

Shenmue Notebook Guide

by fvector

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RYO HAZUKI'S Little Brown Notebook...

A Shenmue FAQ uploaded 02/22/2007

v.2.0 by Force Vector (fvector@hotmail.com) with assistance
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and finishing data from Joel Cope

=====
INTRODUCTION... (why I'm writing this FAQ)
=====

Originally I was content in helping Kris Brunn by submitting additional notebook entries as I played the game. Therefore I was quite surprised when his useful FAQ was no longer found in GAMEFAQS.

The replacement notebook FAQ by Julian McKenzie, although far more complete, did not state how it was found - hence, I decided to create (in my own "humble" opinion) the definiteve Shenmue Notebook FAQ from one who has no access to the Shenmue Prima Guide (which seems to be THE definitive guide).

Having contacted the two fine gentlemen mentioned above, Mr. Brunn gave me his blessing in taking over his FAQ (with the understanding that he gets mentioned somewhere - DOMO ARIGATOU GOZAIMASU KRIS BRUNN-SAN!), while Mr. McKenzie had agreed to a collaboration of the information found in this Notebook FAQ.

Further additions to this FAQ was courtesy of the assistance of Mr. Eric DiDomencio.

Years pass (the last update was in 2005) and Mr. Joel Cope was kind enough to e-mail me the rest of the missing data.

Now the FAQ is complete... short of those niggling spaces on certain pages... but I suspect the original Japanese version of Shenmue had the entries in large fonts or something.

=====
ABOUT LAPIS... (what I found out about the place)
=====

A special thanks to Michael Beaman who was having problems getting the entries from the Tattoo Shop. To help him out I've restarted my game yet again (someday I'll actually finish this game even once) and found out that you can get as many clues from Lapis in one day as long as you meet the necessary requirements to unlock them.

=====
PASSING TIME... (why you should)
=====

In the course of my innumerable re-starts, I've discovered that the best way to let time pass quickly in the game is to go to a practice area (Sakura Park, Dobuita Parking Lot, Warehouse No.4), start a session and leave Ryo alone - time passes much faster when practicing than

just having him stand somewhere.

=====
DA NOTEBOOK... (what to do to get those vital entries)
=====

The page numbering used here does not include the cover. Personal comments are in parenthesis. Anything that sounds like a personal comment from pages 110 onward are by Mr. Joel Cope though.

When mentioning a list of persons that you can talk to, I grouped it into Family/Friends, People in Sakuragaoka, Dobuita Main Street Shops (from back street to front), & Dobuita loop (bars & restaurants).

A single-dash line is used as separator.

Also, after each person is the number of times you must talk to him/her to make that particular entry appear in the notebook.

~~~~~  
PAGE 1:

<Phone Numbers>

Police 110

Fire 119

Weather Forecast

177

Number Assistance

104

HOW TO GET:

You start the game with these entries in your notepad.

~~~~~  
PAGE 2:

<Phone Numbers>

Hazuki Dojo-Home

0468-

37-7424

HOW TO GET:

Also included at the start of the game.

Master Chen

0468-

61-5647

HOW TO GET:

Appears only after you've talked to Master Chen the first time at the Old Warehouse #8 (more on that later).

~~~~~  
PAGE 3:

Naoyuki Ito

0468-

37-7492

Nozomi Harasaki  
0468-  
22-5508

HOW TO GET:  
Supplied at the beginning.

~~~~~  
PAGE 4:

Mirror w/ Dragon
design stolen!

Lan Di-
murdered Dad
wore dragon robe
rare fight style
Tattoo on his arm

HOW TO GET:
Still part of the initial entries given automatically.

~~~~~  
PAGE 5:

In Meng Cun  
Dad killed a man  
named Zhao  
Sun Ming?

What happened  
that day in  
the Dojo?

HOW TO GET:  
You start the game with the above entries.

~~~~~  
PAGE 6:

Ine-San will
leave 500 yen on
the shoe cabinet
for me daily.

I should go to
the Dojo and ask
Fuku-san...

HOW TO GET:
Leaving your room for the first time will trigger a discussion with
Ine-San, and these entries appear in your Notepad.

~~~~~  
PAGE 7:

I'll get revenge  
for my father!!

Ask around to  
see if anyone  
saw men wearing  
black that day

HOW TO GET:

After talking to Ine-san to get the entries on Page 6, enter the dojo  
and an automatic discussion with Fuku-san will start, giving you  
the above entries.

~~~~~

PAGE 8:

I found a locked
box in the Dojo
Where's the Key?

HOW TO GET:

Look at the locked box in the dojo WITHOUT having the key for it in your
possession (the key can be found in your father's room, so DON'T root
around there yet).

I can't involve
Fuku-san...

HOW TO GET:

Go back into the dojo after getting the entries on Page 7, and talk to
Fuku-san yet again until the notebook icon appears - indicating you got
an entry (this also happens to others since you may have to converse
twice or more before getting an entry from them).

Sumiya-san may
know something?

HOW TO GET:

When you first meet Megumi and her adopted kitten (at the Yamanose
Shrine), give it the fried tofu (this locks out Megumi telling you about
Yamagishi-san on Page 9 though). After leaving Megumi, head to the
ladies gossiping by the pay phone at Sakuragaoka (Kondo-san and
Mishima-san) - talking to any of the two ladies will reveal this entry.

On the other hand, if you do feed the dried fish to the kitten,
this entry WILL NOT appear.

~~~~~

PAGE 9:

An elderly lady's  
looking for the  
Yamamoto house  
in Sakuragaoka

HOW TO GET:

Once you've talked to Sumiya-san about the black car, passing by the

intersection in front of the Abe Store will start a cut-scene dealing with an elderly woman looking for the Yamamoto residence (too bad the family she seeks isn't random, it would have made it more fun roaming Sakuragaoka that first time - I also just realized that Ryo needs work with his grammar ^\_~ ). This entry will appear at the end of the cut-scene and you have the option of helping her or not.

Yamagishi-san  
almost got hit by  
the black car

HOW TO GET:

If you gave dried fish to the kitten, Megumi would have mentioned this. If you didn't give dried fish, talk to Sumiya-san twice (she'll be by her house, sweeping... use the area map to find her house - that's what it's there for, ya know ^\_~ ).

~~~~~  
PAGE 10:

I need to visit
Yamagishi-san

HOW TO GET:

Whoever you conversed with to get the 2nd Entry of Page 9 will also give you this entry.

The blk. car went
towards Dobuita
->Maybe ppl. who
work there saw it

HOW TO GET:

Talk to Yamagishi-san twice at his house (look at the area map if you don't know where he lives... talking to Sumiya-san repeatedly after she gives the Page 9 & 10 entries will have her tell you how to get there).

~~~~~  
PAGE 11:

\*Clue  
She surrounded by  
flowers can help.

HOW TO GET:

After getting the 2nd Entry on Page 10, you can now go to Dobuita. Before heading to the fortune teller of Lapis, talk to at least three people (it doesn't matter if they give the Entry below or not). Once you've done that, you can now get this clue.

Nozomi (Aida  
Florist) got mud  
splashed by the  
black car

HOW TO GET:

Aside from talking twice to Nozomi [Aida Flower Shop] after getting the clue above... Aoki-san [Funny Bear Burger], Yoshie-san or Aoi-san [Yaokatsu Produce], Sawano-san [Hokuhoku Lunches], and Shinkichi-san [Uokichi Seafood] will mention that the flower girl got splashed by mud (oddly, Mario [Bob's Pizzeria] will tell you to talk to Nozomi, but no entry will appear on the notebook).

~~~~~  
PAGE 12:

Tom (hot dog
truck) had words
with blk. car men?

HOW TO GET:

Nozomi [Aida Flower Shop] will reveal this.

*Clue
Seek he who
always dances to
cheerful music

HOW TO GET:

Once you have the above entry, talk to the fortune teller at Lapis
BEFORE you talk to Tom [Tom's Hotdog].

~~~~~  
PAGE 13:

Tom saw Lan Di &  
suggested I seek  
information from  
Chinese people

HOW TO GET:

After getting the clue on Page 13, talk to Tom [Tom's Hotdog] repeatedly until the notebook icon appears.

I'll ask Ajiichi  
Chinese Rest.  
owner Tao-san

HOW TO GET:

Nearly everyone will direct you towards Ajiichi, but... Tsuruoka-san [Jupiter's Jackets] needs to be talked to twice before the entry appears and Komine-san [Komine Bakery] will tell you to go to Ajiichi although no entry in the notebook will appear.

It's NOT advised to talk to Nozomi, since you get this entry plus the 2nd Entry on Page 14 - which in turn locks out the Clue on Page 14. As for the people who won't tell you about Ajiichi, the culprits are...

-----  
:all the kids (although Tatsuya, the Toy Capsule crazy boy,  
has an interesting reply)  
:all passer-bys that have no time for you  
:the construction people in Sakuragaoka  
:all lounging punks (bikers, "bad" schoolgrrls, Enoki & Nagashima)  
-----

:Eri Tajima (Nozomi's best friend)  
:Mayumi Mishima (Megumi's sister)  
:Yuji Hirano (wears a black jacket)

-----  
:Fusako Kondo (Mrs. Kondo, not the dude that mans  
the Tomatomato Convenience Store during weekends)  
:Mitsugu Nomura (the Taxi Driver)  
:Setsu Abe [Abe Store]

-----  
:Kimie Udagawa (girl that alternates w/ Akasaka-san)  
[Water Dragon 2 Thrift Store]  
:Toki Aida (Nozomi's Grandma) [Aida Flower Shop]  
:Yohei Kondo [Tomatomato Convenience Store]  
:Midori Aizawa (lady w/ bandanna) [Water Dragon Thrift Store]  
:Ryoko Nishizawa [little girl in Bunkado Antiques]  
:Tom Johnson & Honey Jackson [Tom's Hotdog]

-----  
:Everyone in the Daisangen Mah-jong Parlor  
:Everyone in the Slot House  
:Yoshifumi Hato (Owner/Bartender) [Heartbreak Bar]  
:Kyoko Hayashi (the woman standing outside) [Bar Linda]  
:Takeshi Hirai (Bartender) [Bar Linda]  
:Yoko Minato (the woman standing outside) [Bar Yokosuka]  
:Akemi Sato [Bar Yokosuka]  
:Etsuko Sekine (con-woman... whoops, should I mention her as such?  
Too much of a spoiler, neh?) [Asia Travel Co.]

