

Shenmue FAQ/Walkthrough

by GheddonLN

Updated to v0.26 on Jan 16, 2002

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Walkthrough is finally 100% complete (I should receive a full circle now :)

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FAQ/WALKTHROUGH

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For the Dreamcast console only.
Shenmue FAQ/Walkthrough
By GheddonLN.
Version 0.26
Guide started on January 16, 2002
Guide last updated on January 16, 2002

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VERSION HISTORY

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Version 0.10

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Date: 1/16/02
Information: Let's see... I got the walkthrough (disk ones and two), minigames, fighting, notebook, basics, items, making of shenmue, passport disk and collectables sections done. So, the guide is complete in other words.
File size: 98KB

Version 0.26

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Date: 1/18/02

Information: Finished the walkthrough. In the next update (which is going to be the final version by the way) I'll finish the notebook and reformat it, as well as sections as collectables. Stay tuned...

File size: 128KB.

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CREDITS

---C Jay C

For posting this and my other FAQs and maintaining GameFAQs.com

---EmailEffects

For creating the great ASCII arts inside the walkthrough (as disk headers)

---Prima Strategy guide

I followed the same game progression on the guide during my gameplay and in this guide. I also got a lot of information from it.

---To me

For writing this FAQ.

INTRODUCTION

Welcome to my ninth FAQ for GameFAQs.com. I've been writing for quite a long time (actually three months...) and I've collected a lot of experience and I've used different kind of formats to select my style (which is going to be set-up with this guide). I consider that with this guide I'm starting to become "GheddonLN" and not a mix of other authors.

Anyway, let's talk Shenmue. Shenmue, a game created by Sega, is one of the best things you'll come across in the Dreamcast, but is easily superated by games such as Skies of Arcadia in terms of gameplay. But is great anyway. Shenmue is what you would call "F.R.E.E" game, or "FULL REACTIVE EYES ENTERTAINMENT". Is sure an in depth games, and is something you may want to buy if you have a Dreamcast.

This game has tremendous graphics, as well as controls, music, but sadly, there is something just "wrong" with the gameplay. Even though is really addicting game, sometimes, the "go-around-and-ask" people can be tedious or

boring. But at later parts you'll find yourself so immersed in the game you won't pay attention to anything else. Basically, it is a great game that will make you play for hours, and it is an experience you must live.

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SHENMUE FOR DUMMIES

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CONTROLS (WHILE ON FOOT SCHEME)

D-PAD CONTROL SCHEME		D-PAD FUNCTIONS
	Analog Thumb	
	Up (↑)_____	
	Right	

		Up.....Move Ryu up
	U	Down.....Have Ryu make a 180° turn
		Left.....Make a step left
Left ---L R---		Right.....Make a step right
_____ D Down		Analog thumb.....Movement of the camera

BASIC BUTTONS SCHEME		BASIC BUTTONS FUNCTIONS
	Y button	

	Y	Y button.....Used to open the quest menu
X button X	B button	X button.....Used to open notebook
_____ A	A button	B button.....Cancel selections
		A button.....Examine things/talk

OTHER BUTTONS SCHEME		OTHER BUTTONS FUNCTIONS
	__ L trigger R trigger __	
_____		L trigger.....Use it to run
		R trigger.....Use it to explore the areas
_ START _		START.....Open the help screen

IN-DEPTH CONTROLS

D-PAD/.....Used to move Ryu throughout the world of Shenmue.

ANALOG THUMB.....Use this to move Ryu's head. In other words, you'll move the camera in different ways (depending on where you point the stick) and check what is in that or this direction.

Y BUTTON.....Use this button to open the sub-menu. If there is a moment where you must use an item mandatorly, you'll have to press the button

and select the item you have to use.

X BUTTON.....Press this button while on gameplay to bring up the notebook. Then use the d-pad to scroll through the notebook pages and check your notes to get misc. information.

B BUTTON.....Use this button to cancel any kind of selection you make, and to speed up those long conversations (obviously, you'll lose some valuable information and the experience of hearing Shenmue's voice acting).

A BUTTON.....This is THE button of the game. Use it to talk with people and learn information, to grab items and examine environments objects. Normally, when you can interact with something, a little A will appear in the bottom of the screen, indicating that if you press this button, Ryu will do... something.

L TRIGGER.....Press and HOLD this, and then jiggle on the d-pad. Ryu will suddenly start moving his feet faster towards the direction you pressed the d-pad. He'll run.

R TRIGGER.....This is the second button of the game. When you press it, you'll go into first person view, and you'll be able to check things. Is there is something you can interact with, you'll lock-on that thing, and then you'll be able to check/grab it by pressing A.

START BUTTON.....Press this to pause the game and check different basic stuff which is already covered here, so, move on.

CONTROLS (FREE BATTLE SCHEME).

D-PAD CONTROL SCHEME	D-PAD FUNCTIONS
Up (↑) _____	
Right	
_____	Up.....Move Ryu up
U	Down.....Move Ryu down
Left ---L R---	Left.....Strafe left
D Down	Right.....Strafe right
_____	Analog thumb.....Move the camera

BASIC BUTTONS SCHEME	BASIC BUTTONS FUCTIONS
Y button	

Y	Y button.....Parry
X button X B B button	X button.....Punch
A _____	B button.....Throw
A button	A button.....Kick

OTHER BUTTONS SCHEME

OTHER BUTTONS FUNCTIONS

OTHER BUTTONS SCHEME	OTHER BUTTONS FUNCTIONS
___ L trigger R trigger ___	
	L trigger.....Use it to run
	R trigger.....Check through your moves
___ START ___	START.....Open the help screen

IN-DEPTHS CONTROLS

D-PAD.....Use this button to move Ryu throughout the battlefield.

ANALOG THUMB.....Use this to move Ryu's head. In other words, you'll move the camera in different ways (depending to where you point the stick) and check what is in that or this direction.

Y BUTTON.....Guess what?. Use this to parry and to escape harm's way. This is only used for cowards.

X BUTTON.....Press this and Ryu will swing his hand and punch down an enemy. Press it repeatedly to perform a punchie-doonchie combo that causes a lot of damage.

A BUTTON.....Press this button and Ryu will do a spin with his legs and kick the enemy. Jiggle on the d-pad while mashing this button and you may end up doing a variation of the tornado kick.

B BUTTON.....Get near an enemy, and press on this button. Ryu will then grab an enemy and throw him in the floor and cause damage to him. The enemy won't also "wake up" after a while. This move is very powerful.

L TRIGGER.....Press this along the d-pad and to run and evade punches as well as kicks, throws and ass kicking.

R BUTTON.....Press this button and enter your moves scroll. While there, select a move to set it up, and perform it easily. That way, you won't have to perform those complicated button combinations too often.

START.....Press this to pause the game and check different basic stuff that is already covered here, so, move on.

STARTING MENU

After you press the START button on the main screen, a couple of options will appear. This is called the starting menu, and the options are the ones listed below:

START GAME.....When you select this button, you'll start a new game. Starting a new game signifies seeing the intro cinema, and starting from zero. I suppose you already know what new game means, uh?.

LOAD GAME.....Load game. You already saved once during gameplay. Now, you'll be able to start from that point by selecting this option. Is common sense actually.

CONTINUE.....If you select the resume option during gameplay, you'll create a temporary save game that can be loaded by selecting this option. When you do so, you'll lose this save, unless you save again or select this option again.

OPTIONS.....Use the d-pad to scroll through the options and the A button to select them. The options are the ones listed below.

| ---TEXT AND DIALOGUE RELATED OPTIONS

| With this option, you'll be able to select to see text, no text, and dialogue |
| only or no dialogue or just text, etc, etc. See below for more reference. |

| CINEMA MODE | This mode is like watching like a movie(hence the name |
| "cinema"). You'll hear all the conversations spoken, with |
| no dialogue, but you won't be able to skip through |
| conversations. |

| GAME MODE | This is the mode I use because my ear is not so English |
| trained(is rather Spanish trained). This mode lets you hear |
| the dialogue and to read the text. Is the mode you'll use |
| if you're not north American(or if you're north American, |
too)

| SHENMUE MODE | This mode is kind-of-complicated. You'll hear only dialogue |
| like in the cinema mode, but, if you press B, you'll shut |
| up the voice actors and read the text. Is kind-of-a-combo |
| between text mode and cinema mode. |

| TEXT MODE | Don't you REALLY know what this means?. When you select this |
| option, you won't hear any voice acting, but you'll only |
| read text. I don't why would you use this, specially if you |
| have game mode(read: "there is nothing written about tastes |
| ---translation of a Latin proverb). |

| ---SOUND RELATED OPTIONS

| This options let you change between mono and stereo type of sound(no Dolby |
| surround, sadly; I don't have Dolby at this moment, though). |

| ---AREA JUMP OPTIONS

| When you toggle these options on, the minutes you spend on walking will be |
| severely compressed. With this on, when you exit Ryu's house, an option |
| menu will appear. Basically, you can choose to go to any place without |
| walking. Use this if you want to rush through the game(which is NOT |
| recommended by the way). |

| ---TOGGLE RUN OPTIONS

| With this options, you'll be able to select weather the L button is to run |
and
| the R button to explore and vice versa. |

BASIC EXPLORATION

Shenmue is a world filled with people who hold interesting information, or sometime un-useful information. To know which people have interesting information, talk with them by pressing A. A single conversation can give you the tip or the information you need to advance through the game. Always talk with people. Also, Shenmue has several items and building spread across its

world. Not all of the buildings can be entered, but you should always check them. Also, check the environments by pressing the R button and using the d-pad to move the camera. If there is something you can interact, it'll get locked-on. Press A then to examine that object.

