

Shenmue II (Import) FAQ/Walkthrough

by Crazyreyn

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S H E N M U E I I

Sega Dreamcast
FAQ/Walkthrough, Version 0.9
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Thank You.

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INTRODUCTION

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Hello and welcome to the Shenmue II FAQ/Walkthrough. This handy FAQ will give you a walkthrough from start to finish, a map of each area, tell you the game's secrets and lists of all the moves, collectables and pawnshops. I hope that this FAQ will help you in one way or another.

Shenmue II is easily one of the best Dreamcast games out, and improves on the prequel in every single way. The plot, characters, music and events in the game makes it a truly unforgettable experience. There is a lot of things that are possible to miss in the game, such as some special events, collectables and moves, all of which are covered in this FAQ.

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1. VERSION HISTORY

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| Version 0.9 - 09/11/2003 |
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The first version of the FAQ. Everything is complete apart from some side quests and moves.

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2. GAME OVERVIEW

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This section is just a look over all things in the game, including the Story and Characters, how to play the game, and the menu's explained.

2.01. Story

This is the story of Shenmue II, up to the point where it begins. This covers the events that happened in Shenmue I, so if you are new to the Shenmue saga, then read up (or watch the Digest Movie on the game itself). Note that these are not my own words, but are taken directly from the game's manual.

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The year is 1986, the location is Yokosuka, Japan. It's a usual, tranquil day in the life of Ryo Hazuki, but suddenly it is forever shattered by the unexpected arrival of unwanted visitors. A man wearing dark green Chinese clothes appears at the Hazuki family home, followed closely by his black-suited thugs. Known as Lan Di, he uses his knowledge of the almighty kung fu and kill Ryo's father, Iwao, taking away a mysterious Mirror, which he clearly came for.

Vowing to seek revenge, Ryo embarks on a journey to find his father's killer, but to no avail.

Later, Ryo is given a letter addressed to his late father. The letter was sent by a man called Yuanda Zhu and warned of danger, but also told of a person that could be relied on if something happened. This person was called Master Chen and Ryo was eager to find him. He explained to Ryo that Lan Di was one of the leaders of the Chiyoumen, and based on the fact he had already obtained one sacred mirror, he was likely to be in search of the other, as together they made a pair...

Ryo eventually found the mirror, also known as the Phoenix Mirror, but was still eager to seek Lan Di and avenge his father's death. Master Chen told of the news that Lan Di had left for Hong Kong, so Ryo decided to pursue, but an

unknown attacker decided to make his move and punish Ryo once and for all.

Strong willed and fought off this attacker, Ryo also came face to face with the Mad Angels, closely connected with the Chiyoumen. With the help of Guizhang, Master Chen's son, they put an end to the wrath of the Mad Angels. Master Chen then gave Ryo a letter, which introduced a man called Lishao Tao, he would help once Ryo departed for Hong Kong.

Who is Yuanda Zhu, the sender of the letter?
What hs the hidden mystery behind the Phoenix Mirror?
Where is Lan Di, the killer of Ryo's father?

Ryo arrives at Hong Kong with many questions unanswered, as he begins his journey to seek the truth behind these mysteries.

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2.02. Characters
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These are the characters that appear in Shenmue II, which by the end, you will be very familiar with. Like the Story, these are taken directly from the games manual, thus are not my own words. Sorry, but I cannot explain story and character details well by myself. :(

Ryo Hazuki

Ryo lost his mother during his infancy. Over the years he devoted himself to king fu under the guidance of his strict father. Ryo is reckless and quick to start a quarrel, but he possesses a strong will. To solve the mystery of his father's death, Ryo leaves for Hong Kong, China. What awaits him there...?

Shenhua Ling

Shenhua grew up in China surrounded by mother nature. She has courage combined with strength and a mysterious innocent expression. Shenhua is pure, if a little naive, she never doubts anyone and is very kind. Her destiny changes forever when she encounters Ryo.

Wuying Ren

Ren is the leader of the Heavens, a street gang which has its own territory in the Beverly Hills Wharf. He is charismatic and both is words and actions lead the way. Ren doesn't trust anyone, and is obsessed with money. He is also quick-witted and good at gambling.

Chag Long (Lan Di)

Lan Di uses a mysterious martial art which is said to have been lost. His cruel eyes outwit his enemies, who soon lose their fighting sprit. Whose who fight back, are harshly defeated with his immortal fist.

Joy

Joy loves to ride her motorcycles. She is a very spirited woman who speaks her mind, but tends to be misunderstood by everyone because of her bluntness. The real Joy is gentle and honest.

Wong

Wong adores Ren as an older brother and admires his masculinity. He has a strong sense of duty even though he is a young boy and never forgets to return a favour. He is also good with his hands and is particularly good at opening locks. Wong often joins Sam, Larry and Cool Z in mischief and petty crimes around the Pier area, but he is a good boy at heart.

Xiuying Hong

Xiuying is fond of Chinese tradition and culture. She is well versed in Taoism, history, and martial arts, specialising in literary and martial arts. Xiuying is a very thoughtful person and always thinks ahead before taking action. She does not speak much, nor does she show much expression, but it seems she hides a great deal of sorrow in her beautiful eyes.

Fangmei Xun

A fourteen year old girl, Fangmei, is cheerful and likes to help everyone and because of this, she is loved by everyone. Fangmei was adopted by the temple people of Taoism, so she works there to repay their kindness for adopting her. She is respectful of her elders, but will also speak her mind if she sees that something is wrong, although she is neither arrogant or spiteful. Fangmei likes to keep herself busy, taking care of people but goes overboard if someone catches her fancy.

These are the main characters in the game, and there are a lot more minor ones that you will come across that have small roles in Ryo's journey in Hong Kong.

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2.03. Controls

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Free Quest

These are the default controls of the Free Quest. It is possible to change some aspects of the controls, which will be explained afterward.

Analog Stick - Look

Directional Pad - Walk

A button - Conversation

B button - Cancel / Navigation Mark

- X button - Notebook / Action
- Y button - System Menu / Money Convosation
- L button - Zoom
- R button - Run
- START button - Help

You can change two aspects of the Free Quest controls by going to the Options on the Main Menu or the Settings in the System Menu. The two things that you can changed are the Toggle Controls of L and R (so its switches them around) and to set the analog stick as look or move.

 Free Battle

- Analog Stick - Look / Move
- Directional Pad - Move
- A button - Kick / Leg Move
- B button - Throw / Throw Move
- X button - Punch / Hand Move
- Y button - Guard / Dodge
- L button - Run
- R button - Run
- START button - Help

Remember that you can combine the buttons to create moves and combos. Go to section 2-09 Free Battle for more information.

At any time in the game, press the A B X Y and START buttons to soft reset.

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 2.04. Main Menu
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The Main Menu is the first menu you come across in the game after you have started it up.

 New Game

Select this if you want to start a New Game. You then get a choice if you want to load a completed save game from Shenmue I (more about this is explained later in section 2-07 Basics). Once you have selected that, a new game will begin. Enjoy!

Continue

Continue from one of your saves that are on your VMU in socket 1.

Options

Configure various settings of the game. See the next section to see more details about this.

Digest Movie

This is a movie of important scenes from Shenmue I. I would highly advice viewing this before playing the game if you haven't played Shenmue I. Press B to stop the movie when it is played to return to the Main Menu.

Shenmue Collection

A mini-game and Free Battle museum. This can only be used on Disc 4. See section 13 - Shenmue Collection for more details.

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2.05. Options

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To access the Options menu, either go to the Start Menu (the first menu you come across when you start up the game) and select 'Options'. During gameplay, press Y to access the system menu and select 'Settings' on the bottom row. These are what is in the Options menu -

Dialog / Text

This sets the Dialog and Text mode during the game when characters speak. The options are -

- Game Mode - Play using both subtitles and voices.
- Text Mode - Play using only subtitles.
- Cinema Mode - Play using only voices. Unless you are fluent in Japanese, I wouldn't touch this one.
- Shenmue Mode - Play using both subtitles and voices. If you choose to skip the conversation, then the subtitles are displayed.

To skip conversations, press B when the character is talking (only in game and not in the cutscenes with the black borders). You can do this in all modes apart from Cinema mode.

Sound

Set the Sound as either Stereo or Mono. Which will YOU choose?

Analog Thumb Pad

Set the Analog Stick to either look or move Ryo around. Good to see that they included this in Shenmue II.

Toggle Controls

Switch around the controls of the L and R triggers. You have it as either
L: Zoom / R: Run or L: Run / R: Zoom.

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2.06. System Menu
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The System Menu is accessible during gameplay by pressing the Y button. Ryo will then stop and the System Menu will appear. The following is an ASCII diagram with the icons replaced by numbers, with the numbers referenced underneath with the icons meaning. Note that the numbers are the items (which you start the game with; you will receive additional ones as you progress through the game) and the letters are the System Icons.

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+-----+
| 1 2 3 4 5 6 7 8 |
| 9                |
+-----+
| A B C D E F G H |
+-----+
| HK$ #    #/#DAY |
+-----+
| Item / Icon Name|
+-----+
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1 - Overall Map

This will show the overall map of the area that you are in. To complete more sections of the map, collect the maps from each street or Qr. You can use the L and R buttons to zoom in and out, and rotate it with the D-Pad.

2 - Notebook

This opens the Notebook. Ryo will write in important facts and information during the course of the game. This is automatic and once the information is recorded, it stays in there. Press Left and Right on the D-Pad to move the pages, Up to go to the last written page and Down to the first written page. Press B to close the notebook.

3 - Tokens

This shows you the number of Slot Machine tokens that Ryo has in his possession. You will keep the tokens from place to place, even from the first Shenmue.

4 - Watch

This will show the time on Ryo's watch. Press A to turn the light on. Sponsored by Timex.

5 to 9 - Other items

These are other items in Ryo's inventory. You will get new items throughout the game and these can be selected here to view.

A - Save

Selecting this will save the game at the current position. When you load the game, you will continue at the exact same time and position that you saved at.

B - Settings

Select this to modify some of the settings in the game. Go to the previous section (Options) for more information.

C - Moves Scroll

This shows you the list of moves that Ryo currently knows. There is a graph behind every move that shows the level of how well Ryo can execute the move. The higher the level of the graph, the better. Once you have totally mastered the move, the text of the move's name becomes yellow. If a move has an identical command as some other moves, then an A button symbol appears on the left of it. Press A or left or right on the directional pad to change the move so it comes under that particular button command.

D - Collection

Shows Ryo's collection of Capsule Toys and other items. Press L and R to toggle the pages if there are more than one. Highlighting an item and pressing A allows you to examine it up close, where you can rotate it with the D-Pad and use the L and R buttons to zoom in and out.

E - Album

This is a photo album where you can see the picture that you have. Selecting one allows you to examine it up close, where you can rotate it with the D-Pad and use the L and R buttons to zoom in and out.

F - Maps

This allows you to see what maps you have of each area, and also hand drawn maps that other characters give you in your quest.

G - Pawnshop Fliers

This shows the list of pawnshop fliers that you have. You can get a flier for every pawnshop in the game. Each flier shows a list of going rates for the collectables, in singles and in sets.

H - Move handbook

This shows you the list of handbooks you have. Selecting one that you haven't read will mean you will learn it and it will appear on your list of moves that you can execute in Free Battles.

Money

The money in Shenmue II is the Hong Kong Dollar. The amount of money that you have is under the System Icons.

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2.07. Basics

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In Shenmue II, you play as Ryo Hazuki, a young Japanese male, and is looking for Yuanda Zhu, seeking knowledge about the mysteries of the Phoenix Mirror and avenging the death of his father. You have to proceed through the game by gathering information. Once you find that bit of information you go to the place or person, then you get the next objective to do. Sounds boring? You have to play it to see how interesting it is.

Game Structure

The game is divided up into four different modes. Free Quest is the main mode, you can freely investigate the areas and talk to people. Free Battle is fighting other people as part of the story or in a Street Fight, QTE is where you press buttons during a cutscene to interact with it, and Mini Games are for part of the game or for enjoyment (eg. Arcades).

Time

One of the main features of Shenmue II is the passage of the time throughout. Everyone goes around their daily routines at certain times (eg. Shops opening and closing times). There is also morning, afternoon, evening and night, so you will have to sleep at night every day, like everyone else. Time will go on even if you are doing nothing. There is an overall time limit to the game, but it is very long so you can enjoy the game and take your time. You start in Winter, and you must complete the game by the start of Summer (June 31st). You can fast forward time in certain situations, such as waiting for a shop to open. Press 'Wait' on the action selector and time will speed up to that time.

Weather

Not a main feature in the game (as it was in the first Shenmue) the weather changes randomly throughout the game. It is mostly sunny, but you may experience rain throughout. This means that certain NPC's in the streets may flock in doors or whip out their brollies. It has no main effect on the story of the game.

Using a Cleared Save from Shenmue I

You can continue from your cleared save from the first Shenmue before you start a new game. This is a good idea, as data such as the Game Time, Money (converted into Hong Kong Dollars), Items, Collectables, and Martial Arts moves will be carried over on to Shenmue II. However; some items may not carry over and some might turn into collectables (like the Saturn Games, Light Bulbs, Batteries etc). Make sure that the Shenmue I save is on the same VMU in socket 1, and note that it will not be deleted, so you can use it time and time again.

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2.08. Free Quest
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This is the main mode of Shenmue II, where you can talk to other people, explore the areas around you and investigate.

Game Screen

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| | 4 | |                               0 3 0 |
| +-----+                           0   |
+-----+

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1 - The area of play.

2 - Watch / Compass

This will tell you the current time. The am or pm underneath will tell you whether it is early or late in the day. Around the watch is a compass, with the letters N E S W for the four directions. I will be using these directions a lot during the course of the walkthrough.

3 - Icon Selector

These will show what the buttons roles are in the situation you are in.

4 - Area Map

This will show the map of the local area. This will only appear if you currently have the area map on you.

Moving around

Using the D-Pad (or the analog stick if you have it selected in the options) you can move Ryo around. Press Left or Right to run in the desired direction, Up to walk forward and Down to turn around. You can use the Run button (on whatever trigger that you have assigned it to) to run forward. Press the button at different pressures will adjust the movement speed. Also to turn without moving, hold B and press the direction on the D-Pad.

Money

The currency in Shenmue II is the Hong Kong dollar. To earn money, you have to either sell your collectables in pawnshops, gambling, or doing part time work. With the money you can purchase items from stores, buy maps or collectables. Money is needed for certain parts of the story line also, so don't go crazy in spending it (unless you know how to make it back easily eg. by gambling).

Icon Selector

The Icon Selector is located at the bottom right corner of the screen. It will show the A B X and Y buttons, with icons in their place. These icons will change according to what situation Ryo is in. The most common icons for each button are -

A
-

Conversation - These are a pair of lips. You can start or continue a

conversation with this.

Action - This is a triangle, with the point going downward. You can do different actions such as punch, kick etc. with this.

B

-

Navigation Mark - You will can mark the map for places of interest. Press this once, then press A X or Y to place a mark on the map in the position that you are currently in. Press B to cancel this. This icon is shown as a pencil.

Cancel - This is an arrow. This will cancel the current action.

X

-

Notebook - This is an picture of a book. This will open the notebook - more on this is explained in the next sub heading.

Door - This will knock on or open the door ahead of you.

Y

-

System Menu - This opens the System Menu.

Money Convosation - This will ask a near by person about money related topics such as pawnshops, part-time work and gambling locations.

Notebook

Pressing B opens the Notebook. Ryo will write in important facts and information during the course of the game. This is automatic and once the information is recorded, it stays in there. Press Left and Right on the D-Pad to move the pages, Up to go to the last written page and Down to the first written page. Press B to close the notebook.

Conversation

Approaching people and pressing the A button will begin a conversation. Sometimes the Action Selector (covered next) allows you to select the topic of conversation. You may stop and the A button will be highlighted in the bottom right, where press A will carry it on. Press B during the conversation will allow you to stop talking. Any useful information you will receive will be noted in the notebook.

Another mode of conversation is Money Conversation. Approach the person you want to talk to about money in the same way you would in a normal convosation. Check the Icon Selector in the bottom right hand corner to ensure that you can do this first. When you begin, the Action Selector will appear allowing you to choose from 'Pawnshop', 'Part time job', 'Gambling' and 'Quit'. Any new information you will receive will be noted in the notebook.

