

# Shenmue Move List Final

by mountaindud

Updated on Aug 4, 2004

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Shenmue  
for Sega Dreamcast  
Moves List (Final)  
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Disclaimer

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--At this point I really don't care if you put this doc on your site, people  
already have posted it without permission. Just don't alter it or charge money  
for it. The most updated version will always be at gamefaqs.com and  
segaxtreme.com.
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--E-mail me with any questions or suggestions. I get most information from my  
own personal experience from playing the game. If I used some information that  
you own or whatever e-mail me and I'll credit you.
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Versions

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>>Final Version August 4, 2004  
--No new content, just added my new header.  
--Since I don't own the rights to the Cheap Training Trick at the end of this  
guide, I took my name out of the title of that section.
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>>Version 1.4 September 19, 2003  
--Added more info to section iii, especially moves learned at the harbor
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>>Version 1.3 September 18, 2003  
--I changed the intros to both my FAQs/guides  
--There are minor formatting changes/typo fixes  
--Initial Moves List (section ii) appears as it does in the game  
--Fixed Error: Technicality in Swallow Flip description (section iii)  
--New section vi: Training
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>>Version 1.2 September 7, 2003  
--Forgot Follow up move to Tornado Kick, oops (see section i)  
--Fixed Error: Swallow DIVE not Kick  
--Added notes to lists
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>>Version 1.1 August 30, 2003  
--Follow up move to Pit Blow @ Moderate (see section i)
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--Fixed Error: Double Blow is learned in Suzume, not Sakura Park

>>Version 1.0 August 26, 2003

--Original release, submitted to GameFAQs

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About this document:

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--This guide was written because there is no good English list of the martial arts moves in this game. The lists are 100% accurate as far as I know. It is very likely that I don't have every possible follow-up though.

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- (i) Completed Moves List
- (ii) Initial Moves List
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--As far as using this guide, my direction are simple, but below is a key anyway, because certain things about them may not be so obvious.

- > Forward
- < Back
- A Kick
- X Punch
- B Throw
- Y Guard/Evade
- L Run
- + Means they are pressed together, (eg. X+A) there is an implied + between the last step and a command (eg. < > X; > and X are pressed at the same time)
- () I put these around L to indicate that the button is held down
- [] I rarely use these, they indicate a possible follow up move
- , Instead of commas I use single spaces, it looks more orderly

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(i) Completed Moves List [46]

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-- There are fifty moves, but four old ones are replaced so the list only has forty-six moves.

\*\* Indicates that that move replaced an old one

NOTE1 In the game, moves aren't categorized by Punches, Kicks, Strong, Running, Evasive, or Counter like they are here; they are all crammed into three categories: Hand Moves, Leg Moves, or Throw Moves.

NOTE2 If you can't do a follow up or a move just seems to suck, try raising the move to the moderate level.

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(X) Punches [9]

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Tiger Knuckle	X
Pit Blow **	> X [X]
Twist Knuckle	< X
Elbow Assault	> > X
Upper Knuckle	< < X
Sleeve Strike	> < X
Rain Thrust	< > X
Twin Blades (NEW!)	< > > X
Rising Flash (NEW!)	> < < X

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(A) Kicks [9]

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Crescent Kick	A
Trample Kick	> A
Swallow Dive **	< A
Tornado Kick **	> > A [A]
Surplice Slash	< < A
Thunder Kick	> < A
Hold Against Leg	< > A
Mud Spider (NEW!)	< > > A
Crawl Cyclone (NEW!)	> < < A

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(X+A) Strong Attacks [9]

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Big Wheel	X+A
Double Blow **	> X+A
Backfist Willow	< X+A
Avalanche Lance	> > X+A
Katana Mist Slash	< < X+A
Brutal Tiger	> < X+A
Dark Moon	< > X+A
Stab Armor (NEW!)	> < < X+A
Twin Swallow Leap (NEW!)	< > > X+A

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(B) Throwing/Grappling [11]

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Overthrow	B (in front of opponent)
Darkside Hazuki	B (left or right of opponent)
Back Twist Drop	B (behind opponent)
Sweep Throw	> B (in front of opponent)
Vortex Throw	< B (in front of opponent)
Mist Reaper	> > B (in front of opponent)
Demon Drop	< < B (in front of opponent)
Shoulder Buster	> < B (in front of opponent)
Tengu Drop	< > B (in front of opponent)
Tiger Storm (NEW!)	< > > B B (in front of opponent)
Arm Break Fire (NEW!)	> < < B (in front of opponent)

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(L) Running [4]

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Mistral Flash	(L) X
Cyclone Kick	(L) A
Windmill	(L) X+A

Shadow Reaper (NEW!) (L) Y+A

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(Y+B) Evasive Moves [3]

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Shadow Step (NEW!) > Y+B  
Shadow Blade (NEW!) > Y+B X  
Cross Charge (NEW!) > > Y+B

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(< X) Counter Moves [1]

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Swallow Flip (NEW!) < X A [X]

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(ii) Initial Moves List [33]

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NOTE1 This list is now shown as it appears when you start a new game. (As of v1.3 of this document) Right to left on the move scroll in the game, is the same as going from top to bottom on this list.

