before you leave, if you want to, you should tell the old lady where the house is...and...if you forgot...sheesh. It is the house directly across from the area map, if you are walking to the park it is on the left. Just focus on the nameplate, press the A-button, go talk to the old battle-axe and be on your way. The park that you are in now is a potential practice area just like the Dojo, but since there are people in it, you aren't able to use it right now, bummer.

There are some other fun things to do here, you can go into the candy shop and buy candy and other foods, none of which Ryo will ever eat, mind you. Also it seems you only get to draw a ticket for foods that aren't given to the cat or otherwise used. There are some tapes here too, but you should save your yen till you get to Dobuita.

In Dobuita, wow, there is a LOT of stuff to do here, so I'll layout the basics, and if it turns out you have to do stuff the next day, no prob, just finish where you left off.

In Dobuita, to do things the fast way, just go straight to Tom, who is the Hot Dog vendor, and if you don't know where that is, look at the area map and look for Global Travel Agency, Tom is ALWAYS across from there, if he is there... He will offer Ryo a hot dog, saying that it is guaranteed to "perk Ryo right up", wow Tom, um...I don't think so.

Tom will end the conversation with a little "tell" sign, people well versed in interrogation will be able to pick up on this. Ryo is not however. Run to Nozomi, who stands outside the flower shop near the Funny Bear Burgers shop. She will say that Tom had words with the dudes in the car.

So back to Tom we go, who will say he doesn't remember at all. When I first played this game, it really made me suspicious of Tom when he said that. Anyway Tom is on the up and up, because he'll identify Lan-Di. Apparently they almost hit one of his customers, but I prefer to believe that Lan-Di wanted one of Tom's famous Yokosuka dogs and a frosty Bell Waad Jet Soda and refused to pay, but that's just me. Tom will say that Lan-Di has a creepy glare which obviously prevented Tom from kicking the crap out of the two black suit dudes.

Then Tom will revert the conversation his way by tell Ryo to ask Chinese people about Chinese, and directs you to the Travel Agency right across the street. You can go in there if you want, but it'll be quicker if you go straight to the Ajiichi Chinese Restaurant across from the Hattori Sporting Goods. But take note, depending on the time (around 2:00 to 3:00 PM) you may run into a cutscene that'll lead to your first QTE.

QTE FIGHT: Enoki and Nagashima

You'll get plenty of time to input these commands, and even if you mess up, you'll get another chance.

Press Left on the D-Pad, if you miss you get to press Left again.

Then you'll get accosted by Nagashima where you'll have to press the A-button.

Miss and you'll get to press A-button again.

Then Enoki will attack again, where you get to press the B-button, but if you miss the A-button will pop up. Personally the A-button is my favorite, nothing like a backfist.

QTE FIGHT: End

Onward to the Restaurant, talk to Tao-san, who will immediately peg Ryo out to be racist against Chinese, just kidding. Then once the conversation seems over, Tao's (I'm assuming, wife) co-worker will mention the Three Blades. Further the conversation to learn that the Three Blades is a little name for the three prominent trades of immigrant Chinese; barber, cooks, and tailors. The "wife" will tell you three stores with Three Blades members, but all three will direct you to Liu's. Tao will also direct you to Liu Barber and Hair Salon, which is all the way on the other side of Dobuita.

Note that Manpukuken Ramen doesn't open till 5:00pm

Note that Itoi-san at...Mary's Patches and Embroidery...will tell you that years ago he was Chinese but apparently defected and became a naturalized Japanese.

Maeda Barber will direct you to Liu as well.

Also note that Liu's shop won't open till you've talked with one of those three, and if you're on a time constraint, it'd be best to talk with Itoi at the Patch Shop, it opens early and doesn't force you to enter a loading screen. (seeing as how he is outside, those patches probably get nibbled on by moths a lot...)

Liu's is near exit to Sakuragaoka on the main street, along the way of Nagai Industries and that creepy Fortune teller, you'll recognize it because of the universal barber pole outside.

Inside, however, you'll can talk to Liu, who evidently assumes Ryo's current hairstyle is fugly and offers to cut it. Ryo says he's not there for that, they converse briefly before Liu reveals that he is not the man that Ryo should be talking to. And will direct you to his father, Liu Sr. And will also tell you to look for him at the Suzume park, which also is on the other side of Dobuita, for crying out loud!

A funny thing though, if you listened to Tao-san talking about Liu Sr, he said he was in the hospital recently and Liu Jr. even says he got back from the hospital, and now tries to keep his health up by walking around the park. Yet, if you visit the park in Dobuita every once in a while, Liu Sr. will be there, smoking...which totally defeats the purpose of walking if you ask me.

Liu Sr. is the old fart wearing the grayish-blue checkered shirt with the dark vest. Anyway at the park you can chat up Liu Sr. Who will gather from Lan-Di's name that he is part of a black market cartel. Which is startling to say in the least, because I didn't think names worked that way. Anyway, Liu Sr. theorizes that since the Chinese mafia have expanded their dealings overseas, local sailors might have some general info about it. Which leads to the infamous "Sailor" searches.

Wahahaha, just picture a man walking up to you and asking you where the best place is to find sailors hanging around, and you'll see why I find this amusing.

There are a number of people you can talk to who will divulge places. But the easiest is to talk to Tom again who will tell you to look into bars, he'll then tell you he doesn't know specifically which bars they hang out in seeing as he is so broke. Specifically, the Heartbeats Bar is where you need to go, but you won't be able to enter until it gets after 7:00pm, so hang out till then.

What's that you say? You don't know where it is? Well, I'd tell you to check out the area maps scattered around Dobuita, but the Bar Linda, Heartbeats Bar, MJQ Jazz Bar and a few other shops don't seem to be featured on it. Easy way to find it is look for the Knocking Motorcycle Shop in the same street area as Ajiichi, just further back, the alleyway to the bar is directly across from that.

While you wait, if you have enough time, check out the Bunkado Antiques. Well, they close at 10:00 PM so you should have plenty. Go in there and buy all 6 SCROLLS, it'll set you back about 8500 yen, which is nearly all you have on you at the moment, but using these moves makes you that much more of a dangerous fighter.

If you have a little time to kill, do whatever tickles you pink. But once 7:00 PM hits, swing by the Heartbeats Bar. Once you walk down the steps to the bar a QTE will commence, which will tell you that you are going in the right direction.

QTE FIGHT: Tony and Smith

These two drunk sailors are your private punching bags for the duration of this game.

From the start press the B-button, if you mess up the B-button will pop back up.

And from there the B-button again, and if you mess up the A-button.

QTE FIGHT: End

Head on inside the bar.

The Bartender insults your tender age by slinging a glass of milk your way, which begs the question of what milk is doing in a seedy bar in the first place, I don't drink so I guess I wouldn't know. Anywho, you get insulted a few times more, and Ryo asks stupidly if the dudes lounging around are sailors. A dude wearing what really looks like a beret will grab your shoulder, which of course Ryo violently shrugs off.

Right-O!, get ready for yet another QTE.

QTE FIGHT: Bar Denizens

At the start, you have two chances to press the B-button.

The next dude gives you an A-button and a second chance B-button.

Once those two hooligans are down the fat guy picks up a barstool, whereupon you only get one shot to press the B-button.

When you press it the A-button comes up, fail to do that and the B-button comes up again.

QTE FIGHT: End

Once you've proven that you can beat up three drunken sailors, the owner will relent and give you a little info. He'll only give it to you if you agree to never enter his bar again, a promise that I make sure I break every time I'm in Dobuita at night. The owner will then tell you to look for a guy named Charlie, and give you a link to the Motorcycle Shop nearby, and gives you a vague description that could apply to about 50 people in Dobuita. After Ryo assumes having a tattoo is more significant than being apart of a illegal smuggling unit, the owner will tell you to get the heck out.

You can check your Notebook if you want to, but Ryo does a pretty good job of remembering the details. Head over to the Knocking Motorcycle Shop and chat with Ono-san, whose hair rivals Ryo's and Iwao's in the spiky department. If this is your first time talking to Ono, he will give you his condolences regarding your father and end the conversation. Don't worry, either wait a little bit, talk to another person, or look at your Notebook, anything to pass about 2-5 in-game minutes and Ono will talk to you again.

This time he'll rant on about how Charlie is a poser, (Considering Charlie allegedly murdered Mark's brother, I'd say this excludes him from being a poser) and will tell you to check out Jupiter Jackets and talk to Tsuruoka. If it is after 8:00 PM, which it more than likely is, then you'll have to come back the next day. You can run into Tsuruoka if you're lucky (Wears a reddish jacket and has a purplish cap on) but he will only tell you to stop by and buy one of his delicious jackets.

Note that you can talk to Kurita over at the Army Surplus Store, but he will only confirm that Charlie comes over there after hitting the Jacket Shop. Not sure if you can talk to him twice to get the information about the 7:00 PM thing, though.

For all you speed demons out there thinking you can just knock out your first QTE and Real-Time fight in one day, you can't. Seems you have to rest and try again the next day.

Once you get home that same night, swing by the kitchen and you'll find a package of dried fish on the sink. You might think from Ryo's initial sentence that he is going to eat this himself, but no, its for that cat. Also look in the fridge to find a bottle of milk that mysteriously wasn't there that morning. (The only time I've seen either Fuku or Ine outside of Hazuki area is Fuku in the first Chai fight)

Anyway next day its a good idea to walk through to Dobuita without using the Area Jump. Why, you say? To feed your pet cat of course!

Once you get to Dobuita, you'll be forced into a cutscene with Wang who is standing by the Bell Waad vending machine. Long story short, you can buy him a pop or not, just keep in mind that if you don't you'll have a little tougher time deciphering the letter Ine stole at the beginning of the game. And also note, that Wang appears every once in a while looking to weasel someone, mainly you, out of a pop. While you only have to do this once, you can refuse every time. Once you've seen the cutscene once you can avoid it, by taking a wide berth around Wang. Or just take the back way into Dobuita. As a side note, I'm always cruel and always select the scalding hot coffee (hit Down on the D-pad).

Once that's done, head over to Jupiter Jackets, which is right along the right side of the main street if you are heading to the You Arcade. Talk to Tsuruoka and he'll end the conversation by saying sorry for not being helpful,

indeed if you don't talk to him again, nothing will show up on your Notebook, so talk to him again. He'll mention that Charlie showed up at around 7:00 PM or so.

From here, there is really nothing much you can do to further the story line. So hang out till about 1:00 PM or so and talk to Hirata at Hirata Tobacco Shop, it's right near the bus stop. She'll direct you to Nagai Industries, which is before Liu's Barber but after the the Fortune Teller. Look for the green door with the crescent moon thing above it.

It doesn't seem to open till after 2:00 PM though, so hang out till then.

Enter the building and head up the narrow staircase and talk to the guy with the flat top and the towel around his shoulders. All he will do is confirm and solidify the fact that Charlie will be in Dobuita at night (which he won't).

You can also go to Lapis Fortune and she'll confirm what like 5 other people have already; wait till 7:00 PM. So have some fun till then. One thing I HIGHLY recommend doing is stopping by the Suzume Park after 3:00 PM to learn one of the most powerful moves in the game. You have an hour's window to learn it, and if you miss it today, you can try again tomorrow.

A good thing to spend time on is to practice your newly learned Double Blow at the vacant parking lot near the You Arcade. The move only shows its potential once it gets beyond the "Moderate" stage. And the best way to train it is to do it over and over again.

I guess I can describe it for you, my loyal readers.

The cutscene begins with Ryo walking in on Yamagishi sitting on a park bench...drinking himself silly. I guess almost being run over by a car would bring most people to drink. Ryo harasses him for a bit and discovers that Yamagishi is actually drinking to Ryo's father, or having a drink with him...whatever tickles you. Then all of the sudden he springs up and demands if Ryo has ever seen THIS move. Wow, Yamagishi, I was just small-talking with you. Nonetheless he performs the move, which all joking aside is pretty friggin' awesome, so damaging is this move, it makes the glass Yamagishi was drinking out of move. Again, unrealistic as this may seem, it is still a very believable representation and cool to boot.

Now, Ryo in awe asks what move it was. Yamagishi goes into a spiel about the Double Blow and says he wants to teach it to you. Once again, it is entirely up to you whether you want to learn it or not...you'd be psycho not to want to learn it.

Anyway, listen to what Yamagishi says about doing the move, because the button combination lies within the explanation. Depending on how many times it takes you to do the move will vary what comment Yamagishi says about your ability.

Foom. You learned it. Yamagishi then tells you the Double Blow was created nearly 500 years ago, if performed correctly it can be felt through armor. I highly doubt Ryo will be fighting knights any time soon, but I guess it is important info. Yamagishi then says he would like to drink sake with Ryo sometime, I guess to carry on the tradition he had with Iwao, kinda cool if you ask me. Ok cutscene over.

Minor note: Don't do like I did; while writing this FAQ and put your pet outside, if you take too long to make your decision about whether to learn the move, Ryo will by default choose "Decline".

At any rate, once 7:00 PM hits head over to the You Arcade and you'll recognize one of the thugs you beat up yesterday (Tony and Smith).

Well not so much recognize, considering he just materializes out of thin air, which is a pretty nifty trick.

Ryo will go into a combat stance and the dude will stop him and say he isn't there for violence and compliments Ryo on his fighting. I doubt that's normal conversation for a drunken sailor, but yet again, Ryo doesn't pick up on the obvious suspicious behavior. You'll ask if he knows Charlie, and what do you know, of course he does!!! What a nifty coincidence, even more nifty is that he can take you to meet him, right now.

Ah yes, the meeting place is the vacant parking lot you do your practicing in. Are you seeing the signs yet? Looks like Ryo just dropped in on a nightly book club meeting...no...get ready for your first Real-Time fight.

REAL-TIME FIGHT: Sailors

One thing you'll notice fairly quickly. This isn't your average fighting game, these dudes can and will gang up on you, and let me tell you, getting juggled between punches will end you very quickly. Also note you have to have some strategy, rarely will you win just by mashing buttons. A very good strategy that has worked for me 99% of the time is Evading and countering with a throw. You can mix it up a bit for variety, but be careful. If you end up getting your keister kicked, don't worry you can try again.

REAL-TIME FIGHT: End

The scene ends with Ryo manhandling one of the sailors, note that this is the only time you'll be able to further an A-button conversation with violence, so enjoy it. The dude will eventually reveal that he got his tattoo in Okinawa, but for some reason will feel it's important to tell Ryo of another parlor in Yokosuka. Ryo doesn't bother to connect the fact if the sailor knows of a tattoo parlor and he has a tattoo, then it'll be very likely he will know where it is. But, he neglects to ask, allowing you to what will be over an hour of pseudo-detective work, ah well.

Since it is likely after 7:00 PM, not a lot of shops will be open, but there will be a few people you can ask if you want. But none of them will know the location, instead go into the You Arcade.

I'll bet you remember seeing these two dudes hanging around, but trying to talk to them was fruitless. Once Ryo falsely admires "Red Jacket's" tattoo, they'll both become communicative.

Anyways the two Arcade dudes won't tell you squat unless you agree to join their gang. Just to be on the safe and speedy side, agree. They'll divulge that the famed tattoo parlor is in Okayama Heights, and you can go there now if you want, despite being an underground, seedy and nefarious shop, they still have to keep regular hours. I also have a hard time accepting the fact that Kurita, (owner of the Army Surplus store) doesn't know of its existence considering it's directly above him. I guess sweaty uber-muscled men walking up there and leaving with marks on their bodies that weren't there before is normal.

As a side note, maybe that sailor is off the hook. Okinawa and Okayama are very similar sounding, especially once you've had your nose broken and your arm bent in a way that it really shouldn't be bent.

Inside the parlor if you walk forward a little you'll meet and automatically talk to the tattoo artist, who says he's closed and insists that he's never heard of Charlie. Ryo for once gets crafty by attempting to trick the artist into thinking his...ahem...talent is appreciated, doesn't work. "Tattoo Dude" will then try to get Ryo to get a tattoo, commenting on the tight, supple, "no-sag" skin he has, and if that weren't creepy enough, just listen to the guy's voice. Ryo has to refuse "Tattoo Dude's" advances a few times before he'll tell you to return tomorrow, because Charlie "might" appear, keep in mind "Tattoo Dude" just said he'd never heard of Charlie, sheesh!

So escape that madhouse and head on home.

The next day head on to the Dojo, you'll be treated to a cutscene with Fuku practicing a move, and doing a poor job of it. Ryo walks in and identifies the move he's doing. This is a special case of Ryo learning a new move, in the sense it really isn't new considering it's a basic move.

Perhaps Ryo decided it was time to bring some of his initial fighting back? At any rate, Fuku asks Ryo to watch his form, listen to what he says for he outlines the button combination in his speech. Right around this time you'll get an AS Selection to choose whether you want to give a demonstration and therefore learn the move or not; once again it's your choice. Watch as Fuku performs the move and abruptly falls to the ground in pain.

Wahahaha!!!! Evidently, Lan-Di and his thugs did more than just throw him from the Dojo. Anyway, Fuku gets back up and asks Ryo to show him the right way to do it. Input the move, finish the cutscene and hightail it out of there.

As a side note, you'll be able to learn this on the 4th as well as the 5th.

Walk down to Yamanose and get your QTE fingers ready.

Three kids are playing in the street, Yasuo, Kota, and I think Kayo. A funny bit is watching how Kota stops the soccer ball...with his face.

QTE EVENT: Soccer Ball

This is hard, very complex sequence of button presses.

Press the A-button and be done with it.

QTE EVENT: End

Ryo will tell them to be careful about playing in the street, they'll leave and the scene will end. Once you get control of Ryo note that you can focus on what Kayo was drawing on the pavement, it doesn't mean anything, it's just a really cool attention to detail.

Feed your kitty!!!

In Sakuragaoka, once you get near the entrance to Dobuita a cutscene commences where Ryo overhears Nozomi. But I think you will only get this if you trigger the cutscene with Enoki and Nagashima by the Tomato Convenience Store the day before.

The scene reverts to the park where Nozomi is being harassed by Enoki and Nagashima. They were evidently about to beat the crap out of a kid for a toy plane hitting Enoki in the face, which I would've loved to have seen. Nozomi

is defending the kid, while Nagashima is trying to justify attacking a kid. Then Nagashima reverts from child abuse to sexual harassment by trying to get Nozomi to "party" with them. Enoki assures Nozomi that they'll be gentle, which is absolutely creepy. No dice, Nozomi continues to refuse. And Enoki makes his move, which looked suspiciously like he was about to punch her in face, good grief Enoki!