Action Selector

In certain situations and conversations, the action selector will appear in the top left corner of the screen. Press the direction on the D-Pad will select the desired option. For example -

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+-----/\-----+
|  Wait  | |  Quit  |
+-----/\-----+
```

Pressing Left would mean you would choose to Wait, and Right means you will Quit. There is a time limit to these, and waiting too long means that the negative option of the choices will be selected automatically.

Investigation

You can investigate and search the items and objects around you. Pressing the Zoom button (on whatever trigger button you have set it as) will change the view to first person. You can then use the D-Pad or Analog Stick to move around in first person. The more pressure you apply to the trigger the higher level of zoom will occur. Zooming in on items, objects or people will make you lock onto them. You can then change the locked on item by pressing the D-Pad to others nearby. Pressing B will stop locking on.

□When you have locked on to something, check the Icon Selector in the bottom right corner if you can do any commands, such as pick up or start a conversation with a person. If you pick up an object, you can move it around with the D-Pad or Analog Stick and L and R to Zoom in.

Chase Mode

When looking for locations, and talking to people about them, some will offer you to take them there. You will then follow them in the first person to the location you desired. You don't have to do anything while you are chasing the person. You might as well as put the kettle on or participate in a local marathon as you walk to the place and it takes a while. Pressing B will cancel the chase and you will resume to normal.

Area Maps

Once you have a map of the local area (from a map stand) a map will appear in the bottom left corner. The red dot on the map is Ryo's current location. Pressing R and B together will zoom the map to full screen. You can also mark the map with the Navigation Mark. Check the Icon Selector to see if you can do this (its under the B button as a pencil icon). Press this once, then press A X or Y to place a mark on the map in the position that you are currently in. Pressing A X and Y together will clear all the marks that are currently marked on the map. Press B to cancel this.

Lodging Place

At the end of each day, Ryo has to sleep. There are many places that you can stay during the game, and these will be noted in the walkthrough. You can go to sleep as soon as 8 pm and at 11 pm you will return to the lodging place automatically. Press A in the lodging place will bring up an Action Selector with these options -

Sleep - Ryo goes to bed and the next day begins.
Save - Save your game here.

Settings - This opens the Options menu.

Cancel - Cancels this Action Selector allowing you to investigate the lodging place.

The next day when leaving the place of lodging, another action selector will appear, where you select where you want to go next. It allows you to go from here, from yesterday, or from a particular area name.

Saving

You can save your game on the System Menu during gameplay or at the lodging place. You can have up to three saved files at one time. When you load your saved game, you will continue from the exact time and position from where you left off.

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2.09. QTE

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During the game, a QTE (Quick Timer Event) might occur. A button or direction will appear in the center of the screen and you have to press it before it disappears. The buttons involved are A, B, X, Y and all four directions on the D-Pad. If you don't press it in time, then cutscene will change as you fail. These are simple one button commands, but many may come after another.

Freeze QTE

A Freeze QTE (the real name is Command QTE, but I think that Freeze QTE is more appropriate) is where the game will stop, the screen dims, and the D-Pad and the A, B, X, and Y buttons appear on the screen. The commands that you will have to enter blink on the screen, where you will have to enter them in swiftly afterwards, otherwise you fail.

For both QTE's, be sure to be on guard at all times. These mostly occur during cutscenes, so try not to put the controller down when you are viewing them as you might be caught out.

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2.10. Free Battle

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The Free Battle is very similar to Virtua Fighter, as Yu Suzuki created it too. Throughout the game there are situations where Ryo has to fight hand to hand. These can be one on one battles, or taking on many people at once. When you are fighting, there are two gauges at the bottom of the screen. The left one is Ryo's strength gauge, and when Ryo has been injured, this will decrease. If it has been fully depleted, then Ryo is KO'ed and you lose the battle. The right one is the enemies strength gauge, and is the same as Ryo's one. If there are more than one fighter, then when you attack the different fighters it will show their strength gauge at the bottom right.

The basic fighting moves are punch, kick and throw. You can use these on their own for simple moves, or used again for combos and with other buttons or directions to execute moves. The combos that you can perform do not show up anywhere, but there is a wide range of them. For example, AAA is a combo. The longer the combo lasts, the more damaging the attacks are. Be sure to

experiment with different combos to find some powerful ones. There are many moves that you start with and that you can learn. To see what you already know, access the Moves Scroll on the System Menu.

This shows you the list of moves that Ryo currently knows. There is a graph behind every move that shows the level of how well Ryo can execute the move. The higher the level of the graph, the better. Once you have totally mastered the move, the text of the move's name becomes yellow. If a move has an identical command as some other moves, then an A button symbol appears on the left of it. Press A or left or right on the directional pad to change the move so it comes under that particular button command.

You can learn moves from other people during the game and from move scrolls. To learn more about where to learn new moves and a move list of the all the moves that there is in the game, then hop along to section 4-Move List. When learning moves from other people, be sure to check out the screen on the VMU to give you hints on what some of the move details are.

You will also need to learn how to dodge and block attacks. Pressing Y lets you block an attack, and Y plus one of the Directional buttons makes Ryo move or roll out of the way. This is very useful if you are surrounded, and is very much essential in the later battles on disc 3, where the people you face hit you very hard.

Unlike Shenmue I, you don't need to train at all. You can spar with Jiamin in Lotus Park (the South West corner of the South Carmain Qr.) to increase the power of your moves, and when you are in any Free Battle your move power increases also, so training is not at all essential. However if you want to totally destroy enemies through the game, then train a lot and learn the most powerful moves to help you do so.

Some tips on Free Battle is that, on the most part, you don't need to know much about it. As sad as it is, 75% of the fights in the game can be overcome by button bashing eg. continually pressing only one or two buttons. However, from about Disc 3 onward, this all changes as the battles become much harder, where you will have to buy more powerful moves and learn some moves that will help you in the fights. You will also need to learn the art of dodging and avoiding attacks.

Also note that in certain situations, you may fight in first person, but the controls remain the same.

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3. WALKTHROUGH

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This is the walkthrough and is the main feature of this FAQ.

- The walkthrough is divided up by four sections, one for each disc. Within each of those sections are sub-headings, which tell you about what is going to be covered. When searching through the guide, look for a sub-heading that you recognise and look around that to see what you are looking for.
- I will be referring a lot to directions in the walkthrough. Eg. from point X go East and you should come to point Y. The directions can be found on the compass that is around the watch at the top right corner of the screen.

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Welcome to Aberdeen...

Ryo steps off the ferry, and checks the letter from Lishao Tao that he got in the first Shenmue. Ryo must locate Tao, of whom lives in Hong Kong (Wan Chai to be more exact). So where is it?

Run ahead, and you will be stopped for a cutscene involving some musicians. They will play a good luck song for travellers, such as you, and the boy that comes along advises you should donate some money. Bah, been here not more than 30 seconds and we are being pestered. Press Left to donate, or Right to not. If you do donate then Ryo gives 'em \$10 and they tell you to go down the street, the only way you could of gone anyway. My advice? Don't donate and head onward. Go round the corner and run ahead to be stopped for another cutscene. After the pests, the woman advises to stop at the Freestay Lodge. The Freestay Lodge is the game's first hotel, and as you might have guessed, is free to stay at. Head there after the cutscene, as its the first and only chance to visit the place.

Once inside, the view will change to first person. You can move about in normal so don't fret. Talk to the man sitting on the bed and respond with 'Ocean'. He will tell you that Wan Chai is towards a fountain, which we will come to later. Head to the far end of the room, and check out the small table. Pick up the 'Honest' pawnshop flier, which tell you the going rates of how much you can pawn your collectables for. Useful. There are more in the game and they all have different rates, so you have choice of where to Pawn. Pawnage. Check the drawer after for a collectable, 'Forklift Red'. Zoom out, and grab the Winning Can off the green shelving to the left to get a 'Ferry' collectable. Turn around anf get the 'Forklift Blue' from the grate below. That's it here, so exit.

Outside, I would advise buying a map from the map stand by the doorway. You get a map of this area, the 'Worker's Pier' for \$10. You can get a map of every area in the game from one of these, of which I think are a wise investment. Go South East, past the drinks machines to the next area of the Worker's Pier. Walk ahead and a cutscene will occur, with your first chance to play a mini game; Arm Wrestling. Accept the game if you are up to it (you get info and extra cash if you do). When the referee says 'FIGHT!', hammer the A button like a madman. You might get a QTE thrown in while doing it also, so be aware of that. When you win (its easy enough) you get the dough for winning and directions - down the street, left at the man selling birdfeed, and follow the street round.

Go ahead to the corner, and you will get stopped AGAIN for another cutscene. You now meet Joy now, and she gives you a point in the right direction, as well as a warning about thieves. Hmm. Head down the street, and stop off at the last market stall before the park. They specialise in Zippo's here, so buy as many as you can with the money you got. Why? Well, I don't want to spoil it, but its going to save you some cash soon, trust me.

You are now at Pigeon Park, a small area with a fountain (like what that man at the Freestay Lodge was referring to) and pigeons (of course). Remember this place, as you will need to come back to it many a time during the game. Head South along left, and take a left at the end (where the map stand and sleeping man is at). Go south east down the street, which activates a cutscene.

Getting your bag back

After the not so great events which happened in the cutscene, go South East to the next area; Queen's Street. Head down the street, round the corner, and keep going until you get to the cafe, where a cutscene takes place. Joy will cut in and tell you that Wong, the kid who stole your bag, is at Pidgeon Park.

□At Pigeon Park, head around the fountain, and Ryo will spot Wong; and trigger your first QTE. QTE? Its where buttons appear on the screen every so often and you press them to proceed in the event. If you are slow at pressing the button or you press the wrong one, then the event changes and could change the outcome. Cool, huh? Anyways, this is what you have to press -

A, Left, Right, A, B, Left, Left, Right, A, Right, A, Right, Down, A.

If you did that successfully, then you catch up with Wong... and his fellow friends, Sam, Larry and Cool Z. Time for your first Free Battle. This is just fighting, Virtua Fighter style, and you get to do a fair bit in the game, so get used to it. You fight Sam and Larry - which are a breeze (it IS your first fight after all). Just kick or punch them one at a time, and ignore one of them when they pull out a knife - its no threat. After the battle, Wong will take to where your bag is at. You will automatically lock onto Wong and follow him across Worker's Pier. This takes some time, so put the kettle on or something. When you get your bag back, everything is there... bar the money! Seems like you are broke. See why I told you to buy Zippos? You can now sell these off to get some of your money back! Yes! Anyway Wong, as a way of saying sorry, will draw you a map to the Come Over Guest House, in the Green Market Qr. (Wan Chai). You can stay the night here tonight. Press X to view the map at will.

To get to the Come Over Guest House, head past Pigeon Park and onto Queen's St. Follow the street (its linear) until you get to a bridge - this is King's Road. Head over the bridge, up the steps and across to get to the Green Market Qr., an area of Wan Chai. In this new area, Ryo will check the map again, so make a mental note of where to go (you are the tip of the bottom red arrow). Follow the street, and you have a nice chat with Joy. After the cutscene, you should be facing the correct way to go (otherwise take a left at the T-junction where the butchers are). Follow this linear path (don't take any turn offs) and you will arrive at the Come Over Guest House after a while. Attempt to go in, and Joy crops up again, and is going to take you to the harbour in the morning to get a job. Ryo will now go inside and mention Joy to the man in the hotel, and get a key to room 203. Before going up to your room, talk to the owner again about directions, which Ryo will note down.

Head up stairs and enter the first door, which happens to be room 203. Ryo plops his bag down. Go to the desk and grab the 'G.M.P.' pawnshop flier. There is another flier on the desk of the Tomato Convenience Store (ahh memories) which you cannot keep. Thats the only things Ryo can keep here, but feel free to investigate the other objects in the room, like the trash can (er, right). At this point, you can carry on with the adventure, however I would advise you not to, seeming as you wouldn't have much time. Just look around the local area (sell your Zippo's at the pawnshop nearby might be an idea - exit the building and take a right). When its 8pm, you can goto to sleep.

Work at the Harbour!

The next day at 7:45am, Ryo just happens to wake up when Joy arrives. Hmm. Head downstairs, and the owner of the Come Over Guest House talks to you about paying for the room - don't pay him, because you DON'T HAVE TO. At all. Also from now on, you can talk to people about getting money, with the press of the Y button. Outside, Joy will give you a ride to the harbour. After a chat with the boss, Ryo gets to work.

Your job - carrying crates. An easy job, where you have to carry crates from one end of an area to another with the aid of someone else. When carrying, Ryo's partner will say directions; press them when they appear (its either left or right). At all other times hold Up to keep moving forward. When you get to the other end, you are required to press Down to drop it off. If you screw up at any time, your partner gets you a swift telling off. Later on the pace increases, and he says the direction more than once (eg. Left left! where you gotta press Left twice quickly, and sometimes three times).

Keep working and do as many crates as you can until noon, when work will finish (rather early if you ask me). You will now receive your pay based on how many crates shifted - \$10 a crate. Not too shabby. With that done, time to carry on with the normal quest.

Getting to Yan Tin Apartments

You in Fortune's Pier at the moment; remember that if you want a good place for gambling, or that crate carrying job again, come back here. Have a look around here now if you want. When you are done, head to the southern exit which leads to Worker's Pier. You should be familiar with this location now, so head to Pigeon Park, and walk alongside the Pigeon Cafe entrance (so that the fountain is to your right). This will activate a cutscene between Ryo, Joy, and the photograph man from the start of the game. You get a photo of Joy, which is nice. ;)

Head to the Green Market Qr. (Wan Chai) and head to the South/Southeast. If you are coming from Queen's Street then take a right at the first fork and follow the street around. Anyway, you aiming to head through the exit there, which leads to the South Carmain Qr. Head straight ahead and enter Lotus Park at the end of the road, and approach the man practicing Tai Chi there. After a cutscene and a good old fashioned spar (you cannot hit him it seems..), exit the park and head south. Go down the same street as the Carmain Pawnshop, and keep going until you reach Yan Tin Apartments (Ryo will stop when you get there. Head inside.

After the cutscene with the old lady who mistakes Ryo for a landshark, go upstairs to the second floor, and knock on Room 205 (its the first room on the left). It seems that Lishao Tao has moved out, and if you want to get some information, you gotta pay up. Damn. Go as far as \$20 only, where you know that he is at someplace called 'Man Mo' something. Paying more is pointless; seeming as I can tell you the location he is getting at for free. Bless.

You are done at the apartments for now, so exit and take a right to the end of the street, left at the corner, right, and right again to reach the Wise Men's Qr. If you get lost on the way, then the exit to the Qr. is on the far east of the area. Entering the Wise Men's Qr. you may notice that a lot of the places are called 'Man Mo' something. Not good. To get the place you need to go to, head over to Man Mo Bistro in the South East of the quarter (its next to Man Mo Park). Head inside and talk to the woman in pink, and she tells you that Master Tao is at Man Mo Temple. Tada! The place we have been looking for.

Man Mo Temple is located in Scarlet Hills, an area that leads off in the east. You know when you are near the exit to Scarlet Hills when you see a large set of steps leading upwards. Enter the area and go up to the top of the steps, and enter the temple grounds to the left. Enter the temple straight ahead and watch the cutscene. It seems that to meet Tao, Ryo must learn of the four Wude.

The Four Wude

Go out of the temple and back to the Wise Men's Qr. where you will meet with that lady from the temple again. She tells you that true martial artists know about the wude, so seek some out and ask them.

GON - Practice without neglect

Go to Lotus Park (the South West corner of the South Carmain Qr.) and talk to Jiamin who is practicing there. After sparing with him, he allows you to learn a new hand move, the Iron Palm. Press X + A to execute it. Jianmin now tells you that to practice the Wude, you must practice Iron Palm. You have to strike the tree until the leaves cover the ground. Check the meter in the bottom right corner of the screen - this indicates the power of the strike. When its building up to the yellow area, press X + A to get a nice and powerful strike. Now keep doing this until the level bar is full (check the VMU to see the level bar). Once that is done, you have learnt GON.

JIE - Don't show or use moves thoughtlessly

Run along to Guang Martial Arts school in the Green Market Qr. (its near the exit to the South Carmain Qr. in the South East). You know when you are nearby as you can hear the martial artists practicing. Head into the grounds, up the small set of steps ahead and talk to the man on the chair. Ask for a martial artist, and he will tell you that he, Master Zhoushan cannot tell you the wude as he has ruined another mans life. The man in question was expelled and has since become a street performer in the Golden Qr. After talking, ask him about the street performer again to learn that he is the Golden Shopping Mall. Exit the temple and take a right, then go to the Come Over Guest House. Head round the corner and up the steps ahead of you to the Golden Qr.

In the Qr., check out the area map that is just ahead of you. The Golden Shopping Mall is in the middle of the Qr. and isn't that easy to miss. Just go down the street until you reach it and enter (the outside has lots of glass and there are some sets of steps leading to the door from the sides). Inside, go right and Ryo will spot a group of performers. Ignore these lot, and head to the right hand side where there is a man lying down in orange / red clothing. Approaching him will start a cutscene, and in order to get information from this guy, you gotta break a stone. Quite.. ;)

Look at the meter at the bottom left of the screen, and press A when the green level is high. Quickly afterwards, a yellow level appears, and press A when that is at its greatest. If you managed to do that correctly, then the rock smashes. If not, then Ryo will show a funny expression on his face and you will have to try again. When you smashed it, Zongquan will give you a letter to give to Master Zhoushan at the school. So head back to the school and hand over the letter. He will then tell you that this wude is called JIE... Don't show or use moves thoughtlessly.

DAN - Judge with a clear mind

Go to the Lucky Charm Qr. (next to the exit to Scarlet Hills in the Wise Men's Qr.) and ask some of the people there for martial artists. You may eventually learn about a Barber on Three Blades St. by the name of Zhangyu. Head over

to Three Blades St. (best to consult an area map or something) and locate Zhangyu Barber's Shop, which is between the Hawaii Cafe Shop and the Lucky Charm Barber's Shop. Wait if you need to, and enter. A cutscene occurs, and when the QTE takes place, DO NOT press the A button! Just sit and wait. Doing so will earn you the knowledge of DAN... Judge with a clear mind.

The forth and final wude

