

# Shenmue Passport FAQ

by falsehead

Updated to vFinal on Jul 12, 2002

\*\*\*\*\* SHENMUE: FAQ/PASSPORT GUIDE \*\*\*\*\*

Dreamcast RPG/Adventure released 2000 UK (PAL)

FAQ/WALKTHRU (Final Version) 11/07/2002

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OK those are the contents now, "lets get sweaty!!"

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\*\*\*\*\* SECTION ONE - SHENMUE (THE GAME)\*\*\*\*\*

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\*\*\*\*\* 1) UPDATES/VERSIONS \*\*\*\*\*

20/3/2001 Version 1.0 - Well this is the first edition of this FAQ, but I'll be posting updates regularly as more info comes to light.

09/12/2001 Version 1.1 - It's been a while I know and I am nearly done with this guide. I am starting on a Shenmue 2 guide soon, but there are a few bits and pieces I missed in the first game. Also check out the Quick FAQ for info regarding carrying saves over from one game to another. I also fixed the format to look more like my newer guides and added a cut scene I had missed thanks to - dredlox (Neal) - thanks mate!

01/01/2002 Version 1.2 - I have added a small section at the end for those of you who are playing Shenmue and plan to go straight onto Shenmue 2 with your clear game file. This section outlines what items are carried over and also has advice on what to collect, what to disregard and some info on the import situation for US gamers.

In the next update I plan to add more about the Shenmue online situation. Shenmue 2 has no Online function as far as I can see and I have not been able to see if the Passport disc from Shenmue 1 can be used to let you access a Shenmue 2 game file, for Gotcha Toy trading purposes.

11/07/2002 - Final Version. Well I managed to access Shenmue online to check out the situation and it's not good (see end of document). You can trade toys and exchange winning cans, but most of the info is unavailable and the network rankings are gone. There is little more to ass to this guide, its been fun though. Maybe the future versions will resurrect the online Shenmue dream, but until then, it's been fun.

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\*\*\*\*\* 2) INTRODUCTION TO THIS FAQ \*\*\*\*\*

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I have created this Faq and game guide to provide a source of information on item locations and acquisition, learning all moves and unlocking the secrets on

the Shenmue Passport disc as well as providing a guide to the Shenmue Online experience. The one thing I have not included is a WALKTHROUGH section. This is basically because I want this guide to be for people who may be having a hard time locating a particular plot device or have become stuck, but don't want to have to much of the game plot given away by having to read a walkthrough.

Basically the game information consists of the locations and prices of all purchasable items. The locations of all vital gameplay items. The locations and requirements for learning all the martial arts moves. A quick look at the mini games, and a full list of all gotcha toys and where they can be acquired.

The Passport Section details all the Film Clips and Music that can be unlocked and how to acquire some of the rarer Film clips. It also covers Shenmue World. I hope this will be of some help to those of you who want help with this excellent game, but with minimal plot spoilers.

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\*\*\*\*\* 3) QUICK FAQ AND HELP WITH MOST COMMON SHENMUE PROBLEMS \*\*\*\*\*  
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General Playing Tips: Shenmue can be completed very quickly in comparison to many other RPG type games. It is possible to speed through in less than 15 hours, but I wouldn't recommend this. To get the most from Shenmue, take your time. Explore everywhere and try to talk to everyone. Make use of the first person look function as in some circumstances this is the way to trigger plot sequences. Spend some time training your moves every day and make use of the diversions such as the slots and Arcade. Try not to miss appointments, as finding the person again can be a big pain. You are given plenty of time so you have no excuse to miss them. Finally sometimes in the Free Battles the computer will go crazy at you! Just keep calm and if necessary just replay the fight.

FAQ: These are some of the things that have had Shenmue players scratching their heads.

Q1: Why should I feed that damn cat?!?!

A: Well you don't HAVE to feed it, but it's a nice thing to do. It also seems to make you more attractive to Nozomi and as its growth is recorded on your VMU card there may be a pay-off in later chapters. If you want to feed it cheaply, it likes Squid Legs, Salami and Milk, which are all 90 yen.

Q2: The Old Lady in Sakuragaoka, I can't find her house!

A: This is seemingly a plot device to get you to use the first person look command. Checking the nameplates on the houses will cause their English names to appear as a caption. The house is just opposite the park and looks quite shabby. After reading the sign Ryo will comment that he found it, return to the woman in the park and you'll automatically take her home. Awwww... There doesn't seem to be a penalty for failing to do this as she doesn't always appear if you arrive in Sakuragaoka on a rainy day for the first time.

Q3: Where is Heart Beats Bar?

A: A little off the beaten track, it's in the "red light district", which is the back bit of Dobuita with the Slots Arcade. The entrance is some stair leading down into an alleyway. The top of the stairs is opposite the Motorcycle Shop.

Q4: I'm looking for Charlie? Who's got the info?