Ryo steps in at this moment, which I have to assume he was watching the whole thing, because I know it doesn't take that long to walk from the area map to the park...

Enoki challenges Ryo, of course Ryo accepts. Watch, as the three get into their battle stances, Nagashima's mouth is still moving ...apparently he had something important to say but the game decided it wasn't important enough to delay a butt-kicking.

REAL TIME FIGHT: Enoki and Nagashima

Fairly easy fight, Nagashima is really a push over, you should be able to beat him or at the very least clear him away before Enoki can blindside you. Once you drop Nagashima, Enoki is a different story altogether. While not hard by any stretch of imagination, he isn't easy for beginners. The only moves to watch out for is his headbutt/throw move and his windup punch. The throw is a little hard to dodge, but once he grabs you, mash the B-button to get out of it. Just evade him and counter with throws(recommended) or regular strikes.

REAL TIME FIGHT: End

Once Enoki and Nagashima get up and hobble away, Ryo'll be thanked by Nozomi and the kid. Ryo will then chastise Nozomi for trying to talk down to Enoki and Nagashima, Nozomi will retort with the fact that they were going to hurt the kid. Ryo says you can't reason with them; whether he is referring to you can't verbally reason or Nozomi, personally, can't reason with them I'll never know. Anyway the cutscene ends with Nozomi making lovey-dovey eyes at Ryo, while Ryo is apparently imagining the best way to make his hair even more spiky.

Ok, now off to the Tattoo Parlor, right? Well not quite, see they aren't open yet...which, like I stated before is really odd. So you've got a few moments to kill, they open at 2:00 PM, so go check out the Arcade, or go practice, or something.

Once 2:00 PM hits, swing by the parlor, and another cutscene begins.

Ryo walks in to see Tony and Smith getting a tattoo, or more specifically, it looks like one of them is getting an extension on his current one. At any rate, he tells the "Tattoo Dude" to give him "something tough, so no one will mess with him"...right... At this time Ryo walks in and Tony and Smith bug the heck out, Ryo asks where Charlie is. "Tattoo Dude" points you over to the bed and warns you not to disturb him, lest you get hurt.

QTE FIGHT: Charlie

Ok...this one is a little tricky for either newbies, or people who haven't played it in a long time (me!).

You can actually start the fight this time by pressing the A-button, but if you take too long, Ryo'll start it himself.

Once Ryo pulls back the "drapes", you have a split second to press Left on the D-Pad. This guy uses a knife and therefore will only warrant you with one chance to input the command.

Then the A-button comes up again, effectively ending the QTE fight.

QTE FIGHT: End

Once Ryo flings Charlie around a bit, he'll agree to let you in on his dealings and tells you to come by the Arcade tomorrow at 3:00 PM.

An interesting bit is when Ryo reminds Charlie of "what he'll do if Charlie doesn't show". I really don't know what this is...but I would assume Ryo has some violent specialty that he is referring to.

Upon heading down the steps you'll trigger a cutscene involving Nozomi. Apparently she followed you there, and she's worried that Ryo hasn't been showing interest in his college orientation stuff. Ryo admits whatever he intends to do will involve Karate. He then tells her to beat it because the area is dangerous, considering she works right down the street, I'm pretty sure she knew that. He then makes a promise to talk about later, which effectively stops her nagging and ends the scene.

Guess what? You get a whole 24 hours to do absolutely nothing! That amounts to around 60-75 minutes of real time (not including sleeping).

For fun, you could seek out the two biker thugs you spoke to the night before. Talk to the "Red Jacket", because the other dude never seems to want to talk to you. "Red Jacket" hears from "Tattoo Dude" that you never really wanted to join the gang, which Ryo admits. What looks like a butt-kicking ends in "Red Jacket" saying it's okay. Something tells me, if the other, tougher members heard him say that, well...I suspect something gnarly would happen to him. The two places the bikers seem to appear the most is near the Knocking Motorcycle Shop and in the You Arcade.

So you've got time to spare. I won't waste your time by outlining everything you could do, but here are a few suggestions.

Practice, practice, and practice some more.

Hit the Arcade.

Chat up some folks/folkettes.

Work on your Toy Capsule collection.

Check out Abe Store in Sakuragaoka to hear the owner call Ryo all sorts of embarrassing names. Wahahahah!!!

Pause the game and go spin on your nose.

Hunt down and talk with the only two prostitutes in the game. Now, this is something that is loosely inferred but nonetheless there. Look in Dobuita for a Caucasian with a green sweater and reddish hair, or a Caucasian with a yellowish vest, a striped undershirt and blond hair. Now both of them say exactly the same thing and even have the same voice, but it is interesting to see that there are no references to Japanese prostitutes. Also note how creepy "Hooker #1" and "Hooker #2" sound.

Whatever you decide to do is fine. Get ready for the next day.

Next day indeed. If you've been loosely following my walkthrough then it should be the 6th. And if it's before or after the 6th...well...nothing I can do about that.

At any rate you'll be treated to a cutscene of Ryo visiting the Dojo and meditating to the "8 Principles of Yin and Yang". Fuku will walk in and they'll agree to sparring. So spar already.

Note that if you use any moves outside the traditional Hazuki-style, Fuku will give various comments. My favorite is when you use the Arm Break Fire (bought at Bunkado Antiques in Dobuita) Fuku will say, "Don't use that move!!!", to which Ryo will reply, "Oops, sorry!". Kills me every time.

Maybe it's me but sparring only seems to end when either of you gets thrown, at least, EVERY time I've sparred it ends with me throwing Fuku...probably a coincidence...but a 5 year coincidence?

Once that's over Fuku and Ryo discuss what Ryo has discovered. Fuku expresses his doubts and CONTINUALLY asks him not to pursue it. Ryo tells him to buzz off, this continues until Ryo walks out of the Dojo.

Only to run into that useless Ine, who in addition to her letter stealing likes to eavesdrop on people. Ryo asks this and asks her to step aside to allow him to freely pursue the killers. Of course she refuses, not that this will stop Ryo. Before he leaves, she tells him that there is something that she wants to give him.

Back inside the house in Ine's room I think, she produces the letter she thieved a few days ago. Ryo sees that it is addressed to Iwao and asks why she kept it. Her paltry excuse was to prevent Ryo from doing something foolish and so he wouldn't upset the spirit of Iwao. Which makes me wonder how she knew the letter and the death of Iwao were connected to begin with. Ine then makes Ryo promise her that he won't do anything rash, harsh and foolish.

WAHAHAHAHAHA!!!

Right, once Ryo makes his ridiculous promise, the cutscene ends. And you've got a spiffy new letter that needs translating.

So go back outside and yet another cutscene begins with really creepy music. Fuku asks what the letter is about, Ryo is hesitant and understandably so. He eventually relents and shows Fuku the letter who deduces that it's in Chinese!!! There's a Sherlock Holmes for you. They contemplate who would be able to translate the letter, and Fuku assures you that through his Dobuita connections he'll give you all the help you need, sure Tony Soprano.

So head on down to Yamanose, and feed your kitty.

In Sakuragaoka you run into a cutscene. A boy wearing a green jacket comes running up to you crying. Ryo puts his creepy hands on him and asks what's the matter. The boy replies that some thug (Charlie) took his soccer ball and would give it back if the boy brought Ryo back to him. Ryo springs into action, catches the soccer ball and tells the boy to go home, signaling a Real-Time Fight.

REAL-TIME FIGHT: 3 Thugs

Fans with excellent memories will recognize the dude with the green camouflage

jacket...anyway. This fight shouldn't give you much trouble. The only real threat is "Green Army Jacket", the damage from his attacks can really add up. It's easier to take out the two lesser thugs and focus your attention on him. But this can be hard because while you're dodging "Green Army Jacket", the two random thugs will be beating you senseless. You could implement a flying spin kick to clear you some breathing room, or grab one of the dudes and hurl him into the others. Just carefully watch the moves and evade and attack this time; throws seem to create a more difficult fight.

REAL-TIME FIGHT: End

So once you've beaten them, (I always get really annoyed after this fight) you get treated to a little QTE cutscene.

QTE FIGHT: Soccer Ball

Charlie has the green jacket kid!!! Oh no, and there is a nefarious blue camo dude sneaking up on you from behind!!! Whatever do you do? Well, Batman is on vacation so you'll have to fend for yourself.

Press the A-button when it comes up for one of the coolest scenes in the game.

You'd think you'd have to input a command for the sneaky dude behind you, but I guess the game hands you a freebie.

QTE FIGHT: End

Okay, once that's over the kid will thank Ryo, and in doing so will reveal that he is Chinese, boy I love these game coincidences. The kid says his name is Xie Gao Wen, and before Ryo can even think to ask the kid for help with the letter he sprints off.

Now about that letter, to cut out the middleman you can go straight to the Ajiichi and ask Tao who will as confounded as his "wife", and will refer you to Wang, who should be out delivering.

Good luck finding him, your best bet is to check between that Bell Waad pop machine near Nagai Industries and the Ajiichi. I'd tell you to cut out the middleman's middleman, but where you really should go won't be open till Wang tells you to go there.

You might think you could talk to Itoi-san or someone else like that, nope, they'll be as confused at Tao-san, so what are you going to do?

Ah, to heck with it. Walk down to the You Arcade and make sure that you hug the left side and right by Komina and his awful bread store you'll run into Gao Wen.

Chat with him and he'll direct you to Russiya China Shop, where Xia, his grandmother, will be able to translate the letter for you.

So of course, now, the store is open, typical.

Swing by there and enter it. You'll be treated to a cutscene. Long story short it looks like the letter-writer took a leaf out of the book of Da Vinci. It's written backwards, reversed, written in Old-Style and god-knows what else. But Xia can translate it like nobody's business.

Oh yeah as a side note, Xia recognizes Ryo's name from Gao Wen's predicament earlier, yet Ryo completely forgot what happened about 3 hours ago. I highly

Alright, now. The second disc takes place directly when you last saved on the the first.

And you are treated to cool "bird-like" flight camera viewing of New Yokosuka Harbor and its various little things. Note the extra-long look at Warehouse #4...you'll be meeting it soon enough.

Now it's likely that you'll be getting off the bus around daylight hours, or rather I hope you are, because this guide unfortunately doesn't cover you zany night owls.

At any rate, hang an immediate left and you eventually get into a cutscene.

You'll see Nagashima harassing yet another kid. Demanding money and what not. Ryo will step in with a ridiculous line that up to this point doesn't really fit his character, but who am I to judge?

You'll then meet another character who I guess is overseeing Nagashima. He'll walk up to Ryo and then he'll recognize him and say his name, whereupon Nagashima will backstep a bit in fear. Seeing as how Ryo is only like 6 feet away from Nagashima makes me wonder if his eyesight is as bad as the old lady in Disc 1. Nonetheless, "Elvis-Hair" says he isn't afraid of some geek and away we go.

QTE FIGHT: Goro and Nagashima

This should be pretty easy, you get two chances to press Left on the D-Pad.

Do that and a mini-cutscene showing the harassed kid (the first and last time you'll see a child in the Harbor mind you) run away making a creepy sound. Nagashima tells the kid to wait (yeah right) and will attack you.

You get two chances to press the A-button and Nagashima will be out of commission.

Goro attacks you again, this time you get a B-button, fail that and you get an A-button.

QTE FIGHT: End

Now that you've whupped butt and are about to walk away, Goro gives Ryo a compliment to which I actually thought Ryo was going to react violently to. Nope. Anyway Ryo asks where Warehouse #8 is and Goro gives him (and you) directions right to it.

And in a pretty cool transition from Goro and Nagashima walking away to the camera zooming back to behind Ryo, we make our way to #8.

Goro tells you to go straight and take a right, which is pretty vague. But anyway, go past the Hokuhoku Lunch and you'll see it. (not so much of a right turn as it is a gradual right...)

Now try to enter the Warehouse and you'll be stopped by that wicked old man to your left. Instead of roundhouse kicking both dudes, Ryo decides to play it Pink Panther style. (i.e. break in, for all you youngsters) and wonders if there could be an alternate way in.

Head around back and look for six large wooden crates placed ever so conveniently under and even more conveniently open window. Ryo will say he

needs to find a way in, which of course is game speak for look for a lower platform.

What's that you say? Not enough convenient gameplay for you? Well look to the right of the window to find a large metal box (wooden boxes and metal boxes, Mario fans rejoice!). Walk behind it, so you're facing the window and push Up on the D-Pad, note this is the only time you're going to see that Up icon where the A-button usually is, so enjoy it.

Oh yeah, I know what you're thinking all right. The metal box you pushed won't be there until the "Powers that be" see you try to enter the Warehouse first, nice try though.

Oh, as a side note, for some odd reason you can push the box in the opposite direction, I really have no idea why the designers would want to put that in there. But if for some even stranger reason you happen to push the box all the way up against that barrel; you'll have to position yourself at the edge of the box and push it back, it's a little tricky but doable.

Ok, push the box till it's against the six wooden boxes, and continually press the A-button till you get to the window, and, yes, you guessed it, press the A-button to get inside. I told you in the Controls section the A-button was handy!

Note that while you're pushing the crate and climbing the boxes and whatnot, guards and forklift operators will randomly pass through that way. But, I'm assuming what Ryo is doing is everyday normal behavior at the Harbor because no one seems to stop him to ask him what the heck he's doing. Maybe all foremen go to their offices that way.

Anyway, inside the Warehouse, hang a right and and left and move all the way up till you hit a cutscene.

This next section is optional, and only if you want to look at some other stuff. The first door you come too has a few items that Ryo will comment on. Mainly the invoice next to the stack of files that Ryo will say that he shouldn't touch. Looking at the invoice will further confirm that Ryo is in the right Warehouse (as if the giant 8 on the front of the Warehouse wasn't enough).

The next door has something more interesting. Upon going inside, Ryo assures us that there aren't any clues in here. Ignore idiot, and look on the desk at the envelope. You'll pick it up and notice that it is addressed to Old Warehouse #8, not "New", and Ryo will wonder what is going on. From here you can leave and trigger that aforementioned cutscene.

Ryo will mention hearing voices (no he's not cracking up) and will tread over to the far window. He'll eavesdrop on two Harbor workers talking about something.

The dude on the left mentions the address on an invoice is wrong and is sick and tired of having to tell whoever "them" is to stop using the Old Warehouse #8 address. The camera shifts to the dude on the right, and if you look carefully, maybe you'll see the invoice on that table, because I sure didn't. To make matters worse, the dude on the right agrees with whatever the heck the dude on the left is looking at, which I suspect is nothing at all...(so who is really cracking up?)

The dude on the left will ask the dude on the right to call over to Old Warehouse #8, dude on the right will cheerily reply, "OK!" and abruptly stop

moving...yeah...I don't think all the side commentary in the world will be able to explain what the heck just went on inside that room.

At any rate, you can leave the back by either descending the boxes you climbed on, or just jump from where you are standing.

You can talk to Hisaka at Hokuhoku Lunches for the location to the Old District, or you can travel to Tom's Hot Dog Stand and ask him. Yes, I know Tom doesn't know where the heck it is, despite having set up his dubious stand in front of it, but the funny thing is he'll tell you to talk to Hisaka in the first place and forces you to trek all the way back over there.

Or you can just take a right from Tom's and immediately hang a left and you are there.

You can either talk to the guard or try to enter, but the latter will make Ryo decide to try at night. Note he says this out loud, yet the guard makes no mention of it. So hang out till then, look for an Area Map and hit the Harbor Lounge to kill some time till 7:00 PM. Personally, I usually go inside a building because I hate having to watch that day turn into night cutscene, but to each his/her own.

I'm assuming you know your way around the Harbor, so after getting the note to wait till tonight head over to Warehouse #17. Before you even get to the Warehouse you'll get a cutscene, actually I had you go that way for the cutscene not #17.

You'll see two guards toss an old bum out of Warehouse #14, later on wondering how he manages to keep getting in (you'll find out later). Ryo approaches him and winds having to buy him a coffee.

Where in the world can you find a coffee you say? No, there aren't any Starbuccachino's at the Harbor, or in Yokosuka for that matter. Instead check out our trusty Bell Waad pop machine, hit Down on the D-Pad to get the coffee for him.

Note you can give him a soda, but he won't be very appreciative, plus, you aren't that cruel are you?

You automatically take the coffee over to him, and you get to watch as he creepily rubs it all over his face. Ryo then asks where he lives, Ryo is lacking in the "obvious department". The old man will say he lives in the Harbor itself, which is vague and suspicious too. Ryo will say goodbye and walk off, but instead of the cutscene ending, the camera will pivot back to the old man for a few seconds, this is what you'd call foreshadowing.

Check out your Notebook. It says, that Ryo "befriended the homeless man", awwww.

As a side note, you don't have to go over there when I specified, you can actually go there the moment you get done with the QTE battle, just be aware that that whole scene kills like an hour of your time, so it would behoove you to try it during your wait till night thing.

With that nonsense out of the way, 7:00 is here and you should be in front of the Old Warehouse entrance, if not swing by there.

Funny thing to see though, if you're in front of the entrance with the time crosses over, when you regain control the gate is partially opened (or closed...) and the guard that was there is now gone. I have no idea how the

workers managed to do all this in under a minute, but sheesh, they're fast.

Ok, so walk through the little opening to trigger a cutscene.

Ryo sees a guard in the little check-in building and decides to crawl under the little area to sneak by. The phone rings, scaring the spikes out of Ryo's hair and causes him to bump his head on the counter above him. I don't know, I think the loud THUMP would alert me more than my flashlight (which would've been on me) hitting the ground.

At any rate once you bump your head a QTE starts.

QTE EVENT: Flashlight

Hit Right on the D-Pad to grab the flashlight.

QTE EVENT: End

Ok, I'm sure most of you know the stuff you can exploit at this point in the game. If you fail to hit the button, you'll be warped to the next day, where seemingly someone always calls the guard every night at the same time, and the guard assumes his flashlight hitting the ground is just the wind...every night.

From here it is easy to see the "Bad Ending". Just let it loop, and go watch a movie, read a book, cook a pork shoulder for all I care. Come back in an hour or so to check on it.

