

Shenmue Shenmue Passport Move Scroll Text

by Triple Lei

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SHENMUE: Shenmue Passport Move Scroll Text
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I want to take this time to humiliate EGM and Game Cave once more:
"This means you!"

This document Copyright 2002 Justin Sison. This is dedicated to Kao Megura, who, after 5 Megs or so of FAQs, has retired from FAQ writing. I can't blame him, though... certain magazines and mail order stores are making blood money off his fine work, and he always gets the short end of the stick. Check out his homepage for more on that...

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1. I N T R O D U C T I O N

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Ever since it was announced by Hibiki on the GameFAQs Shenmue message board that the Shenmue Passport would be shutting down, all sorts of people had volunteered to archive as much information as possible. I had volunteered to take screen caps and grab the texts from the online All Moves Scroll.

And Shenmue isn't even my favorite game, even though I have all the soundtracks and have beaten the game three times... huh.

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2. M O V E S

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:: 2.1 Tiger Knuckle :::

Command: X

The Tiger Knuckle is a punch aimed at the jinchu, a pressure point located between the nose and the mouth.

The Hazuki Style is a martial art style that dates back to the time of the Warring States Era which focused its moves for hand-to-hand combat against warriors that wore body armor. Because of the movement restrictions arising from wearing armor, Warring States Era hand-to-hand combat moves appear very different from those of contemporary martial arts such as Kendo or Judo.

Because warriors who engaged in Kendo (the art of Japanese swordsmanship) wore helmets, these ancient moves did not focus on a general area, but instead, focused on parts of the body unprotected by armor. The jinchu is one of these unprotected areas, and originally, a fatal twisting blow was delivered using a Caltrop Fist, formed by extending the index finger at the second joint.

However, as is the case with ancient martial arts in general, the Hazuki Style evolved, changing from its historical background as a martial art for fighting in body armor against those who wore body armor to one that was practiced in everyday clothes, a so-called "naked martial art." Through the inventive ideas of the practitioners who handed down the moves from generation to generation, moves from other martial arts were incorporated and the Hazuki Style was transformed from the lethal martial art practiced during the Warring States Era to one with strong characteristics of self-defense.

Currently it is the self-defensive moves that are known to the public, but through traditional style oral instruction, these moves can easily be turned to their lethal counterpart martial arts of old.

:: 2.2a Elbow Slam ::

Command: f+X

This move delivers a downward rotating blow from the forearms, aimed at the opponent's collarbone. Because breathing becomes labored and combat becomes impossible when the collarbone is broken, it is also a target for chops in Karate. In the Hazuki Style, the initial strike is made with the upper forearms, with the arms drawn across the target in a slashing blow to inflict damage in a greater area on the body. The move is called the Elbow Slam because the blow involves a downward elbow strike, but with proper training through oral teachings, this move can be transformed into the more powerful Big Wheel Strike.

:: 2.2b Pit Blow ::

Command: f+X (teach Fuku-san)

This double punch begins with practitioner lowering his waist and throwing a mid-level punch with the fist timed to coincide with the step forward, and then a second punch to the same location of the first fist. It takes its name

because the consecutive blows are delivered to the pit of the stomach, the vital point located in the center of the torso. In Chinese, the move represents and signifies water and moon. As the most basic, but important move of the Hazuki Style, it is a move which expresses the essence of the style's "martial principle." In actual combat, once a fighting stance is taken, the opponent can surmise the intent to attack so the so-called "stanceless" approach is favored. When mastery is attained, the Pit Blow allows the practitioner to rapidly approach the enemy and initiate the attack as though he was simply walking forward. The enemy has no time to prepare for combat and is knocked senseless. In ancient times, it was said, "It takes three years of practice for this Hazuki Style move to take root" and new disciples practiced this move day and night for three years. Although this trend has weakened over the generations, strict practitioners of the Hazuki Style continue to preserve the old teaching methods and this accounts in part for the small number of disciples in the Hazuki Dojo today. Incidentally, masters of this move can add a decisive elbow strike afterward.

:: 2.3 Twist Knuckle ::

Command: b+X

This move received its name because of the thrust made using a Caltrop Fist formed by extending the index and middle fingers and supporting them with the thumb. Unlike the Elbow Slam, this blow is thrown horizontally in a sweeping hook.

Also, unlike a hook in boxing, if the punch misses in the Hazuki Style, it is immediately converted into an elbow strike. If the elbow strike misses, the rotating motion is used to strike a blow with the back of the fist or to deliver a full body thrust.

The power of the Hazuki Style elbow thrusts is renowned because of an episode when Sadamitsu Hazuki, the ninth head of the Hazuki Style, was summoned by a feudal lord to visit his castle to participate in a combat match in full armor. At that time, Sadamitsu declined to participate in the match and instead struck a suit of armor suspended from a pillar. It is said that when the feudal lord inspected the suit of armor, he saw that the power of Sadamitsu's elbow thrust had made a deep indentation on the inside of the armor. From that time on, the power of the Hazuki Style elbow thrusts became renowned among practitioners of the martial arts, though few have ever seen such a strike.

:: 2.4 Elbow Assault ::

Command: f,f+X

The Elbow Assault targets the center of the opponent's body with a full-body rush. This area is targeted because this inner area contains many pressure points. The central cord, which runs straight through the center of the body, is especially vulnerable, containing numerous pressure points that are vulnerable to fatal blows. However, because this move involves breaking through an opponent's stance and getting inside of his defense, compared to moves used to attack an opponent from the outside, it involves extra risk to the practitioner in that it creates an opening for the opponent to attack. To

avoid this risk, the Elbow Assault is executed by raising the hand of the attacking opponent, aiming at the exposed torso and delivering a sharp elbow thrust while stepping inside the opponent's defense. At that time, although the practitioner's body is turned sideways, he must turn his face in the direction of the opponent and observe him carefully.

