

This guide is not endorsed, sponsored, nor otherwise authorized by Sega of America Inc.

G A M E S P O T

Unofficial GameSpot Game Guide:

Shenmue

By: Doug Radcliffe

Shenmue is a trademark of Sega of America Inc.



© Copyright 2000 GameSpot, a division of ZD Inc.

All rights reserved. Reproduction in whole or in part in any form or in any medium without express permission of GameSpot is prohibited. GameSpot, videogames.com, VideoGameSpot are trademarks or registered trademarks of ZDNet Inc.

This wholly independent product is the sole property of GameSpot. It is neither authorized or sponsored by, nor licensed or affiliated with Sega of America Inc. Shenmue and its characters are trademarks of Sega of America Inc. All titles, items, characters, and products described or referred to in this guide are trademarks of their respective companies.



Guide Contents

Introduction	4
Chapter 1: General Strategies	5
How to Dive In	5
Quick Timer Events	5
Free Battles	6
Being Optional Can Be Fun	9
Chapter 2: Disc One Walk-Through	11
Hazuki Residence	11
Yamanose	14
Sakuragaoka	15
Dobuita	16
Chapter 3: Disc Two Walk-Through	31
New Yokosuka Harbor	31
Hazuki Residence	36
Trip to Hong Kong	43
Chapter 4: Disc Three Walk-Through	48
Getting a Job at the Harbor	49
First Day on the Job	53
Second Day on the Job	55
Third Day on the Job	57
Fourth Day on the Job	58
Fifth Day on the Job	60
Rescuing Nozomi	61
70-Man Battle	63
Final Battle with Chai	65



Introduction

In late November 1986, Ryo Hazuki came home and witnessed his father's death at the hands of an ominous man named Lan Di. You assume the role of Ryo Hazuki on his quest to uncover the truth behind his father's death and to understand the meaning behind the mysterious mirror that Lan Di so desperately seeks. Ryo must explore neighboring towns and the local harbor to search for clues, which lead him to cryptic artifacts, dangerous gangs, and wise mentors.

Shenmue is an adventure game like no other. Time passes quickly as you play, and more than 200 characters go about their daily lives. It's up to you to uncover their secrets and hopefully the secrets behind Lan Di and your father's untimely death. Shenmue features several different game styles, including exploration, quick timer events, and free-battle mode. Strategies for each game mode are covered in this extensive game guide, and you will also find a complete walk-through of Shenmue's engrossing storyline.

Inside this Shenmue game guide you will find:

General Strategies: This section includes strategies for exploration, quick timer events, and free battles and offers suggestions on optional tasks so you can get the most out of your trip into Shenmue's world.

Disc One Walk-Through: You'll find a complete walk-through of Shenmue's first disc in this section.

Disc Two Walk-Through: Head here for a complete walk-through of Shenmue's second disc.

Disc Three Walk-Through: This section features a complete walk-through of Shenmue's third disc.



Chapter 1: General Strategies

This section includes tips on getting the most out of Shenmue, which isn't always about sticking with the main storyline. Here you will learn how to proceed through Shenmue's magnificent world, get tips on quick timer events and free battles, and receive suggestions on how to enhance your overall experience.

How to Dive In

The world of Shenmue is constantly moving. This isn't your normal adventure game where events happen at the same moment each time. People aren't always standing in the same place, and it's not always sunny out. The game begins in late November, and days continue to pass until you've completed the game, which could be as early as pre-Christmas or as late as... well, there may not be an end! The main point is this: Don't feel like you need to rush through the events in Shenmue.

There's no harm in taking your time with the game's main storyline. If you don't feel like hunting for a job or following up on the latest clue, don't! Enjoy the sights and sounds of Shenmue's environment. Increase your material possessions and trinkets through purchases and contests, and enjoy a game of darts at the local arcade. There is absolutely no pressure to move forward in the game. Sure it's possible to miss some optional cutscenes or events if you don't follow up quickly. However, main storyline events and key occurrences can't be missed. There is no rush to witness them, because they will be there for you when you're ready. Enjoy Shenmue by taking your time and experiencing each and every moment, place, and conversation within the gameworld.

Quick Timer Events

Quick timer events, or QTEs, are interspersed throughout Shenmue and take place during heavy action sequences. They require quick reaction on your



part to command Ryo on his next maneuver. A button (or direction) will appear on the screen, and you must press the corresponding key on your controller within an extremely short period of time (typically under a second or two). If you miss the button or press the wrong button, Ryo may suffer.

Failing QTEs isn't disastrous. There's no way to completely ruin Ryo and keep him from finishing his quest. However, you will likely see alternate events during the QTE if you miss certain buttons or directions. And if you foul up too much, you may have to retry the whole event. QTEs are all about quick reaction time. When the action music starts during a cutscene, prepare yourself. The command can be any direction (though usually left or right on the directional pad), the A button, or the B button. Place your fingers within reach of all and get ready to press the required button.

All QTEs are described in the walk-through section of this game guide. You can also practice QTEs inside the Game You Arcade in Dobuita. Just play the boxing or other QTE game that requires you to match onscreen button requests by pressing the corresponding button on your controller. If you can succeed at these, you're well on your way to mastering Shenmue's quick timer events.

Free Battles

During your course through the game, it's inevitable that you will come upon an enemy or make someone angry. Thankfully Ryo is well trained in the fighting arts, and you'll be called upon to command him in combat on several occasions. The game switches to free-battle mode when a fighting situation arises, and you control Ryo like you would a character in a typical fighting game. Each button on the controller performs a different move, and you can string certain buttons and directions together to perform new moves or combinations.

There are several times during the game when you can practice your maneuvers. Almost every time you are taught a new move by an in-game character, you can spend time practicing that new move (or others). Also, explore the Hazuki dojo often and spar with Fuku-san or practice alone. Look through your move list and practice particular moves to prepare for the game's tough fights. Try stringing certain moves together so you can discover combinations. Some moves are "unknown" at the beginning of the game and



are revealed only after you train. Before sleep (after 8:00 pm game time in your room), you can set your training focus and concentrate on arms, legs, throws, or all attacks equally. Then when you train, you will receive experience in the specific area and eventually become adept enough to open new moves and gain skill in others.

Here are the controls you will use during free-battle mode:

- X button: punch
- Y button: dodge or parry
- A button: kick
- B button: throw
- Left trigger: run
- Right trigger: set move (performs selected move)

Here is the list of default fighting moves for Ryo (including those that need to be learned through training). These are by no means the only moves to uncover in Shenmue, as Ryo can counter punches, kicks, and throws with an assortment of parry and button combinations. You should try to string together punches and kicks (such as a simple A + A + A three-kick combo) to make defense difficult for your opponents.

Tiger Knuckle: X
Elbow Slam: forward + X
Twist Knuckle: back + X
Elbow Assault: forward, forward + X
Upper Knuckle: back, back + X
Sleeve Strike: forward, back + X
Rain Thrust: back, forward + X
Big Wheel: A + X
Twin Hand Waves: forward, A + X
Backfist Willow: back, A + X
Avalanche Lance: forward, forward, A + X
Katana Mist Slash: back, back, A + X
Mistral Flash: left trigger + X
Crescent Kick: A
Trample Kick: forward + A
Side Reaper Kick: back + A
Against Cascade: forward, forward + A
Surplice Slash: back, back + A



Thunder Kick: forward, back + A
Hold Against Leg: back, forward + A
Brutal Tiger: forward, back, X + A
Dark Moon: back, forward, X + A
Cyclone Kick: left trigger + A
Windmill: left trigger, X + A
Overthrow: B
Sweep Throw: forward + B
Vortex Throw: back + B
Mist Reaper: forward, forward + B
Demon Drop: back, back + B
Shoulder Buster: forward, back + B
Tengu Drop: back, forward + B
Darkside Hazuki: B (from side)
Back Twist Drop: B (from behind)

Some moves must be acquired by other means, either by learning the move from an in-game character or by finding or purchasing a scroll.

Pit Blow: Learned from Fuku-san in the dojo on disc one.

Double Blow: Learned from Yamagishi-san in Suzume Park after visiting Dobuita.

Swallow Dive: Learned from Gui Zhang at the harbor.

Shadow Step: First move taught by the homeless man at the harbor.

Enhanced Shadow Step: Second move taught by the homeless man at the harbor.

Cross Charge: Third move taught by the homeless man at the harbor.

Tornado Kick: Learned from Tom at the harbor (just prior to his departure).

Swallow Flip: Learned from Master Chen at the harbor just before Ryo leaves for Hong Kong.

Twin Blades: Scroll found in the Hazuki residence.



Shadow Reaper: Scroll found in the Hazuki residence.

Stab Armor: Scroll found in the Hazuki basement.