A: You can find quite a bit out about Charlie from various people. Ask the man outside Water Dragon Jeans and the man in shades across the road. Go into the building with the green door and camera over it and ask in there. Now you've done enough nosing about for you to be accosted by the You Arcade after nightfall.

Q5: What if I don't buy the annoying Chinese man a drink?

A: I doesn't seem to make much difference, he can provide you with extra information so if you want a full notebook you should probably not be so cheap and buy him a damn drink!

Q6: Who can translate the letter from Chen?

A: Rescuing the Chinese boy Gao Wen will give you this clue. His grandma runs the Pottery shop on Dobuita's back road; she is Chinese and will gladly translate it for you.

Q7: Uh, I rang the number for master Chen and said the wrong thing....

A: Pretty easy when you know how this one. If you are asked 'Fathers Heaven' respond with 'Nine Dragons'. For 'Mother's Earth' say 'Comrades'. The smoking man in Dobuita Park can explain the legend of the 'Nine Dragons' to you. This gives you a nice big page of notes as well.

Q8: How the hell do I get into warehouse number 8?

A: Just walk around the back and look up, Ryo will notice a window and remark that he could get through. Now you can use button A to shift the box to get a leg up to climb in.

Q9: OK I can't get past those guards in the old warehouse district, help!

A: Oh come on its not that hard! Head forward and turn left around warehouse #1. Head forward but duck down the alleys if you need to avoid anyone. Keep going forward until you reach the sidewall, you are now by warehouse #3. From here its quite easy to dash up between warehouses #3 and #9 until you reach #8 which is in the top left corner of the district. If you keep getting chucked out the old homeless man you bought a drink for will give you first a map of the warehouses layout then one with the guards patrol patterns on.

Q10: Where is the Phoenix Mirror?

A: Ah yes the one part of the game that is a little tricky. Well just follow these instructions.

-At anytime before check the desk drawer in Hazuki's fathers study. Inside is a grey box inside that is a key.

-Take the hand guard/crest to the dojo. Unlock the long thin box with the key to acquire the sword blade.

-Remove the to banners from the wall. In the round gap place the Crest, in the slot place the blade.

-Enter the secret tunnel; you MUST have a torch (under the phone in the House).

-Use your torch, light candles or replace bulb for better light.

-You can find the stab armour scroll, photo and white feather in various places.

-Examine the mirror and notice a message reflected.

-Turn and read the message on the shelves then examine the floor around them to see they have been moved.

-Position yourself by the shelves so the A button appears now move the shelves.

-Look down at the uncovered patch and you will bend down Use A to knock and find its hollow there.

-Look at the Axe by the door and Ryo will comment he can use it to smash the wall. Pick it up and then position yourself by the wall so you can use A to smash it.

-Now get the mirror!

Q11: Is it possible to beat Chai the first time in the You Arcade?

A: It's possible but very tricky. Make sure you have trained your simple kicks and punches as near to Advanced Level as possible. Don't use multiple blows or combos as he will parry or block and be pushed out of range. Stick to short fast kicks when you are attacking and use quick punches to knock him out of his flying attacks. Use no high kicks as they will just go over his head. Don't risk any throws either. If you punch him out of a flying attack and knock him to the ground, attack with a powerful low move like Crawl Cyclone. Learn to dodge and block effectively and be prepared to fight for a loooong time. With a lot of skill and a bit of luck you may just beat him. It doesn't make much difference, either way you get some different notes. But it's a pretty cool achievement!

Q12: How do I translate the Mysterious scroll and the Stab Armour scroll?

A: Once you are on disc three and have shown Master Chen the Mirror you can go back and talk to Gui Zhang. You have to phone and do the passwords bit first. When you enter Ryo will automatically ask if he can translate the scrolls. Unfortunately if you have both on you he will only ask him to do one. You'll have to phone and go again to get both done. The Stab Armour is a move you can learn, the mysterious scroll (which is found in the Hazuki Dojo under the large high up banner - just look at it then use the stool to climb up) contains a secret to obscure for Gui Zhang. If you visit him a third time he'll moan at you which is quite funny.

Q13: What's going on? I keep repeating my second day at work!

A: This is a bit of a glitch, if you don't trigger a certain scene on your second day you can end up repeating that day until you do it. This can be a good thing if you want more than five goes at the Forklift races and want to earn some big money. But if you want to carry on the plot then make sure that you bump into the white van men.

Q14: Why can't I load my Clear Game File?

A: Unlike other Clear game files in other games you can't replay the game with all your accumulated stuff. All this file does is give you access to the seventy man battle on the options screen. Plus you should be able to load your saved data from Shenmue 1 when you begin the next chapter.

Q15: Will I be able to play Shenmue 2 without having played Shenmue 1?