Also, the Elbow Assault is different from the typical elbow thrusts in that it is executed with the practitioner using his full force, which is significant because it is not possible if the axis of the practitioner's own body is twisted. A straight spine and lowered waist are required. Compared to other Hazuki Style attacks, the Elbow Assault is a move conspicuous because it involves extensive body manipulation.

It seems that Ryo's father Iwao adopted this move from another martial art, but the details of this are unclear.

:: 2.5 Upper Knuckle ::

Command: b,b+X

A move where the practitioner momentarily lowers then raises his body and swings to strike the opponent on the jaw. At first glance, it appears similar to an uppercut in boxing, but the difference is that with the Upper Knuckle, the practitioner rotates as he strikes the opponent on the jaw. While a variety of rotating movements is one of the characteristics of the Hazuki punching style, unlike moves such as the Elbow Slam which are readily identifiable as moves involving rotary motion, the Upper Knuckle does not appear at first glance to involve this motion. The reason for this is because the original movements of the Upper Knuckle were based on the reverse diagonal cut of Kendo; that is, the move mirrors a down to upward diagonal sword cut. It is not certain when the Upper Knuckle was incorporated into the Hazuki Style. However, because the move is aimed at the jaw, a pressure point, and because of its effectiveness is multiplied by the weight of the helmet when used against an opponent who is wearing armor, it may have been adopted during the Warring States Era.

:: 2.6 Sleeve Strike ::

Command: f,b+X

This move involves taking one step forward with the rear leg and punching at a mid-level target with the fist. The name was derived because in earlier times rather than a mid-level punch, the practitioner grasped the sleeve of his opponent, twisted him upward, and then pulled him down.

It is likely that when the warriors stopped wearing armor, the Sleeve Strike was converted into the current form that exists now because the form itself is suited to landing a punch in the exact area of the liver or kidneys. Currently, people's hands and forearms move in opposite directions when they walk, but this is because western troop drills were adopted in Japan after the Meiji Restoration. Prior to that, the Nanba style of walking, where both the arm and leg of the same side of the body moved forward at the same time, was the rule. This was particularly prevalent among the samurai of the warrior class who were required to carry swords. This is best illustrated if

you try walking with a sword inserted in your belt; the sword interferes when you walk in the western style, so you would want to walk in the Nanba style.

Like other moves, the Sleeve Strike makes use of the customs of ancient times and is characterized by stepping forward and punching using the same side of the body. The distance between the practitioner and the enemy is quickly closed and the punch is delivered naturally as though the practitioner is simply walking forward.

:: 2.7 Rain Thrust ::

Command: b,f+X

The Rain Thrust is a straight punch aimed at the pressure point on the right side of the human neck, known as the Passing Shower. (Incidentally, the pressure point on the left side of the neck is called the Wind in the Pines.) The move itself involves throwing a straight punch with the hand held to the rear when the practitioner is in his fighting stance. The punch is thrown at the same time a kick is launched using the rear leg in the stance, and the practitioner quickly resumes a sideways stance. The move has its name because the fist naturally reaches the Passing Shower pressure point, and one can think of the punch as thrusting through the rain to get to this target. Because the practitioner exposes his own pressure points at the time the punch is thrown, it is advisable to resume a sideways stance as soon as possible after the punch. However, if the practitioner concerns himself only with returning to a sideways stance, the all-important punch is delivered indecisively, so good balance between offense and defense is required. Although this is a basic move, in the Hazuki Style where repeated practice is necessary to master moves, one thousand repetitions of this punch is called "one round," and disciples cultivate their skills through frequent practice with one another.

:: 2.8 Big Wheel ::

Command: X+A

In general, in the ancient martial arts, step by step teaching methods are employed and the master moves his pupils from one stage to the next after carefully observing their character and ability. There are many stages such as Front, Rear, Paper Cutting, and Complete Mastery, with the number of stages and their names varying according to the style taught. Even though styles may be quite similar, instruction in the oral tradition can result in one learning the more powerful and dangerous aspects or secrets of a move. In the Hazuki Style, these are called the Innermost Secrets and are not usually imparted to young people such as Ryo, but because Ryo was to be the next generation master of th estyle, his father Iwao made an exception and taught a few to Ryo.

The Big Wheel is a powerful variation of the Elbow Slam. Whereas the Elbow Slam is executed from close quarters, the Big Wheel is aimed at the opponent's collarbone, with a diagonal blow struck after the practitioner closes in. The move does not involve a simple swinging of the arms, but is executed with a headlong dash as though the entire body were rotating forward, which gives devastating results. Because the move looks like one is wielding a hatchet, members of other styles who don't know the correct name call it the Wielding

the Great Hatchet of the Hazuki Style, and it is a much-feared move.

Once mastered, the Big Wheel, as an evolution of the Elbow Slam, becomes a more powerful move.

:: 2.9a TwinHandWaves ::

Command: f+X+A

This move involves advancing a step forward and striking the opponent's chest and jaw with the palm and entire forearm while deflecting the opponent's attack downward with the other hand. This doesn't merely involve hurling the opponent's body backward as with a sumo arm thrust. The impact creates a shockwave that affects the opponent's internal organs.

Originally, it was a move devised in the Warring States Era to strike down samurai wearing armor. Not only was it ineffective to strike the hard torso of an opponent's armor with the hardened edge of the fist or elbow, it also injured the practitioner. For that reason, the softer, fleshier palm of the hand and the entire forearm was used to attack. The move took its name because it is executed from the posture which resembles a surging tsunami.