It seems your moves increase in ability if you let this go on for a while, I haven't figured out how this works or how to explain it, note that any moves that require you to input the commands to learn will be mysteriously learned.

It's also a good opportunity to compare the different weather patterns day by day, well it was for me.

So once you've caught your new but albeit stolen flashlight, you get to do a little Tactical Espionage Action!!! Sorry Snake Pliskin fans, your out of luck here, no Soliton Radar for you.

Actually, while it's not that hard to sneak to Old #8, it is, by contrast, incredibly easy to get caught by the superhuman guards. Once you are seen you have an opportunity to run away and ultimately hide yourself if you're lucky. But it is so difficult to do so, you are better off letting them catch you so you can try again the next day.

And yes, these guards work 7 days a week non-stop. You will be able to make the days pass by here too, but it's not as speedy as the Flashlight bit, and you'll have to move Ryo in the guards sight to exploit it.

If you keep getting caught for whatever reason, the homeless man will approach you and give you a little hint. He'll initially give you a blank map, and at intervals, enhance that map, to make your sneaking easier.

The easiest way to do it is IMMEDIATELY from the starting screen count to 10 and run to the right. From here you will see two security guards, but they are far away. Run forward and take the first left you see, if you timed it just right, you'll squeak right by the incoming guard without him seeing you. From there take a right and you'll automatically see the Warehouse.

Yet if for some strange reason you get caught after finding the Warehouse

(but don't actually go in), the next time you find it, Ryo won't go into the mini-cuts scene of finding the Warehouse.

Ok, once inside, you can look all you want, but nothing will happen till you focus on the ridiculously obvious white china plate on the wooden shelf in front of you. So focus on it and hit that trusty A-button.

Or you can just walk up to the shelf and push the A-button.

Useless Ryo will drop it when the lights suddenly pop on. A dude in a super-tight suit will walk down the stairs and he and Ryo will square off.

Before they fight, a voice calls out to halt the suit man, then you'll see another man in a red robe jiggling down the steps. This is Master Chen, and he'll correctly guess that you were the person that called (darn good guess if you ask me).

Ryo and Master Chen will discuss the letter, and Master Chen will confirm that the letter was actually written by Zhu Yuan Da. They will then discuss Lan-Di, who Master Chen reveals is the rumored leader of a Chinese organization called Chi You Men. They talk about his proficiency in martial arts, and Ryo will ask something regarding why Lan-Di would go after Iwao.

The suit dude will interrupt by saying that nothing should be discussed with you, in doing so he'll call Master Chen father. Which I was as shocked as Ryo was considering they look nothing alike, anyway.

Master Chen said he is bound by his promise to Zhu Yuan Da, whereupon Ryo tells of the stolen mirror, this shocks the crap out of the otherwise composed Master Chen.

He'll then ask if only one mirror was stolen, to which Ryo will reply yes and describes the DRAGON MIRROR. Master Chen will be partially relieved and say that there is one more floating around Ryo's house, the PHOENIX MIRROR. He then dismisses Ryo by telling him not to show his smarmy face around there until he manages to find the mirror.

Yeah, I know, it's going to be a pain walking all the way back to your house right? Nope, game's nice enough to warp you to your room, and even moves the day to the next morning!!!

Ok, so you could check your Notebook, there is a lot of new info there.

So your are faced with the daunting task of finding the other MIRROR, but first if you haven't done so already, grab the OLD KEY out of Iwao's alleged room, take it and go to the Dojo, stick it in the long box in the back of the room and shove that KATANA in the right scroll on the back wall.

Once you are done with that, go chat with Ine, she'll mention that Fuku has been looking for you. So go to him, he isn't in his room so check the Dojo, before you even get there, you'll run into a cutscene.

You'll see Fuku standing under the Cherry Tree making strange noises, he'll then confess that he blabbed to Ine about Ryo's vendetta. His justification was that Ine needed to know. Ryo ignores him and asks Fuku if he knows anything about the mirror, of course he doesn't, but he'll say that Ine might know.

The cutscene continues, Ryo will find Ine eavesdropping AGAIN, sheesh. She'll apologize for this time but not for the time before, at any rate she'll

remember NOW that Iwao went to the Antique Shop to have something stored for him.

So head on there.

If you have the Area Jump you can go back in Ryo's house and jump to Dobuita, or you can walk there, the latter will let you, that's right FEED YOUR KITTY!

Well not quite, if you stop by the Shrine in Yamanose, you'll see a cutscene with Ryo being philosophical with the cat. See, the cat and Ryo's parent died on the same day, that would be enough for me to want to keep the cat, screw Megumi. While Ryo is chatting with the kitty, Nozomi walks up behind him and asks what he was talking about.

Ryo, having to maintain his tough-guy persona, flexes his biceps and says nothing, ok, he really didn't flex, but you get the idea. Nozomi gets upset and says that's all Ryo says to her anymore and that he never tells her anything. Well, maybe he doesn't tell her because it's none of her business. At any rate, the cutscene will end the same way a conversation ends between Nozomi and Ryo thousands of times before; in that she'll either tell him to be careful, or to take care.

Ok, you get control of Ryo again, make your way to Dobuita.

In Dobuita, note that even if you used the "Day Passing Glitch" at the Harbor, everything is relatively the same. Also note that occasionally if you walk past Nozomi at the Flower Shop, she might stop you to talk to you about random things, you can avoid this by taking a wide path around her, or wasting time by taking the long way.

Bunkado Antiques is to the right of the Tomato Convenience Store, so head in there. Inside the Antiques Store, Ryo will walk around looking at stuff and then promptly get the stuffing scared out of him when a clock to his left starts chiming.

Wahahahaha!!!

While Ryo is frozen in fear, an old man will appear saying it's a lovely sound is it not? This reminds me of that part in Bram Stoker's Dracula, fans of that book will know what I mean.

Then Oishi will continue talking about nonsensical stuff and then realize who he is talking to and offer his condolences. Ryo then asks if there is anything that Iwao left here for storing.

Oishi looks around for it, saying he put it in a very special place in case Iwao ever came looking for it again, well that special place happens to be on his cluttered desk... He picks up the box and opens it, and, nope no PHOENIX MIRROR for Ryo. Oishi then talks about how he polished and waxed and cleaned it everyday with the loving care of a mother, notice his emphasis on how clean he kept it.

Oishi then talks about how the artifact is given to the Hazuki-heirs once they turn 18, which is convenient considering Ryo is 18. Ryo then picks it up with his murky hands, netting you with the SWORD HANDGUARD. Oishi is still talking about how it is a very special antique passed down through the generations, and Ryo abruptly shoves it in his back pocket...

Ryo then asks if there was anything else Iwao had stored here, namely the PHOENIX MIRROR, Oishi stares at him in puzzlement, then says no and tells him

to get out. Well, not really, but basically Ryo will have to continue to hunt for the MIRROR on his own.

On your way back to your house, near the exit of Sakuragaoka to Yamanose, you'll run into a cutscene

It begins with a shot of Ryo walking, and shows his shoes, which look like they are on the wrong feet, but I digress. You'll then see a familiar figure behind you, which scares the crap out of Ryo again.

Ryo whirls around and accuses Gui Zhang of working for Lan-Di, to which Gui cryptically replies, "If I was?". A direct challenge if you ask me.

REAL-TIME FIGHT: Gui Zhang

No way you can lose this fight, either let him beat you, beat him up, or parry till time elapses.

REAL-TIME FIGHT: End

Gui Zhang stops and says if he continues, he'll fail as Ryo's bodyguard, which is ridiculous considering he just attacked you. They'll talk a bit, to which Gui will mysteriously say that Ryo still doesn't know what his role is yet. Well, this is a type of "Role-Playing Game", now turn the game console off now!!!

Ahem.

Gui tells him that if Lan-Di gets the other mirror, then he'll be unstoppable, how this is possible is very unclear at the moment. You'll then see the camera revert to a bird's eye view, to which you will see a dude on the roof eavesdropping on them. This is Chai, and Chai is an absolute nut, I mean it, I don't mean nutty in a "pistachio" way, I mean nutty in an "eat the skin off of your face" way. Chai overhears them and gets exclusive information that there are two MIRRORS, which I'm sure Lan-Di doesn't know that Ryo has, but will soon. He then cackles loudly and springs off the roof, I really don't know how Gui and Ryo fail to hear this.

Upon entering your main house you'll get into a cutscene with Fuku, who is apparently sweeping the door area, which can be amusing if you see this scene on an either rainy or snowy day. Also note the extremely shabby looking witch's broom he's using. Ryo shows Fuku what Iwao left for Ryo, and says it's a part of his inheritance. Fuku sees it for what it is and nothing more, but will say it could be a crest of some sort and will direct you to talk to that eavesdropper Ine.

The game will warp you inside, and if you attempt to go back out, you won't be able to until you talk with Ine. I think Fuku mentions that she is in the Altar room, so head there, this is also a good time to steal the PHOTO OF HAZUKI'S from here room if you haven't done so; while not pertinent to the story it's a must for the super collectors out there.

Watch as Ryo takes the HANDGUARD out of his bottomless back pocket and puts it on the table IN FRONT OF HIM, when the camera angle shifts the HANDGUARD somehow manages to jump over to where Ine is sitting...

Inside the Altar room, Ine will basically tell you that the designs on the HANDGUARD mean a Snow Ring, Two Stars and a One Sword. And deduces that it may have something important to do with Ryo's investigation.

Yeah that's a lot of help, you are back where you started, and at this point of the game things can get a little frustrating. To save you a lot of headache, go to the Dojo and put the HANDGUARD into the left slot on the back wall (you'll have to move the scroll first). But before going inside, save yourself a lot of trouble and go take the FLASHLIGHT from the drawer beneath the phone in Ryo's house. Or you can travel to Dobuita and buy a LIGHT BULB at the Tomato Store, choice is yours.

Just note that you have to have the FLASHLIGHT to make it past the second hallway. Once you get inside the room, you can either use CANDLES, the FLASHLIGHT, or stick a LIGHT BULB in the center of the ceiling (the light switch is to the left of where you initially entered the room).

Once you've illuminated the creepy room, take a gander around and note the things you'll be able to take with you, all these are mapped if you were standing at the entrance of the room facing in.

A moves SCROLL, found on the shelf to your right.

A BOX OF MATCHES, also found of the shelf to your right.

Some CANDLES, found in a drawer in the far back left corner of the room. The drawer has a mirror on it.

A WHITE LEAF, only gotten by look through a book to the right of the shelf with the mirror on it.

A PHOTO OF FATHER WITH ANOTHER DUDE, found in a red chest in the back right corner of the room.

Now you can search out the PHOENIX MIRROR, note the shelf with the vanity mirror on it in the back left corner. If you search it and press the A-button, Ryo will notice a talisman in the reflection. Conversely if you initially know where it is, you can look on the back of the shelf. If you examine it, Ryo will comment that it is a sealing talisman, kind of interesting to note that Iwao would take the time to put a seal there. But I really think this was ultimately a clue to let a knowledgeable individual know that you are getting close to the MIRROR.

Anyway, check out the scratches behind that very shelf, hmm.

Now you'll be able to pull the shelf back. But you'll only be able to see it in cutscene form, told you to enjoy that D-Pad direction while it lasted. Ok now go back to the area that was being hidden by the shelf and focus on it or press the A-button. Ryo will note that it looks different. Press the A-button twice, or focus and press the A-button and Ryo will do a dynamics test on the two different areas of the wall, and note that the obvious patch makes a hollow noise.

So how are you gonna bust it open? Yeah, you could kick it, but Ryo is smart enough to not even acknowledge that idea. So look to the left wall of the exit/entrance of the Basement, and you'll find a conveniently placed ax. And, no, that didn't appear after you tapped on the wall, that would just be frightening to say the least.

Pick it up (A-button), and walk over to the wall, A-button that sucker, and grab the MIRROR. And note the cool "Special Item" music you get once you pick up the MIRROR, you only get this for the MIRROR mind you.

You get warped to the Dojo where Fuku takes a look at the MIRROR with you.

Fuku comments on the creepiness while Ryo says it has a interesting aura. Fuku makes a stupid comment about Ryo being possessed and Ryo will tell him to take a hike while he examines it.

Once Fuku vanishes, Ryo will tell himself (you) that he should go see Master Chen. It was like 8:00 PM while I was writing this, you can still see him even this late, or you can wait till morning to do so.

So make the call from the House and Area Jump to Dobuita, catch the bus and hightail it to the Old Warehouse District.

You can either talk to the guard or walk in, either way you'll get inside. From here you'll start off in the same area as when you had to sneak in, only you don't have to sneak in anymore. Guards won't comment on your previous B & E's, but they will gladly tell you the fastest way to get the heck out of there. Go to #8.

The cutscene starts with Master Chen telling you that the MIRROR is made of Phantom River Stone, and that Lan-Di was unaware that Iwao had both MIRRORS.

He then tells you of the legend that when the Phoenix and Dragon switch places an evil monster named Chi You will appear and devour everything in sight. As unrealistic as this may seem they all entertain the idea. As you are doing so, Chai appears and snags the MIRROR, and in an incredible display of "Spider-like" agility manages to clear 20 feet in under 3 seconds; looks like a QTE to me.

QTE EVENT: Chai

Press Left on the D-Pad to end it quickly.

QTE EVENT: End

The thing that Chai is on moves over to the right and causes Chai to drop the MIRROR, whereupon Ryo will take it. I still marvel how the MIRROR doesn't break from a fall of that height.

Chai utters a few threats and jumps out of the window.

Ryo runs back to Master Chen and thanks him, they then theorize on where Chai originated, Master Chen thinks he is linked to the Chi You Men through the Mad Angels.

Ryo excitedly assumes he'll be able to track down Lan-Di through the Mad Angels, but Gui doesn't think this will be possible, and guesses that now that he has the DRAGON MIRROR he'll probably be in Hong Kong. Ryo then impulsively requests Master Chen help him arrange a flight to Hong Kong, long story short, Chen refuses.

Ryo protests and says he can get to Lan-Di and...Gui then interrupts and finishes Ryo's sentence by saying Lan-Di will kill him (at this point very true). Ryo turns the conversation around in desperation by asking Gui if it was his father (Master Chen) then what would he do.

Master Chen stops this and says his word is final and parts some advice by saying it isn't wise to live your life in vengeance. Ryo makes a strange noise and the cutscene ends.

You get warped back to your House, where Fuku and Ryo sum up in about 5 seconds what Master Chen took about 10 minutes to say. You'll then be warped

to your room where you can turn in for the night.

When you turn in for the night, you'll get a dream sequence showing a bird flying through what looks like two apparitions of the DRAGON and the PHOENIX MIRROR. I really don't know what this is supposed to represent, and if someone out there knows definitively what it means feel free to E-mail me. Just look at Ryo's expression when he wakes up the next morning, whoa.

There will be another cutscene of Ryo looking at what appears to be a bank statement, when he looks at the total amount, it somehow gets added to your current yen amount, I swear banks in Japan are really speedy. Anyway regardless of your game you'll always get 36,512.

Ryo surmises that this is nowhere near enough to get to Hong Kong, which clairvoyantly is correct.

Your Notebook will tell you to talk to Fuku, and unfortunately you have to, so check him out, he's in his room, not the Dojo, I'll bet if I hadn't told you this, you would have gone to the Dojo, heh heh.

As a funny sidenote, talk with Ine, and more than likely Ryo will thank her for everything. Ine will then say now that Ryo knows everything (apparently Ine thought Ryo was only concerned about his inheritance) he can focus his energies on school. Ryo agrees, and once again.

WAHAHAHAHA!!!

Excuse me, looks like denial isn't just a river in Africa after all. Ok, now go to Fuku.

Ryo will ask if he knows any cheap ways to travel. Fuku will name Global Travel and wonder why. Ryo tells him of his idea to travel to Hong Kong and goes to persuade Ine to let him go, Fuku says he'll back him up...uh oh.

Ryo will then confront Ine in the kitchen and in a rare brilliant stroke will tell Ine that he plans to go on a trip. Ine finishes what Ryo was undoubtedly thinking of and says it'll be good to go a trip to clear his mind. You can see from Ryo's face that he must've been thinking of something else after all. And when it seems that Ryo will get the funds and the permission to go, Ine asks where he plans to go.

Fuku steps in and says Hong Kong, and says that the man that murdered Iwao might be headed there. Ryo calls him an "Idiot", and Ine asks him what he plans to do once he gets there. Ryo says nothing, evidently not wanting to give Ine visual imagery on how he's going to kill Lan-Di. Ine gets upset with this and promptly ends the discussion and leaves. Needless to say Ine is mad, and even more needless to say Ryo is steamed as well. Fuku gives his heartfelt apology which sounds about as sincere as a whoopee cushion. Ryo then comes to the conclusion that he has to find a way to Hong Kong himself.

You finish the cutscene in the kitchen where you can control Ryo. Take a look at the Notebook for some clues. It will tell you to compare prices of Hong Kong fares from the travel agencies in Dobuita.

Note that when you walk to the entrance hall, you still get your allowance of 500 yen, heh heh.

So Area Jump to Dobuita and go to Global Travel right across from Tom's and you'll see a cutscene of Ryo talking to the salesman. Ultimately you'll get a cost, 220,000, which even if you exploited the "Day Passing Glitch" is

nowhere near the amount you currently have.

Ryo will ask for a one-way fare, which they don't have. Then he will ask if anything else can be done. The salesman will reluctantly refer you to Asia Travel Co., but immediately say that from reputation that they are no good.

Upon leaving, Ryo will say he should talk this over to Fuku.

Now technically this is all you have to do, but you can go to Asia Travel that is right by that wacky Funny Bear Burgers.

Also note that if you attempt to go to Asia travel first, you won't be able get in until someone refers you to it, which is typical.

So check out Asia Travel Co. right across from the Funny Bear Burgers (...). In Asia Travel, you'll see a vain woman sitting and looking at her fugly mug in a mirror, Ryo tries several times to get her attention and manages to get a BARGAIN FLIER from the detached woman. One extremely funny thing to see is Ryo's face when the woman demands him to take the FLIER, seeing as how it cost her an arm and a leg to get it out.

Upon leaving the place, Ryo will say he should go home and think it over. So swing on by there.