After getting the final wude, the barber tells you about Bloom Tailor on Three Blades St. Exit the barbers place, and go left down the street and enter Bloom Tailor at the end. Talk to the man behind the counter, and he tells you about Guixiang in the Yan Tin Apartments (in the South Carmain Qr., remember?). Head there and upon approaching the apartments a cutscene occurs - that old lady from before is being pestered by the land sharks again! Ass kicking time, free battle style. Despite Ryo being outnumbered by a bit, this battle is quite easy. Avoid being surrounded, and try to use kick based moves which can hit more than one person. After the battle, you find out that this old lady IS Guixiang! She tells you about the wude; although she forgot the name.

sarcastically claps Good work. She tells you to go to Man Mo Temple and ask Master Mo there about it.

At the temple, enter the grounds and you will be stopped by the cleaner. When you get the choice, pick Intrude. Now enter the temple while the cleaner is gone. Inside, accept the other cleaners offer of cleaning the soot off the walls. To clean part of the wall, stand in front of it and press A. You can clear most of the walls here, however there is really little point as there is only one place that you have to clean to progress onward. Head to the back of the room, where there is a shrine type statue thing on the back wall. There are wall spaces either side of it - cleaning the left side will uncover YI - To act without hesitating, to do what is right. This is the forth wude.

Watch the cutscene afterwards, and you will have to fight Xiuying outside. You cannot hit her; but try anyway to continue. After that she will give you a map of a place that you can stay at for a while. You can either go with her now (lock onto her) or you can go by yourself later on. Just be sure you are there by 11pm tonight.

When you get there, the Da Yuan Apartments, Xiuying will be outside waiting for you. She tells you the room is 207. Inside, follow her up the stairs ahead, then right at the top, and its the last room on the left. Watch the cutscene, and Disc 1 is complete! Hmm, a little short, you may think? Well trust me, the next two discs are longer.

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3.02. Disc 2
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Airing out the books!

At 8 am, you are woken up by Fangmei Xun, of whom is Xiuying's assistant. Xiuying wants you to go to the library at Man Mo Temple sharpish. At the library, your task is to air out the books there as repaying the favour for staying at Xuiyings apartment. Sounds dreadful, right?

Well, Airing out the books isn't as bad as it seems (its very fun I think) and is a nice practice for your QTE skills. The music is awesome too. ;D In the library, stand in front of a pile of books and press A to pick them up. Pressing Up to move forward, you must carry the books out into the yard and on to a table for one of the assistants to air them out. To speed up Ryo's pace

you can press L to make Ryo run. However, if Ryo loses balance (which happens quite a bit if you are running) then a QTE will occur which you have to quickly press otherwise Ryo will drop the books and waste time. After taking out one pile, you must head back to the library and repeat the process until you clear all the piles or you run out of time at midday.

Its up to if you want to run or walk, but the rate of the QTE's differ to each one. Walking will have less QTEs but will take up more time, whereas running has more QTEs yet will take up less time. If you are confident with QTEs (players of the first game should be) then opt for running so you can clear out the books quicker. There are no QTE's in the library so you can run there anyway. But watch out; dropping books will take 15 minutes off your time. Its in your best interests to clear out all the books by 12 as you will get a movescroll for doing so.

When you are finished, Ryo will talk to Xiuying about getting information about Yaunda Zhu. Go to the front of the temple, and Hanhui will give you a movescroll, the Horseshoe Kick for your work. Now it is time to get more information about Yaunda Zhu!

The hunt for the Wulinshu

Go to the Wise Men's Qr. and stop off at King's Ransom Antiques. Its in the south east of the quarter, with blue walls (check a map of the area if it helps out). Ask the owner there about Yuanda Zhu - you learn that he owns a company called the Five Stars Corp. and that he did research on marital arts. He also wrote a book called the Wulinshu, which you can find more information about at Wise Men's Kung Fu. It is next to Heaven Buddhist Altar Shop (its more or less in the center of the quarter - check a map for an exact location). Ask about the Wulinshu there, and the owner will tell you it is at Man Mo Temple. Boom! Head back to the library at the temple - its sadly closed, and seeming as you cannot do anything at this point (you cannot exit the Wise Men's Qr.) you might as well as wait here. Time will fast forward to 11pm, and Ryo will go to Da Yuan Apartments for the night.

Next morning, you have to air out the books again. You should know what to do as its the same as yesterday. If you manage to clear out all the books in time, on the last pile a cutscene will take place. Hanhui is interested in your Japanese Martial Art skills, so Ryo struts his stuff. He then offers to teach you a new move in return; the Lunging Strike. Accept his offer, and to execute the move, press Right, X+A.

Go back into the library and investigate the North East corner with the X button. The Wulinshu is on the bookshelf, but it is locked away! Ryo knows that Xiuying will have the key, so head out of the library and towards the front of the temple - and you will get stopped on the way by Xiuying. She will not let Ryo see the Wulinshu until he is calm and concentrated enough - enough so to catch a falling leaf..

Another mini-game, Ryo has to catch a falling leaf. Look up, and spot a falling leaf - and keep a track of it. Make sure that it stays in the middle of the screen, as it will zoom in as it falls. When you are very close to the leaf, press A to catch it. You should do it easily in a few attempts. However once you do it, Xiuying isn't convinced the Ryo is ready. So to be sure, she will only let Ryo see the Wulinshu if he manages to catch three leaves in a row. :(Just make sure you concentrate good on a single leaf, and that you strike when you are confident that you will collect it.

After you catch three leaves in a row, you win. Xiuying will go on about mirrors or something, and you get the key to the bookshelf as promised. Ryo hops along to check it out. There are some references to Lan Di inside, and a piece of paper falls out, with symbols on it. With some symbols and Zhu's signature on it, it is Ryo's only lead. What is its meaning?

The Chawan Sign

Go to the front yard and look for Fangmei. Show her the piece of paper; she recognises that the paper is quite old, so an antique shop might know about it. Head off to the Wise Men's Qr. and go to Collect Antiques - its in the southern part of the quarter (between Man Mo Apartments and Man Mo Park). It seems that Guixiang will know more about the meaning of this paper, so exit the Wise Men's Qr. and enter Yan Tin Apartments in the South Carmain Quarter. Her place is directly ahead as you enter, so knock on her door and a cutscene will occur. It tells you that the symbols are a Chawan Sign, a way of communication between martial artists of the same school. There is a reference to Heaven, Earth, Comrades and Dragon - something Shenmue fans will recognise. When it comes to moving the tea cups, move the far left one up, and second from the right down, so it looks like this -

o
o o
o

Select to wait to carry on. Remember this pattern (not that its hard to forget it anyway). When you leave, its late (due to the waiting for no reason I guess) and Ryo heads back to the Apartments for the night.

The next day before going to the temple, you learn about some of Xiuying's past from Fangmei. Interesting... at the library, you got to clear out more books again - it shouldn't be any hassle now. You will get a funny cutscene with Fangmei halfway through... both their expressions are classic! After clearing out the books and watching the cutscene, head to the front of the temple and Hanhui will give you another handbook for your good work (the leg move Oblique Air Kick).

Now it is time to use the Chawan Sign. There are quite a lot of public places that you can try the sign out at, with five possible outcomes. To use the sign, enter the location listed, find the four cups and produce the sign. Read what happens in the event and what places you need to do the sign at before choosing which outcome you want. It is possible to do the 'Nothing' outcome and do another outcome afterward, and do go to the Dou Jiang Diner now, however you will miss out on a move scroll.

CONFRENTATION IN MAN MO PARK

Where - Man Mo Bistro (Wise Men's Qr.)

Heavenly Tea Shop (Green Market Qr.)

Lai Lai Eatery (Worker's Pier)

Bright Teahouse (Lucky Charm Qr.) Different - Goto park straight at 9pm

Event - You will receive a note, telling you to go to the Come Over Guest House after a while - head there and wait inside. At 7pm you receive a phone call telling you to go to Man Mo Park. The park is in the Wise Men's Qr next to Man Mo Bistro. When you get there, a cutscene occurs. Get ready for a QTE (press Right) and a free battle. These are easy enough to defeat with standard moves. Once that is over, they tell you that they too are looking for Yuanda Zhu, and they let slip that he can be

contacted at the Dou Jiang Diner in the Lucky Charm Qr.

HAOHAI DU AND BANGZHUO DU

Where - Canton Cafe (Green Market Qr.)
Ling Ling Porridge (Queen's St.)
Fu Jian Tea Shop (Lucky Charm Qr.)

Event - While waiting after producing the sign, Haohai Du and Bangzhuo turn up (you met them before outside a cafe on Queen's St. after your bag was stolen). The QTE here is B, A *really* quickly (or B, B if you didn't do it right first time). After giving 'em a good thrashing, they tell Ryo to go to the Dou Juang Diner in the Lucky Charm Qr.

HELPING THE BOY IN THE WHITE DYNASTY QR.

Where - There is a table in the White Dynasty Qr. among all the market stalls.

Event - Create the sign here, and while you are waiting some men are picking on a kid at a nearby market stall. Get ready for a freeze QTE - your first yet to occur, press (AXB). Be sure to do it quickly. Ryo fends off the dudes, and the kid tells Ryo that he should try the sign at the Dou Jiang Diner. Note that if you fail the QTE, Ryo gets beaten up and you carry on at a later time.

NOTHING

Where - Fu Hoi Diner (Worker's Pier)
Fortune's Eatery (Fortune's Pier)
Blue Sky (Fortune's Pier)
Gold Tea Shop (Lucky Charm Qr.)
Ernest Tea Shop (Lucky Charm Qr.)
Hong Kong Tea Shop (Lucky Charm Qr.)
Man Mo Restaurant (Lucky Charm Qr.)

Event - Ryo waits for a few hours then decides to look else where.

You can go to the Dou Jiang Diner today if you want, but you will miss out on a possibly interesting event and you could get a move scroll. The next day go to air out the books again, and if you do them all you receive the Mantis Combo move scroll from Hanhui. Anyway, now off to the Dou Jiang Diner that resides in the Lucky Charm Qr. It is in the west of the quarter, and it isn't too far from the exit to the White Dynasty Qr. Make the sign inside and wait, and after a while you receive a note telling you to be at the Dou Jiang Diner at 8pm. You can do other things until then if you wish, otherwise choose to wait here (as its the same place).

At 8pm, a rather wide faced man comes into the diner and talks to Ryo. Not long into the conversation, some thugs bust in and fight you. These are no problem to take down (simply tapping A did the trick for me ^_^). After the battle, a man tells you that they took the man away down to the White Dynasty Qr. Ryo naturally gives chase, and be prepared for a looooong QTE when he catches up... (note that the commands in brackets is a Freeze QTE).

B, A, A, A, B, X, (Down Down X) B, A, B, B, B, A, B, A, X, A, B, X.

In the next cutscene after that is a freeze QTE. Press -

(Down, Right, A)

Ryo manages to rescue Zhu's associate, and can now talk to him about Yhanda Zhu. His name is Zhang, and he doesn't know where Zhu is either, as he is hiding from the Chiyoumen. He tells Ryo that although it would be very

dangerous, Ryo could seek out 'Ren of Heavens', who might know where Zhu is located. Ren of Heavens and Dou Niu of the Yellow Head (they are after Zhu to give over to the Chiyoumen) are rivals. All you know is that Ren is in Aberdeen somewhere.

Ren of Heavens

Head to Aberdeen, but go via the Lucky Charm Qr. route to meet up with Joy again. Seems that you will be stopping at the Come Over Guest House again. When you get to Queen's St. ask the lady at the counter of Ling Ling Porrage (opposite of Honest Pawnshop), and she will tell you that Ren is located in Beverly Hills Wharf. To get there, carry on down Queen's St., round the corner, and take the next left which is down an alleyway. Go to the gate, and that's the entrance into Beverly Hills Wharf. However due to the guards presence, you cannot enter. Hmm. Go to Worker's Pier, and ask one of the two men in white talking to each other by the area's exit to Queen's St. - they advise finding some heavens members. Head to Fortune's Pier and by asking some people round there, it seems that the gambling in the area draws the Heavens members in.

Head to the No. 9 Warehouse (in the northwest) and enter. Talk to the betting man who is sitting at the table, and he will give you the information you need if you play. So, play Roll it on the Top with the man; bet as much as you want and it doesn't matter if you win or lose. Ask him about the Heavens members afterward and he tells you that at 7pm Heavens member meet at the No.8 Warehouse's red shutter. So go outside, and right to the open area. Follow the right wall to reach the red shutter of Warehouse No.8. Choose to wait. At 7pm Ryo will enter the warehouse. You will have to fight it seems - these guys are somewhat tricky. Use some powerful moves and moves that can hit one than one enemy. When they are defeated, they agree to take you to see Ren.

Entering Beverly Hills Wharf, you find out its a trap, with a fair load of people wanting to beat the crap of Ryo. Just keep fighting and eventually the screen will dim and go totally black..

You awaken at Wong's home - a boat on waters of Beverly Hill's wharf. Wong will give you a Heaven's Zippo, meaning you can enter the wharf when ever you please. Nice. Make your way across the boats to reach dry land. Go straight ahead up the passage, up the steps, and approach the group on the left. Talk to them, and being a friendly bunch, they fight you. You now fight a free battle in first person, but it is pretty much the same - just use some decent moves and keep on your toes. When they are down and out, they say that they don't know where Ren is, but Cool Z might well do.

Go north from here and take a right at the end. A lone guy might fight you here, and he can be downed with a few standard kicks. Carry on going east and fight the group at the end. They tell you that Cool Z is probably at the scrapheap, and you will also get a map of the area too. The Scrapheap is in the south east of the area. Go east and fight the three members - after that, one of the members you just fought will take you to scrapheap. Remember where you are going. If you run into a fight on the way and lose the guide, then its in the south east, and looks very scrapyardish - full of disused cars and the like. When you get there, approach the group - they will only let you see Ren if you "donate" \$500. That's a hefty amount, and I doubt that you will have it on you now. Time to make some money.

There are plenty of ways to make money, check section eight - 'Making Money' for a list of ways of how to get dough locally. If you need to exit Beverly Hills Wharf (which you probably need to) then exit the scrapheap and head north

to the red exits on the map. The easiest way by far to make money is to do some gambling. Head over to Fortune' Pier and check out some of the warehouses there for gambling. Be sure to save your game before playing, learn the rules and play your maximum bet. If you lose, then soft reset (Start A B X Y together) load your file and start again. If you win, then save your game and do it again. Don't stop at \$500 by all means; you will need more cash later in the game to progress in the story, so you may as well get some now.

If you are stuck for a place, here is a great place to get LOADS of dollar quick. The place is Warehouse No. 10, which is located round the corner from the red stairs leading to Blue Sky (in Fortune's Pier). It is a doorway with a G next to it, which leads down into the warehouse. The game played there is 'Big or Small'. Read the rules (its basically where you have to guess the value of the rolled dice). The minimum bet is \$100, and the maximum is \$500!! Just save your game before playing, and put on the maximum bet. Most wins are on Big or Small (the others are harder to win on) and its easy money. Remember to save if you win and soft reset if you lose. And with winnings so large, try and get more than \$500 for later in the game, as you will need it.

When you have the money, go back to the scrapyard in Beverly Hills Wharf and go to Cool Z. He will then take you to Ren's Warehouse. In the cutscene that happens there, when he holds the notes up, watch out for the following freeze QTE -

(Left Right A)

He will then draw you a map of where to meet Ren, where Zhu is located. Exit Beverly Hills Wharf and go to Fortune's Pier. Press X to display the map, and follow it to the location (its easy enough). You will meet up with Ren and he will take you inside the F Warehouse. After the cutscene, you have to fight two guys. Use your most powerful moves and fight smart (I shamelessly mashed the X and A buttons and won :\). It doesn't matter if you win or lose though. After the fight (whatever the conclusion) head down to Pigeon Park. Ren, Cool Z, Sam and Larry are there, and they all run off, and in different directions. You only need to catch Ren, but you can go and find the other guys instead if you want (finding Cool Z is funny). Here are the locations -

Cool Z - East of the entrance to Fortune's Pier. He will tell you where Ren is and you head there straight away.

Larry - Straight opposite the entrance to Fortune's Pier (at the far wall). You will need to fight him (he's easy - tapping A will do the trick) and he will then take you to Ren.

Sam - He is in the location of where you first had your free battle at with Larry and Sam. At the fence there, press X to jump over it, then he will fight you. He is a piece of cake, then he takes you to Ren.

Ren goes down the alley by the general store on Queen's St. This leads to Lucky Plaza, an unfinished building. This leads to a chase, with the following QTE -

Down, A, Left, Right, Left, Right, (Up A Up)

After the chase in the cutscene, Ren tells you that Yuanda Zhu is located in Kowloon. Yes! Finally, an idea where he is! Sadly, this means leaving Aberdeen and Wan Chai. ;_;

Things to do before leaving

Before you go, Ryo wishes to thank all those who have helped

him so far before he goes. You may also want to do some things before going, as you cannot return to Aberdeen or Wan Chai when you go to Kowloon! Here are a list of things that you MAY want to do before going -

- Say thank you to the following people -
 - Delin (Fortune's Pier)
 - Zhoushan (Guang Martial Arts School, Green Market Qr.)
 - Zongquan (Golden Shopping Mall, Golden Qr.)
 - Jianmin (Lotus Park, South Carmain Qr.)
 - Guixiang (Yan Tin Apartments, South Carmain Qr.)
 - Zhangyu (Zhangyu Barber's Shop, Lucky Charm Qr.)
 - Fangmei (Room 207 of Da Yuan Apartments, Wise Men's Qr.)
- Take part in all the games, competitions and fights that you can so that they show up in your Shenmue Collection. (see section 13-Shenmue Collection).
- Make some money here by Gambling to help you. There are places to gamble in Kowloon, but it is somewhat easier here (eg. the warehouses in Fortunes Pier).

When you are totally finished, then go to Man Mo Temple and head round the back to talk to Xuiying. After your last spar together, you will learn the move Counter Elbow Assault. To learn it, press Left X+A. You then have to put it into practice, with Hanhui as your partner. As soon as you see him move, execute the Counter Elbow Assault and master the move. Watch the cutscene, and you will get a photo of everyone at the temple to take with you. Say goodbye to Wan Chai... and hello to Disc 3!

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3.03. Disc 3
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A friendly welcome to Kowloon

After a brief introduction to Kowloon, you arrive at Dragon St. Head down the street and Cool Z will take you to Ren's Hideout. Ren will now take you to see Yang, in the Great View Bldg. Follow Ren through Dragon St. and through the Thousand White Qr. to the Great View Bldg. You may want to pick up some maps on the way to help you around this rather large new area of the game.

Inside the building, head up to the second floor to reach Great View Herbs, which is Yang's shop. When Ren tells you to ring the bell, do so - or you can just ignore his commands and after a while he will do it anyway. ;D Yang tells you that you have to go to the Dancing Dragon Bldg. and seek out the men in black there (not THE Men in Black, but men dressed in black suits). You will also get a password that you need to use to get pass them. The password is "Dragons Don't Sleep". After the cutscene, head out of the Great View Bldg (you may want to check out the two pawnshops on the ground floor before hand though).

The Dancing Dragon Building is located in the Stand Qr. You could just ask people that are walking around to take you there, or you can go yourself. Head round the back of the Great View Building to an exit that leads to the Dimsum Qr. Head east, then turn left at the open area and north to the Stand Qr. Then its on the right just as you come in. Inside, head to the northern side of the building, where in the corridor there is a man in black. Tell him the password "Dragons Don't Sleep" then head up the stairs. When you get to the third floor, go right and use the other stairs up the 7th Floor. If you get stopped on the way, remember to tell the guy the password. When you get the 7th floor, head into the Dragon Door the guard points out to

you.

After the cutscene you are in a cell, handcuffed to Ren. When the guard opens the door, press (XA) at the Freeze QTE to escape the cell. Now to get out of here! Ren will shout commands as you are running across the building that you will have to press in a QTE manner. This floor's commands are -

Left, A, Right, Left, Right, A.

Now Ren and Ryo will head down to the 4th floor and hide in the room. After a bit of waiting, they make another move -