:: 2.9b Double Blow ::

Command: f+X+A (learned from Yamagishi)

The practitioner firmly places his forward palm on the enemy's body, plants himself, and slams the palm of his free hand into the back of his other hand in a devastating blow. At first glance, the movement seems strange, and the point is probably difficult to understand by those uninitiated in the art. One technique used in billiards when two balls are in contact is to strike one ball sharply with the cue ball to launch the other ball without moving the ball directly struck, and the Double Blow is a move, which utilizes the same principle. This move also exists in the Chinese martial arts and is called a Power Strike. In the Warring States Era, this move was feared because those skilled in it could stop the heart of an enemy with a blow struck through his armor. However, the target area is not limited to the heart. The impact is felt deep inside the opponent's body and this is truly a move that can kill with a single blow. Once mastery is attained, experts can increase the blow's power by stepping in deeper.

:: 2.10 Backfist Willow ::

Command: b+X+A

This is a surprise attack where the practitioner suddenly spins around and strikes with the back of the fist. Because the practitioner momentarily turns his back to the opponent, this move is risky, but because of the added power of the spin, it is highly effective. Whereas backhand elbows in kickboxing are pinpoint blows delivered only with the front of the fist, the Hazuki

Style's Backfist Willow is delivered using the entire outside of the forearm in an easy, whip-like motion. The imagery of a willow tree trunk bending accounts for the name of this move. The primary target area is the soft base of the neck.

:: 2.11 AvalancheLance ::

Command: f,f+X+A

A move by which the practitioner strikes the pit of the opponent's stomach with an elbow bent at an acute angle. It takes its name because the sight of driving the opponent's stomach upward with the elbow is similar to the motion of thrusting diagonally upward with a lance. The hand on the side of the body opposite to the elbow used in the attack is held open with the palm placed against the back of the other fist as support. The key feature of this move is that the practitioner can confidently step forward and close in even if the opponent has a sword and attempts a downward stroke. There is a song with lyrics that describe the essence of Avalanche Lance:

There is no hell such as that found under crossed swords, with heaven hanging in the balance.

Once mastery is attained, the elbow thrust is delivered by spinnign around while simultaneously lowering the body to evade attacks.

:: 2.12 KatanaMistSlash ::

Command: b,b+X+A

A move by which, like a sickle mowing grass, the practitioner advances one step with the forward keg and delivers a slashing blow to the opponent's side with the palm of the hand. The movement and stance, indeed the name itself, suggest that this move evolved from a sword drawing move to one used in barehanded combat. In swordsmanship, horizontal cuts were ineffective because they were blunted by body armor, so it is likely this move was developed relatively recently by the Hazuki Style. If an opponent is focused, he can withstand a blow delivered to the front of the body, but the body is surprisingly vulnerable to glancing blows. In the Chinese martial arts, blows delivered with the palm, called Cutting Palm Strikes, were one type of the so-called Ultimate Power blows, and many examples exist in the oral tradition. Delving deeply into the mysteries of the ancient martial arts reveals the existence of moves involving the use of secret weapons called the Dark Weapon and the Unrevealed Weapon. Originally, the KatanaMistSlash was likely on of these moves involving a secret weapon to enhance its effectiveness.

:: 2.13 Mistral Flash ::

Command: L+X

Running attacks do not exist in regular Jujitsu, but the Hazuki Style anticipates all types of fighting situations and techniques in order to

maximize one's ability to protect oneself, even when surrounded by numerous opponents. The Mistral Flash utilizes the running speed of the practitioner to deliver a diagonal cutting blow to the area between the shoulder and the nape of the neck. It is said that in the past when breaking through the ranks of the enemy, the practitioner tackled his opponent with this move while delivering elbow thrusts. A running attack can be considered a type of surprise attack, but in order to surprise an opponent, blinding speed is required.

:: 2.14 Twin Blades ::

Command: b,f,f+X (learn from scroll in Hazuki residence)

The practitioner throws a chop to the opponent's neck using the sides of his open hands. This move is often known as the knife hand move. The target is the opponent's carotid artery, and the secret is that rather than landing the chops squarely, the practitioner draws them across the base of an opponent's neck in a forceful strike. Because the skin of the human neck is thinner than commonly believed, even a light attack can do extensive damage, even causing internal bleeding. Originally, the Twin Blades move was a battle tactic involving powerful chops to cut off the supply of oxygen to the brain and make it difficult to breathe by contracting the carotid artery and respiratory tract.

Over time, the move has evolved so that those who have mastered the technique can quickly repeat the attack after the initial strike, increasing its effectiveness. The name Twin Blades was given to this move after it evolved.

:: 2.15 Rising Flash ::

Command: f,b,b+X (learn from scroll in antique shop)

A move where the practitioner lowers his body momentarily and then springs upward to deliver a blow to the opponent's chin. At first glance, it appears similar to the Hazuki Style's Upper Knuckle, but the difference is that whereas the Upper Knuckle makes use of rotating motion, with the Rising Flash, the practitioner leaps upward and delivers the blow after lowering his torso to take advantage of the knee spring. Once skilled at this move, the practitioner can deliver a blow from a very low position, taking the opponent by surprise because the body movement, though extensive, is difficult to follow. This move is highly effective because the power derived from bending then straightening the knee is imparted to the blow. On the other hand, because the fist is lowered prior to attack, the practitioner's face is left unguarded and the enemy may land a blow, making this a so-called doubled-edged move.