~~~~~  
PAGE 14:

*Clue
A cook will show
you a new path

HOW TO GET:

Have at least three people direct you towards Ajiichi Restaurant before
going to Lapis in order to get this clue.

Ajiichi Chinese
Restaurant->across
from Hattori
Sporting Goods

HOW TO GET:

Converse with Nozomi [Aida Flower Shop].

~~~~~  
PAGE 15:

When searching  
for Chinese, seek  
the 3 blades

HOW TO GET:

Talk to Tao-san when he's inside the Ajiichi Restaurant.

(There is this big gaping space below but I don't know what to do to  
get an entry to appear here. Considering that the next two pages are

a continuation of the information that Tao-san gives, I'm assuming that there really isn't anything written on this space. I could be horribly mistaken, but until someone proves me otherwise, I'll stick to my theory.)

~~~~~  
PAGE 16:

3 Blades:
Knives... cook
->Manpukuken
Ramen
Scissors... Tailor
->Itoi-san of
Mary's Patches
& Embroidery

HOW TO GET:

After talking to Tao-san [Ajiichi Restaurant], this will appear.

~~~~~  
PAGE 17:

Razors... Barber  
->Maeda-san

HOW TO GET:

This is a continuation of the Page 16 entries.

Ex-3 Blades  
->Yong-san  
->Wu-san

HOW TO GET:

Talk to Yamato-san [Manpukuken Ramen] after going to the Ajiichi and learning about the 3 blades.

~~~~~  
PAGE 18:

(Yong & Wu
frequent bars
in the evenings)

HOW TO GET:

This is a continuation of the information that Yamato-san [Manpukuken Ramen] gives you when you talk to her about the 3 blades.

I should visit
Liu Barber &
Hair Salon

HOW TO GET:

Talking to either Maeda-san [Maeda Barbershop], Itoi-san [Mary's Patches and Embroidery] or Yong-san & Wu-san [Bar Yokosuka] will reveal this entry. Each one has something interesting to say, but alas talking to one will lock out the other two. As for the dynamic duo of Yong-san & Wu-san, you need to bug them twice.


~~~~~  
PAGE 19:

Must speak with  
Liu Senior who  
walks in Suzume  
Park.

HOW TO GET:

Talk to Liu-San at Liu Barber & Hair Salon after you get the referral  
on Page 18 from one of the former 3 Blades members.

nearby Yamaji  
Soba Noodles

HOW TO GET:

Converse with Mario [Bob's Pizza] twice before  
visiting Liu-San in Suzume park.

~~~~~  
PAGE 20:

*Clue
Your guide awaits
in a park for you

HOW TO GET:

Once you've gotten the entries on Page 19, talk to any three persons
(that do not automatically brush you off) then head to Lapis BEFORE
going to Liu Senior in Suzume park.

Lan Di - black-
market Chinese
Organization or
Chinese Mafia?

HOW TO GET:

Converse with Liu-San Senior in Suzume park.

~~~~~  
PAGE 21:

Sailors who work  
Hong Kong or  
Shanghai import  
may know about  
Chinese Mafia?

Must find sailors

HOW TO GET:

Liu-San Senior will reveal these entries.

~~~~~  
PAGE 22:

Sailors hang out

in bars at
night

HOW TO GET:

Aside from Nozomi [Aida Flower Shop], these people will also point you
in the right direction in your search of sailors:

- :Akasaka-san [Water Dragon Thrift Store 2]: once
:Aoki-san [Funny Bear Burger]: once
:Aoi-san [Yaokatsu Produce]: once
:Tom [Tom's Hot Dogs]: once
:Honey-san [Tom's Hot Dogs]: twice
:Tsuruoka-san [Jupitor Jackets]: thrice
:Tamura-san [Tamura Butcher]: twice
:Nemoto-san [Smiley Flowers]: once

:Ono-san [Knocking Motorcycle]: once

*Clue
Neon lights shall
guide your way

HOW TO GET:

Talk to at least 3 people (it doesn't matter if they give a
negative reply or not), then head to Lapis to get this clue.

~~~~~  
PAGE 23:

Bars that sailors  
frequent:  
-MJQ Jazz Bar  
-Heartbeats Bar

HOW TO GET:

Once you've gotten the entries on Page 22, entering Bar Yokosuka  
will trigger an automatic cut-scene. Afterwards talk to Saijo-San  
(the bartender, unless you've forgotten... ^\_~).

\*Clue  
He you seek waits  
on a dark street

HOW TO GET:

After getting the 1st Entry on Page 24, get a negative reply on your  
HEARTBEATS INQUIRIES from at least 3 people. Go to Lapis afterwards  
and get this clue.

~~~~~  
PAGE 24:

Can find sailors
at Heartbeats?

HOW TO GET:

Go to MJQ Jazz bar and sink the ball in the first shot (16 taps to the
right), and the base workers will tell you to look for sailors at
Heartbeats bar (if in doubt, go home & save before attempting the shot).

Near Motorcycle
Shop

HOW TO GET:

Talk to Takeshi Hirai [Bar Linda bartender] after you get the above note.

same side
as Mahjong Parlor

HOW TO GET:

Converse with Tsuruoka-san [Jupitor's Jackets] after your talk
with the base workers in MJQ Jazz bar.

By Slot House

HOW TO GET:

Either Tom or Honey-san [Tom's Hot Dogs] will give this entry.

Near Bar Linda

HOW TO GET:

Head to Kurita-San [Kurita Military Surplus] after you've sunk the shot
at the MJQ Jazz bar and learned about the sailors at Heartbeats bar.

~~~~~

PAGE 25:

Charlie  
-Has arm Tattoo  
-Black leather  
jacket.  
-Sunglasses  
-Rides hawg

HOW TO GET:

Go to Heartbeats bar and do the barfight QTE.

~~~~~

PAGE 26:

Heard Charlie's
a biker...

I should visit
Knocking Motor-
cycle Shop for
Information

HOW TO GET:

This appears after the barfight QTE.

~~~~~

PAGE 27:

Where is  
Charlie?

HOW TO GET:

Still part of the notes you get after the barfight QTE.

\*Clue

The one you seek  
can be found on  
the night streets

HOW TO GET:

Go to Lapis after learning about Charlie BUT before learning about Nagai Industries. In other words, after the Heartbeats' QTE, head straight to Lapis and talk to the fortune teller.

~~~~~  
PAGE 28:

Tattoo...
Nagai Industries?
Could Charlie
be yakuza?

I should visit
Nagai Industries

HOW TO GET:

These people will tell you about Nagai Industries when you ask them about Charlie. Once any one of these give that information, the rest will answer to the NAGAI INDUSTRY INQUIRIES and not about Charlie (until you've visited Nagai Industries that is)...

- :Sumiya-san: once
:Kondo-san: twice
:Mishima-san: twice
:Abe-san [Abe-store]: once

:Yoshie-san but not Aoi-san [Yaokatsu Produce]: once
:Sawano-san [Hokuhoku Lunches]: once
:Hirata-san [Hirata Tabacco]: once

:Yamamoto-san [Manpukuken Ramen]: once

~~~~~  
PAGE 29:

\*Clue  
Seek amusement  
to proceed...

HOW TO GET:

After visiting Nagai Industries, converse with at least 3 people (again it doesn't matter if their reply is negative or not).  
Head to Lapis afterwards to get this clue.

Charlie'll be in  
Dobuita at night

HOW TO GET:

Talk to either Toya Hasegawa (the guy in the purple suit) or  
Yoshiki-san at Nagai Industries.

~~~~~  
PAGE 30:

He's often at the
Military Surplus?

HOW TO GET:

Talk to Yoshiki-San [Nagai Industries].

Seen at Jupiter's
Jackets at 7ish?

HOW TO GET:

If you haven't gotten the entries on Page 28 talk to Kurita-San
[Kurita's Military Surplus] about Charlie three times. You only need
to do it twice if you've already gotten the Page 28 entries.

