

Shenmue Free Battle Guide

by grynn

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Shen Mue Free Battle guide
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Note: when you e-mail me about the game, please put Shen Mue on
the subject or I might accidentally delete your message before reading it
(I get a lot of stupid ads that I never read)

Contents:

- INTRO
- VERSION HISTORY
- CONTROLS
- MOVE LIST
- STRINGS
- THE Y BUTTON
- THE R BUTTON
- BOSS STRATEGY
- FUN THING TO TRY
- CONCLUSION

INTRO:

Shen mue is a great game so go get it ^_^

It's probably the best Dreamcast game until now, well OK,
best FREE game out there :)

I actually finished the game quite some time now, but found it really
fun to beat the 70 man battle sequence from time to time...

Especially when you want to vent your anger on something :)

I actually discovered all the interesting stuff about the fighting
system during the 70 man battle mode.

Please note that the english names aren't the translations of the
Japanese ones, I just tried to pick names that described the moves.

This is my first guide so I hope you'll find it useful!

VERSION HISTORY: - VER 1.0 (25/06/00): I just finished typing the Move list.
I have to play through the game a second time to find
my two missing moves. I also have to complete
my boss strategy section.

- VER 2.0 (15/11/00): Sorry for updating so late...
But I have been quite busy these last months (moving out
of my apartment, university studies, etc...)
The changes made were ready several months ago...
I added new sections: THE R BUTTON, FUN THING TO TRY and
completed the BOSS STRATEGY section.
I also corrected some typing mistakes, text alignment
and the R button use.
I found the KASANEATE and the YOROI DASHI moves.
Getting the KASANEATE changes the animation in a QTE

battle.

These two moves are very nice!

I also got a better time in defeating the

70 man battle mode... Sorry, I had to say it... ^_^

CONTROLS:

In the free battle mode you can use all six buttons of the pad:

- X : Punch
- Y : Dodge/Parry
- A : Kick
- B : Throw
- L : Run
- R : this button will execute the move you selected in the moves list

Fwd : Tap Forward

Bck : Tap Back

MOVE LIST:

The Japanese names are the Katakana's displayed in the move list
in the game. If you find mistake, please e-mail about it and
I'll correct it. After all I'm still a beginner in Japanese... ^_^

The moves described here are the ones I had by the end of the game where
all my moves were over the middle skill.

Some of these moves have different animations before you reach this level.

I might add the beginning animations later...

Notes: - VF3 stands for Virtua Fighter 3 (it's also a great game ^_^)

- The moves listed under the "NEW MOVES" sections are moves that
you discover during the course of the game and they replace
the old moves with the same command.
- To do the throw follow-ups, you have to do them very quickly
after the first one, don't wait for the beginning animation.

X button attacks (Punches):

X : TORABISHI - High Punch

Fwd X	:	KOGUROMAUCHI	-	High Elbow
Bck X	:	NEJIRIBISHI	-	Hook Punch
Fwd-Fwd X	:	RIMONCH ^ツ CH ^ツ	-	VF3 Akira's Elbow Attack
Bck-Bck X	:	NOBORIBISHI	-	Uppercut
Bck-Fwd X	:	SODEZUKI	-	Forward Punch
Fwd-Bck X	:	MURASAMEZUKI	-	Middle Punch
Bck-Fwd-Fwd X	:	S ^ツ JIN	-	Horizontal Hand Chop followed by Vertical Hand Chop
Fwd-Bck-Bck X	:	RETSUK ^ツ SEN	-	Power Uppercut

New X button Attack:

Fwd X	:	SUIGETSUZUKI	-	Twin Straight Punchs
Follow-up: Tap X	:	Continues with an Elbow Attack		

A Button Attacks (Kicks) :

A	:	MIKAGETSUGERI	-	High Kick
Fwd A	:	FUMIGERI	-	Front Kick
Bck A	:	HARAINAGI	-	Low Kick
Fwd-Fwd A	:	TAKINOBORI	-	Jumping Knee
Bck-Bck A	:	KESAGIRI	-	Spinning Axe Kick
Bck-Fwd A	:	DEASHITOME	-	Middle Side Kick
Fwd-Bck A	:	IKAZUCHIGERI	-	Middle Kick then Axe Kick
Bck-Fwd-Fwd A	:	TSUCHIGUMO	-	Rising Handstand Kick
Fwd-Bck-Bck A	:	TSUMUJIKAZE	-	Sweeping Kick

New A button Attacks:

Bck A	:	ENSENK ^ツ KYAKU	-	Advancing Axe Kick
Fwd-Fwd A	:	TORNADO KICK*	-	Jumping Spinning Kick
Follow-up: Tap A	:	Continues with a Reverse Spinning Kick		

* It's the real name of this move and it's written in Katakana!
It makes sense since Tom is the one who teaches you this move!