NOTE2 If a move doesn't have a button input shown, then you need to either do the move, or wait until Ryo learns it. (Set training at night to Learn All Moves Equally and he'll learn them after a few nights) Here are the button inputs for the six unlearned hand and leg moves:

Sleeve Strike > < X  
Rain Thrust < > X  
Thunder Kick > < A  
Hold Against Leg < > A  
Brutal Tiger > < X+A  
Dark Moon < > X+A

As far as the throw moves go, the only way to learn them it to wait until Ryo learns them after a few nights sleep. VERY rarely you might learn them in a fight or sparring match by performing them on an opponent, so here they are:

Shoulder Buster > < B (in front of opponent)  
Tengu Drop < > B (in front of opponent)

Tiger Knuckle X  
Elbow Slam > X  
Twist Knuckle < X  
Elbow Assault > > X  
Upper Knuckle < < X  
Sleeve Strike ??????  
Rain Thrust ??????  
Big Wheel X+A  
Twin Hand Waves > X+A  
Backfist Willow < X+A  
Avalanche Lance > > X+A



door say his name).

#### Shadow Reaper (Scroll)

--In Iwao's room or the altar room, there is a paper door that opens to a narrow hallway connecting the two rooms. There is a basket inside with a jujitsu uniform and the move scroll on top of it.

#### Pit Blow (Lesson)

\*\*replaces Elbow Slam\*\*

--You should go by the dojo everyday the first few days in the game, one of the events with Fuk-san will be Ryo teaching this move to Fuk-san. (How come Ryo knows the move but it isn't on your move list until now?)

#### Double Blow (Lesson)

\*\*replaces Twin Hand Waves\*\*

--This is the flat-palms technique Yamagishi-san teaches you in Suzume Park (Dobuita). He appears there the first day after you start looking for Chinese people. Suzume Park is on a small street jutting off from the main road right before you reach the arcade, talk to him on the bench there. I don't know how long he stays there, so learn this move right away.

#### Bunkado Antiques (Scrolls for Sale)

--There are six move scrolls at Bunkado Antiques, you need a decent amount of money to buy them all, and I only find 1 or 2 of them useful in a fight.

- 500 Rising Flash
- 1000 Mud Spider
- 1000 Crawl Cyclone
- 1000 Twin Swallow Leap
- 2000 Tiger Storm
- 3000 Arm Break Fire

#### Stab Armor (Chinese Scroll)

--This is the scroll you find in the basement of the dojo. You have to call Master Chen and go over to his place and have it translated. This move is hard to do, but it is very powerful at the moderate level and up.

#### Swallow Dive (Lesson)

\*\*replaces Side Reaper\*\*

--This happens automatically in Disc 3, I believe sometime during your first full day of work. Gui Zhang shows up and teaches you this move. NOTE: while this move is very easy to do, ergo very easy to get to the moderate level, I advise against practicing it because at the moderate level it becomes a very slow version of the Surplice Slash. However it changes back to the good quick move that it is if your carry your game save over to Shenmue II.

#### Shadow Step (Lesson)

--The homeless sensei in Yokosuka Harbor teaches you three moves while you are working at the harbor. If you bought him coffee in front of Warehouse #14, this man befriends you and helps you sneak into the Old Warehouse District (he gives you maps if you fail repeatedly). The day you get a job, and Mark has you practice using the forklift: at the end of that day at night when you walk towards Hisaka-san's stand, you run into the old man again, and he's being chased by some bikers; a QTE ensues... The next day (1st day of work) walk by Warehouse #18 after 7 PM and he will confront you and teach you this move to

thank you for helping him.

#### Shadow Blade (Lesson)

--On your second full day of work walk by the homeless sensei's spot under the stairs on the side of the Harbor Lounge at night, and if you learned Shadow Step the night before, he will teach you another application of the move. (Ryo masters it w/o any practice)

#### Cross Charge (Lesson)

--The last move the homeless man teaches you is Cross Charge; similar to the other two moves. Go by his spot under the stairs on your fourth full day of work. (on the third full day of work there was an event in the same area, so the game wouldn't let you learn it then) Ryo masters this without having to practice.

#### Tornado Kick (Lesson)

\*\*replaces Against Cascade\*\*

--Tom teaches you this move when you have lunch with him in Disc 3.

#### Swallow Flip (Lesson)

--Master Chen teaches you this at the VERY end of the game. You can use it to fight Chai, the 70 man battle in the options menu, or Shenmue II. Note that you can execute the move without the follow ups.