Ask Tsuruoka-san
(Jacket Shop)

HOW TO GET:

Like the above entry, you can this either before or after the entries
of Page 28. Talk to Ono-san [Knocking Motorcycle] before;
Yoshiki-san [Nagai Industries] after.

~~~~~  
PAGE 31:

If Charlie had  
his tatto done  
around here...

Need to find a  
Tattoo Parlour...

HOW TO GET:

Beat the sailors by the You Arcade (a sequence where you have to win  
anyway - I recommend grabs since you can defeat the wusses without  
too much problem).

~~~~~  
PAGE 32:

Tattoo Parlour
location...

HOW TO GET:

Also appears when you beat the sailors by the You Arcade.

Yokosuka Bar's
Akemi-san should know

HOW TO GET:

Once you're searching for the Tattoo Parlor, head back to the dojo
and talk to Fuku-san twice.

Ask Saijo-san

HOW TO GET:

Talk to either Akemi-san [Bar Yokosuka] or Tamura-san [Tamura Butcher].

~~~~~  
PAGE 33:

\*Clue  
Seek 2 men with  
arm tatoos

HOW TO GET:

After defeating the sailors by You Arcade, get a negative reply on  
your INQUIRIES about the TATTOO PARLOR from at least three people.

\*Clue  
2 men standing  
near motorcycles

HOW TO GET:

Talk to three more people and get their negative reply concerning  
the TATTOO PARLOR INQUIRIES.

~~~~~  
PAGE 34:

Bikers may know
about Tattoo
Parlor?

HOW TO GET:

After defeating the sailors by the You Arcade, go to the
Knocking Motorcycle shop and talk to Ono-San twice.

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

HOW TO GET:

Head to You Arcade before the Bike Punks squat there for the whole day
(that means waiting outside and entering the moment the place opens).
This entry appears after you've talked to Yuji Nito.

~~~~~  
PAGE 35:

\*Clue  
An old apartment

unexpected place

HOW TO GET:

Once you know about OKAYAMA HEIGHTS, talk to at least three persons who'll give a negative reply to that INQUIRY. Afterwards go to Lapis.

\*Clue

Neon reflecting  
an apt. bldg. w/  
a dragon door?

HOW TO GET:

Like the above clue, go to Lapis only after you've gotten three negative replies from three people.

~~~~~

PAGE 36:

Tattoo Parlor at
XX Heights?

HOW TO GET:

Go to Nagai Industries and converse with Yoshiki-san before you get any other directions concerning the Tattoo Parlor.

A Tattoo Parlor
in Okayama
Heights

HOW TO GET:

After conversing with Akemi-san [Bar Yokosuka] and getting the 3rd Entry on Page 32, talk to Saijo-san [Bar Yokosuka] twice.

You can also get this entry if you talk to the Bike Punk with the bandana twice (the one with the cool voice). At that point in the game they'll be hanging out in the Arcade - in fact they won't leave that place until the TATTOO SHOP INQUIRIES are done.

By the second time, they'll ask you to join their gang, if you accept they'll tell you where to go to get a tattoo (don't worry, you never intended to join their gang anyway and will never get a tattoo). If you refuse, they won't have anything to do with you.

~~~~~

PAGE 37:

Okayama  
Heights is

HOW TO GET:

Included with the 2nd entry on Page 36.

by Manpukuken  
Ramen

HOW TO GET:

After talking to Saijo-san (or the Bike Punks), go and talk

to any of the following people:

-----  
:Yoshie-san [Yaokatsu Produce]: twice  
-----

:Yamato-san [Manpukuken Ramen]: twice

:Hattori-san [Hattori Sporting Goods]: once

:Tao-san [Ajiichi Restaurant]: once

:Guang Ji (delivery boy & moocher of drinks) [Ajiichi Restaurant]: once

near Yokosuka Bar

HOW TO GET:

Talk to Saijo-san a third time (this entails a brief pause before talking the third time) or to...

-----  
:Yoshiki-san [Nagai Industries]: once

:Aoki-san [Funny Bear Burgers]: twice

:Aoi-san [Yaokatsu Produce]: once

:Kurita-san [Kurita Military Surplus]: once

Got a lead on  
Charlie!

HOW TO GET:

On the same evening you defeat the wussy sailors, head to the Tattoo Shop and converse with Takashi Takashiro (Tattoo artist) about Charlie three times.

(I could have sworn you could talk to him on an afternoon, but on the last two times I've restarted my game I can only talk to him on the same evening I fought the sailors. On the next day, even if I do nothing but squat in front of his door, the moment I enter it plays the sequence where the sailors are getting a "stronger" tattoo - Charlie is at the back of the room resting.)

(I've also tried to see how many of the entries I can get before Ryo's curfew and with such a tight deadline I ended up missing the 2nd Entry on Page 34 - naturally, since you can only get this on the next morning; and the 2nd Clue on Page 35 since talking to the Fortune Teller takes 15 minutes game time for each clue.)

(If anyone can shed light on this niggling problem, you'll be mentioned in this FAQ aside from my heartfelt gratitude.)

~~~~~  
PAGE 38:

Return to the
Tattoo parlor
tom.

HOW TO GET:

This also appears when you've talked to Takashiro [Tattoo Parlor].

Meet Charlie
at You Arcade
tom. 3pm.

HOW TO GET:

Defeat the QTE involving Charlie at the Tattoo Parlor.

~~~~~

PAGE 39:

\*Clue

One awaits you by  
pond&cherry tree

HOW TO GET:

Go to Lapis after 'bumping' into Nozomi (after the  
confront-Charlie-QTE)... see below.

Nozomi seems  
to be worried  
about me...

HOW TO GET:

After the Charlie QTE at the Tattoo Parlor, Nozomi will be waiting  
outside, & after she talks to you, this entry is added to your notebook.

~~~~~

PAGE 40:

Ine-san gave me
letter written
in Chinese

HOW TO GET:

After agreeing to meet Charlie the next day, head to the dojo and spar
with Fuku-san. Ine-san will overhear your conversation and will then
give you the letter.

Helped out
a Chinese boy
named Gao Wen

HOW TO GET:

Save the Chinese boy from Charlie (a QTE) at the construction site
battle - not that you have a choice...

~~~~~

PAGE 41:

This letter's my  
only lead now

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

HOW TO GET:

Appears after you've done the Charlie-will-never-learn QTE.

~~~~~  
PAGE 42:

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

HOW TO GET:

On the day you fought Charlie (and his goons), be home anywhere from
7pm to 9pm. The phone will ring and answering it will start a long
cut-scene involving you and Nozomi. This entry appears afterwards.

It'd be a good
idea to go talk
to Liu-san

HOW TO GET:

Talk to either of the following...

:Yamagishi-san: talk to him again after getting the clue below
:Abe-san [Abe Store]: once
:Nomura-san: once

Go to Aijiichi...

HOW TO GET:

Just like the first search for Chinese-speaking people, almost
everyone will tell you to go to Tao-san. You can talk to
any one of the following persons:

:Ine-san: once
:Fuku-san: once
:Noriko: once
:Miki: once
:Ichiro: once

:Yamagishi-san: once
:Mishima-san: once

:Akasaka-san [Water Dragons 2 Thrift Store]: once
:Aoi-san [Yaokatsu Produce]: once
:Takara-san [Takara Sushi]: once
:Minako-san [Tomatomato Convenience Store]: once
:Sawano-san [Hokuhoku Lunches]: once
:Tatsumi-san [Water Dragon Thrift Store]: once
:Shinkichi-san [Uokichi Seafood]: once
:Satoshi Shinoda (Travel Agent Manager) [Global Travel Agency]: twice
:Kurita-san [Kurita Military Surplus]: once
:Tsuruoka-san [Jupitor's Jackets]: once
:Komine-san [Komine Bakery]: once
:Tamura-san [Tamura Butcher]: once
:Akategawa-san [Yamaji Soba Noodles]: once
:Yuji Nito (counter guy / owner) [You Arcade]: once
:Maeda-san [Maeda Barbershop]: twice
:Yuriko-san or Nemoto-san [Smiley Flowers]: once
:Hirata-san [Hirata Tabacco Shop]: twice

:Honda-san [Honda Drugstore]: once
:Hattori-san [Hattori Sporting Goods]: once
:Yamato-san [Manpukuken Ramen]: once
:Nana-san [Nana's Karaoke Bar]: once

~~~~~  
PAGE 43:

Maybe Wang-san  
can read it..but  
he's on delivery  
Where?

HOW TO GET:  
Talk to Tao-san [Aijiichi Restaurant] about the Chinese letter - twice.

->Dobuita  
back street?

HOW TO GET:  
After talking to Tao-san [Aijiichi Restaurant], you can ask  
any of these fine people:

-----  
:Mayumi: once  
-----  
:Mishima-san: once  
:Sumiya-san: once  
-----  
:Tamura-san [Tamura Butcher]: twice

->at vending  
machine?

HOW TO GET:  
After getting the 2nd Entry on this page, talk to either Mayumi  
or her mom, Mishima-san, a second time.

~~~~~  
PAGE 44:

*Clue
Help one troubled
to open the path

HOW TO GET:
Head towards Lapis after talking to Tao-san.