A: Now Shenmue 2 is out, you can play without needing to have played this first instalment. You can carry play data from Shenmue 1 over complete with the benefits of having all your gotcha toys, your learned secret moves, trained to advanced and acquired lots of items, games and toys that are unique to players of Shenmue 1. There is a small digest movie summarising Shenmue for newbies to Shenmue 2 and that's about it.

Q:16 Why isn't Shenmue 2 coming out in the USA for the Dreamcast?

A: Sadly Bill Gates got the rights for Shenmue 2 on the Xbox in the US, Japan and Europe have got it though. For those Americans importing the game, you will not be able to carry your save over to the UK version. UK games are in PAL format and US/Jap ones in NTSC. A PAL DC will not recognize an NTSC save and vice versa. Either download a PAL save from a VMU website or start from scratch with an imported UK copy of Shenmue.

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\*\*\*\*\* 4) ITEMS - LOCATIONS AND USES \*\*\*\*\*  
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(a) Food for the cat

Yokusuka shrine

- Tofu (Free)
- Dried Fish (Free)

Abes Store

- Squid Legs (90 yen)
- Salami (90 yen)

Tomato Mart (Dobuita and the Harbour)

- Milk (100 yen)
- Canned Tuna (180 yen)
- Dried Fish (300 yen)
- Sliced Fish (500 yen)

(b) Shenmue Lottery Food

Purchasing one of these items entitles you to one free go of the Shenmue lottery in Abes Store or either Tomato Mart

- Chocolate (120 yen)
- Caramel (120 yen)
- Potato Chips (120 yen)

(c) Vital Items

These are items vital to the game, you won't be able to progress without them.

- Torch (Under the phone in Ryo's house or 500 yen from Tomato Marts)
- Mysterious Key (in a grey box in the desk draw in Ryo's father's room)
- Sword Guard (In the antiques Shop)
- Sword Blade (In the long box in the Hazuki Dojo, unlock with mysterious key)
- Phoenix Mirror (In the secret compartment in the hazuki dojo basement)

(d) Useful Items

- Matches, used to light candles. Find by the Hazuki Shrine or purchase from Tomato Marts 50 yen
- Candles, use in the Hazuki dojo basement, find in the hazuki kitchen drawer or purchase from Tomato Marts for 150 yen
- Batteries. Used to power Ryo's walkman. Find in Ryo's drawer or purchase from Tomato Marts for 150 yen
- Lightbulb. Replace bulb in hazuki dojo basement. Purchase from Tomato Marts for 90 yen.
- Walkman. Plays tapes. Find it in Ryo's drawer.
- Walkman Tapes. Win in Shenmue Lottery or buy from Tomato Marts (300 yen). Certain tapes only available between certain dates listed below.

Antiquity Tree: In Dobuuita from 12/3-3/30. In harbour 12/13-4/03.

Be-witch: Dobuita from 12/13-4/3 and in harbour 12/20-4/10

Boz Nov: Dobuita from 12/13-4/3 and in harbour 12/06-3/27

Dandy Old Man: Dobuita from 12/13-4/3 and in harbour 12/20 to 4/10

Density: Dobuita from 12/13-4/3 and in harbour 12/06-3/27

Like a Feeling: Dobuita from 12/06-3/27 and in harbour 12/03-3/20

Feel Tired Song: Dobuita from 12/06-3/27 and in harbour 12/20 to 4/10

Flower Girl: Dobuita from 12/3-3/20 and in harbour 12/13-4/03.

Glyfada: Dobuita from 12/27-4/14 and in harbour 12/20-4/10

GoGo: Dobuita from 12/3-3/20 and in harbour 12/27-4/14  
Harbor Bar: Dobuita from 12/20-4/10 and in harbour 12/20-4/10  
Harbor Beats: Found only in harbour from 12/13 to 4/03  
Heart Beats: Found only in Dobuita from 12/06-3/27  
Hip de Hop: Dobuita from 12/6-3/27 and in harbour 12/3-3/20  
Linda: Dobuita from 12/3-3/20 and in harbour 12/27-4/14  
Liquor: Dobuita from 12/13-4/03 and in harbor12/06-3/27  
NaNa: Dobuita from 12/20-4/10 Dobuita from 12/3-3/20  
Sha Hua Tape: Found only in Ryo's Room  
Shenmue Tape: Found only in Ryo's Room  
Spider: Dobuita from 12/27-4/14 and in harbour 12/3-3/20  
Strong: Found only in harbour from 12/06-3/27  
Y.A.D.A.: Dobuita from 12/27-4/14 and in harbour 12/27-4/14  
Yokosuka Blues: Dobuita from 12/27-4/14 and in harbour 12/27-4/14

- Sega Saturn. In drawer under Ryo's TV. Plays Saturn Games
- Saturn Games. HangOn and AfterBurner, prizes in Shenmue Lottery.
- Gotcha Toys. Collectable toys from seven machines and lottery prizes. 100 yen each.