Left, Right, Left, A, Right, Down, Left, (Up A).

Ren and Ryo will hide again in a room nearby, and decide to head to the roof and sleep until dawn. The next day they head back down and make for the lifts. However they are greeted by Yuan, who attacks you. Press -

Down, Right, A.

Now Dou Niu turns up and gives chase! Ren and Ryo decide when there is no where to go to jump to the building opposite. Press (Up Up A) at the Freeze QTE to jump out of the door to safety. They then head back to Ren's Hideout, where Wong can unlock the handcuffs for them. They decide that Yang is going to pay for dropping them in it, so they decide to go pay him a visit. Follow Ren to his herb shop in the Great View Building.

The Wiretappers Tape

After greeting Yang in a rather nice manner, he tells you that Huang the wiretapper might have some information where Zhu is. Huang's place is in the Tea Break Building, room 902. Exit the Great View Building, and head round the back to the Dimsum Qr. Head east, where there are two tea diners on the right. Go to the furthest diner and enter the doors at the back to enter the Tea Break Building. Inside use the lifts to the left and go up to the 9th floor. Head outside of the lift, left down the corridor, where room 902 is (second from the end, right side).

It seems that our man Huang isn't in, so Ryo plans to snoop around his apartment. First of all, press the light switch to the right of the door. There really isn't anything of interest here, so you may as well get the clues. On the left side of the room is a bin with a box on top of it - remove the box and Ryo will find cassette tapes in the bin - the clues that might reveal the location of Yuanda Zhu, perhaps? Ryo takes the bin and the tapes back to Ren's Hideout, and decides to listen to every last tape. *sigh*

Luckily for you, you only have to listen to the final tape in the pile. You can either fast forward it to 595 to get information you need, or you can listen to all the tape. It includes mostly useless information, but there are some good things like a news report of Ren and Ryo's attack on Yang's shop, Yang's phone call that he made to Dou Niu, a horse race, and various calls made by that crazy lass Yuan. The piece of information you need (at 595) is a phone call between Yuan and Dou Niu, saying that although Yuanda Zhu hasn't been found yet, Yuan has one of this associates held captive. Ren and Ryo agree to find Yuan as quickly as possible and to get Zhu's associate before it is too late.

Finding Yuan and Zhu's Associate

Having no leads of where Yuan could be located, go down Dragon St. toward the Thousand White Qr. The blind Chinese violin player will stop you on the way. Choose to listen to his song, and keep talking to him to learn that the bell on the tape is from the Moon Child Building. Carry on to the Thousand White Qr. and try and get one of the locals to take you to the Moon Child Building. Otherwise, the building is in the Stand Qr., so head to the exit to the Stand Qr. in the far north east of the Thousand White Qr, then go east to the market stalls and its just behind the fountain in front of you. Grab a map before entering the building.

Inside ask someone around here (such as the orange lady standing in the nearby diner) about the bell ring to learn that its from the orphanage on the 8th floor. Go to the lifts of the southern side of the floor and use the right right one up to the 8th floor. Head onward and its in the corridor ahead of you. Approach the door and Ryo will ask a girl about Yuan - she tells him that a child inside named Hongji who's inside knows more about her. Enter the orphanage, and you will see that Ren is already here! The kid you want is standing on the chair in front of Ren. Keep talking to him and select 'Talking Bird' when the option appears. Ryo then asks the teacher about the talking bird and she advises to ask some bird shops about it. Ask the teacher again afterward and she tells you to try at the Three Birds Building. Apart from the two QTE Title games that lead off from the teachers room, there is nothing else of interest in the orphanage so exit, and leave the Moon Child Building.

The Three Birds Building is in the Dimsum Qr. so either ask someone to take you there or you go yourself. Head to the southern exit to the Dimsum Qr. and go to the South West of the Qr. (west of the Tea Break Building) and enter the Three Bird Building. To cut a long story short, the shop that you are looking for is on the roof of the building. Go to the two lifts on the western side of this floor and take the left one to the 3rd floor and the next one to the roof. Ask the man at the Nine Birds Shop (fourth shop on the left) and keep talking to him. You learn that Yuan only comes here in the late afternoons / evenings so choose to wait here after the conversation.

At 7pm, Ren joins you and Yuan turns up to grab her birdfeed. She then takes off to the 6th floor, with Ren and Ryo following. Follow Yuan as she goes around her business - don't get too close, yet don't loose sight of her. After a while she stops off at another shop then takes the lift down to the 1st floor. Follow her down, and again follow her as she goes around the place. She will walk ahead a little, turn around and head through a door to 'Everyone's Restaurant' in the Dimsum Qr. Do the same and follow her outside. She will go to the Thousand White Qr. and then to the Thousand White Building. A cutscene will occur inside, and after she has talked to man at the knife shop be prepared to press the following QTE -

Left

She will go outside again and to the cafe nearby, so follow her. After the cutscene of Yuan having a break at the cafe, head right through the tunnel to locate Yuan. She heads through to the Stand Qr. and after another cutscene there, she enters the Moon Child Building. Inside, head forward and a cutscene happens with the following Freeze QTE-

(Down Y)

She then takes to the elevators and uses one to go up to the 4th floor. Either

use the one she used or the one to the right to get up to the 4th floor yourself. Now follow her to her room... we got here at last! Took a while. Ren then tells you that he will flip a coin deciding who will bust into her apartment. It doesn't matter what you choose here, as you lose either way. Press X to knock on the door and when she opens it, press in the Freeze QTE -

(Left Right A)

She gets knocked out cold, so now you must look for the associate. Head to the end of the room, in the far left corner. It's Zhang! Dou Niu now turns up (always at the wrong time it seems) so hide at the opposite far corner to where Zhang is. When Dou Niu opens the closet, press at the Freeze QTE-

(Up A)

And follow up that by pressing -

Left

This pushes the drawers across the lock Dou Niu in the closet. Haha! Good work!

The Ghost Hall Building

Back at Ren's Hideout, Zhang tells Ryo that Zhu is located on the 10th Floor of the Ghost Hall Building. He also gives you an item, the 'Snake Tortoise', some sort of stick, which has no indications of its use. Hmm.. Head out to the Thousand White Qr. and go left, and the Ghost Hall Building is at the end. Grab a map before entering.

Go through the gap in the fence on the left, and chat to the nearby homeless guy. It seems that the way to get to the 10th floor is by wooden planks that go across the well like structure of the building. I feel sorry for the people living here if they forget their lift key! Go onward and left up the stairs to the 4th Floor. Take a right, and here is your first plank that you have to go across. What I would do is save before heading across the planks here in case you fall, so you can soft reset and try again without scaling the floors back up again. Be sure that you do this on the 10th Floor, as you will have to press the direction quicker there than you have done with the other planks. The way up to each floor is the same, so it's easy to figure out where to go. As you might expect, there are QTE's involved here..

4th Floor -
Right, Left, Right ..then.. Left, Left, Right

7th floor -
Right, Left, Right, Down ..then.. Left, Left, Up, Right

8th Floor -
Left, Right, Down, Left, Left ..then.. Right, Right, Left, Up, Left

10th Floor -
Down, Right, Up, Left, Right ..then.. Right, Left, Right, Right, Down, Up

Phew! You made it. Run ahead to the door, and Ren turns up... he managed to get a key for the elevator! Ryo looks pissed off for a brief moment, then goes through the door. There is no one here, so you have to look round for clues. Head to the North East corner of the room and investigate the Buddha Statue. There are four holes in his face, which you can place sticks similar

to the one Yhang gave you into them. Now head to the desk in the west of the room and open the right drawer. You will find the item 'Four Divine Beasts' which is picture of four divine beasts. These are the sticks you have to find in the room and to place them in the order shown on the picture into the face of the Buddha Statue.

Snake Tortoise - This is the one that Yhang gave to you.

White Tiger - In a cupboard door to the right of the Buddha Statue.

Phoenix - In a large pot on the shelf in the North East corner of the room.

Blue Dragon - Behind the horizontal framed paper with writing on that's on the wall behind the desk to the west of the room.

Although you only have to find these four, there is an extra four to find that have no use that you may want to get anyway. They are found at -

Wild Boar - In an open box on the desk in the west of the room.

Rooster - In the left drawer of the desk in the North West corner.

Fish - Under the large tortoise shell in the South West corner.

Goat - In the large pot on the shelf in the east (near the door).

When you have the four sticks you need, go the Buddha statue in the North East corner of the room and place the sticks into his face like so -

Snake Tortoise

White Tiger

Blue Dragon

Phoenix

The wall then slides back to reveal... Yuanda Zhu! At long last! *fireworks* Just as you were getting acquainted, Yuan and Dou Niu arrive. Ren escapes, and Ryo gets thrown out of the window onto a building below. Fight the weak guys here for a while, then Dou Niu comes down to party. Just keep fighting until the screen dims and goes black..

Three days later, you wake up in a church like place. After the cutscene, you head back to Ren's Hideout with Wong. You learn that the Yellow Head have kidnapped Zhu and have him held in the Yellow Head Building, which happens to be Dou Niu's hideout. Despite everyone's warnings, Ryo is going to try and sneak into the building somehow.

Finding a way into the Yellow Head Building

Go out and head to the Thousand White Qr. Go left and approach the Yellow Head Building gate. The guards will stop you, and you need to find another way in. Go to the other two gates in the Dimsum Qr. (in the West, near the exit to the Thousand White Qr.) and the Stand Qr. (in the West, by Thousand White Qr. exit) but you will be stopped by the guards there at both gates. Ren will turn up and offer a hand in helping you. He recommends using the Chawin Sign to get information. Ren has the Stand Qr. covered, so Ryo is going to look in some other Qr.

Go to the Nihao Teahouse (its in the South East of the Dimsum Qr.) and produce the sign there at one of the tables. Wait, and you will receive a note to go to the Room 503 of the Moon Child Building. Go to the Moon Child Building (on the East of the Stand Qr.) and head up to the 5th Floor via the stairs or lifts. Room 503 is on the North East side of the building.

You will enter the apartment and the man will offer to spar with him in the darkness. Spar, and try to hit him. Its impossible, but try anyway. Afterwards, you play a mini game where using your Mind's Eye you have to strike the man. Using the directional buttons to move and the X button to punch, you have to strike the man as he wonders around you. He only appears from the front and the sides of Ryo, and you cannot see him. You will have to predict where he will appear, as trying to strike him when he appears means you will miss. This is quite difficult and very random, although after a while you begin to see his movements anyway. When you do strike him, the mini game ends.

You will learn the technique 'Predictive Explosion' afterwards. This man is that Chinese Violin player on the Dragon St. and can really see. He knew Iwao, Ryo's father, in the past when he came here. Knowing about his death, he agrees to help Ryo in anyway that he can. He gives you a photo of a scout for the Yellow Head that watches local street fights, and sends the good fighters to the Chiyoumen. This way, you may gain entry to the Yellow Head Building. Exit the Moon Child Building.

Impressing the Scout

The scout attends all the local street fights, and to progress you have to win three fights for the scout to take notice of you. There are plenty of fights open to you, and you can check section YEHAYEHAYEHYAEHYAEYHAEHYAEHYAHEYAHEYEH of a list of places you can fight. To challenge the fighter, walk near to the fighting stage and press X. You can also press Start when you are nearby to get information about what the battle rules are. However, here are three places that are fairly easy battles to win at.

One-eyed Man

Go to the Star Gazing Point, which leads off the North of the Stand Qr. This man has a weak spot - his left side. When you are fighting him, move around to his left and attack to gain the advantage.

Passive Raid Style Master Battle

Go to the Small Dragon Garden in the East of the Stand Qr. (to the left of the Blue Dragon Garden). The rules here is that if Ryo manages to strike the opponent just once in the 30 seconds time limit, he wins. It's surprisingly easy, as I just went crazy with a range of moves and hit him after about 5 seconds.

Thrust Style Master Battle

Go to the Former Barracks that lead off the South of the Thousand White Qr. The rules here are the evade the opponents powerful blow for 30 seconds. He can hit you normally it seems, however. Just constantly press Y to evade all his attacks, and watch out at occasionally a QTE will pop up (which most of the time is the B button). You may also get a Freeze QTE, which if you succeed in, you may win instantly. Survive his powerful strike to win.

When you win three street fights, the scout will approach you when you leave the third street fight location. He tells you to meet him on Dragon St. at Sundown (or tonight, as you can meet him at night time). Walk down Dragon St. and about half way down, the scout will call you over to a more private location. He gives you three photographs of three fighters - Greg, Rod and Chunyan. He wants you to defeat them all, then he will talk to you further.

Finding and beating Greg, Rod and Chunyan

If you want the information of the three fighters locations in your note book, then there are two people worth seeking out - Joy and Cool Z. Joy is usually at a Cafe during the day (eg. Cafe Anna) with her Motorcycle nearby. Cool Z is probably the easier to find, as he is usually just sitting outside Ren's Hideout in the Dragon St. Show either one of them all three photos, and they will give you the locations. However if you cannot be bothered to do this then fine, as I will give you the locations anyway. :)

Note that you will need \$500 to begin the first fight. I am really hoping that you got \$500 spare from Wan Chai or Aberdeen as they are the easier places to get cash in the game, whereas here is much harder. You can participate in fights for cash here (like you did when just impressing the scout) or there are some gambling places around. Check section eight - 'Making Money' for more details. Also note that all three fighters are quite tough to defeat in battle as you might imagine, so check out your move lists with the Y button when you are near the arena.

ROD STUNT

Roddy boy is found in the Phoenix Building, which can be entered through the Teabreak building. Go to the Dimsum Qr. and then enter the Teabreak building through one of the doors at the back of the tea diners in the West of the Qr. Inside, to the right of the tea diners is a corridor leading South; this leads to the Phoenix Building. Approach the guard before the entrance and talk to him, and show him the photo of Rod. Talk to him again, and you have to pay \$500 to enter. If you don't have the money, see the paragraph before this one. Pay the cash and enter the archway to the Phoenix Building.

Go onward, and wonder into the large area on your right. There is an Afterburner II arcade machine located here! Play it now so that it appears on your Shenmue Collection so you can play it as you please later. Head back to the corridor and head up the stairs at the end to the 4th floor. Walk onward to the corner and use the lift down to B1. Take the stairs in the South to B4. Head left to the open area, and approach the stage. Press A to learn more information about the fight, Y to check your move list and X to challenge Rod.

Rod Stunt is a Pancratium Master and a tough cookie. He moves very quickly and strikes hard. The best way to go is to press Y to evade his attacks and strike him from the sides or behind with a few powerful moves, then back off, and repeat the process. Try and stay away from the sides if you can as you risk falling off if you do. The tips here might sound a little bear, but that's all I have to say on the matter - use your most powerful moves and your previous free battle experience to win. If you lose, then you keep repeating the battle until you succeed.

When you win the battle, you will receive £1000 reward which is needed for entry of the next fight (so DON'T spend it!) and the Scouts approval. Now exit the Phoenix and Teabreak Buildings and to our next fighter...

GREG MORE

Greg More battles in the Blue Dragon Garden, which leads off the Stand Qr. In the east of the Qr. is a large archway with 'Blue Dragon Garden' at the side and a guard standing in front. Approach the guard and show him the photo of Greg, then talk again and pay the \$1000 entry fee. Enter the garden, head down the stairs and challenge Greg.

Greg is a Wrestler and is another tough opponent. He has some powerful moves, and an annoying finisher (where he swings you out of the stage). There are

two methods that I found useful. You could take the same approach that I recommended with Rod, and dodge his attacks with Y, attack quickly from the back or sides and back away, and repeat the process. The other method is to bombard him with attacks - eg. continually press X so he cannot attack and you wear his health down. The latter method might not work all the time, but when it does, it works a treat. He might take several attempts to beat him, so keep at it.

After the battle (that Ren..) you receive £2000 which is needed for the next fight. Again, don't spend it. Head out of the Blue Dragon Garden.

CHUNYAN

Go to the Stand Qr. and enter the Black Heaven Building on the North West of the Qr. Inside, go to the 12th floor, and head to the South West of the floor and enter the doorway in the fencing. Go right, and ask the man about Chunyan (show the photo to him). Pay the cash to fight (\$2000) and make your way down to the fighting area using the stairs around the stage below. Approach the stage and challenge.

Chunyan, a Jeet Kune Do Master is surprisingly easy and is nothing like the previous two fighters. She is quick, but yields little power from her attacks. Bombard her with powerful moves until her health is nearly all depleted, and watch out for the Freeze QTE (Left B) at the end.

You receive \$3000 earnings which are now Ryo's to keep, and you have impressed the scout with your wins! Exit and the scout will approach you. He wants you to go to Dragon St. at sundown, like before, so go there and wait. Walk down Dragon St. like time and halfway down he will call you over to a more private location. He gives you a map of somewhere in the Thousand White Building, and tells you to go there the day after tomorrow at noon.

Back at Ren's Hideout, Ren tells you that it is B2 of the Thousand White Bldg, and that it could well lead to the underground of the Yellow Head building. The next day is a free day where you can do whatever you wish! You may want to fill up the rest of your Shenmue Collection fights and minigames as this will be your last chance. The fights and minigames in Kowloon are -

Battles

- Mongolian Wrestler - Former Barracks, which leads off South from the Thousand White Qr.
- Iron Thrust Style - Former Barracks, which leads off South from the Thousand White Qr.
- Acrobat Style - Thousand White Qr. outside the Ghost Hall and Thousand White buildings.
- Iron Head Style - Construction Base, leading off from the North West of the Thousand White Qr. next to the Ghost Hall and Thousand White buildings.
- One-eyed Man - Star Gazing Point, which leads off the North of the Stand Qr.
- Passive Raid Style - Small Dragon Garden in the East of the Stand Qr. (to the left of the Blue Dragon Garden).

Mini-Games

- Afterburner 2 - Phoenix Building in Kowloon.
- Slot Machines - Dimsum Building, 1st Floor
- QTE Title and - Moon Child Orphanage on the 8th Floor of the Moon Child
- Excite QTE 2 Building, and go to the teachers room, then the bed room

and it is there.

Lucky Hit - Go to the Dimsum Qr. and play on one of the Lucky Hit boards
Museum that are in a circle in the middle of the Qr.

When you are done, head back to Ren's Hideout and wait there and sleep.

Storming the Yellow Head Building!

I do literally mean storming the place. Not going to spoil anything now, but its perhaps one of, if not THE best Shenmue moment so far in the series. Yesh! Head to the Thousand White Qr. and enter the Thousand White Building in the North, near to the Ghost Hall Building. Inside, walk onward and take the stairs on the right up to the 3rd floor, and then left to the elevator and take it down to B1. Head over to the other side of the building and use the stairs down to B2. Walk onward and go through the red door, and choose to wait here. The scout will turn up.. and so does Ren! Seems that he wants to be here for the final showdown also! Walk onward, go right, left, follow the passage round then left, and finally right and approach the door.

Wong will open the door for you and he gives you a map of the Yellow Head Building. You will also learn that Zhu is being held on the 17th floor. After the cutscene, head up the stairs ahead of you. See that door on the right? Enter it if you want, but lets put it this way, it isn't the right way to go... Go up the stairs on the left and go through one of the two doors to enter the Yellow Head Building.

Go right, down the corridor and left through the open area to the corridor on the other side. Take a left at the T-junction and go up the stairs to the next floor. Head right and go through the open area. Go through the archway ahead and head right down the corridor. Note that you may want to enter room 222 at this point, as you can play the Hang On arcade machine! This is the only place in the game to do so, so play it once and you can play it on the Shenmue Collection later. Go right at the elevators and up the stairs to the next floor.