B Button Attacks (Throws):

B	:	SEOINAGE	-	Two Hands Throw
Fwd B	:	HARAIGOSHI	-	(sorry, I don't know how to name it in English)
Bck B	:	TOMOENAGE	-	VF3 Kage's Bck P+G Throw
Follow-up: Fwd-Bck A	:	URATOMOE	-	(sorry, I don't know how to name it in English)
Fwd-Fwd B	:	KASUMIGARI	-	VF3 Kage's Bck-Fwd P+G Throw
Bck-Bck B	:	USETSUOTOSHI	-	(sorry, I don't know how to name it in English)
Bck-Fwd B	:	TENGUSHI	-	(sorry, I don't know how to name it in English)
Fwd-Bck B	:	MAKIGATAME	-	(sorry, I don't know how to name it in English)
Bck-Fwd-Fwd B, B	:	TORAMIKUZUSHI	-	VF3 Akira's Bck-Fwd P+G Throw
Fwd-Bck-Bck B	:	OBOROMUSHI	-	An elbow to the ribs
Follow-up: X then X+A	:	Arm Lock then Shoulder lock		
Fwd Y+B	:	KAGEMI	-	Dodge move that puts you at your opponents back
Follow-up: X	:	KAGEGATANA	-	Followed by an Elbow to the neck
Fwd-Fwd Y+B	:	ZANGETSU	-	Dodge then shoulder charge to the side

SPECIAL THROW:

If you try to throw your opponent from a certain distance, Ryo will grab him by the collar and you have several possible follow-ups:

- X : a punch to the stomach, you can hit your opponent after this attack with a quick move
- X, X : Two punches to the stomach but you cannot hit your opponent after this attack
- X, A : a punch to the stomach followed by a dodge to your opponent's back and a side kick
- A : a knee
- B : Ryo throws his opponent to the back

X+A button attacks:

X+A	:	↑GURUMA	-	VF3's Jacky's P+K attack
Fwd X+A	:	MOROTENAMI	-	Forward attack with two hands
Bck X+A	:	URAYANAGI	-	Reverse Spinning Punch
Fwd-Fwd X+A	:	H↑ZANS↑	-	Forward Elbow Attack
Bck-Bck X+A	:	TACHIGASUMI	-	Hand Chop
Bck-Fwd X+A	:	SHINGETSU	-	Falling Axe Kick
Fwd-Bck X+A	:	KORAN	-	Reverse Spinning Kick
Bck-Fwd-Fwd X+A	:	HIIENRENGE	-	Jumping Forward Kick followed by Jumping Axe Kick
Fwd-Bck-Bck X+A	:	YOROI D↑SHI	-	Forward Palm Attack

New X+A button attacks:

Fwd X+A	:	KASANEATE	-	Upward Palm Attack followed by Two palms attack
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Running Attacks:

These moves are done while running.

X	:	NAGIKAZE	-	Running Elbow Attack
A	:	HAYATE	-	Spinning Jumping Kick
X+A	:	F□SHA	-	Spinning Jumping Axe Kick
Y+A	:	KAGEGARI	-	Ryo jumps in the air but finishes with a sliding sweep

Counter Attacks:

This is the move taught by Chin near the end of the game.
It only works on punches.

Bck X	:	ENSENHAIKYU	-	Ryo grabs the attacker's hand and pushes him away
Follow-up: A	:	Ryo then trips him...		