(e) Martial Arts Scrolls

- Shadow Reaper. Hazuki residence. In Fuk-sans room
- Twin Blades. Hazuki residence. Wicker basket in small corridor behind prayer room.
- Stab Armour. In the basement under the Hazuki Dojo. Must get it translated by Gui Zhang
- Twin Swallow Leap. Antiques shop 1000 yen
- Tiger Storm. Antiques shop 2000 yen
- Crawl Cyclone. Antiques shop 1000 yen
- Rising Flash. Antiques shop 500 yen
- Mud Spider. Antiques shop 1000 yen
- Arm Break Fire. Antiques shop 5000 yen

(f) Miscellaneous Items.

- Hong Kong Pamphlet. Prices for travelling to Hong Kong, find in World Tour travel.
- Bargain Pamphlet. Budget tickets to Hong Kong. Find in Asia Travel.
- White Leaf. Hazuki Dojo basement. Use unknown.
- Mysterious scroll. Behind the large banner in the Hazuki Dojo.
- Photo of father. Sentimental. Find in the Hazuki dojo basement.
- Photo of friends. Sentimental. Ryo's room.
- Photo of family. Sentimental. Ryo's House. Ine-sans room.
- Photo of Nozomi. Sentimental. From Eri at the harbour on disc 3.

\*\*\*\*\* 5) MARTIAL ARTS MOVES AND FIGHTING GUIDE \*\*\*\*\*

Basically Ryo starts off with several Kick, Punch and Throw Moves. In the morning you can set his training schedule to concentrate on all moves equally, just throw moves, just punch moves or one specific move only. Throughout the day he will gain experience in the moves chosen whether or not he actually goes to train. If you do go and train any move used with gain extra experience, you can view this as a blue line growing on top of the moves experience column while you are training. Once you have finished the blue line turns yellow and you have gained my experience. You can train in Sakuragoa and Dobuita Parks when they are empty. At anytime in Dobuita Car Park and in Warehouse number7 later in the game. You can also train in the family Dojo and some mornings spar with Fuk-san to improve your throws.

Personally I found the actually fighting rather poorly implemented in this game. Although there are a huge range of moves, the awkwardness of pulling most of them off means you find yourself sticking to a few easy to perform moves. Setting a complicated move to the analogue trigger doesn't really help as it is very sluggish to respond to commands. Also because the fights are in 3d the swinging camera can often change the perspective of your move, reversing your button inputs and not producing the move you want. It is also far too easy to send Ryo into an easily blocked combo. The fact he learns no proper doges or reversals until the end of the game is pretty unforgivable as well.

This may just be because I find the Virtua Fighter style very awkward compared to the way the Tekken fighting system, but the only things I recommend you do to win out most fights is train everyday, find or buy every scroll you can as soon as possible. Try and train at least one punch and kick to mastered level. Many moves gain extra parts to them once they are past medium level. When in big fights try and corner yourself so that enemies can only come at you one-on-one. When fighting long battles remember to run away and recover energy. Don't bother throwing, they are usually blocked and leave you open to attack from the mate of however you threw.

My recommended moves to train up are - Pit Blow (hard and recovers fast), Elbow Assault (hard hitting and fast), Crescent Kick, Swallow Dive (powerful with long range and when trained passed medium it gains a devastating heel drop), Crawl Cyclone (good for hitting grounded opponents or low fighting ones like Chai).

#### \*\*\*MOVELIST\*\*\*

##### PUNCHES

Tiger Knuckle

Pit Blow (learnt in Dojo demonstration)

Double Blow (learn from man in Dobuita Park during hunt for Charlie also need to have bought all 6 scrolls from antique shop)

Twist Knuckle

Elbow assault

Upper Knuckle

Sleeve Strike

Rain Thrust

Big Wheel

Twin Hand Waves

Back Fist Willow

Avalanche Lance

Katana Mistral Slash

Mistral Flash

Twin Blades (learn from scroll in Hazuki Residence)

Rising Flash (learn from scroll in antiques shop)

Stab Armour (learn from Chinese Scroll)

##### KICKS

Crescent Kick

Trample Kick

Swallow Dive (learn from Master Chen's son)

Tornado Kick (learned from Tom on disc 3, refuse first time, then accept to get the full double kick move)

Surplice Slash

Thunder Kick

Hold Against Leg

Brutal Tiger

Dark Moon

Windmill

Shadow Reaper (learn from scroll in Fuk-sans room)



Mud Spider (learn from antique shop scroll)  
Crawl Cyclone (learn from antique shop scroll)  
Twin Swallow Leap (learn from antique shop scroll)

#### THROWS

Overthrow  
Sweep Throw  
Vortex Throw  
Mist Reaper  
Demon Drop  
Shoulder Buster  
Tengu Drop  
Darkside Hazuki  
Back Twist Drop  
Tiger Storm  
Arm Break Fire (learn from antiques shop scroll)  
Shadow Step (learn from tramp in warehouse district)  
Shadow Blade (learn from tramp in warehouse district)  
Cross Charge

#### REVERSALS

Swallow Flip (learn from Master Chen before end of disc 3)

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\*\*\*\*\* 6) SHENMUE LOTTERY \*\*\*\*\*  
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#### 6) THE SHENMUE LOTTERY

You enter the Shenmue Lottery buy buying Shenmue goods, which are any food with Shenmue written on them and the cassette tapes. Each purchase gives you a free draw of a ticket. The better the prize the lower the odds.