Arm Break Fire: Scroll purchased at Bunkado Antiques.

Crawl Cyclone: Scroll purchased at Bunkado Antiques.

Mud Spider: Scroll purchased at Bunkado Antiques.

Rising Flash: Scroll purchased at Bunkado Antiques.

Tiger Storm: Scroll purchased at Bunkado Antiques.

Being Optional Can Be Fun

Shenmue is so much more than its main storyline. There are literally hundreds of optional things to do in the game, and nearly all of them will increase your overall enjoyment of the game and enhance your experience. Here are some fun things to try in Shenmue:

Gacha Gacha

Purchase small trinkets (such as Virtua Fighter characters or Sonic the Hedgehog characters) from various vending machines outside Abe's Store, the arcade, and the convenience stores. Collecting the figurines is purely optional, and you can trade them via Sega's online service.

Game You Arcade

Enter the Game You Arcade in Dobuita and play some arcade video games, QTE practice games, or even darts! Games are 100 yen for each play, which can add up and eat into your 500 yen daily allowance from Ine-san. Practice Hang On, the motorcycle game, to prepare you for a motorcycle challenge on disc three. Space Harrier offers classic arcade shooter fun, and the QTE games help hone your reaction timing. If you succeed in each game, the arcade owner gives you a prize (a collectible miniature replica of the arcade game). You can also play slots in the Slot House and gamble tokens. If you win enough tokens you'll receive a congratulatory certificate.



Jukeboxes

You will find jukeboxes in the Tomato Convenience Store, in the arcade, in bars, and in the Alpha Trading Office. For 100 yen, Ryo can select the song of his choice and listen to the tune until he leaves the area.

Cassette Tapes

Find Ryo's tape player in his room and purchase cassette tapes from the Dobuita and harbor convenience stores. It may take awhile to collect them all because they rotate depending on the date and the store visited.

Convenience Store Contests

Purchase items to automatically enter the lotteries at the convenience stores for a chance to win more prizes, such as games for Ryo's Sega Saturn (located inside his residence under the television) or additional figurines.

70-Man Battle

During the game, Ryo will fight 70 men in the free-battle mode - at the same time! Upon completing the game, you can fight the 70-man battle again during a timed mode.

Forklift Races

On disc three you take a job at the New Yokosuka Harbor. Each day of work begins with a forklift race. Mark, your boss, gives you a reward for completing the races. Your reward (a miniature forklift with your placing engraved on it) depends on what place you achieved.



Chapter 2: Disc One Walk-Through

You begin the game in Ryo's bedroom inside the Hazuki home. Exploring your room is an excellent way to get used to Shenmue's interface. Practice zooming in on specific objects and pressing the A button to open drawers, pick up items, and turn switches on and off. Before leaving your room, look on the desk, through all the desk drawers, and inside the dresser for various items. You'll uncover a cassette recorder, two cassette tapes (Shenmue and Sha Hua), and a photo of friends. Pick up all the items, and Ryo will automatically place them in his inventory.

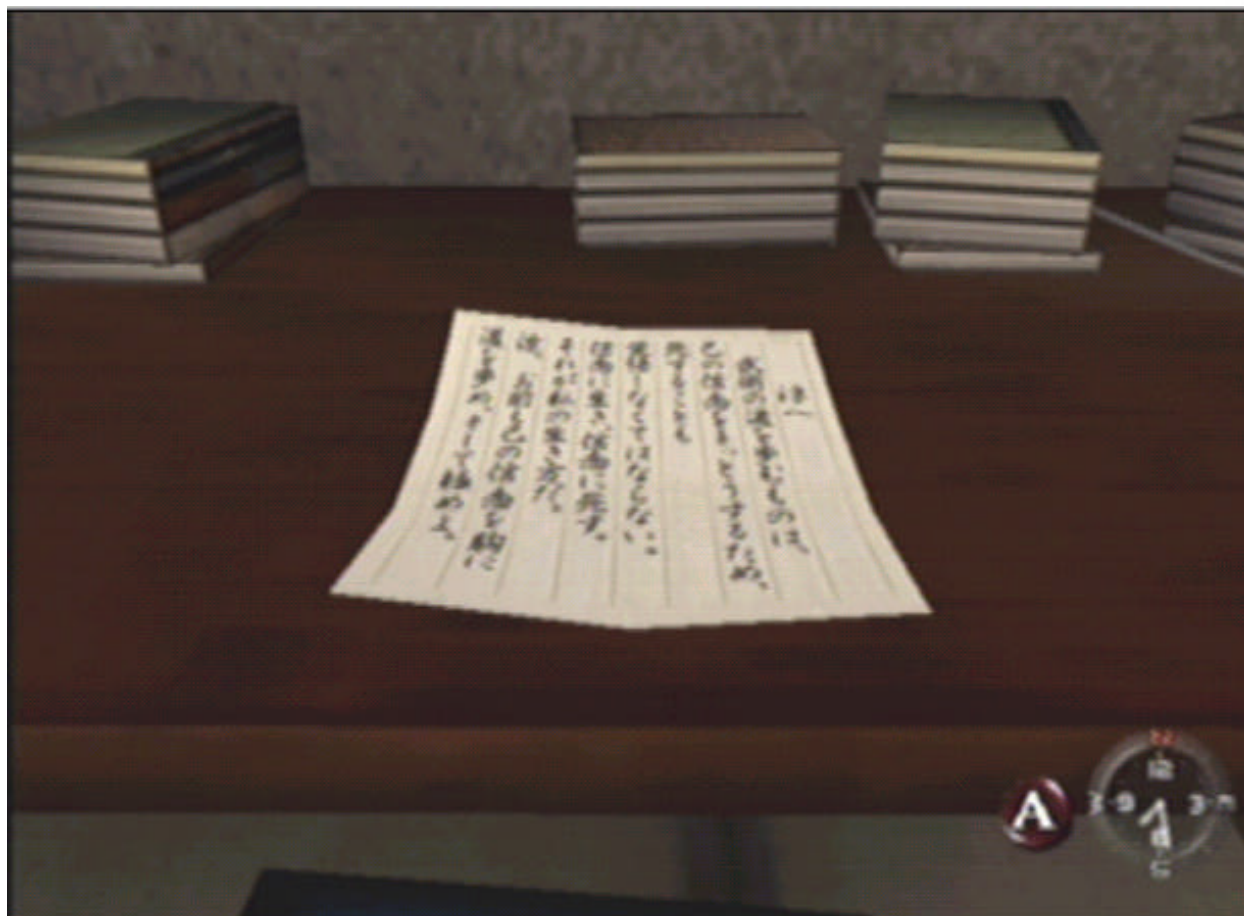
Hazuki Residence

Approach the door exiting Ryo's room and press the A button. You're immediately interrupted by Ine-san, who hands you a daily allowance of 500 yen (bringing your total to 10,300). She also mentions that she will leave the allowance each day on top of the front entry desk (also referred to as the shoe cabinet) near the phone. Finally, she indicates that you should visit Fuku-san, who is currently training in the family dojo.

NOTEBOOK Entries: "Ine-san will leave 500 yen on the shoe cabinet for me daily. I should go to the dojo and ask Fuku-san..."

Before leaving the Hazuki residence, take time to explore each room to uncover more items required later in the adventure. As you move through the house you may encounter Ine-san a number of times; you can speak with her again if you wish, but you won't gain any additional useful information.

Explore the living room across from Ryo's room to uncover a Sega Saturn underneath the television and a set of C batteries inside the cabinet. In the room across and to the right of Ryo's room (Fuku-san's room) you'll uncover a family photo and a move scroll. Thorough exploration of the house will uncover small scrolls with names such as Shadow Reaper and Twin Blades. These are combat moves that Ryo can add to his repertoire.



Find a letter inside your father's room. Pick up the letter and Ryo will read its contents.

Enter the kitchen and approach the table to witness a brief flashback cutscene of Ryo's father urging his son to eat his vegetables. Continue down the hall away from Ryo's room and enter Iwao's room (marked by the letter on the desk). Approach and pick up the letter to see a sequence of Ryo reading the letter. Next, open the top desk drawer and pick up the gray case. Open the gray case to reveal the mysterious key, which will be required later in the game. Ryo automatically places the key in his inventory.

Explore the room adjacent to Iwao's room, which includes the family altar. You can approach and "use" the altar if you wish (Ryo kneels and prays). Pick up the box of matches and search the drawers for some candles.

Once you're finished exploring the house, exit out the door (the front entryway with the phone, umbrellas, and shoe cabinet), turn around, and walk behind



the house toward the large tree in the corner of the courtyard (you'll spot the dojo on the left). Approaching the large tree triggers another flashback scene of Ryo training with his father. Enter the dojo and find Fuku-san kneeling in contemplation. Enter the dojo for a brief conversation with Fuku-san.