GAME PROGRESS

The way you progress through Shenmue is up to you. Even though you could go and use this walkthrough and start rushing through the game while skipping on dialogues, you could also play calmly, and talk to people while playing minigames and honing your battle skills in the different areas where you can. You could also talk with everybody you find and learn tips and information about your adventure. Either way you select, you should always go through the way that fits you better.

MAGIC WEATHER

The world of Shenmue, being so realistic, has its own weather and the weather has its own effect on the game. During Shenmue, you may find yourself in a rainy day where people are not out the streets because they don't want to get wet, unless they are wearing some kind of raincoat. During a sunny day, kids are out the streets, playing soccer and goofing with their friends. During snowy days, you may find kids goofing around too, but others will just be in their houses. So, don't expect to find a certain person during a rainy day.

THE CLOCK

The clock in Shenmue is as important as the general exploration. The clock is also as important as in real life. In Shenmue, people go to work in morning, and return home or go to bars in the night. Also, there are certain places (mainly shops) that open at certain hours only. Also, you can't stay sleeping all day or exploring all night. You wake up at the 8:30 am and you have to sleep at 11:30. This is Shenmue, where time does really matter.

THE NOTEBOOK

The notebook is probably the most useful item you have, as well as the most important. When you talk to a certain person, and they give you valuable information, Ryu will record his information on the notebook. After he records this information, you can access it by pressing X and check what he wrote. The notebook is used mainly to refresh your memory about certain information you may forget or numbers or names you need to use.

BATTLES

There are two kinds of battles, free battles, and QTE. Free battles are what the name says, free battles, where you use the d-pad to move Ryu throughout the arena. Use the buttons listed at the battle scheme above (x,y,a,b) to punch, kick, throw, kick ass your enemy until they give up. You also have a stamina meter, which represents your health, and is recovered as you evade attacks, but is also diminished as the enemies kick your ass. You can also press different kind of button combinations and perform certain butt-kicking combos that will make your enemies fly like a piece of paper.

The other kind of battle is the QTE, or quick time event. Quick Time Event is a quick even (duuuuuuh!) which can be accomplished "quickly" (...) by pressing a certain button. Suddenly, a cinema will take place, and a big button will appear on-screen. Mash the button that appears on-screen within the allotted time to perform a certain action (normally a butt-kick). These are very common.

TRAINING

And you thought that when you learn a move, you could just perform it in any battle you want. Well, you can do so, but is also recommended to train the moves you learn. Go to the parking lot by the bus station in dobuita or to the Hazuki dojo, and you will be able to train. Select a move in the scroll, and perform it until you're confident with it. This not only gives you confidence, but also, the damage of the move you train will be increased. Train frequently.

SEARCHING FOR ITEMS

In Shenmue, there are a lot of interactive objects you can work with, in order to advance with the history, widen your items menu or just to perform certain mandatory thing. To search, you'll need to use your hands and both the R and the A button. Press the R button, and use the d-pad and move the camera until it suddenly zooms into some things. You'll know you'll be able to interact with it, so, press A and Ryu will do his thing with the item. This is normally the best way to collect items or advance with the history.

TALKING WITH PEOPLE

In this long adventure where the clues people has are the most important things of survival(and are the most valuable informations), you'll need to talk with a lot of people. To talk with people, get near them and press the A button. Ryu will then converse with the person. They may just say junk, or may give you some useful information, though not necessary. Other people will give you information so damn important, that Ryu will have to write it in his notebook, or else he would forget it(or _you_ would forget it). Either way, always talk with people when you're stuck(or refer to this FAQ). The may save your life.

MINIGAMES

Who would live without videogames, uh?. Unfortunately, for this game, you don't have playstations2 or GameCubes or XBoXes. You have arcadarized versions of the Genesis(I remember you, good old pal...) such as Hang-On, Space Harrier, and other kind of games such as Darts and QTE related games. All of the minigames available in the game can be played at the YOU ARCADE at Dobuita. They cost some Yen, but are worth it, because they're extremely fun.

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FAQ/WALKTHROUGH

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After you pop on the disk, you'll see an opening cinema which pretty much shows us what we're going to see in this epic adventure. Afterwards, the action begins.

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If you go through the street adjacent to the Tomato Convenience store, you may end up playing your first QTE. When prompted, press this buttons: LEFT + A+ B to finish down the thugs and show them what you got.

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Now, go towards the Mampukuken Ramen(which opens at around 2:00PM, by the way). Inside, talk with Junko Yamamoto, which suggests you to find two men who normally wander around bars late night(a minute after 7:00PM is enough). Talking with this women also grants you a note for your notebook. Now, wait for the night, and haul your ass towards the Bar Yokosuka and talk with the two men inside twice, and they'll spit their guts. They'll direct you to the Liu Barber & Hair Salon, as they may know something.

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At this moment, you may want to go to sleep. After you wake up, wander around until the clock says is about 9:30. Then, go talk with Fuku-san at the dojo to learn a new skill, the <PIT BLOW> which is: LEFT + B. Perform it properly to master it

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Go and talk with the people inside the Liu Barber & Hair Salon. The barber and his wife suggest you to go to the Suzume park, where Liu Senior, the Chinese around here, may be. If you are having trouble getting there, talk with the man inside Bob's Pizzeria, who tells you the location of the Suzume park. Talk with him twice to get another entry for your notebook. Now that you've collected enough information, head towards the Suzume park, and talk with Liu Senior. He suggests that Land Di may be part of a gang, and that gang normally hang around the harbor. Therefore, you should look for sailors, as they're familiar with the harbor.

Now, wander around Dobuita and speak with the people around. Nearly everybody tells you that the sailors hang around bars in the night, as they love night parties and disorder. Wait the night to fall, and head towards bar yokosuka. Your friend there directs you towards the MJQ Jazz bar or the Heartbeats bar, as in both you may find Sailors. Head towards the MJQ bar first, and talk with the shop owner, who directs you to the two man playing pool there. They challenge you to a bet. Make the perfect shot, and you'll get your info, but miss it, and you'll have to pay them 1.000, and you'll get no info.

With the information or without it, head towards the Heartbeats bar. Talk with the people at the Kurita Military Shop, Tom's hot dogs, Jupiter's Jackets and Linda Bar to learn the exact location of the Heartbeats bar.

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You could go and visit the Lapis Fortune teller, and get this note for your notebook: "He you seek waits on a dark street".

////////////////////////////////////

As you approach the heartbeats door, two drunken sailors confront you. These guys are not too happy to let you inside, so they challenge you a fight. Press B and A when prompted to make them bleed(literally). Now, you may enter to the bar Ryo... Inside, things are not-too-different, as the thugs around consider Ryo a crybaby, and try to smash him. Press this buttons: B, A, B, A when prompted to show them what you got. The bar owner then directs you to Charlie, and takes you of the bar by force. Time to return home....

Looking for Charlie

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////////////////////////////////////
After you wake up, you could go to the Sakuragaoka park in
Sakuragaoka(duuuuuuuuhh!) and find Nozomi being threatened by two thugs. You'll
then challenge them to a free battle. Run around to recharge your stamina and
use the punch combo and tornado kick(variation) to beat them easily.
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Go towards the Knocking Motorcycle shop. You can easily find it because there are normally two druggie-looking pals, as well as an old man with a motorcycle by him. This "old-man" is Ono, Ryu's friend, and has some information. Talk with him and he directs you to the Jupiter Jackets store. However, don't go there. Instead, head towards Hokuhoku Lunches, to learn about the Nagai Industries. The Nagai industries are a big building with a green door that is by Dobuita's entrance, near the Water Dragon store. Get inside the building(be sure the timer is around 1:00PM) and go up the stairs. Talk with the men inside, and they direct you to Kurita-San, the man at the Kurita Military surplus.

Head there then. Talk with Kurita, which is the one with a guerrilla-like uniform as well as a hat. He says that you can normally find him around Jupiter's Jacket at about 7:00PM. Instead of going there for some useless information, swing your feet towards he parking lot around You Arcade. There, five sailors ambush you. You'll need to beat them in a free battle. Once you beat them, you'll get a lot of information as well as an entry for your shiny notebook. Apparently, we need to look for a tattoo parlor...

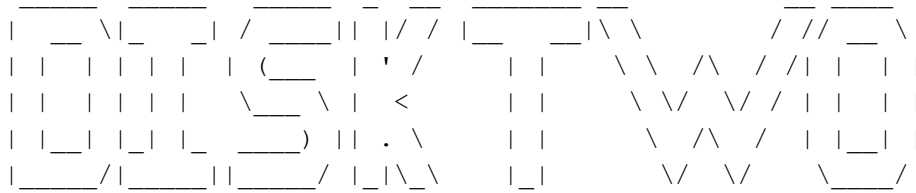
```
////////////////////////////////////
If you visit the Lapis fortuneteller after kicking some sailor ass, she'll add
another entry for your notebook.
\\////////////////////////////////////
```

After you wake up(after finishing the events above, it should be pretty late), you'll have to look for the tattoo parlor. Our first target is no other that the Nagai Industries, in Dobuita. Talk with the same man who gave you clues about Charlie, and he'll direct you to an apartment in something Heights. Do not head there, though(petty much duh!). Instead, head towards the Hazuki dojo and share words with Fuku, who directs you to the Yokosuka bar. Do not head there either. Haul ass your way towards the You Arcade. If you're lucky enough, you may find the two druggie looking men who normally hang around the Knocking Motorcycle shop. They direct you to Okayama heights.