:: 2.16 Stab Armor ::

Command: f,b,b+X+A (learn from Gui Zhang)

Iwao Hazuki learned this move in China, and the method of delivery is different from that in the Japanese martial arts. At first glance, it appears

to be a simple blow with the lower palm, but what is truly fearsome is the penetration power of this blow. The practitioner strikes a blow with the palm, using power from a twist of the back. Because those who have mastered this move can deal a fatal blow to the opponent even through body armor, it carries the name Stab Armor. Because the body movement required to transfer the power generated by the leg rotation is complicated, this move is difficult to master, but once mastered, it can be devastating. Masters of this move can make the blow even more powerful by stepping in deeper.

:: 2.17 Crescent Kick ::

Command: A

In regular old-style Jujitsu, high kick moves were rarely used. In particular, kicking moves that come under the classification of roundhouse kicks were never used. This is because it is easy to lose one's balance when executing high kicks while dressed in a Japanese kimono. In that case, why was the Hazuki Style the only exception in possessing high kicking moves and an unusual kicking system? It is said that the origin of the Hazuki Style kick goes back to the time when Souemon Hazuki, the second master of the Hazuki Style, went to battle. The army in which Souemon served was losing the battle and as one of the leaders, Souemon was responsible for covering their retreat (the role of warding off enemy pursuers while being the last to retreat). Souemon bravely carried on the fight alone, but was overcome, his powerful arms were injured, and he became unable to fight. Souemon was in despair, but his will to live and protect his overlord caused him to turn to his still uninjured legs as weapons. Unused to kicking moves, the enemy fell one after another. Based on that experience, Souemon became aware of the value of kicking moves as a secret weapon and developed a system of kicking moves called the Hazuki Style Grand Arsenal of Sickle Leg Attacks. Interestingly enough, the movement involved many of the kicking moves of the Hazuki Style follow the same orbit as a swinging sword, and because these moves are rarely seen and seldom used, they catch many opponents unaware. The characteristic feature of the Crescent Kick is that it is unleashed like an upward sword-stroke aimed at the opponent's head. Although this move wasn't used extensively because it was originally a move of last resort, Ryo favors it because of its effectiveness in street fights.

:: 2.18 Trample Kick ::

Command: f+A

A so-called front kick, this move doesn't appear to be significantly different from the kicks used in Karate. The kick is delivered with the same strength and follows the same arc as a mid-level punch with a closed fist. The point of difference from a Karate front kick is that whereas Karate kicks are delivered using the soles of the feet with the toes bent backward, the Trample Kick of the Hazuki Style is delivered using the entire underside of the foot. Rather than kicking out, a stamping action is employed. The targets of this move are the Water and Moon (pit of the stomach) and the Morning Star (navel) pressure points directly in the front of the body. The human body, especially the torso, has great flexibility; to prevent losing stability in reaction to the kick, it is important for the practitioner to keep the spine straight and the pivot leg firmly in contact with the ground.

:: 2.19a SideReaperKick ::

Command: b+A

This is a low kick aimed at the outside of an opponent's knee and delivered decisively. Because the practitioner kicks while lightly [sic] bending the upper body to the rear, this kick is devised to be effective with very little motion. Because of the distinctive kicking motion, this move is also called the Pendulum Kick. The area targeted by the kick is not directly vulnerable to a fatal blow, but when one of a person's legs can no longer be used, continued combat becomes effectively impossible.

In the Edo Period of Japanese history, there was a style of Kendo called the Ryugo Style, which was criticized as dishonorable by other styles because it specialized in crippling strokes to the legs. However, during the period of upheaval at the end of the last shogunate, this style proved itself highly effective in battle. The Hazuki Style is a style that adapts by absorbing the superior skills of other style and it is possible that it developed this move by absorbing the leg cutting moves of the Ryugo Style of swordsmanship.

:: 2.19b Swallow Dive ::

Command: b+A (learned from Gui Zhang)

A kicking move handed down in the Diving Hawk Style, this move is similar to a Tae Kwan Do heel. With the Diving Hawk Style, movements are always agile, movement frequently shifts up and down, and there are a great variety of kicks. The initial kick with the SwallowDive is a feint, and after the opponent is lured in by the momentary back turn of the practitioner, the practitioner intercepts him with the heel drop. For that reason, it is necessary to execute the heel drop as quickly as possible. When mastery is attained, a twist is included to increase effectiveness, and the leg is brought down in a cutting, diagonal motion.

:: 2.20a AgainstCascade ::

Command: f, f+A

With this flying knee kick move, the practitioner momentarily lowers his body then leaps upward to kick while restraining the opponent with both hands. Because of the power generated when the practitioner pulls down his opponent while simultaneously leaping upward is combined, this is a powerful attack when it connects. On the other hand, just as the opponent's jaw, the primary target of AgainstCascade, is a key target, so too are the practitioner's knees. When this move misses, the practitioner's balance is destroyed, so this is a so-called double-edged move. For this reason, it is often used as a move for finishing off an opponent who has already sustained damage. When mastery is attained, the practitioner increases the destructive power of this move.

:: 2.20b Tornado Kick ::

Command: f,f+A,A (learn from Tom)

A daring move, which uses the spinning momentum from the first spin kick to spin again and deliver a powerful second kick. Until the practitioner becomes accustomed to this move, it is easy to become dizzy and lose sight of the target. This move requires an exceptional sense of balance to master. In return, the double spin move is dynamic and the effectiveness arising from the resulting spinning force is astonishing. When the move is mastered, it becomes possible to defeat a whole gang of enemies at once.

This is a move learned from Ryo's friend Tom, but it is unclear from whom Tom learned it. It is rumored that he learned it from a capoeira practitioner he met when he was traveling through South America, but no one knows for certain.