In Yamanose, if you've been neglecting the cat, or even diligently feeding it, I'm not sure which, but if you go to the Shrine and talk to Megumi she'll mention that the cat is missing and Ryo volunteers to find her.

Now, at this time Megumi had named the cat without me. In the past I had found the hidden scene where she gives you the choice of four names but have been thus unsuccessful in finding it again, any input regarding this (In E-mail form mind you) will be greatly appreciated, and credit will be given.

Anyway. to make it go fast, walk up towards the entrance to your House and look to the left, where the stairway is. Ryo will mention that he can hear the cat.

Before you go downstairs, 1st Person look down there, look to the right of the area and you should see a clothesline, the cat is right by there. So head down there, now you know where to look without getting turned around navigating those tight corners. A-button the cat, and Ryo will give us another spine-tingling shot of him crouching. During this Nozomi will approach him and guess that Ryo is looking for the cat too, duh.

The scene reverts to the Shrine where Megumi un-appreciatively thanks Nozomi instead of Ryo. Nonetheless, Nozomi corrects here and Megumi then thanks Ryo, cutscene over, now get your keister to Fuku!!!

As a side note, you can trigger this scene when you first leave your House to look for the different travel agencies too.

Once again Fuku is in his room and not the Dojo, so don't bother going there. In Fuku's room, Fuku will note that a Hong Kong fare is really expensive, he'll then produce a piggy bank. Fuku's savings. I honestly didn't think people used piggy banks anymore, even in '86, and it makes me wonder why the heck Fuku just doesn't use a bank. It also begs the question of how he was saving the money when he's been living there for like 15 years with no obvious means of income; I shudder at the thought that Ine gives HIM allowance too...

Anyway, he then tells Ryo to smash it open, which he does. Fuku counts out

39,634 yen, and depressingly notes that it still isn't enough. Fuku then suggests that you hit up Aida Florist and talk to Nozomi, so Area Jump and talk to her.

Oh good grief, when I made it to Dobuita, that useless Wang was standing by the pop machine again....But instead of ignoring him, go and talk to him, and he'll give you the idea of traveling by boat, effectively giving you a Notebook entry. Also effectively cutting off your possible conversation with Nozomi, so the choice is yours.

Anyway, when you talk to Nozomi, you discover that she travels to Canada a lot, and when shes asks how much Ryo plans on spending to get to Hong Kong, Ryo replies to which Nozomi basically scoffs at the amount.

Conversely, one could argue that a trip to Canada (in general area terms) would be much further than a trip to Hong Kong, and therefore much more expensive. So it stands to reason that Nozomi has big bucks, (i told you that sweater was cashmere) and since she flies to Canada REGULARLY it means she has really big bucks. So you could apply this reason to why Ryo is so stiff towards her, while Ryo isn't poor by any stretch of imagination, his family looks as if it doesn't have anywhere close to the amount of money as the Harasaki family.

Ok musing over.

From here you can go to Global Travel and be referred to Asia Travel, or you can cut out the middleman and go straight to Asia Travel. One of the rare cases where the store is actually open without the "Powers that Be" opening it for you.

Inside Asia Travel Co., you'll run into that lady with the psycho hair again. Ryo'll will ask for a boat fare, to which she'll produce a moldy looking flier, to which Ryo will immediately take. She says cash first, I'd say suck a bug, but Ryo pays up. Notice the imaginary yen signs in front of her eyes. One Ryo makes the money appear on the tray like a magician, she snatches it up and promptly ignores him. Ryo starts his, "Excuse Me" bit again, and she'll tell him to come back in three or four hours.

To cement the fact that you actually purchased the ticket, when the cutscene ends you'll see your yen amount on the screen...rapidly declining to the amount you paid.

As a side note, if you are really unlucky and those three or four hours happens to overlap the normal hours of the store and therefore they close; well, you'll have to show up the next day.

Ok, three hours to kill: practice, Arcade, hang on a telephone pole by your eyelid, do something to pass the time.

As a side note, if you've got those Chinese SCROLLS, I'm pretty sure you are stumped about what to do with them, if you've never played this game before I mean. Well at this point (gamewise, not timewise, you still have to go to Asia Travel in a bit) you can call up Master Chen and Gui will translate those pesky SCROLLS for you, I've done this twice in one day despite what other people say, so go for it.

For fun you can ask around for info on Asia Travel Co. Hattori at the Sports Store will mention that nobody seems to know when they are open, which is pretty ominous. And right next door at the Pharmacy the dude in there will say that Asia Travel Co. is connected to the Chinese Mafia, whether or not

this is true will be confirmed later. Minako at the Tomato Store, will mention that they have a good reputation...for screwing people over.

Nemoto from the florist by Hirata Tobacco will say since he only patronizes good reputed organizations, Asia Travel must be bad...right. And lastly over by that creepy Funny Bear Burgers, the even more creepy dude in there will reference the jeans owner Akasaka having a bad experience, evidently he went to the U.S. to get some rare jeans but the hotel was bad and the ticket booking was awful. You can also confirm what Funny Bear dude said if you chat with Akasaka at this shop, it's near the Lapis Fortune.

So it's starting to look like more and more that you ripped off.

Don't bother going there before the 4 hours have passed, no one will be there.

So, if your time has passed, head over to to Asia Travel Co.

Right away you should get a bad feeling, there's a different person than before. Ryo asks if his ticket is ready and the big tough guy plays the ignorant role and says he doesn't know what kind of ticket. Ryo gets ticked and wonders what kind of scam they're running. The dude behind the desk will say that they don't take kindly to threats. Two other dudes who are sitting in the corner will get up, one you should recognize from Nagai industries and if you talked with him then, then its time for a little payback; the other dude is someone you'll see again later on.

Needless to say Ryo finishes them off quickly. The would be tough guy then squeals like a little girl, Ryo then grabs him and threatens him for his ticket. It's funny to hear the dude's voice raise like 3 octaves as he's whimpering. Ryo threatens him some more, and the dude will say that he'll call Ryo first thing in the morning. Cutscene over.

Wow, I forgot about this other cutscene, well it was around 6:15 PM, but I think that it can be triggered earlier or later. Anyway I was in Ryo's house, I went back to the Altar room with the intention of harassing Ine, but got a cutscene instead.

Ryo will walk in the Altar room and notice a different set of flowers that before. Ine will sneak up on him and mention how nice it was of Nozomi to bring the flower (by contrast implication, she's calling Ryo a mean old codger) and how thoughtful it was that she even remembered Iwao's favorite variety. Ryo mumbles 'Nozomi' and some other stuff, and Ine mentions how nice Nozomi is again, and the cutscene ends. Also note that once you regain control of Ryo, you'll notice that Ine closed the darn door on you!!!

So if it is late enough you can head on to bed, or whatever.

That night you'll have another dream sequence, this time it shows Sha Hua, doing loopy stuff with what I'm assuming snow in the background and with really cheerful music. And if you are observant, you'll note that apparently Ryo has a TAPE of Sha Hua in his desk, which is really odd, I didn't know she put out a solo album, or put out music period.

At any rate the next day you get that promised phone call. The Asia Travel dude has his tough-guy voice again, this alone should alert you to something weird is going on. If that doesn't convince you continue reading below.

The dude, (Jimmy) will then tell you to come to the Arcade at 12:00 PM tomorrow. And if you've been observant, the last time someone told you to be at the Arcade, well something unpleasant happened. Regardless of your warning

shouts to Ryo, he'll agree...sheesh. And if THIS didn't convince you then keep reading below again.

I'll just say this, if United Airways or any other reputable airline company booked my flight and told me to pick up my ticket at a seedy Arcade...well...Ryo must be lacking major common sense here.

So you have about 2-3 hours to kill, or do you? If you Area Jump or walk to Dobuita and hang out at the entrance to You Arcade and wait till it opens, which is 10:00 AM you can "meet" Jimmy early,

And boy do I feel sorry for you. As you enter the Arcade you get mounted by Chai who cackles horridly. He then springs off and shows you your Hong Kong ticket, wow. Ryo then attempts to grab it, and I swear the evasive move that Chai pulls off looks just like the Shadow Step, anyway. From here, I'm hoping you know that Hong Kong is out, unless you want to cut this ticket out of Chai's stomach.... Anyway, Chai demands info about Zhu Yuan Da from Ryo, and Ryo demands info about Lan-Di from Chai. Chai would rather square off with Ryo than give this information, and twirls off the arcade game and gets into his stance.

REAL-TIME FIGHT: Chai

Oh boy, here we go. I honestly have to say, this is a really difficult fight, even for experts (me included), in fact I still haven't been able to beat him. But what makes the fight so hard is the cramped area that you are in, which makes it impossible to run and get some breathing room.

To make matters worse, Chai's attacks are utterly devastating, his backflip kick alone can zap 3 green orbs off of your health. He evades almost all of your throws, and can even counter some of your strikes. Because he is so low to the ground it can also be tricky trying to determine where his strikes will come.

But all is not lost. If you want to be a cheater, you can exploit the "Day Passing Glitch" and all of your moves will mysteriously will be advanced, (roughly 3-5 weeks of this glitch should be enough). With your prematurely advanced moves, Chai is a little easier because you'll be doing more damage to him. I've seen in some situations you can trap him in a corner which can cause him to jiggle a bit and pause, this brief moment is like a godsend, 'cause it gives you more than enough time to input a really devastating move, say the Stab Armor or the Arm Break Fire.

All in all, you just have to be very patient, make sure you save your game the night before in Ryo's room. And right before you fight him, make sure you do a Resume, be aware that once you load it it disappears, so you'll have to do it again. Ok, good luck.

If anyone knows what happens once you actually beat him, let me know, E-mail of course, credit will be given. A really good strategy will be greatly appreciated too.

Crap, crap, crap!!! I swear I've fought him so many times and still lose!!! CRAP!

REAL-TIME FIGHT: End

Well, if Chai beats you, you'll see cutscene of Ryo on the ground. Fuku then shows up, how in the Hades he knew where to look is beyond me, they could've at least put some different clothes on him, he looks so out of place in

Dobuita...

Fuku runs in and Chai, seemingly about to kill Ryo, or at least badly cripple him, jumps OVER Fuku and says he'll save the "fun" for later. Fuku then grabs Ryo and warps the both of you Home.

You're treated to a scene in Ryo's room where Fuku is laying the barely conscious Ryo on his bed. Fuku tells him to rest for the day, right Fuku, I highly doubt Ryo is going anywhere.

The next arrives and Ryo wakes up in perfect health, with no visible bruises on him, which is startling considering he still has that Band-Aid on his cheek. Nonetheless this is one time I'm telling you to check your Notebook, it only has one sentence on it.

"Go to Asia Travel Co."

Aww, yeah, time to kick some keister. But before you swing by there, go chat with Fuku, you'll probably have to spar with him, which I recommend, but he'll actually say some pretty cool things.

Once you get to Dobuita, you can ask around if someone saw Chai, funny thing is, is that a whole day passed and everyone's mindset is still on yesterday, don't believe me? Go talk to Nozomi... Anyway, note the further you venture from the Asia Travel Co., the less likely it will be to run into people who've seen Chai, another cool attention to detail.

But if you go to You Arcade, the owner there says he was in a real fix and assumes that it was Jimmy who tipped off Chai. I, to this day, have no idea what he was talking about, "being in a fix". I assume he had to lend out his Arcade for a bit to pay for some unknown debt perhaps?

Anyway, go to Asia Travel at anytime, it can even be outside their working hours.

Ok, so the cutscene starts with Ryo knocking on the Asia Travel door, no answer, he makes an angry face and starts pounding on it. Jimmy, opens the door asking who the Hades it is, notices its Ryo, says another expletive and attempts to close the door on him. Ryo grabs his arm and whips him outside asking what his problem was (a very odd question). Jimmy wrenches loose and takes off, whereupon Ryo tells him to stop (right...).

QTE CHASE: Jimmy

This is your first chase sequence using the QTE functions, and is pretty fun too, but take note you only get one chance to input these commands, and if you screw up too many times, you run the risk of completely losing Jimmy and making you start over again.

If you screw up on all of these you will lose Jimmy.

All you have to correctly input is ONE of them to get to the next sequence.

From the start press Left on the D-Pad.

Then you press Right on the D-Pad.

Then another Left.

And another Right.

which, Ryo pretty much does the same this as Chai did with Ryo's ticket. Ryo asks who the skinhead (Chai) was; Jimmy replies the Mad Angels.

Ryo asks where can he meet them, Jimmy is hesitant and Ryo grabs his arm and slams Jimmy on the desk. Jimmy, having obviously soiled himself tells Ryo that he can check the Harbor. Ryo then asks who the boss is, Jimmy doesn't know though, but he will tell you that the Mad Angels extort from the factory workers. Ryo, a little suspicious asks how Jimmy knows this. Jimmy says that if Ryo were to work there then he would meet them, because they always harass the new guys.

Cutscene over baby!

There is a lot of new info in your Notebook, so check it out if it fancies you. And you can ask around town for more info if you want, but everyone will tell you to haul your carcass to the Harbor and ask yourself.

So haul it already!

At the Harbor, you can ask around for job information. A funny thing to do is to search out the homeless man, you can usually find him to the left of the Harbor Lounge area, and listen to what he says about the topic.

And you can go to the area around New Warehouse #8 and ask around there, note that a lot of the workers seem to have New York accents, which is really funny and strange at the same time. "Ask me again sum udda time!"

You can also ask Tom over by the entrance to the Old Warehouse district. He'll gladly offer you a job dancing alongside him, and selling those suspicious hot dogs. Ryo, will refuse though.

Ok, mostly they'll all tell you that they don't need any new workers, so what are you going to do?

You can ask around till you turn magenta in the face, but you won't get anywhere till you head over to Warehouse #17.

This cutscene only seems to be triggered at a certain time, maybe around 2:00 PM? I wonder if you have to talk to a bunch of people to get it to play. And it seems something needs to be done before it can be triggered, if anyone knows definitively, E-mail me and I'll give credit.

Oh man, words will not do this cutscene justice. I really assume the beating that Ryo gave Goro must've knocked some emotional screws loose. Ryo will still be a little hesitant about Goro, but will ask him if he knows the Harbor well, which Goro does considering all he seems to do is walk around it everyday. Ryo will then ask him if there is anyplace he can find a job and...lets...just...say that Goro does, in his own special way, he'll then tell you to meet him TOMORROW at 12:00 PM in front of the big, blue doors of Warehouse #1 (yes, thats New Warehouse for all you out there).

Well thats all just fine and dandy, now you've got like 18 hours to waste.

So you can leave now if you want, unless you want to go buy some TAPES or something, I hear that new Fuku-san Jazz mix is out...just kidding.

Back in Dobuita, if you talk to people you'll note by Ryo not asking any questions you'll really have to wait it out till the next day. Also if you pass too close by Nozomi, she'll stop you to tell you to be careful, this can happen multiple times so beware, or be aware...

This a perfect opportunity to brush up on your practicing that I'm sure you've been horribly neglecting. You can check out the Arcade, chat with some other people, buy some stuff, work on your Collection...yada, yada, yada.

If you go to your House you'll find Fuku standing by the Cherry Tree which is pretty rare, he still says the same crap though...

When you sleep that night, you'll get another dream sequence. This time it's Sha Hua (again) and she's moon-gazing with a bird circling around in the sky. Once again I highly doubt that these are dreams, and if they are...whoa. And if anyone has a definitive answer for what the heck they mean, E-mail me, credit...you know you want it.

I wasn't paying attention to the time last night and I was jamming out at the You Arcade and I didn't leave till like 11:40 PM, and the next morning when I was heading out to the Harbor Ine stopped me. She basically scolded me for being out so late and wanted me to be home by 11:00 PM. While I know I discussed the curfew thing before, I think it's ridiculous that she is imposing a curfew, who the Hades does she think she is?! Ok, rant over.

On the next day. swing by the Harbor and around 12-ish, walk past the doors to Warehouse #1. And if you aren't there just note the area Klaxon foghorn sounds the 12:00 PM lunchbreak, and no that sound has nothing to do with Silent Hill...

Once you walk past the doors a cutscene will show. You see Goro come whipping around a corner saying that he got a job for you and saying that he had to go through a lot of hassle to do it; note the hilarious poses throughout Goro's rant. A girl walks up behind him and from what she says you'll find out it was her that got you the job, Goro basically did nothing...but you still gotta love 'em.

Goro confronts the girl with a, "Shut cho lip woman!", HAHAHAHA! Ryo recognizes her and says hi. The girl, Mai, explains since she works for Hokuhoku lunches and delivers to the foremen (I'll bet she does) she was able to reference Ryo to them. Goro and Mai then get confrontational; and when it seems Mai is about to beat up Goro, Ryo asks where he is supposed to go. Goro and Mai tell him (you) to go to Alpha Trading Office by 2:00 PM. Now pay attention, while they are saying this, the camera is giving you the location of the Office. If you are dense, like me, and weren't really looking ...well you've got some asking around to do.

At any rate the cutscene ends and you should notice that only like 15 minutes passed...oh well. Yeah I know its a pain to wait, but at least you don't have to show up TOMORROW like most of the previous cutscenes.

So rock out for a bit, or not, actually you can go in there immediately after the Goro/Mai cutscene. And hey, whoever said it was bad to show up early for an interview anyway?

In case you forgot where Alpha Trading is...well. If you stand with your back to Hisaka's front at the Hokuhoku you should see the water on your right and a long building to your left, Alpha Trading is on that strip. To easily find it, just use the Joystick and tilt it towards the buildings, when Ryo's view passes over Alpha, it'll pop up on the bottom of the screen.

Ok, the cutscene starts with Yada staring at a whistling teapot...and since he does this even if you show up at 2:00 PM, it makes me believe that this is all he does during his lunchbreaks. Ryo approaches him and asks if he is

Yada-san, to which Yada agrees...look at his teeth...

Ryo then mentions Mai, to which Yada says, "Yes...Mai...from the..lunch stand.". I told you Mai was, well...friendly with the foremen, okay it's just speculation! Anyway, Yada asks if you can start right away, I really think this shocks Ryo, who kind of hesitates before he says yes. Yada then takes him outside and subsequently around the Warehouse #4 area.

When you get here, he asks if Ryo has ever driven a forklift, to which Ryo replies no. Yada then calls that creepy-looking Mark over to them.