If you want information of where this place may be, talk with Kurita from the Kurita Military Surplus, as well as the manager of Hattori Sporting Goods. Both of them will give you the exact location. So, swing your leg towards there(be sure its at least 2:00PM), and go up the stairs. Press A in front of the door with the nifty drawings, and go inside. The man inside directs you to the coat there. This begins a QTE. Press A to open the coat, and then, immediately press LEFT and then A to deflect Charlie attack.

Now, after hearing what the punk has to say, get out the store, and you'll bump into Nozomi, who is worried thanks to your acts. She says you should take care. Did you know she's in love with you?. Nothing-important here, so move on, and return to your house. If night hasn't fallen, wait for it. Then, head towards your house, were Ine gives you a "mysterious letter". From now on, our new quest is translating this letter. Oh, and don't forget you can now train with Fuku at the dojo.

Translating the letter



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Ryo has finally leaved his home district. Now, he's venturing into a new world. The new Yokosuka Harbor will be your place from now on. But, you still have to get back to your house and sleep. Sucks.

=====
New Yokosuka Harbor

As you arrive, go down the street into the warehouse district, where you'll spot a couple of thugs bothering an innocent pedestrian. This starts a QTE. Press LEFT, A, B when prompted to finish this QTE, and obtain new information from Goro. he tells you "enter the harbor and then take a right". But, now, we should talk with the security guard. This guy has blue clothes, a orange coat, glasses, some kind of beret and a big stomach. Talk with him, and he suggests you to look at each warehouse #'s so you can find the one you're looking. What a worthless tip, but anyway, this adds a note to your notebook.

////////////////////////////////////
UN-NECESSARY INFORMATION

After you complete the events above, you can do a bit of wandering and see some scenes and talks. Check below to see the nifty things you may miss:

THE HOMELESS MAN
^^^^^^^^^^^^^^^^^^

If you pass by the warehouse # 13, you'll find Shozo Mizuki, who wants you to buy him a coffee. Search for a vending machine that has coffee, and buy it for him. It is important for you to dos this, specially if you want to learn some skills later in the game.

NOZOMI'S DILEMMA
^^^^^^^^^^^^^^^^^^

After you arrive at home at about 7:00PM, you'll hear the phone ringing. Wait it to ring for about 7 times, and answer it. Nozomi then orders you to meet her in the Sakuragaoka park. Swing your less towards there to learn about her trip and her feelings towards you.

FUKU AND FRIENDS
^^^^^^^^^^^^^^^^^^

The day after the "Nozomi's dilemma" go to the Bar Yokosuka, where you'll learn that Fuku called a while ago. The scene immediately shifts back to your house, where you'll witness a cinema that includes Ryu's and his buddies, as well as Fuku.



THE WALKTHROUGH BELOW IS THE CONTINUATION OF THE WALKTHROUGH LISTED BEFORE THE HEADER "UN-NECESSARY INFORMATION"

Go look for the warehouse # 8, by looking on the warehouse's #'s. Try to enter

through the front door, and the guard then stops you. You must then search for another way to get inside. Go around the entrance, and you'll find a stockpile of crates. Use the analog thumb to lock-on on the open window. Guess what?. Push a crate around here and align it so you can use it to climb towards the window. Then go through it.

Walk through the catwalk towards a window, where you'll learn about another warehouse # 8, which should be at the old warehouse district. Swing your feet towards there(it is west from the store). On your way there, you should find Tom, the hot-dogger. Talk with him, and head towards the old warehouse district entrance. Try to enter, but a guard will stop you. Apparently, you'll need to return at night.

Now, if you want some information, go towards the lunch's stand, which is directly across Tom's place. Talk with the woman there(Husk) who wants you to look for her sister, Mai, who's hanging with bad companies. Afterwards, head towards Warehouse # 17. Enter an alleyway by it, where you find Mai with here bad friends. Press LEFT, A, LEFT, LEFT, LEFT and the poor girls will receive their punishments. Afterwards, go and check on Hisaka. She'll then give you some food to deliver to the guard of the old warehouse district You'll learn some information too. Now, wait the night to fall and enter the old warehouse district through the gate. You'll have to press LEFT or else you'll have to try again.

Old Warehouse District

Now that you're inside, is time to get a little Metal Gear Solid-is. You have to evade the guards, or else they'll take you to the district. You can also play Solid Snake and flatten against the crates and wall by pressing the A button and look around the corner. Cool!. Wait the first guard to look anywhere(just make sure he's not looking at you, and advance towards the bottom right part. Wait the second guard to walk away, and take a left. Move on until you get to a branch. Take a right, and there it is, warehouse # 8. Enter it.

Old warehouse # 8

The warehouse is empty. It took me a long time to figure this part out(didn't had the prima guide handy) and my friends(who were around) didn't help too much. Suddenly, I picked up one of the plates in the shelves by the door, and Master Cheng, as well as his son, Gui Zhang(probably my fave character). Then, we'll witness a chitchat between the three, where we hear a lot of information regardless the phoenix mirror(which is in Ryo's houses, by the way) as well as Lan-Di.

The phoenix Mirror

Head back to your house. On your way there, Gui Zhang badass appears, and suddenly, challenges you to a free battle. Prepare to fight. This guy is extremely tough, and can put quite a fight, but don't give up. You can beat him, and he can't beat you. Once you finish him off, continue your way towards your house.

After you arrive in your house, talk with Ine inside the house, which directs you to Fuku. Talk with him, and he tells you to talk with Ine. On your way there, he'll stop you and send you to the Antique shop at Dobuita. So, swing your leg towards there.

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On your way towards Dobuita, stop in the shrine where the kitten is to trigger
a cutscene with Nozomi).
\\////////////////////////////////
```

We must now find the antique shop. Go towards Hokuhoku lunches, and enter the shop on the right. Talk with the shop owner, who immediately recognizes you as Iwao's son, and gives you an strange item, which is called the sword handguard. Afterwards, travel back to the Hazuki Residence. Talk with Fuku, who directs you to Ine. Talk with her, and she tells you the origin of the sword handguard. You'll learn that it represents the Hazuki family crest.

Now, go to the dojo, and hang around it for about 2 hours and a half(or even three hours) and examine the wooden box. You'll then get a message telling you to look for a key. Go to Iwao's room, and grab the key there, which adds a note to your notebook. Now, head towards the wooden box, and open it. Inside, you'll find a sword. Afterwards, remove the left wall scroll on the dojo, and place the sword handguard on it. Then, remove the right scroll, and slide the sword into the slot. A hidden door then opens. Before going so, swing your leg towards the tomato convenience store and buy a flashlight, some batteries, and a light bulb.

Hazuki's residence basement

Go down the ladder and enter the hidden basement. This place is extremely dark, so use your flashlight to light up this place, and walk towards an open room. Look for a "slot" where you can put your light bulb. Then, flip the switch and voila, you made the light. The basement has all kind of "examinable" objects, and some of them can be even picked up. Look for a Iwao picture above the red chest, and grab the move scroll in the shelf nearby.

Then look for a shelves directly across the red chest. Slide it, and you'll reveal an odd colored portion of the wall, which looks extremely breakable. Now, look for the axe in the "hall" by the ladder, and pick it up. Go back to the odd colored portion of the wall and smash it down. You'll find the Phoenix Mirror inside it.

```
////////////////////
After you get the phoenix mirror, go and visit Lapis the Fortune Teller, who
gives you this clue: "Father's Heaven, Nine Dragons, Mother's Earth, Comrades,
are words that are interchangeable". This adds a not to your notebook.
\\////////////////////////////////
```

Looking for clues

We now have the Phoenix Mirror in hands, and we must search for clues. The chronological order listed here is the same one you found in the Prima Guides. First, go and talk with Yamagishisan, and talk with hi. He'll then give you more information. Now, travel to Dobuita, and talk with Xia at the Russiya china shop, who'll tell you about the Phoenix Legend as well as other information. Move towards the Bunkado Antiques and talk with Keizo for the last piece of information. You know have enough information, so swing your feet towards a PHONE, can call warehouse #8(0468-61-5647) where you'll have to give a password. Head towards the old warehouse by using the bus by the tobacco store and talk with Chen. During the conversation, you'll have to press LEFT, so be ready to act.

////////////////////////////////////
 After you go to sleep the day after the chat with Chen, you'll witness one of Ryo's strange dreams, which this time, includes the Phoenix mirror.

Needling for money

After you go out from the bed, Ryo will pull out his life savings from the bank, but it is still ain't enough to get to Honk Kong(which is by the way, our next destination). Afterwards, go and check on Fuku in his room, who'll try to convince Ine that going to Honk Kong is a good idea, but Ine doesn't agree. Now, we must learn who can take you to honk kong. Talk with Yamagishi, who directs you to the global travel agency. You could also try your luck with the owners of the knocking motorcycle shop and Yokoatsu product, who direct you to the Asia Travel Company, who are cheap, but have bad reputation.

Now, go look for the Global Travel Agency, which lend you a piece of paper which tells you the price you need to pay in order to go to honk kong. 198.000 Yen. Damn. That's too expensive and we can't pay that much money, so haul your ass towards the Asia Travel Company. The woman inside doesn't lends you any kind of paper, but not-so-gently tells you that they require 158.000 in order to send you to honk kong. Well, we know have two options, but both of them are out our range. Damn again.

Haul ass your way towards your house again, and talk with Fuku, who gives you his life savings. Is a helluva lot of money, but it ain't enough to cover the expenses. We must know learn a way to travel for less. Go and talk the owners of the Jupitor's Jacket, as well as Yokoatsu Product, who gives you tips about how to travel cheaply. But no one ca give you the valuable tip Nozomi gives you. Talk with her to learn about boat tickets. Now the dilemma is: who the hell here can sell me a boat ticket for a few greens?.

Try to visit the global travel agency to get your answer. Unfortunately, they don't sell boat tickets, but they tell you that the people at the Asia Global Agency DO give you boat tickets, so swing your leg towards there, and hang over the required 69.000 Yen. You are going to have to wait four hours before they give you your ticket though. Goof around or play a little of Hang-On or a QTE game until the time passes. Then pay a visit to the Asian Agency.

Nobody's there. Ryo then breaks(literally) some arms and get the information he wants. Now, head back to your house(wait the night to fall if it hasn't) and go to sleep. Once you wake up, a strange guy called Jimmy calls for you. He tells you should go to the You Arcade at noon. Go there, and Chain, a creepy-looking martial-arts-expert ambushes you. Fight with him(he's tough and you only get a chance). What you get after the fight depends on your performance on the battle:

IF you win.....

.....you get a set of notes and you'll be able to continue with your exploring.

IF you lose.....

.....you get another set of notes and are sent to bed for the rest of the day thanks to Fuku and Ine.

Finding Jimmy

Go to the Asia travel company at Dobuita, and after a series of cinemas,

you'll end up chasing Jimmy throughout a QTE. Press the buttons as listed below to catch him:

```

LEFT, RIGHT, LEFT, RIGHT, LEFT, RIGHT, A, LEFT, LEFT,
  _____ | _____ |
  |           | |           |
RIGHT, LEFT, RIGHT, A
  | _____ |
  
```

The connecting lines mean that you can press either one of the buttons (for example, after pressing left, you can press A instead of right and so on). After you catch on Jimmy, the second disk is finally finished.

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Looking for a job

After you finally catch this Jimmy guy, Ryo makes him talk. Jimmy then tells you that you can get a lot more of information regarding the MAD ANGELS and Chai if you find a job at the harbor. Guess what?. That's our new objective. Begin by traveling towards the harbor, and go to the warehouse # 18, and talk to the guard outside, who points to a supervisor inside the warehouse # 18. Talk with him, who directs you to a young man who wanders around warehouse # 12. Go and head towards warehouse # 12. As you approach, Goro appears. He then says you should visit him at warehouse # 1 the following day.

```

//////////
If you don't find Goro the day after you talk with him, he'll call for you. Do
this twice, and a note is added to your notebook
\\\\\\\\\\\\
  
```

Now, wait the following day to arrive, and head towards the harbor, and afterwards go the where Goro told you to meet him. There you'll find him and Mai, who tell you should go to the Alpha Trading Office at 2:PM. Before you go there, you may want to know where this place is. Talk with the guards around, specially the one around warehouse # 17, who'll tell you the location. When the clock marks the time, go to the alpha trading office.

Inside, the manager will immediately send you to work. After this scene, you'll end up in front of Mark, who'll teach you how to drive a forklift. Follow them carefully, because you'll be using them for the rest of the game. Afterwards, you'll need to put the crates outside the warehouse inside it. The more crates you put inside, the more money you'll earn. Even if you don't put inside any create, you'll still get your money.

revenge.

THANKS FOR READING THE WALKTHROUGH, WHICH IS FINALLY FINISHED.

MINIGAMES

HANG ON

Hang on is my least favorite game. The controls are extremely awkward, and the tracks are long, hard and tedious. I really don't like it. But, anyway you'll need to make 10 MILLION points in order to collect this arcade miniature. If you do so, then, finish all of the stages to get a certificate that tells how good you're in this game. To play it, you need to pay 100 Yen and you get one try only.

SPACE HARRIER

The space harrier reminds me from my genesis days. Basically, you're this guy who can run and fly and has a blaster equipped. You need to blast your way across eighteen stages, and beat a boss at the end of each one of them. The core of this game is a lot of firefight, where you can destroy every thing you find to earn points. Problem is that, things appear in any part of the screen, making this game appropriate only for people with Jedi Reflexes.

.. or at least good reflexes.

QTE BATTLE

If you're a die-hard QTE fanatic, then this is the game for you. You'll be in front of three panels. Suddenly, one of them will "wake up" and a big <<PUT BUTTON HERE>> symbol will appear on-screen. Press that button and you punch the panel. The three buttons you'll have to press(depending the panel that wakes up) are X, A and B. You must be really quick to do this, and can get sometimes annoying. You must collect 300.000 points in this game to get its miniature. See below to see what buttons you'll have to press.

DARTS & NEODARTS

When you pay 100 yen to play this game(which can played also at the harbor lounge by the way) you'll see Ryo's hand. Wait it to point at the bulls eye

and that is moving upwards, and launch the dart(this is the best strategy)

If you manage to score 120 in the first round, you get an extra game. Score 240 in the second round and you'll get another extra game. In the third game no matter what score you get, the game ends. Get at least 300 points and you'll get this minigames miniature.

EXCITE QTE2

If you're a die-hard QTE fanatic, then this is the game for you. You'll be in front of three panels. Suddenly, one of them will "wake up" and a big

| <<PUT BUTTON HERE>> symbol will appear on-screen. Press that button and you
| punch the panel. The three buttons you'll have to press (depending the panel
| that wakes up) are X, A and B. You must be really quick to do this, and can
| get sometimes annoying. You must collect 300.000 points in this game to get
| its miniature. See below to see what buttons you'll have to press. |

=====

FIGHTING TECHNIQUES

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PUNCH MOVES

LEGEND

R/RIGHT: Right

L/LEFT: Left

D/DOWN: Down

U/UP: Up

LT: L trigger

RT: R trigger

X: X button

Y: Y button

A: A button

B: B button

TWIST KNUCKLE (LEFT, X)

This move is pretty powerful. Ryu rushes towards his enemy and uses his right arm to blast his face out. When performing it, you're out for the attack though.

TIGER KNUCKLE (X)

This is an extremely basic move. Basically, you throw a punch aimed at the jiunchu, a focal point located between the nose and mouth (I've received punches there and it hurts.)

ELBOW SLAM (RIGHT, X)

This is a variation of the tiger knuckle. This move consists on a downwards-directed forearm hit. It is as powerful as the tiger knuckle.

ELBOW ASSAULT (RIGHT, RIGHT, X)

The elbow assault throw Ryu's FULL body with high speed to the opponent's center part of the body (around the stomach, which means that this hurts).

UPPER KNUCKLE (L, L, X)

Man, this gotta hurt!. This move is like the uppercut in the mortal kombat games. You crouch for a moment, and then get up, along with your punch, which is aimed at your opponent's jaw. Jaw-breaking!.

SLEEVE STRIKE (R, L, X)

You step forward and then punch whatever is in front of you with extreme

speed. This move is not as effective in tall people, but small people get their faces crushed.

RAIN THRUST(L,R,X)

This move makes Ryo swing his hand towards the enemy's left side of the neck(focal point). I suppose that this may be lethal in real life.

BIG WHEEL(X+A)

This move is a diagonal punch directed to the collarbone with extreme speed. Extremely powerful at close range.

TWIN HAND WAVES(RIGHT,X+A)

Ryu does a step forwards and using the palm of the hand as well as his forearm, he hits the enemy jaw and chest. This affects internal organs(Japanese must be crazy! j/k).

BACKFIST WILLOW(LEFT,X+A)

Ryo does a spin and hits the enemy in the right part of the face with his knuckle. The spin obviously increases the move power.

MISTRAL FLASH(LT,X)

Ryo rushed the enemy and does a diagonal punch with hits the nape of the neck as well as a portion of the shoulder.

AVALANCHE LANCE(R,R,X+A)

Ryo uses his forearm and performs a deadly hit which affects the lower portion of the stomach(it doesn't hits the nuts). Again, it shoulda hurt.

KATANA MIST SLASH(L,L,X+A)

Ryo advances one step with the forwards leg, and hits the enemy with the side of his hand. Extremely powerful.

PIT BLOW(R,X)

Ryo steps forwards and punches the enemies with one hand and then with the other.

RISING FLASH(L,R,R,X)

This is another variation of the Mortal Kombat uppercut. Ryu crouches, and then wakes up and hits the enemy in the head. This looks more mortal-kombat-is than the upper knuckle.

RABBIT'S REVENGE(X)

If an enemy is on your back, perform this skill. Surprise!. Rabbit's revenge!.

TWIN BLADES(L,R,R,X)

Ryo uses both sides of his open hands and lands a chop on both sides of the enemies neck. In real life, performing this move could kill somebody, so don't go Bruce Lee and do it on the local thugs.

DOUBLE BLOW (R,X+A)

Ryo uses his palm and hits the enemy, and then puts the other palm above the first palm to deliver a deadly blow (this creates an internal shockwave, you know).

STAB ARMOR (R,L,L,X+A)

Ryo does a spin and then uses both hands to hit the enemy in his body.
Extremely powerful.

KICK MOVES

CRESCENT KICK (A)

Ryo performs an upward-directed kick that is not so powerful.

SWALLOW FLIP (LEFT,X,A,X)

When an attack is coming, Ryo stops the attack and slides his foot towards the opponent feet at the same time, knocking him out of balance and throwing him to the floor.

TRAMPLE KICK (R,A)

Ryo delivers a kick directed to the vital organs located on the torso frontally.

SIDE REAPER KICK (LEFT,A)

This kick hits the opponent's lower portion of the knee, throwing him out of balance.

AGAINST CASCADE (R,R,A)

Ryo leaps towards his enemy and hits him with his knee in the upper portion of the body. Cool to see and powerful at the same time.

SURPLICE SLASH (LEFT,LEFT,A)

This is basically a roundhouse kick. You swing your foot from the lower to the midst to the highest in a semi-circular motion.

THUNDER KICK (L,R,A)

Ryo swings his foot upwards and then drops it with good speed, causing the enemy to receive a lot of damage (in reel life this can knock out somebody easily).