NOTEBOOK Entries: "I'll get revenge for my father! Ask around to see if anyone saw men wearing black that day."

There are a few things you can do inside the dojo after completing the conversation with Fuku-san. Look to the right of the hanging artwork to locate a long, locked box on the ground. If you grabbed the mysterious key from Iwao's room, you can open the box, which contains a katana (sword). Ryo will automatically place the katana on the wall upon leaving the dojo. If you don't have the key, Ryo will examine the box and wonder about its contents and the key to open it.

NOTEBOOK Entry: "I found a locked box in the dojo. Where's the key?"



Megumi and her injured kitten serve as a subplot in Shenmue.



Ryo can also look at the scroll on the left wall of the dojo for another flashback scene - Ryo's father teaches his son about friendship.

If you thoroughly explored the house, it's likely getting late at this point. Since most of the town exploration should take place during the morning, afternoon, or early evening, it might be wise to pass the time until 8:00pm or later and head to bed. The beauty of Shenmue is that you can head out to town now if you wish, explore, do what you can, and then head to bed and resume your course in the morning. For purposes of this walk-through, each event will take place at the appropriate time (important time restrictions will be mentioned).

Yamanose

Exit the Hazuki house and proceed toward the courtyard's front gate. Exit the gate to enter the road to Yamanose. Proceed down the road and speak with the kids on the left if you wish (nothing important there yet). Continue down the road until you pass the shrine on your left. Ryo will automatically enter and speak with a young girl in a red dress named Megumi. It appears the young girl is caring for an injured kitten. Speak with Megumi to hear her story.

Megumi mentions that the kitten's mother was run over by a black car. Naturally this piques Ryo's interest. The kitten needs food and Ryo notices some near the shrine. He automatically approaches the shrine, though you can choose which food to pick up. Press the left directional key to pick up the dried fish fried tofu. You can select the biscuit if you wish, though the fish path provides the most information at this point.

Upon feeding the kitten the fish tofu, Megumi reveals that Yamagishi-san was almost struck by the black car - he even has injuries.

NOTEBOOK Entry: "Yamagishi-san almost got hit by the black car. I need to visit Yamagishi-san."

NOTE: Over the course of the first disc, you can greet the kitten as many times as you'd like and can even take the time to pet and care for the kitten by bringing along food purchased at the town's convenience stores. Megumi may also ask you to name the kitten - any name will do (or no name, if you wish, as



Megumi will automatically name the kitten). It's a purely optional subplot, and it won't have an affect on the game's outcome.

Sa kura g a o ka

Continue down the road beyond the shrine and exit Yamanose into Sakuragaoka. Walk forward and notice the telephone booth on your right. Approach the two women next to the booth and speak with them for additional clues. You turned right at the phone booth to speak with the women. Continue forward to the general store and turn right again. Ryo will automatically meet and greet the old woman here, if you chose to feed the kitten the fish tofu. The old woman is lost and looking for the Yamato residence. Ryo automatically offers his assistance.



Talk with Yamagishi-san in front of his house.



Locating the Yamato residence is easy. Walk toward Sakuragaoka Park, down the left road from the general store (as if you're coming from the phone booth). Sakuragaoka Park lies on your right. Explore the houses on the left and locate the silver nameplate. Examine it closely and Ryo will discover that it's the Yamato residence. Enter Sakuragaoka Park and speak with the old woman on the swing set. Ryo leads her to the Yamato residence.

Continue down the right road from the general store (as if you're coming from the phone booth) and approach the house just beyond the motorcycle. This is Yamagishi-san's house, and he's out front. Speak with him to learn more information about the black car; Yamagishi-san claims the black car was moving from Sakuragaoka Park toward Dobuita.

NOTEBOOK Entry: "The blk. car went toward Dobuita. Maybe people who work there saw it."

NOTE: Return to your dojo early on in the game to learn a new fighting move from Fuku-san: the pit blow (forward + X). The dojo becomes an important area of training throughout the game. Prepare for the free battles you will face against Shenmue's bad guys by practicing combat maneuvers either alone or with a sparring partner such as Fuku-san.

Following Yamagishi-san's suggestion, it's time to head into the crowded town of Dobuita to speak with the working folk there. Ryo believes someone there might have seen the black car and might possess additional information. To reach Dobuita, simply exit Yamagishi-san's garden to the right and walk through the woodland path; you'll automatically exit Sakuragaoka and enter Dobuita. To get the clues quickly, your first stop should be Funny Bear Burgers.

Dobuita

Proceed down the steps into Dobuita, and simply follow the main road. You'll pass a lot of people and a lot of shops - speak to the people if you wish, or simply head straight for Funny Bear Burgers. Approach the hamburger stand at the end of the street. Speak with the man behind the stand and learn that a black car splashed Nozomi (who works at the florist shop) with mud. You can also learn this information from others, including people at the seafood and produce shops.



NOTEBOOK Entry: "Nozomi (Aida Florist) got mud splashed by the black car."

Do a 180-degree turn and spot the girl in the white sweater and red skirt standing in front of the florist shop. Approach and speak with her about the black car. She comments that it was a luxury car and one you don't normally see in this part of town. She didn't see its occupants but mentions that Tom had an argument with those same occupants. Tom, complete with dreadlocks, stands in front of the hot-dog stand.

To reach the hot-dog stand, turn left from the florist and walk down the street until you spot Tom dancing on your right. Approach and speak with him about his argument. He's a little reluctant to divulge information, but be persistent and he'll finally talk. He mentions that he remembers a man in a green coat, either velvet or silk. He encourages you to speak with people who might know something about local Chinese.



The lovely Nozomi works at Aida Florist, which is near the Funny Bear Burgers stand.



NOTEBOOK Entry: "Tom saw Lan Di and suggested I seek information from Chinese people."

Seeking Information on Local Chinese

Turn around at the hot-dog stand and enter the Global Travel Agency, which lies just across the street. Inside, speak with the man at the desk about Chinese people. He suggests you investigate the Ajiichi Restaurant. You can also speak with the man in yellow camouflage standing to the right of the Global Travel Agency - he suggests you do the same thing.

NOTEBOOK Entry: "I'll ask Ajiichi Chinese Restaurant owner Tao-San."

Speak with various people - for instance, Nozomi at Aida Florist - to learn the location of the Ajiichi Restaurant. You'll learn the restaurant is across the street from Hatton Sporting Goods.

NOTEBOOK Entry: "Ajiichi Chinese Restaurant is across from Hatton Sporting Goods."

Turn right at the burger stand, move past the bars (including Yokosuka Bar), and spot the red restaurant before the turn. Approach and enter Ajiichi Chinese Restaurant and speak with the chef and his wife inside about the local Chinese. It's here you learn about the "three blades," which provides information and clues about your next several destinations.

NOTEBOOK Entry: "When searching for Chinese, seek the 3 blades. The 3 blades: Knives... cook: Manpukuken Ramen; Scissors... tailor: Itol-san of Mary's Patches & Embroidery; Razors... barber: Maeda-san."

You should now head to the Maeda Barbershop, which can be found across from the Game You Arcade. Return to the hamburger stand and turn left. Follow the street and spot the Game You on your right. Look to the left and you will see the distinctive red, white, and blue barbershop pole. Enter Maeda Barbershop and speak with the man inside.

Here you learn of another barbershop, Liu Barber and Hair Salon, which could provide additional information about the local Chinese. To reach Liu Barber and Hair Salon, exit Maeda Barbershop and turn right. Head back toward Funny Bear Burgers and turn left. Continue down this side street until you spot



another red, white, and blue barbershop pole on your left. Enter Liu Barber and Hair Salon (you must enter before 7:00pm or wait until the next day) and speak with the man and woman inside.

Liu sends you on another trek - he suggests you locate his father, who is likely inside Suzume Park.

NOTEBOOK Entry: "Must speak with Liu senior who walks in Suzume Park."

You'll find Suzume Park back near the Game You Arcade. Exit Liu Barber and Hair Salon, turn right at Funny Bear Burgers, and run down the street to the Game You Arcade, which is on your right. Turn right down the alley just before the arcade. Look on your right to spot a small park; there's an old man, wearing a checkerboard shirt, sitting on a bench inside. Approach and speak with the man, Liu senior.

Liu senior mentions gangs, mafia, and sailors. It's time to seek out the local sailor hangout.

NOTEBOOK Entries: "Lan Di - black-market Chinese organization or Chinese Mafia? Sailors who work Hong Kong or Shanghai import may know about Chinese Mafia. Must find sailors."

You can speak with a wide variety of townspeople - like Tom, the dancing man in front of the hot-dog stand - to locate local sailor hangouts.

NOTEBOOK Entry: "Sailors hang out in bars at night."