Follow-up: X : ... and finishes him with a punch

There is another counter attack for punches,
you have to press B when the opponent punches you.
Ryo will then grab his opponent in an arm lock,
and you have several possibilities:

- X : an elbow to the opponent's neck
- A : a knee to the opponent's knee
- Just wait : Ryo will break his opponent's arm
- push a direction +A : Ryo will kick to the side for another
opponent, very effective against
multiple opponents

STRINGS:

Ryo has several strings he can use.
They are not combo moves but they can be useful:

- X, X, X, X, X, X, X, X : a series of hand attacks that
ends with the RIMONCH↑CH□
- X, X, Fwd X, X : 2 punches, forward elbow, hand chop
- X, X, Fwd X, A : 2 punches, forward elbow, knee
- X, X, X, A : 3 punches, jumping spinning kick
- X, X, A : 2 punches, side kick
- X, X, Bck A, A, A : 2 punches, low kick,
2 reverse spinning kicks
- X, A, A, A : punch, high kick, 2 reverse spinning kicks
- A, A, A : high kick, 2 reverse spinning kick
- A, X, X, X, X, X, X : high kick, series of hand attacks
that ends with the RIMONCH↑CH□
- A, X, A : high kick, spinning punch,
jumping spinning kick

THE Y BUTTON:

This button is both a dodge button and a parry button.
If you use it at any time, Ryo will just duck
or move to the side depending on the direction you're holding.
But if you press this button at the beginning frames of an enemy attack,
then Ryo will push away the attack or duck under it.

You have several possibilities from the ducking position (happens when the enemy performs a high attack):

- X : rising uppercut, good power, low range
- A : sweep, high range
- X+A : Ryo rolls with his legs forward
- B : there are several possibilities:
 - from far: rising uppercut, good power, low range
 - if Ryo ducked under high a punch: punch counter tap B directly to throw him after the punch, you can use a quick move instead since your opponent takes some time to fall
 - if Ryo ducked under high a kick: kick counter

If Ryo ducks under an attack from his back:

- X : rear hand attack
- A : sweep, high range
- X+A : Ryo rolls with his legs forward
- B : Ryo snatches his opponent with his legs and makes him fall

The R button:

While looking at the moves list, select a move with A and you'll see it highlighted. Then during free battle, you'll execute this move by simply pressing this move.

Knowing this your goal should be to select the most difficult move.

But let's think...

You can execute 2 difficult motions instead of one... How?

You want to always perform the OBOROMUS[†] throw (Fwd-Bck-Bck B),

Then just select the USETSUOTOSHI throw (Bck-Bck B) for the R button:

- If you press B, you get the USETSUOTOSHI throw.
- If you press Fwd B you get the OBOROMUS[†] throw

There are several combinations that you can do this way.

You must also keep in mind that the follow-ups are not automatically done, you have to input the command manually.

Boss strategy:

- Beating Chai the first time: yes, Chai is beatable at the game center. First of all, avoid using punches, he has a nasty counter against them that takes a full point of health. Don't use throws he almost always escape them, I only managed to throw once in a hundred times. You can use punches but only from time to time. Chai doesn't like middle kicks. Use the high kick when you see him jumping, as it will stop most of his jumping attacks. When you see him approaching the Fwd Kick is a good choice, if he's very close, use the low kick.

If you're looking for a very easy way to beat him, just select the Fwd A for the R button. You the press R as soon as Chai is in range. Bear in mind though, that if you press the button too early you're open for an attack.

- Beating Chai the second time: he's easier to beat the second time, you can throw him and punch him more often (he uses the punch counter less often). The pattern to beat him the first time still works here.
- Beating the guy with the stick: an easy way to beat him is to simply do the X,X,X,A repetitively. He'll end up dying. You can also fight him normally which is more fun.
- Beating the huge guy of the 70 man battle mode: if you're taking your time, you have to play defensively. Wait for him to attack and press the Y button:
 - If it was a head charge, you can throw him after you push him away
 - If it was a punch, you can continue with the punch counter from the ducking position or use the uppercut
 - If it was a drop kick, use the sweep from the ducking position.
 - If it was an axe kick, use the kick counter.

If he closes in with you, just press the B Button, you'll escape his throw and then, counter with a quick move.

FUN THING TO TRY:

In the 70 man battle mode, try to keep all the bosses for the end. Kill the henchmen first then the boss. I managed once to get the man with stick and the final boss together!
There was huge slowdown!
But the fun thing is that while the man with the stick is following you he'll hit his allies trying to get you!
His hits instantly knock out the henchmen.

CONCLUSION:

I hope you found this FAQ useful.
I might add strategy on how to finish the 70 man battle mode.
My best time is 5mn05s.
I am going to play the American version as soon as I get the time and will change the FAQ if it is useful.
If you require a new section or some advice, e-mail me.