:: 2.21 Surplice Slash ::

Command: b,b+A

This back roundhouse kick strikes in a diagonally downward motion across the opponent's body. The path of the kick resembles the surplice worn by Buddhist monks. Because rotary power is added, this move is powerful, but because the unprotected back is exposed to the opponent for an instant, it is a move that must be used in specific situations. When the spin and the opponent's movement coincide, it is easy to lose sight of the opponent during combat, so the secret is for the practitioner to lock his eyes on the opponent a brief moment before kicking. This is called the Eye of the Hawk Method in the Hazuki Style. The target area extends from the base of the neck to the shoulders, and because the kick is launched from far away, it is very powerful.

:: 2.22 Thunder Kick ::

Command: f,b+A

This kick begins as a high outside spin kick, but ends as a heel drop. For an outside spin kick, the path of the kick is compact, and rather than obtaining power from the spin kick itself, the importance of this move lies in sweeping away the opponent's guard against the main attack from the heel. The name Thunder Kick is said to come from the High Thunder Sword stance of the Yagyu Shinkage Style of Kendo Swordsmanship. It is known from written records passed through time that at the end of the Warring States Era, the Hazuki Style and the Yagyu Shinkage Style enjoyed close relations. The Yagyu Hyogonosuke of the Yagyu Shinkage Style is known for devising the High Thunder Sword (also called Upright Body), which involves raising the sword high above the head and maintaining a straight posture, impossible when wearing armor. It was developed from the so-called Kaija Art of Swordsmanship whose practitioners wore the armor of the Warring States Era and maintained a low waist position. As a result of the change, the length of the stroke and its power increased dramatically. It is probably a fact that, despite the

differences between a sword stroke and a kick, because the concepts were similar, the Hazuki Style devised the Thunder Kick by making reference to the High Thunder Sword of the Yagyu Style. When mastery is attained, it is possible to follow other kicking moves with the Thunder Kick.

:: 2.23 HoldAgainstLeg ::

Command: b,f+A

This move involves using the power of the forward leg to deliver a low to mid-level kick to the opponent by stepping ahead and advancing forward from a launching rear leg kick. The targets of the kick are primarily the shin or the knee, and even when a mid-level kick is attempted, the target is rarely above the stomach. Also, because the kick is delivered with the forward leg, there is little motion, so although execution is very fast, the kick isn't very powerful. Rather than inflicting damage, this move is primarily used to unbalance an opponent attempting to advance forward. As with other kicking moves, because stability of the pivot leg is an important factor, in the Hazuki Style, practice is done by standing in front of a tree and kicking with the sides of the feet.

:: 2.24 Brutal Tiger ::

Command: f,b+X+A

This is a high-speed back roundhouse kick. Those who have not yet mastered the move usually find themselves off balance when they miss, but experts can recover with ease. However, it is the nature of roundhouse kicks that, if even for a moment, the practitioner exposes his back to the opponent, he creates an opening. Therefore this move is not entirely reliable. Although it has been retained in the Hazuki Style repertoire, surely very few practitioners have excelled at it in the history of the style.

:: 2.25 Dark Moon ::

Command: b,f+X+A

This is a so-called bombardment kick move, with the kick delivered while flipping forward in mid-air. This is one of the more unusual moves in the Hazuki Style, considered heretical in ancient Jujitsu. The reason this type of move was developed is found in the training system of the Hazuki Style. The Hazuki Style system involves first gaining a thorough understanding of the various moves in the style called Individual Practice, then advances to pair training in the Sparring style. Having mastered the paired training style, the disciple moves on to the system for learning the appropriate distances and tactics required for actual combat. Among the throwing moves to be mentioned later is one called the DarksideHazuki which involves spinning the opponent 180 degrees and dropping him head first. Needless to say, for a disciple to be dropped headfirst in practice is to put his life on the line, so the person on whom the move is being practice adopts a defense of spinning in mid-air before landing. That move, with a kick added,

is the Dark Moon, a move naturally developed by the ancient practitioners during training. Because the practitioner himself falls after executing the move it is easy to leave an opening for the opponent, but those who have mastered the move can quickly mount a defense to solve this problem.

:: 2.26 Cyclone Kick ::

Command: L+A

This jumping roundhouse kick from the rear is a surprise attack. By momentarily exposing his back, the practitioner catches the enemy unawares and when he has dropped his guard, the practitioner launches a kick to the torso. Because the power of the rotation and jump are added, this move is powerful, but is very easy to dodge. Also, because of the extensive movement, timing is important. Originally, a version of this move was used on the battlefield to instantaneously distinguish between friend and foe in all directions and in the Hazuki Style, it was called the Watchtower Maneuver. However, because the practitioner spins 180 degrees while running, a sense of balance is necessary, and this move has only been mastered by a few that practice the Hazuki Style. When mastery is attained, the pivot leg can be raised high for the kick.

:: 2.27 Windmill ::

Command: L+X+A

A flying back kick, this powerful move aims a diagonally slicing kick at the base of the opponent's neck. It is said that in one episode in its long history, the Hazuki Style studied the moves of the ninja system of combat during the Warring States Era, and judging from its unique characteristics, it is likely that the Windmill was developed during that time. Executing a full body turn means exposing the unprotected back to the enemy, if only momentarily, so this has been handed down as a Hazuki Style secret move. Compared to the nearly horizontal direction of the kick of Mistral Flash, the level of difficulty of this move is high, and it cannot be executed by just anyone.

The reason this type of difficult-to-execut move remains in use is probably due to its effectiveness when several opponents surround the practitioner.