On the 3rd floor, go onward and after the cutscene follow the corridor. Another black suit will approach, so press (Down B) to over come him. Follow the rest of the linear path throughout this floor and the next black suit can be taken out with (Right B A). Carry on to the stairs. You will run into more black suits on this floor too, so press (A Up A), (A Left X) and (X Right Right X) for them in order. Follow the linear path like before to the stairs.

On the 5th floor, the place gets a well needed paint job. Head to the stairs that is located in the South East of the floor. On the way you will have to barge into a room that's a Yellow Head lackey hangout. It doesn't matter if you choose Heads or Tails, you lose regardless. You will have to fight the guys inside, where a few simple kicks will do the business. You also receive a transceiver that will help you know the enemies actions. Go onward to the stairs.

On the 6th floor, go ahead and Ryo will notice some people on guard. You have to stealthily progress past them. Watch the timing of the flickering lights and when they are off, go onward. Watch Ren to see as he does it, and do the same. Press A to begin, watch the pattern of the flickers and progress onward. If you get spotted, then you have to fight the group. There are another three of these on this floor, so do the same and head up the stairs.

On the 7th floor, try and access the stairs (the blue dots on the map) that

are in the South, East and West. They are all blocked off my groups of enemies, and once you have checked all three stairwells, a cutscene occurs - all the enemies then head up to the 8th floor to try and stop you there. Use the stairs in the east of the building and use them to go up to the 9th floor.

On the 9th floor, the enemies on the floor below come up and give chase. The Freeze QTE's that you need to use to progress are -

(Up A), (Right A), (Left Up A), (Down Up A).

On the 10th floor, head straight to the stairs in the South East and go up to the 12th floor. Head right and approach the plank to get across the open area -

Left, Up, Down, Right, Left.

Go through the archway on the right, where Ren and Ryo split up. Go onward, left, and go ahead where enemies will approach and a QTE will occur -

X, A, B, A, Y, A, Y, A, (Up A).

Awesome! Go on and head up the stairs. Go left and follow the path to the open area and cross the plank -

Left, Down, Right, Down, Down, Left, Up.

If I were Dou Niu then, I would have pushed the plank off while Ryo was crossing it. None the matter. Head up the 14th floor where there is some more action -

Left, A, Right, A, A, Right, (Up A).

After the duo share a high five for their efforts, go up the stairs to the next floor. Follow the linear path on this floor, and a QTE chase will occur -

Left, Left.

If you get caught, press (Down Y) to escape. Go the stairs in the South East and head up them as usual. On the 16th Floor, you will go through yet another QTE chase -

A, Left, A, A, Right, Left, A, Right, (Right A), (Left X).

Go onward up the 17th floor - Yuanda Zhu should be here! Head through the floor and go into the first left through the archway to the open area, and another QTE battle -

Down, Up, Right, (Down A).

Afterward, you have to fight Yuan in a free battle. You should easily see her off, as she is no match to what you have come across so far. Ren interrogates her to find out the Zhu is being held captive on the 40th floor! The watchman on the 18th floor has a key to the elevator leading there. You will have to find the watchman's room before the time runs out (that's six minutes when Ren tells you on the transceiver). The room you are looking for is room 1824, to the right of the elevators in the corner of this floor (check the map). Inside you will have to fight four enemies, which is easy enough. After the battle, you will have to find the elevator key yourself. The key is in the box on the wall to the North East of the room. Open it up, and grab the No. 9 and 10 keys.

Head back outside, and open the box on the wall to the right of the three elevators using the No. 9 key. Press the left most button, and call then call the elevator on the far left. You are welcomed by a group of merry suits when the elevator arrives. These are not too hard to beat, just make sure that you are not surrounded by them otherwise you could be in trouble - try and take them on a couple at a time. When you are done, take the elevator down.

At B1 (which is strangely the Big Ox building) go left and open up the box on the end wall with the No. 10 key. Push the third button from the left and take the elevator down. After the cutscene, go to the other side of the floor and take the stairs down. Seems that you will have to fight Baihu here, of whom is the Master of the Tiger Swallow Style. He is fairly easy, and like many other of the tougher battles in Kowloon, dodge his attacks and hit him on the side or back and repeat. At the end of the fight, prepare to press -

(Left X)

Afterward, you will have to fight him again. Use the same tactics as before. At the end of this fight, press (Left Left B). Now he will attack you again, so press the following QTE to succeed -

Right, Left, Up, A (Down X Up A).

With Baihu defeated, Ryo takes Joy with him up to the 40th floor. You will arrive at some very posh surroundings. Head through the large brown doors nearby, and inside more black suits fight you. These are again easy, just make sure that you don't get surrounded by them. Knowing that Zhu and Wong are on the roof, go to the balcony. There is a QTE before getting onto the roof itself however -

Down, Y, B, X, Up, X.

After the cutscene, its time to fight... Dou Niu in the final battle! This is the hardest battle in the game as you might expect, so here is how to defeat him - simply dodge his attacks with the Y button (expect to tap it a lot) then attack him at the side or behind, back off and repeat. Seeming as you cannot do many long or very powerful moves to him (no throws at all) this battle takes a while. Try not to grow impatient and just attack him, as you will get pounded quick. Just stick to the plan. After the battle, get ready to press the following Freeze QTE's to finish him off. And yes, the last one is X and A together (as you are executing the Counter Elbow Strike) -

(Left Y), (Left Left Y), (Down Left Up Y), (Right X+A)

If you fail one of the Freeze QTE's, then you have to repeat the battle again! After you win, watch the lengthy cutscene and that is Disc 3 complete!

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3.04. Disc 4
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Getting to Bailu Village

After the very hectic events in Disc 3, this disc is a complete change of pace. You arrive in Langhuishan in Guilin, and your aim is to get to Bailu Village, where the Phantom River Stone is found. So where is Bailu Village? After asking some locals here, you know that you can there by the path that leads off the

West, at the back of the village. The path leads to the Yingshuihe river, and if you walk that, you should reach Bailu Village. You may want to look around the village before you go, although there is nothing really of interest or nothing to collect here. Once you are done, then walk down the path in the west of the village.

The path is very linear, and leads off for a while. Nice surroundings, huh? You will meet some people along the way, and by talking to them you can learn more about the journey that you are about the face. Keep following the path, and you arrive in Green Field. Again, follow the path here. Some amazing environment here (check out the fish in the river!) Cool. Follow the path to the next area, where a cutscene will take place.

Seeming as Shenhua is from Bailu Village, she can take you there. You walk with her, and you can talk to her about things along the way. Press A, then choose the topic of conversation. It isn't essential to do this at all, but it may interest you. When you want to skip to the next section, talk to her and select the 'Hurry on' option.

After several sections of walking and talking, you reach Deep Green Way, where you decide to hurry on before it gets dark. Three QTEs follow.

Up, Down, Up, A, Left, Right, X, Up, Down, Left, Right, A, X.

After the cutscene of a small climb, you do it again.

X, Down, A, X, Right, Left, Right, A, Up, Left, Left, Right, X, Down, Right, Left, A.

After the cutscene about a pond with fireflies, time for the last run in the forest.

Up, X, Left, Right, Down, Up, X, Right, A, Up, Right, Left, Right, X, Left, Right, Up, Up, Down, A.

Phew! You now are out of the forest and off into the cave for the night. In the crag, you haven't got enough firewood to last the night, so Ryo decides to head into the cave for twigs for the fire. There are loads of twigs inside the cave, but in case you need some pointers, here we go - Follow the path (there is a single one on the way) and when the cave opens up a little more, there are twigs dotted around and a pile of them on the right. You should have enough for now, so head back to Shenhua. You now have to get another two piles; head back through to the open area, and to the west is another area, and all around the water are piles of twigs. Grab one and take it back, then come again for another pile and that's it.

You now talk to Shenhua a bit more. You don't have to talk to her, but its ideal if you want to know more about her. I would also advise that if you didn't play the first game that you pick 'Life' to learn more about Ryo's friends from the first chapter of the series. When you are done, go to sleep. After a couple of cutscenes, that's it for today.

Day two of the trek to Bailu Village

The next day, you start off through a forest. A landslide blocks you way, so you decide to go a different way, where Ryo will lead (and you will play). Head back to the fork in the path, and go west down the route you didn't go down before. Go left at the fork, right at the one after and straight ahead

in the last fork in the path. You will reach a river, and to cross execute the following Freeze QTE -

(Left Right A)

In the next part of the forest, head down the linear path until you reach another river, where another Freeze QTE is required to cross it -

(Left Right A Right Left)

Carry on down the path, and take a left at the T-junction. Go right at the next fork, and right again after. Carry onward, and you will get onto the path that Shenhua knows again. When you are asked for the detour to see the flowers, its that up to you (I would say yes... why not, eh?). After some more talking, you will have to take control as another landslide blocks you way. Go back to the other path, and on onward, right, left, right, right and right. Right? ;)

You then reach the Rocky Area, where you have to cross thin bridges of rock. Just follow the route across them, and if you slip near the edge, you have to execute a QTE to carry on. At the end, you have to jump across the gap. Press -

(Up Up A).

Back at the forest path, go onward and right, then you will be back on familiar ground. The next choice of path doesn't really matter, as they both go to different cutscenes. After that, you finally exit the forest and you arrive at Shenhua's House!

Shenhua's House

After the cutscene, you are taken into her home. You can talk more to her, about her family and the tree. While she prepares dinner, feel free to look around her home. Some points of interest - look at the book on the shelf in the South West of the main room, and also the picture to the left of it. Also look at the orange picture on the wall in the South. After a while Ryo says that the meal should be ready soon, so go into the kitchen and wait. After the meal, Shenhua tells Ryo that she can go and look at her father's collection (so you can go in to the bedroom). To carry on, go into the bedroom and press X at the plans in the corner of the room. Watch the cutscene.

The next day, go into the kitchen and choose to wait. They then go to the Stone Pit to meet with the father. On the way, talk to her about the Stone Pit to learn more about it. Watch the cutscene. In the Stone Pit, follow Shenhua down. Follow her again after the cutscene. After another cutscene, go across the path ahead of you and up the stairs. Go round the pond and head up the small steps and press X, and X again. Watch the cutscene. Now go to the other side of the room and press X at the risen object to place the Phoenix Mirror. Watch the ending, and congratulations! Now to number III....

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4. MOVE LIST

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This is the list of moves that Ryo can perform in the game. Here, there is the list of all moves that you can possibly get. If the move in this list isn't on

your list in the game, then you haven't learnt the move yet. Under the list are the moves that you can learn, with and how and where to learn them.

To see the list, go on to the System Menu and go to Moves Scroll. You can also see it in the Shenmue Collection once you have completed the game (disc 4). On the Moves Scroll, there is a graph behind every move that shows the level of how well Ryo can execute the move. The higher the level of the graph, the better. Once you have totally mastered the move, the text of the move's name becomes yellow.

If a move has an identical command as some other moves, then an A button symbol appears on the left of it. Press A or left or right on the directional pad to change the move so it comes under that particular button command. You may notice to the right of some moves that there is like a fireball symbol. This means that it is critical move and so is very powerful and could finish fights on its own (however, this is untested as yet). For example, Counter Elbow Strike is a critical move. Also, you can manipulate the Ryo model on the left with the analog stick.

The description of each move is copied directly from the game itself, and is not my own words.

Move List

Tiger Knuckle	X
A punch aimed at a point between the point between the nose and mouth.	
Elbow Slam	Right X
A downward rotating blow aimed at the opponent's collarbone.	
Rain Trust	Right X
A straight punch aimed at a pressure point on the opponent's side neck.	
Twist Knuckle	Left X
Unlike the Elbow Slam, it is thrown horizontally in a sweeping hook.	
Upper Knuckle	Left X
A strike on the jaw swung by momentarily lowering and rising.	
Elbow Assault	Right Right X
A move targeted at the center of the opponent's body with a rush.	
Katana Mist Slash	Right Left X
A slashing blow with the side of the palm with an advancing step.	
Pit Blow	Left Right X
A mid-level strike by a second punch on the same target.	
Sleeve Strike	Left Right X
A punch at a mid-level target while taking a step forward.	
Iron Palm	X + A
A Tai Chi hand move with force delivered from the legs and waist.	
Big Wheel	X + A
A diagonal blow on the opponent's collarbone while closing in.	
Lunging Strike	Right X + A

A basic Baji style move. The twisting of the waist exerts force.

Twin Hand Moves Right X + A
A strike on the jaw and chest by using the palm and forearm.

Counter Elbow Assault Left X + A CRITICAL
The Elbow Attack trusted on the side while avoiding the attack.

Backfist Willow Left X + A
A powerful surprise attack with a spinning back fist.

Avalanche Lance Right Right X + A
A strike on the pit of the stomach by the elbow bent at an acute angle.

Mantis Combo Left Left X + A
An upper blow on the chin and a consecutive downward strike.

Mistral Flash L X
A diagonal blow to the area between the shoulder and a nape of the neck.

Shallow Flip Left X A
Deflecting the opponent's attack and kicking his leg at the same time.

Crescent Kick A
An upward sword-stroke kick, aimed at the opponent's head.

Trample Kick A
A front kick aiming the front torso of the opponent with the toes.

Hold Against Leg Right A
A low to mid-level kick using the power of the forward leg.

Side Reaper Kick Left A
A low, decisive kick aimed at the outside of the opponent's knee.

Tornado Kick Right Right A A
Using the spinning momentum of the 1st kick, a 2nd kick is delivered.

Thunder Kick Right Left A
A middle rotating kick followed by a heel drop.

Surplice Slash Right Left A
A back round house kick striking in a downward diagonal motion.

Hook Kick Left Right A
A Hook Kick by the heel, aiming at the opponent's neck.

Against Cascade Left Right A
A flying knee move made by leaping upward to kick.

Horseshoe Kick Right Left X + A
A kick delivered on the chin while turning the back on the opponent.

Brutal Tiger Right Left X + A
A powerful high-speed reverse round house kick.

Dark Moon Left Right X + A
A kick delivered while flipping forward to mid-air.

Oblique Air Kick L A

A diagonal upward kick after running and jumping to the opponent.

Cyclone Kick L A
A flying back round house kick with force by jump and rotation.

Windmill L X + A
A flying back kick, aiming diagonally of the opponent's neck.

Wild Throw B
An advanced throw move. The direction of the throw is unlimited.

Overthrow B
The opponent is lifted over the back and is thrown over.

Sweep Throw Right B
The opponent's inner thigh is swept up to throw.

Vortex Throw Left B
The practitioner falls backward to throw the opponent over head to rear.

Mist Reaper Right Right B
Grabbing the opponent's neck and sweeping the opponent's pivot leg.

Demon Drop Left Left B
While throwing the opponent, the practitioner flips and lands on him.

Shoulder Buster Right Left B
Grasping the arm and executing an armlock to pin.

Tengu Drop Left Right B
Lifting the opponent on the shoulder and dropping him head first.

Darkside Hazuki B
Closing in on the opponent's side to throw down while spinning.

Back Twist Drop B
The throw is executed with a twist toward the rear.

Predictive Explosion
A technique to feel the opponent's move using all senses.

Hind Blow Y + B
A strike on the chin delivered while moving to the rear of the opponent.

Demon's Triangle Left Right Right Y + B
Three rapid strikes on the eyes and the throat of the opponent. CRITICAL

Double Storm Kick Right Right A A
A heel kick followed by another using the other leg.

Dragon Spin L X + A
After a low. elbow strike, an upward kick is delivered with a hand stand.

Twin Palm Thrust Right X + A
While closing in, both palms are used to strike the opponent's chest.

Stepping Strike Right X
A thrust move delivered by stepping out the same side of foot and arm.

Machinegun Fist Right Right B

A top and middle-level thrust and blow delivered consecutively. CRITICIAL

Serpent Coil Right Left B
A strike on the side followed by a throw after a quick move.

Rear Foot Sweep Right B
While reaping both legs of the opponent, the torso is thrust.

Diagonal Wipe Left X + Y
A mid-level strike on the stomach while leaning toward the opponent.

Oblique Slam Right X + Y
Striking the collarbone or the head while moving to the opponent's side.

Brawling Uppercut #
Sorry - the data of this move will be included in a later version.

Heel Sweep Left Left A
A heel kick by lowering the body suddenly in front of the opponent.

Move Scrolls

You can learn additional moves from move scrolls, which can be either purchased or given to you. To read the move scroll, go to the System Menu (press Y) and go to the Move Handbook icon in the bottom right corner. Select the move scroll to read it and it is added to your move list.

Now where are these move scrolls that you can buy and you can be given? Here is a list -

Wise Men's Kung Fu (Wise Men's Qr.)

Double Storm Kick	\$300
Dragon Spin	\$200
Twin Palm Thrust	\$200
Oblique Air Kick	\$100
Stepping Strike	\$100

Thousand White Building, 1st Floor; In two different shops (Thousand White Qr.)

Machinegun Fist	\$500
Serpent Coil	\$250
Rear Foot Sweep	\$250
Oblique Slam	\$100
Diagonal Wipe	\$150

You receive the following scrolls by airing out the books in Disc 2, where Hanhui will give you them afterward if you take all the books out by midday -

Day 1 - Horseshoe Kick
Day 3 - Oblique Air Kick
Day 4 - Mantis Combo

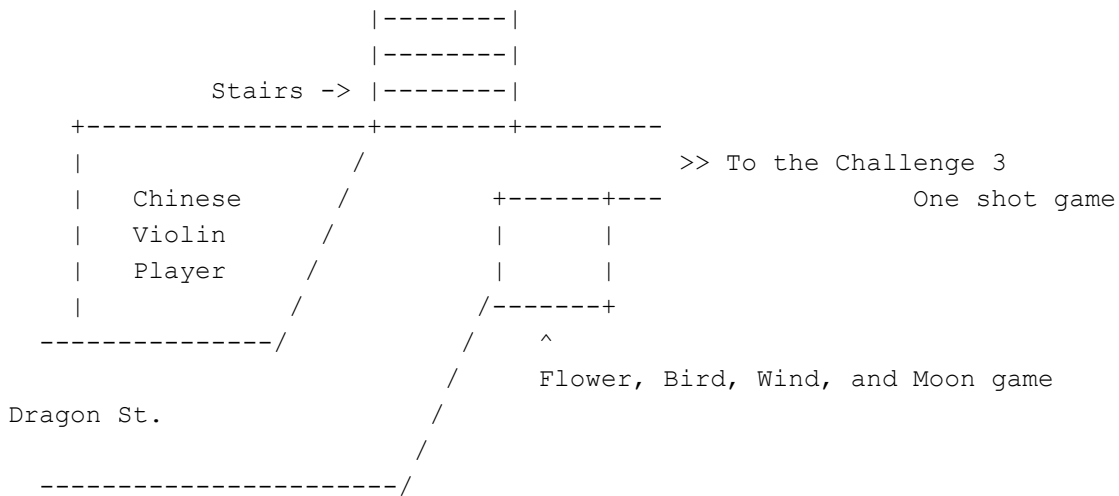
Demon's Triangle - Xiuying gives this you at the very end of Disc 3.

Monkey Roll Drop and Heel Sweep -

These two moves are found by winning 'Challenge 3 One Shot' in Dragon St. This

can only be done in Disc 3. To find this special one shot, go down Dragon St. as if you were going towards the Thousand White Qr. and before the steps, take a right at the side of the Flower, Bird, Wind, and Moon gambling game on the right, and follow the path until you reach it. Here is an ASCII diagram if you are confused (its rather crude, but you should get the idea) -

To the Thousand White Qr.



The rules - Drop one ball. If the ball hits one of the prizes then you challenge the next stand or stick with the prize that you have now. There are three stands to go through; the first two stands have prizes of capsule toys, the last has the move scrolls we are looking for. If you lose along the way, you lose the prize you just got. Its \$5 to play.

Here are some tips for each stand -

- 1st Stand - Fairly easy, you are unlucky to lose here. Just not moving and dropping the ball as it is often works the best.
- 2nd Stand - Some where one the left works the best; and don't put it on the far right as its bound to lose. Also, I found that pressing left seven times works a lot of the time.
- 3rd Stand - Near Impossible. Seriously, this is incredibly tough! Pressing to the left once makes the ball get very close to the frame, but as its random, it will take LOTS of goes to win even once.

 Taught moves

Other moves can be learnt by other people teaching you them. Some are learnt during the course of the plot, others you will have to seek out the people that will teach you them at the appropriate time. Here is the list -

Moves taught during the course of the game -

Iron Palm
 Jianmin teaches you this when you are learning the wude in Lotus Park.

Counter Elbow Assault
 Xiuying teaches you this at the end of Disc 2.

Predictive Explosion
 You learn this off the Chinese Volin player in Disc 3.

Moves that you have to seek out -

Brawling Uppercut

Go to Delin in Fortune's Pier while you are trying to get \$500 to see Ren, or sometime soon after.

Lunging Strike

Hanhui teaches you this move on the second day of airing out the books, but only if you air all the books out.

Wild Throw

Go to Master Zhoushan in the Guang Martial Arts school (Green Market Qr.) before you to see Guixiang when you are trying to learn more about the Chawan Sign in Disc 2.

Hind Blow

When you are looking for places to produce the Chawan Sign, go to Yan Tin Apartments and Guixiang will teach it you.

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5. STREET FIGHTS