Dobuita's Bars - Looking for Sailors

Head to Dobuita's bar district by returning to the Funny Bear Burgers stand and turning down the right side street. You'll find the Yokosuka Bar on your right. To enter the Yokosuka Bar, it must be after 5:00pm. If it's not after 5:00pm yet, simply play some arcade games, talk with more townspeople, or wander around. Enter the bar and speak with the bartender about sailors. He doesn't have much information to provide but does suggest you seek out Dobuita's other bars, the MJQ Jazz Bar and the Heart Beats Bar.

NOTEBOOK Entry: "Bars that sailors frequent: MJQ Jazz Bar, Heart Beats Bar."



Exit the Yokosuka bar and turn left. Walk down to the MJQ Jazz Bar and enter. You must wait until after 7:00pm to enter the MJQ Bar. If it's not 7:00pm yet, just walk around Dobuita and speak with other townspeople, play some arcade games, visit the shops, etc. Enter the MJQ and speak with the bartender, who doesn't seem entirely friendly. Ryo asks the bartender if those men playing pool are sailors; the bartender answers with an ambiguous grunt.

Approach the pool hall and the two men will "greet" you. They will offer information - but to receive the information, you must first sink a difficult pool shot. Follow the onscreen instructions (open the help screen with the start button) and line up the pool shot. If you make it, the sailors mention the Heart Beats Bar. If not, you're down 1,000 yen and forced out of the MJQ. You can find more information about the Heart Beats Bar whether or not you sink the shot; just speak with the townspeople wandering around outside.



Find the man in front of the motorcycle shop after your encounter inside the Heart Beats Bar.



You'll find the Heart Beats Bar by going right from the Yokosuka Bar and locating the narrow staircase across the street from the motorcycle shop (it's a left turn). As you approach the entrance to the Heart Beats Bar, you're accosted by a couple of thugs. The correct button sequence flashes on the screen. Press B then A when each appears on the screen to successfully defend yourself in hand-to-hand combat. Enter the Heart Beats Bar.

Watch the cutscene depicting Ryo entering the bar and speaking with the bartender. More roughnecks approach and pick a fight with Ryo. Complete the sequence by following the button sequence on the screen: B, A, B, A. After the fight, the bartender speaks about a man named Charlie.

NOTE: Search the vending machine near Nagai Industries to occasionally bump into Wang, a delivery boy for the local Chinese restaurant. Buy him a drink from the machine if you wish, and he'll offer some free advice and clues.

NOTEBOOK Entries: "Charlie: has arm tattoo, black leather jacket, sunglasses, rides hawg. Heard Charlie's a biker. I should visit Knocking Motorcycle Shop for information. Where is Charlie?"

Searching for Charlie

Take the bartender's advice and investigate the Knocking Motorcycle Shop, which, thankfully, is right across the street from the Heart Beats Bar. Since the bars must be visited after dark, it's possible you might not find anyone out front of the Knocking Motorcycle Shop at night. You can wait until the next day if you wish; you'll find Ono (in the blue coat) out front working on the motorcycles after 10:00am.

Approach and speak with Ono. The first conversation yields nothing. Walk away and approach again. Initiate conversation and ask Ono about Charlie. He mentions the jacket shop. Heading straight there, unfortunately, won't offer any useful information; instead, you must explore Dobuita and hunt for clues elsewhere.

NOTEBOOK Entry: "Ask Isuruoka-san (jacket shop)"

Walk over to Yaokatsu Produce. It's across from Aida Florist. Return to the Funny Bear Burgers stand and turn left. You'll find the Yaokatsu Produce a little step down on your left. The clerk out front switches between a man and a



woman throughout the day. The man won't have any useful information for you; the woman, however, provides an excellent lead and clue for your next destination. Look for her out front after 11:30am. Speak with her about Charlie, and she mentions Nagai Industries. Apparently the questionable characters over there might know something about tattooed bikers!



Return to your dojo periodically to train with Fuku-san.

NOTEBOOK Entry: "Tattoo... Nagai Industries? Could Charlie be Yakuza? I should visit Nagai Industries."

From Yaokatsu Produce, walk toward the Funny Bear Burgers stand and turn left down the side street. Continue until you locate a green door on your left (spot the security camera above the door). Nagai Industries doesn't open until 1:00pm - explore Dobuita (play games, purchase items, etc.) if the door is currently locked. Once it opens, enter and ascend the stairs. Speak with the man at the top, who's no help, then open the door on your right.



Talk with the woman at Yaokatsu Produce for information on Nagai Industries.

Talk with the men inside Nagai Industries. From them you will receive two new leads - the jacket shop (again) and the military surplus store. Charlie seems to hang around Dobuita at night, and the surplus store might be a good lead.

NOTEBOOK Entry: "Charlie will be in Dobuita at night. He's often at the military surplus."

Go down the stairs and exit Nagai Industries. Turn right and return to the main street. Turn right at the Funny Bear Burgers stand and follow the street until you locate the military surplus store on your left - the man in the yellow camouflage hangs out in front. If you continue further along, the jacket store lies on your right. Talk with each man more than once to learn that Charlie typically hangs around Dobuita about 7:00pm.



NOTEBOOK Entry: "Seen at Jupiter's Jackets around 7ish."

You won't be able to locate Charlie at Jupiter's Jackets at 7:00pm, but exploring the area around the store after 7:00pm triggers a necessary event so you can learn the real location of Charlie. After 7:00pm, approach the Game You Arcade to bump into a street thug - with a nice streak? He offers his help to find Charlie and escorts Ryo into a clear parking lot. Several thugs ambush Ryo!

Fight your way out in this free-battle mode. The thugs surround you so concentrate on sweeping kicks and punches. Quickly about-face to counter any thug approaching you from the rear. If you struggle in the battle, you will have another chance. Upon knocking out the thugs, Ryo grabs one and begins an interrogation. Continue through the dialogue choices to learn about a local tattoo parlor - perhaps Charlie received his fabled tattoo there!

Looking for the Tattoo Parlor

NOTEBOOK Entry: "If Charlie has his tattoo done around here... Need to find a tattoo parlor. Tattoo parlor location..."

There are several ways to discover the location of the tattoo parlor. In fact, you can simply eschew investigation and enter the tattoo parlor by sheer chance. You can enter the Game You Arcade and speak with the two gang members playing the cocktail table arcade game on the right. Join their gang and they will reveal the location of the tattoo parlor. You can also return to Nagai Industries and speak with the men upstairs to receive part of the tattoo parlor location. To receive the other part, enter Yokosuka Bar and speak with the bartender. He reveals the precise location and name of the apartment complex in which you'll find the tattoo parlor.

NOTEBOOK Entry: "A tattoo parlor in Okayama Heights. Okayama Heights is..."

Okayama Heights is located directly across from the Yokosuka Bar. Ascend the staircase to its second floor and approach the second door on your right (note the insignia on the door). Enter and speak with the man inside. He'll request several times to "work" on you. Ryo will insist to speak with Charlie, but the man won't give up the information. He says you should return in the morning, but he won't confirm whether Charlie will be there or not. Explore Dobuita further if you wish, though it should be after 8:00pm because of the



fight in the parking lot. Return to the Hazuki residence, enter your bedroom, save your game, and go to sleep.



Locate the Okayama Heights apartments across from the Yokosuka Bar - it's here you will find the tattoo parlor.

Emerge from your slumber the next day and make your way back to Dobuita. The tattoo parlor doesn't open until after 2:00pm, so it's likely you will have plenty of time to explore the town, play some video games, and make some purchases before you can enter the parlor. There's nothing else to accomplish but getting into the parlor. As soon as 2:00pm nears, make your way back to Okayama Heights, across from the Yokosuka Bar, and enter the door with the insignia on it.

The tattoo artist is currently working on a man's tattoos while another man looks on - they look like the same type of guys who enjoy referring to you as "schoolboy." They leave as soon as they see you. Ryo automatically talks with



the tattoo artist. He leads Ryo into the back area where there's a cot, and presumably Charlie.

There's a QTE here. Press A to open the curtain then get ready - Charlie's not going to cooperate peacefully! When presented with the options, press the left directional button then A to complete the sequence. Ryo speaks with Charlie. After a brief conversation, Charlie agrees to meet with Ryo tomorrow near the arcade.

NOTEBOOK Entry: "Meet Charlie at You Arcade tomorrow at 3pm."

Exit the tattoo parlor and descend the stairs. On the way down, Nozomi approaches and speaks with Ryo. Apparently Nozomi is concerned about Ryo and is curious as to why he's hanging out in this part of town. This sequence automatically occurs when Ryo leaves the tattoo parlor after speaking with Charlie face-to-face for the first time.

NOTEBOOK Entry: "Nozomi seems to be worried about me..."