Wang-san was
unable to read it

HOW TO GET:
After talking to Tao-san about the letter, go to the vending machine
by Nagai Industries and give the moocher... I mean, Wang-san, "his"
drink (I don't advise doing this since you also get the 1st entry
on Page 46 and in the process lock out the entries on Page 45).
It doesn't matter if you had allowed him to mooch off you

in the past or not.

~~~~~  
PAGE 45:

Can anyone else  
read Chinese?  
->Ask around

HOW TO GET:

If you don't buy Wang-san (the moocher) a drink, you'll get this entry instead (since you won't give him a freebie on this important stage, there's no need letting him mooch off you on the other times either).

\*Clue  
To the East, one  
surrounded by old  
china awaits you

HOW TO GET:

After getting the entry above, talk to at least 3 people and get a negative reply on your search for other people that can speak Chinese (look for replies where they ask if you've gone to Ajiichi and Ryo's answer is that he did but got no help). Head to Lapis afterwards to get this clue.

~~~~~  
PAGE 46:

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

HOW TO GET:

If you bought Wang-san a drink this entry is included with the 2nd Entry on Page 44.

If you didn't buy a drink for Wang-san then you can talk once to Gao Wen (he's near Komine-san in the afternoon), or twice to Kame Shibukawa (the old lady who was looking for the Yamamoto's residence) who can be found near said residence (assuming you helped her find it in the first place). Be advised that in order to converse with Shibukawa-san you have to talk to her once, let her walk past you a bit, then talk to her a second time.

-> near the
Water Dragon 2

HOW TO GET:

Also mentioned if you've conversed with Shibukawa-san, otherwise talk to Sawano-san [Hokuhoku Lunches] once.

The characters
were reversed!

HOW TO GET:

Entering Russiya China Shop the very first time will activate
a long cut-scene where you show Xia-san the Chinese letter.
This entry appears afterwards.

~~~~~  
PAGE 47:

Letter contents:  
Beware of those  
who seek a Mirror  
Should you need  
help, contact  
Master Chen at  
0468-  
61-5647

HOW TO GET:

Part of the entries you get when you talk to Xia-san [Russiya China Shop]  
about the Chinese letter.

~~~~~  
PAGE 48:

Back of letter
"Father's Heaven
Nine Dragons
Mother's Earth
Comrades"

Signed by:
Zhu Yuan Da

HOW TO GET:

Even more entries when you've talked to Xia-san concerning
the letter written in "strange" Chinese.

~~~~~  
PAGE 49:

Call the #  
->use the phone at

HOW TO GET:

Last of the batch of entries you get when you've talked to Xia-san  
the first time.

the Tobacco Shop

HOW TO GET:

After talking to Xia-san, you can talk to either of the following:

-----  
:Miki: once  
:Naoyuki: once

-----  
:Aoki-san [Funny Bear Burgers]: once  
:Aoi-san or Yoshie-san [Yaokatsu Produce]: once  
:Sawano-san [Hokuhoku Lunches]: once  
:Shinkichi-san [Uokichi Seafood]: once

:Honey-san or Tom [Tom's Hot Dogs]: once  
:Kurita-san [Kurita Military Surplus]: once  
:Satoshi Shinoda (Travel Agent Manager) [Global Travel Agency]: twice  
:Tsuruoka-san [Jupitor Jackets]: once  
:Tamura-san [Tamura Butcher]: once  
:Yuji Nito [You Arcade]: once  
:Nemoto-san or Yuriko-san [Smiley Flowers]: once

-----  
:Tao-san [Ajiichi Restaurant]: once  
:Wang-san [Ajiichi Restaurant]: once  
:Ono-san [Knocking Motorcycle]: twice

Hanging scroll in  
altar room reads  
"Heaven, Dragon  
Earth, Comrades"

HOW TO GET:

After getting the letter translated, go home and Fuku-san will  
talk to you as you enter the door. After the cut-scene, track  
Fuku-san down and talk to him again.

~~~~~  
PAGE 50:

*Clue
These terms are
interchangeable:

HOW TO GET:

Go to Lapis after failing to give the password on the phone three times.

Heaven is Dragon
Earth is Comrade
Comrade Earth
Dragon Heaven
and so on...

HOW TO GET:

Once you've gotten the 1st Entry on this page, call again and fail
two more times, then go back to Lapis.

~~~~~  
PAGE 51

"Father's Heaven"  
is a password!

HOW TO GET:

Dial 61-5647 and give the correct password sequence to get this note.

I need to locate  
Warehouse No. 8

HOW TO GET:

You get this when you've called 61-5647 and successfully  
given the password.

->Can I get the  
address from the  
phone number?

HOW TO GET:

After you know about Warehouse #8, talk to any of the following AFTER  
you've gotten the clue on Page 52:

-----

:Miki: once

:Mayumi: once

-----

:Yamagishi-san: once

-----

:Nozomi [Aida Flower Shop]: twice (a cute sequence)

:Hirata-san [Hirata Tabacco Shop]: once

-----

:Honda-san [Honda Drugstore]: once

~~~~~

PAGE 52:

Need to call 104

HOW TO GET:

Talk to Tamura-san [Tamura Butcher] once. (When you get to a phone,
make sure you DON'T get the area code - ask either about the other
three. Once you've failed, talk to Tamura-san again. Although
it doesn't add anything to your notes, at least there's a
follow up to what he mentions.)

*Clue

One who is fond
of you can help

HOW TO GET:

Once you know about Warehouse #8, talk to at least five people who will
give you a negative response to your INQUIRIES. Then head on to Lapis.

Area code 61
is for Amihama

HOW TO GET:

Look in the phone book (either at home or at Hirata Tabacco Shop)
or call 104 and ask for the area code.

~~~~~

PAGE 53:

\*Clue

Sm. shop near Bus  
Stop is your gate

HOW TO GET:

After getting the 3rd Entry on Page 51, talk to at least three people  
who will give you a negative response to the Warehouse #8 inquiry  
then go to Lapis.

Warehouse #8 is  
in New Yokosuka  
Harbor?  
->Go by bus

HOW TO GET:

After you learn that the Warehouse is in Amihama, talk to...

-----  
:Nuriko: once  
:Ichiro: twice  
-----

:Xia-san [Russiya China Shop]: once  
:Kimie Udagawa [Water Dragon 2 Thrift Store]: once  
:Aida-san [Aida Flowers]: once  
:Tatsumi-san [Water Dragon Thrift Store]: once  
:Sawano-san [Hokuhoku Lunches]: once  
:Shinkichi-san [Uokichi Seafood]: twice  
:Tom [Tom's Hot Dogs]: once  
:Satoshi Shinoda (Travel Agent Manager) [Global Travel Agency]: once  
:Komine-san [Komine Bakery]: once  
:Tamura-san [Tamura Butcher]: once  
:Yuji Nito [You Arcade]: once  
:Maeda-san [Maeda Barbershop]: once  
:Yuriko-san [Smiley Flowers]: once  
:Hirata-san [Hirata Tobacco Shop]: once  
-----

:Honda-san [Honda Drugstore]: once  
:Hattori [Hattori Sporting Goods]: once  
:Tao-san [Ajiichi Restaurant]: once  
:Saijo-san [Bar Yokosuka]: once

~~~~~  
PAGE 54:

The Bus Stop for
Amihama is near
the Tobacco Shop

HOW TO GET:

Whoever you talk to to get the 2nd Entry on Page 53 will also mention this.

*Clue
Keep searching...

HOW TO GET:

As soon as you get the 1st Entry on Page 55, you can head to Lapis to get
this clue (you can go as far as getting all the entries for Page 55 and
the 1st Entry of page 56 - DO NOT get the 2nd Entry on Page 56 yet).

~~~~~  
PAGE 55:

Where's Warehouse  
No. 8?

HOW TO GET:

You get this note as soon as you step off the bus for the first time.



->Check #'s

HOW TO GET:

Talk to the roving guard with a hard hat and glasses.

Got directions  
from a guy  
named Goro...  
->Enter harbor and  
take a right

HOW TO GET:

Defeat Goro in the frist QTE at the harbour.

~~~~~  
PAGE 56:

Made friends with
old homeless man
living in harbor.

HOW TO GET:

When you see the bum getting kicked out of a Warehouse (at the
Warehouse 12 to 17 area), buy him the can of coffee he asks for.

Can't enter ware-
house from front
Wonder if there's
another way in?

HOW TO GET:

Try to enter Warehouse #8 from the front (it doesn't matter
if you talk to the guards on duty or not).

~~~~~  
PAGE 57:

\*Clue  
Look for alleyway  
w/ wooden crates

HOW TO GET:

Go to Lapis after being denied entry to Warehouse #8.

2 Warehouse #8's  
->The other is in  
the Old Ware-  
house District

HOW TO GET:

Go into Warehouse #8 and overhear the conversation between the 2 workers.  
(If you let half a day pass after getting the 2nd Entry on Page 56, the  
moment you return to New Yokosuka Harbor, Goro will help you sneak into  
Warehouse #8... hey, he's not a bad guy after all ^\_~)

~~~~~  
PAGE 58:

I'll find Old #8!

HOW TO GET:

Also appears when you overhear the conversation between
the 2 workers in Warehouse #8.