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Street Fights (which are all in Kowloon bar the one in Beverly Hills Wharf) are Free Battle fights against street fighters for money. You bet \$10 as standard, and you fight them according to the rules of the battle. If you succeed, then you get the money. If you are playing for money, then its pretty useless; you might as well as gamble (the No.1 way to go for gaining dough might I add). However you have to play three in Kowloon at some point so you can continue in the game, and they all can be unlocked in the Shenmue Collection once you fight them. They are quite fun to take part in also.

Once you have found a street fight, approach the stage and the action buttons in the bottom right hand corner will change. Press A to see the information about the battle (such as the fighter and the rules), Y to see your Move Scroll and when you are ready, X to challenge. Now here is a list of the street fighters in the game -

The Beast

Where - The only fighter in Aberdeen, he is pretty much located in the center of Beverly Hills Wharf.
Rules - You can only strike the beast five times. If the beast falls, you win.
Tips - Use very powerful moves to take him down. I found that doing the Lunging Strike (Right X+A) several times works well.

Mongolian Wrestlers

Where - Former Barracks, which leads off South from the Thousand White Qr.
Rules - You have to face three wrestlers (Nadam, Agon and Uzun) one at a time. If you get caught during the 30 seconds that you face the wrestler, then you lose. They can punch you still and you will not lose, however.
Tips - When you face them, take note on how they run towards you. They stop then run at you quickly (and if you get caught then catch you). Just dodge (press Y and a direction) to move out of the way. You could tap

Y constantly but you might get into a corner and thus become venerable.
It gets harder with each wrestler that you face.

Acrobat Style

Where - Thousand White Qr. outside the Ghost Hall and Thousand White buildings.
Rules - You win if you manage to catch your opponent in the time limit.
Tips - Simply keep tapping the B button and chase him. He will get trapped eventually at the side of the arena and then is ripe for catching. :)

Iron Head Style

Where - Construction Base, leading off from the North West of the Thousand White Qr. (next to the Ghost Hall and Thousand White buildings).
Rules - You have to fight this guy who has the Iron Head attack, a very powerful head butt which will KO you in several hits. The battle lasts 60 seconds.
Tips - You could try to avoid his head butting antics, but you are bound to get hit. Hit him with your most powerful moves and try and hit him off the edge!

One-eyed Man

Where - Star Gazing Point, which leads off the North of the Stand Qr.
Rules - Defeat him in battle!
Tips - This man has a weak spot - his left side. When you are fighting him, move around to his left and attack to gain the advantage.

Passive Raid Style

Where - Small Dragon Garden in the East of the Stand Qr. (to the left of the Blue Dragon Garden).
Rules - If you manage to strike the opponent just once in the 30 seconds time limit, then you win.
Tips - It's surprisingly easy, as I just went crazy with a range of moves and you should hit him after about 5 seconds.

Iron Trust Style

Where - Former Barracks, which leads off South from the Thousand White Qr.
Rules - Evade the opponents powerful blow for 30 seconds. He can hit you normally still.
Tips - Just constantly press Y to evade all his attacks, and watch out at occasionally a QTE will pop up (which most of the time is the B button). You may also get a Freeze QTE, which if you succeed in, you may win instantly. Survive his powerful strike to win.

The last three, Wrestling, Pancratium and Jeet Kune Do you will come across

during the course of the game and are explained in the walkthrough section.

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6. COLLECTABLES CHECKLIST

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If you want to fully complete the game, then you have get all the capsule toys. There are loads to collect, and it will cost a lot of money to do so, but they are all very cool and worthwhile! They are based on many of Sega's franchises - Sonic, Virtua Fighter, Virtua On, 18 Wheeler etc., and on objects and places in the Shenmue World. Here is a checklist of the capsule toy machines and the toys themselves.

A massive thanks to Adam Doran for letting me use the information from his Collectables FAQ! *tips hat*

Capsule Toy Machine locations

Aberdeen / Wan Chai

Virtual On

- Wise Men's Qr. - In the north of the Qr, behind the Accounts Settled Pawnshop
- Latest Electronic Emporium (South of the Lucky Charm Qr.)

Sonic

- Wise Men's Qr. - North, near the exit to the Lucky Charm Qr.
- Golden Qr. - Outside the Tomato Convenience Store

Excited Sega World

- Wise Men's Qr. - North, near the exit to the Lucky Charm Qr.
- Pine Game Arcade (Golden Qr.)
- Worker's Pier - Outside Freestay Lodge; only for the start of the game

AM2

- Latest Electronic Emporium (South of the Lucky Charm Qr.)

The Car Toy Set

- Golden Qr. - Outside the Tomato Convenience Store

Virtua Fighter

- Worker's Pier - Market Stalls

Virtua Fighter 2

- Pine Game Arcade (Golden Qr.)

Virtua Fighter Kids

- Lucky Charm Qr. - Outside Man Mo General Store

The Smart Set

- Queen's St. - Outside the General Store
- Lucky Charm Qr. - Outside Man Mo General Store

The Harbour Toy Set

- Worker's Pier - Outside Freestay Lodge; only for the start of the game

Random Capsule Toy Box

- Rooftop Fight - Exits off Worker's Pier, near the exit to Fortune's Pier

Zippos and Stone Gems

- Rooftop Fight - Exits off Worker's Pier, near the exit to Fortune's Pier
- Worker's Pier
- Fortune's Pier

Kowloon

Sonic

- Dragon St. - Outside Ren's Hideout
- Dimsum Qr. - East
- Moon Child Building - 10th Floor

Excited Sega World

- Thousand White Qr. - South East

AM2

- God of Wealth Building - 10th Floor

The Car Toy Set

- Dimsum Qr. - South West
- Moon Child Building - 7th Floor

Virtua Fighter

- Stand Qr. - East

Virtua Fighter 2

- Stand Qr. - Outside the Black Heaven Building
- Dimsum Qr. - South West

Virtua Fighter Kids

- Dragon St. - Outside Ren's Hideout

The Smart Set

- Thousand White Qr. - South East
- Three Birds Building - Roof

The Harbour Toy Set

- Moon Child Building - 2nd Floor

Zippos and Stone Gems

- Dragon St.

Collection Checklist

Here is a list of all the collectables in the game, divided in to different sets. To the right of the set's name is what machines or places the set can be found. Also note that this is a checklist, so you can print it out and use it to check off what collectables you have. The [] to the left of each collectable is where you tick or mark once you have it.

18 Wheeler: American Pro Trucker - Found in the 'AM2' machines.

[] Asphalt Cowboy

- Highway Cat
- Long Horn
- Mad Bull
- Moon Light
- Nihonmaru
- StreamLine
- Texas Hawk
- Wild Rose

All machines - These are included in every machine.

- Binsbein 1
- Binsbein 2
- Binsbein 3
- Dice 1
- Dice 2
- Dice 3
- Heavy Bomb 1
- Heavy Bomb 2
- Heavy Bomb 3
- Super Ball 1
- Super Ball 2
- Super Ball 3

Arcade Prizes - Won by meeting certain requirements at the Arcade games

- | | |
|--|--------------------------------------|
| <input type="checkbox"/> Afterburner Token | - Complete Afterburner with 1 coin |
| <input type="checkbox"/> Hang On Token | - Complete Hang On with 1 coin |
| <input type="checkbox"/> Hang On Token 2 | - Unknown requirement |
| <input type="checkbox"/> Harrier Token | - Complete Space harrier with 1 coin |
| <input type="checkbox"/> Harrier Token 2 | - Unknown requirement |
| <input type="checkbox"/> Mini AB2 | - Unknown requirement |
| <input type="checkbox"/> Mini Darts | - Hit a score of 300 or more |
| <input type="checkbox"/> Mini Hang On | - Score more than 10,000,000 points |
| <input type="checkbox"/> Mini Harrier | - Score more than 10,000,000 points |
| <input type="checkbox"/> Mini Outrun | - Unknown requirement |
| <input type="checkbox"/> Mini QTE | - Score more than 300,000 points |
| <input type="checkbox"/> Mini QTE Title | - Score more than 300,000 points |
| <input type="checkbox"/> Outrun Token | - Complete Outrun with 1 coin |

Excited Sega World - Found in the 'Excited Sega World' machines.

- Aida II
- Alex Kidd
- Chao & Pian
- Chicken Leg
- Coba Beach
- Jet Opa-opa
- Mobo
- Myau
- NiGHTS 1
- NiGHTS 2
- Opa-opa
- Poppors
- Ristar
- Robo
- Ruber

- Shop
- Solo Wing
- Try-Z

Hong Kong - Found in 'The Smart Set' machines.

- Blue Dragon
- Boat
- Chainsaw
- Chine Broadsword
- Chinese Violin
- Flame Tree
- Koto
- Lighthouse
- Long Range Jet
- Phoenix
- Snake Tortoise
- White Tiger

Other AM2 toys - Found in the 'AM2' machines.

- F14-XX
- Outrun

OutTrigger - Found in the 'AM2' machines.

- Alain
- Jay
- Kate
- Lina
- Mat
- Max
- Ryan
- Spike
- Talon
- Tereshkova
- Yuki

Port Related - Found in 'The Harbour Toy Set' machines.

- Anchor
- Container
- Float
- Forklift
- SHENMUE Container
- Steering Wheel
- Truck 1
- Truck 2
- Truck 3
- Truck 4
- Wooden Crate

QTE Buttons - Found in 'Virtua Fighter Kids' and 'Excited Sega World' machines

- A Button

- B Button
- X Button
- Y Button

Shenmue I Only Collectables - These are from Shenmue I. Some can be gotten
----- from Random Boxes, and some Lucky Hit games.

- A Size Battery
- AAA Size Battery
- B. B. Ultra*
- Bonanza Brothers*
- Box Of Matches
- Crane
- Dural Gold
- Dural Silver
- Ferry
- Forklift Blue
- Forklift No. 1
- Forklift No. 2
- Forklift No. 3
- Forklift No. 4
- Forklift No. 5
- Forklift Red
- Hang On (Sega Saturn game)
- Hot Dog Truck*
- Light Bulb
- Metal Sonic*
- R-360
- Rent-A-Hero*
- Space Harrier
- Space Harrier (Sega Saturn game)
- Super Sonic*

* These can be received randomly when you buy Shenmue Snacks from the Tomato
Convenience Store.

Shenmue Passport Animals - From Shenmue I, Random Boxes or 'Excited Sega
----- World' machines

- Big Philip
- Big Robin
- Chip
- John
- Kelly
- Kuro
- Little Philip
- Little Robin
- Mary
- Philips
- Pip
- Pochi
- Pop
- Pyonta
- Rap
- Robins
- Tora

Slot Machine Prizes - Won by meeting certain requirements at the Slot Machines

- Matsayama Prize - From playing the slots in Shenmue 1
- Mitsuzuka Prize - From playing the slots in Shenmue 1
- 3,000 Prize - Get 3,000 tokens
- 10,000 Prize - Get 10,000 tokens
- 50,000 Prize - Get 50,000 tokens
- 200,000 Prize - Get 200,000 tokens
- 500,000 Prize - Get 500,000 tokens
- 1,000,000 Prize - Get 1,000,000 tokens
- Cherry - Three 7s (red or green) on a 1 coin machine
- Mini Billiards - Three 7s (red or green) on a 5 coin machine
- Mini Slot Game - Three 7s (red or green) on a 10 coin machine
- Mini Jukebox - Three 7s (red or green) on a 20 coin machine

Sonic The Hedgehog - Found in the 'Sonic' machines.

- Amy
- Bark
- Bean
- Eggman
- Espio
- Fang
- Knuckles
- Sonic 1
- Sonic 2
- Tails

Stone Gems - Found on market stalls

- Blue Stone
- Green Stone
- Purple Stone
- Red Stone
- Transparent Stone
- Yellow Stone

Vehicles - Found in 'The Smart Set' and 'The Car Toy Set' machines.

- Bus
- Coupe 1
- Coupe 2
- Coupe 3
- Coupe 4
- Coupe 5
- Delivery Moped
- Hang On 1
- Hang On 2
- Hang On 3
- Hang On 4
- Hang On 5
- Hang On G
- Hornet
- Motor Scooter
- Wagon 1
- Wagon 2
- Wagon 3
- Wagon 4

Virtua Fighter - Found in 'Virtua Fighter' machines

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

Virtua Fighter 2 - Found in 'Virtua Fighter 2' machines

- VF2 Akira 1
- VF2 Akira 2
- VF2 Pai 1
- VF2 Pai 2
- VF2 Lau 1
- VF2 Lau 2
- VF2 Wolf 1
- VF2 Wolf 2
- VF2 Jeffry 1
- VF2 Jeffry 2
- VF2 Kage 1
- VF2 Kage 2
- VF2 Sarah 1
- VF2 Sarah 2
- VF2 Jacky 1
- VF2 Jacky 2
- VF2 Shun Di 1
- VF2 Shun Di 2
- VF2 Lion 1
- VF2 Lion 2

Virtua Fighter Kids - Found in 'Virtua Fighter Kids' machines

- Kids Akira 1
- Kids Akira 2
- Kids Jacky 1
- Kids Jacky 2
- Kids Sarah 1
- Kids Sarah 2
- Kids Lau 1
- Kids Lau 2
- Kids Pai 1
- Kids Pai 2
- Kids Wolf 1
- Kids Wolf 2

- Kids Jeffry 1
- Kids Jeffry 2
- Kids Kage 1
- Kids Kage 2
- Kids Shun Di 1
- Kids Shun Di 2
- Kids Lion 1
- Kids Lion 2
- Kids Dural S
- Kids Dural G
- Kids Dural C

Virtual On - Found in the 'AM2' and 'Virtual On' machines.

- 10/80
- Ajim
- Angelan
- Apharmd B
- Apharmd C
- Apharmd S
- Bal-Bados
- Bal-Baros
- Bal-Keros
- Bradtos
- Cypher
- Dordray
- Fei-Yen DNA
- Fei-Yen Rna
- Grys-Vok
- Raiden
- Rei-Yen Hyper
- Specianeff
- Stein-Vok
- Tangram
- Temjin
- Temjin Prototype

Zippos - Found on market stalls

- Dragon
- Heart
- Helm
- Jackal
- King
- Moon Wolf
- Muecas
- No Smoking
- Rose
- Scorpion
- Vampire
- Wing

Gambling is the fastest way to make money in the game. And you can cheat (to a degree) with your wins and loses too. Find your place to gamble, and save. Then bet the maximum amount of money and if you win, save, and if you lose, soft reset and try again. This way its risk free and you can get cash easily and quickly for those moments in the game when you need them (and to feed those capsule toy and arcade addictions of yours ;D).

=====
7.01. Roll It on Top
=====

This is a game played by rolling the dice and you compete for the higher score with the owner. Simply press A to throw the dice. The amount of the two dice is added up, then the owner throws. The winner is the one with the highest score. If you happen to draw, then the owner wins by default. This game is random, and no skill of any sort is involved.

This game can be found at -

Aberdeen / Wan Chai

- Green Market Qr. - Go down the alley at the side of the Green Market Pawnshop and take a left into a small open area.
- Lucky Charm Qr. - North
- White Dynasty Qr.
- Fortune's Pier - No. 9 Warehouse

Kowloon

- Dragon St.
- Dimsum Qr. - Down the alley opposite the two tea diners.

=====
7.02. Big or Small
=====

A game played by guessing the value of the 3 rolled dice. Use the Directional Pad to select the bet, and A to throw the dice. There are four things that you can bet on -

- Small - Value of the three dice less than 10.
- Big - Value of the three dice more than 10.
- Chow - The three dice are consecutive numbers (eg. four, five six).
- Zhen Zhong - The value is either 10 or 11.

They have different winning amounts too.

- Small - 2x the betting amount
- Big - 2x the betting amount
- Zhen Zhong - 4x the betting amount
- Chow - 8x the betting amount

I would advise picking Chow all the time; the win is 8x the amount, and it turns up more times than you think. Keep using the cheating method until it arises. I would advise going to No. 10 Warehouse in Aberdeen, and the Old Government Office Site in Kowloon (you can bet as much as \$1000 here!!).

This game can be found at -

Aberdeen / Wan Chai

- Fortune's Pier - No. 6 Warehouse, No. 10 Warehouse, No. 12 Warehouse

Kowloon

- Dragon St.
- Old Government Office Site - Down the underground passage leading from the Thousand White Qr. and the Dimsum Qr.

=====
7.03. Flower, Bird, Wind, and Moon
=====

In this game, you have to guess where the ball will stop. There are four different places that the ball can stop on - Flower, Bird, Wind and Moon. You select one of these before playing, and if the ball stops on the location you selected, you win four times the bet.

This game can only be found in Kowloon, and in the following places -

- Dragon St.
- Dimsum Qr. - Down the alley opposite the two tea diners.
- Dimsum Building - 3rd Floor, 7th Floor

=====
7.04. Arm Wrestling
=====

When the referee says FIGHT!, press the A button rapidly. Also along the way, you may have to press some directional QTE's so be aware of that. I'm sure everyone has played a game where you have to press a button rapidly (Metal Gear Solid, Mario Party, Track & Field etc.) so use that tactic here.

This game can be found at -

Aberdeen / Wan Chai

- Worker's Pier
- Rooftop Fight - Up some stairs near the exit to Fortune's Pier in the Worker's Pier.

Kowloon

- Fighting Place - Down an alley between the Stand Qr. and the Dimsum Qr.

=====
7.05. One Shot / Lucky Hit
=====

There are several variations of this game, where they involve a stand layered with pins and you have to drop a ball down. At the bottom it lands in a frame, where the meanings are different for the different games. Here are the three main types in the game; note that there are others, but these are the most common.

One Shot

You drop a ball down a stand layered with pins. As it drops, the ball bounces off the pins and enters one of the frames at the bottom. If it lands on O, then you win the bet. If it lands on a X, then you lose.

Lucky Hit

You drop a ball down a stand layered with pins. As it drops, the ball bounces off the pins and enters one of the frames at the bottom. If it lands on the O targets at the bottom then you score. It is the best out of three, and the one with the most targets is the winner. If you tie at the end of three rounds then it goes down to sudden death until a winner arises.

Capsule Toys

You drop a ball down a stand layered with pins. As it drops, the ball bounces off the pins and enters one of the frames at the bottom. If it lands on an image of a capsule toy, then you win that capsule toy. If it lands on a X, then you win nothing.

These games can be found at -

Aberdeen / Wan Chai

- South Carmain Qr.
- Queen's St.
- Fortune's Pier
- Green Market Qr.

Kowloon

- Dragon St.
- Thousand White Qr.
- Dimsum Qr.
- Thunder House (East off Dimsum Qr.)
- Moon Child Building - 2nd Floor, 7th Floor, 10th Floor
- Three Birds Building - 2nd Floor, 8th Floor
- Bronze Room (Thousand White Building, 8th Floor)
- Silver Room (Thousand White Building, 10th Floor)
- Dural Room (Thousand White Building, 12th Floor)

8. PART-TIME WORK

There are (only) two types of part-time work in Shenmue II - managing the Lucky Hit stands and Carrying Crates. Both are possible in Aberdeen / Wan Chai and Kowloon, and while they can be fun, then don't offer the same cash that Gambling does. If I had to pick one of the two jobs here, I would choose the crate carrying as it offers some stable pay, as with Lucky Hit you could lose it randomly. Also, note that you can take part in work at any time of the day.

8.01. Lucky Hit

You have to manage a Lucky Hit stall and play the game against other players. Before you can play however, you have to attract customers. Look around with the analog stick and press the A button to call out. Aim at passers-by and eventually someone will come over and give you a game.

You take it in turns dropping balls down the board. If it lands on the O targets at the bottom then you score. It is the best out of three, and the one with the most targets is the winner. If you tie at the end of three rounds

then it goes down to sudden death until a winner arises. You start off with \$300 and every game is \$50. You get half the earnings that you win - that's \$25 a game. However if you go under \$300 you get nothing, and you can also win several games then lose some and not get a dime.

Also, to make matters worse, each ball drop is pretty much random. There is no skill involved - you could drop in the exact same place twice and the ball will act differently both times. So its a sort of dodgy part time job I think. However, it might be your thing so have a go at it sometime.

To start work at the stand, approach the owner there and talk to him about a part-time job (Press Y to talk money talk, the right to select the part-time job option). He will then offer you a job (or if you got the wrong place, they might recommend you a different stand somewhere else).

You can get a job at the following Lucky Hit stands -

Aberdeen / Wan Chai

- Green Market Qr. - Next to Bar Man Mo.
- South Carmain Qr. - Opposite Carmain Pawnshop
- Queen's St. - South West corner

Kowloon

- Dragon St. - At the end, just before the Thousand White Qr.
- Thousand White Qr. - North East, next to the exit to the Stand Qr.
- Thunder House - East off the Dimsum Qr.

=====
8.02. Carrying Crates
=====

You have had a go at Carrying Crates as part of the plot of the game, so you know what it entails. Anyway in case you have forgot, here are the details -

An easy job, where you have to carry crates from one end of an area to another with the aid of someone else. When carrying, Ryo's partner will say directions; press them when they appear (its either left or right). At all other times hold Up to keep moving forward. When you get to the other end, you are required to press Down to drop it off. If you screw up at any time, your partner gives you a swift telling off. Later on the pace increases, and he says the direction more than once (eg. Left left! where you gotta press Left twice quickly, and sometimes three times).

When you are finished, you then get paid - \$10 a crate. Not a lot, but at least its a stable rate of pay compared to working at the Lucky Hit stands.

Fortune's Pier

Go to Fortune's Pier, and go ahead to the warehouses ahead (and to left a little). Approach the man in the hard hat - he is your boss. Talk to him and you can start work at anytime.

Kowloon

You can access the Warehouse by using the doors on the outside at the Thousand White Qr., near where the red stairs are (next to the Yellow Head Gate). Go to the Thousand White Building in the Thousand White Qr. (in the North West, by the Ghost Hall Building). Enter the building, and follow the corridor on the left. After two corners, there are three doors on the left. Enter either the second or third door to enter the Thousand White Warehouse. Talk to the

lady at the desk about a part-time job (Press Y to talk money talk, the right to select the part-time job option) to begin. You can do this at any time of the day.

9. PAWNSHOPS

=====
The main and only use of Pawnshops is to sell off your collectables for cash. You can sell them as singles or in sets, and each shop has a different rate of pay. You may also want to collect all the flyers if you are aiming for collecting everything in the world of Shenmue.

Locations

Aberdeen / Wan Chai

- | | |
|---------------------------|---------------------|
| Golden Flower Pawnshop | - Wise Men's Qr. |
| Wise Men's Pawnshop | - Wise Men's Qr. |
| Centre Pawnshop | - Wise Men's Qr. |
| Accounts Settled Pawnshop | - Wise Men's Qr. |
| Lucky Pawnshop | - Wise Men's Qr. |
| Shine Pawnshop | - South Carmain Qr. |
| Carmain Pawnshop | - South Carmain Qr. |
| Green Market's Pawnshop | - Green Market Qr. |
| Honest Pawnshop | - Queen's St. |

Kowloon

- | | |
|------------------------|--|
| White Dynasty Pawnshop | - Great View Building, 1st Floor
(Thousand White Qr.) |
| Kowloon Pawnshop | - Great View Building, 1st Floor
(Thousand White Qr.) |

10. MINI GAMES

=====
There are many mini games in Shenmue II, and once you have played them, they turn up in the Shenmue Collection where they can be played at any time, for free. Here is a list of the mini games in Shenmue II (both the YS games and the in-game ones), including where they are found in the game, the objective to each game and some tips to help you play them!

*** Note that to most mini games, they might not be fully complete, due to that I haven't completed them all and I will improve over time and put my findings in future updates. Be sure to email me your strategies!

=====
10.01. Hang On
=====

/-----\
| Hang On! |