HOLD AGAINST LEG (L,R,A)

Ryo delivers a mid level kick. Before Ryo perform it, he contracts his leg and then de-contracts it to gain additional power.

BRUTAL TIGER (R,L,X+A)

This is a roundhouse kick with a bigger radius (compared to surplice slash). Therefore, the semi-circle is bigger.

DARK MOON (L,R,X+A)

Ryo does a boomerang like kick. He jumps, and while in the air, he does an aerial roundhouse kick that gives him more speed.

DESTROY PROTECTIONS (Y+A)

This is the move you were waiting for. Ryo SLOWLY swing his leg towards the enemies nuts!. Sadly, it is not very damaging. Crap!.

CYCLONE KICK (LT+A)

Ryo jumps and does a roundhouse kick. He flies forwards in the process, making it more powerful.

CYCLONE KICK (LT,X+A)

This is a variation of the cyclone kick, as it goes for the neck. When it connects, it normally throws the enemy out of balance. Is easy to dodge though.

SWALLOW DIVE (LEFT+A)

Ryo swings his leg upwards and finishes the move with a heel drop. This hits the jaw and the forehead.

TORNADO KICK (R, R, A, A)

Ryo does a spin, then lands on the floor and almost immediately does a second spin kick(hence the name "Tornado Kick").

CRAWL CYCLONE (R,L,L,A)

Ryo crouches and does a spin, which knocks out the enemy off balance. The damage is double, because it hits the legs and the body hits the floor.

MAD SPIDER (L,R,R,A)

Ryo crouches and slides towards the enemy. On his way there, he points his foot upwards and hits the lower portion of the stomach of the enemy.

TWIN SWALLOW LEAP (L,R,R,X+A)

Ryo leaps upwards and gains height. While flying, he performs a drops himself down with full-force and hits the enemy.

SHADOW REAPER (LT,Y+A)

Ryo runs towards his enemy and slides to hit his enemy's feet.

FOOT MOVER (A)

With an enemy in your back, press A and you'll surprise him.

THROWS

I won't give explanations about throws, because, even though some of them are different, they're pretty much the same(there are some of them that have

descriptions though).

OVERTHROW (B)

Get near your enemy, and press this button. Ryo will grab the enemy and throw him into the floor. This is the basic throw.

SWEEP THROW (RIGHT, B)

VORTEX THROW (LEFT, B, RIGHT, LEFT, A)

MIST REAPER (RIGHT, RIGHT, B)

Ryo grabs his enemy by the neck and pushes forwards, and with his leg, he pushes his enemy feet backwards, which throws the enemy out of balance. This move is very effective.

DEMON DROP (LEFT, LEFT, B)

SHOULDER BUSTER (RIGHT, LEFT, B)

When an attack is coming to you, press this combination to grab the enemy by his arm and perform an armlock.

TENGU DROP (LEFT, RIGHT, B)

DARKSIDE HAZUKI (B)

Put yourself in the side of an enemy and Ryo will grab the enemy and then use his forearm to throw the enemy to the floor.

BACKTWIST DROP (B)

Put yourself behind the opponent and press this button and you'll grab the enemy and throw him backwards.

WEDGE STRIKE (B)

While behind of the enemy, press B to kick the enemy's ass.

SWALLOW DIVE (RIGHT, Y+B)

ARM BREAK FIRE (RIGHT, LEFT, B, X, X+A)

TIGER STORM (LEFT, RIGHT, RIGHT, B, B)

This is a move a little like a lot. When you do this combination, Ryo will crouch and then rush towards his enemy. The hit launches the enemy flying backwardly.

SHADOW BLADE (RIGHT, Y+B, X)

CROSS CHARGE (RIGHT, RIGHT, Y+B)

GRABS

COLLAR GRAB (Y+B)

You grab the enemy from the neck and lift him. While you have him in your hands, you can do any of the attacks below.

GUT PUNCH (X,X)

Use this move to punch your enemy twice in the stomach. This is only effective when there aren't too much enemies around.

SCABBARD'S REVENGE (A,X)

Ryo hits his grabbed enemy twice in the stomach, and then goes around him and does a kick.

RISING KNEE (A)

Ryo releases his enemy for less than a second and uses his knee to blast him in the stomach with speed and power. Is a great move.

OVERTHROW (B)

You'll take the enemy and throw him into the floor. This is his most basic finisher, but is great for all situations.

GUARD MOVES (ARMLOCKS)

ARMLOCK (B)

When an enemy tries to punch you, press B to perform an armlock. Afterwards, you may perform any of the following moves.

FEATHER FOLD (---)

Ryo releases his enemy after a while if you do not press any button.

EPIGRAM (X)

Ryo hits his enemy with an elbow in the back of his neck and knocks him onto the floor. Is an effective move, but not very powerful.

KIDNEY KICK (A)

Ryo hits his enemy side with his knee.

SICKLE KICK (A+D-PAD movement)

With this move, Ryo will hit any enemy (depending the location you pointed the d-pad) while using his hostage as a balancer.

GUARDS MOVES (MOVE COUNTERS)

QUICK DUCK(Y)

Duck a high attack.

HEAVEN'S PRIZE(X) (After Quick Duck)

Ryo does an uppercut with his palms of his hands. Do this fast or the enemy may dodge it.

SWEEP KICK(A)

After ducking his enemy attack, Ryo will use his leg to hit his enemy feet and knock him out of balance.

SUN FLIP(X+A)

After you duck an attack, Ryo does an impressive-looking flip and hits various enemies.

PRIZE STRIKE(X)

Ryo does a turn after ducking and chops the enemy on his back

BACK MOWER(A)

If you have an opponent behind, press this after ducking and Ryo will push his enemy backwards. This causes damage and prevents the enemy from attacking.

HEAD SPLIT(X+A)

If you have an enemy on your back after ducking, press this combination and Ryo will do a chop on his enemy's face.

LEG SCISSORS(B)

After ducking, if you have an enemy behind, do this and Ryo will do a cool looking movement(you should do it by yourself. It is so damn cool!).

CORNER DROP(B,B)

If an enemy is about to punch it, press B twice and you'll grab his arm and flip him and throw him into the floor.

LEG TRIP(B,B)

Ryo uses his leg to drop down his enemy,

COMBINATIONS

TORRENT COMBO(X,X,X,X,X,X,X,X)

Ryo does an eight-hitting punch combo. This move is extremely fast and powerful, and should be used wherever you can. Problem is that it leaves you open for attack because of it's length.

TORRENT CIRCLE(X,X,X,A)

This combo is as powerful and as fast as the previous combo, but is a lot better. Ryo does three rapid punches and finishes with a big, aerial, roundhouse kick. You should use this a lot.

TORRENT TURNING ATTACK(X,X,RIGHT,X,X)

Ryo does two rapid punches and an elbow and finishes with a chop. Sadly, the finishing chop is performed slowly, making this move dangerous when fighting large groups of enemies(coughmadangelscough).

TORRENT OPEN TROOP(X,X,RIGHT,X,A)

Ryo does two rapid punches, and an elbow, which is followed by another punch and finished by an aerial roundhouse kick. Unlike the torrent turning, this is a very powerful and useful move.

TORRENT SCATTER ATTACK(X,X,A)

Ryo punches the enemy twice and fast, and then does a vertical kick. This move pushes your enemy backwards, and leaves him open for attack.

TORRENT HIP COMBO(A,A)

Ryo performs three kicks rapidly and vertically(like Devil May Cry rapid fencing). This is a great combo against various enemies, and can push enemies backwardly.

TORRENT STROMY HIP(A,X,A)

Ryo does a an upward kick followed by a punch and finished by a jumping kick. It is very quick, deadly, and is one of the combos you should pullout the most.

TORRENT KICK ATTACK(S,X,X,X,X,X,X)

Ryo starts with an upward-diagonal kick and finishes with six punches. Its very long, but useful any way.

=====
NOTEBOOK
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I'll soon add the starting notes as well as "how to get...".

<<<NOTE>>>: Lapis notes are located at the bottom.

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[Ine-San will leave 500 Yen on the shoe cabinet for me daily]

[I should go to the dojo and ask Fuku-San...]

[I'll get revenge for my father!]

[Ask around or see if anyone saw men wearing black that day]

[I can't involve Fuku-San]

[I found a locked box in the Dojo. Where's the key]

[Yamagishi-san almost got hit by the black car]

[I need to visit Yamagishi-San]

[Sumiya-San may know something...]

[The black car went towards Dobuita. Maybe people who work there may know something]

[I'll ask Ajiichu Chinese Restaurant owner Tao-sen]

[Ajiichi Chinese restaurant is across Hattori Sporting goods]

[When searching for Chinese, see for the three blades]

[3 blades: knives...cook. Mampukuken Ramen; scissors... tailor, Itoi-San of Mary's patches and Embroidery; barber, Maeda-san]

[I should visit the Lui Barber & hair salon]

[Landi-black market Chinese organization or chinese mafia]

[Sailors who work at Honk kong or Shangai import may know the chinese mafia]

[Must find sailor]

[Sailors hang around in bars at night]

[Bars that sailors frequent: MQJ jazz bar & heartbeats]

[Charlie has arm tattoo, leather jacket, sunglass, rides a hawg]

[Heard Charlie's a biker]

[I should visit Knocking Motorcycle shop for information]

[Where is Charlie]

[Ask Isuruka-san(Jupiter Jackets)]

[Tattoo...Nagai Industries? Could charlie be a Yakuza]

[I should visit the Nagai Industries]

[Charlie will be in Dobuita at night]