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

HOW TO GET:

Once you know about the old warehouse #8, talk to the guard in front of
the old warehouse district gate. Then head to Dobuita afterwards and
talk to anyone of the following (I suggest Kurita-san, since he has
the most interesting response):

:Naoyuki: once
:Ichiro: once

:Aoi-san or Yoshie-san [Yaokatsu Produce]: once
:Sawano-san [Hokuhoku Lunches]: once
:Tatsumi-san [Water Dragon Thrift Store]: once
:Shinkichi-san [Uokichi Seafood]: twice
:Kurita-san [Kurita Military Surplus]: once
:Maeda-san [Maeda Barbershop]: once
:Yuriko-san [Smiley Flowers]: once

:Hattori-san [Hattori Sporting Goods]: once

*Clue
Listen to the sea
wind from the NW

HOW TO GET:

Once you've learned of the second Warehouse #8, go directly to Lapis,
do not pass go, do not collect... oops, wrong game. Anyway, do go
to Lapis and get this clue before doing anything else.

~~~~~  
PAGE 59:

Old Warehouse  
District is NW

HOW TO GET:

Talk to the elderly roving guard with white hair (he's usually around  
warehouse #8) or try to enter the Old Warehouse District (which I don't  
recommend since this will lock out the clue on Page 58 - but if you do  
the sequence right you should have that clue already by this time).

From entrance go  
straight and left

HOW TO GET:

Try to get through the gates of the Old Warehouse District.

Lack of guards  
no night shift...

HOW TO GET:

Talk to the fisherman that Goro tried to mug (the one with the green and yellow jacket) after you've talked to the gate guard at the old warehouse district or tried to enter the area.

~~~~~  
PAGE 60:

Heavy security in
day->Night is my
only chance to
sneak in

HOW TO GET:

Appears at the same time as the 2nd Entry of Page 59.

Hisaka-san is
worried about her
sister Mai...

HOW TO GET:

Once you've gotten the 2nd Entry on Page 58 and return to Hisaka-san [Hokuhoku Lunches, Harbor Branch], a cut-scene will appear involving the sisters. Hisaka-san will then ask you to help her, choose to help to get this entry.

~~~~~  
PAGE 61:

Where's Mai?

HOW TO GET:

Additional entry you get automatically along with the 2nd Entry on Page 60.

->the far side of  
New District near  
Warehouse No. 17

HOW TO GET:

Talk to Hisaka-san again after she asks for your help.

Mai should be all right now

HOW TO GET:

Win against Mai's "friends" (a QTE sequence).

~~~~~  
PAGE 62:

Report to Hisaka-
san so she won't

worry anymore...

HOW TO GET:

Succeed in the bad girls QTE (this is one QTE that doesn't loop if you fail - so you had better get it right).

I was careless...
What's happened
to Mai?

HOW TO GET:

Fail in the bad girls QTE (win, and you don't get this entry; lose, and you don't get 3 entries - a bad tradeoff in my opinion).

~~~~~  
PAGE 63:

\*Clue  
To a sea scented  
land in the NW  
fortune shall  
visit at night

HOW TO GET:

Head to Lapis after you've either talked to the gate guard of the old warehouse district or attempted to enter the area.

~~~~~  
PAGE 64:

Aim for after
guard shift
change ->8 pm.
...must wait
until nighttime

HOW TO GET:

When you return to Hisaka-san after dealing with Mai's "friends", Ryo automatically offers his services in delivering orders of box lunches to the old warehouse district. This entry will appear when you're through.

to sneak into #8.

HOW TO GET:

Sneak past the guards patrolling the Old Warehouse District and enter the Old Warehouse #8.

(There's an interesting sequence involving the old man that is easily missed since it involves actually failing repeatedly in the sneaking sequence. After you've caught the flashlight, get apprehended 4 times - on the fifth day the old man will talk to you and hand over a map of the Old Warehouse District. Get caught once more and he will mark the routes that the guards take in their patrol. Let the guards catch you 2 more times after that and he'll mark where exactly Warehouse #8 is found. Allow yourself to get caught 2 more times and he'll tell you to try sneaking around at 11pm - whereupon all your attempts will start at that time. He won't bother with you after the fourth "help". When

you're done talking to Master Chen, check your inventory and you'll see that you have the homeless man's map.)

Met with Master
Chen in Old

HOW TO GET:

Once inside the Old Warehouse #8, have Ryo pick up the plate on the center shelves to start a lengthy cut-scene. This will then appear once it's done (when you wake up the next day).

~~~~~

PAGE 65:

Warehouse No. 8

Lan Di is leader  
of a Chinese  
organization  
called  
Chi You Men

He uses a deadly  
martial art style

HOW TO GET:

Part of the entries that you get when you've finished talking to Master Chen the very first time.

~~~~~

PAGE 66:

It seems another
mirror, called
the Phoenix
Mirror, exists

Password:
Heaven, Dragon,
Earth, Comrades

HOW TO GET:

Still a continuation of the entries you get after your conversation with Master Chen at Old Warehouse #8.

~~~~~

PAGE 67:

The Phoenix  
Mirror must be  
somewhere in our  
house... it's my  
only lead so...  
I must find it!

HOW TO GET:

Last of the entries you get after your talk with Master Chen.

~~~~~  
PAGE 68:

*Clue
Someone familiar
is awaiting you

HOW TO GET:
Go to Lapis BEFORE seeing Fuku-san (you can already have the entry below).

I hear Fuku-san
is looking for me

HOW TO GET:
Talk to Ine-san right after your conversation with Master Chen
(and getting the whole slew of entries).

~~~~~  
PAGE 69:

Father apparently  
took something to  
the Antique Shop

Could it be the  
Phoenix Mirror?

HOW TO GET:  
Fuku-san will be waiting by the bare tree near the Dojo. Heading  
towards that area will start yet another lengthy cut-scene that  
not only involves Fuku-san but also Ine-san afterwards.  
These entries will appear after you've talked with her.

~~~~~  
PAGE 70:

*Clue
An elder awaits,
surrounded by
antiques behind
closed door to N.

HOW TO GET:
Head to Lapis after getting the entries on Page 69 (it doesn't matter
if you get this before or after the entry below).

The Antique Shop
is opposite the
lunch box stand.

HOW TO GET:
Once you've gotten the entries on Page 69, you can talk to the following
(I recommend Sawano-san - she has an interesting reply):

:Fuku-san: once

:Ine-san: once

:Sumiya-san: once

:Santa Claus [yes, the big guy w/ a white beard & red suit]: once

:Xia-san [Russiya China Shop]: once

:Sawano-san [Hokuhoku Lunches]:once

:Shinkichi [Uokichi Seafood]: once

:Maeda-san [Maeda Barbershop]: once

~~~~~

PAGE 71:

Dad left me the  
Hazuki Family  
Sword Handguard.

HOW TO GET:

After a talk with your 'family', head to Bunkado Antiques and a cut-scene with Oishi-san will start. You get this entry afterwards.

Lan Di will never  
get the other  
mirror!

HOW TO GET:

Appears after your first battle confrontation with Chen Gui Zhang (Master Chen's son), which is activated the first time you pass the intersection of Sakuragaoka where the empty lot with the telephone booth is found on your way back home.

~~~~~

PAGE 72:

Legend of
-Heaven, Dragon,
Earth, Comrades-
9 Dragons born of
Father's Heaven
grow on Mother's
Earth to become
land gods. Even

HOW TO GET:

Talk to Liu-san Senior [usually at Suzume Park in Dobuita] once you've gotten the sword handguard from Oishi-san.

~~~~~

PAGE 73:

today, they're  
respected as both  
parents&comrades  
and are believed  
to protect Hong  
Kong from natural  
disasters.

HOW TO GET:

~~~~~  
PAGE 74:

*Clue
In the dark, near
is item you seek.

HOW TO GET:

Once you've gotten the Family Sword Handguard, head immediately to Lapis.
DO NOT go home before you get this clue for you will be 'locked'
at home until you talk to Ine-san (see below) - whereupon the clue
you get from Lapis is the one on Page 75.

Snow Ring, two
stars, one sword
->The Hazuki
Family Crest

HOW TO GET:

The moment you enter the Hazuki Residence after getting the Family Sword
Handguard from Oishi-san you will be subjected to a cut-scenes
involving Fuku-san, and then automatically brought into the main house.
You cannot leave without having a talk with Ine-san about the handguard.
This entry appears after your conversation.

~~~~~  
PAGE 75:

\*Clue  
Candlelight in a  
large room, sword  
& then handguard.

HOW TO GET:

Once you've gotten the 2nd Entry on Page 74, head to Lapis.

Is there anything  
in Dad's room?

HOW TO GET: !!requires confirmation!!

Spend 2 hours (game time) in the dojo without having the key  
in your possession. (or is it get to this point within 2 hours?)

~~~~~  
PAGE 76:

The hanging scroll
must have some
meaning

HOW TO GET: !!requires confirmation!!

Once you've opened the box, spend another 2 hours (game time) in the dojo.

A hidden door
in the Dojo...

Found a basement
Could the Phoenix
Mirror be here?

HOW TO GET:

After opening the secret door, head down the ladder and
this entry appears when you get to the bottom.

~~~~~  
PAGE 77:

\*Clue  
The gods help  
those who  
persevere...

HOW TO GET:

Go to Lapis after you've climbed down to the basement but  
NOT entered the room itself.

Found an old  
photo of Dad

HOW TO GET:

From the entrance of the basement, head to the stack of boxes at the  
far right side of the room. When you open the top most, you'll see  
a picture and automatically pick it up. This entry appears afterwards.

Floor scratches?

HOW TO GET:

From the entrance of the basement, head to the far left shelves  
and look at the floorboards near it.