```
|-----|
| Keep your speed up to win! |
\-----/
```

```
-----
Location
-----
```

Room 222 of the Yellow Head building in Kowloon. You can only play this toward the end of Disc 3.

```
-----
Controls
-----
```

```
Analog Stick          - Steering
L button              - Brake
R button              - Accelerate
```

```
-----
Overview
-----
```

Using the motorcycle, you have to pass through the checkpoints within the allotted time. On your way you have to avoid the other bikers at all costs, as hitting them means you will bounce straight off them and off the track. Hitting an obstacle on the side of the road means that you will crash and lose vital seconds. On corners, most bends when you slide you can just let go of the acceleration for a brief moment and punch it again later, after you stop sliding. You will only need to use the brake on some turns in the later stages of the game. Don't be afraid to slow down to avoid other bikers either.

The entire race is split up into stages, and when you go through a checkpoint your time extends allowing you to play further. The difficulty increases with each stage - meaning that there are harder and more frequent bends and more bikers in your way. The scenery changes too. To check the stage that you are on, look at the top left corner of the screen.

Another note is that to finish the game, you must NOT crash once in the entire race, otherwise you will not make the later checkpoints. Pretty tough!

```
-----
Prizes
-----
```

These can only be claimed if you are playing in the game, and not in the Shenmue Collection. The prizes will turn up in your Collectables.

```
Mini Hang On          - Score more than 10,000,000 points
Hang On Token         - Complete Hang On with 1 coin
```

```
=====
10.02. Space Harrier
=====
```

```
/-----\
| Space Harrier |
|-----|
```

| A SciFi shooting game with easy controls and dramatic speed. |
|-----/

Location

This can be found in Pine Arcade in the Golden Qr. of Wan Chai.

Controls

Analog Stick	- Move
Directional Pad	- Move
A, B, X, Y buttons	- Shoot

Note that difference between the analog stick and the directional pad is that the analog recenters the character, and the D-Pad doesn't.

Overview

The game is set up into different stages, where you have to evade the enemy fire and obstacles that come your way and shoot them down. Most enemies can be shoot simply to kill them. The obstacles can be shot at and destroyed too, however some cannot (for example the columns on the second stage onward). At the end of each stage you come across a boss, which is quite challenging. After you die three times, its game over.

One of the best tips that I can give you is to constantly be shooting. It never hurts to shoot anything that moves (and doesn't move) in this game. Tend to shoot at a much faster rate at the bosses also.

Boss Strategies

Stage 1 - Moot

To hurt the dragon, shoot at its head. He will spot groups of fireballs at you, one from far away, one from about half way and one close up. Its the one that is close up that you have to watch out for (when he is close to you, move around to avoid them when he spits them). After he has came up close, he will back off and repeat the process. You can also attack him when he is backing away from you. If you heavily shoot and aim at his head successfully, you will finish him off quickly.

Stage 2 - Geeza

The boss is located in the middle of the mass of floating heads. Just shoot very rapidly at the group of heads, and move around to avoid the fireballs.

Stage 3 - Amar

Like the first boss in the game, except that he has two heads. Move from side to side to avoid the fireballs, and so alternate in shooting his heads while you are at it.

Prizes

These can only be claimed if you are playing in the game, and not in the Shenmue Collection. The prizes will turn up in your Collectables.

Harrier Token	- Complete Space harrier with 1 coin
Mini Harrier	- Score more than 10,000,000 points

=====

10.03. OutRun

```
/-----\  
| OutRun |  
|-----|  
| An exhilarating driving game. Try to complete all courses! |  
\-----/
```

Location

This can be found in Pine Arcade in the Golden Qr. of Wan Chai.

Controls

Analog Stick	- Steering
L button	- Brake
R button	- Accelerator
A button	- Low Gear
B button	- High Gear

Overview

This game is essentially a more complex Hang On. Control the red sports car and pass through the checkpoints within the allotted time. When you are driving you have two gears to choose from - a low gear and a high gear. You naturally start on the low gear, which is fairly slow. Check the meter in the bottom left corner - when it is at late green to red, change to the high gear to get a lot more speed. Dodge the vehicles as you go and avoid going off the road. Hitting an obstacle at the side of the road means that you will either spin off or crash.

Before you reach the end of the stage (before the checkpoint) the road splits into two. This means you can choose which way to go, and have a different route every time you play. Remember to let go off the acceleration when you slide at corners and only brake at the much harsher bends, and that the road gets more narrower and there are more obstacles at the sides of the road the further the stages you get to.

Prizes

These can only be claimed if you are playing in the game, and not in the Shenmue Collection. The prizes will turn up in your Collectables.

Outrun Token - Complete Outrun with 1 coin
Mini Outrun - Unknown requirement (High score)

=====

10.04. Afterburner II

```
/-----\  
| Afterburner II                   |  
|-----|  
| A shooting game that simulates aerial combat. |  
\-----/
```

Location

This can be found in the Phoenix Building in Kowloon. You can only play this toward the end of Disc 3.

Controls

Analog Stick - Move

L button - Throttle

R button - Volcan

A button - Missile

Overview

The aim of the game is to progress onward and blow the crap out whatever enemies come your way. The missiles are heat seeking and will hit the enemies after they have locked on (they will be inside a white box on the screen letting you know that they have locked on). You have limited missile supplies. The throttle increases your speed, and the volcan is a posh name for the machine gun.

To be totally honest, I have no real strategies at this game. I'm not good at all. Just go crazy with the throttle when there are no planes, and when you hear beeps and boxes surround the planes on the horizon, let loose with several missiles. After a couple of stages, you get a missile reload. If anyone has any more tips for this game, it would be greatly appreciated if you could e-mail them me. Thanks.

Prizes

These can only be claimed if you are playing in the game, and not in the Shenmue Collection. The prizes will turn up in your Collectables.

Afterburner Token - Complete Afterburner with 1 coin
Mini AB2 - Unknown requirement (High score)

=====
10.05. QTE Title
=====