[He's often at the military surplus]

[If Charlie had his tattoo done around here...]

[Need to find tattoo parlor]

[Tattoo parlor location...]

[Tattoo parlor at XXX heights]

[Yokosuka Bar Akemi's should know]

[Ask Saijo-san]

[A tattooed man seen at You Arcade? Go check it out]

[Tattoo Parlor at Okayama Heights]

[Okayama heights is...]

[Meet Charlie at You Arcade tomorrow 3PM]

[Nozomi seems to be worried about me...]

[Ine gave me a letter written in chinese]

[Helped out a chinese boy called Gao Wen]

[This letter is my only lead now]

[I'm sure it will reveal the next step but...who can read this letter for me]

[Go to Ajiichi]

[Maybe wangsán can read it...but he's in delivery. Where?]

[It may be good to visit Liu]

[Dobuita back street?]

[A vending machine?]

[Wang-san was unable to read it]

[Xia-san(Russiya China Shop) might be able to read it]

[Xia-San may be able to read it]

[Near the Water Dragon 2]

[Letter contents: Beware those who seek a Mirror. Should you need help,
contact Master Chen at 0486-61-5647]

[Back of letter "Father's heaven, Nine Dragons, Mother's earth, Comrades]

[Signed by Zhu Yuan Dan]

[Call the #, use the phone at...]

[Hanging scroll at altar room reads "Heaven, Dragon, Earth, Comrade]

[Use the phone at tobacco shop]

[Father's heaven is a password!]

[I need to locate warehouse # 8]

[Can I get the address from the phone #]

[Need to call 104]

[Area code 61 is for Amihama]

[Near the Water Dragon 2]

[Warehouse #8 is in New Yokosuka Harbor]

[Go by bus]

[The bus stop for Amihama is near the tobacco shop]

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[Where is the warehouse]

[Where's warehouse # 8? Check numbers]

[Made friends with old homeless man]

[Nozomi spoke to me yesterday of her feelings...but what are mine]

[Can't enter warehouse # 8 from the front. Wonder if there is another way inside]

[2 Warehouse # 8's. The other is at the old warehouse district]

[I'll find old # 8]

[Hisaka-san(Lunch Box Stand) knows the harbor well]

[Old warehouse district is NW]

[From entrance go straight and left]

[Heavy security in day. Night is my only chance inside]

[Lack of guards on night may shift]

[Hisaka-san is worried about her sister Mei]

[Where's Mei]

[Mai should be all right now]

[Report to Hisaka-san so she won't worry anymore...OK]

[I was careless...what's happened to him]

[Aim for after the guard shift 8 pm...must wait until nighttime]

[Met with Master Chen in Old Warehouse # 8]

[Lan di is leader of a Chinese organization called Chi You Men. He uses a deadly martial arts style]

[It seems another mirror, called the Phoenix Mirror exists]

[Password: Heaven, Dragon, Earth, and Comrades]

[The phoenix mirror must be somewhere must be somewhere in our house...it's my only lead so...I must find it]

[I hear Fuku-san is looking for me]

[Father apparently took something from the antique shop]

[Could it be the phoenix mirror]

[Dad left the Hazuki family handguard]

[Legend of-Heave, Dragon, earth, comrades-9 dragons born of father's heaven grow on mother's earth to become land gods even today. They're respected as both parents and comrades and are believed to protect honk kong from natural disasters]

[Snow ring, two stars, and one sword. The Hazuki family crest]

[The wall scroll may have a meaning...]

[A hidden door in the dojo...]

[Found a basement: Could the phoenix mirror be here]

[Found an old photo of dad]

[Floor scratches]

[This shelf's been moved...why?]

[Is there a space behind the wall]

[I need to break the wall...how]

[Fuku-san: floor scratches, part of wall of different colors]

[Get the phoenix mirror! Must see Master chen]

[Secret of Ying-Yang-All items harbor both good and evil fortune]
[Is there meaning other than of the legend]

[The Phoenix is a sacred guardian of Chinese legend-Protector of the North Star(highest emperor)]
[In china the big dipper was also highly respected, like north star for a long time]

[Phoenix mirror made of precious stone only found at Gui Lin region carved by master artist by mandate from an ancient emperor]

[When the dragon ascends and Phoenix descends, something occurs]
[Land Di still does not know there are two mirrors]
[A creepy skinhead(from Chi You men) tried to steal the phoenix mirror]
[The Chi You Men and Mad Angels are connected]
[Mad angels are enemies of master chen group]
[It appears lan di has already left for honk kong]

[I must go to honk kong ASAP. But how?. No connections, no money...]
[I should talk with Fuku san]

[Fuku san said a cheap travel co in Dobuita]
[I don't want to worry about ine san. I'll get to honk kong on my own]
[First I need to check the travel co's in dobuita]
[Find out how much it costs to get to honk kong]

[Megumi was worried because the kitten was missing]
[We found the kitten! I'm sure Megumi is happy]

[I heard the global travel agency has a good reputation]

[Asia travel co. near Yokoatsu product has a bad reputation]

[Global travel-198.000 Yen]
[Got pamphlets for honk kong but too expensive]
[Maybe I should discuss with fuku san again]

[Asia travel-158.000 Yen]

[Fuku san gave him his life savings. I must not waste this money]
[Someone must know a cheaper way of getting to honk kong]
[Should ask Nozomi from Aida Florist]]

[Wang-san(Ajiichi) may also know...]
[Tatsumi (Water dragon) opposite Hokuoku lunches may have information]
[Ask Saijo-san at Yokosuka bar too]

[Boat fare is less than plane fares! Ask at the travel agencies again]
[For boat fare, g to Asia travel]

[Purchased boat at Asia travel for 69.000 yen]
[Pick up ticket at Asia travel in four hours]

[Arranged to get new ticket with man from Asia travel]
[The woman at Asia travel co ran off with my money]
[Man from Asia travel co will contact me tomorrow]

[Eri was worried because Nozomi seems depressed lately]
[Suppose I should be concerned too]
[Meet Nozomi at Sakuragaoka park]

[Nozomi brought flowers for the altar]

[Jimmy(Asia travel) called-meet at you arcade at noon]

[That skinhead showed up again! Who is he? Where did he go?]
[Could Jimmy from Asia travel co. be one of them]
[Go to Asia travel co.]

[Could jimmy from Asia travel be one of them]
[Go to Asia travel]

ITEMS

>>>ITEMS YOU FIND<<<

Father's letter

Found at: Hazuki garden

Description: Ine gives you this letter after the incidents at the tattoo parlor

It is in chinese, so you may want to visit Xia at the Russiya Chin

a shop for her to translate.

Father's picture

Found at: Hazuki basement

Description: This picture, which is found inside a red box at the basement, shows a photo where we can see Iwao and one of his friends. If you miss it, Fuku gives it to you.

Harbor maps

Found at: New Yokosuka harbor/old warehouse district.

Description: This maps show you the routes you need to follow while working on the harbor as well as the patrol routes of the guards inside the old warehouse district.

Flashlight

Found at: Tomato Convenience store

Description: A flashlight that must be used in conjunction of the batteries. It is used to light dark places such as the basement. It costs 500 Yen can comes with batteries included.

Sword Guard

Found at: Bunkado antiques

Description: This handguard represents the hazuki family crest. Use this to open the door that leads for the basement. You can only acquire it when you need to do so(is a story-driven item)

White Leaf

Found at: Hazuki basement

Description: This is apparently a pigeon feather. Is found inside a book in the Hazuki basement.

Phoenix Basement

Found at: Hazuki Basement

Description: This is the mirror Lan di was looking for(it's is copy, actually)
This item must be found the next way: Use the axe the hazuki
basement on the discolored wall, where this is.

Mysterious key

Found at: Iwao's room

Description: This key is found in a drawer in a desk in Iwao's room. Is used
to open the locked box on the dojo and get the sword.

>>>OTHER ITEMS<<<

Cassette player

Found at: Ryo's room.

Description: This is found in one of the drawers at Ryo's room desk. It is
used to listen to the cassettes you find or you buy. It comes
with

batteries, and if they run out, you'll have to buy some more.

C size batteries

Found at: Tomato convenience store

Description: These can be bought at the tomato convenience store for 150 yen.
Use them to recharge your flashlight.

AA size batteries

Found at: Tomato convenience store

Description: This can be bought only at the tomato convenience store. They
cost 150 Yen, and are used to recharge your cassette player so
you can hear to music.

Light bulb

Found at: Tomato convenience store

Description: These can be bought at the tomato convenience store only and are
used ONLY to light the Hazuki's basement by putting it onto the
slot on the ceiling.

Candle

Found at: Altar room/Tomato convenience store

Description: These can be bought at the tomato convenience store for 150. Use
them in the Hazuki basement. Light them by using your matches and
then put them in the candleholders.

Winning can

Found at: Vending machine