:: 2.28 Shadow Reaper ::

Command: L+Y+A (learn from scroll in Hazuki Residence)

While running, the practitioner suddenly slides along the ground to sweep the feet out from under the opponent. At the same time, the free hand strengthens the practitioner's defense by guarding the face. Because the body of the running practitioner momentarily drops out of the opponent's field of vision, it is difficult for the opponent to react, and as a result, the practitioner's feet are unprotected. This move is rare in the ancient martial arts and has probably been handed down through the generations as a secret weapon. The

origin of this move goes back to the Warring States Era, but because it was impossible to slide across the ground in heavy armor, it is conjectured that during ancient times, its value probably lay in use against unprotected common foot soldiers or as a ninja move. Those who have mastered this move can execute a running leap and slide into the opponent's feet while twisting the body. Although this is harder to execute, the posture achieved when the practitioner hits the ground and the centrifugal force generated by the twisting of the body dramatically increase the effectiveness of this move.

:: 2.29 Mud Spider ::

Command: b,f,f+A (learn from scroll in antique shop)

With this move, the practitioner momentarily assumes a posture as though lying on the ground then pushes upward with the hand and kicks upward with the leg, aiming for the abdomen. Because this is an unexpected attack from directly below, it is difficult for the opponent to respond, and it is conjectured that this was used as a surprise attack. A similar move is the Tang Lang Style Senkyutai, but the difference is that with the Mud Spider, the practitioner faces the opponent and slides forward before kicking. It is difficult to imagine that this type of move, with its tricky movements, could have originated from a traditional style of ancient martial arts, and because its place of origin is in Iga, in the Mie Prefecture, it is thought to have been a ninja attack. When mastery is attained, the target area is not limited to the stomach; a master of move can aim for the jaw.

:: 2.30 Crawl Cyclone ::

Command: f,b,b+A (learn from scroll in antique shop)

With this move, the practitioner lowers his body, spins around rapidly on the pivot leg, and using his other leg, sweeps out the legs from under his opponent. Many similar moves can be found in Chinese martial arts and the move appears to have come from Kung fu. Most types of leg sweeps found in Jujitsu and Judo are launched from a standing position, and this can easily be understood when you consider the type of clothes worn in ancient Japan. In other words, stooping and spinning around while wearing a traditional hakama is extremely difficult, and at the same time, there is no defense against an attack when one was in a squatting position. The secret of the Crawl Cyclone is expressed in the words "Spin. Spin like a top. The body, not leaning. Movement, simple movement. Extend the leg. Now!" In other words, when spinning, it is important to spin fast like a top with no hesitation. When this move has been mastered, the practitioner can sweep the legs out from under nearby enemies all at once, so it is very effective when surrounded by several opponents.

:: 2.31 TwinSwallowLeap ::

Command: b,f,f+X+A (learn from scroll in antique shop)

A simple flying kick but in the hands of an expert, a heel drop can be added

after landing from the first kick. Tae Kwan Do is a martial art rich in high kicks, and there can be no doubt that this move borrows from that style. In fact, because mastering the TwinSwallowLeap requires the ability to leap high to take advantage of the leg spring and the speed to deliver consecutive kicks, a certain amount of natural ability is required to acquire it. On the other hand, because kicking moves necessarily involve large movements and are easily read by the enemy, they are commonly used as surprise moves in actual combat.

:: 2.32 Overthrow ::

Command: B

With this move, the practitioner takes the opponent's arm and lowers his own body while pulling and choking at the base of the opponent's neck, lifting him onto his back and throwing him. Similar moves can be observed in other styles in Judo, but what distinguishes it in the Hazuki Style is that the opponent is not released during the throw. Because the opponent's neck is grasped with both hands and the throw is executed while choking, the opponent cannot assume a defensive posture and is flipped completely upside down when falling. In order to develop the muscles needed for the required grip, Ryo practiced by filling an earthen pot sand and lifting it with only the tips of his fingers. Effectiveness is increased when the practitioner strikes a pressure point in the enemy's lower abdomen with his behind when lifting the enemy on his back. In the Hazuki Style, this type of decisive blow involving a special hidden aspect is called a Shadow Blow.

:: 2.33 Sweep Throw ::

Command: f+B

This throwing move involves quickly turning and pulling the opponent's neck, then using the leg to sweep up the opponent's inner thigh and throw him. In Judo, this move is called the Inner Thigh or the Sweep Throw depending on the area of the opponent's body that is targeted, but in the Hazuki Style, the move carries the single name, the Sweep Throw. It can be said that of all the throwing moves of the Hazuki Style, which has carefully preserved the nature of the fighting moves of the Warring States Era, that the primary aim is to flip over and drop the enemy rather than throw him a great distance. This is certainly true of the Sweep Throw. It is said that the Hazuki Style Sweep Throw should be called the "Jumping Shrimp," as the secret to the move lies in fully driving the hips upward and throwing the opponent so he looks like a shrimp wriggling around after being caught and lifted out of the water. The effectiveness of Jujitsu throws is best demonstrated when the opponent is thrown onto hard ground or a floor rather than on straw mats, at which time, more damage can be imparted to the opponent's entire body than with a simple thrust or kick.

:: 2.34 Vortex Throw ::

Command: b+B

In this so-called sacrifice throw, similar to the Judo technique, the practitioner falls backward to throw the opponent far to the rear. In the Hazuki Style, even throwing moves are, as a rule, executed after delivering a blow to a pressure point or during such a blow. The Vortex Throw also follows this rule, as it is accompanied by a powerful kick to a pressure point such as the pit of the stomach or the groin. Also, although other Vortex Throws are typically executed by grabbing the enemy's lapels, the Hazuki Style Vortex Throw is executed by executing a hold on the inner joints of both the enemy's arms and pinning them under the practitioner's arms. Thus it is impossible for the enemy to assume a defensive position to lessen the shock caused by the throw. Depending on the reflexes of the practitioner, it is also possible to deliver a decisive blow after executing the throw. The more aggressive the enemy's attack, the more effective the throw.