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#### (iv) Advanced Throwing/Guarding Techniques

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#### Ducking

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--If you press Y without touching the D-pad right before an opponent hits you with a high attack, Ryo will go into a ducking position. From there you can counter their hit.

##### Follow-ups:

X Uppercut/ punch if enemy is behind Ryo

X+A Somersault-kick/ different rolling attack if enemy is behind Ryo

A Sweeping kick

B [B] If the opponent is too far away, Ryo will just do an uppercut. If ducking from a punch, Ryo will grab the punch and punch the guy in the gut and can then flip him. If ducking from a kick, Ryo will grab the guy's leg, he'll fall down, and then Ryo can kick him in the gut. If the enemy is behind Ryo he'll trip him with his legs.

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#### Arm Lock

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--If you press B while an enemy is throwing a punch you will get him in an arm lock. You can do good damage by pressing X/B or A to elbow or knee him, you can wait and Ryo will pop his arm out of it's socket, but the most useful part of this move is you can use the D-Pad with A to kick nearby enemies.

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### Collar Grab

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--Sometimes instead of doing Overthrow (B); Ryo grabs the enemy by the collar, there are several cool moves that can follow.

X [X] Punch in the gut, can be followed up with another punch or very fast other move.

X [A] Punch to the gut, then runs behind him and kicks him in the back.

A Knees them in the gut.

B Continues with a normal Overthrow.

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### (v) Unlisted Moves & Strings

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#### Unlisted Moves

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--Theses moves are generally useless, but the list would not be complete if I didn't mention them.

(L) Y+A Have no proof this moves exists, Shadow Reaper would replace it.  
Y+A Ryo kicks his opponent in the shin

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#### Strings

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--Theses are very useful, they can be executed fast, and can do decent damage. The first two you will do the most as the result of button mashing, the last X on number one finishes the string with the move 'Elbow Assault'. With the second string finishes with a powerful high kick, but everyone in the game dodges it 90% of the time, so I only tap A twice. Experiment with these and incorporate them into your fighting style.

(1) X X X X X X X X

(2) A A A

(3) A X A

(4) X X A

(5) X X X A

(6) X A A A

(7) A X X X X X X

(8) X X < A A A



(9) X X > X X

(10) X X > X A

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(vi) Training

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Training Locations  
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--Go to these places to work on your moves. You will be prompted about every 20 min. (game time), or when you return from a Pause/Help Screen, to quit. You won't practice if there are people around (only applicable to a couple spots), and sometimes the game will kick you out because of the time. Note that your shortcut move set to R will not work in training, because R brings up the moves scroll.

Sparring w/ Fuk-san  
Hazuki Dojo  
Sakura Park  
You Arcade Parking Lot  
Warehouse #4

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How Training Works  
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--There are three levels of skill you can have with your moves:

\*\*\*Learning\*\*\*

--See Section ii for moves that haven't yet been mastered; below the Learning Level, for info on how to learn them. When the skill bar for a move is between the Learning and Moderate marks, Ryo often performs the move poorly, for example the move might be slow or leave Ryo facing away from the target.

\*\*\*Moderate\*\*\*

--To unlock a moves true potential you much practice and get it up to at least moderate. At the moderate level Ryo's moves don't leave him facing backwards, and you can add a follow-up to certain moves.

\*\*\*Advanced\*\*\*

--Only the most die-hard Shenmue fans will bother raising their moves to this level. It requires a ridiculous ammount of training to get to this point.

--When training you need to perform the move you wish to train A LOT. If you only execute a move a few times, and check your moves scroll (by pressing R while training) you will see a dark blue sliver on the skill bar of that move. That means no skill increase. Training the move for about an hour (game-time) will give you a larger lighter blue sliver on the skill bar, thus indicating an increase in your skill. Your goal should be to get all your moves to the Moderate level by the end of the game, training to the Advanced Level takes about ten times more work.

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Training Throw Moves  
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--You can't practice throw moves w/o someone to throw around. Since sparring opportunities are limited, your only choice is to set your training at night to "Train All Moves Equally" or if your skill in hand/leg moves is good, go ahead and select "Train Throw Moves". You can get your throw moves to moderate by always having one of those options selected for the entire game.

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Cheap Training Trick  
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--Set your training at night to "Train All Moves Equally".

--Be sure to buy all six scrolls from Bunkado Antiques, and get the two in the Hazuki Residence. You can also learn Pit Blow and Double Blow before doing this; learn as many moves as you can up until this point basically. (Don't worry about Ryo's poor wallet, this trick also pays the cost of the scrolls)

--When you get to the point in the game where you sneak into the Old Warehouse District, looking for Old Warehouse #8, you can get caught by the guards (very easily too). Every time you get caught you lose an entire day. But you don't lose an entire day of allowance or training! Keeping in mind there is a bad ending to the game, you can do this all the way through March, and April if you want to see the bad ending. I usually get sick of doing this by Jan 20th or so, and by that point my skill was well into the moderate range.