Description: If you buy a soda at a vending machine, you may end up receiving
this. These are used to participate in the Shenmue lottery at the
tomato convenience store.

Matches

Found at: Altar room/Tomato Convenience store

Description: These are used to light candles and can be bought at the tomato
convenience store for 50 yen. They're pretty much useless, but
have at least one of them if you don't want to buy a light bulb.

>>>FOOD ITEMS<<<

All of the food items can be bought at the tomato convenience store.

Dried Fish

Description: The dried fish is used to feed the kitten at the Yamanose shrine.

Buy it for 300 Yen.

Milk

Description: The milk can also be used to feed the kitten at the Yamanose shrine. It costs a considerable 100 Yen.

Canned tuna

Description: This is also used to feed the kitten at Yamanose shrine. It costs 180 Yen, so it's a great choice compared to the dried fish.

Squid Legs

Description: These are also a cheap way to feed the kitten at the Yamanose shrine as they cost only 90 yen.

Salami

Description: The salami are the second best way to feed the kitten at the Yamanose shrine due to its price. 90 Yen apiece.

Caramel

Description: This caramel is used to only to participate in the shenmue lottery. Sadly, you can't feed the kitten with it and it costs 120 yen.

Potato Chips

Description: When you buy this fried chips, you get to participate in the Shenmue lottery. You can't use it to feed the kitten(duh!) and it costs 120 Yen.

Chocolate

Description: This tasty caramel lets you to participate in the Shenmue lottery but is can't be used to feed the kitten. It costs 120 Yen.

Sliced Fish

Description: The sliced fish is used to feed the kitten at the Yamanose shrine It costs 500 Yen, therefore, you should avoid it at all costs.

>>>PICTURES<<<

Photo of friends

Location: Hazuki's house

Description: This picture is found at one of the drawers of Ryu's desk at his room. It shows Ryo, Nozomi, Ito and Sakurada.

Hazuki house

Location: Ine's room

Description: Find this at a box inside Ine's room(by her mirror). It shows Ryo Iwao, Ine and Fukuhara.

Nozomi(1)

Location: Harbor

Description: This photo shows Nozomi's standing next to Ryo on the harbor in a clear day with the ocean as the background.

Nozomi(2)

Location: Harbor

Description: This photo shows Nozomi standing next to Ryo on the harbor on a cloudy day with the ocean as the background.

Nozomi(3)

Location: Harbor

Description: This photo shows Nozomi standing next to Ryo on the harbor on a snowy day with the ocean as the background.

Nozomi (4)

Location: Harbor

Description: This photo shows Nozomi standing far away from Ryo on the harbor on a clear day with the ocean as the background.

Nozomi (5)

Location: Harbor

Description: This photo shows Nozomi standing far away from Ryo on the harbor on a cloudy day with the ocean as the background.

Nozomi (6)

Location: Harbor

Description: This photo shows Nozomi standing far away from Ryo on the harbor on a snowy day with the ocean as the background.

>>>CASSETTES<<<

- Antiquity Tree
- Be-Witch
- Bozo Nov
- Dandy Old Man
- Destiny
- Like a feeling
- Feel tired song
- ?????
- Glyfada
- GoGo
- Harbor Bar
- Harbor beats
- Heart Beats
- Hip de Hop
- Linda
- Liquor
- NaNa
- Shenmue cassette
- Sha Hua disk
- Spider
- Strong
- YaDa
- Yokosuka blues

CHARACTERS

Ryo Hazuki

Gender: Male
Age: 18
Height: 5'9''
Weight: 143LBS
Blood type: 0
Birthday: 11/29
Zodiac sign: Sagittarius
Where: Everywhere

He was born and raised in the Hazuki dojo by his father, and is the one who taught Ryo his style (the Hazuki style). He's a great martial arts pro, and a great student. He wears a leather jacket and blue jeans. He's looking for Landi, the ma who killed his dad, and wants to get his revenge. He is the main character and you'll be using him everywhere and anytime.

Iwao Hazuki

Gender: Male
Age: 46
Weight: 177lbs
Height: 5'9''
Blood type: A
Birth date: 5/3
Zodiac sign: Taurus
Where: cutscenes only

Iwao is Ryo's dad, and is the one who founded the Hazuki dojo, and is the creator of the Hazuki style. He taught this style to Fuku and Ryo and wants to teach it to as many people as he can. Landi killed him when he refused to give him the Phoenix Mirror, and Ryo, his son, plans to avenge him. He can only be seen in the cutscenes and in the manual.

Lan Di

Gender: Male
Age: 31
Height: 6'1''
Weight: 188Lbs
Blood type: A
Birth date: unknown
Zodiac sign: Unknown
Where: Cutscenes only

Lan di is the focal point of this story. He's the murderer of your father, and apparently, he has some sort of connection with the Chi You Men, which controls the black market in china. His skills were forbidden for a long time and people often feel intimidated while talking with him. No other information is available.

Fukuhara

Gender: Male
Age: 26
Height: 5'8''
Weight: 150lbs
Blood type: O
Birth date: 8/6
Zodiac sign: Leo
Where: Hazuki dojo

One of Iwao's pupils, he's the one who tried to defend Iwao in the dojo the day of the incident and got his butt kicked. He's the one running the dojo now, and is worried about Ryo and his adventure. He knows little about Lan Di and his men, but he can help you to understand the suture world of the martial arts, as well as give you practice. He wears a hazuki-ish outfit: blue pants and white shirt.

Ine Hayata

Gender: Female
Age: 64
Height: 5'1''
Weight: 106lbs
Blood type: A
Birthday: 8/9
Zodiac sign: Leo
Where: Hazuki house

Ine Hayata has been serving the Hazuki family for generations. She's very quiet and calmly, but inside herself, there is a maternal love for Ryo, and hence, she won't let him to do whatever he wants and she is always worried about him. She normally gives Ryo some advice and tips on how to take the problems he's confronting now.

Lin Sha Hua

Gender: Male
Age: 16
Height: 5'1''
Weight: 96lbs
Blood type. A
Birth date: 9/9
Zodiac sign: Virgo
Where: Dream sequences only

A girl raised in a nature panorama, who shows on Ryo's dream. No further information available.

Nozomi Harasaki

Gender: Female
Age: 18
Height: 5'5''
Weight: 105lbs
Blood type: AB
Birth date: 8/23
Zodiac sign: Virgo
Where: Dobuita

Nozomi is the one who attends the Aida Florist during most of the day, and attends to college at night. She is Ryo's classmate, and harbors a secret love for him, but she can't express it because of something... However, she's always worried about Ryo (and who's not) and consider him as a great friend.

=====

MAKING OF SHENMUE

=====

I haven't the foggiest idea regardless the making of Shenmue, so the information below is a word-by-word copy of the information found at the Prima Strategy Guide. Also, my note are between [These symbols]

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"As you marvel at the beautiful graphics and the incredible intricacies of Shenmue, you'll ask yourself 'how did they do that?. In addition to sharing some of the fascinating eye candy we observed while writing this guide, you can also read a reprint of a report by Yu Suzuki, creator of Shenmue."

EYE CANDY AND MORE

"Interesting character, a deep story line, and battles galore-Shenmue has it all. Playing as Ryo Hazuki, you're on a quest to avenge your father's murder, and while your days are filled with seeking out information and unraveling clues, be sure to check out some of the small details that help make Shenmue the fabulous RPG it is[GLN'S NOTE: Shenmue is NOT an RPG. Is a F.R.E.E. game]".

"Everyone has a story to tell in Shenmue, and that includes the dogs, cats and even the birds. While walking along the New Yokosuka harbor, take note of the pigeons. The animations are so real, that whenever you get near the birds, they'll walk, run or fly away".

"The weather in Shenmue is constantly changing thanks to the magic weather engine. If the weather is sunny the first time you play, it may be raining or even snowing the next time you play it again. You can choose the actual weather option if you want the actual weather as it was in 1986[GLN'S NOTE: Shenmue takes place in 1986]. That's how real Shenmue can get"

"If the weather is sunny, check out the shadow your character casts on sidewalks and buildings. If it's raining, you can stand under building's awning and watch the rain fall in front of you"

"So many details are woven into this game that's impossible to list them all here. You may not even notice many of these details, but they add to the beautiful symmetry of the Shenmue environment"

THE MOVIES

=====
HAND MOTIONS

=====
"Grab it, twist it, and grab the phone. To reproduce even the smallest movements the shenmue team used "motion capture technology". You can see the differences on the screen. Everything looks realistic, even down to the faithful reproduction of the blood vessels in the back of the characters hands".

=====
MOTION CHARACTERS
=====

"To make the character's movements look as realistic as possible, professional actors were filmed acting out each scene. Of course, even the greater efforts were taken with the firefights scenes; martial artists were enlisted to ensure realistic actions"

