

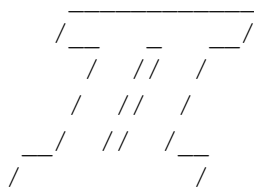
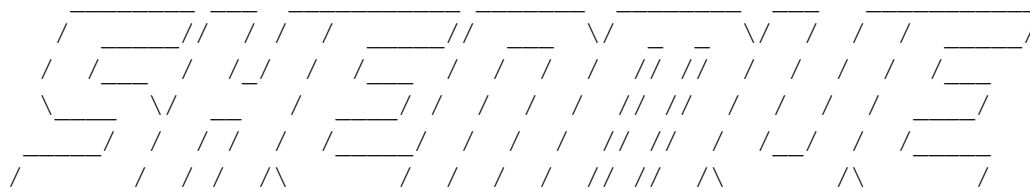
FAQ/Walkthrough

by Robby Irawan

Updated to v1.4 on Jan 27, 2002

Date: Sunday, February 17, 2002

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SHENMUE II FAQ/Walkthrough
(PAL Version)
Ver. 1.6
By: Robby Irawan
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This FAQ can only be found at:

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http://www.gamefaqs.com
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http://www.911codes.com
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https://www.neoseeker.com
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01. INTRODUCTION
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Shenmue II is the sequel of Shenmue for Sega Dreamcast. Rumors said that Yu Suzuki has already prepared 16 Chapters of Shenmue Saga, but I don't know which console has the honor to continue the chapters since the dead of Sega Dreamcast. I think it would be Xbox because Sega has announced Shenmue II North American Version for Xbox.

There are some changes at Shenmue II from the previous game but most of them is still the same. Ryo Hazuki facial expression has also been changed to be more tough than before. You will see what Dreamcast can do for the graphic when you play Disc 4. The graphic is so wonderful !

The story is awesome. You'll get more hunger what will happen on the next sequel after you see the Shenmue II's ending. The Saga still continues and I don't know whether Suzuki-san want to finish all the 16 Chapters as he planned before, or he will stop the saga after a few more chapters.

This PAL version can not be used with Cleared Saved File from Shenmue I US or JAP. If you want to load from a PAL Shenmue I Cleared Saved File, you can download it from www.gamefaqs.com or www.booyaka.com

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02. UPDATES/REVISION HISTORY
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Version 1.6 (February 17, 2002)

- Added 'Fangmei's Confession' at 'Side-quests' section
- Added 'Advanced Moves' at 'Move Scrolls' section
- Added 'First-Person-View Free Battle' at 'Free Battle' section
- Some minor typing corrections

Version 1.5 (February 11, 2002)

- Re-arranged the messed Version 1.4. I copied the text from WordPad and pasted it as the text of my subscription mail. Hope you all understand ^_^
- Added 'Other Moves' at 'Free Battle' section
- Give some characters their full name. Still missing some, I hope it's completed on the next update
- Already found the Oblique Slam, but still missed the others at Challenge 3 One Shot stand
- Still couldn't get Xun Fangmei's amulet at the end of Disc 2
- Added some more words at 'Introduction' section

Version 1.4 (January 18, 2002)

- Added 'Arm-wrestling', 'Street-fighting', 'Darts', and 'Duck Race' at "Gambling" section.
- Added "Side-quests" section
- Some more corrections

Version 1.3 (January 16, 2002)

- Added a lot of sections
- Removed "Catching a Duck" from Miscellaneous Stuff section
- Side-quest section on the next update

Version 1.2 (January 13, 2002)

- Added some other sites where this FAQ can be found
- Added "Catching a Duck" at Miscellaneous Stuff section)
- Some minor corrections

Version 1.1 (January 12, 2002)

- Added Move Scrolls section
- Added Shenmue Collection section
- Added Miscellaneous Stuff section
- Added Hang On location at Yellow Head Bldg. Room 222
- Added some credits (including special credits for Britney ^o^)
- Still need info about Predictive Explosion, the easiest way to win Monkey Roll Drop and Heel Sweep from Challenge 3 Hit stand at Dragon St, and how to get Oblique Slam (mail me at dorayaki@tekken.cc, don't mail me if you're not sure about it)
- More sections coming up

Version 1.0 (January 3, 2002)

- First version of the document
- More updates will come, including Gambling, Move Scrolls, Pawnshops, etc.
- Need more information about Predictive Explosion command

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03. KEY CONFIGURATION
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NOTE: This Key Configuration according to the default settings. It might be different from the Shenmue I (US), but it's totally the same with the Shenmue II (JAP). You can change the settings by choosing [Options] on the title screen or by choosing controller icon on the system menu.

A Button : Confirm/Talk
B Button : Cancel/Mark the map
X Button : Access/Examine/Notebook
Y Button : Inventory Menu/Money Information
L Trigger : Zoom
R Trigger : Run/Change Camera View (in certain conditions)
Start Button : Pause/Start Menu
D-Pad : Move/Action selector
Analog Thumb Pad : Take a look around

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04. FREQUENTLY ASKED QUESTION
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Q: WHEN I WANT TO BUY SOMETHING, LIKE TOY CAPSULES, MAPS, DRINKS, OR PLAYING ARCADE GAMES; I'VE PRESSED THE A BUTTON BUT IT DIDN'T WORK. IS IT SHENMUE II GLITCH ?

A: No, it's not. Try to press X button to execute it. Now in Shenmue II, every buttons have its own function. A button to talk to people, B button to cancel or to make a mark on the map, Y button to ask people about job/direction/gamble

or to open the item menu, X button to open a door or to buy something or to read notes.

Q: CAN I USE MY SHEMUE CLEARED FILE TO CONTINUE TO SHENMUE II ?

A: Yes you can. It will give you all the collection items, all the moves that you've mastered, and all your money from the previous game. But it only works for the PAL cleared file, the US or JAP won't. If you only have US/JAP cleared file, you can download the converted saved file from www.gamefaqs.com or www.booyaka.com.

Q: SINCE SEGA HAS CANCELLED SHENMUE II FOR US MARKET, HOW CAN I USE MY SHENMUE US CLEARED FILE ? BUT I HEARD A RUMOR THAT THERE'S A WAY TO CONVERT THE FILE TO THE EUROPE SAVED FILE. HOW CAN I ?

A: That's absolutely right. Try to find the way in the other FAQ on this site or you can download the file from GameFAQs (www.gamefaqs.com) or Booyaka (www.booyaka.com). The registration is totally free.

Q: IS THERE STILL FUNNY THINGS TO DO LIKE GETTING A JOB AND MAKING CASH ?

A: Yes, Ryo HAVE TO WORK from the very beginning of this game. You can work at the harbor or do some nasty things like gambling to make a plenty of cash.

Q: DOES ANY CHARACTER FROM ORIGINAL SHENMUE MAKE AN APPEARANCE IN THIS GAME ?

A: As far as I know, it's only Lan Di who appears for a while on the Ryo's memory and later at the Disc 3. There's also a guy who looks alike Wang-san from Ajiichi Restaurant at 3rd Floor of Yan Tin Apartments. But he is Wang-san's big brother, not himself. You can also hear Guizhang voice if you use the tape recorder on Disc 3, and hear the last record (after Yuan and Dou Niu's voice).

Q: SOMETIMES WHEN RYO IS RUNNING, HE STOPS AND LOOK AT THE SKY. I DON'T REALLY KNOW WHAT WAS WRONG.

A: That means you reach the right way. When Ryo has been told to go somewhere, before entering the place, he should stop by and looking that place's name board or something.

Q: WHEN I BOUGHT A DRINK, I GOT A WINNING CAN BUT I COULDN'T FIND IT IN MY INVENTORY. HAVE I LOST IT ?

A: No, you still have it. In Shenmue II, all the winning cans will change randomly to toy capsules.

Q: IS THERE A 'DEADLINE' LIKE THE FIRST GAME ?

A: Yes, the first game must be completed before 15th April 1987. In Shenmue II you must beat the game before 31st July 1987, or else...

Q: I FOUND A BIG BRONZE MEDAL. WHAT IS THE MEDAL FOR ?

A: When you have the medal, you have a chance to go to the duck race stand. Please read the "Side-quests" section for details.

Q: IS IT TRUE THAT I CAN GET FANGMEI'S PHOTO ?

A: Yes, you can. First, you must have less than \$500 to donate to Ren. Then you will have a chance to earn some more money outside the Beverly Hills Wharf. At this time, you can go back to Man Mo Temple's backyard and have the photo scene.

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05. THE CHARACTERS
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WARNING !!!! This is the section that introduces you with the main characters of Shenmue II. Please don't read it because this section contains spoilers. DON'T READ IT ! (so why did I make this section ? ~_^)

[Hazuki Ryo]

The son of Iwao Hazuki who seeks Lan Di to avenge his father death. His journey brings him to Hong Kong, the place where Lan Di might be by the help of Mad Angels, a Japanese gang at Yokosuka Harbor. Ryo learned Jujitsu that his father taught to him, but later he also learn the other martial art styles.

[Joy]

A sexy girl with a super bike. She is hyper and all the people in the neighbourhood afraid of her. Joy always want to stay close with Ryo and treat him very special. According to what Ren says, Joy actually is a daughter of a rich family. She is bored with her life and prefer to hang out with the Havens at Aberdeen.

[Wong]

The youngest member of Heavens, the gang that rules Aberdeen. He and the other members of Heaven (Cool Z, Sam, Larry) stole Ryo's bag and took all of his money. Although he is a pick-pocket, Wong has a good side. Ryo wouldn't make it through the journey without Wong's help. He is an orphan and lives on a boat that no one knows the place.

[Cool Z]

He has a Mohawk hair-cut and always carrying a tape. He never joins into a battle, but he is the one who Ren Wuying trusts into. I think his red tape is similar with Tom's.

[Xuan Zhoushan]

The Master of Guan Martial Arts School. He is one of the true martial artists. But in the past Zhoushan has ruined his student's life by expelled him from the school. Then he will ask Ryo to send a message for Zongquan, the student who has turned his life as a street performer. Master Zhoushan has the Wude JIE.

[Tao Jianmin]

He is an old man who has Tai Chi skills. He likes to spar with Ryo and teach him Tai Chi arts. Jianmin is also one of the true martial artists who knows the Four Wude. He will teach Ryo Iron Palm hand move and give him the Wude GON.

[Lee Guixiang]

An old woman who lives at the Yan Tin Apartments. She is the one who taught Tai Chi and Iron Palm hand move to Jianmin long time ago. Guixiang will teach Hind

Blow throw move to Ryo. This woman is also one of the true martial artists who has the Wude YI, but she forgot with the Wude's name ~_^ . She also the one who knows about the Chawan Sign.

[Wang-san]

Nope, he is not the Wang-san who worked at Ajiichi Restaurant in Dobuita. He is Wang-san's big brother. You can find him at Yan Tin Apartments at the end of hallway on 3F. I think he looks like a ghost with his pale face and cold-stare eyes.

[Mr. Sun]

The boss of Fortune's Pier. He is a friend of Joy and gives Ryo a job to carrying crates. He pays Ryo HK\$ 10 per crate. He thinks Ryo is Joy's boyfriend.

[Hong Delin]

Ryo's partner to carry the crates. Although he looks like a bad guy, but actually he is warm-hearted man.