```
/-----\  
| QTE Title                                |  
|-----|  
| Improve your QTE skills by playing this game! |  
\-----/
```

Location

This can be found in the Pine Game Arcade (Golden Qr.) in Wan Chai. In Kowloon, go to Moon Child Orphanage on the 8th Floor of the Moon Child Building, and go to the teachers room, then the bed room and it is there.

Controls

Buttons used - A B X

Overview

As the title might suggest, this is a QTE game. Press the QTE commands as they appear on screen. You get points the further you go. You only get three chances so be on your toes! The longer you last, the faster the gloves come forward. Later they come in pairs (one after another) and if you get really far, then two gloves come at once! You might find it helpful to assign a finger to A, B and X, however this didn't work for me but it might for you.

Prizes

These can only be claimed if you are playing in the game, and not in the Shenmue Collection. The prizes will turn up in your Collectables.

Mini QTE Title - Score more than 300,000 points

=====
10.06. Excite QTE 2
=====

```
/-----\  
| Excite QTE2                             |  
|-----|  
| Can you keep up with the increasing speed? |  
\-----/
```

Location

This can be found in the Pine Game Arcade (Golden Qr.) in Wan Chai. In Kowloon, go to Moon Child Orphanage on the 8th Floor of the Moon Child Building, and go to the teachers room, then the bed room and it is there.

Controls

Buttons used - Directional Pad, A B X Y

Overview

As the title might suggest, this is a QTE game. Press the QTE commands as they appear on screen. The faster you press the button the higher score you get. You only get three chances so be on your toes! The longer you last, the faster the commands come. They come in pairs (one after another) so watch out for that too. Directions appear after a while, then soon Middle. The Y button is introduced, and then you play Expert. I recommend that although you get more points for pressing the button quicker that you take your time in recognising the button and executing it correctly. Overall, you will get more points by getting further than pressing the buttons quicker! As you get more used to the game then you can improve the speed of button pressing.

Prizes

These can only be claimed if you are playing in the game, and not in the Shenmue Collection. The prizes will turn up in your Collectables.

Mini QTE Title - Score more than 300,000 points

=====
10.07. Darts Seven
=====

```
/-----\  
| Darts Seven |  
|-----|  
| Relax and enjoy a game of darts. |  
\-----/
```

Location

There are five bars or clubs in Aberdeen / Wan Chai that you can play Darts Seven in. They are -

- Liverpool, White Dynasty Qr.
- S. I. C. Pool Hall, Golden Qr.
- Bar Swing, Worker's Pier
- Fortune's Eatery, Fortune's Pier
- Blue Sky, Fortune's Pier

Overview

Throw darts at a board to get a high score. Focus on the motion of the arm and press A at the right moment to get a decent score. This is a very screwed up version of darts; Ryo just moves his wrist around and you have to judge it from that. o_O Play normal darts instead. Please.

Not in the Shenmue Collection either, by the way. Cannot blame the developers for this choice really..

=====

10.09. Slot Machines

=====

Location

There are three places that you can play the Slot Machines -

- Pine Game Arcade (2nd Floor)
- Slot House W (Golden Qr.)
- Slot House K (Dimsum Building, 1st Floor)

Controls

A to select your action, and Y to see how many tokens you have remaining.

Overview

Head over to a machine and press X to play. Buy some tokens to start off with (\$5 buys 20 tokens) and play away! There are three buttons; BET/COIN where you use to bet the coins. Press it to add a line on to the spin you are about to play (the cost of the line is different for the machines). The more lines you play, the more chances there are to win. Once you have done that, press the START button to spin. Whether you win or lose, you can end by pressing the PAYOUT button to collect your current winnings.

The different winning combinations can be seen at the top of the machine (and you cannot change what you have, so looking and trying to get what you want is useless). This is a lot of fun to play the Slot Machines, and there are loads of prizes for your collectables to try and get (see below). You can also use your tokens from Shenmue I here also! Remember that before you leave, go to the counter and deposit your tokens. You will get them back the next time you come, so don't fret that you will lose them. ;)

Prizes

These can only be claimed if you are playing in the game, and not in the Shenmue Collection. The prizes will turn up in your Collectables.

Matsayama Prize	- From playing the slots in Shenmue 1
Mitsuzuka Prize	- From playing the slots in Shenmue 1
3,000 Prize	- Get 3,000 tokens
10,000 Prize	- Get 10,000 tokens
50,000 Prize	- Get 50,000 tokens
200,000 Prize	- Get 200,000 tokens
500,000 Prize	- Get 500,000 tokens
1,000,000 Prize	- Get 1,000,000 tokens
Cherry	- Three 7s (red or green) on a 1 coin machine
Mini Billiards	- Three 7s (red or green) on a 5 coin machine
Mini Slot Game	- Three 7s (red or green) on a 10 coin machine
Mini Jukebox	- Three 7s (red or green) on a 20 coin machine

11. JUKEBOX

Although you may not notice them, there are Jukebox's littered around several locations in Aberdeen, Wan Chai and Kowloon. What they do (as you could quite imagine) is play music from the game, AND from the first instalment of the series. Pretty cool, no? To play a song, go up to the Jukebox and press X, then select the tune of your choice. Each song is \$5, and it lasts as long as you stay in the same area (meaning that once you exit the area, the music ends). Also the music stays at the same volume wherever you are in that area.

Not all song selections on the Jukeboxes are the same; nearly all of them have exclusive songs to that particular machine. And so because of this, I have decided to find all the Jukeboxes and list the songs that they play, so you can go find it and play the song you have been longing to hear. Note that some songs repeat in other machines.

Aberdeen / Wan Chai

Moon Cafe - Golden Qr.

Nana
GLYFADA
Y.A.D.A
Linda
Antiquity Tree
Flower Girl
Dandy Old Man
Liquor
Boz Nov
MJQ

Pine Game Arcade - 2nd Floor (Slot Machines), Golden Qr.

Magical Sound Shower
Hang On Main Theme
Space Harrier Main Theme
After Burner
Antiquity Tree
Flower Girl
Dandy Old Man
Liquor

Boz Nov

MJQ

Slot House W - Golden Qr.

Strong

Destiny

Harbour Bar

Harbour Beats

Antiquity Tree

Flower Girl

Dandy Old Man

Liquor

Boz Nov

MJQ

Bar Swing - Worker's Pier

Heart Beats

Hip De Hop

Go! Go!

Like a Feeling

Antiquity Tree

Flower Girl

Dandy Old Man

Liquor

Boz Nov

MJQ

Pigeon Cafe - Worker's Pier

heart made of iron

Girl in the wind

tryno-bass No.012

gifts

Authorization #737

lunch with walktz

cool gambler

theme (arrange-i/o)

sea (remix-i)

Flower Girl (arrange-i)

Blue Sky - Fortune's Pier

Fell tired song

Spider

Yokosuka Blues

Be-witch

Antiquity Tree

Flower Girl

Dandy Old Man

Liquor

Boz Nov

MJQ

No.6 Warehouse - Fortune's Pier

theme (fusion ver.)
loop 6
funny
don't call me...
Authorization #737
lunch with walktz
cool gambler
theme (arrange-i/o)
sea (remix-i)
Flower Girl (arrange-i)

Kowloon

Great View Building - 3rd Floor, Thousand White Qr.

heart made of iron
Girl in the wind
tryno-bass No.012
gifts
Authorization #737
lunch with walktz
cool gambler
theme (arrange-i/o)
sea (remix-i)
Flower Girl (arrange-i)

Thousand White Warehouse - Thousand White Building, Thousand White Qr.

Nana
GLYFADA
Y.A.D.A
Linda
Antiquity Tree
Flower Girl
Dandy Old Man
Liquor
Boz Nov
MJQ

Thunder House - East off Dimsum Qr.

theme (fusion ver.)
loop 6
funny
don't call me...
Authorization #737
lunch with walktz
cool gambler
theme (arrange-i/o)
sea (remix-i)
Flower Girl (arrange-i)

Slot House K - 1st Floor Dimsum Building

Magical Sound Shower
Hang On Main Theme
Space Harrier Main Theme
After Burner
Antiquity Tree
Flower Girl
Dandy Old Man
Liquor
Boz Nov
MJQ

12. SIDE QUESTS AND SECRETS

Fangmei's Birthday

Sorry - the data of this side quest will be included in a later version.

The Duck Races

Sorry - the data of this side quest will be included in a later version.

Phone Conversation between Joy and GuiZhang

This can be heard on Disc 3, once you have done the part of the game involving listening to a cassette tape. Go to Ren's Hideout and go to the table in the middle of the room and play the tape machine. It is the same tape that you heard before. Fast forward to part 651 (which is after the Dou Niu and Yuang conversation that you stopped at last time) and it will play a recorded phone conversation between Joy and GuiZhang.

Meeting Wang's Brother

Remember Wang from Shenmue I? That Chinese guy that kept bugging you to buy a drink from that drinks machine just about every time you passed it? Well his brother is in Wan Chai, and you can meet him. Go to the South Carmain Qr. and enter the Yan Tin Apartments. Go up to the 3rd Floor, and head to the end of the corridor, by the window. You then talk to him. You get nothing for this, but it is interesting nonetheless.

The Bad Ending

Like in Shenmue I, if you take too long in completing the game then you see the bad ending. The date that it occurs is on June 31st, however it will take ages to get to that date. So to speed up the process, when you are doing the Four Wude part and go to see Zhangyu in Zhangyu Barber's Shop (Lucky Charm Qr.) press A at the QTE to go to the next day, where it will repeat. Keep

doing this until you get to June 31st. What happens? Watch and see.

Overhead Airline Jets

During parts of the game, I have just been wondering around in Wan Chai and it will stop and Ryo will look up and see an airline jet fly over (very close to the buildings might I add). I have seen this about twice in all the times I have played the game, however I don't know the requirements for making this happen (whether its at a certain time, date, place or what). If you have any further information about this, then please e-mail me about it. Thanks.

No Help Information On The Pause Screen

When the game is paused, press Y + X to make the help information disappear.

Artwork and Images

To see Artwork and Images, many of which were not included in the game, put a disc into the CD Rom drive of your computer and search the files on the disc. Each disc has different data, so check them all out. They are pretty cool.

Unlock a Video of Shenmue on the Saturn

Complete the game, and save. Go on to the Shenmue Collection on Disc 4 and load your completed game, and select the 'Classified Images' in the VS Games section to play the video.

Baihu linked to Chai?

Although this is not really a secret as such, I have decided to put this here regardless. You may notice that when you are fighting Baihu in the B5 of the Big Ox building at the end of Disc 3 that is battle music is similar to none other than Chai's music from Shenmue I! Hmm, could this mean that there is a connection between them of some sort? Who knows. We will have to wait until a later instalment to see if there is any..

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13. SHENMUE COLLECTION

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The Shenmue Collection is a museum of sorts of the Arcade games, the in-game games and the Street Fights that were in the game. You can access this once you have completed the game and have saved after the credits. Go to Disc 4, select your complete game save and away you go! However, you only can play things in the collection that you did in the game. So, I advise that you go through this list as you go through the adventure and get it all first time.

VS Games

Classified Images

You receive this when you complete the game.

Hang On

Room 222 of the Yellow Head building in Kowloon. You can only play this toward the end of Disc 3.

Space Harrier

This can be found in Pine Arcade in the Golden Qr. of Wan Chai.

OutRun

This can be found in Pine Arcade in the Golden Qr. of Wan Chai.

Afterburner II

This can be found in the Phoenix Building in Kowloon. You can only play this toward the end of Disc 3.

Shenmue Games

QTE Title

This can be found in the Pine Game Arcade (Golden Qr.) in Wan Chai. In Kowloon, go to Moon Child Orphanage on the 8th Floor of the Moon Child Building, and go to the teachers room, then the bed room and it is there.

Excite QTE 2

This can be found in the Pine Game Arcade (Golden Qr.) in Wan Chai. In Kowloon, go to Moon Child Orphanage on the 8th Floor of the Moon Child Building, and go to the teachers room, then the bed room and it is there.

Slot Machine

There are three places that you can play the Slot Machines -

Pine Game Arcade (2nd Floor)

Slot House W (Golden Qr.)

Slot House K (Dimsum Building, 1st Floor)

Lucky Hit Museum

Go to the Dimsum Qr. in Kowloon and play on one of the Lucky Hit boards that are in a circle in the middle of the Qr.

Darts Seven

There are five bars or clubs in Aberdeen / Wan Chai that you can play Darts Seven in. They are -

Pine Game Arcade, Golden Qr.

Liverpool, White Dynasty Qr.
S. I. C. Pool Hall, Golden Qr.
Bar Swing, Worker's Pier
Fortune's Eatery, Fortune's Pier
Blue Sky, Fortune's Pier

VS Darts/Old Man

You can fight this person by going to one of the locations that have two darts machines. The list is above in the Darts Seven section. They tend to move around a lot to the different locations, so saying where they are is hard to determine.

VS Darts/Boy

You can fight this person by going to one of the locations that have two darts machines. The list is above in the Darts Seven section. They tend to move around a lot to the different locations, so saying where they are is hard to determine. However, the boy is most likely to be found in the Pine Game Arcade.

VS Darts/A Snob

You can fight this person by going to one of the locations that have two darts machines. The list is above in the Darts Seven section. They tend to move around a lot to the different locations, so saying where they are is hard to determine. However, the snob is most likely to be found in the Blue Sky bar in Fortune's Pier.

VS Darts/A Baseball Fan

You can fight this person by going to one of the locations that have two darts machines. The list is above in the Darts Seven section. They tend to move around a lot to the different locations, so saying where they are is hard to determine.

VS Darts/A Rapper

You can fight this person by going to one of the locations that have two darts machines. The list is above in the Darts Seven section. They tend to move around a lot to the different locations, so saying where they are is hard to determine.

Battle

Moves Scroll

You get this automatically.

The Beast

The only fighter in Aberdeen, he is pretty much located in the center of Beverly Hills Wharf.

Mongolian Wrestler

Former Barracks, which leads off South from the Thousand White Qr. in Kowloon.

Iron Thrust Style

Former Barracks, which leads off South from the Thousand White Qr. in Kowloon.

Acrobat Style

Thousand White Qr. outside the Ghost Hall and Thousand White buildings. This is in Kowloon.

Iron Head Style

Construction Base, leading off from the North West of the Thousand White Qr. next to the Ghost Hall and Thousand White buildings. This is in Kowloon.

One-eyed Man

Star Gazing Point, which leads off the North of the Stand Qr. in Kowloon.

Passive Raid Style

Small Dragon Garden in the East of the Stand Qr. (to the left of the Blue Dragon Garden) in Kowloon.

Wrestling

You will unlock this during the course of the game.

Pancratium

You will unlock this during the course of the game.

Jeet Kune Do

You will unlock this during the course of the game.

Tiger Swallow Style

You will unlock this during the course of the game.

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14. FAQ'S

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Q. Where can I get this game in the US on the Dreamcast?

A. You can't; it wasn't released in the US. Sega made a deal to make Shenmue II an Xbox exclusive there, so everywhere else you can get it on the Dreamcast. In Europe though, the voices are in Japanese still, with English subtitles.

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Q. What happened to the Mysterious Scroll?

A. For some reason, it has disappeared in Shenmue II. Perhaps there wasn't a use for it (or Ryo lost it on the ferry ride to Hong Kong ;]).

=====
Q. Why are there ? spaces in the Shenmue Collection? How can I unlock what's there?

A. Go to the section previous to this one (Section 13: Shenmue Collection) to a list of everything in the Collection and how to unlock them. Check what you haven't got and play through that particular item on the next time you play the game, and it will appear after.

=====
I will put more questions in this section at later versions. Contact me if you need to ask something (see the beginning of the guide... and PLEASE don't be lazy, look for though the FAQ first for what you need before contacting me).

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15. CONCLUSION AND SPECIAL THANKS

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That's just about it, folks. I hope that this document has been of aid in one form or another, and that it has been easy to use. If you could, please either ask me questions, suggestions, comments or contributions at crazyreyn_faqs@hotmail.com. Also could you rate this FAQ so I could some feedback. Thank you for reading.

+-----+
| Special Thanks to these who have contributed to the guide in some way... |
+-----+

CJayC (Gamefaqs) - For accepting this guide and for creating the best site on the internet. Thanks! <http://www.gamefaqs.com>

IGN - For accepting this guide and for creating an awesome video games site. Thanks! <http://www.ign.com>

Sega / AM2 - For creating the best Dreamcast game out there and an awesome series.

Adam Doran - For letting me use the information from his Collectables FAQ. Thanks!
<http://www.gamefaqs.com/features/recognition/11837.html>

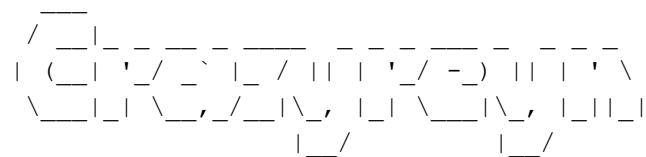
ASCII Generator - For producing the text ASCII for my Crazyreyn sig. Thanks, and is a great site if you need any ASCII text.
<http://www.network-science.de/ascii/>

+-----+
| Special Thanks to these who are my good GameFAQS friends... |
+-----+

Robert Lane (Lanerobertlane)
Richard Arnett (Guitarfreak86)
Ryan Harrison (RHarrison0987)
Thomas Carter (Carter12)
Duncan Hardy (Super Nova)
Rebecca Skinner (Karpah)
Martin Dale-Hench (Fox)

Brian Sulpher (BSulpher)
Trace Jackson (Meowthnum1)
Richard B. (Gbness)
Steve McFadden (Psycho Penguin)

If I have forgotten you, then please contact me and I'll fix your name up here!



<http://www.gamefaqs.com/features/recognition/27600.html>

By Crazyreyn (crazyreyn_faqs@hotmail.com)
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