THE MAPS

=====
CREATING THE MAPS
=====

"The maps in Shenmue are based from actual and real maps. The shenmue team studied real maps to understand more of how a city is laid out, so the map of the city created closely resembles that of a real city. Not only that, but the whole makeup of the city is incredibly real; look at the moisture of large and small, tall and short buildings, the distances between them and the types of architecture used".

THE SOUND

"For the U.S version, the voice actors are different from the Japanese version[GLN'S NOTE: Duh!] in which motion capture actors synched their voices to the film to create character dialogue".

YU SUZUKI-CREATOR OF SHENMUE

"In creating a game this game I had few restrictions placed upon me and was able to proceed at my leisure. I hoped that I could develop a game that would be just as trouble free. That was my goal as I set out to create Shenmue. In the act of investigating, something creates something new, and this is something that even a child of ten can do. It goes beyond generations, crossing country borders, and is a theme that people all over the world can sympathize with. Forcing strong emotions on the players makes them experiences the game as if they were there and creates a story people talk about. This game can be enjoyed at any age. The system is simple to use and fun to play. Through this new world you can experience a life that is totally different(than your own). You'll want to see what happens next. The stages are realistic and the story is so easy that even a child will understand it but the depths of the story will draw into adults. The characters are appealing, the story is moving, and everything is interwoven into an harmonious whole. My goal is to hand the whole world to the player. It is a super realism and this is exactly what I wanted to create. 'FREE' is a totally new kind of game".

~Yu Suzuki~

=====
PASSPORT DISK
=====

It took me a long of time to get into this, but finally, I achieved it. But my console doesn't lasts too long inside the passport, so I have to use my prima guide to do this.

SETTING UP

Put the [BROWSER CD] onto the CD lid, and follow the instructions. Once you have to set up your user ID, exit the browser and insert the [SHENMUE PASSPORT DISK] into the Dreamcast. From now on, you'll be able to check on the nifty information this has.

INFORMATION

You'll see some of the character's faces on the screen. When you select one of them, they'll explain you a certain fact of the game. If you enter a sub menu, use the d-pad to scroll through it. See below to know what each face means:

RYO	BATTLE SYSTEM
NOZOMI	MINIGAMES
OISHI	MAGIC WEATHER
MARK	MONEY
XIU YING	GAME SYSTEM
CHAI	QTE
SHAHUA	PROLOGUE

THEATER

This a mode I like to use a lot. Select one of the frozen frames to repeat a cinema you saw. Anyone. Want to see that cinema that made you cry/scream/jump? Use this option to do so!. Below are the cinemas you can see in the theater...

Promotional movie trailer	Nozomi returns from class
What's Yokosuka	Nozomi's confession
Magic weather and time	Encounter with Master Chen
Control	Oishi's antiques
Preview	The north star
Forklift preview	Chai attack
prologue	Piggy bank
drifting blossoms	Boat ticket
top on the street	Chai's trap
Nozomi vs Enoki	Jimmy's apology
Tatto parlour & Charlie	Goro's job introduction
Goro's information	Tom move instruction
Mark takes an ugly beating	Goodbye Tom
Goro's marriage	Ambushing Ghui Zang
Nozomi's tears	Ryo and Ghui Zhang at sunrise
Borrowing Ito's motorcycle	The parting
To the harbor	Dobuita, departure
Nozomi and the motorcycle	Nozomi's amulet
Dream of the Phoenix mirror	Ending
Meditation	

| Tom's treat |

MUSIC

=====
There is a song you heard in the game and fell in love with it?. Use this option to hear it again!. See below for more information about what songs you can hear.

Shenmue original	The sport	
Sha Hua orchestra with vocals	Beyond the memory	
Sha Hua orchestra with chinese	Yamaji	
fiddles	Lapis	
Loneliness	Bob Pizzeria	
Harbor light	Abe store	
Visitor at night	Slot house	
To the sky	Tomato convenience store	
Liu Barber & Hair salon	Mysterious letter	
Asia travel Co.	Morning dew	
Harbor lounge	Working man	
Light	I wish...	
Earth and sea	Why?	
Sadness, hope	Antiquity	
Sunny place	Jingle bells	
	Silent night, Holy night	
	Sha Hua Christmas	

PASSPORT

=====
With this browser, you can log into Shenmue online and look at a lot of eye-popping information regardless Shenmue and other of its aspects. See below for more information.

URGENT MESSAGES!

Select "TOPICS" to get information on upcoming Shenmue events. Click on "TROUBLESHOOTING" to get messages from the Shenmue Team itself.

SHENMUE WORLD

With this browser, you can check on information about the gameplay. You can learn more about locations, characters profiles, as well as fighting techniques. All of these is extremely detailed.

NOZMI'S MESSAGES

Click on the button to hear what Nozomi has to say about certain in-game events and features.

NETWORK RANKING

With this option, you'll be able to check other's people rankings in all of the minigames you find at Shenmue. You could also post YOURS and you may end up being one of the bests.

ONLINE MANUAL

This shows you basically the same information found at the manual, which includes controls, basics, story, overview, blah, blah, blah.

EVERYONE'S SPACE

Here, use the winning cans you get from vending machines and exchange them for the hard-to-find and one-in-kind collectables. You can only complete your collectables collection once you gather everything here.

SHENMUE.COM

In the Shenmue official site, you can find a lot of nifty information and more.

COLLECTABLES

Abe store (Virtua Fighter/machine#1)

Akira 1
Akira 2
Jacky
Jacky 2
Jeffrey 1
Jeffrey 2
Lou 1
Lou 2
Wooden Man
Pai 1
Pai 2
Sarah 1
Sarah 2
Kage 1
Kage 2
Wolf 1
Wolf 2

Abe store (Sonic the hedgehog/machine#3)

Sonic 1
Sonic 2
Knuckles
Tails
Eggman
Espio
Amy
Bark
Bean
Fang
Chap & Plain
Ristar

You arcade (Virtua Fighter kids/machine#2)

Kids akira 1

Kids akira 2
Kids dural 1
Kids dural 2
Kids jacky 1
Kids jacky 2
Kids jeffrey 1
Kids jeffrey 2
Kids Lau 1
Kids Lau 2
Kids Lion 1
Kids Lion 2
Kids Pai 1
Kids Pai 2
Kids Sarah 1
Kids Sarah 2
Kids wolf 1
Kids wolf 2
Kids kage 1
Kids kage 2
Kids shun Di 1
Kids shun di 2

You Arcade and Harbor Lounger(Excited Sega World/machine#4)

Aida II
Alex kid
Chicken leg
Dreamcasko
Hornet
Gear-0
Jet Opa Opa
NiGHTS 1
NiGHTS 2
Coba Beach
Megadra brothers
Myau
Mobo
Opa Opa
Poppors
Robo
Ruber
Sataro
Shop
Solo wing
Tri-Z

You Arcade and Harbor Lounge(QTE buttons/machine#2 & #4)

A button
B button
X button
Y button

Harbor Lounge (Vehicles/machine#5)

Bus
Coupe 1
Coupe 2
Coupe 3
Coupe 4

Coupe 5
Delivery moped
Hang on 1
Hang on 2
Hang on 3
Hang on 4
Hang on 5
Motor scooter
Wagon 1
Wagon 2
Wagon 3
Wagon 4
Wagon 5

Harbor lounge (Port-related items/machine#6)

Anchor
Container
Forklift
Float
Steering Wheel
Truck 1
Truck 2
Truck 3
Truck 4
Wooden Crate

Gacha Gacha machines collectables

Binsbein 1
Binsbein 2
Binsbein 3
Dice 1
Dice 2
Dice 3
Heavy bomb 1
Heavy bomb 2
Heavy bomb 3
Super ball 1
Super ball 2
Super ball 3

Shenmue lottery (Abe store)

Dural gold
Dural silver
Director (Yakawa)
Director 2 (Yakawa)
R-360
Space Harrier
Rent-a-Hero
Bonanza Brothers

Shenmue lottery (Tomato convenience store)

Radio cassette player (used to play cassettes. Its batteries don't die [because it doesn't have] and is always in your room)

Sega Saturn Software (this games are Hang On and Space Harrier, which can be played at the Saturn in your house)

Final take off (cassette)
Space Harrier main theme (cassette)
Hang on main theme (cassette)
Magical sound shower (cassette)

B B ultra
Food car
Metal sonic
Super sonic

Shenmue lottery (Harbor's tomato convenience store)

Crane
Ferry
Fork lift (blue)
Fork lift (red)

Minigames prize (arcade games)

Space harrier certificate
Hang on certificate
Mini darts board
Mini hangs on
Mini space harrier
Mini QTE title
Mini excite QTE

Minigames prize (slot machine)

Matsuyama certificate
Mitsuka certificate
Cherries
Mini billiards
Mini slot machine
Mini jukebox

Passport items

Mary
Black kitten
Tiger kitten
Pochi
Philips
Pyonta
Kelly
John
Robins
Big philip
Big robbin
Chip
Litttle philip
Little robbin
Pip
Pop
Rap

OUTRO

Thanks for taking your time and reading this guide. I hope you find it useful and you like it. I'll add more stuff to it as time passes, but as for now, it'll stay like it is. G'Bye!.

Shameless self promotion---other FAQs by me

DREAMCAST

Skies of Arcadia (walkthrough)
Skies of Arcadia (Elcian enemy strategy)

PLAYSTATION

Harry Potter (walkthrough)

GAME BOY COLOR

Pokémon crystal (walkthrough [spanish])

PLAYSTATION 2

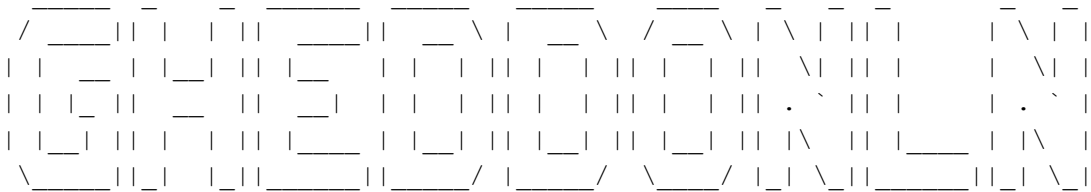
Grand Theft Auto III (car database)
Grand Theft Auto III (walkthrough)
Metal Gear Solid 2 (walkthrough)

XBOX

Dead or alive 3 (Hayabusa movelist).

===EOF===

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