[Tao Lishao]

The one who Master Chen told Ryo to help him in Hong Kong. Tao's true name is Hong Xiuying. A sexy woman who has skills far beyond Ryo's. She has a brother named Ziming Hong who left her when she was little. This cool-sexy-beautiful woman will teach a lot of things to Ryo, including Counter Elbow Assault hand move. She often help Ryo behind the scene during battles. She is the only character in Shenmue series whose change the clothes. I like her in the blue dress.

[Hanhui]

He works under Xiuying's command at Man Mo Temple. Hanhui will teach his Lunging Strike hand move to Ryo. When Ryo is ordered by Xiuying to do the airing-book task, Hanhui always give him a move handbook (just for a couple of days).

[Zongquan]

A street performer who was a student of Guang Martial Arts School. He has been expelled by Master Zhoushan because of his fault. He will help Ryo to get the Wude from his master.

[Zhangyu]

A barber who also well known as one of the true martial artists. He runs his barbershop at the Three Blades St. in Lucky Charm Qr. Before he give Ryo the Wude, he will test Ryo by putting a knife on Ryo's neck to know if Ryo is brave enough. He holds the Wude GON.

[Xun Fangmei]

She is Xiuying's assistant. Fangmei is an orphan and raised at the same orphanage where Xiuying and Ziming were. She seems to like Ryo as her first love.

[Zhang Shuqan]

He is Yuanda Zhu's assistant. He contacts Ryo after he saw Ryo made the Chawan Sign at Dou Jiang Dinner. Although he is Zhu's assistant, but Zhang doesn't know where Zhu is since Chiyoumen is after Zhu. Zhang doesn't have any connection with Zhang Ziyi ~_^

[Yuan]

The second leader of Yellow Head. She collects knives and talking-birds. She also hates filthy stuff like dust or trash.

[Ren Wuying]

The leader of the Heavens, expert in using knife as a weapon. Always thinking about money and full of tricks. He got Ryo so many times in coin toss. He helps Ryo to find Yuanda Zhu in Kowloon.

[Dou Niu]

The leader of Yellow Head who rules Kowloon. He is a big guy with a baldy head and every step he makes always causes an earthquake. He almost kill Ryo for several times, but he can't do much when Xiuying comes to help. Ryo and Ren would rather run than fight him.

[Blind Musician]

Yes, he doesn't have a name. I don't know why Sega-AM2 didn't give him a name. He is a friend of Iwao and used to spar with Iwao. He didn't know that Iwao is already dead until Ryo told him. He will teach you Predictive Explosion.

[Scout]

A Yellow Head's man. His job is looking for a good fighter from the street fighting arenas to be recruited by Yellow Head.

[Zhu Yuanda]

A martial-art book writer. His knowledge about martial arts is unbelievable. He wrote a book called Wulinshu that kept in Man Mo Temple library. Zhu is a friend of Iwao and Sunming Zhao. He knows a lot about Iwao and Zhao, and the secret of the two mirrors.

[Lan Di]

The person who responsible of Iwao's death. Ryo came to Hong Kong just for seeking revenge to him. He uses Tiger Swallow Style kung fu that even Iwao couldn't do anything when he got killed. Lan Di is a son of Zhao Sunming, the man that killed by Iwao (remember what Lan Di said at Shenmue I opening scene). His real name is Zhao Longsun.

[Rei Shenhua]

A girl from Baliu Village of Guilin. The two mirrors are made of the stone that can only be found in Baliu Village. Luckily, Shenhua's father is a stonecutter. Baliu village have an ancient poem that told about the power of the one who holds the phoenix (guess who !). The name "Shenhua" is taken from the flower of Shenmue tree.

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06.1 WALKTHROUGH DISC 1 - CHAPTER 2: HONG KONG
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Ryo will arrive at the harbor. Then he reads the letter Master Chen gave to him. You must go to Yan Tin Apartments at Wan Chai as the letter says.

Walk straight until you see the music performer. Give them HK\$10, then they will show you the direction to Wan Chai.

Keep moving straight until Ryo is being surrounded by the tour-guides and a photographer will take a photo of Ryo. A woman and her daughter will tell you not to pay the photographer since you didn't ask him to take a photo of you. You can stay at Free Stay for free.

Enter the Free Stay, go to the shelf to find a Winning Can that contains a Toy Capsule (in my case is a Ferry). Next, check the drawer on the table to find a Red Forklift and grab the Honest Pawnshop Flier. Turn around from the shelf,

and take a closer look at the bed to find a Blue Forklift. Exit the Free Stay, buy the Worker's Pier Map and enter Worker's Pier.

I suggest not playing arm wrestling for now. Go straight until you meet up with Joy. From the point where you met Joy, keep straight then turn left to the Fortune's Pier. The guards will stop you. But that's not what you're here for. Buy the map for Fortune's Pier near the entrance.

Now I suggest you to SPEND ALL YOUR MONEY. You can buy Lighters or Toy Capsules. Spend it all 'til you drop. But don't forget to buy Queen's Street after you pass the fountain at Pigeon Park. The time must be pretty late when you finished shopping. Now, when it's over 8 PM, spend the night at Free Stay.

Next day, go further to Queen's Street then you'll have your bag stolen. Keep going straight until you meet with two drunken guys. When they are about starting up a fight, Joy comes to help. Joy will tell you that she saw the kid (Wong) who stole your bag at the fountain. Go back there.

Find Wong and Chase him in a QTE. You have to press A, Left, Right, A, b, Left, Left, Right, A, Right, Down, A. If you failed, a police will stop you to climb the fence. If so, you can pass the following step.

If you succeed, you have to fight Sam and Larry in the first Free Battle in this game. First, finish Sam first before he uses his knife, then Larry. It's quite easy to take them off.

Anyway if you lost or if you fail at the QTE, you can find them at Lai Lai Eatery, and fight Sam and Larry. If you always failed, then you can find Cool Z and Wong at the stands near Pigeon Park (Aberdeen/Worker's Pier). You will be able to get your bag back naturally this time. You won't miss it.

After the battle, Wong will lead you to the place where your bag is hidden. Just press L Trigger to lock-on Wong and follow him. You'll get your bag back, but all your money is gone. That's way I told you to spend all your money before. Then Wong will give you a map to Wan Chai.

You can take a visit at Big Catch Tackle Shop to get a photo of Wong. Go pass the Queen's Street to get to Wan Chai.

The first area of Wan Chai is Green Market Qr. Joy will show up again and tell you that the Free Stay has been closed for remodeling. So she offers a stay where you can stay.

After the scene, go to Come Over Guest House. Joy comes after you and tells that she'll pick you up tomorrow at 8 AM. Enter Come Over Guest House.

The owner will give you a key room. Go upstairs and enter room 203. you can read the Tomato Convenience Store flier. The flier says that every time you buy an item, you'll get an extra capsule toy. Pick the Green Market Pawnshop Flier.

If it's still early, you can go outside again. When you are leaving, the owner will tell you that the cost for a night is HK\$38. He also tell you how to earn some money.

>From this time, if you press Y Button when you near a person, you can ask the person about Pawnshop, Gambling, or Part-Time Jobs.

Exit Come Over Guest House and turn left. If it's still early (before 7 PM), you'll have a chance to help a man to fit the board straight. You just have to say "down" or "up" then press A Button when the board seems straight. The man

will appreciate for your kindness and show you the way to South Carmain Qr. where Yan Tin Apartments is located.

Near the South Carmain Qr. gate, there's Guan Martial Arts School. You can go inside if you like, but it's unnecessary for now. Just enter South Carmain Qr.

Go to Lotus Park where an old man is training his Tai Chi arts. Talk to him and then he will ask you to spar with him. Maybe you think that it's impossible to hit him. Try to use Cyclone Kick (L+A), although he can parry the attack, but when the kick hits him, he will lose about three dots of his life bar. Then he introduce him self as Jianmin. You can spar with him anytime you like.

Exit the Lotus Park, then when the road splits up, take the right path. There you will find Yan Tin Apartments. In fron of Yan Tin Apts. Ryo will stop and read Master Chen's letter once again. Enter Yan Tin Apartments.

There's a scene with an old woman that judging Ryo as a land shark. Go to room 205 and ask the man about Lishao Tao. He asks for money if you want the answer. But with my help, you don't need to pay him ^o^. Just choose [Quit] to get the information for free.

If you go to 3F, in the end of hallway sometimes you will meet Wang-san big brother. Yup, Wang-san from Ajiichi Restaurant in Dobuita. They look alike each other.

Exit Yan Tin Apts., then turn right and follow the sign boards that say Man Mo... (something) to get to Wise Man's Qr. that's the place you're looking for (without paying the guy some money). Find a way to get to Scarlet Hills. Go up the stairs and enter Man Mo Temple before 7 PM. But if you follow this whole walkthrough from the beginning, the time should very late now. Then back to Come Over Guest House to spend the night.

The next day Joy will pick you up at 8 AM. When you're about leaving the place, the owner will ask you HK\$ 38 for spending last night. You can refuse to pay if you don't have the money yet. Or you can play dumb even if you have the money.

Then Joy will bring you to Fortune's Pier and introduce you to Mr. Sun. Then you'll have your first part-time job to carry the crates. You have to press the D-pad according what Delin says (Left or Right). If he says otherwise, press Up. Sometimes he doesn't say anything, that also means you have to press Up. If Delin says the direction several times (like Right, Right) that means you have to press Right twice. If he says three or four times, that means you have to follow the order according to what he says. You will be paid HK\$ 10 per crate. The maximal you can get is HK\$ 60.

Back to the business. Go to Scarlet Hills and enter Man Mo Temple. After the scene, enter the temple. Inside the temple, there's a woman standing on the altar. Ryo will ask her about Lishao Tao, but she doesn't know about that person. Then the priest will tell you that you must find the Four Wude before you can meet Lishao Tao.

Leave the Scarlet Hills and when you reach Wise Man's Qr., the woman will tell you to ask the true martial artists about the Four Wude.

The first martial artist that we've known well is Jianmin. Go to Lotus Park in South Carmain Qr. and spar with him. Then he will teach you the Iron Palm hand move. Press X+A button to master it. Then Jianmin will order Ryo to execute the Iron Palm on the tree. Look on your VMU screen, there's a bar that indicates how far you master the move. Then you'll have GON as one of the Four Wude.

Next go to Guang Martial Arts School and talk with Master Zhoushan. Then he will ask you to meet Zongquan at Golden Shopping Mall in Golden Qr. Go there and find him lying down on the floor. Then a scene will occur.

This time you have to break the stone with barely hand. Press A button when the bar is flashing green, then press A button once again when the bar is flashing yellow. If you failed, you have to try it again. When you've done the task, Zongquan will ask you to deliver a letter to Master Zhoushan. Then you will have the Wude JIE.

Ask Master Zhoushan about the other martial artists. Then he will mention Zhangyu. Go to Zhangyu Barbershop at Lucky Charm Qr. To get there, go back to the way to Come Over Guest House. When you see Yamato Sushi, enter the narrow path that leads to a field where the children usually playing around. Enter the passage that brings you to White Dynasty Qr. When you reach White Dynasty Qr., turn left then turn right to get to Lucky Charm Qr.