With Charlie requesting a tomorrow meeting, there's nothing left to do. You can explore the towns, play some more games, try to win collectibles, make some purchases, or do some training. Return to the Hazuki residence as 8:00pm nears and enter Ryo's bedroom. Save your game then fall asleep.

"Meeting" with Charlie

You wake up and are automatically sent to the dojo. Ryo kneels before the yin-yang scroll and says words to his dead father. Fuku-san enters and requests a sparring partner. You're automatically sent into the spar. Simply practice your free-battle maneuvers with Fuku-san. The fight ends automatically. Ryo exits the dojo and bumps into Ine-san. She overheard part of your conversation with Fuku-san and appears worried. Ine-san leads Ryo back into the house and hands over a mysterious letter. It's written in Chinese; Ryo can't read it, but he is determined to find someone who can.

NOTEBOOK Entry: "Ine-san gave me a letter written in Chinese."

Leave the Hazuki residence and get interrupted by Fuku-san as you approach the gate. He inquires about the letter and seems quite interested. Exit the Hazuki residence into Yamanose. Ryo's primary goal at this point is to find someone who can translate the letter. If you recall, Ryo sought help from



those of Chinese descent earlier in the game. Move through Yamanose (feed, name, and pet the kitten if you wish) and enter Sakuragaoka. Ryo is automatically ushered into a cutscene upon entering Sakuragaoka.



Charlie and his band of thugs have stolen a kid's soccer ball!

A boy approaches Ryo and claims that "a man with sunglasses" stole his soccer ball and this man is currently hiding out at the construction site. It's Charlie and his small gang of hoodlums. Ryo automatically approaches the construction site and retrieves the ball but provokes a fight! You now must free-battle three of the hoodlums. Try not to get surrounded; back off and fight them one at a time. Perform punch and kick combos on a single opponent and attempt to knock him out of the fight. The battle is much easier when only two hoodlums remain. Defeat all three and observe Charlie grabbing the boy. As soon as you're prompted, press A, and Ryo will kick the soccer ball... into Charlie's head. Speak with the boy to learn his name, and you'll find out that



he's Chinese. Ryo also receives a few notebook entries. Further, the apparent meeting with Charlie is obviously a bust.

NOTEBOOK Entry: "Helped out a Chinese boy named Gao Wen. This letter is my only lead now. I'm sure it will reveal the next step but... who can read this letter for me?"

You have a few options in discovering the true place to get the letter translated. If you walk along the main street of Dobuita, you will encounter Gao Wen again, and he will mention his grandmother, who runs the Russiya China Shop. You can also discover similar information by speaking with the chef at the Ajjichi Restaurant and by tracking down his delivery boy, Wang.

NOTEBOOK Entry: "Xia-san (Rusiyia China Shop) might be able to read it?"

Deciphering the Note

To find the Russiya China Shop, turn down the left side street at Funny Bear Burgers and locate the purple sign on the left (just before Nagai Industries). Enter the Russiya China Shop, and Ryo will automatically greet Gao Wen's grandmother, Xia-san.

Xia-san uses the mirror to read the coded Chinese letter. It includes, among other things, a phone number. Conclude the conversation with Xia-san and take note of the new entries in Ryo's notebook.

NOTEBOOK Entries: "The characters were reversed!! Letter contents: 'Beware of those who seek a mirror. Should you need help, contact Master Chen at 0468-61-5647.' Back of letter: 'Father's Heaven, Nine Dragons, Mother's Earth, Comrades.' Signed by Zhu Yuan Da. Call the phone #, use the phone at..."

You can choose where to make the phone call from. If you use the phone near the tobacco shop (located near the interstate at the base of Dobuita's main street), you can then use the phone book at the tobacco shop to complete the next objective and the bus station nearby to fulfill the third. Or you can return home to the Hazuki residence and make the call there and complete a few conversations with Fuku-san.

When you return home, Fuku-san greets you at the entryway and asks about the letter. Ryo shows Fuku-san the notebook. You can exit the house and



enter the dojo to speak with Fuku-san again; he appears to have an insight regarding some of the letter's contents and mentions that a hanging scroll in the Hazuki altar room bears similar language.



Enter the Russiya China Shop to decipher the mysterious letter.

NOTEBOOK Entry: "Hanging scroll in altar room reads: Heaven, Dragon, Earth, Comrades."

Use the phone in the Hazuki foyer and dial 0468-61-5647. A strange man answers the phone - you must respond with the appropriate passwords. If the man says Father's Heaven, respond with Nine Dragons (and vice versa). If the man says Mother's Earth, respond with Comrades (and vice versa). He mentions warehouse number 8 before the call concludes.

NOTEBOOK Entry: "Father's Heaven is a password! I need to locate warehouse no. 8."



Once again you have several alternatives in discovering the source of the number and the address. You can speak with several Dobuita townspeople (including Nozomi) to receive a strong clue - find the address by looking up the number in a telephone directory. Approach the tobacco shop (located right from Game You Arcade and near the main highway) and speak with the woman there to receive the same telephone directory clue.

NOTEBOOK Entry: "Can I get the address from the phone number?"

Fortunately, there's a telephone directory on her desk. Zoom in on the directory and press the A button. Ryo flips through the directory automatically, seeking out the location for the prefix 61. He discovers the address for warehouse number 8 is in Amihama.

NOTEBOOK Entry: "Area code 61 is for Amihama."

Speak with just about anyone in Dobuita about Amihama and how to get there. Most suggest the bus stop located along the interstate (just beyond and a right turn after the tobacco shop). The bartender in Yokosuka Bar (must enter after 5:00pm) provides the most information about Amihama, the possible location of warehouse number 8, the means of getting there, and the location of the bus stop.

NOTEBOOK Entries: "Warehouse #8 is in New Yokosuka Harbor. Go by bus. The bus stop for Amihama is near the tobacco shop."

Walk toward the tobacco shop and take a right at the main interstate. Note the bus stop sign near the intersection. You can zoom in on the bus times if you wish. Just stand at the bus stop until the bus arrives, and press A to get on. The trip to Amihama concludes disc one. You're prompted to save your game and enter disc two. If it's late in the day at the point where the bus stop is the final remaining task, head back to the Hazuki residence and go to sleep. Return to the bus stop first thing in the morning and catch the first bus that arrives.



Chapter 3: Disc Two Walk-Through

Shenmue's disc two begins as Ryo visits Amihama for the first time (the time of day doesn't matter). Ryo exits the bus and arrives at the Yokosuka Harbor. Walk forward and turn down the first left path. Walk toward the phone booth and vending machine to initiate a cutscene. Ryo interrupts two thugs accosting a young man. After a few words are exchanged, you must complete a QTE. Press the left directional button then press A followed by B when prompted. Ryo defends the young man and briefly interrogates the thugs about the location of warehouse number 8 - the thugs mention its possible location.

NOTEBOOK Entry: "Got directions from a guy named Goro. Enter harbor and take a right."

New Yokosuka Harbor

The easiest way to navigate the warehouse district is to look at the directional indicators on the ground. There are black arrows and numbers on the ground indicating the direction of warehouse numbers. For instance, you will notice an arrow and numbers 1-17 indicating the direction of the warehouses. You can also get directions by asking security guards, the woman at Hokuhoku Lunches, and others.

NOTE: Explore the area around warehouse number 14 to meet a homeless man being thrown out by harbor workers. You can take the time to help the homeless man by purchasing coffee at the nearby vending machine. The homeless man comes into play as your visits to the harbor increase. It's wise to help him out, because he knows some combat moves that can only be uncovered by speaking with him.

Follow the arrows to warehouse number 8. Attempt to enter through the front door, and the security guard will turn you away. Ryo wonders to himself whether there is a different way into the warehouse. Move around to the back of warehouse 8, and Ryo will automatically notice an open window. There are light-brown crates underneath the light-brown window, but there is no means



of getting on top of them. Look near the light-brown crates for a smaller, dark-brown crate.



Take a left at the first phone booth to enter the first section of warehouses.

Move Ryo on the other side of the dark-brown crate and push the smaller crate against the larger ones (just use the correct directional key). With the crates together, press A to climb up each level. Walk underneath the open window and press the A key once you're prompted to. Ryo climbs through the window onto a second-floor walkway. Turn right and approach the offices. Turn left, bypassing the first few doors, and a cutscene automatically interrupts Ryo's movement near the end of the walkway. Ryo overhears a conversation and learns this isn't the only warehouse 8 in Amihama - there's an old warehouse district!



NOTEBOOK Entry: "2 Warehouse #8's. The other is in the Old Warehouse District. I'll find Old #8."