Tip 1: If you are intent on getting the top prizes, save in the morning and head straight for the lottery you want to play. Keep buying and pulling tickets and if you lose too much money with no result, just quit and restart from that mornings save.

Tip 2: Sometimes the game seems to get "stuck" on a run of losing tickets. If you pull three in a row that lose, you'll probably keep losing until you leave. So just leave and re-enter the shop and this seems to snap the game out of it.

#### ABE STORE LOTTERY

Top Prize: Dural Gold  
First Prize: Dural Silver  
Second Prize: Director (Yukawa)  
Third Prize: Director (Yukawa in a grey suit)  
Fourth Prize: R-360, Space Harrier Toy, Rent-a-Hero  
Toy, Bonanza Brothers

#### DOBUITA TOMATO MART

First Prize: Radio with Cassette Player  
Second Prize: Sega Saturn Games (Space Harrier, HangOn)  
Third Prize: Cassette Tapes (Outrun, Magical Sound Shower, Hang On: Main Theme, Space Harrier: Main Theme, Final Take On)  
Fourth Prize: B B Ultra Toy, Ferry, Blue Forklift, Red Forklift

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\*\*\*\*\* 7) GOTCHA TOYS \*\*\*\*\*  
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(a) Gotcha Machine toys 100 yen each

There are seven machines. Two outside Abe's store, two Outside the You Arcade and three in the Harbour lounge. Each machine has a theme, but several toys are in all the machines.

-Items in All Machines:

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

-Virtua Fighter Figures (Outside Abe's Store)

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

-Sonic Characters (Outside Abe's Store)

Sonic 1 and 2  
Knuckles 1 and 2  
Tails 1 and 2  
Eggman  
Espio  
Amy  
Bark  
Bean  
Fang  
Chao & Pian  
Ristar

-Virtua Fighter Kids (Outside You Arcade)

Kids Akira 1 and 2  
Kids Dural 1 and 2  
Kids Jacky 1 and 2  
Kids Jeffry 1 and 2  
Kids Lau 1 and 2  
Kids Lion 1 and 2  
Kids Pai 1 and 2  
Kids Sarah 1 and 2  
Kids Wolf 1 and 2  
Kids Kage 1 and 2  
Kids Shun Di 1 and 2

-Sega Stars - classic Sega games characters (Two Machines one outside You Arcade, the other in the Harbour Lounge)

Aida II  
Alex Kidd  
Chicken Leg  
Dreamcasko  
Hornet  
Gear-O  
Jet Opa Opa  
NiGHTS 2  
Coba Beach  
Megadra Brother  
Myau  
Mobo  
Opa Opa  
Poppors  
Robo  
Ruber  
Sataro  
Shop  
Solo Wing  
Try-Z  
A Button  
B Button  
X Button  
Y Button

-Motor Vehicles from Hang On and Shenmue (Harbour Lounge)

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

-Shenmue Harbour Toys (Harbour Lounge)

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

(b) Gotcha Prize Toys  
Certain Gotcha Toys are only available as Prizes.

Gold Dural - Top Prize. Abe store Lottery  
Silver Dural- 1st prize Abe store lottery  
Director (Yukawa) - 2nd Prize Abe store Lottery  
Director (Yukawa in a grey suit) - 3rd Prize Abe store Lottery  
R-360, Space Harrier Toy, Rent-a-HeroToy, Bonanza Brothers - 4th Prize Abe store Lottery  
B B Ultra Toy, Ferry, Forklift (Blue One), Forklift (Red One)- Fourth Prize Tomato Mart Lottery

Mini Spacer Harrier toy - get 10 million points on the Space Harrier Arcade Game

Mini Hang On Toy - get 10 million points on the Hang On Arcade Game

Mini QTE Title game toy - get 300,000 points on the QTE title Arcade game.

Mini Excite QTE 2 game toy - get 300,000 points on the QTE Excite Arcade Game.