Ok, note time; if you've been observant during your recent trips to the Harbor, you'll occasionally see Mark driving a #6 forklift, well he is driving a #5 now...which will be your forklift for the duration of Disc 3, I'm sure Mark is just such a bad-A that he knew that he was going to have to tutor someone today, and went and got another forklift.

Yada tells Mark to teach Ryo how to operate the forklift. And the screen fades and you're suddenly a forklift, Mark pulls up beside you and starts off by saying its easy to drive the forklift and will give you very concise instructions on how to use the different controls.

In fact they are so concise, I'm not putting them in here...whine all you want, there is no way to mess up this part. Also note that you can press Start to see the Forklift controls, well you can when Mark isn't talking.

But for fun you can do every other forklift function from the one that Mark says, he'll get annoyed and make really funny comments every time you do something different.

Once you get done with the basics, he'll instruct you to pick up one of the crates, and he'll explain by doing it while telling you. And watch as he puts the crate perfectly within the white square, marvel at Mark's uncanny ability at perfection because you'll never be able to duplicate it.

Also note as Mark is backing up he obviously clips with the wooden crates on his left and with the entrance to the Warehouse on his right, I guess Mark is able to partially go through walls as well as his incredible feats of god-like perfection...you'll see why the wall thing is significant later.

After Mark shows off, he tells you to move the rest of the crates in the warehouse. He then tells you that for the rest of the day you'll be training, so get to it rookie!

It will most likely be after 4:15 PM when you get control of the forklift, so just do what you can in the short time. Note that even if you don't get much done, this will be the ONLY time Yada won't gripe at you for working under quota, so enjoy it.

You'll notice pretty quickly that the collision detection for the Forklift's boundaries are a little too good. In fact, just grazing with a little corner of something is enough to stop you completely. The only way to get around this is practice and learn the distance of where you can drive past without getting stuck, why should you practice you say? Oh boy, you'll find out later.

5:00 PM arrives with that Silent Hill foghorn again. You'll warped to Alpha Trading Office where Yada evidently hands out daily paychecks...wow...thats the good life, I guess that's why so many foreigners are there. Anyway you'll get your laughable pay from Yada and Yada will ask if you are getting used to

the Forklift and will tell you the rules when working at the Harbor. He'll say that you start out at 300 yen per crate with a quota everyday to prevent slacking; but as an incentive you'll get a 50 yen raise if you exceed quota by at least one crate. He'll then give you 2000 yen (even if you only had Mark's crate in there) and tell you to get the heck out.

Once outside, creepy-Mark will approach Ryo and tell him to show up at 9:00 AM tomorrow, well since the shift doesn't start till 10:00 AM, I'd tell Mark to go suck an egg. Mark then says it's because there is something they need to do before work, he'll then tell Ryo not to be late and walk off.

I really have no comments about this that weren't apparent when you first played the game yourself. Well maybe one, I'd have to say during this whole thing with the Asia Travel Co. and all the other bad stuff that has happened lately, I'd say that this is the last thing that I'd want to hear from some stranger. But Ryo feels creepy-Mark is trustworthy, I didn't and still don't.

If you check your Notebook you will see that Ryo says the job starts at 9:00 AM, now I don't know if this is according to what Mark told Ryo, or that the job actually starts at 9:00 AM and Mark intends to embezzle funds by hosting his morning races. You'll should also note that Ryo considers the job "Part-time", considering you can exploit another glitch when working, and that work is from 9 to 5, and that Ryo would normally work everyday if you follow the story normal, I'd say this counts as a full-time job...maybe Hazuki's work by a different schedule.

So check your Notebook already, you'll see what you have to do. Oh yeah, in case you'd think you can be lazy and just leave for Dobuita, you can't. In fact you really can't leave till around 9-10:00 PM, so you should spend the time asking about those wacky Mad Angels. A really funny conversation you can have is with Goro, who is living in complete denial and fear because the Mad Angels evidently have supersonic hearing. You can also chat with Tom and Honey (is that his wife?). Or one of my personal favorites, you can talk to some of the workers with the New York Mafia accents, they won't reveal anything important, but it's still hilarious to hear their voices.

Or you can swing by Hokuhoku lunches and park it till 7:00 PM, once the screen reverts back to Ryo a cutscene will automatically begin.

The cutscene begins with two motorcycle dudes chasing that homeless man you may or may not have met your first time at the Harbor. I really don't know what they were planning on doing with him, but if you've played this game before, I'm sure you can speculate what the old man might have done if there was no one around...

Anyway, Ryo steps in and defends the old man. The two motorcycle dudes say that they should play with Ryo instead, to which Ryo will be as bewildered by this statement as I was. And if that wasn't strange enough, instead of engaging in a deadly hand-to-hand fight, they politely offer to play chicken with Ryo. Ryo raises the already super-heated stakes by saying if he wins they leave the old man alone, oh yeah, Ryo's negotiating the terms now!

The next part shows Ryo and one of the dudes side by side near where Hokuhoku normally is, this is where a QTE starts, if you didn't already know.

QTE EVENT: Chicken Race

This would be ridiculously easy if it wasn't for the fact you only have one chance to nail it. Yes, you heard me, I believe this is the second QTE in the game you can actually fail, so pay attention!!! And I'm pretty sure that

you only get one chance on the button presses.

From the start hit the A-button

Then press Down.

And press Left.

And finally a Right on the D-Pad.

QTE EVENT: End

Once you finish it, you'll see a satisfying but cruel scene of your opponent hurtling into the sea, still attached to his bike...I really hope he didn't get stuck on a piece of the machinery. The other dude utters a threat and sprints off. It really would've been nice if Ryo had kept the motorcycle and started driving it to work...but we can't have everything. When you regain control of Ryo, note that the bike is gone...apparently Ryo kicked it into the sea on top of the other biker.

Or if you fail it, well, you get to see a fun little scene of Ryo getting ousted from his bike and lying on the ground in pain, so don't fail it now!

A quick question for my fellow FAQ-er's out there, is this cutscene linked to whether or not the homeless man will teach you those moves? E-mail me and I'll put your answer here, and yes, you'll get credit.

Anyway, seeing as how it is late, you should head on home. So get on that wacky bus and head home.

On the next morning the first thing that you should note is that you're getting up an hour earlier...but it's no big deal, not even for Ryo, who still likes sleeping in the clothes he's apparently been wearing since late November...

Another good thing to note is that Ryo will automatically warp to the Amihama Harbor. Which is totally merciful, although you'll have to travel all the way back home yourself.

Once you get to the Harbor, you'll run into another cutscene...and remember how I was telling you to practice the collision detection with your forklift? Ok, granted you probably didn't have enough time to do so yesterday, but remember that you get paid the same amount irregardless of how little work you do...so no excuses!!!

Ok, you'll see that creepy-Mark and then you'll see five other forklifts (yes, you're in one of them) lined up on that long stretch of road you've walked down numerous times. What in the Hades are you doing here you ask?

Race time baby!!! And here is the second most hated part of this game for me, and maybe some of you out there. What's the number one most hated part? Oh baby, that's coming up later. For now, I'll explain the stuff you need to know.

You're forced to participate in these races that circuit around the whole Harbor area. Three laps to the finish, and the races either end when you finish all three laps or if time runs out (unlikely). You'll always start the race in last place, so no whining.

I'll try to make it as painless as possible, needless to say collision

detection is your worst enemy here, you cannot, I repeat, cannot let your forklift even graze the side of anything. If you do, you'll get stuck, and odds are, you won't be able to accelerate yourself out of it, you'll have to back up and re-orient yourself, which can waste seconds and can kill your lead in a heartbeat.

You should also prepare to waste a few minutes before you know you are going to have to race (every morning from here on out) because you can't pause during the race. I have no idea why Yu Suzuki would want to torture us like that, but there you go.

And if you want to look at the map of where you are going when you are racing, just press the X-button...but don't say I didn't warn you...

Ok, from the start, just jam on that R-trigger (if you practice and memorize the course, you shouldn't have to let up on the R-trigger once). By the time you get to the first right turn, you should be in 4th place, make your turn hugging that inside corner as tight as you can. As you're driving to your second right turn, you should be able to pass the #3 forklift, and when you get to the turn, hug the inside wall, and you should be in second place. From here it can get tricky, but make sure you give yourself enough room in your left and right turns so you won't get stuck.

From here just dash on up, following those handy arrows, (I guess Mark cordons off the entire area for his races...) make your right turn, and another right, and yet another right.

And here is the most important part of the race, always, always, ALWAYS, cut in between the metal support post and the staircase when you have to make your left turn, this will shave off about 2-3 seconds, and if this doesn't put you in 1st place, then the next lap definitely will. From here just rinse and repeat, and watch those walls for cryin' out loud!

If you got first place, kudos to you dude/dudette. If you got second place, the #1 forklift obviously cheated. If you got third place, better luck next time. If you got fourth place, you didn't watch the collision detection. If you got fifth place, then you must've passed out from lack of oxygen or something, 'cause, when I think of it, it's harder to get 5th place than it is 1st if you are trying to get 1st in the first place...try saying that five times fast.

If you finish the race in first place, you're treated to seeing creepy-Mark fling his arm in a complete circle, I know his shoulder is dislocated. And you'll see Mark walk up to your forklift, and either congratulate you, sympathize with you, or berate you depending on how you did.

And your reward???

Mark, who obviously buys the same clothes as Ryo, pulls out a...toy...from his bottomless pocket and hands it to you. Now, first time I played this, I was expecting money, or a pink slip, or street cred, anything...what I wasn't expecting was a kid's toy. And if that wasn't creepy enough, it seems Mark will always have the same number toy to relate to your finishing position. And, I have to assume that he hands out the same toys to every other racer...everyday...

As a side note, if for some really strange reason (like your controller jumped out of your hands and walked out of your room) you are unable to finish the race by 10:30 AM, you'll automatically go to the 'creepy-Mark race end scene', and by default, regardless of what your position was, you'll get a #5 forklift

toy.

Another side note, for you funny guys/girls who thinks it'll be cool to get a slew of #1 forklifts for bragging rights, think of this; if your trying to collect all the toys in the game, then you'll miss out on #'s 2-5 forklift if you win all the races, so it would be best to work your way down from the #1 position, just a suggestion.

Once creepy-Mark gives you a toy, he'll signal the start of the workday, and evidently Mark is the one who actually owns the whole Amihama Harbor, and can not only tell hundreds of people when they can start working, but can also organize and direct illegal forklift street races.

After creepy-Mark tells you this, you and him will warp to your designated starting work area. He'll tell you where to take that days crates and gives you a useless map of the best route, well not entirely useless considering it has your quota on it. He'll wish you luck and utterly vanish from the area. And away we go.

Nothing really new here, but depending on how quickly you finished your race (and subsequent later ones) will determine how much time you have to work before the "Silent Hill Klaxon" sounds off the lunch break. I will say that you should get to know the area very well, this will help you in not getting hopelessly lost. And when you do finally memorize the whole area, you'll feel like a weasel-snake for getting lost in such a small place.

Another thing to help you pass the time when you're are endlessly moving crates from one place to another is to vary your route.

Also, I suggest you get used to Warehouse #18, you'll be seeing it a lot from now on...the quota of the day is a measly 10 crates, and even a palsy ridden parrot can get this quota in that amount of time. A true challenge is trying to get all the crates in before 5:00 PM, big bucks.

Oh, as a side note, whenever I have to suffer through this part in the game, it reminds me of the Terrible Trivium, and anyone who knows who that is should give yourself a super pat on the back, cause you totally rock!!! Ahem, anyway work till lunch and you get to see a really funny cutscene, well it was funny to me, I hate Mark.

Anyway, you'll see creepy-Mark sitting near Alpha Trading office, but on the other side, near the edge of the water. Evidently he's eating food, but from my angle, it looks like he's eating a mass of digitally scrambled pixels; and I don't know about you, but I'd rather eat dirt. And while Mark is debating whether or not his food is poisonous or not, a dude kicks it into the harbor (if you ask me, he did Mark a favor). You should recognize these two dudes from previous encounters. They ask creepy-Mark if he is one of Master Chen's men and say that he ratted out the Mad Angels. At this time, you'll probably assume creepy-Mark is telling the truth, well it's the half-truth really, but more on that later. They kick creepy-Mark around a bit and Ryo magically appears and tells them to cut it out, but only after tripping "Blue Camo Dude", they then focus their attention on you.

REAL-TIME FIGHT: Camo Pants dude and Camo Shirt Dude

Sorry, about the names up there, but I don't think they say the two thugs names at all, but I'll call em' "Green Camo", and "Blue Camo". Now this fight isn't really difficult so much as it is extremely annoying, I guarantee if you don't knock out "Blue Camo", you'll be juggled back and forth because they're both relentless. You should focus on "Blue Camo", because it seems

he has a lot less health. Once he is down, work on "Green Camo", his attacks aren't super powerful, but they can add up in damage if you aren't careful. Just Evade and counter, rinse and repeat...in the rain or the snow I got the funky flow...

REAL-TIME FIGHT: End

Once you beat them, they get up with that same line they said before, and I'm pretty sure they'll say it again. At any rate, creepy-Mark will get up seemingly unhurt and will thank you. He'll say they were messing with him because they thought he knew something about a dude named Chen, but creepy-Mark insists that he doesn't know anyone by that name, the cutscene ends with Ryo saying Master Chen's name.

Ok, you get control of Ryo now, check out the Notebook for the new topic, or rather a new addition to the current topic. You can ask around if you want, but you'd be more efficient if you walk over to Warehouse #4 and do some practicing, you can only practice up to a certain time though.

Once 2:00 PM hits, Ryo will look at his watch, signaling the afternoon working shift.

Same stuff as before folks/folkettes, just move one crate from the main source, ship it to #18, rinse and repeat.

Once 3:00 PM hits you should be inside Warehouse #18 to see a cutscene. You'll see Ryo drive inside only to be stopped by three thugs. The dude with the dastardly mustache will demand that you pay your insurance to them, wow, insurance companies in Japan are serious these days. Ryo will be really dense when it comes to this conversation, and eventually the "Dastardly Dude" will tell you to pay up or get beat up, Ryo, will of course refuse. Then the three dudes'll saunter backwards in graceful fashion, signaling at fight.

REAL-TIME FIGHT: Three Dudes

This should be such a ridiculously easy fight, it should make your head explode, I mean it, this is one of the rare times you can get away with a little button mashing, but of course YOU wouldn't do that, right? Just Evade and Throw, and kick the crap out of them, actually now that I think about it, if you do a spinning jump kick (L-Trigger+A-button) you should be able to take out at least one of the dudes, you gotta be fast though. Although if you've been training yourself silly, the spinning kick can and will take out all three of them in one swoop, very, very cool indeed.

REAL-TIME FIGHT: End

Once that's over with Ryo will try to talk to them, they'll get up in fear and run screaming out of the Warehouse crying for help! Wahahaha!!!

Ok, back to work with ya's! Work until the end of the shift, and once 5:00 PM hits, you'll be warped to Alpha Trading for your pay, if you were diligent you should receive a healthy check for your 20 crates, if you didn't get 20 crates that's okay, as long as you made quota, anything to prevent seeing any more of Yada's exhumed corpse looking teeth.

After this you'll see another cutscene with Goro asking Ryo how he likes the job. Ryo will ask Goro about the Mad Angels since Goro knows a lot about the Harbor. Goro makes a show of not hearing what Ryo is saying and makes like he has to go to the bathroom, Ryo stops him though. Goro will tell you that saying the name Mad Angels is taboo around the Harbor and that a kid got

killed for talking about them. At this point in the game, this seems like silly rumors and speculation but more will be revealed as you continue to play.

You'll get control of Ryo shortly after the cutscene but you should walk to the left to trigger yet another cutscene.

You'll see Ryo aimlessly walking when all of the sudden he gets jumped by Gui Zhang, Ryo dodges the moves and asks what the Hades Gui is doing there. Gui will respond by saying he's there to teach you a new move, if that's the case, why does he have to attack you first??? Ryo stubbornly refuses once Gui insults Ryo's lack of skill in handling the Mad Angels. From here you'll get an AS Selection, and once again, it is up to you whether or not you want to learn it.

Once you learn the Swallow Dive, Ryo and Gui will walk to creepy-Mark's usual spot and they'll talk about "man" things. Ryo asks why Gui taught him the move. Gui will ask Ryo if he is still dead-set on going after Lan-Di, which he still is. Gui will then walk partly away, stop and say if it were him in Ryo's shoes, he would do the same thing.

Once that manly stuff is over you'll be stuck in the Harbor till either you trigger something else or time reads around 8:00 PM or so. It should be around 6:30 PM if you are following this guide so you should stop by the Harbor Lounge for a cutscene. Note you'll have to walk towards the Bell Waad machine to trigger it.

You'll be walking past the Lounge when the homeless dude will stop to talk to you. He'll thank you for what you did the night before and offer to reward you for your help. Basically he offers to teach you a move by telling Ryo to try and punch him, Ryo, rightfully, will be dubious. The homeless man further confuses Ryo and you by revealing that he knows of the Hazuki style; that really shouldn't be known by a creepy old man. Ryo will ask how in the Hades he knows this, the old man will get right up in Ryo's face and will compromise by saying if he really wants to know then he should try and punch him.

Long story short, Ryo will try and try again, and fail miserably. The old man concludes the embarrassment by saying that he could've crushed Ryo's throat if it was a real fight, and that has to be the most graphic thing I've ever heard in this game and creepy to boot.

Watch a little more of this scene and you'll get another AS Selection, and yet AGAIN it is your choice whether you want to learn it or not, I highly suggest you do, or it seems you won't be able to learn the other two moves from him.

As always, listen to what he says about performing the move and extrapolate from that and work it into the button commands. I really wonder why you can't use these moves during Practice, oh well.

Once you learn the move, the old dude will foreshadow by saying maybe they'll meet again. Ryo will ask how he knows of the Hazuki style, the old man will say that the style is revered by martial artists throughout despite it being so young. Ryo will then ask why the old man didn't just beat on those two dudes the night before, basically the old man will tell you that getting someone else to do it for you is better than doing it yourself (lazy sod!). He'll then tell you of Warehouse #4 and how it's a potential practice area and will say that he will sometimes be there, which he WON'T in case you are wondering.

If you followed the string of cutscenes above, it should be close to 8:00 PM.

Unfortunately you still can't leave, so sprint to the Bell Waad machine near the bus stop and park it till 8:00 PM, then you can leave.