~~~~~  
PAGE 78:

This shelf's been
moved... why?

HOW TO GET:

After you've seen the scratches, you'll have the option of performing
an action on the shelf. Press A and this entry appears after you've
moved the shelf back to its original position.

Is there a space
behind the wall?

I need to break
the wall... how?

HOW TO GET:

Once the shelf has been moved, examine the "secret panel"
to get these entries.

~~~~~

PAGE 79:

Fuku-san tips:  
floor scratches,  
part of wall a  
different color.

HOW TO GET: !!requires confirmation!!

Explore the secret basement for two hours without getting  
the Entries on Page 77 and 78.

Got the Phoenix  
Mirror! Must go  
see Master Chen

HOW TO GET:

Pick up the axe lying near the entryway of the basement room, and perform  
an action in front of the "secret panel". Once the cut-scene is done,  
you'll have this entry.

~~~~~  
Page 80:

*Clue
Father's Heaven,
Nine Dragons,
Mother's Earth,
Comrades,
are words that
interchangeable

HOW TO GET:

Yet another grammatic poor entry which you get from Lapis once the
Phoenix Mirror is in your possession. You can already call up
Master Chen before you head to the fortune teller.

~~~~~  
PAGE 81:

The Phoenix is a  
sacred guardian  
of Chinese legend  
|  
Protector of the  
North Star  
(highest emperor)

HOW TO GET:

Before meeting Master Chen, with the Phoenix Mirror in hand, head  
to Russiya China Shop. Entering will trigger a lengthy cut-scene  
with Xia-san and this entry will appear afterwards.

~~~~~  
PAGE 82:

In China
the Big Dipper
was also highly
respected like

the North Star
for a long time

HOW TO GET:

Continuation of the Page 81 entry you get after the long cut-scene
when you showed Xia-san the Phoenix Mirror.

~~~~~  
PAGE 83:

Phoenix Mirror's  
made of precious  
stone only found  
in Gui Lin region  
Carved by master  
artist by mandate  
from an ancient  
emperor...

HOW TO GET:

Another detour on your way to Master Chen. Visit Oishi-san  
[Bunkado Antiques] and another lengthy cut-scene will ensue wherein  
you show him the Phoenix Mirror and get this entry in return.

~~~~~  
PAGE 84:

Secret of Ying-
Yang - All items
harbor both good
and evil fortune.

Is there meaning
other than that
of the legend?

HOW TO GET:

On your way to see Master Chen, pass by Sakura Park (in Sakuragaoka)
and talk to Yamagishi-san. You'll have this entry right after.

~~~~~  
PAGE 85:

When the Dragon  
ascends & the  
Phoenix descends,  
Something occurs.

Lan Di still does  
not know there  
are two Mirrors.

HOW TO GET:

Go to the Old Warehouse #8 when you've gotten the Phoenix Mirror  
(make sure you've set an appointment with Master Chen first).  
Entering the warehouse starts a very, very, very long cut-scene (with  
a brief QTE in the middle) and this entry appears when it's through.

~~~~~  
Page 86:

A creepy skinhead
(from ChiYouMen?)
tried to
steal the
Phoenix Mirror

The Chi You Men
and MAD ANGELS
are connected.

HOW TO GET:

Still part of the entries you get after visiting Master Chen.

~~~~~  
PAGE 87:

MAD ANGELS are  
enemies of Master  
Chen's group.

It appears Lan DI  
has already left  
for Hong Kong.

HOW TO GET:

Even more entries after the lengthy cut-scene with Master Chen  
and the Phoenix Mirror in Old Warehouse #8.

~~~~~  
PAGE 88:

I must go to
Hong Kong ASAP.
But how?
No connections
No money.

I should talk to
Fuku-san

HOW TO GET:

After your talk with Master Chen concerning the Phoenix Mirror, you
return home in time to sleep. The next day, when you're done reading
the new notebook entries you've acquired, a brief cut-scene will start
wherein you look at your savings account. After realizing it isn't
enough to get to Hong Kong, this entry appears.

~~~~~  
PAGE 89:

Fuku-san said  
A cheap Travel  
Co. in Dobuita

I don't want to  
worry Ine-san  
I'll get to Hong  
Kong on my own!

HOW TO GET:

Head to Fuku-san's room (it's to your right when you step out of your  
room, in case you've forgotten) to start yet another really long  
cut-scene. This entry appears when the dust has settled.

~~~~~  
PAGE 90:

First I need to
check the Travel
Co's in Dobuita

Find out how
much it costs
to get to
Hong Kong

HOW TO GET:

Included with the Page 90 entries when you've talked with Fuku-san
and then Ine-san.

~~~~~  
PAGE 91:

Megumi was  
worried because  
the kitten was  
missing...

HOW TO GET:

After your disastrous attempt at getting money for a trip to Hong Kong,  
go have a walk to let your head cool and pass by the Yamanose Shrine.  
Talk to Meumi to find out about the missing kitten.

We found the  
kitten! I'm sure  
Megumi's happy.

HOW TO GET:

Follow the sound of the kitten's mewling (or, if your deaf, head to the  
houses found down some stairs in Yamanose). Picking up the kitten will  
start a cut-scene involving Nozomi. This entry appears afterwards.

~~~~~  
PAGE 92:

I heard that the
Gloval Travel
Agency has a good
reputation...

HOW TO GET:

Having found the kitten, you may now start your pursuit of finding
Travel Agencies, you may talk to the following people:

:Yamagishi-san: twice
:Nomura-san: once

:Aoki-san [Funny Bear Burgers]: once
:Shinkichi-san [Uokichi Seafood]: once
:Tsuruoka-san [Jupitor Jackets]: once
:Tamura-san [Tamura Butcher]: once
:Hirata-san [Hirata Tabacco]: once

:Hattori-san [Hattori Sporting Goods]: once
:Bartender [MJQ Jazz Bar]: once

~~~~~  
PAGE 93:

Asia Travel Co.  
near Yaokatsu  
Produce has bad  
reputation...

HOW TO GET:

You need to converse with either Aoi-san [Yaokatsu Produce] or  
Ono-san [Knocking Motorcycle] twice.

How much is  
a ticket to  
Hong Kong?

HOW TO GET:

Enter either of the Travel Agencies and after the cut-scene  
this entry will appear.

~~~~~  
PAGE 94:

->Global Travel-
198,000Yen,
->Asia Travel-
158,000Yen

HOW TO GET:

Go to the respective Travel Agency to get a cut-scene and their pamphlet.
This shows up afterwards.

Got pamphlets for
Hong Kong fares
but too expensive

HOW TO GET:

After the automatic cut-scene that happens as you enter either
of the Travel Agencies, this entry will appear.

~~~~~  
PAGE 95:

Maybe I should  
discuss this with  
Fuku-san again?

HOW TO GET:

This is also part of the entries you get after the automatic  
cut-scenes involving the Travel Agencies.

(Like Page 15, there is this big gaping space below and again I don't  
know what to do to get an entry to appear here. Anyone who can shed  
a light on this will be greatly appreciated.)

~~~~~  
PAGE 96:

Fuku-san gave me
his life savings
I mustn't waste
his money!

HOW TO GET:

After visiting the Travel Agencies, go home and enter Fuku-san's room.
This entry appears after the cut-scene.

~~~~~  
PAGE 97:

Someone must  
know a cheaper  
way of getting  
to Hong Kong!

HOW TO GET:

You get this entry after the cut-scene wherein you receive  
all of Fuku-san's savings.

~~~~~  
PAGE 98:

Should ask Nozomi
at Aida Florist.

HOW TO GET:

Still part of the entries received after Fuku-san hands over
all of his savings.

Wang-san (Ajiichi)
may also know...

HOW TO GET:

You can talk to any of the following:

:Sumiya-san: once

:either of the Liu-sans [Liu Barber & Hair Salon]: once

:Aoi-san or Yoshie-san [Yaokatsu Produce]: once

:Sawano-san [Hokuhoku Lunches]: once

:Tao-san [Ajiichi Restaurant]: twice

Ask Saijo-san at
Yokosuka bar too.

HOW TO GET:

Conversing with any of these people (I recommend Yuriko
or Akemi - they both have interesting replies):

:Minako-san [Tomatomato Convenience Store]: once

:Maeda-san [Maeda Barbershop]: twice

:Yuriko-san [Smiley Flowers]: once

:Ono-san [Knocking Motorcycle]: once

:Akemi-san [Bar Yokosuka]: once

~~~~~  
PAGE 99:

Tatsumi (Water  
Dragon) opposite  
Hokuhoku Lunches  
may also have info.

HOW TO GET:

Talking to the following will reveal this entry:

-----  
:Tamura-san: once  
-----

:Akasaka-san [Water Dragon Thrift Store 2]: once

:Kurita-san [Kurita Military Surplus]: once

:Tsuruoka-san [Jupitor Jackets]: once

Boat fare is less  
than plane fare!  
->Ask at travel  
agencies again.

HOW TO GET:

Converse with any of the four people that had been mentioned as entries  
(I recommend Nozomi because... because, she's Nozomi ^\_~). By the way,  
Wang the moocher will wait patiently by his favourite ambush point for  
you. He and Tatsumi need to be talked to once, while Nozomi and  
Saijo-san needs to be talked to twice.