Mini Darts toy - get 300 points on the Darts Game. (not Neo Darts)

Cherries - On the 1 Bet Machine: Slots Arcade

Mini Billiards - On the 5 Bet Machine: Slots Arcade

Mini Slot Machine - On the 10 Bet Machine: Slots Arcade

Mini Jukebox - On the 20 Bet Machine: Slots Arcade

Forklift Race: 5 different Forklifts toys numbered 1-5 for each place you rank during your five days as a worker in the morning race.

c) Gotcha Toys Online (Every Ones Space)

Mini Jukebox - Trade for Goat

Mini Slot Machine Trade for - Tiger Kitten, Black Kitten

Mini Billiards Trade for - Pochi, Philip, Pyonta, Kelly, John, Robin

Cherry Trade for - Big Philip, Big Robin, Chip, Little Philip, Little Robin, Pip, Pop, Rap

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\*\*\*\*\* 8) MISCELLANEOUS USEFUL INFORMATION \*\*\*\*\*  
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a) Phone Numbers.

Police 110

Fire 119

Weather Forecast 177

Number Assistance 104

Hazuki Dojo-Home 0468-37-7424

Master Chen 0468-61-5647 (acquire after getting letter translated)

Naoyuki Ito 0468-37-7492

Nozomi 0468-22-5508

b) Shop Opening Times.

Abes Store (9.00-19.00)

Hirata Tobacco (07.00-18.30)

Smiley Flower Shop (07.00-18.30)

Maeda Barbers (10.00-18.00)

You Arcade (10.00-24.00)

Komine Bakery (07.00-18.30)

Jupiter's Jackets (10.00-20.00)

Mary's Patches and Embroidery (10.00-20.00)

Kurita Military Surplus (10.00-21.00)

Global Travel Agency (09.00-20.00)

Water Dragon Thrift Store (10.00-20.00)  
Hokuhoku Lunch Box Shop (10.00-20.00)  
Bunkado Antiques (10.00-22.00)  
Takara Sushi (11.00-21.00)  
Aida Florist (07.00-22.00)  
Honda Drugstore (10.00-20.00)  
Ajiichi Chinese Restaurant (10.00-21.00)  
Daisangan Mahjong Parlour (12.00-05.00)  
Slot House (10.00-24.00)  
Bar Linda (18.30-05.00)  
Bob's Pizzeria (17.00-04.00)  
Nana's Karaoke Bar (19.00-04.00)  
Manpukuken Ramen (17.00-04.00)  
Bar Yokosuka (17.00-03.00)  
MJQ Jazz Bar (19.00-04.00)  
Asia Travel Co. (10.00-20.00)  
Funny Bear Burgers (10.00-20.00)  
Lapis Fortune Teller (10.00-24.00)  
Tattoo Parlour (14.00-24.00)  
Russiya China Shop (10.00-21.00)  
Water Dragon Thrift Store 2 (10.00-20.00)  
Liu Barbers and Hair Salon (10.00-19.00)

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\*\*\*\*\* SECTION TWO - THE SHENMUE PASSPORT DISC \*\*\*\*\*  
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\*\*\*\*\* 1) WHAT IS THE SHENMUE PASSPORT? \*\*\*\*\*

The passport disc contains 4 elements. Instructions from the various characters on game-play elements, movie clips you have unlocked during game-play, themes and soundtracks you have unlocked during game-play and your "passport" to Shenmue Online.

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\*\*\*\*\* 2) MOVIE CLIPS \*\*\*\*\*  
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- 1: Promo Trailer
- 2: What's Yokosuka?
- 3: Magic Weather and Time Control
- 4: Preview #1
- 5: Forklift Preview
- 6: Prologue

(The above scenes are available from the start)

- 7: Drifting Blossoms (\*secret scene\*)
- 8: Trap in the Street
- 9: Ryo rescues Nozomi and a boy from 2 guys in Sakuragaoka (\*secret scene\*)
- 10: Tattoo parlour and Charlie
- 11: Nozomi returns from class
- 12: Nozomi and Ryo in Sakuragaoka park - part 1 (\*secret scene\*)
- 13: Encounter with Master Chen
- 14: Oishi's Antiques
- 15: The North Star (\*secret scene\*)
- 16: Chai Attacks!
- 17: Piggy Bank
- 18: Boat Trip
- 19: Chai's Trap
- 20: Jimmy's Apology

- 21: Goro's Job Introduction
- 22: Goro's Information
- 23: Mark takes an Ugly Beating
- 24: Goro's Marriage
- 25: Nozomi and Ryo in Sakuragaoka park - part 2 (\*secret scene\*)
- 26: Borrowing Ito's Motorbike
- 27: To the Harbour
- 28: The Deal with Terry
- 29: Nozomi and the Motorcycle
- 30: Dream of the phoenix mirror
- 31: Meditation
- 32: Tom's Treat
- 33: Tom's Move Instruction
- 34: Goodbye Tom
- 35: Ambushing Gui Zang
- 36: Gui Zhang and Ryo at Sunrise
- 37: The Parting
- 38: Dobuita Departure
- 39: Nozomi's Amulet
- 40: Ending

All cut scenes are automatically recorded as you play except for numbers: 7, 9, 12, 15 and 25. This is because they can be missed. If you want to get all the cut scenes make sure you do the following.