Ask the people where Zhangyu Barbershop is located. Enter the place and a scene will occur. When Zhangyu puts the knife on Ryo's neck, a QTE will occur, but DON'T PRESS ANYTHING. He just wants to find out if Ryo is calm enough to handle the situation. You will get DAN as the next Wude.

Ask Zhangyu about the last martial artist. Zhangyu will recommend to find information at at Bloom Tailor. Bloom Tailor is also at Lucky Charm Qr. (Three Blades St. area). Ask the owner about martial artist then he will mention Guixiang who lives in Yan Tin Apartments.

Go to Yan Tin Apartments and you will see a bunch of guys who surround the old woman. Help her and fight the bad guys in a free battle. Just use Cyclone Kick or Tornado Kick to take them down. Surprise, the old woman is Guixiang. She will tell you the description about the last Wude, but she forgot the name ! Guixiang only gave you a clue that Master Mo has the answer. Master Mo is a god statue on the Man Mo Temple's pedestal/altar. He is the left one (the right one is Master Man). 'Ask' Master Mo for the answer.

There's no other way but to go to Man Mo Temple. The monk on the yard will tell you that today the temple is closed to the public. Choose [Intrude] so the monk will leave you to ask the permission to Hanhui on the backyard. Now is your chance to sneak in the temple.

Talk to the other monk inside the temple then help him to clean the wall. There are the Four Wude names hidden on the wall. Just press A to clean the wall and find the last Wude. I'd only tell you where the last Wude is hidden. Go to the main altar and clean the wall on the left side. Ta daaah ! It's the last Wude called YI.

Another big surprise, the girl you met before in this temple is Lishao Tao ! Then she will ask you to go outside and fight her. None of your attack will hit her. If you have bought all the Move Handbook from Man Mo's Kung Fu, you will get an extra scene where Ryo use his moves from the books to fight Tao.

After the fight, Tao will introduce her real name as Xiuying Hong. Then you will get a map that displays where Dan Yuan Apartments is located. Xiuying wants you to come before 11 PM. I suggest to follow her to go there right now by pressing the R Trigger to lock-on her.

At Dan Yuan Apartments, go to room 207 where Xiuying lives. Since today Ryo will spend the night together with her ^o^.

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6.2 WALKTHROUGH DISC 2 - CHAPTER 2: HONG KONG
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In the morning, a girl will wake up Ryo. She is Fangmei Xun. Then Xiuying will call by phone and tell her that she wants you to come to the temple quickly.

Ryo will ask Xiuying about Yuanda Zhu, but she will refuse and order you to do a task. You must take the piles of books from the library and air the books outside.

Pick a pile by pressing A Button and take it outside. You will start at 9 AM and the job will be finished at 12. You can just walk while taking a pile of books by pressing Up at D-pad, or use L Trigger to run. Sometimes you have to press D-pad when Ryo is losing his balance. If you failed the QTE, you will drop the books. You will also lose about 15 minutes per drop, so be careful.

When the job is done, Hanhui will give you Horseshoe Kick move scroll. This day is gonna be a boring day. You can't leave any further than Wise Man's Qr. So you can't do anything but wait until night and go back to Xiuying's Room. I suggest you to grab your TV remote control and change the channel to watch a TV show while waiting until the night ~_^.

Next day, do the same task like yesterday. When the job is done, Hanhui will ask Ryo to perform his Jujitsu arts because Hanhui has a big interest about Japanese martial arts. I think Sega did some mistake by calling the Twin Hand Waves that Ryo performed as Pit Blow.

Then Hanhui will show you his Lunging Strike. Accept his willing to teach you the move. To master this move, you have to press Right+X+A. Then Hanhui will show you the other application of this move. He will use Lunging Strike to attack Ryo and Ryo will parry the attack, but Hanhui will quickly change the attack into Elbow Strike. To do this, after you execute the Lunging Strike, press the X Button so if the attack has been parried, you can change it into Elbow Strike.

Third day on the job, Fangmei will visit you at the middle of the job to offer you some tea. When she asks Ryo another cup of tea, Ryo will refuse it. You can see that she is upset, so Ryo will ask for another cup. But she's getting really mad that Ryo tells that Fangmei reminds him of the kitten that lived in Yamanose Shrine.

You will have Mantis Combo move scroll from Hanhui. Now ask the people around about Yuanda Zhu. I suggest to ask the owner of Man Mo's Kung Fu. Then he will tell you that Yuanda Zhu is a martial arts expert and once wrote a book called Wulinshu. Ask him again about Wulinshu and he will tell you that the book now is kept at the Man Mo Temple's library !

The next day, do the task until 12. When the job is done, go enter the library and examine the bookshelf on the left corner then press X Button. Ryo will find the Wulinshu but the bookshelf is locked. Then he will try to ask Xiuying to borrow the key.

Go find Xiuying on the yard. She will give you the key if only Ryo can settle his emotion down to take a revenge. As a practice, Xiuying will order Ryo to catch the falling leaves. To catch a leaf, follow a falling leaf by using Analog Stick. Try to concentrate only on one leaf. When you hear a sound and the leaf seems blurry, quickly press A Button. You have to do it three times in a row. If you failed just once even though you have caught two leaves, you have

to start it all over again.

When you have done the task, Xiuying will handover the key. Use the key to open the bookshelf. Ryo will read the Wulinshu and there's a page that explains about Tiger Swallow Style that has been used since the ancient time. There's also a name of a man called Zungmin Zhao as a Tiger Swallow Style expert. Ryo's mind brings him back to the day when his father was killed by Lan Di. That day, Lan Di also mentioned the name of Zungmin Zhao as the man who killed by Lan Di in Meng Chun.

Then a piece of paper will fall from the book. The paper has a strange pattern contains of four circles. Hooray, now you can go outside Wise Man's Qr. again. Go to Man Mo Collect Antiques to ask the owner about the paper. Then the owner will tell you to meet Guixiang at Yan Tin Apartments who familiar with stuff like that. Don't meet Guixiang this day. Spend the day with gambling or playing the games at Pine Games Arcade at Golden Qr.

Do the airing-the-books task for the last time and Hanhui will give you Diagonal Wipe move scroll. Now is your time to meet Guixiang at Yan Tin Apartments room 101. She will call the pattern on the paper as the Chawan Sign. The Chawan Sign is being used by martial artists from the same school as a way to contact each other. The pattern that shown on the paper is the pattern that Yuanda Zhu and his colleagues used, so you have a chance to use the Chawan Sign to meet Zhu. Then she will teach you to make the Chawan Sign. Take the left chawan up then the second from right down. Press A Button and choose [Wait]. If a colleague of Yuanda Zhu knows the sign, you will be contacted.

These are the places where you can do the Chawan Sign:

- Heavenly Tea Shop (Green Market Qr.): You'll get a note from a mysterious guy. He wants you to go to Come Over Guest House at night. Go there and wait until night. During the night, there's a phone call for Ryo and Ryo is ordered to meet the guy at Man Mo Park (Wise Man's Qr.). It's a trap. Be ready to press A Button to avoid the attack in a QTE. If you fail, then you have to fight three of them in a free battle. But if you succeed you only have to fight two of them. When you win, the guy will tell you that his men also looking for Yuanda Zhu and mention Dou Jiang Dinner as a place where you can do the Chawan Sign.
- Canton Café (Green Market Qr.): After you do the Chawan Sign, two guys come. They are the same guys who tried to harass Ryo when he lost his bag. This time they want Ryo to pay the money because Joy helped him the other day. Press B Button then quickly A button to beat them. Then they will suggest you to go to Dou Jiang Dinner.
- Ling Ling Porridge (Queen's St.): Same as the Canton Café.
- Fu Hoi Dinner (Worker's Pier): This is the wrong spot, so Ryo will spend a couple of hours for nothing here. Try another place.
- Fortune's Eatery (Fortune's Pier): Wrong Spot.
- Lai Lai Eatery (Worker's Pier): Same as the Heavenly Tea Shop.
- Bai Jiu Stand (White Dynasty Qr.): Help the boy from the bad guys. Press [A, X, B] in a NQTE. The boy will tell you that you can go to Dou Jiang Dinner at Lucky Charm Qr. ahead where many people gathered.
- Hong Kong Tea Shop (Lucky Charm Qr.): Wrong Spot.
- Earnest Tea Shop (Lucky Charm Qr.): Wrong spot.
- Bright Tea House (Lucky Charm Qr.): You will get a note that orders you to go to Man Mo Park at 9 PM. Then the next task is the same as the task from 'Heavenly Teashop'.
- Man Mo Bistro (Wise Man's Qr.): Wrong spot.
- Gold Tea Shop (Lucky Charm Qr.): Wrong spot.
- Fu Jian Tea Shop (Lucky Charm Qr.): Same as the Canton Café.
- Man Mo Restaurant (Lucky Charm Qr.): Wrong spot.
- Dou Jiang Dinner (Lucky Charm Qr.): You will get a note, then come again here

at 8 PM.

NOTE 1: Some places above have different scene if you do "Fangmei's birthday" side-quest.

NOTE 2: If two or more places have the same event, when you try the Chawan Sign at the other "same-event" places, it will be turned to the wrong places.

Most of the places above will lead you to Dou Jiang Dinner at Lucky Charm Qr. Go there before 8 PM. I suggest not to go to Dou Jiang Dinner without visiting the other restaurant before. It's kinda taboo. Try to get information to go to Dou Jiang Dinner from a place listed above. Then before you go to Dou Jiang Dinner, try to go to construction site across the Yan Tin Apts. You will meet Guixiang who practicing her Tai Chi arts. Then she will teach you the Hind Blow throw move. But Guixiang refuse for being a 'crash-test dummy'. Luckily, one of the land sharks from the other the day wants a payback time. Now you have to fight his big slow-poke friend. Now is your chance to master the Hind Blow. When you close enough to the opponent, press Y+B to execute the move. When the move is executed, that's the end of the battle.

After you have the Hind Blow, go to Dou Jiang Dinner before 8 PM. Do the Chawan Sign then you'll get the real note from someone. Go to Dou Jiang again at 8PM. Then a man will meet Ryo and introduce himself as Yuanda Zhu's man.

Then three enemies will enter the place and you have to fight them. Use the Cyclone Kick or the Hind Blow to win this battle. The cook will tell Ryo that the man is kidnapped by those men. They ran to the White Dynasty Qr. Chase them in a long and awesome QTE scene. Here's the QTE: B, A, A, A, B, X, [Down, Down, X], B, A, B, B, B, A, B, A, X, A, B, X. The QTE might be different if you failed some. Then when you made it to the end, an enemy will try to hit you from behind. Press Down, Right, A to cancel the attack.

The woman is called Yuan. Then Yuan will command her men to attack Ryo, but Xiuying already take them down behind the scene. Yuan will run away and Ryo take the man back to Dou Jiang Dinner.

The man's name is Zhang. At this time he also doesn't know where Yuanda Zhu is, since the Yellow Head try to kill him. Then he will mention Ren of Heavens as the man who might know where Yuanda Zhu is hiding.

The next day after you airing the books, you will have a scene with Xiuying. Go down the Scarlet Hills. You have to take a detour through Lucky Charm Qr. because the street is being repaired. In Lucky Charm Qr. you will meet Joy again on her bike. The owner of Come Over Guest House told her that Ryo never slept there for the days. Then Ryo will promise her to back there.