~~~~~  
PAGE 100:

*Clue
A travel agency
bodes lucky.

HOW TO GET:

After putting down money for the Boat Ticket, you can finally
head on down to Lapis and get a clue.

*Clue
Strong sign from
Travel Co. He you
seek has gone.

HOW TO GET:

After being defeated by Chai, go to Lapis before you confront Jimmy back at Asia Travel Co. again.

~~~~~  
PAGE 101:

For boat fare go  
to Asia Travel

HOW TO GET:

Talk to any of these fine people:

-----  
:Sumiya-san: once  
:Nomura-san: once  
:Abe-san [Abe Store]: once

-----  
:Yoshie-san or Aoi-san [Yaokatsu Produce]: once  
:Satoshi Shinoda [Global Travel Agency]: automatic\*  
\*You only have to enter the place and an automatic cut-scene  
will happen, you get the entry afterwards

-----  
:Yamato-san [Manpukuken Ramen]: once

Purchased  
boat ticket at  
Asia Travel Co.  
->69,000 Yen

HOW TO GET:

Enter Asia Travel Co., this entry appears afterwards.

~~~~~  
PAGE 102:

Pick up ticket
at Asia Travel
in 4 hours.

HOW TO GET:

Part of the entries that appear after entering Asia Travel Co.

Arranged to
get new ticket
with man from
Asia Travel Co.

HOW TO GET:

After having a talk with Fuku-san, go back to Asia Travel Co. after four hours or the next day (if you purchased the ticket later like around 6pm) after you purchase the boat ticket. A cut-scene will happen (no free battle or QTE) and this entry will appear.

~~~~~  
PAGE 103:

The woman at

Asia Travel Co.  
ran off with my  
money!

HOW TO GET:

You get this entry automatically from Jimmy during the cut-scene  
when you start Disc 3.

Man from Asia  
Travel Co. will  
contact me tom.

HOW TO GET:

You also get this entry with the bottom entry on Page 102.

~~~~~  
PAGE 104:

Nozomi brought
flowers for altar

HOW TO GET:

After dealing with the Jimmy and the punks at Asia Travel Co., go home
after 7pm and head to the family shrine, where Ine-san will tell you
about the flowers.

Jimmy (Asia
Travel) called
->Meet at You
Arcade at Noon

HOW TO GET:

Automatically happens when you wake up the next day
after being conned in Asia Travel.

~~~~~  
PAGE 105:

That skinhead  
showed up again!  
Who is he?  
Where did he go?

Could Jimmy from  
Asia Travel Co.  
be one of them?

HOW TO GET:

Go to the You Arcade at the specific time Jimmy told you to and go inside.  
Whether you win against the skinhead or not doesn't matter - you go back  
to Asia Travel and confront Jimmy. These entries appear after the fight.

(Eric's two cents: Though I would prefer to be defeated by Chai;  
I don't know why SEGA, let alone, Suzuki-san allow you to defeat Chai.  
He's just too strong, proving when you meet Chai the first time,  
no matter how experienced in this game you are, Ryo should never  
be able to defeat Chai the first time!)

~~~~~  
PAGE 106:

Go to
Asia Travel Co.

Jimmy swindled me

That skinhead
is a member of
the MAD ANGELS

HOW TO GET:

You get the entries automatically from Jimmy during the cut-scenes
when you start Disc 3.

~~~~~  
PAGE 107:

MAD ANGELS- gang  
who extort&harass  
harbor workers

I'll meet the MAD  
ANGELS if I work  
in harbor, so I'll  
go look for work.

HOW TO GET:

Same as in page 106 - you get it automatically.

~~~~~  
PAGE 108:

*Clue
To the NE near
the sea there is
a lucky person.

HOW TO GET:

Go to Lapis after confronting Jimmy.

~~~~~  
PAGE 109:

Wonder if it'd  
be quicker to  
find work if I  
ask the foreman?

->Saw him at  
Warehouse No.18

HOW TO GET:

Talk to the worker standing next to the gate near the Harbor Lounge,  
the guy wearing the orange vest with the pigeons in front of him. The

entrance is on the left when walking from the bus stop into the Harbour.

~~~~~  
PAGE 110:

Eri was worried
because Nozomi
seems depressed
lately...

Suppose I should
be concerned too

HOW TO GET:

After 6pm you can find Eri standing by the You Arcade. If you talk to her you will learn that Nozomi seems depressed lately. Which day you get this is a bit sketchy but it can be sometime just before or after Christmas. You can get this entry even after getting the entries on Page 111.

~~~~~  
PAGE 111:

Meet Nozomi at  
Sakuragaoka Park

HOW TO GET:

Go to Eri outside the You Arcade roughly after starting your job search at the harbour (again, the timing is a bit sketchy). She will tell you that she saw Nozomi crying in Sakuragaoka Park. You can't get this if it's raining or if it is before Christmas or if you didn't see the previous cut-scene with Nozomi in the park during disc 2.

She cried but I  
couldn't comfort  
her...Nozomi, pls.  
don't leave w/out  
saying goodbye!

HOW TO GET:

Pass by Sakura Park at around 7pm onwards on Dec. 26 and a cut-scene will automatically happen. Keep visiting each night until it happens if it does not occur straight away after Christmas. You get this entry afterwards.

~~~~~  
PAGE 112:

Goro says he'll
find a job for me
->Tom. noon at
Warehouse No. 1
at Blue door

HOW TO GET:

Go outside Warehouse #12 where the foreman at Warehouse #18 told you to go. A cut-scene will play in which Goro insists he will get Ryo a job. Afterwards this entry will be added.

Go to the place
to meet Goro

HOW TO GET:

Instead of meeting Goro at noon, do something else today. The next morning the phone will ring and Ryo automatically picks up and speaks to Goro. For the second day in a row, do not meet Goro. The following morning there is another phone call and you will get this entry automatically after the second phone call.

~~~~~  
PAGE 113:

\*Clue  
Near a bldg. w/  
fishermen & sea  
is that you seek.

HOW TO GET:

After meeting Goro and getting the second entry on this page, go and visit Lapis in Dobuita. You can still get this if you have already got the first entry on page 114.

Speak to Yada-san  
at Alpha Trading  
Office by 2pm

HOW TO GET:

Meet Goro at the agreed location (the south side of Warehouse #1 with the big blue door) at noon. A cut-scene will play where you find out Mai got you a job interview at 2pm. Afterwards this entry will be added.

~~~~~  
PAGE 114:

The office is in
a bldg. w/ "Alpha
Trading" sign

HOW TO GET:

After meeting Goro, talk to some of the patrolling guards dressed in blue. Some will give you directions and some will tell you about the sign, but still may not add the entry to your diary. To get this, I asked a patrolling guard who was walking near warehouses 15 - 17, which is far left of Hokuhoku Lunches.

Started job
driving forklifts
->Mark will
instruct me

HOW TO GET:

Enter the Alpha Trading Co. building for a cut-scene where Ryo gets a job. You then get training from Mark on operating the forklift. After getting paid this entry will be added.

~~~~~  
PAGE 115:

Part-time job:  
Start at 9 am.  
2hr lunch break  
until 5pm daily  
Wage: 300 yen per  
crate, raise  
given once  
quota is met

HOW TO GET:

You get this entry along with the second entry on page 114.

~~~~~  
PAGE 116:

I've got to try
to gather info.
about the MAD
ANGELS while
working at the docks

HOW TO GET:

You get this entry along with the second entry on page 114.

~~~~~  
PAGE 117:

MAD ANGELS  
what kind of  
gang is it?

HOW TO GET:

You get this entry along with the second entry on page 114.

->Many foreigners

HOW TO GET:

After your training day, stick around at the harbour. Go to the left  
of Hokuhoku Lunches and standing by Warehouse #1 should be two  
supervisors in brown jackets and white hats. Talking to one  
of them will give you this entry.

->backed by  
Chinese Cartel.

HOW TO GET:

During your lunch break on the second day of work, talk to the  
homeless man who is sitting under some steps near the Tomato Mart.  
Doing so will add this entry to your notebook.

->kills and dumps  
bodies in the sea

HOW TO GET:

Go and talk to the tattoo artist in Okayama Heights in Dobuita after day two of work where you get ambushed in Warehouse #3 and have subsequently got the first entry on page 121. I believe you can also only get this entry before you meet the Mad Angels outside Warehouse #17 after day two of work, so just go back to Dobuita and meet the Mad Angels at Warehouse #17 the next day instead.

~~~~~  
PAGE 118:

*Clue
Fallen angels
toy with your
new friends.

HOW TO GET:

Visit Lapis in Dobuita after finishing your forklift training with Mark.

Mark seems to be
troubled... ->He
knows somethin?

HOW TO GET:

After your first full day of work, find Mark who should be standing by the waterfront. Talking to him will gain this entry for the notebook.

~~~~~  
PAGE 119:

Master Chen and  
the MAD ANGELS  
are rivals.

Where are the  
MAD ANGELS?

HOW TO GET:

On the first full day of work at lunch time, you will enter a cut-scene automatically where Mark is getting beaten up outside the office. After you have won the fight against them you will get this entry for the notebook.