Make your way home, and if you are feeling spiffy, you could feed your kitty seeing as how you won't get to pass by this place in the morning for a while. After you feed or neglect to feed that darn cat, head on to bed...yawwwnnnn, after today's events, you'd expect Ryo to at least wash his face, but you aren't getting that lucky.

You'll get another dream sequence, this one shows a silhouette of the Cherry tree with the petals falling and an up close shot of the Phoenix Mirror. And yet, and yet's yet again, if this is a dream sequence, then Ryo really needs to start taking some sleep medication.

Next day, you'll be warped to the Harbor again. And again, you'll be forced to race. Race or not, your choice. If you are one of those dudes/dudettes out there who actually enjoys these races....no comment. I, for one, think these races are the perfect opportunity to add more stuff to the FAQ you are currently reading.

One thing I have noticed about racing is this: On the second right hand turn from the starting gate, if you manage to wedge yourself perpendicular to the water's edge you can actually cause the other racers to get stuck on you, and yes, I know you can do this in other spots, but this is the easiest. Now for the bad (or is it worse?), the moment you hit the X-button to look at your useless race map, the other drivers will vanish and reappear ahead and zoom along their merry way. I know that time still elapses when you look at the map, and now I know that it doesn't pause the race either...so it's still useless.

At any rate, once it's over and you receive your toy, you'll be set to work again, and no, it's not at Warehouse #18 (not today at least), but at Warehouse #3. So check out your quota and get to work slop drudge!!!

When the "Silent Hill Klaxon" sounds, you're treated to a cute little cutscene of Ryo sitting with creepy-Mark and the other forklift operators he races with. Apparently they are all eating lunch, and while you can assume Ryo actually eats at this point, you never see him do it...In fact the only time you'll ever get to see him consume something is when you go to that handy Bell Waad machine, gotta have that frosty Jet Soda!

You've got a little time to kill, so you could go practice, head over to the Harbor Lounge, talk to people, go jump in the sea, something. Once 2:00 PM hits Ryo will signal the next working shift again.

Same stuff as before, work your keister off till 3:30 PM or so and make your way to Warehouse #3 and you'll hit a cutscene.

Once again, some thugs will accost you, this time it's the dudes you first met at Heartbeat's Bar in Disc One. They ask Ryo what the Hades he is doing here, and beat up his forklift a little, oh man, that poor piece of machinery. The claim if Ryo harms them, then he gets fired, I guess you could call this foreshadowing...but I'm getting ahead of myself here...anyway one of the dudes hops on the crate you were carrying when you triggered the cutscene and tells Ryo to take him home. Haha...no comment here, Ryo instead takes him into the Warehouse.

Once inside the sliding door closes and the light goes on...this isn't good, Ryo complains about this, and you gotta hear the thug's reply to this. Anyway, this signals another beat 'em up.

REAL-TIME FIGHT: Multiple Thugs

Once again, this is a ridiculously easy fight, in fact so easy, you can get away with just running and doing that zany spin kick. If it's as strong as I hope it is, you shouldn't have to do this more than 5 times. Once you beat that group of dudes, another group, who no doubt were discussing the best eggplant parmesan recipe will suddenly spring up to attack. Same stuff as before, folks/folkettes, just kick butt, and kick it good and hard!

REAL-TIME FIGHT: End

Heh heh, once the fight is over, Ryo gets to pretzel up one of the thugs and interrogates him about where to find the Mad Angels. He'll tell you to go and check behind Warehouse #17, 'enuff said.

So finish your shift, it should be 4:30 PM, get your uber-minimum wage and hightail it to #17. If you don't know where that is, just face Hokuhoku, head west and follow that till you trigger the scene.

Hahahaha!!! Yet another funny cutscene of Mark getting beat up, and this one takes the cake, he's seriously getting punished. Ryo will step in, tell them to stop it, they square off, you square off...blah blah, another fight is underway.

REAL-TIME FIGHT: Multiple Thugs Pt. 2 & Blue/Green Camo Dudes

The same as before, only you have those two Camo Dudes in the mix, and that can make the fight a little irritating. You should take out the lesser random dudes as quickly as possible and focus on taking down the camo dudes, remember that Evade button will be your best buddy here.

REAL-TIME FIGHT: End

The cutscene will begin with the two camo dudes running away saying the same thing they said before. Ryo goes to help creepy-Mark up who falls to the ground again like Fuku did in Disc One.

The screen fades back in with creepy-Mark divulging why he is in Amihama; he is looking for his brother. Unfortunately he suspects that his brother may be that kid who ended up getting "concrete boots".

Mark isn't sure if his brother is dead or not but is certain that at least one person is; either his brother or the one who heard the information in the first place, this really makes you wonder how creepy-Mark knows this, Ryo doesn't ask though. Mark will then just suddenly remember some important information he overheard regarding the Mad Angels in regards to some black market deal. Now, Ryo doesn't bother ask who Mark heard this from, or how he managed to hear it. Mark, on the same token doesn't bother to tell Ryo where he heard it from anyway. Even stranger, isn't this the exact reason why Mark's brother was allegedly murdered, hearing and leaking information? Eh, whatever.

If you are extremely speedy, you should go to the homeless man near the Harbor Lounge to learn an extension to the Shadow Step, the Shadow Blade.

After that, try and find Goro, or you can talk to the homeless man, the former will be walking around the Harbor in a route similar to the route you race with, the latter is usually under the stairs near the Harbor Lounge. Both will tell you to hang around at night to find some motorcycle thugs near the

Lounge.

But as much as I've tried I've never been able to get this scene to go this night, I always had to try it again the next night. So you're forced to twiddle your thumbs till 8:00 PM when you'll be able to leave. Go on home and get ready for the next day.

And on the next day, you guessed it, another stinkin' race. So just get through it as best as you can, I'll be writing more updates as always.

Ok race over, time to work, check out your quota and get to it, slop drudge!!! Notice you have to go back to Warehouse #18 again, told you it was popular. Anyway, work your keister off till the lunchbreak.

You'll see another suspicious scene of Ryo allegedly eating lunch with his fellow felons. Nothing really significant, just sit back and watch the coming up cutscene for a bit.

Anyway once you get up, you'll see another cutscene with Eri and Nozomi walking up to you. Eri demands that you stand next to Nozomi for a picture, Ryo of course starts to refuse like the weirdo he is, but eventually relents. Eri takes a picture with the two standing awkwardly apart, she'll then tell them to get closer and takes another picture. Once they jet out of the camera she offers you a choice of which one you want. Note how you can see them develop as you are making your choice...pretty cool. Now you can be a jerk/jerkette and pick the right one, or you can be a nice guy/gal and choose the other one. Either way, Eri will give the other to Nozomi, say that they are keepsakes and sprint off.

Ryo will wonder what the frick is wrong with her when Nozomi will blurt out that she is leaving for Canada. And Ryo will respond in a rather shocked manner, but will regain his manly/stubborn composure. They'll agree to keep in touch whenever Nozomi decides to drop in Yokosuka (right), and the cutscene will end with Ryo moaning Nozomi's name. And when the screen goes black, you'll see that little icon telling you that you got another item, a PHOTO OF NOZOMI.

As a side note, you should notice that in the pictures, the weather is the same as the weather in the game, that is a really nice attention to detail. For instance at the writing of this FAQ it was raining and during the picture shoot, the rain changed to snow, well in the photo you could see the rain AND the snow in the picture. THAT is a very good reason why this is my favorite game, ok Rant #2 over.

Once the scene is over with, you should chat with all your lunch buddies for some semi-useless but albeit interesting information. Note the dude wearing the light blue jean outfit and note how he likes to make numerous comments about Ryo's masculinity...to be politically correct, I'm not saying anything here. Ok, so you should have enough time to practice if you haul butt over to #4 and grab yourself a spicy Bell Waad Cola, mmm!!!

Ok, lunch break is over with, get back to work slop drudge! Work, work, work and when 5:00 PM rolls around, get ready to get paid. Honestly I was surprised that I didn't have to beat the crap out of anyone this shift, but I suppose I'm speaking too soon.

You are going to have to be patient and run from the homeless man to the security man near the Bell Waad and back till you trigger the cutscene, I really don't know any other way of doing this short of knowing the exact time the cutscene is supposed to be triggered, which I don't, but I do know that it

is after 7:00 PM.

Anyway once you trigger the cutscene, you'll see Ryo walking and suddenly a bright light flashes in his face. It's three motorcycle thugs, specifically Charlie and two dudes wearing helmets with visors on them. I'm not sure if they are the same two dudes as the other night, but I'm pretty sure that's not relevant at this point. What is relevant, is that they have their sights on you at the moment, crack those knuckles and get ready for a QTE.

QTE FIGHT: Charlie and Two Motorcycle Thugs

This should be pretty easy since you get to retry it if you get run over...but you only get one chance to press each command each time you do try it. But it seems you only need to press the last command to move on to the next sequence.

From the start press Right.

Then press that handy Left on the D-Pad.

And finally press the A-button.

QTE FIGHT: End

Now that you've surely killed the guy you kicked off the bike, you get to further shame him by hijacking said bike. And from here you get yet another QTE.

QTE CHASE: Two Remaining Motorcycle Dudes

I hope you're appreciative of this, considering how many times I had to replay this to get the commands right....sheesh. Ok, but if you mess up you get to try again, and I'm pretty sure you only get one chance to press each of the buttons. Also it seems you can only screw up on a certain number of these before you get the scene where Ryo loses the dude.

From the start you get two presses Left on the D-Pad, don't mess up now. Curiously if you get the first Left and miss the second one you'll have to start over.

After that you get an A-button press IMMEDIATELY after the previous Left, be careful now. Looks like you killed the other dude too, seriously that's a wicked kick.

Ok, now the real fun begins, you get a Right on the D-Pad.

Another Right on the D-Pad after that.

Yet another Right on the D-Pad after the previous two.

A Left pops up.

This is where it gets tricky, you get a glimpse of Charlie as he is making Left turn, so press Left.

Another like the last one pops up, this time you get a peek at Charlie making a Right turn, press Right on the D-Pad. As a side note, if you screw up and press Left, you'll end up where you kicked the second dude off of his bike, another really good attention to detail bit.

QTE CHASE: End

You'll see a little scene of Ryo gaining on Charlie and they'll eventually end up behind Warehouse #17. Charlie compliments Ryo on his outstanding bike handling skills, to which Ryo will visibly get offended and spring off his bike. Charlie then says it's time for Ryo to get beat up, and as Ryo is walking towards Charlie, 5 dudes will literally materialize around Ryo. Now, I don't know what the Mad Angels are all about but it seems they like to dabble in the dark arts, seriously, don't think I'd want to fight a bunch of apparitionists (is that a real word?). At any rate, Charlie says that since Ryo is trying to take on the Mad Angels it means a death sentence for him, which now that I think about it, it was the Mad Angels who initially started messing with Ryo, but whatever. Fight time, get ready to kick butt.

REAL-TIME FIGHT: 5 Random Thugs

This is a really easy fight, you can usually tell because you shouldn't be able to recognize any of the men you're fighting, which means they are exceptionally weak. Just flail on 'em and end it.

REAL-TIME FIGHT: End

Once that's over, Charlie, obviously mad over the incompetence of his magicians will jump off the bike and offer to rearrange your face.

REAL-TIME FIGHT: Charlie

Not sure if this is hard or easy, some days I can toy with him, some days I have a little trouble, I guess it depends on how you're feeling. What I do know is that you should have no trouble winning this fight considering it's one on one. One thing you should be aware of is his grab move, which will take a lot off of you and cause you to hit the ground, if you have really fast reflexes you can mash the Y-button to get out of it. All in all just Parry and attack and eventually Charlie will bite the proverbial dust.

REAL-TIME FIGHT: End

Now that that's over, Ryo gets to "interrogate" Charlie, long story short Charlie will give you some information regarding a connection between the Mad Angels and the Chi You Men, Charlie will also tell you he had to arrange a boat to take some "big shot" offshore and will say he was wearing a green robe with a dragon on it...Lan-Di. It would've been nice if Ryo had asked Charlie about Mark's brother, but I think we can infer that he is dead considering Charlie's comment about "It's the bottom of the sea for you!" towards Ryo...kinda sad. :(

When you get control of Ryo marvel at the fact that everybody you roughed up is gone...check out your Notebook for a summary of what took you 20 minutes to find out. Head on home and get ready for the next work day.

I hope you enjoy those strange dream sequences because this one is a doozy. You'll see Lan-Di standing with a creepy red glow, the Dragon Mirror behind him (like 4 times his size), and even creepier music. Yeah this isn't your normal dream sequence, this is a nightmare sequence, but for once in the game it makes sense, I guess Ryo has it because he just found out that Lan-Di is still in the Harbor.

Ok, next day. Wake your lazy butt up, crack those knuckles and warp to the Harbor. You'll have to sit through yet another race again, so I hope you like them, if not, well nothing I can do about that. When the race is over, Mark will as usual, hand you your work layout for the day.

HA! Warehouse #18 again, sheesh...this time you have to transport those suspicious crates from Warehouse #15/16, which is on the other side of the Harbor. Indeed, creepy-Mark will tell you not to get lost...I'd tell him to stick it in his ear, but that's just me. And, I shouldn't have to say this, but you're probably going to sidetrack yourself over to the Warehouse #4 area at one time or another, you shipped crates from there yesterday, so it's okay if you suddenly find yourself looking for crates that aren't there. Anyways, just do what you do best and work till the "Silent Hill Klaxon" sounds.

At lunchtime you should ask around for some more information, you won't get anything pertinent to the main storyline, but you will get some other good stuff. Mostly you should go and ask those dudes with the New York accents, they're everywhere, so you should have no trouble looking for them. Ryo will ask if they've noticed anything unusual around the Harbor, they'll in turn ask you if you're Hazuki from Alpha Trading or something of the like, you'll agree, then they'll say that some "thugs" have been asking about you. If you ask me, this is pretty ominous, but evidently it's not to Ryo, who feels no need to jot this down in his Notebook.

Conversely if you talk to Takeuchi (the #1 forklift dude with the brown jacket) he'll mention some big fight went down last night involving motorcycles and will say some got hurt pretty badly, Ryo will reply, "Yes...". Creepy-Mark has nothing relevant to say at the moment, he'll just drill you on the subject of women.

So now you know that you are on the right track (if getting mugged everyday wasn't enough), bad guys are asking about you and actively looking for you. But no matter what YOU want to do, you can't do anything till the game lets you, bummer. Ok, so you should have a little bit of time to kill, you should go practice or something, remember it never hurts to train.

So 2:00 PM is here, back to work for you slop drudge. Just work on shipping those crates to Warehouse #18, try not to get sidetracked to the Warehouse from the previous day.

At 2:30 PM you'll see Goro writhing on the ground, and no he didn't eat one of Tom's hot dogs...although it's funny to assume he did. At any rate, Ryo will walk up to him and ask what happened. Goro manages to spurt out that a thug hit him and took off telling Goro to tell Ryo to follow him. Indeed, when Ryo looks up it's Tony/Smith (still don't know which is which) beckoning Ryo to come on. Ryo dashes off after him.

When the scene fades back in you'll see Tony/Smith running into the Warehouse saying that you took the bait...right...anyway the thugs gathered here are the same lot who pretty much always tries to ambush you, and they'll try it here again assuming they forgot they tried it before. At any rate, this time it'll be different, you'll only have to do a QTE fight, and boy it's a doozy.

QTE FIGHT: Lots of Thugs

This fight isn't so hard, what's hard is writing out all the possible outcomes if you manage to beat it or not, so like last time I really hope you're appreciative!!! Keep in mind that you'll be able to replay this fight over and over if you lose, I recommend you do, so you can see the multiple endings to whether or not you win. So far all I know of is three winning endings. And I'm pretty sure I'm going to screw this up, so if anyone finds mistakes or can give me a more flowing layout of this QTE I'll put it here and credit you, OK!

At first you'll have two chances to press the B-button.

Then a A-button, and if you mess that up an B-button.

If you got either the A-button or B-button you'll get another B-button, screw that up and two Up's on the D-pad pop up, mess those up and you start over.

If you hit the previous B-button, you'll get an A-button right after it, fail that and you'll get a last B-button.

Conversely if you failed that B-button with the big dude and hit the Up on the D-Pad, you'll get two very quick A-button and B-button presses.

You'll get another B-button, and if you managed to be flawless in the previous presses you'll get a second chance at the B-button, otherwise you only get one shot. (it's hilarious to hear what Tony/Smith says when you hit him here!!)

Here is where it gets tricky. You get a VERY fast sequence of Left, Down, and the A-button, depending on what you hit will depend on how Ryo finishes off the last guy.

As a side note if you've learned the Double Blow, you'll see Ryo use it to finish off the last guy, I think (someone out there confirm this!!!).

QTE FIGHT: End

So when you finish kicking the crap out of these guys, you'll see a cool cutscene. Ryo will grab Tony/Smith (the green shirt) and say that they'll pay for what they did to Goro. Tony/Smith will insult Ryo by asking if Goro is his girlfriend, to which Ryo will throttle him a bit. Tony/Smith will make a mistake by saying that they'll come after his family and friends, to which Ryo will explode and sock the pigment off of his face. This is an extremely cool and satisfying ending to the QTE battle, endings like this happen only a few more times after this, so enjoy it, I know I did. :)

Ok about a half hour has passed, so finish out your shift and get your pay. Once the cutscene is over, you'll see another cutscene.

Ryo will walk up to creepy-Mark, who is sitting on the edge of the pier again. He'll then tell Ryo he overheard some information regarding a name, Long Zha. Creepy-Mark theorizes that this must have something to do with a black market deal and would explain why the Mad Angels are on edge lately (I suppose Ryo kicking the crap out of them everyday wouldn't help either). Either way cutscene over.

You can ask around if you want, but the best place to go is to talk to creepy-Mark again, you should be able find him if you turn 180 degrees and run to near where you take your lunch, now you know why he's looking out to sea...anyways keep talking to him and he will reveal the name Long Zha again, which will be very important later, and no, he doesn't tell you how he managed to hear the info, maybe he beat it out of one of the the goons. If you continue the conversation, Mark will mention that Tony and Smith were saying that a Long Zha will be taking place in a couple of days.