A traditional song of the Hazuki Style contains lyrics that describe the secret of this move:

Seize like a river seizes driftwood.
Trust in the power of both wind and wave.

:: 2.35 Mist Reaper ::

Command: f,f+B

With this move, the practitioner grabs the opponent's neck and reaps the leg, applying power in the opposite directions to the upper and lower body. When the practitioner grabs his neck, the arms are not merely wrapped around the neck; blows are struck to inflict damage. However, the true value of this move is in driving the rear of the enemy's head into the ground by carefully synchronizing the movement to cut his legs out from under him and seizing him by the neck. This move can be called a striking move because it drives the opponent into the ground as well. Similar moves called the Earth Elbow Drop and the Besshi exist in the Chinese martial arts, and like the Elbow Assault, it seems that Iwao Hazuki mastered this move while studying the Chinese martial arts.

:: 2.36 Demon Drop ::

Command: b,b+B

This move is similar to the One-arm Overthrow by which the practitioner feints at one of the opponent's arms, grasps the other arm and dives downward to hoist the opponent on his shoulders and throw him. However, in this case, the practitioner spins forward in mid-air during the throw, and lands on top of the opponent to drive him into the ground.

Because the opponent is subject to the full force of both the rotary power of the throw and the weight of the practitioner, he incurs tremendous damage. Moreover, this is an efficient move because the opponent's body becomes a cushion, which prevents injury to the practitioner. As mentioned previously, in the Hazuki Style, individuals practice in pairs, called Sparring. Because the Demon Drop is extremely dangerous, this is the only move excluded in Sparring. A method of training using a weighted-down dummy has been handed

down over the years for this move.

:: 2.37 Shoulder Buster ::

Command: f,b+B

This move involves grasping the arm of the opponent as he attempts a strike, executing a reverse joint hold and pinning him down. Although this is a common move in ancient styles of Jujitsu, each style has devised variations over time.

In a violent maneuver characteristic of the intensity of the Hazuki Style, rather than pinning down the opponent to suppress his movements, the practitioner lowers his body while executing the maneuver to damage the joints in the opponent's shoulder. Needless to say, once the arm is pinned, it is possible for the practitioner to break it or to easily capture the enemy since the practitioner attains overwhelming superiority.

However, because the practitioner himself is unable to move while he has the opponent's arm pinned, caution is required in using this move when confronting multiple opponents.

:: 2.38 Tengu Drop ::

Command: b,f+B

This dynamic move involves lowering the body to grasp the opponent's leg, lifting the opponent onto the shoulders, and dropping the opponent headfirst by toppling over sideways. It has its origin in ancient Jujitsu, but its place of origin is unknown. According to legend, the person who devised this move learned it from a tengu (goblin) while hiding from enemies in the mountains.

But the truth is probably that the name is an allegory for the light-footed yet powerful movements of the legendary tengu that served as symbols of mystery and the martial arts. Observation of the move shows that the Tengu Drop requires extraordinary arm and hip strength and that it must be executed instantaneously.

There is a tendency for some contemporary martial arts to completely reject strength training, but some practitioners of ancient Jujitsu maintain that it is impossible to throw an opponent at will unless the practitioner can lift a sack of rice with one arm. Most people believe that while physical strength is not everything, it is required to a certain extent.

:: 2.39 DarksideHazuki ::

Command: on side, B

This move involves closing in on the opponent's side and throwing him down while turning him 180 degrees. This is a throw move, which typifies the

Hazuki Style and was invented during the early days of the style. This was a very dangerous move because armed warriors of the Warring States Era wore helmets. A great deal of weight was carried on the head and when a warrior was flipped over and fell on his neck, the weight of the helmet could cause the neck to break.

There were many derivative moves in the ancient styles of martial arts and their use varied according to the physique and temperament of the practitioner. Ryo, who tends to favor striking moves, uses DarksideHazuki as a move to drop the opponent's torso on his knee and deliver a descending blow with his elbow.

:: 2.40 BackTwistDrop ::

Command: on back, B

Although this move is similar to the backdrop of pro wrestling, it has been devised to make it more difficult to defend against, and the throw is executed by including a twist toward the rear. While both spinal and arm strength are of course required, timing is more important with the BackTwistDrop. Just as an opponent turns his back while trying to deliver a blow, he is jerked upward like a fish on a line. The Hazuki Style teaches that the image to be maintained at the time of the throw is the feeling of uprooting a large tree. Also, in the traditional Hazuki Style, a hand is placed on the opponent's throat and the throw is executed while grasping the Adam's Apple because it becomes even more difficult for an opponent to assume a defensive posture. Because the nature of the move calls for dropping the opponent from a considerable height, it is extremely effective.

:: 2.41 Tiger Storm ::

Command: b,f,f+B,B (learn from scroll in antique shop)

While running at full speed, the practitioner momentarily lowers his body and gathers his strength to aggressively lunge into the opponent. This move gets its name due to the power and aggression of the move, where the practitioner lowers his body and strikes his opponent, which is reminiscent of a powerful blow coming from a tiger's pounce. The most important point about the Tiger Storm is that the practitioner must completely focus his Ki (life force) in the navel to stabilize his center of gravity before delivering the blow. One must be cautious not to be too aware of hurling the body into the opponent, otherwise this results in concentrating too much power in the shoulders, and the practitioner's center of gravity is shaken and the effect of the blow is drastically reduced. Once mastery is attained, after executing a Tiger Storm, the practitioner slips under the off-balance opponent and drives him backward with tremendous force.