NOTE 1: If you go back to Man Mo Bistro, there's an event where you have to save Fangmei from the bad guys. You need to press [Down, X], A to beat them. If you failed the "A", Fangmei will help you by knocking the man's head with a ladle. This is an important event to get Fangmei's birthday event.

NOTE 2: You can go back to Man Mo Temple backyard to get Fangmei's photograph. You can only do this step during sunny day before 3 PM. There you will find Shinquan holding a camera. If it's cloudy or rainy, the event won't be triggered. You can choose one of two photos of Fangmei. I'd rather to pick the left one.

Go to Worker's Pier and ask the people around about the Heavens. You can go to Beverly Hills Wharf entrance near Wong and his friend's hideout. Find out a way to go inside. Go to Fortune's Pier and ask the people about the Heavens. Try to

go to a gambling place and play once. It doesn't matter if you win or lose, the man will tell you that the Heavens always hang out at Warehouse no. 8 during night.

Warehouse no. 8 has the red-shutter door. Go there and wait until night. During night, Ryo will enter the place and ask the gang about Ren. Then you have to fight them all. It's not a difficult battle. I always use the Cyclone Kick or Tornado Kick to fight multiple enemies. Hind Blow is also good enough when the enemy is close to you.

When you win, they will take you to Beverly Hills Wharf. It's a trap. You have to fight a lot of them. During the battle the screen will blur and Ryo will lose the battle.

Then Ryo wakes up at Wong's boat. He helped him and tells Ryo not to worry because none of the Heavens knows where the boat is. Then Ryo will take a rest until tomorrow.

The next day Wong will give Ryo his Heavens Zippo that can be used as the passport to enter Beverly Hills Wharf. Wong himself doesn't need the Zippo because he is well known there.

Now is your chance to ask for payback to the Heavens. Every time you meet the members of the Heavens, you will fight them in a first-person free battle. One of them will tell you that only Cool Z who knows Ren's place. Then the other will give you a map of Beverly Hills Wharf.

You can fight the beast at the arena to earn some money. You have five chances to hit him and take him down. That's just simple. You can use the Cyclone Kick to win the battle until LV 10 (I've tried until LV 11 and still won the fight). If the beast is still standing, then you will lose your money.

One of the Heavens will take you to crap heap where Cool Z is hanging out. Cool Z will ask HK\$ 500 as the ticket to meet Ren. If you don't have the money, come back again later. If you have the money, Ryo wants them to take him to Ren and Ryo will give the money in person.

NOTE: At this point, you can learn Brawling Uppercut from Delin if you do the part-time job to carry the crates. When the job is done, Delin will tell you that he heard you're gonna fight Ren. Delin can't help you much, so he wants to teach you the Brawling Uppercut that you can use it to knock Ren off. To master this move, press Left, Left+X. After the practice session, Delin will offer you to show you the move for the last time. See the funny scene.

Then they will take Ryo to Ren's Warehouse. Ren will tell Ryo that it's simple to find Yuanda Zhu. Then you have to press Left, Right, A in a NQTE. If you failed the NQTE, Joy and Wong will wait you at Beverly Hills Wharf entrance, and you may pass this following step.

If you succeed, Ren will give you a map of Fortune's Pier. Go to Fortune's Pier and go to the place drawn on the map.

Now you must go to the place marked on the map. To go there, first go to Warehouse no. 8 then turn right. Once you reach Warehouse no. 13, turn right again and go straight until you find Ren. Ren will take you to F Warehouse. Inside the place, Yuan is making a deal with two guys. Then the lights go out and the money is gone, Ren also. Ryo will be caught and you have to fight Yuan's bodyguards. They are quite difficult to fight. Use the Lunging Strike and add the X Button to change it into Elbow Strike, just in case if they parry

the attack. Don't use throw moves because they can parry the throw easily and it doesn't cause much damage.

After the fight, Yuan will run again. Outside, Joy and Wong have been waiting for you. Joy will tell you that Ren and his gang are hanging out at the Pigeon Park.

Go to the Pigeon Park where Ren and the others are celebrating the victory. They think Ryo has been knocked down by Yuan's men. Ryo will catch up with them but they all run away.

>From this point you can choose which one you want to chase. It doesn't matter if you lost the trace. You can find Sam at the place where you ended chasing Wong in the beginning, Larry at the arm-wrestling site across the Fortune's Pier entrance, or you can go straight to Lucky Plaza at Queen's St. to find Ren.

The easiest and quickest way is by chasing Cool Z. you can find him sitting at the entrance of Fortune's Pier. After harrasing him, you will be automatically triggered at Lucky Plaza to find Ren.

If you find Sam or Larry, you have to fight them at first-person free battle. When you win, they will take you to Lucky Plaza. Follow them in L Trigger lock-on.

At Lucky Plaza you have to chase Ren at the construction site. You have to press Down, A, Left in a QTE. Then press Right, Left, Right when Ryo is crossing the plank. The last one, press Up, A, Up in a NQTE.

Ryo and Ren will fall on the top of a truck. Accidentally, the Phoenix Mirror has fallen from Ryo's pocket and Ren will take it. Ryo will take the mirror back. Ren tells Ryo that he wants to help him to find Yuanda Zhu because Ren smells money involved in this case. Then Ren will tell Ryo that he can find Yuanda Zhu at Kowloon and Ren himself will be departed soon toward Kowloon.

The next day, you have to say good bye to the friends who helped Ryo before he go to Kowloon. They are Master Zhoushan, Zongquan, Guixiang, Jianmin, Zhangyu, and the people of Man Mo Temple.

Once you reach the Man Mo Temple, you can't go anywhere because there's an ending scene of Disc 2 here. Xiuying will teach you the Counter Elbow Strike. Press Left+X+A to master it. Then you will have the opportunity to spar with Hanhui to practice the timing of the attack.

Outside the temple, Fangmei will stop Ryo and give him a photo of Man Mo Temple. Then Ryo will say goodbye, and Fangmei can only pray for him.

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6.3 WALKTHROUGH DISC 3 - CHAPTER 4: KOWLOON
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NOTE: You still can work carrying crates here in Kowloon. Go to Thousand White Qr. Find a big guy named Congo in front of Thousand White Qr. The job will be more difficult than at Fortune's Pier.

The first scene shows Ryo going to Kowloon by bus. When you already arrived, enter the Dragon St. Find Cool Z and he will take you to Ren's Hideout. Ren wants you to meet Yang, one of Zhu's associate. Follow Ren in a chase mode to Great View Bldg.

Go to the 2F and enter the Great View Herbs. Ring the table on the table (use zoom-in camera and press X Button). Yang will come out and then tell you to go to Dancing Dragon Bldg. You must see the man in black suit and say the password "Dragons Don't Sleep".

Go to Stand Qr. and enter Dancing Dragon Buliding. From the entrance, turn left and talk to the man in black suit. Choose [Dragon] then [Don't Sleep]. Then he will tell you to go upstairs to meet his master. You don't need to say the password to all of them. Just say it when the man stops you. Do it until you are told to enter the room with the dragon doors.

Enter the room and you will meet Dou Niu. It's a trap. Dou Niu is also looking for Zhu Yuanda. Three of Dou Niu's men come to capture Ryo. Ren to the rescue ! But both of them can't do anything against Dou Niu. Ryo and Ren will be thrown into a cell.

Three days later, Ryo and Ren make an escape plan. Ryo will pretend to die and Ren will call the guard. When the guard opens the door, you must press [X, A].

Follow Ren's instruction to move. At the first runaway, you must press Left, A, Right, Left, Right, A. After going down the stairs, they will hear the enemies' steps. Then they will hide in a room.

When Ren is going to take a leak, two enemies enter the room. There's no other way but to bust the way through. Next QTE is Left, Right, Left, A, Right, Down, Left. Then press [Up, A] to crush the wooden door. More enemies come so Ryo and Ren have to find a safe place to hide.

They enter the nearest room and luckily there's an exit door. They will spend that night outdoor. Ren will ask Ryo about his intention to take a revenge. Then Ryo will tell him about everything under the big dipper stars.

Next day, you will have to escape again. This time Yuan will have a chainsaw. Press Down, Right, A. Ren should kick her face and Dou Niu will come. The emergency stairs has broken. Then press [Up, Up, A] to jump and escape from Dou Niu.

You're back in Rens' Hideout. Ren orders Cool Z to pick Wong up to unlock the cuffs. Wong will come at noon. He has a favor before he unlock it. He wants Ren to send Ryo back to Japan.

Ren will take Ryo to Yang's place again to make him pay. Yang will tell you that Huang might have some information about Zhu Yuanda. Go to Huang's place at Tea House Bldg. Room 902. To go there, you need to go to Dimsum Qr. behind Great View Bldg. Enter Nihao Tea House then use the back-door to go to Tea House Bldg. Use the elevator to go to 9F and enter room 902.

Huang is not there and the place is surely dark. You must find the switch to turn the light on. Press the switch on the right side of the door. Use lock-on camera view and press X Button. Now turn around and use zoom-in camera view than look for garbage can with a cardboard box on the top of it. Press X Button and examine the can. You will find cassette tapes inside the can. Ryo will back to Ren's Hideout.

Ren will lend you a tape recorder so you can listen to all the tapes. Ryo will spend the day listening to the tapes for nothing. Next day when you get the control again, push the FF button until the timer shows around 591, then push the play button. You will hear the sound of a talking-bird and chime of a clock. There's also Yuan's report to Dou Niu that she already caught an

associate of Zhu that might know Zhu's whereabouts.

NOTE: I suggest you to listen to all the tapes from the beginning to hear various conversations including weather report, Joy talking with Chen Guizhang, and After Burner infomercial.

Ren will ask Ryo to find information about Yuan while he also find at another place. Go to Dragon St. and the blind musician will ask you to listen to a song. Choose [Listen] and then he will tell you that he heard the clock chiming at Moon Child Bldg. Talk to him again and he will mention that the building is located at Stand Qr.

There are two ways to find Yuan. The first is to go to the orphanage in Moon Child Bldg, and the other is ask the people around about Yuan and then the people will mention that Yuan is a knife collector.

If you want to go to orphanage, take the elevator at Moon Child Bldg. to 8F. Enter the orphanage and you will meet Ren who trying to tempt Hongji, the boy standing on a chair. Ren will ask you to give him one of your collections. If you don't have Mini After Burner, then Ren will give his After Burner to Hongji. Hongji will tell you that Yuan has a myna bird, a kind of talking-bird.

If you want to find Yuan according to her hobby to collect knives, then go to Thousand White Bldg. Ask all the knife shop owner about her. You will also get information that Yuan has a myna bird. At this point you can buy new move handbooks at one of the shops. The shop only sells four move handbooks. Buy all of it if you like.

Now go to Dimsum Qr. and enter Three Birds Building. Take the elevator to 9F and talk to the man standing there. He will tell you that the talking-bird shops already moved to the rooftop. Take the elevator down to 7F and use the other elevator to R.

Find Nine Birds Shop and talk to the owner about Yuan. The owner will tell you that Yuan usually come there everyday at night. Choose [Wait] to wait until nightfall.