If you look at the Notebook entry after this, Ryo will refer to Tony and Smith as foreigners he rarely sees, considering Ryo beats them up almost everyday I wouldn't consider this to be rare.

Now, you still can't leave, so then best thing I can tell you to do is to go and waste time till 6:00 PM hits and make your way to the Harbor Lounge. This

way you'll be able to learn the last extension of the Shadow Step/Shadow Blade move from the homeless man, the Cross Charge, which is honestly quite useful if you know when and where to use it. And this will be the last time you'll get a marital arts move from this old man (to my knowledge), so enjoy it.

Not much you can do after this, except ask some people about the Mad Angels; and since it's late, the majority of the people will be security guards (who never seem to leave) who won't tell you much. If you still haven't gotten those Chinese Scrolls translated, now is a good time to do so. I still think it's a little irritating that you can't leave until a certain time, but what are you gonna do? You'll have to wait till 8:00 PM, that's what you'll have to do.

Note that depending on the date, (I noticed this as late as Dec. 15th) you may or may not see a Santa Claus skulking around Dobuita. This really isn't relevant, but you've gotta admit, he's creepy-looking. HO HO HO!!!

Back home, finally, so get to bed, layout your moves and get ready for another thrilling workday.

And by thrilling I mean another forklift race, and by forklift race I mean, blech! Once you are through that stuff, creepy-Mark will, as usual, hand out your work schedule for the day.

This workday will be interesting, to add spice to your forklifting life, Mark wants you to move crates between two warehouses. Specifically you take the crates from your starting area, take them to the New Warehouse #8, drop them off and take those crates with the red slash to...yep you guessed it, Warehouse #18. Once you get into a rhythm it'll go very fast, so don't worry. Also you should note your quota is 10 crates today, which is good for you but bad for the people who are paying you, you should easily get double this number.

During your lunchbreak, Goro and Mai will sprint up to you. They've got wondrous news for you; they're getting married. I will not comment on this; however, I do comment on Goro in the Characters Section IX. Anyway, Ryo rightfully comments that Mai is too young (which by contrast he's calling Goro a wicked old codger) to get married. Mai then explains that they can legally get married once she turns 16. Ryo is still in disbelief that she is marrying Goro when they say goodbye and sprint off. Oh yeah, the cutscene is over in case you didn't know.

For added information, you can talk to Takeuchi and he'll mention that he saw some foreign thugs hanging around the Harbor Cafeteria (Tony & Smith). You can also ask those New York Mafia accent dudes, while they'll tell you absolutely nothing, their voices never cease to amuse me.

Work till 3:30 PM and when you pass through that open area near the Harbor Lounge you'll run into a cutscene. Ryo will ride up next to Tony and Smith, who were no doubt discussing the latest cobbler recipe. They'll abruptly stop talking to stare at you as you climb out of the forklift. Ryo will ask them when the next Long Zha is taking place, and the green shirt guy will ask you what the heck you just said; wrong answer. Ryo will ask again, and in desperation, fear, and extreme thirst, they'll run off, which of course signals a QTE chase.

QTE CHASE: Tony and Smith

This one will be just like the QTE at the end of Disc 2 (remember Jimmy?), the only difference is that you don't have to switch out a disc. Note that there

will be multiple branches to this chase, and like the big QTE FIGHT before, I'm bound to confuse you and screw up portions of it. So, if this isn't easy enough to follow, then feel free to E-mail me a better one, I'll credit you and put it below mine. Also note that this will be a little different of a QTE depending on who you choose to follow, but the outcome will be exactly the same.

Funny thing about this, is that you can screw up all of the commands in the first part, and you can still make it to the second part.

Ok, from the start, you'll get a Left on the D-Pad.

Next is a B-button.

And another B-button after that.

The next two will come in quick succession regardless if you miss them or hit them; a Left on the D-Pad and an A-button (haha!).

Next on is a choice press of Left or Right on the D-pad, you can choose either one.

After the stationary van you'll get a Left on the D-pad.

Next one will be up to you on which you want to pursue, so pick Left or a Right.

QTE CHASE Pt. 2: Green Shirt Guy

If you chose Left, you'll get to follow the guy in the puke-green shirt.

You can screw up on ALL of these commands and you will still be able to see the final cutscene, so I'm not going to outline them.

QTE CHASE Pt. 2: Purple Shirt Guy

If you chose Right, you'll get to chase the frilly-purple shirt dude.

Just like the Green Shirt Dude, you can miss all of them and still get the last cutscene.

QTE CHASE: End

Ok, no matter which one you chose, the cutscene is the same. Ryo will threaten to break the dudes' arm, and the dude will give you the name of the leader of the Mad Angels, Terry. Ryo will ask where he can find him, but Tony/Smith will say they don't know, on account Terry is very careful. They'll then beg you not to tell that they told, lest they share the same fate of Mark's brother.

Evidently the chase sequence took over 2 hours because immediately after it, you'll be warped to the Alpha Trading Office for your pay. After that, Yada will remember to give you a note, no, he's not hitting on you....yet. The note is from Gui, who tells you what you've already known for like a week now. The point of the note is so Ryo will get the idea to ask Master Chen about the Long Zha.

So once again, you get warped to that creepy, old-Warehouse #8.

Ryo approaches Master Chen and asks if Lan Di is here about the Long Zha.

Master Chen will reply that Lan Di has nothing to do with it, instead Master

Chen will say that Terry is arranging a ship for Lan Di to get into his good graces.

Master Chen then explains the art stuff he deals in is in direct competition with the drugs that the Mad Angels deal in, and if this particular Long Zha deal goes down, it will destroy any chance of future profit on Master Chen's front. Ryo will ask when the deal is, but that stupid Master Chen refuses to tell you the date, but will agree to help you if you are patient enough. Gui will get upset out this, but Master Chen is still bound by the promise to Zhu Yuan Da. As Ryo is leaving, Master Chen will comment again about how Ryo is foolishly pursuing this vendetta. Of course Master Chen would say something like this, he has no idea what Ryo is going through now.

PHEW!!! I had to write all that while the cutscenes were still going on...anyway, check out your Notebook for an update. It will mention that you need to find this so called Terry, but I dare you to find a person in the Harbor to tell you something relevant. You can't can you? But you will be able to leave the Harbor right after the Master Chen cutscene though, yayy!!

So in Dobuita, take in the X-mas sights and sounds, talk to some people you've been ignoring. You should talk to Nozomi too before you head home....wait, she isn't at the Florist Shop...hmm....

So anyway...head on home and hit the hay, notice the atmosphere this day has been different. You didn't have to finish out most of your second shift at work. Lots of cutscene action. You could leave the Harbor relatively early. No topics to talk about with people... double hmm....

I hope you weren't planning on getting any sleep tonight, because if you were, you can forget it. The cutscene begins with Ryo saying he needs to get some fresh air...at 11:45 PM...right. So at the entryway, the cutscene continues with Ryo talking to Ine (look below for commentary on her attire). Ine will ask if you were just with Nozomi, Ryo says no. Ine then will say she asked because Nozomi's grandmother called to say that Nozomi never came home.

At this point the phone rings, and at this point this has to be the most conveniently place event in the game. Ryo picks up the phone, regardless of how inappropriate an hour it might be, it's not a telemarketer, even if he is selling...

Long story short folks/folkettes, it's that Chai again, and this time he's kidnapped Nozomi!!! Ok, you might've seen that one coming, but I'll bet you didn't see the next part of this cutscene coming. Chai will tell you to make it to the Harbor by 3:30 AM or he'll make her...cry...yeah, no comment there. Ryo then shouts for Chai not to lay a hand on her, and note that Ine is still standing there. Then Ine, who is still floating behind, will ask who it was, note that she is fully dressed, well technically she isn't really "fully" dressed considering she and everybody else never changes clothes, but I digress. She asks who it was and what's going on, and not being able to put two and two together will have to settle for an answer from Ryo telling her that he's going out for a bit.

Ryo will note that if he doesn't leave Dobuita by 3:00 AM then he won't be able to make the deadline. Now I have to admit, the first time I played the game, it was obvious to me as to what to do, as it should be to you. But I've always wondered if you could explore other branches in this area. In case you're curious, don't waste time going to the bus stop, and if you thought you were clever, the Knocking Motorcycle shop is out too... To make it easy, go to Sakuragaoka; now, do you remember in Disc 1 where you helped that old lady with the allegedly bad vision? Well, remember how I commented on how

Naoyuki was ignoring her? That is where you need to go, just walk up to Naoyuki's buzzer and hit the A-button. Now as I said before I wonder if you can do other things, anyone out there who knows any other paths to take in this event let me know, OK?

Alright, this cutscene starts with probably my favorite piece of music in this game, in fact I liked it so much, I transcribed it into a guitar song, but once again I'm getting off track. Ryo will ring the doorbell and ask if Naoyuki is home, the woman on the other end, who I'm assuming is Naoyuki's Mom, will cheerily say yes and make no mention of how incredibly late it is.

Naoyuki will come outside and greet Ryo. Ryo asks him for a favor, to which Naoyuki will ask him to come inside (again no mention of the time), Ryo will say he is in a hurry and will ask to use Naoyuki's motorcycle. He'll agree (gee, what a friend!) and toss you the keys, and I'm assuming he gives Ryo a helmet, because I didn't see one on the bike in the previous scene, nor did I see Ryo carrying one, and if he was, wouldn't it be in your Item Menu?....Anyway, Naoyuki tells Ryo to drive carefully...if only he could see what Ryo is going to do to the bike, phew.

Oh, wait, there was a helmet on the bike after all, I wasn't paying attention, but I'll leave that previous stuff in there, it's funny any way you slice it.

Ok, watch the nifty cutscene of Ryo tearing through Yokosuka, note the heavy rock music in the background. I'd tell you to watch as Ryo tears up asphalt on his way to the Harbor, but you're gonna have to do that yourself.

Yep, and here is the most hated part of this game for me, and maybe some of you folks/folkettes out there. Now before I give you a strategy for this upcoming part; let me give you some points of interest, feel free skip them though.

It's obvious that this next part is modeled after the video game "HANG ON", which I think was created by Yu Suzuki as well (not to mention Virtua Fighter and Space Harrier), and while "HANG ON" was and still is fun, this however, isn't. Granted, some of y'all out there might have grown up playing "HANG ON" and this might bring up nostalgic sensations; I however was born WAY after that game came out, so it doesn't hold as much emotion for me as it does you.

Ok, now that that is over, you have a ridiculously (and I do mean RIDICULOUS) short amount of time to cruise the suspiciously empty and even more suspiciously cordoned off streets of Japan. Just be grateful to the almighty Yu Suzuki that he granted us the ability to pause during this mini-game, if not to look at the controls so much as to swear your hair out on the 33rd attempt at this.

Yes, it's difficult, I highly doubt a veteran can get it in their first try, and I'd say a beginner has a better chance of being struck by lightning underground than beating it on the first try. I can only give you tips to make it through as quickly as possible, since you can only go the way the game has laid out for you.

The trick isn't to think of a MotoGP game, but to think "HANG ON".

Instead of careening your bike into a useless pile of ashes and molten shrapnel, your speed takes a big nose dive, so stay off the sides of the track.

Make good use of those L-Triggers and R-Triggers, and learn to "tap" the D-pad when you're making those really tight turns. Hug the corners as close as you

can, and don't let up on the accelerator if you can help it.

Take a break after every other time you're destined to screw up, pause it and take a breather, you'd be surprised how good you'll perform after a brief intermission, which now that I think about it, it works wonders when you're continuously getting pummeled by the CPU in Virtua Fighter 5.

Get used to hearing Ryo say, "Oh no, I'll never make it!".

Ok, once you see the cutscene of Ryo cruising the streets you know you finally beat this section of the game, give yourself a clap on the back, you really deserve it. You arrive at the Harbor, specifically in back of Warehouse #17, right in front of those large gray doors with the same spray-painted "Mad Angels" logo on it. What isn't the same is that the doors are open now...to the lair of the Mad Angels!!! If this wasn't obvious before, then it definitely should be now.

Once you get off of your bike, you'll be surrounded by those thugs with the apparent ability to materialize out of thin air. They are there to assure that you don't make it.

REAL TIME FIGHT: Multiple Thugs

Ok, these guys are random dudes and they are very weak, just do what you do best.

Once you beat them, Ryo moves further in to fight yet another wave of dudes.

REAL-TIME FIGHT: Multiple Thugs Pt. 2

Same as before folks/folkettes, but this time the Blue Camo Pants dude is in the mix, and is as always, a little stronger than the rest, but this really shouldn't be a problem for someone as awesomely skilled as yourself.

REAL-TIME FIGHT: End

The cutscene starts with a dude in a red leather jacket attempting to fight you, but Terry will stop him. The leather dude will complain and Terry will call up another dude to fight against the "Red Leather Dude", this taller guy is Pedro...you'll be meeting him along with the other two dudes later. "Red Leather Dude" will back down.

Pedro will bring out Nozomi and Ryo will cut the bindings on her, mushy stuff will go on. Terry will open up by saying he's been hearing around the Harbor that Ryo messed up some of his boys pretty bad; I guess the dudes Ryo JUST beat up didn't matter. They'll deal a little, and eventually come to an agreement. Ryo has to cripple Gui Zhang (for being in Terry's way...) and in return Ryo can take Nozomi and be guided to Lan Di by Terry. And just as a funny sidenote, when Ryo asks Terry to take him to Lan Di, did you notice the high-pitched voices floating around? Anyway, Ryo demands that Terry keep his word, Terry does a semi-backflip and grand-stands the fact that "when Terry of Yokosuka speaks, he always keeps his word!". Whatever.

Ryo and Nozomi get on the motorcycle, and remember my comment on how girls shouldn't ride bikes sidesaddle? You're forced to watch this little mushy cutscene that is so unlike the rest of the game, I still can't believe it. I always expect credits to roll during it also. Thankfully it'll end within a few minutes, and once you see Dobuita, you'll be warped to your house.

It's 6:00 AM, and the game still wants you to get some sleep, so do so (you

have no choice) and get ready for another riveting day of work right? Hmm, we'll see.

You should note that Ryo has gotten up as usual, but instead of going to the bus stop you see him in the Dojo...not a good sign.

In the Dojo you'll see him praying, and you'll see a little cutscene of Iwao pulling off some gnarly katana moves, this, I guess is an inspirational thing for Ryo for what's going to follow tonight.

But he'll go through the motions of a normal day and you'll find yourself in the Harbor as usual, but instead of inside a forklift, you'll be over at Tom's, who will ask you to drop by at noon for lunch, on him.

The scene will warp to Alpha Trading Office where Yada tells Ryo to sit the heck down. He'll then tell Ryo that he is going to have to resign, which is a very polite way of saying you've been fired. Ryo will ask why, and Yada basically says it's because Ryo has been getting into fights, and when it affects his company it's a problem. Ryo will go through his formal route and walk out the office. Now, you get control of the game, check out your Notebook or some information.

You can talk to some of the people around the Harbor, some will reflect on you getting fired (creepy-Mark), some won't even acknowledge the fact that they once knew you. You can also talk to Hisaka over at HokuHoku and she'll mention that Tom seemed a little down today. Now, I'm not sure this is optional or not, but you should swing by Tom's as soon as possible to learn one of the best moves in the game.

The cutscene will begin with Tom dancing away as usual, he will note that Ryo seems a little glum and will ask Ryo to watch him for a sec'. During his little dance routine he pulls off an acrobatic kick, (looks like Capoeira to me) and basically asks Ryo if he wants to learn it. And as before it is up to you as to whether or not you want to learn it, but this time I'll say you'd be nuts not to, it will make the upcoming fights so much more pleasing and not mention easier.

Tom will say that he learned the Tornado Kick during his travels, you can choose to believe this or not. But listen to what he says about performing the move, the button combination lies in his description, don't cha' know? Once you perform the move, Tom compliments you, Ryo thanks Tom and attempts to leave. Ah, yes. There are two, count 'em TWO parts to this move.

What is probably in my top 10 moments in Shenmue; Tom grabs a bottle (Everclear I'll bet) and flips it in the air, he talks for way too long here, unless he hurled the bottle into the next layer of atmosphere. Anyway, as he describes the second part, he promptly shatters the bottle with the second, twirling kick, very awesome. Ryo doesn't think so, but you have to do the move for Tom anyway.

Once you do, Tom tells you that the move is perfect for when you are surrounded by multiple bad guys (foreshadowing again), and in this instance he's right. Just wait till you see 5 dudes fly in every direction from this move, and you'll see why it's so bad-A.

Ok, now that's over, and you'll see Tom looking a little sad. He'll say that he has "something" to tell you, that his main ingredient in his hot dogs are PEOPLE!!! Just kidding. Long story short, Tom is leaving (no, he's not going to Hong Kong) and he's been planning to for some time now. He'll then correctly theorize that Ryo is planning some vendetta due to Iwao getting

killed, which is spooky. Tom tells you some other mushy stuff, they slam their fists together (creating a shockwave that destroys half of Tokyo in the process!!! Just kidding.) and says that today is the last day to get one of Tom's "special" dogs, Ryo says he'll take one. And before you ask, no, you don't get to see Ryo eat that hot dog, now that I think about it, I've never even SEEN one of Tom's hot dogs.

The cutscene continues with Ryo staring at the sky, apparently that plane he's looking at has Tom on board (is Honey with him?) he comments on the fact that Tom was his buddy and the cutscene ends.

Only to give way to another one, at night, with Ryo standing near where Hokuoku usually is. The Red Leather dude will walk up to you and Ryo will ask him if Gui is going to be here. Red Leather will confirm it and take Ryo over to Alpha Trading, he'll then say that Gui always walks this way when he comes from work (illegal art smuggling, mind you). Gui appears, Red Leather makes himself scarce, and Ryo demands that Gui fight him. Gui should have no reason to be puzzled on account of all the other times he's attacked Ryo for no reason.

REAL-TIME FIGHT: Gui Zhang

This fight will be like your previous battles with Gui, just fight him for a bit and watch the little intermissions. Evidently "Ryo of Yokosuka" just went back on HIS word! Ryo will tell Gui to pretend to lose, but Gui apparently wants a real fight. Note as you fight with Gui, depending on where the camera is (adjacent corner to Alpha Trading) you'll see Terry and Red Leather gawking at you. Anyway, as you are fighting in real-time, the screen fades away.