Searching for the Old Warehouse District

Now you need more info about the location of the Old Warehouse District (or, of course, you can simply find it yourself). You'll get hints about the location of the Old Warehouse District from Tom (the hot-dog-stand man, who has followed you from Dobuita), the guards, the fisherman along the harbor, and Hisaka at Hokuhoku Lunches. The Old District is located to the northwest. Follow the street markings toward warehouse 18. Move past Tom's hot-dog stand and turn left at the edge of the harbor. Speak with the guard standing there - he's standing in front of the Old Warehouse District. After speaking with the guard, Ryo discovers he could perhaps return at night when security isn't as heavy. Return to the Old Warehouse District after 7:00pm.



Use the arrows and numbers on the ground to locate specific warehouses.



NOTEBOOK Entry: "Heavy security in day. Night is my only chance to sneak in."

NOTE: Talk with Hisaka at the Hokuhoku Lunches during your visit to the harbor and learn she's concerned about her mischievous sister. After she requests your help in finding and helping her sister, explore the area around warehouse 16 and 17 (just follow the arrows and numbers on the ground) and discover Hisaka's sister with some potentially dangerous company. Complete the free-battle sequence and return to Hisaka with the news. Helping Hisaka provides clues about the guard shifts at the Old Warehouse District.

Approach the Old Warehouse District after 7:00pm and notice there's no guard standing outside. As you approach, Ryo automatically ducks down out of view from the guard in the station. Ryo bumps his head and knocks down a flashlight. Quickly press the right directional button when prompted to catch the flashlight. If you fail, Ryo will attempt to enter again - to succeed you must save the flashlight from falling.

The next sequence takes place inside the Old Warehouse District. You're equipped with a flashlight, which can be used to identify the numbers on each warehouse. You must avoid detection by the patrolling guards. Do so by pressing the A key near boxes, walls, crates, etc. Ryo will hide behind these in an attempt to avoid detection.

Your start location lies in the southwest section of the district (if the top center faces north). Warehouse 8 is in the northeast section. The fastest way is through the center along a diagonal course. Hide from any guards approaching your position and run forward when guards are moving away from you. When you near 8, Ryo will shine the light indicating your position. Locate the door and press A to quickly get inside.

If guards catch Ryo, they simply throw him out of the district. Ryo then returns automatically and attempts again the next day. Should he repeatedly get caught, the homeless man (mentioned earlier) will assist with a map, guard positions, and the exact location of warehouse 8, depending on how many times you have failed.

Once inside the warehouse, walk forward and approach the shelves. Press A and Ryo reaches out for a plate - but knocks it down! The disturbance



summons two men, one of whom is Master Chen. Watch the extended cutscene to learn valuable new information regarding your father's death, Lan Di, and the mirror connection. Ryo is automatically sent home after the meeting with Master Chen. He wakes up the next day at 8:30am.



Guards and gates block the entrance to the Old Warehouse District - you must wait until nightfall!

NOTEBOOK Entries: "Met with Master Chen in Old Warehouse #8. Lan Di is leader of a Chinese organization called Chi You Men. He uses a deadly martial art style. It seems another mirror, called the Phoenix Mirror, exists. Password: Heaven, Dragon, Earth, Comrades. The Phoenix Mirror must be somewhere in our house... it's my only lead so... I must find it!"



Hazuki Residence

After waking up, explore the Hazuki home and find Ine-san (look in her room or the kitchen). Speak with her and she mentions that Fuku-san is looking for you.

NOTEBOOK Entry: "I hear Fuku-san is looking for me."

Exit the house and head toward the dojo. You'll find Fuku-san near the tree in the corner of the courtyard. As you approach, a cutscene shows Ryo and Fuku-san talking. Fuku-san confesses he told Ine-san the current situation and what Ryo has been doing. After discussing the Phoenix Mirror, Fuku-san suggests speaking with Ine-san. You automatically return to Ine-san and ask about the mirror. She mentions that your father delivered something to an antique shop located in Dobuita.

NOTEBOOK Entry: "Father apparently took something to the antique shop. Could it be the Phoenix Mirror?"



Enter Bunkado Antiques to recover the sword handguard.



Bunkado Antiques

Proceed into Dobuita along the main road toward Funny Bear Burgers. Look for the Water Dragon (labeled clearly on its marquee sign). Adjacent to the Water Dragon is the Bunkado Antiques store (you can also discover the store's location by looking at the maps around Dobuita). Enter the antiques store and Ryo automatically meets the owner. He recognizes you quickly and mentions the item that your father delivered and that he currently has in safekeeping. He hands over the sword handguard.

NOTEBOOK Entry: "Dad left me the Hazuki family sword handguard."

NOTE: Occasionally visit Liu senior (from your adventures during the visits to Liu Barber and Hair Salon) in Suzume Park to learn more about the cryptic message in Ine-san's letter.

After receiving the handguard, exit the antiques store and return to the Hazuki home. On the way you will encounter Gui Zhang, the man who was with Master Chen the previous night. You must free-battle with him, but don't worry, you can't lose. After a few moments of hand-to-hand combat, Gui Zhang announces he's Ryo's (as well as Master Chen's) bodyguard, and he mentions Ryo's importance in the current situation. Also, the cutscene reveals an eavesdropper hiding on a nearby roof!

Continue to the Hazuki residence and automatically speak with Fuku-san. Ryo shows Fuku-san the sword handguard. Fuku-san suggests you speak with Ine-san, who's currently in the altar room. Ryo automatically enters the Hazuki home. Walk to the altar room and speak with Ine-san.

Ryo shows Ine-san the handguard. She explains it's shaped like the Hazuki family crest - with the snow ring, two stars, and one sword - and wonders aloud if it's a clue.

NOTEBOOK Entry: "Snow ring, two stars, one sword: The Hazuki family crest."

Entering the Hazuki Basement

Your next goal is to locate the sword that goes with the sword handguard. You may have accomplished the task on disc one. If not, enter your father's room (it's the one with his letter on the desk). Open the top drawer and pick up the



case inside. Open the case and discover the mysterious key, which Ryo places in his inventory. Exit the house and enter the dojo. Approach the long case on the far right side of the room. Use the key to open the locked case. Inside you will find the sword.

With these items in hand, you can complete the next task inside the dojo. Enter the dojo with the sword handguard and the sword from the box. Approach the two scrolls opposite the entryway. Remove the left scroll from the wall and uncover a familiar symbol. Open your inventory and select the sword handguard. Ryo places the sword handguard in the symbol (found in a recess on the wall).



Open the hidden passage into the basement of the Hazuki residence.

Remove the right scroll from the wall and Ryo will notice the slot. Insert the sword (remove it from the wall next to the entryway if it's not in your hand) into the slot, which is really a switch, and the wall moves to reveal a hidden



passageway. Before heading inside, make sure Ryo carries some matches or a flashlight (both can be found in the Hazuki home or purchased at the convenience stores).

NOTEBOOK Entry: "A hidden door in the dojo. Found a basement. Could the Phoenix Mirror be here?"

Approach the hole in the floor to descend into the Hazuki basement. It's dark down here. Activate Ryo's flashlight and follow the hall into the underground room. There are candles scattered around the room, which you can light with matches. Or you can simply keep using the flashlight or even use a light bulb to fix the light fixture. Explore the room thoroughly, though make special note of the following locations:

- Open the chest in the upper right corner of the room to discover a photo of your father. He's with a man whom Ryo doesn't recognize.
- Examine the book resting on a chest in the top middle section of the room. A white leaf drops out of the book. Ryo places the leaf in his inventory.
- Look on the shelf to the right of the chest with the photo. On the shelf you will find a new fighting move: stab armor. Use the scroll to memorize the new move.
- Explore the ground leading to the left-hand wall to discover some scratches, apparently caused by someone having moved a nearby shelf.
- Move around the shelf to the right of the scratches and use the A key to move the shelf.
- Look at the wall (previously hidden by the shelf) and spot the discolored mark on it.

NOTEBOOK Entries: "Found an old photo of dad. Floor scratches? This shelf's been moved... why? Is there a space behind the wall? I need to break the wall... how?"

Locating the Phoenix Mirror

Return to the room's entrance and spot an ax to the left of the entrance (as if you're inside the room, facing the entrance). Use the A key and pick up the ax. Return to the discolored mark on the wall and with ax in hand press the A key and watch Ryo pound the wall with the ax. Ryo kneels down and discovers a safe with the Hazuki insignia. Ryo opens the safe and uncovers the Phoenix



Mirror! You automatically return to the dojo and speak with Fuku-san. He suggests that you take the mirror to Master Chen.



Explore the dark room with a flashlight (or light a candle) and find the ax to smash through the wall.

NOTEBOOK Entry: "Got the Phoenix Mirror! Must go see Master Chen."