Yuan will come to the shop then Ren will also. Ren has a plan to follow Yuan to her place. Now is the fun task to do. You must follow Ren. Stick to her but don't get too close. You have to follow her from the Three Birds Bldg. to Moon Child Bldg.

Here's the route:

- follow Yuan to 6F
- use the elevator to 1F
- use the double-doors to follow her to Dimsum Qr.
- Thousand White Qr. and enter Thousand White Bldg.
- when Yuan stops at the knife shop, press Left to avoid being caught
- follow her to Thousand White Qr.
- Café Anna
- Stand Qr. and enter Moon Child Bldg.
- at electronic shop, be ready to press [Down, Y] when Yuan walks towards you
- use the elevator to 4F
- follow Yuan to her room

Now Ryo and Ren will be getting near Yuan's Room. Then Ren will ask Ryo to do a coin toss. Choose [Head] or [Tails]. It doesn't matter which one that you choose, you will lose the game (trust me !). Now you must knock the door. When Yuan shows her face, you must press [Left, Right, A].

Now explore the room and find Zhang. Take a close look on the blue box on the table. Ren should take it over from you and once he knows the box is full of jewelery, he will keep it himself --'. Once you find Zhang, you will hear Dou Niu's footsteps coming to the room. Ren will find a way to face him. Then he will teach the bird to speak "Hide in the closet" so Dou Niu will be fooled. Then you must choose a place to hide. When Dou Niu finds out that Yuan unconscious, the bird will tell him that 'the guy is hiding in the closet'. Press [Up, A] to kick Dou Niu into the closet, then press Right to knock the cupboard off to lock him.

Next day, Zhang will give you a Snake Tortoise Stick and tell you that Zhu Yuanda is hiding at Ghost Hall Bldg. 10F. The building is located at Thousand Arms Qr. Ask the people if you don't know the place.

Once you are inside the building, you won't see anything but a fully messed place. Go upstairs until you reach 4F. You can't go any further by the stairs. The only way is to cross the wooden planks. Jump to the plank and you have to press D-pad QTE when Ryo loses balance. The QTE pattern is: Right, Left, Right at the first half then Left, Left, Right.

Take the stairs to 7F and you have to cross the planks again. The QTE for the first half is: Right, Left, Right, Down. The rest is Left, Left, Up, Right.

Go to 8F and there are more planks to cross. The QTE pattern is: Left, Right, Down, Left, Left. The second half is Right, Right, Left, Up, Left.

Go to 10F by stairs. It's the last floor of the building. Jump to the plank and press Down, Right, Up, Left, Right. Then Ryo will see the Five Stars Corp. entrance. Press Right, Left, Right, Right, Down, Up to finish this dangerous task.

Full speed ahead to the door. Ren will meet you up and he tells you that he got the key to operate the elevator so he didn't need to do dangerous thing like Ryo ~_^.

Go inside Five Stars Corp. You must find some clues in this room. Go to the desk and open the right drawer to find a diagram of Four Divine Beasts. There are seven other sticks hidden in this room but you only to find three more sticks according to the diagram (the one you have is the Snake Tortoise like drawn on the top of the diagram).

Go to the Budha statue and use the zoom-in camera view on the cupboard next the statue to find Hazuki uniform and the White Tiger stick lies beneath the uniform.

Go behind the desk and zoom-in the camera at the 'Eight Principles of Yin and Yang' board to find Blue Dragon stick. The last one is inside a jar on the shelf in front of the statue. It's the Phoenix stick.

Examine the Budha statue and insert the sticks as the diagram says. The Snake Tortoise on the top, Blue Dragon on the right, Phoenix on the bottom, and the White Tiger on the left. If you did it correctly, a secret room will appear.

Go inside the room and finally you meet Zhu Yuanda. When they introduce themselves each other, Dou Niu and Yuan will intrude the meeting. Ren will jump from the window and Dou Niu will throw Ryo out of the window.

Then you have to fight four enemies. As you fight them, Dou Niu will join the battle and you will lose as the screen getting fade away. When Dou Niu is trying to stomp his kicik to Ryo, Xiuying comes to help. It only needs one blow

for her to knock Dou Niu down.

The next day Ryo will be conscious at Thousand White Convent. In this place Xiuying and Ziming were raised. Wong has been waiting for you outside the convent. He will take you back to Ren's Hideout.

Joy will tell them that Zhu Yuanda is held at Yellow Head Building, Dou Niu's base. The Yellow Head is ordered by Chiyoumen to find Zhu. Then they plan to save Zhu at Yellow Head Bldg. Zhang also tells you to use the Chawan Sign as the way to communicate.

Go to Thousand White Qr. and try to enter Yellow Head Bldg. The guards won't allow you to come closer to the building. Try another way in. Now go to Stand Qr. and try to enter the building. The guards won't allow you to enter and tell you to go home. Go to Dimsum Qr. and try to enter the Yellow Head Bldg., but the guards will also stop you.

Ren will appear at the last Yellow Head Bldg. entrance. He will suggest you to try making the Chawan Sign at some restaurant or dinner. My fave place is Nihao Tea Shop, and I didn't try the other possibilities like in Hong Kong before. Do the Chawan Sign there then a mysterious guy will give you a note. The note tells you to go to Moon Child Bldg. Room 503.

Go to Moon Child Bldg. at Stand Qr. and use the elevator to go to 5F. Enter Room 503. The room is surely sure dark. The old man will ask you to fight him in the dark. All your attack will miss. Then he wants you to remember DAN. Now you must hit the old man in the dark. Press D-pad where the man appears and X Button to hit him, and learn the Predictive Explosion.

NOTE: I couldn't master the Predictive Explosion move. It only appears on the move scrolls list but I couldn't use it. Is there someone out there who can help me? Please mail me at dorayaki@tekken.cc

Surprise. The old man is the blind musician at Dragon St. He is also a friend of Iwao but he didn't know that Iwao is killed by Lan Di. Then he will give you a photo of Scout that always trying to find strong man to be recruited by Yellow Head.

Now you must follow the street fights and win at three different arenas. Every time you win the fight, Scout will look at you and leave the place. At the third win, he will tell you to go to Dragon St. at night. You can choose [Dragon St.] to go automatically there or not. Once you get there wait until nightfall. Scout will give you three photos of Rod Stunt, Greg More, and Chunyan. He wants you to defeat them all.

Show the blind musician all the pictures to know where they are. First, you need HK\$ 500 and go to Tea House Bldg. through Nihao Tea House. Then pay the money to the guard at the entrance of Phoenix Bldg (Phoenix Bldg entrance is inside Tea House Bldg.).

You can play After Burner here. Go to 4F by stairs and use the elevator to B1F. Go down the stairs to B4F and fight Rod. You have to win two winning-sets. The best strategy is to avoid the attack by pressing Y Button and attack him with some combos (X, X, X) or (A, X, A). It's easy to make Rod out of the ring, and sometimes he taking too much steps so he fall out the ring and you win. You'll be rewarded HK\$ 1000.

Now take the money to Stand Qr. and pay the guy at the entrance of Dragon Garden. You will meet Ren there then he will kick Ryo to the ring so Ryo must fight Greg. Not only that, he also bet the fight.

Greg is the toughest between all of them. If he starts to grab you, quickly press Y Button to escape from the grappling techniques. Use the combos to fight him. You'll be rewarded HK\$ 2000 if you win. But then Ren seems to be unhappy because he bet his money on Greg ~_^.

Back to Stand Qr. and enter Black Heaven Bldg. Go to 11F by elevator then to 12F by stairs. Pay the guy HK\$ 2000 and enter the tournament. Chunyan is a Jeet-kun Do master. Her moves are seems like Sarah Bryant's from Virtua Fighter. It's only one round and whoever thrown out the ring will die. The difficulty is between Rod and Greg, so she is easier to defeat than Greg. A throw move will end this fight that makes Chunyan hanging on the edge of the ring with one hand. Unlike her, Ryo helps his opponent. You will get HK\$ 3000.

Scout will meet you again and tell you to wait for him at Dragon St. at night. He will give you a map of Thousand White Bldg. and tells you to come the day after tomorrow at noon.

Next day you can choose to [Wait] until tomorrow or not. I suggest you to play Lucky Hit at Dragon St. to win move handbooks that not sold at any store. Or you can work with Congo carrying crates.

Then the day comes. The fastest way to go to Thousand White Bldg. is through Thousand White Warehouse. Enter the door where Congo usually standing there then exit from the backdoor. Now you're near the place marked on the map. Go to Thousand White Bldg. 3F by stairs and use the elevator to B1F. Go down the stairs to B2F and enter the steel door. Wait until noon then Scout shall appear. He wants you to meet the boss but Ren comes and make him unconscious.

Go through the sewer until you reach a locked-door. Then Wong will come and trying to unlock the door. He also gives you F Bldg. Map. Go up the stairs but don't open the steel door on the right or you'll be sorry.

Go up the next stairs and open the door to enter Yellow Head Bldg. 1F. Find the stairs to 2F, enter Room 222 if you want to play Hang On. Take the stairs again to 3F. At one of the corners, Ren will take care of a man in black. The next men in black are Ryo's. Get ready to press [Down, B] for the first guy. Next guard is [Right, B, A].

Go to 4F then the QTEs here are [A, Up, A], [A, Left, X], [X, Right, Right, X]. Go to 5F, then Ryo and Ren will stop near a room where the gangs are hanging out. Do the coin-toss again and you must fight them. The throw moves should be effective against them. You will get a transceiver that usable to know their next move.

Go to 6F where the lamps are flickering. Follow Ren moves to get to the next safe spot. Don't move when the light is on or you'll have to fight them in first-person free battle.

Proceed to 7F. All the possible routes are covered by the enemy. After the last spot, the enemies think that you're on 8F so they all will leave this floor. Find the stairs to 8F and avoid to hanging around 8F. Just proceed to 9F afterwards. The QTEs are [Up, A], [Right, A], [Left, Up, A], [Down, Up, A].

The path is clear so you can go up to 12F. You have to cross a plank again. The QTE is Left, Up, Down, Right, Left. Then the path branches so Ryo and Ren will split up. Ren will take the right path and Ryo take the left. There are enemies heading your way. You must fight them in QTE. The pattern is X, A, B, A, Y, A, Y, A, [Up, A].

Then Ren will join you again and tell you that he couldn't find any clue. Go to

13F and cross the plank. As you near the plank, you will hear that Dou Niu is around you. This time Ren will cross first for his own safety ~_^ . The QTE when Ryo is crossing the plank is Left, Down, Right, Down, Down, Left, Up. It's the last plank in this game.

When Ryo already crossed the plank, Dou Niu will try to do the same (with his elephant-shaped body ?). Ren will cancel his action by kicking the plank so it's fallen. Stupid Dou Niu.

On 14F, you will meet Yuan again. This time she has a chainsaw. You must run away from her and defeat all of her men in a QTE scene. You have to press Left, A, Right, A, A, Right, [Up, A] to stop them with the mess. I like when Ryo and Ren tossing her hand to celebrate their victory.

Go to 15F and you will meet up with Dou Niu again. Run away from him and press Left, Left to escape from him. If you failed the QTE, then you will have to press [Down, Y] to avoid Ryo from Dou Niu's kick stomp. If you failed again, you must fight two enemies.