:: 2.42 Arm Break Fire ::

Command: f,b,b+B,X,X+A (learn from scroll in antique shop)

A complex move that damages the opponent's arms in multiple areas simultaneously. While grasping the opponent's arm, the practitioner moves laterally and after delivering a sharp elbow thrust, he quickly takes a reverse joint hold on the shoulder to sprain the opponent's arm, then leaps onto the opponent to finish in a position nearly identical to a reverse cross defense. This fearsome move results in simultaneous damage to several areas of the arm joint. This is an extremely complicated composite move, and because the transition from one step to the next must be smooth, it is extremely difficult. When executed by a master of this technique, the opponent is left wondering what happened to them. The extent of destructive power when the move is successfully executed is impressive. Although the reverse cross defense is maintained in Judo and pro wrestling after execution, when involved in a melee, the practitioner releases the opponent from the Arm Break Fire, stands up and confronts the next opponent.

:: 2.43 Shadow Step ::

Command: f+Y+B (learn from Mizuki)

A move involving the evasion of an opponent's attack and moving behind him to arrive at his blind spot. Learned from the homeless Mizuki, this appears to be a move handed down from the ancient martial arts, but the name of the originating style is unknown. With no effectiveness as an attack on its own, the Shadow Step is a so-called "evasion move" which is considerably useful. It is particularly handy for accurately avoiding attacks and always maintaining a favorable position when confronting multiple opponents, a situation in which avoiding being surrounded at all costs is vital to survive. Having been derived from warfare, the ancient martial arts place importance on body movements and footwork for use in battle against bands of enemies. The ancient saying "Striking is simple, movement is difficult" explains the importance of mastering body movement and footwork.

:: 2.44 Shadow Blade ::

Command: f+Y+B,X (learn from Mizuki)

A move involving the deflection of an opponent's attack and moving behind him to arrive at his blind spot, this move evolved from the Shadow Step. After moving behind the opponent the practitioner defeats him by delivering a blow with the edge of the hand to his defenseless neck. When the opponent is an amateur, the blow to the neck is sufficient to secure victory, but many skilled martial arts practitioners trained their neck muscles. Against such an opponent, it is effective to strike the weak spot of the neck with the tips of the fingers. However, this is not only dangerous, but requires considerable skill and is one of the many Inner Secrets of the ancient martial arts. The old homeless Mizuki, who taught Ryo this move, appears to have mastered many Inner Secrets and is a figure shrouded in mystery.

:: 2.45 Cross Charge ::

Command: f,f+Y+B (learn from Mizuki)

This is a combined defensive and offensive move where the practitioner evades an opponent's attack diagonally, then moves in for an elbow strike. This move can be devastating. Because evasion and attack are conducted almost simultaneously, a minimum of movement is required, and it is difficult for the opponent to react and defend against the strike. Defeating the enemy with a minimum of effort is effective and efficient in combat against groups of opponents. Needless to say, sustaining injury is one hazard during combat against multiple opponents, but so too, is becoming fatigued. As a move, which minimizes the risk of fatigue, the Cross Charge is an ideal method of attack.

:: 2.46 Swallow Flip ::

Command: as opponent punches, b+X,A,X

This advanced move from the Diving Hawk style involves deflecting the opponent's attack and mounting a counterattack. This move is very difficult because success depends on three factors: keeping an eye on the opening execution of an opponent's attack, the movement used to deflect the attack, and the timing required to kick and drop the opponent. Even in the Diving Hawk Style, this is a secret move that cannot be easily taught. The move looks deceptively "soft" and the appearance of the relaxed practitioner hides the essence of the attack being to defeat the opponent with his own strength. This shows that the concept of using softness to control power exists in the Chinese arts as well as the Japanese martial arts.

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3. M I S C E L L A N E O U S
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:: 3.1 Things to do ::

- Actually play Shenmue sometime ._.
- Get an Xbox when it's dirt cheap to play Shenmue 2 and Virtua Fighter 4

:: 3.2 Rantings ::

- Argh, why couldn't Shenmue 2 have been released dirt cheap? What the heck am I supposed to do with that Leaf!?

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4. L I N K S
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<http://www.shenmue.com>

Official Shenmue site. Too bad the Japanese site is updated much, much more frequently. Actually, the same can be said of the official Phantasy Star Online page. Hrm...

<http://cgi.gamefaqs.com/boards/gentopic.asp?board=24517>

The GameFAQs Shenmue message board. Lots of helpful here, but if I see one more "I've been working forever" thread... ugh. Just go the other way - the one with the white van! It's shorter, too.

<http://home.dal.net/bbruce/yc.html>

Hibiki's super in-depth site, Yokosuka City!! Well actually, it's just the template so far, but watch out. It has the best Shenmue site design I've ever seen anyway, so that's gotta count for something, right?

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5. T H A N K S
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- Hibiki

He announced that the Shenmue Passport was shutting down in the first place, and has consistently worked hard on archiving the area and people info texts. He's also getting the VMU animations. I'll see to it that many statues are erected in his name!

He also helped me get the texts for the Double Blow, Swallow Dive, Tornado Kick, Shadow Step, Shadow Blade, and Swallow Flip.

- Jayhovah

The other guy who worked hard archiving area and people info texts. He also worked on VMU animations.

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6. R E V I S I O N H I S T O R Y
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v. 1.00 - 19 March 2002

Thanks to Hibiki, all the moves

v. 0.99 - 8 March 2002

Finalized, almost.

[eof]