Before heading to Master Chen, you can explore Sakuragaoka and Dobuita and receive additional information about the mirror. Head to Sakuragaoka Park and speak with Yamagishi. Ryo shows him the mirror and mentions the secret of yin-yang.

NOTEBOOK Entry: "Secret of yin-yang. All items harbor both good and evil fortune."



Proceed to Dobuita and enter the Bunkado Antiques shop located on the main road next to the Water Dragon. Enter and speak with Keizo. Ryo asks Keizo for insight regarding the Phoenix Mirror. Keizo discusses its creation and the stone that forms the base of the mirror.

NOTEBOOK Entry: "Phoenix Mirror's made of precious stone only found in Gui Lin region carved by master artist by mandate from an ancient emperor."

Next, walk down toward Funny Bear Burgers and turn left toward Russiya China Shop. Enter the shop and speak with Xia-san. Again, Ryo requests help with the mirror. Xia-san explains the meaning of the phoenix and provides clues regarding the importance of the North Star and the Big Dipper.

NOTEBOOK Entry: "The phoenix is a sacred guardian of Chinese legend - protector of the North Star (highest emperor). In China, the Big Dipper was also highly respected like the North Star for a long time."

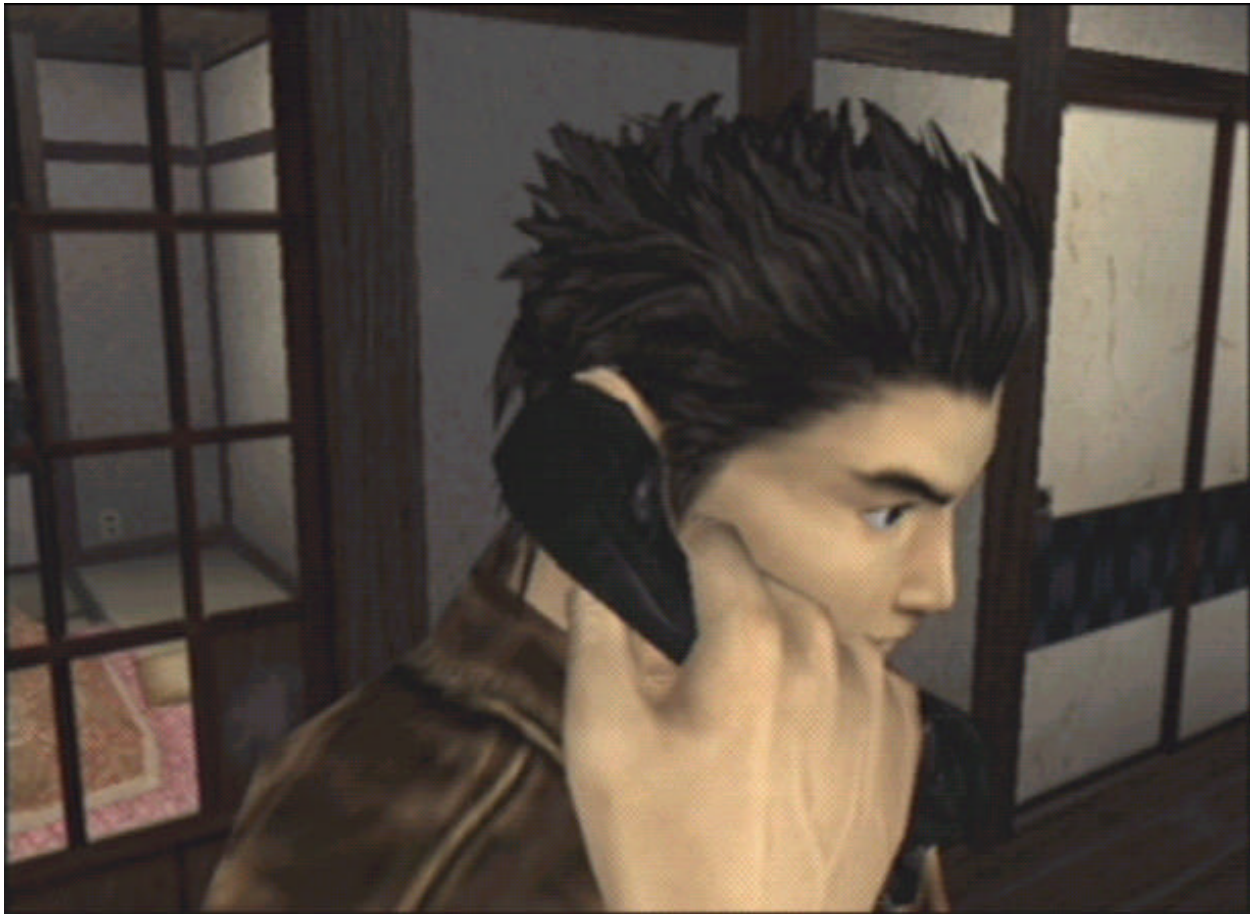
After you have finished exploring the streets for information, it's time to head to the New Yokosuka Harbor and Master Chen. Walk to the bus stop in Dobuita and take the next bus to the harbor. After getting off the bus, take the first left and approach the phone booth. Use the phone booth and dial warehouse number 8's number: 0468-61-5647. You'll need to give the man the password again. If the man says Father's Heaven, reply with Nine Dragons. If the man says Mother's Earth, say Comrades. You're told to come to warehouse number 8 to speak with Master Chen.

Return to the Old Warehouse District. Thankfully the guard simply lets you in - no more sneaking around and hiding in shadows! Proceed to the eighth warehouse (located in the opposite corner) and enter. You automatically meet with Master Chen upon entering the warehouse. Master Chen explains Lan Di's plan and mentions that he probably went to Hong Kong. During the conversation, the eavesdropper (the creepy skinhead, according to Ryo) drops from the scaffolding and attempts to steal the mirror. Press the left directional key when prompted to save the mirror from theft. The conversation concludes with Master Chen advising Ryo, "You should not waste your life on revenge."

You return home and speak with Fuku-san. After heading to bed, Ryo has a dream about the two mirrors (the first night after showing the Phoenix Mirror to Master Chen). When Ryo wakes up, he empties his bank account (deposited



in your game funds) in an effort to come up with enough money to purchase a ticket to Hong Kong. Apparently it's not enough and Ryo will have to keep looking for money!



Use a phone to dial warehouse number 8 - just remember the password!

Exit Ryo's room, turn left, and walk to Fuku-san's room. Enter and speak with him about travel agencies. After some discussion, both of you attempt to convince Ine-san of the need for Ryo's trip to Hong Kong - though Fuku-san's blunt way of going about it doesn't seem to go over too well. Exit the Hazuki home and proceed toward Dobuita.

NOTEBOOK Entries: "Fuku-san said a cheap travel co. in Dobuita. I don't want to worry Ine-san. I'll get to Hong Kong on my own! First I need to check the travel co.'s in Dobuita. Find out how much it costs to get to Hong Kong."



NOTE: If you visit the shrine and Megumi states that her beloved kitten is missing, offer to help. Return up the ramp toward the Hazuki residence, and you will hear the kitten's meow. Explore the area beside the road (head down the steps) and locate the kitten adjacent to the structure. Retrieving the kitten awards you some new cutscenes and a visit from Nozomi, but it isn't essential to completing the main storyline.

Tip to Hong Kong

Once you arrive in Dobuita, you can ask various townspeople for the location of travel agencies, though it's likely you have already discovered their location during previous exploration. You'll find the Global Travel Agency along the main road just left of the military surplus store. Locate the Asia Travel Company on the right-hand street from the Funny Bear Burgers stand - it's the first store on the right.

Walk to the Global Travel Agency first and enter. Ryo speaks with the man behind the desk and discusses his "vacation" to Hong Kong. Unfortunately, the ticket alone costs 198,000 yen - even with Ryo's savings, he doesn't have enough. The man hands Ryo a flier called Hong Kong Flier, which is placed in Ryo's inventory.

NOTEBOOK Entry: "Global Travel - 198,000 yen. Got pamphlets for Hong Kong fares but too expensive. Maybe I should discuss this with Fuku-san again?"

Proceed to the Asia Travel Company and enter to speak with the woman behind the desk, who reciprocates with very bad service. Eventually she hands you a flier called Bargain Flier, which indicates that a ticket to Hong Kong costs 158,000 yen. It's cheaper than Global Travel Agency, but Ryo still doesn't have enough money.

NOTEBOOK Entry: "Asia Travel - 158,000 yen."

Return home to tell Fuku-san about your lack of progress - the tickets are just too expensive. Walk into Fuku-san's room to initiate the cutscene. After discussing fares for a few moments, Fuku-san offers his life savings to Ryo for his trip to Hong Kong. Together they break apart Fuku-san's piggy bank, and Fuku-san's savings are added to your money total. But it's still not enough.