Now it's time for Yuan again. Press A, Left, A, A, Right, Left, A, Right, [Right, A], [Left, X]. The fire extinguisher should give our heroes some time.

Then Yuan will confront you again at 17F. Press Down, Up, Right, then [Down, A]. Finally you have a chance to fight with her. Use Lunging Strike (into Elbow Assault) or Brawling Uppercut. Don't use the running moves (i.e. Cyclone Kick) because she can hit you easily while you're on the air.

When you win, Yuan will be kicked to the elevator. Then Ren will tie her with a handcuff. He asks where they hold Zhu Yuanda. Zhu now is at 40F of the building. Then Ren will kick the garbage can towards Yuan and leave her with that filthy stuff.

Before going to 18F, there are some enemies chasing you. Ren will tell Ryo to go first and give you the radio transceiver. All the enemies is all in his service.

Ren will contact you and tell you that the enemies will be there in six minutes. You have to find the key to operate the elevator. Now if you at the map on the bottom-left of the screen, you will see three yellow boxes that represent the elevator. Go to the room next to it and kick the door. The key is in that room. Before you get the key, you must fight the enemies first. Examine the box on the wall and take the Key no. 9 and no. 10. (You can enter Room 1804 and fight two enemies who know nothing).

Go to the elevators and examine the box marked IX. Use the Key no. 9 to open it. Now press the far left button to activate the far left elevator. Go to elevator and push the button. The elevator will stop for a while at 4F. That means someone is inside the elevator and heading to you.

Correct, there are six men in black that you need to fight. Use the combo (A, X, A). If you lose a lot of health, try to avoid the attacks until your gauge is recharged.

Use the elevator to B1F. Go to the other box on the wall and use the Key no. 10. Press the button number three from left to activate the nearest elevator to B3F. Use the elevator.

There you will see a cage where a guy is being beaten by a strange-looking guy. Go down the stairs and you will see Joy has been captured by them. Baihu promises to let Joy if you can win against him. Baihu is a Tiger Swallow Style,

the same style that Zhao Sunming and Lan Di mastered.

You have to fight him in two rounds. Avoid his attack and use triple punch combo for the easiest winning. At the end of the first round, you have to press [Left, X]. Ryo will spin Baihu's arm and land a critical hit on his stomach when he is lying down on the floor.

Round two. Use the same tactic and at the end of the round, you have to press [Left, Left, B]. If you have mastered Machine Gun Fist (from knife shop at Thousand White Bldg.), Ryo will use that move to finish him off and add one extra kick.

Baihu won't accept his losing. Now you have to press Right, Left, Up, A to avoid his attack. Then press [Down, X, Up, A] for the final blow.

Before letting Ryo go, Baihu will ask for his name as the first person who defeat him. Ryo got Joy back and they freely use the elevator to 40F.

Ryo is a little bit mad at Joy because she almost ruined everything. Joy explains that she and Wong want to help him. But then she remember that Wong was also caught and now being held at 40F.

You will arrive at Big Ox Bldg. This room has a giant statue of Dou Niu. Ren will contact you again and tell you that he will be there soon. Enter the double-doors and fight the men in black. It's more difficult than the fight at 18F. Find a safe spot first where you can do attack effectively.

When you win, Ryo will tell Joy to wait for Ren while he going to the roof to rescue Zhu Yuanda and Wong. You have to press QTE again in this pattern: Down, Y, B, X, Up, X.

On the roof you will see a helicopter is flying around. A man in black will hit Zhu's neck and trying to take him to the chopper. If you recognize the symbol marked on the chopper, you will know who is gonna appear. It's Lan Di ! Both of them will stare at each other. Then Ren and Joy will save Zhu. Dou Niu has Wong on his hand but then Wong will bite his hand and Dou Niu throws him.

Now you must fight Dou Niu and finish this once and for all. He is quiet easy to defeat. Just keep pressing Y Button to avoid his attacks and his grappling techniques. Then use triple punch combo and he should be defeated.

Dou Niu starts to charge Ryo. You have to press [Left, Y] for the first time and [Left, Left, Y] at the second and [Down, Left, Up, Y] for the third. Ryo considers that he won't win this battle if he only avoiding the enemy's attack. Then he will remember what Xiuying taught to him to focus only on his mind.

On the last charge, you have to press [Right, X+A] and Ryo will avoid Dou Niu's attack and execute Counter Elbow Assault. Finally you defeat Dou Niu. Lan Di's chopper will fly away. I think Lan Di is not afraid of Ryo so he leave him, but I suggest Lan Di judging Ryo's skill is far below him so he gives Ryo more times to train harder.

They all will be back at Ren's Hideout. Zhu Yuanda will explain everything he knows. He will tell you that Lan Di was just the same as Ryo for seeking revenge. Lan Di killed Iwao because his father, Zhao Sunming was killed by Iwao in Meng Cun. Lan Di's real name is Zhao Longsun. As far as Zhu knows, after Zhao Sunming died, Iwao brought the Dragon Mirror and the Phoenix Mirror to

Japan.

The he will explain that the two mirrors can show the location of Qing Dynasty treasure. He asks Wong to turn off the lamp and light a candle. Then he asks Ryo to put the mirror on the table and he starts the show. The smoke will form the Big Dipper, but it's not enough to know where the treasure is if the light is not combined with the pattern from the Dragon Mirror.

He tells you that the mirrors were made of Phantom River Stone that only can be found in Guilin province. It's the same as the Antique Shop in Yokosuka told. There might be some of the descendants of the man who made the mirrors live in Baliu Village. He also tells that Lan Di is on his way there.

Ryo will leave Kowloon and say farewell to Joy and Wong. Wong will give you two coins that Ren usually used to trick Ryo. Before going to Guilin, Ryo will visit Man Mo Temple. There's Xiuying training her kung fu. Finally you can see her pant ^o^. Xiuying will give you Comma Shaped Bead (a half of the yin yang pendant that Ziming gave her). Hanhui will give you Demon's Triangle move handbook.

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6.4 WALKTHROUGH DISC 4 - CHAPTER 4: GUILIN
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Ryo will arrive at Guilin by boat. You will start at Langhuishan Village. Take the one and only path to the mountains. Go straight until you reach Yongshuihe and it starts to rain.

There a scene occurs. Ryo will see a white deer is drowning by the river. At the other side of the river, Shenhua is running and jump to the river trying to save the deer. Ryo attempts to save both of them but the waves are too strong.

The next day, they will wake up at the riverside. Shenhua is happy that the white deer is safe. The white deer is her village guardian. You're lucky, Shenhua is from Baliu Village. She will show you the way to Baliu Village.

You can ask about anything on the options to Shenhua. Choosing [Hurry On] will take you to the next area. There are so many things that you can ask her.

When it's getting dark, Shenhua will ask Ryo to run. Now you have some easy QTE to do. Follow her moves by pressing D-pad or A or X Button. The first pattern is Up, Down, Up, A, Left, Right, X, Up, Down, Left, Right, A, X.

The path ends so they have to climb the cliff. The next QTE is X, Down, A, X, Right, Left, Right, A, Up, Left, Left, Right, X, Down, Right, Left, A.

Then they reach a spring where so many fireflies live. Next you have to do the QTE again. The pattern is Up, X, Left, Right, Down, Up, X, Right, A, Up, Right, Left, Right, X, Left, Right, Up, Up, Down, A.

They will wait the sun at a cave. Shenhua will ask Ryo to find firewood. Go inside the cave and collect the firewood. Lock-on on the firewood then press X Button to take it. When it's enough, back to Shenhua. Do this three times until Shenhua says it's enough.

Talk about any options with Shenhua. When she asks you about friends, you can choose Nozomi, Guizhang, Tom, and Goro. It's very interesting when you choose Nozomi, Ryo will show her pic and you will hear Nozomi's theme.

When the conversation is done, Shenhua will sleep. A few hours later Ryo will step outside and train his Tai Chi arts. Then Shenhua will wake up and tell Ryo to sleep.

A few hours later Ryo will wake up by Shenhua's song. It's the same song heard from Shenhua cassette tape in Shenmue I. The song is an ancient song from her village.

Next day you will continue the journey. The path branches, Shenhua will take you to the right but it's landslide so they can't go that way. Back to the branch and go to the opposite.

Go left on the next branch, right on the next one, then turn left on the next branch to the forest. Then they reach a river. You have to press [Left, Right, A] to cross it.

There's new start point. Now you can't go back to the previous area. Go straight until you reach a river again. The bridge is out so you have to cross it again. Press [Left, Right, A, Right, Left].

A new start point again. Turn left from the next branch. It doesn't matter which path you take on the next branch because the path will meet later at another branch. Go straight until you reach the kami-sama statue (God statue). Shenhua will lead again from here.

You can talk to Shenhua about any option you like. At the next branch Shenhua will offer to take a detour to visit a place where flowers bloom. You can accept it or not.

Next you will reach the spider tree. On the next branch, Ryo and Shenhua will take the right path that lead them to the Five Colors Spring, but further there's a landslide again.

There's only one possible way from here. Go straight then turn right on the next branch. Shenhua will stop to take some herbs for her father. Continue the journey then turn left on the next branch. Next branch you can take any path you like because it will meet up again. Next, Ryo will offer to pick some more herbs for Shenhua's father. Go right on the next branch to the Rocky Area.

You need to cross the thin stone bridges cautiously. When Ryo is losing his balance, a D-pad QTE will occur. At the end of the bridge, you need to press [Up, Up, A] to jump.

A new start point. Turn right on the next branch until you reach the Stone Lion. On the next branch, Shenhua will ask you which path you want to take. I'd recommend to take the left so you will reach an area with dandelions. Shenhua will blow some of them with her inner power. Next you will hear the sound of the waterfall. Shenhua will offer you again to go to waterfall or not.

Soon you will arrive at Shenhua's house. There's a big tree on the yard called the Shenmue tree. The Shenmue tree blooms Shenhua flowers. It looks like Shenhua's parents got inspired by the name of the flower.

Inside the house, find Shenhua at the kitchen and wait until night. You have a dinner made by Shenhua. After the dinner, Shenhua allows you to take a look at his father collections. Go to the room and examine the right corner of the room to find a diagram of the two mirrors.

Luckily Shenhua's father is a stonecutter that knows about the mirrors. Tomorrow noon Shenhua is going to deliver the meal for her father at the Stone

Pit. Sleep tight this night.

The next day, find Shenhua at the kitchen and wait until 10 AM. Follow her to the Cloud Bird Trail where the Stone Pit is located. Shenhua feels something strange because she doesn't hear any sound of the birds. There must be something bad happened.

Follow her to the Stone Pit. Inside the pit, open the steel door that Shenhua's father never allowed her to enter before. Read the letter and you will get the Sword of the Seven Stars. The letter tells Shenhua to seek the answer with the one who holds the Phoenix.

Find an altar with a pedestal and insert the sword into the slot. Ryo can't insert the sword but then Shenhua will use her power and the sword is inserted. It causes some magical effect and then the land starts to rumbling and another pedestal appear. Go to that pedestal and place the Phoenix Mirror. A beam will be shot by the sword to the mirror and it causes a fire that burns the rope and make light at the cave.