Scene 7: Disc 1, at the beginning of the game, when you first leave Ryo's house, walk over to the big tree beside the dojo. Its pretty obvious as Fuk-san is staring up to. There is another flashback on the first day you can see. Look at the steaming food on the kitchen table and you'll see a memory of his father making him eat carrots! This cut scene will not be recorded. For another unrecorded scene Go into the Dojo past Fuku-san and then stare up at that large banner across the wall of the Dojo. I believe it says something about Yin and Yang. Ryo will then go into a flashback where he remembers his father discussing the meaning of friendship.

Scene 9: Disc 1, after the punch up in the Heart Beats bar, go home and sleep. The next day, make sure the weather is sunny outside. You may want to check the weather on the phone the night before going to Heart Beats and delay that scene until there is a sunny day forecast. Go to Sakuragaoka park around 12 noon. You also need to do this before you start hunting for Charlie.

Scene 12: This first part of the Nozomi is at the end of disc 2. After phoning warehouse #8 and determining you need to catch the bus, hang about in Dobuita until 7pm and then go home. Back home, look at the phone and it will ring (sometimes you may have to wait until about 10pm). Answer the phone by pressing "A" and the scene activate.

Scene 15: After obtaining the phoenix mirror in disc 2, go back to the woman in the Pottery Shop next to Water Dragon Jeans - she will tell you about the Phoenix Mirror and add some notes to your notebook. You can also acquire more notes and a scene from the Antiques shop, but this cut scene is not recorded.

Scene 25: Nozomi park scene part 2. This is on disc 3, make sure the game date is December 26th or later. Then, after 7pm, visit The You Arcade and there will be an automatic cut scene with Nozomi's friend, Eri. She'll tell you to go to Sakuragaoka park because Nozomi is crying there. Dash up and another scene with the lovely Nozomi will be yours!

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\*\*\*\*\* 3) SOUNDS \*\*\*\*\*

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Most tracks are automatically obtained during gameplay, however some need you to visit a particular shop and play past Christmas Time to unlock.

- 1: Shenmue Original
- 2: Sha Hua Orch w/vocals
- 3: Sha Hua Orch w/Chinese Fiddles
- 4: Loneliness
- 5: Harbour Light
- 6: Visitor at Night
- 7: To the Sky
- 8: The Spot
- 9: Beyond the Memory
- 10: Takari Sushi
- 11: Lapis
- 12: Bob's Pizza
- 13: Abe's Store
- 14: Slot House
- 15: Tomato Mart
- 16: Liu Barber and Salon
- 17: Asia Travel Company
- 18: Harbour Lounge
- 19: Light
- 20: Earth and Sea
- 21: Yokosuka Blues
- 22: Sadness, Hope
- 23: Sunny Places
- 24: Mysterious Letter
- 25: Working Man
- 26: I Wish
- 27: Why?
- 28: Antiquity
- 30: Jingle Bells
- 31: Silent Night, Holy Night
- 32: Sha Hua Christmas

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\*\*\*\*\* 4) Shenmue Online \*\*\*\*\*

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The Purpose of Shenmue Online is to add more information to the backgrounds of the people and places that populate the game as well as give you help, information, news and a chance to participate in the International Mini Game High Scores.

URGENT MESSAGES - supposedly somewhere you can get Shenmue news, but I have visited it many times and it has never been updated...hmmm.

DATA REVIEW - Here you can find out EVERYTHING about your game so far, including cleared files. Yes, this can tell you just how many cans of pop Ryo has drunk, how long he has spent training, which Gotcha Toys he has in his collection, just how many walls he as banged into and how many times you have used the first person look lock-on function...it really is the obsessive gamers paradise!

ONLINE MANUAL - I suppose this is useful if you have lost or broken the manual that came with the game.

EVERYONES SPACE - Here you can look at how healthy the kitten is (awww). You

can trade certain Gotcha Toys for rarer ones and download character art to you memory card in exchange for Winning Cans.

NETWORK RANKING - here are the international high scores for all the mini games. This is often inaccessible due to people hacking their games and cheating, then posting astronomical scores which sega then have to remove. There's always someone who has to spoil things eh?

NOZOMI'S MESSAGES - Are you stuck? Nozomi will give you a hint here.

SHENMUE WORLD - Here is unadulterated info on the world of Shenmue. Every character, right down to the cats and dogs that roam around have been given a little biography and name. All the places have detailed descriptions and histories. Finally each move of Ryo's that you have learned has a full Historical description. It the best part of Shenmue Online!

OK so that was Shenmue chapter one, can't wait for the next few Chapters can you?

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\*\*\*\*\* SECTION 3 - SHENMUE 2 \*\*\*\*\*  
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\*\*\*\*\* WARNING SOME SMALL SHENMUE 2 SPOILERS!! \*\*\*\*\*

This section is here to help any one wanting to get a good start in Shenmue 2 and what to spend their money on in Shenmue to get the best out of the continuation of the game.