~~~~~  
PAGE 120:

*Clue
Be wary of evil
lurking in the
dark, seeking to
do you harm

HOW TO GET:

Visit Lapis after your first full day of work.

People have been
on edge lately?

HOW TO GET:

After your first full day of work, return to Dobuita. Go into Nagai Industries and talk with the man lying down at the back of the room to get this entry.

~~~~~  
PAGE 121:

MAD ANGELS  
->meet up behind  
Warehouse No. 17

HOW TO GET:

During the second day of work, sometime after lunch you will be ambushed by more members of the Mad Angels in Warehouse #3. Beat all of them and after interrogating one of the men this entry is added.

\*Clue  
When you help a  
new friend, a new  
path shall open.

HOW TO GET:

After getting the first entry on this page, return to Dobuita and visit Lapis. You must do this before meeting the Mad Angels behind Warehouse #17.

~~~~~  
PAGE 122:

Mark's brother
may have been
killed after
leaking some
"important info:

But what info.?

HOW TO GET:

Rescue Mark over at Warehouse #17 after the end of your second day at work. A free battle will commence which afterwards, a cut-scene will happen and mark will tell you his reasons why he's in Yokosuka.

~~~~~  
PAGE 123:

The info. was:  
MAD ANGELS were  
making a deal w/  
the Chi You Men

If I follow them  
they'll lead me  
to the Chi You Men!

HOW TO GET:



You get these entries along with the entries on page 122.

~~~~~  
PAGE 124:

*Clue
In the dark of
night the sea is
full of evil but
in good time,
this evil may
guide your way

HOW TO GET:
Visit Lapis in Dobuita after saving Mark outside Warehouse #17
on day 2 of work.

~~~~~  
PAGE 125:

I heard that  
bikers gather  
at night

HOW TO GET:  
On day 3 at work, during lunch time, turn left at Hokhoku Lunches, and  
look for two men wearing brown jackets and white helmets standing next  
to a container. Talk to the one on the left until this entry is added.

(Near the  
Harbor Cafeteria)

HOW TO GET:  
Still during this lunch time, talk to the guard standing to the left  
of the entrance to Warehouse #8, who is dressed in blue.

Is that them?

HOW TO GET:  
You get this entry at the same time with the first entry on this page.

~~~~~  
PAGE 126:

*Clue
One w/ grudge has
has dangerous hint

HOW TO GET:
Get the entry below this one first. After this, return to Dobuita
and visit Lapis for this clue.

Lan Di is still
in the harbor
Find out more
about the trade...

HOW TO GET:

After work on day 3, walk into the area outside the harbor cafeteria to start a cut-scene. It's Charlie and two others on motorbikes. After the QTE chase and beating up more Mad Angels and Charlie, this entry will be added automatically.

~~~~~  
PAGE 127:

(POSSIBLE ENTRY SPACE HERE?! -- Joel)

A co-worker  
said he feels  
we're being spied  
on during work

The MAD ANGELS?

HOW TO GET:

During your lunch break on day 4, look at the bench you and your co-workers sit on. At about 12:45 the guy wearing the beige shirt will stand up and walk off. Follow him and keep talking to him until Ryo asks about the Mad Angels (you may have to let him walk for a short while before Ryo will ask). This entry will be added afterwards.

~~~~~  
PAGE 128:

Am I being spied
on by them too?

Good...that will
make it easier to
look for them

Come on out!

HOW TO GET:

You get all the entries on this page along with the entry on the bottom of page 127.

~~~~~  
PAGE 129:

Mark heard about  
"Long Zha"  
What is that?

HOW TO GET:

At the end of day 4 after getting paid, you will enter an automatic cut-scene with Mark. He will tell Ryo about the Long Zha and this entry will be added afterwards.

Long Zha - blk.  
market dealings

between Chinese  
org. & MAD ANGELS

HOW TO GET:

You get this entry along with the first entry on this page.

~~~~~  
PAGE 130:

When is the next
Long Zha deal?

HOW TO GET:

You get this entry along with the entries on page 129.

*Clue
There are 2 paths
and both may
close should you
hesitate.

HOW TO GET:

At the end of work day 4, go back to Dobuita and
talk to Lapis for this clue.

~~~~~  
PAGE 131:

2 foreigners I  
rarely see  
(Tony& Smith)  
...are part of the  
Long Zha?

HOW TO GET:

After getting the entries on page 129, go and talk to Mark again,  
who is standing by the seafront.

->I hear they're  
hanging around  
the Cafeteria.

HOW TO GET:

After getting the entries on page 129, turn left at Hokhoku Lunches.  
Look for two men wearing brown jackets and white helmets and talk  
to the one on the left for this entry.

~~~~~  
PAGE 132:

It seems Goro
and Mai are
getting married

HOW TO GET:

On day 5 of work, at lunch an automatic cut-scene will start involving
Goro and Mai. After this has finished, this entry will be added.

I need to find a
guy named Terry.

HOW TO GET:

On day 5 at work after lunch, your route for crates will bypass the harbor
cafeteria. At about 3:30pm a cut-scene will start and lead to a QTE to
chase Smith and Tony. When you catch one of them you get this entry.

~~~~~

PAGE 133:

Nozomi's been  
kidnapped!  
I have to get to  
Warehouse No. 17  
by 3:30am!

HOW TO GET:

After your 5th day at work, when you go home and go to sleep, Ryo will  
wake up a bit later and tell Ine-san he's "going out for fresh air."  
She'll reply that she was talking to Aida-san and Nozomi never came home.  
A call will come in and Chai will tell you more.

(POSSIBLE ENTRY SPACE HERE?! -- Joel)

~~~~~

PAGE 134:

To get to the
harbor quickly...
->Bus X
Won't make it!

HOW TO GET:

After getting the entry on page 133, run down to the bus stop and
Ryo will realize the buses don't run this late and the entry is added.

I'll make it if I
go by motorcycle!

HOW TO GET:

Now go to the Yokosuka Bar and talk to Akemi. She will make a suggestion
and this entry is added.

~~~~~

PAGE 135:

->Ask Ono-san at  
Motorcycle Shop  
about borrowing.

HOW TO GET:

Next, go to Bob's Pizza and ask Bob. After doing so  
you will get this entry.

Try to borrow

Naoyuki Ito's  
(Sakuragaoka)  
motorcycle.

HOW TO GET:

Go to the Knocking Motorcycle Shop and knock on the door. Ono-San will come to the door and after talking with him, this entry will appear.

~~~~~  
PAGE 136:

Nozomi is fine.

Had to promise
Terry I'd beat up
Chen Gui Zhang

Tom at 10pm go
to Warehouse #9

HOW TO GET:

Go to Naoyuki Ito's house and borrow his motorcycle. You have to ride it to the harbor very quickly. Once there, defeat all of Terry's men and then you will ride home with Nozomi. Once home, these entries are added.

~~~~~  
PAGE 137:

Promised to have  
lunch with Tom

I got fired  
from my job...

HOW TO GET:

The day after rescuing Nozomi, you will automatically talk to Tom at the Harbor. After this you will then automatically talk to Mr. Yada-san in the Alpha Trading Office and learn you have been fired from your job. After the cut-scene these entries appear.

~~~~~  
PAGE 138:

*Clue
Friends close to
you are leaving.

HOW TO GET:

After you have been fired take the bus to Dobuita and visit Lapis. Don't worry about the 12:30pm appointment with Tom as it will automatically take you there even if you are in Dobuita at 12:30.

I should
check with
everybody...

HOW TO GET:

You get this entry along with the entries on page 137.

~~~~~  
PAGE 139:

Tom went home to  
the United States

I defeated Terry  
but Lan Di's gone  
to Hong Kong...

HOW TO GET:

After your appointment with Tom, you will automatically play-fight with Gui Zhang Chen. Then comes the 70-man battle and finally defeating Terry. After all of that these entries are added.

~~~~~  
PAGE 140 and so on:

(No notes on these pages).

~~~~~  
=====

SOME CREDITS... (to deserving individuals)

=====

KRIS BRUNN: For making the Notebook FAQ that I've referred to,  
and allowing me to retain his format.

JULIAN MCKENZIE: For agreeing to collaborate in this FAQ.

ERIC DIDOMENCIO: Who had tirelessly added a lot of the entries  
in the middle section of the FAQ.

JOEL COPE: Who took the time to note down how to get all the entries from  
page 110 onwards, and was kind enough to let me combine it with this FAQ.

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and the 1st entry on Page 79. If Julian hadn't told me of these hints  
(which I wouldn't have thought of in a million years), those entries  
would remain blank to this day. Although they still need verification  
because I can't make it appear.

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addictive game. As soon as I get my hands on a UK version of Shenmue 2  
(or an Xbox - whichever comes first), I'll work on that next... maybe.

=====  
LEGAL STUFF... (for the sake of legality)  
=====

If you want to rip me off, that is your prerogative... just don't blame me  
if you wake up screaming at the middle of the night because of your  
burdened conscience...

Seriously though, this FAQ document Copyright 2001  
Kris Brunn and Julian McKenzie.

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