But it comes back with a cutscene, the both of you are exhausted, and in a final flurry of attacks, the both of you put each other on the ground. Ryo and Gui compliment each other's fighting skills when Terry skulks up behind you...carrying a metal pole with a chunk of cement attached to it (I like to entertain the thought that he ripped this out of the ground with his bare hands...like Neo).

QTE EVENT: Terry's...pole

Just press Right on the D-pad to be done with it.

QTE EVENT: End

Ryo and Gui tell Terry what a low down dirty rat he is. They get up and square off, in perfect health and not even winded. Terry bows and invites them to his personal Hades then sprints off. As you and Gui chase after him, around the corner there will be some thugs waiting for you. I guess Terry's contingency plan was to litter the Harbor with hundreds of goons in the off chance that Gui and Ryo knocked each other out AND if Ryo dodged his metal pole....that is some impressive planning.

So Terry has seemingly vanished...or he has the ability to split himself into hundreds of different looking counterparts. Nonetheless, it's your job to kick all of their butts.

REAL-TIME FIGHT: 70 Person Battle

If you're expecting pages of information for this fight, you can forget it, sure I'm a redundant guy, but not THAT redundant. The random thugs are so weak, they should pose no challenge to you. What you SHOULD do is lure most of them to Gui (who can't be knocked out for some reason) and take out any

stragglers. Note that at some point, one of the thugs will toss a metal barrel at you, and if you manage to knock out the guy before he throws it, someone else will pick it up, so let him throw it and it should vanish, now I shouldn't have to tell you that metal barrels hurt, so dodge it. Your main focus is to conserve as much of your health for the upcoming "Boss" fights, fights that Gui doesn't help you with now that I think about it.

REAL-TIME FIGHT: Green Camo Dude

So as you fight along, at some point the Green Camo Dude will spring forth, crack his knuckles and join in. The creepy part is he'll have to find you first, meaning he could spring up at anytime, so keep your eyes peeled (ewww). He seems to have more health this time around, so do what you do best, let Gui beat the random dudes (this keeps them off of you), and try not to take a lot of damage, you'll know the fight is over when Green Camo Dude makes a yelp and doesn't get back up.

REAL-TIME FIGHT: End

Ok, you'll have to fight an indeterminate amount of thugs, goons, and scallywags before you trigger the next boss battle, just watch that health. Note at this time, I noticed that there is a wooden box that can be tossed at you...so watch it. Oh yeah, did you ever notice how those unconscious bodies twitch as you walk over them...wooh, that's REALLY creepy, but not as creepy as how they seem to fade away...anyway, right around this time you'll notice the Red Leather dude as he swings a giant pipe.

REAL-TIME FIGHT: Red Leather Dude w/ Iron Pipe!!!

This one is kinda tough, it's very important that you do not, DO NOT, let him hit you with that pipe, it does a whopping amount of damage that can end you before you realize the game is over. That being said, Red Leather's strikes are relatively slow, so you should Evade, the best thing is to counter with a throw, this will reorient you and disorient him. I can't think of anything else to watch out for from this guy, he's irritating and will take a long time to beat, but when you do, pat yourself on the back again.

REAL-TIME FIGHT: End

Ok, fight some more guys, or better yet, lead them to Gui and let him do the monotonous work while you sprint around and get some health back if need be.

REAL-TIME FIGHT: Pedro

I can't remember if the other two "Boss" fights had that white "fade in", but I know that once Pedro says, "I'll kill you!!!", the screen goes white and fades back in, this should signal that Pedro isn't your ordinary thug. You'll be able to spot him lumbering up to you, if not for his ridiculous outfit, then for his gargantuan size.

I can't stress this enough in this fight, do not let him touch you, I know this will seem hard (even I can't get a flawless win on him) but if you let your health get to 2-3 orbs (I factor this in where you can have no green orbs at all and still be able to fight too), he can finish you off in one hit...

At the beginning, the hardest part will be dealing with the other thugs that accompany Pedro (I've had up to three to deal with). You really should take them out first, or suffer the consequences.

The stuff to watch out for (aside from everything), is all of his grabs; if

he grabs you, mash the B-button or the Y-button as fast as humanly possible to get out of it. Watch out for his drop kick, this can come out of nowhere and can do a lot of damage, the Evade button will get rid of this. Also watch out for his "Uber Punch", I swear, this punch will send you flying back like 10 feet, and once you get up, you usually get greeted with another one, or his drop kick, or something else even more gnarly. His headbutt will also throw you back, so dodge that, it isn't as sudden as his drop kick, so it shouldn't be that hard.

So, what have we learned? Stay the heck away from him, learn his moves, and stay the HECK away from him. The best course for this fight is to peck away at his health bit by bit (as is the case of the all the previous "Boss" fights), this will allow you to control him a lot better than if you ran up and started whaling on him. The only bad thing with this is the fight will take a long time, even with maxed out moves...so the choice is yours, but don't say I told you so, when you have to start all over again.

REAL-TIME FIGHT: End

So when you knock out Pedro the battle royale ends, you have to do it over again...just kidding. Actually, you get a cutscene of Terry being cornered by you and Gui. They exchange some words and while you think Ryo is going to step up to personally hand Terry his keister, you're wrong, Gui intercepts and says the fight is his.

QTE FIGHT: Terry's....pole...again

Watch as Gui dodges Terry's initial strike, sending Terry over to you.

Hurry and press that A-button, or else...well, just don't screw up.

QTE FIGHT: End

Well, if you were expecting a spectacular fight from Gui, then you're going to be sorely disappointed. Gui gets dirt in his eye, but gets help from Ryo and takes down Terry in a really sloppy fashion, I really hope it's on account he is tired. Also, note that the throw move Gui uses looks like a certain move that you'll be acquainted with later...

Once this is over Ryo puts his creepy hands on Terry and questions him about Lan Di. Well to Terry's misfortune Lan Di has already left the Harbor.

Like I said, to Terry's misfortune, he should've lied...anyway. As you watch Terry writhe in pain, the camera zooms out and the screen fades away.

When we last joined our heroes, they were deep in the muck that is the Mad Angels, but they came out....ahem...wrong channel.

The screen fades back in, and it's morning. Ryo and Gui are standing by the water's edge, Ryo is pissed that he went through all that butt-licking and still didn't get Lan Di. Gui asks him if he is still Hades-bent on going after him, Ryo says yes. Gui asks him even if it means his life (Ryo's), Ryo agrees again. Gui apparently comes to terms with something, because he'll say that he will talk to his pappy for you (Master Chen, in case you're dense, like me!). Gui will tell you to contact him later, and after some mushy "Thank You" stuff, the cutscene ends.

Now...this was a little hidden cutscene for me. At 5:21 AM, back at your house, Fuku will walk in and give you a PHOTO. Specifically it's the PHOTO OF FATHER from the Dojo basement....I wonder if this picture carried over to

Shenmue 2 in your Item Menu, cause if it did, I wonder about the importance of it, and if it didn't then why is there a cutscene warranting the significance of it??? Need E-mail information from you guys/gals about this, so hop to it, I'll credit you here.

Ok, so get to sleep, god knows you need it. 3 hours later, you'll be automatically warped from cutscene to cutscene.

First you'll see Ryo walking from the house with a hilarious expression on his face, when Fuku stops him. He gives you something, I assume it's money even if it doesn't get added to your current amount (but then again you won't be buying anything anymore). Ryo bows to his house, leaves, then Fuku bows to Ryo and you see that eavesdropping Ine behind the house (how'd she get out?) and she bows to you.

Next you see Ryo outside the House and he's a little choked up, but gathers his composure and walks to Dobuita.

In Dobuita you get treated to Ryo walking through the town, note the positions of many of the people, and instances of people doing specific things that you've never seen them doing before. As Ryo passes You Arcade you get a really weird shot of what looks like the Arcade FOLLOWING you as you walk to the bus stop. At the bus stop the cutscene ends.

The scene continues with Ryo getting off the bus (if you haven't noticed by now, he has a backpack...), he walks to the Warehouse #14 area where Master Chen and Gui meet him. Master Chen evidently wanted you to destroy the Mad Angels before he would arrange the trip for you, (lazy sod!!!) Gui also mentions that he will go with you. But he is going with you to find out more about Chi You and to keep you from doing something rash (right).

Master Chen will tell you that he will teach you a move that will be useful during your trip, and goes into a spiel about the move. He commands Gui to spar and demonstrates the Swallow Flip. You don't have any choice but to learn it, so deal with it.

Once that is done with the camera focuses on Chai up on the iron rafters, not only that, but notice as he kicks one of the I-bars loose...jeez. Gui sees it coming, knocks Ryo out of the way and in the process get his ankle squished by the rolling I-bar...ewwww. Chai jumps down (note the abrupt disappearance of Master Chen at this point...), visibly upset about Ryo's meddling and says that he is there to prevent you from going to Hong Kong (and...note the also abrupt disappearance of Gui at THIS point).

REAL-TIME FIGHT: Chai

Ok, this fight is tough, but you are (should) much stronger now, so just apply what I said in the first fight here. You have much more room to move, which will put you at an advantage, still watch out for his moves, they really hurts. Again, it is best to peck away at his health rather than button mashing, that will get you beaten very quickly. You'll know that the battle is over when you hear Chai squeak and cease movement.

It seems that Master Chen and Gui either turned invisible or jumped off the side of the pier, cause I didn't see them hanging around during this fight.

Note that it would have been extremely nice to have had help from Master Chen in this fight, but seeing as how he seemingly melded with the cement I guess we have to do it alone.

REAL-TIME FIGHT: End

The fight ends with Ryo asking Chai about where Lan Di is, before he passes out Chai will tell you that Lan Di is sailing on a ship bound for Hong Kong. Indeed the upcoming cutscene shows that bad-A Lan Di cruising into the horizon to a larger ship, sayonara.

The screen fades back in with Chai lying on the ground and Ryo looking at whatever it is over there, when Chai springs back up, signaling another round.

QTE FIGHT: Chai

This is probably my favorite fight in the entire game, I recommend you lose multiple times to fully enjoy all the scenes of Ryo kicking butt. I mean it, just look at the flurry exchange of blows from the two.

Also note if you only get one chance at each button press.

Ok from the start press Down on the D-Pad

Next is an A-button.

After than you get another A-button.

Lastly, but by no means least, you get a B-button.

QTE FIGHT: End

Once you press that last command you see a wicked scene of Ryo doing that Elbow Slam on Chai, sending him straight into the sea (I like to assume that this killed him, I don't think you see him in Shenmue 2).

After that, Ryo runs up to Master Chen and Gui, who have conveniently reappeared. Master Chen comments that Gui can't travel with an injury like the one he has. Gui will then say that he will follow you once the injury heals (but don't believe that nonsense, I never saw Gui there once during Shenmue 2).

Master Chen will give you a letter with the address to a Shaolin master by the name of Tao Li Shao. Master Chen will tell you to buzz off, and the three of you will part ways.

As Ryo is getting on the ship, he will have a cutscene. Nozomi is standing at the Shrine in Yamanose when Ryo sneaks up behind her. Nozomi comments that she was making wish for him, then she comments that she forced information out of Fuku in regards to Ryo going to Hong Kong. She offers you an amulet, for protection, Ryo takes it, and she says that she is happy that she was able to give it to you, she will say that she's been busy because she is getting ready to go to Canada (what's the relevance?), some more mushy stuff happens and before she walks off she gives you a line similar to one of my favorite movies of all time, Man On Fire, by saying, "I wish we had more time.". And the scene ends, good stuff.

The ships foghorn will bring Ryo back to reality, and he gets on the ship.

The next scene is of the ship pulling away from the harbor, notice the shots of workers that weren't there before...anyway, watch as the ship is leaving, and note the gorgeous music (i love Chinese Fiddle music), Ryo is standing at the head of the ship, when the camera reverts to Master Chen watching the ship leave, sans Gui.

Nozomi: She will talk to you about Mini-Games.

Ryo: Lastly, most-importantly and rightly chose, Ryo will talk to you about the Battle System.

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Music

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Here you can listen to all the music you heard in the game, and if you either haven't progressed enough in the game, or weren't able to witness some cutscene with special music, then it won't be here, all the more reason to replay the game.

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Passport

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I don't have the necessary stuff to use this feature, note that using it will incur the wrath of Phone Charges...sheesh. Anyone out there who wants to tell me the full features for this can E-mail me, and I'll put it here, yes, you'll be credited.

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Theater

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Here you can see all the plot-relevant movies and some promotional ones. At this time I was missing three at the end, any help out there?

1. Promotional Movie Trailer: This is just like all those other games that preview their games in commercial form.
2. What's Yokosuka: This one is a "Uber Camera" viewing of Yokosuka and all it's goodness.
3. Magic Time & Weather Control: This is a narrative of the weather and time changes.
4. Preview #1: First of all, where's #2 and any of the other ones, that being said, I like this one, it has some shredding guitar music in the background. It also gives you a hyper-fast forwarding of the game.
5. Forklift Preview:the title is good enough explanation, I think.
6. Prologue: This the scene you'll see if you wait too long to press the Start button when you pop in DISC 1-3.
7. Drifting Blossoms: A hidden scene you'll have to trigger, find out how in the Secret/Fun section.
8. Trap on the Street: Wahaha, you are introduced to Tony and Smith outside of Heartbeats Bar.
9. Nozomi vs. Enoki: A hidden scene you'll have to do some extra stuff to see, find out how in the Secret/Fun section.
10. Tattoo Parlor & Charlie: This is where you'll first meet Charlie and flail him around a bit.

11. Nozomi Returns from Class: Strange name, but it's the scene you see after you beat up Charlie for the first time, Nozomi asks you about your future plans.
12. Encounter with Master Chen: This scene involves your first encounter with Master Chen, you plate-breaker, you!
13. Oishi's Antiques: You'll see the cutscene of you getting your SWORD HANGUARD at Oishi's Antique Shop.
14. Chai Attack: Not sure what Chai is attacking, but this is where he attempts to steal the PHOENIX MIRROR, unsuccessfully mind you.
15. Piggy Bank: It was strange during the walkthrough and it's strange here, this scene is Fuku giving you his suspicious piggy bank.
16. Boat Ticket: This scene is of that Vain Woman with the psycho hair, she takes your money and tells you to come back later.....right.
17. Chai's Trap: Hmm...seems there is a cutscene that is missing between #'s 16 and 17. Where is the scene of Ryo coming back to Asia Travel and meeting Jimmy for the first time? And now that I think about it, a lot of other scenes are missing.....oh well forget I mentioned it here, I'll put this query in the Not So Fun/Strange Stuff section. Anyway this scene is where Chai ambushes you at the You Arcade.
18. Jimmy's Apology: This is really evident from the title, but in case you forgot (....) this is where Ryo gets the idea from Jimmy to get a job at the Harbor.
19. Goro's Job Introduction: This is the cutscene you see when you meet Goro at Warehouse #1 at noon; Mai and Goro got you a job with that useless Yada.
20. Goro's Information: This is where Ryo has to ask Goro multiple times about the Mad Angels and Goro acts like he has a bad case of diarrhea.
21. Mark Takes an Ugly Beating: Hahahah!!! This is where you see creepy-Mark getting kicked by the two Camo Dudes, and where you learn of his brother's alleged murder.
22. Goro's Marriage: Pretty easy, Goro and Mai will come up to you and tell you that they are getting married.
23. Borrowing Ito's Motorcycle: Why is it "Ito" and not "Naoyuki"? Oh well, this one has that cool jingle, and show Ryo tearing up the streets of Sakuragaoka, among other places.
24. To the Harbor: This is basically the scene you see after you clear that motorcycle time trial thing.
25. The Deal with Terry: This is where you are introduced to Red Leather Dude, Pedro (!!!), and Terry. He and Ryo will make deals regarding beating up Gui and Ryo getting to meet Lan Di.
26. Nozomi and the Motorcycle:sheesh....this is where you're forced to see that sappy scene of Ryo taking Nozomi back, did I mention the short skirt and the sidesaddle thing yet? I did? Oh, ok then.

Bob's Pizzeria

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Yeah this deserves its own section, I was debating on whether or not to put this here or in the Not So Fun/Strange section, and decided since it's so funny it has to be here.

Bob's Pizzeria opens at a ridiculous hour 5:00 PM and closes at an even more odd hour. But when you go inside, note the strange music, the strange atmosphere, and the even stranger person standing behind the counter. Yes it's called Bob's Pizzeria, but that guy isn't Bob, Bobby, or even Robert, it's Mario...I still think he looks Japanese, but his phony Italian accent...I don't know, it looks like a cultural confusion here. And to make matters worse he ends certain words with an "a", for instance, "It's-a Ryo! I know, I'll make-a nice-a pizza pie for you, eh?". Now before you go and eat a mushroom or try and squirt a turtle out of its shell by jumping on it, just note that it's probably a coincidence that he is there and sounds like that, or maybe they are paying homage to him, but since it's Sega they could as well be insulting the Mario Bros. Oh well.

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Sultry Interruption

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If you go to (Bar?) at night, once you walk past a certain area, a woman will stop you to say hi, this is Akemi, and her role is a little dubious (maybe she owns the bar?), but nonetheless for a NPC she's pretty...umm...interesting.

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Nostalgic Gameplay

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Depending on how lucky/dilligent you are, you could be lucky enough to win one of two Sega CD video games. Either repeatedly buy something at a Tomato Store or its derivative, or stock up on winning cans from your trusty Bell Waad pop machine, either way, you're in for a night of torture.

But besides all of that, let's just say you actually won both of them.

Hang On: This is a motorcycle racing game where race against what looks like dozens of other racers. You have a certain time to get from Point A to Point B, and there are death-inducing obstacles on the sides of the track, so stay away from them already!

Space Harrier: Hmm...this is like a rails shooting game, you speed through various levels, taking down monsters till you get to a ridiculously hard boss at the end of each level, your score goes up by how long you live...Man games are so easy compared to back then, I kinda miss that.

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Hidden Cutscenes

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Yeah, I was tempted to not put this section in, but I really can't not do that NOW can I? Needless to say there are dozens of hidden and secret scenes you'll be able to see if you are in the right place at the right time, or happen to do something that triggers it later. A lot of input will necessary here more than anywhere else in the FAQ, I'm counting on you guys/gals to verify, validate, and update this section with all the stuff you find out! Meanwhile, this is all I've found.