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\*\*\*\*\* 1) Items carried over to Shenmue 2 \*\*\*\*\*  
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Money (however much you had minus boat fare, now Hong Kong Dollars),  
Date (for days after the date you finish Shenmue, Shenmue begins),  
Gambling Tokens,  
Watch,  
Sword Hand Guard,  
Phoenix Mirror,  
White Leaf,  
Intro letter from Master Chen,  
Letter to Iwao from Zhu Yuanda,  
Amulet (Nozomi gave this to Ryo at end of Shenmue 1)  
All your Collectable Capsule Toys  
An Album with any Photos you found,  
Hang on and Space Harrier Saturn games (now for trade only),  
Batteries (now for trade only),  
Light bulbs ((now for trade only),  
Matches (now for trade only),  
Mysterious Scroll  
Any Move Scrolls you found/bought  
All learned Moves and Technique Levels

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\*\*\*\*\* 2) What to do in Shenmue to get a good start in Shenmue 2 \*\*\*\*\*  
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First of all, your music cassettes and walkman are not carried over. So if you are short of cash I recommend you buy more Gotcha Toys. They will come in handy as you can add to collection and you can sell duplicates at Pawn Shops.



Second don't hoard your cash in Shenmue ready for Shenmue 2. Very early in the game you will be robbed and left penniless. Your only source of cash is jobs, gambling and pawnshops. For a quick \$60, make sure you have batteries, light bulb, both games and matches. You can sell them at a Pawn Shop and make some quick money without parting with any beloved Gotcha toys.

Try and get as many Gotcha Toys from Shenmue Online and as many duplicates as you can. Full sets of Shenmue Online Gotcha Toys can fetch high prices in several Pawn Shops. The same goes for a complete set of Forklifts, sets on Hang On Toys, Mini game and QTE prize toys. Again make sure you have plenty of duplicates so you have at least one left for you own collections.

Don't bother mastering all your moves; your levels will be cut down to a half average. Also for some reason the fight systems changes in Shenmue 2 and you cannot perform all the moves, several now share controls. It's still worth learning all the moves as Shenmue 2 lets you see the relative power, speed etc of each move. Some of the later ones are killer!

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\*\*\*\*\* 3) If you are a US gamer, should you import? \*\*\*\*\*  
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This is a difficult question for me to answer. There are so many conflicting rumours about what will and won't work. Basically, the UK version of Shenmue 2 works in 60HZ mode so it will be compatible with a USA TV (I think). However your DC will need to be chipped or you'll need a Utopia Boot Disc to run it.

Some people have said you might need a PAL to NTSC converter as well. This is a device that links the DC to the TV and converts the signal. Also your NTSC save will not be recognised by the PAL game. But apparently there are ways to convert it. I am afraid I can't post any definite info here yet as so much of this is net rumour and speculation. What I do suggest is that you check out [www.gamefaqs.com](http://www.gamefaqs.com) and there Official Shenmue 2 message board at:

<http://cgi.gamefaqs.com/boards/gentopic.asp?board=30720>

You may find an answer to you specific questions there. There is also some useful FAQs on converting games saves here:

<http://www.gamefaqs.com/console/dreamcast/game/24517.html>

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\*\*\*\*\* 4) The Online situation as of 2002 \*\*\*\*\*  
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Basically Shenmue Online still exists in a cut down form for Shenmue one owners. However accessing it from the UK I was able to get the initial screens up but no detailed info. For examples the biogs gave the first page of information, but the detailed descriptions would not load. The network rankings are gone and the What's New has been "under construction" for months. There is no extra stuff available if you use a Shenmue 2 save either.

You can still exchange Winning Cans for goodies and swap toys. You can also check the progress of the kitten. But that is it. This was the situation as of July 2002, Sega have given no indication as to how long this site will stay up. Or if it will be altered to encompass Shenmues cross console sequels.

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Feel free to email me about any aspect of this guide, any contributions you would like to make will be fully credited if used and are more than welcome. Please inform me of any errors, typos etc so I can rectify them immediately. My email is falsehead@aol.com

(Blatant plug: check out my games website at [www.kungfuhamster.cjb.net](http://www.kungfuhamster.cjb.net) for loads of info on Martial Arts, Beat 'em Ups, Kung Fu Movies and Pokemon!)

Thanks to all at [www.gamefaqs.com](http://www.gamefaqs.com) for being such a laugh, and giving me the push to actually start contributing my own work.

Special thanks go out to: BillyKane, Magus747, Pat Uhler, totalstuff and Andy78787, fakeplasticmanatree, bloomer, sashanan, ASchultz, MaxH and everyone else on the gamefaqs review board. Love yah all guys!

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\*\*\*\*\* THE END \*\*\*\*\*  
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