There are giant Dragon Mirror and Phoenix Mirror on the wall. Shenhua will tells the Baliu poem that told from the ancient time. It's decided that Ryo and Shenhua are destined to find the answer together.

There are some more questions left:

Where is Shenhua's father ?

Where is the treasure ?

Who is Ziming really are?

Who is the woman on the Shenmue II's ending illustration?

Who is the original master who wrote the Mysterious Scroll?

Who is the lucky girl that's gonna be Ryo's bride? ^o^

===== THE STORY GOES ON =====

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07. FREE BATTLE
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This is my favourite part of Shenmue series. Free Battle is an important fun-part of Shenmue. Here you must fight a number of enemies with your fighting skills. You can do some arts according to the move scrolls you've mastered.

X Button: Punch
Y Button: Dodge/Parry
A Button: Kick
B Button: Throw

COMBO STRINGS

- X, X, X
- X, X, Right, X, X
- X, X, Right, X, A
- X, X, A
- X, A, A, A
- A, X, X
- A, X, A

OTHER MOVES

These following moves can be done from dodging position (Press Y to avoid enemy's attack).

- (Dodging) + X High Uppercut
- (Dodging) + A Sweep Kick
- (Dodging) + X + A Somersault Kick
- (Dodging) + B Reversal

These following moves can be done by pressing B button to execute Wild Throw to the enemy (see how to perform Wild Throw at 'Move Scrolls' section).

At the first grab, don't press any D-pad, just do the instruction above.

- (Wild Throw) + X Grab, 1 Puch
- (Wild Throw) + X,X Grab, 2 Punches
- (Wild Throw) + A Grab, Kick
- (Wild Throw) + X,A Grab, Punch, Kick the ass

These following moves can be done if the opponent is lying on the ground after got hit.

- A Low Kick (if Ryo's position NEAR the opponent)
- A Dark Moon (if Ryo's position FAR from the opponent)

FIRST-PERSON-VIEW FREE BATTLE

This new type of Free Battle is similarly from the original free battle. The D-Pad to perform attack has been changed according to this position. If the command on the Move Scrolls is RIGHT, then on this mode is UP (front). The LEFT is DOWN (back).

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08. MOVE SCROLLS

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NOTE 1: These commands are based when Ryo is facing right.

NOTE 2: Until this time I still couldn't win the Hell Sweep and Monkey Roll Drop from Challenge 3 Hit stand at Dragon St. (Kowloon). Please mail me at dorayaki@tekken.cc

Tiger Knuckle	X
Elbow Slam	Right+X
Rain Thrust	Right+X
Stepping Strike	Right+X
Upper Knuckle	Left+X
Twist Knuckle	Left+X
Elbow Assault	Right, Right, X
Rising Flash	Left, Left, X
Brawling Uppercut (taught by Delin)	Left, Left, X
Katana Mist Slash	Right, Left, X
Twin Blades	Right, Left, X

Sleeve Strike	Left, Right, X
Pit Blow	Left, Right, X
Big Wheel	X+A
Iron Palm (taught by Jianmin)	X+A
Twin Hand Waves	Right, X+A
Twin Palm Thrust (buy from Man Mo's Kung Fu/\$200)	Right, X+A
Lunging Strike (taught by Mo Hanhui)	Right, X+A
Backfist Willow	Left, X+A
Counter Elbow Assault (taught by Xiuying)	Left, X+A
Avalanche Lance	Right, Right, X+A
Stab Armor (downloaded from Shenmue I)	Right, Right, X+A
Double Blow (downloaded from Shenmue I; taught by Yamagishi-san)	Left, Left, X+A
Mantis Combo (given by Mo Hanhui)	Left, Left, X+A
Mistral Flash	L Trigger (hold), X
Swallow Flip (taught by Master Chen)	Left, X, A
Oblique Slam (buy from B.C. Military Surplus/\$100)	Right, X+Y
Diagonal Wipe (given by Mo Hanhui)	Left, X+Y
Crescent Kick	A
Trample Kick	A
Hold Against Leg	Right, A
Side Reaper Kick	Left, A
Swallow Dive (downloaded from Shenmue I; taught by Guizhang)	Left, A
Tornado Kick	Right, Right, A, A

(taught by Tom)	
Double Storm Kick (buy from Man Mo's Kung Fu/\$300)	Right, Right, A, A
Crawl Cyclone Kick	Left, Left, A, A
Mud Spider	Left, Left, A, A
Surplice Slash	Right, Left, A
Thunder Kick	Right, Left, A
Against Cascade	Left, Right, A
Hook Kick	Left, Right, A
Brutal Tiger	Right, Left, X+A
Horseshoe Kick (given by Mo Hanhui)	Right, Left, X+A
Dark Moon	Left, Right, X+A
Twin Swallow Flip	Left, Right, X+A
Cyclone Kick	L Trigger (hold), A
Oblique Air Kick (buy from Man Mo's Kung Fu/\$100)	L Trigger (hold), A
Windmill	L Trigger (hold), X+A
Dragon Spin (buy from Man Mo's Kung Fu/\$200)	L Trigger (hold), X+A
Shadow Reaper	L Trigger (hold), Y+A
Overthrow	B
Wild Throw (taught by Master Zhousan)	B
Sweep Throw	Right, B
Rear Foot Sweep (buy from Tiger's Eye Military Surplus/\$100)	Right, B
Vortex Throw	Left, B
Mist Reaper	Right, Right, B
Machinegun Fist (buy from Tiger's Eye Military Surplus/\$500)	Right, Right, B
Demon Drop	Left, Left, B
Shoulder Buster	Right, Left, B

Serpent Coil (buy from Tiger's Eye Military Surplus/\$150)	Right, Left, B
Tengu Drop	Left, Right, B
Darkside Hazuki (sidethrow)	B (from opponent's side)
Back Twist Drop (backthrow)	B (from opponent's back)
Arm Break Fire (downloaded from Shenmue I)	Right, Left, Left, B
Tiger Storm (downloaded from Shenmue I)	Left, Right, Right, B, B
Hind Blow (taught by Guixiang)	Y+B
Shadow Step (downloaded from Shenmue I; taught by a beggar)	Right, Y+B
Shadow Blade (downloaded from Shenmue I; taught by a beggar)	Right, Y+B, X
Cross Charge (downloaded from Shenmue I; taught by a beggar)	Right, Right, Y+B
Demon's Triangle (given by Xiuying)	Left, Right, Right, Y+B
Predictive Explosion (taught by blind musician)	???? (please let me know !)

ADVANCED MOVES

These following moves followed the current move by adding attack from the original command.

- Pit Blow Left, Right, X, X
 After the second punch, Ryo will do an attack that looks alike Elbow Assault
- Swallow Flip Left, X, A, X
 The last X will add a strike punch to the enemy's stomach, judging from Master Chen's instruction when he taught this move. The move looks like Ryo's winning when fight Baihu at the first round.
- Lunging Strike Right, X+A, A
 By doing this, if the strike has been cancelled by the enemy, you will change the strike to Elbow Assault
- Machinegun Fist Right, Right, B, A
 This will execute the final kick like Baihu's last scene or Wen Yuan Ma's losing scene

To access Shenmue Collection, insert Disc for of Shenmue II then Choose "Shenmue Collection". It offers you some mini games and free battles against enemies/street fighters that you defeated in the game. Shenmue Collection requires the 4 blocks System File. After you choose Shenmue Collection from the titile screen, you have to choose which saved file you want to play with. Then the Shenmue Collection you are going to play depends on the saved file you've chosen.

YS GAMES (YS for Yu Suzuki)

- CLASSIFIED IMAGES: The Sega Saturn version of Shenmue -- never before shown!
How to get: finish the game once.
- HANG ON: Keep your speed up to win! How to get: play Hang On at Yellow Head Bldg. Room 222.
- SPACE HARRIER: A SciFi shooting game with easy controls and dramatic speed.
How to get: play Space Harrier at Pine Game Arcade.
- OutRun: An exhilarating driving game. Try to complete all courses! How to get: play Space Harrier at Pine Game Arcade.
- AFTERBURNER II: A shooting game that simulates aerial combat. How to get: play AFTERBURNER II at Phoenix Bldg.

SHENMUE GAMES

- QTE Title: Improve your QTE skills by playing this game! How to get: play QTE Title at Pine Game Arcade or Moon Child Orphanage
- Excite QTE 2: Can you keep up with increasing speed? How to get: play QTE Title at Pine Game Arcade or Moon Child Orphanage
- Slot Machine: Enjoy playing with the slot machine simulator. Aim for 777! How to get: Play Slot Machine at Pine Arcade 2F/Slot House at Golden Qr./Slot House at Dimsum Bldg.
- Lucky Hit Museum: Here's a collection of all kinds of different Lucky Hit stands! How to get: Play Lucky Hit at Lucky Hit stand in Dimsum Qr.
- Darts Seven: Relax and enjoy a game of darts. How to get: play Darts Seven at Pine Game Arcade or any restaurants/bars.
- VS Darts/Old Man: Yangmin Wen: He isn't too old to beat you, so be careful!
- VS Darts/Boy: Fenglin Xuan: HE can be a good partner for training.
- VS Darts/A Snob: Baiyang Liu: Take the snob down by winning.
- VS Darts/A Baseball Fan: Chengyou Wen: Throw straight at the center only!
- VS Darts/A Rapper: Barry Jones: Don't get distracted by his raps!

NOTE: To get all the VS Darts, you must ind them yourself because they appear randomly at different Darts spot. The places where you can play Darts Seven are Bar Swing (Worker's Pier), Fortune's Eatery (Fortune's Pier), Blue Sky (Fortune's Pier), Liverpool (White Dynasty Qr.), Pine Arcade Game (Golden Qr.), SIC (Golden Qr.).

BATTLE

- Moves Scroll: Select moves to match your style or the level of your opponent
- The Beast: Ren Yan: Attack him with a critical strike!
- Mongolian Wrestler: Nadam/Agon/Uzun: Don't stop! Don't let them get close!
- Iron Thrust Style: Hanqing Qin: Iron Thrust is a deadly blow. Do not get hit!
- Acrobat Style: Enjiang Zhou: Catch the man evading with light steps!
- Iron Head Style: Dongshan Su: Iron Head is a deadly blow. Be careful!
- One-eyed Man: Zhouhong Kong: He's extremely strong! Find out his weaknesses!
- Passive Raid Style: Wenyan Ma: Watch for the chance to attack and strike!
- Wrestling: Greg More: 2 pt match against swift throws!
- Pancratium: Rod Stunt: 2 pt match against fierce blows!
- Jeet Kune Do: Chunyan: 2 pt match against agile kicks!

- Tiger Swallow Style: Baihu: 2 pt match against punch combos!

NOTE: To get thm all, you have to fight them. I will put the places where you can challenge them on the next update.

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10. QTE (QUICK TIMER EVENTS)
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At some events, you need to press the button that displayed on the screen. This task exists since Shenmue I. A different style of fighting/action scene.

In Shenmue II, there's some old-brand-new QTE. At this condition you have to press some combination of the buttons that already instructed to you. At the walkthrough section, I put some [...] between the button (i.e. [Left, Right, A]). I call this type QTE as New QTE (NQTE).

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11. GAMBLING
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Gambling is the nasty way to make some money in Shenmue II. Beside, you can gain some information if you play the gamble first then ask the owner about what you want to know.

Roll It on Top

A dice-roll game. Place your bet between max or min and roll the dice. You win if your total amount is higher than the banker's. You lose if the banker's total amount is higher than yours/same as yours/twelve/and if your total amount is two.

Big or Small

Place your bet on the board signed 'Big' or 'Small' or the other condition (Chow, Zhen Zong, Wai Sik). It's 'Small' if the total amount is ten or lower and 'Big' if higher than ten. If the dice show consecutive number, it's 'Chow'. Each stand has its own rule.

Lucky Hit

Drop the ball at 0 mark. Some Lucky Hit stands have capsule toys as the price so you won't walk home for nothing. Each stand has different rule.

Flower, Bird, Wind, and Moon

Place your bet at the board that represents Flower, Bird, Wind, or Moon. If the ball stops at the same spot where you place your bet, you win.

Arm Wrestling

There are many places where you can play arm wrestling either in Aberdeen or Kowloon. Keep pressing A Button rapidly and press the D-Pad QTE when it occurs. If you start before the sign for three times, you will lose automatically.

Darts

You can challenge the other Darts player for money. Just be careful, most of

them can beat you easily. Look the 'Shenmue Collection' section for details.

Street Fighting

You can participate a street-fight to earn some money. There's only one street-fighting arena at Aberdeen (Beverly Hills Wharf), but so many at Kowloon. Look the 'Shenmue Collection' section for details.

Duck Race

There are two ways to gamble at duck race stand. The first is to place your bet at a duck. The winning is you bet multiplied with the number at the duck's board. Choose [Paddock] to see the duck's skills. Or you can participate your duck in the race to win the Big Gold Medal.

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12. PART-TIME JOBS

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CARRYING CRATES

You can do this job at Fortune's Pier when you're still playing Disc 1 & 2, or at Thousand White Warehouse at Disc 3.

What you have to do is to move where your partner told you by pressing the D-Pad. Press the D-Pad according to how many times he says (i.e. "Left, Left" or "Right, Right, Right, Right". If he says otherwise, just push Forward (Up). If you make an unnecessary move, you will drop the crate. The reward is \$10 per crate.

LUCKY HIT BANKER

You can do this job at some Lucky Hit stands. The owner will give you \$300 at the beginning. The reward is a half of your winning. If the money decrease or stay at \$300, you will get nothing. The game rule is the same as the ordinary Lucky Hit game.

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13. PAWNSHOPS

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Pawnshop is the place where you can sell your collections (toy capsules) as a set or single. Each Pawnshop has its own price for the collections. Look at the shop's flier as a reference before you sell it. There are many Pawnshops around Wanchai/Aberdeen, two shops at Kowloon, none at Guilin. The highest price is for Virtua Fighter Completion (\$600) at some shops.

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14. STREET FIGHTING

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This section explains the strategy to win the street fights, and the places where you can fight them as well.

1. The Beast: Ren Yan (Beverly Hills Wharf/Aberdeen). Defeat him in 5 strikes. If he can stand from the pain, you'll lose!
2. Mongolian Wrestler: Nadam/Agon/Uzun (Thousand White Qr./Kowloon). This is the hardest and longest street fight in this game. You have to fight against

the trio. You don't need to fight them back, just avoid all the attack until the time is up. You win if you succeed avoiding all the trio's attack! Pretty hard, right?

3. Iron Thrust Style: Hanqing Qin (Thousand White Qr./Kowloon). This old man uses Iron Thrust style. QTE will occur during battle. You need to press B (twice) to avoid his attack. The last is NQTE. If you succeed, Ryo will avoid his attack and give him a counter attack.
4. Acrobat Style: Enjiang Zhou (Thousand White Qr./Kowloon). He is really fast. Try to grab and throw him when the B Button is displayed. I think it doesn't have any connection with the Predictive Explosion like the people always say.
5. Iron Head Style: Dongshan Su: Iron Head is a deadly blow. Be careful!
6. One-eyed Man: Zhouhong Kong (Star Gazing Point/Kowloon). Attack him from the left.
7. Passive Raid Style: Wenyuan Ma (Small Dragon Garden). You must pay attention when he is going to attack you. Before the attack hits, give him your best shot. Hint: If you meet Sam at the arena, he will tell you that the owner of Tiger's Eye Military Surplus defeated Wenyuan a long time ago using a move called 'Machinegun Fist'. If you already mastered that move, when it's close to the time limit, you will have a NQTE to perform the Machinegun Fist.
8. Wrestling: Greg More: 2 pt match against swift throws!
9. Pancratium: Rod Stunt: 2 pt match against fierce blows!
10. Jeet Kune Do: Chunyan: 2 pt match against agile kicks!

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15. SIDE-QUESTS
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Duck Racing + Medals + Izumi & Eileen

You can only do this at Disc 2. First, visit Tomato Convenience Store at Golden Qr. and make a friend with Izumi. Go to Pigeon Park and talk to Eileen Edelweiss who training Tai Chi arts and facing the ocean. She should talk to you first and challenge you into a fight.

Now go to Green Market Qr. And enter the alleyway next Green Market Pawnshop where there are Roll It on Top and Lucky Hit Stands. Go straight when you enter the alley and you will see a store where a man is arranging some cardboard boxes. If you have not followed the steps above, then the back door will be still nailed-shut. But if you've done the steps, the back door should be opened. Enter the back door to the vacant lot. There's some free collectibles and a Big Bronze Medal for you. Take them all.

If you go to Pine Arcade game, the 3F should be opened. Go to 3F and choose [Participate] when the man asks you and pay \$20. Here you have to fight Eileen. You will get Big Silver Medal. You can participate again and this time you will have Izumi as your opponent. It's the remixed Tomato's theme song when you're fighting her. She has a lot of deadly moves. But you can win easily by avoiding her attack and do the triple punch combo. When her gauge is already near the limit, she will try to grab you in her ultimate move. This time you will have to do NQTE by pressing [X+B,Y+A]. Quite difficult isn't it? Not only that, you will have to do this for several times until you win. If you failed, Izumi will knock you down by her ultimate move "Viva Sakura Festival".

After you win, Izumi will promise to take you to an interesting place. Now go to Tomato Convenience Store and press X Button when you're facing to Izumi. She will take you to Wise Man's Qr. where the duck race is being held. Read the "Gambling" section for the rule.

You also can participate your own duck in the race. To get your own duck, you

must go to Man Mo Temple's backyard and you can press the X Button at the tree again to catch some more leaves. Catch two or more leaves in one catch. Do this two times. Next, a white feather should fall with the other leaves. Catch the feather and Ryo should say "Damn!". Choose [Catch] to catch the duck and you will have it as a key item.

If you go to the Duck Race, you can pay \$50 to participate your duck in the race. Press R Trigger to accelerate and D-Pad to control the duck. It reminds me of the forklift race from Shenmue I. Win the race and you will have the Big Gold Medal as your prize.

After you win the gold medal, I think it's impossible to win again that race since some baby ducks race against your duck. They have incredible speed and stamina.

Fangmei's Care

First, you have to know Eileen and fight her at Pine Arcade Game before doing the chawan sign at Disc 2. Then do the Chawan Sign at Blue Sky (Fortune's Pier). You will meet Fangmei and Eileen there. Now do the Chawan Sign at Man Mo Bistro to get memo to wait at Come Over Guest House (in regular case, this is a wrong spot). Go to Man Mo Park and lose the battle. Xiuying will help you then in the morning Fangmei will cry and ask you to be more careful.

Fangmei's Birthday

First, you must do the above side-quests, getting Fangmei's photo event, Man Mo Bistro event, Fangmei's Care event, and keep on saying nice things to her. Then you must wait for March 1st. Go to Complete Clothier at Lucky Charm Qr. (across Zhangyu's Barber) and meet Fangmei there. Enter the clothier and ask the owner about the dress on the window-shop. The owner will charge you \$150 for the gift. Pay it and you will have "nothing" on your inventory. Don't worry, you already have the gift.

On March 3rd, go to Da Yuan Apts. Room 207 (Xiuying's Room) and give Fangmei the birthday present.

NOTE: You also can find Fangmei at Complete Clothier at March 2nd.

Getting Fangmei's Confession (plus Xun's Amulet)

Do all the above side-quests. When you're prompted to say goodbye before leaving Hong Kong for Kowloon, visit Fangmei at Da Yuan Apts. Room 207 (Xiuying's Room). She will confess her feeling to Ryo and give him her amulet.

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16. MISCELLANEOUS STUFF

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HOW TO GET EASY MONEY

Since Shenmue II has 'save anywhere' feature, you can gambling to get some money. I recommend to play dice roll at Green Market Qr. (narrow path next G.M.Pawnshop) or at Dimsum Qr. Both have maximum bet \$500. Save your game first before you gambling so if you lose, you can reset the game (press START+X+Y+A+B simultaneously) then load the game again. If you win, choose [Quit], save your game, then challenge the man again. I made it up to \$23650 at Disc 3. I think if you do this over and over, Ryo will forgive Lan Di and back to Japan as a new god of gambler ^o^

Or you can download Shenmue I cleared save file submitted by Genetik Dc(dcgen@mac.com) at <http://www.booyaka.com/> (it's free) that has all Shenmue I collections maxed. You can sell the Animal Collection to G.M.P for \$460. Sell as much as you want (about 99 X \$460 and more...).

HOW TO GET BAD ENDING

If you play until July 31, 1987, you will have the bad ending. To get this ending, first, don't load a completed save file from Shenmue I, so you will start at Feb. 23, 1987 that closer to the deadline. Then when you reach Zhangyu's QTE scene, press any button to fail the QTE. Zhangyu will throw Ryo out and tell him to comeback tomorrow if he has more courage. Try to re-enter the place and you should have choice to wait until tomorrow. At 11 PM you should go back to C.O.G.H. Next day, choose [From Yesterday] when it prompted when you're going to leave C.O.G.H. Repeat this step until the deadline. Yes, it's kinda boring but you can do this for 1 hour a day or less (in our real time). In one week you should have the bad ending.

SKIPPING THE CUT-SCENES

A completed Shemue II system file is required to do this. When a cut-scene occurs, press B Button twice to skip it. But you can't skip some important scenes.

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17. CREDITS
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God for giving me such a beautiful life

Yu Suzuki for making the greatest game ever

GameFAQs for publishing this document

The other Shenmue II FAQ authors who inspired me to write this document

David Chiu <wingscorner@home.ca> for the information about advanced Machinegun Fist and Swallow Flip

Matt Long <jovial10699@hotmail.com> for the correction of Baihu last QTE scene

Eric finkenbiner aka lnknpk04 <Lnknpk04@aol.com> for the Blue Forklift information

All the game magazines in Indonesia (Game Mania, Ultima, 3D, Game Master, Game Station, Diva, etc.). No, HOT GAME is not included. THEY STOLE MY DINO CRISIS 2 FAQ !!!

Astrid for the support (I'd love you more with every breath truly, madly, deeply)

Ryo for giving me food and lending me the computer to write this document

Mas Tri, Mas Martha, Sandy, Aan, Mas Heru, Acil (give me back my RE-C:V !!!)

Britney Spears: I'm a Slave 4 U !!!

...and YOU for reading this FAQ

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