Upon departing, Fuku-san mentions that Nozomi at Aida Florist "travels overseas a lot."



The customer-unfriendly Asia Travel Company may be your only hope to find cheap passage to Hong Kong.

NOTEBOOK Entry: "Fuku-san gave me his life savings. I mustn't waste his money! Someone must know a cheaper way of getting to Hong Kong! Should ask Nozomi at Aida Florist."

Return to Dobuita. Though you can speak with several townspeople to learn about cheaper travel, Nozomi is the easiest (and the one mentioned in the clue). Walk to Aida Florist and speak with Nozomi about her travels to Canada. After some discussion, she suggests going by boat.

NOTEBOOK Entry: "Boat fare is less than plane fare! Ask at travel agencies again."



Time to return to the travel agencies. If you return to Global Travel Agency, Ryo asks about boat fares, but the man behind the desk says that Global Travel Agency doesn't sell boat tickets. He reluctantly points you in the direction of Asia Travel Company.

NOTEBOOK Entry: "For boat fare go to Asia Travel."

Walk into Asia Travel Company and ask the inattentive clerk about boat tickets. She shoves a flier your way that shows the boat fare to Hong Kong is 69,000 yen. Ryo has enough! Ryo agrees to the price and pays the woman for the ticket. She instructs you to return in four hours to pick up the boat ticket.

NOTEBOOK Entry: "Purchased boat ticket at Asia Travel Co. - 69,000 yen. Pick up ticket at Asia Travel in 4 hours."

Picking up the Boat Ticket

You have some time to burn now. You must wait four hours before returning to Asia Travel Company. If it's late in the day, you'll have to return in the morning. If not, just play some games, explore town, or make some purchases. You can also return home to tell Fuku-san about your purchase and thank him for the use of his life savings.

Return to Asia Travel Company four hours after purchasing the ticket and discover the inattentive woman is gone. In her place are several thugs. After a brief confrontation (and Ryo's fist negotiation technique), the man behind the desk says he'll call you first thing tomorrow regarding your boat ticket.

NOTEBOOK Entry: "Arranged to get new ticket with man from Asia Travel Co. Man from Asia Travel Co. will contact me tomorrow."

There's nothing left to do in the day as far as Shenmue's main plotline is concerned. If it's late, simply return home and go to sleep. If it's still early, kill some time with games, training, or exploration. Ryo has a strange dream the night after returning to Asia Travel Company - a floating girl praying in the snow....

Wake up the next morning and automatically receive the phone call from Jimmy, the man behind the desk at Asia Travel Company. He states, "I've got



your ticket," and suggests you come to the Game You Arcade at noon. Make your way toward Dobuita and enter the arcade around noon.

NOTEBOOK Entry: "Jimmy (Asia Travel) called - meet at You Arcade at noon."



Chai, a skinhead who has been spying on Ryo, finally attacks inside the Game You Arcade.

The crazy skinhead, who attempted to steal the Phoenix Mirror during your meeting with Master Chen, ambushes Ryo when he enters the You Arcade around noon. The skinhead, named Chai, holds your boat ticket to Hong Kong - and promptly eats it! The ticket is the least of your worries at this point. You're about to face the toughest free-battle situation thus far. Chai is extremely quick and an expert with kicks and combos around Ryo's lower torso.



Attempt to parry Chai's attacks, or better yet, dodge them. Follow up the combinations to knock Chai back. Attempt to repeat the maneuver again and again, maintaining Ryo's health and keeping the damage focused solely on Chai. The battle is quite tough, and thankfully it doesn't really matter if you win or lose - the path to the end of the disc remains the same. If you succeed, you remain at the arcade and can complete the disc the same day. Should Chai defeat you, Fuku-san comes to your rescue and you're sent to the Hazuki home for the duration of the day. You can then complete the remainder of the disc the next day.

NOTEBOOK Entry: "That skinhead showed up again! Who is he? Where did he go? Could Jimmy from Asia Travel Co. be one of them? Go to Asia Travel Co."

You can ask Dobuita townspeople about the crazy skinhead and learn he headed in the direction of Asia Travel Company. When you're ready, enter Asia Travel Company (although the shop appears to be closed) and participate in an extended QTE. Jimmy opens the door and attempts to escape from Ryo's grasp.

Ryo then chases Jimmy through the streets of Dobuita. You must attempt to follow the sequence exactly. Each mistake you make means bumping into someone or tripping over some apples - which in turn means Jimmy gets farther and farther away from you. You'll have to complete the QTE again if Jimmy gets away. If you're fast enough, a van pulling out from a side street eventually stops Jimmy's escape.

The correct sequence to the Jimmy-chase QTE sequence is: left, right, left, right, left, right, A, left, left, right, left, right, A. Complete the sequence and Ryo catches Jimmy near the van. This event concludes disc two. Save your game, insert disc three, and prepare for Shenmue's conclusion!



Chapter 4: Disc Three Walk-Through

Disc three begins where disc two left off. Ryo catches up with Jimmy and interrogates him inside the Asia Travel Company. Jimmy offers a replacement ticket (since the skinhead Chai ate the previous one), but the ticket is to the Philippines and not Hong Kong. Ryo asks Jimmy about Chai and hears more about the Mad Angels and how most hang out at the harbor. Apparently the Mad Angels extort from the harbor workers... perhaps if Ryo had a job there.

NOTEBOOK Entries: "Jimmy swindled me. That skinhead is a member of the Mad Angels. Mad Angels - a gang who extort and harass harbor workers. I'll meet the Mad Angels if I work in the harbor so I'll go look for work."



Be prepared to take the bus a lot - though it's automatic - from Dobuita to the New Yokosuka Harbor.



It's time to head to the harbor (you may want to wait until the next day if it's already late). On the way you can speak with Nozomi at Aida Florist if you wish - apparently she's still worried about you. When you reach the harbor, locate the security guard near warehouse number 18 and ask about job prospects. He points you toward the supervisor inside warehouse number 18.

NOTEBOOK Entry: "Wonder if it'd be quicker to find work if I talk to the foreman? Saw him at Warehouse no. 18."

Getting a Job at the Harbor

Locate the door into warehouse number 18 and walk inside. You'll find the supervisor in there (the supervisors wear brown jackets and most have hard hats). Ryo talks to the man about jobs at the harbor. The supervisor mentions that they have more than enough workers right now and don't normally hire high school students. But he does mention that he saw another high school student seeking a job, and he's currently hanging out near warehouse number 12.

Exit warehouse number 18 and follow the markings on the ground (the arrows and numbers) toward warehouse number 12. When you arrive, a cutscene begins, depicting your old "friend" Goro - he's the one with the really bad Elvis haircut. Ryo talks with Goro about wanting a job. After several moments of conversation, Goro says that if you meet him tomorrow by warehouse number 1 (the big blue door entrance), he may have something for you.

NOTEBOOK Entry: "Goro says he'll find a job for me - tomorrow noon at warehouse #1 at blue door."

At this point there's nothing left for you to do around the harbor. You can continue to speak with the inhabitants or simply head back toward Dobuita and home (via the bus) and play some games, make some purchases, or explore the town. Return to the Hazuki home after 8:00pm (but before 11:30pm or you'll be scolded by Ine-san!) and go to sleep - you have a big day ahead of you!

After waking up, proceed back to Dobuita and take the bus to the New Yokosuka Harbor. You likely have some time to kill, so you can play darts in



the Tomato Convenience Store or just walk around memorizing the harbor layout - you will be spending a lot of time here from now on.

Around noon, head toward warehouse number 1 and approach the large, open blue doors to initiate the cutscene with Goro, who's with a surprise guest - the sister whose life you turned around (hopefully) earlier in the game. It appears Goro has found you a job. He says to be at the Alpha Trading Office by 2:00pm. If you don't know where the Alpha Trading Office is, you can ask the woman at Hokuhoku Lunches, and she'll point the way. Alternatively, just look at one of the maps hanging on the fences around the harbor.

NOTEBOOK Entry: "Speak to Yada-san at Alpha Trading Office by 2pm."



Become familiar with the location of warehouse number 18. Many of your forklift jobs require moving crates into there.



Approach and enter the Alpha Trading Office around 2:00pm and meet with the supervisor. He discusses your new job - driving a forklift. He leads you outside to meet Mark, your new boss. Mark demonstrates the ins and outs of driving the forklift. Listen closely and follow his instructions to complete the test. You're ordered to practice with the forklift by placing crates inside warehouse number 3. At 5:00pm you're done, and you speak with Mark again. He asks you to be back at work by 9:00am.

NOTEBOOK Entries: "Started job driving forklifts - Mark will instruct me. Part-time job: start at 9am, 2-hour lunch break, until 5pm daily. Wage: 300 yen per crate, raise given once quota is met. I've got to try to gather info about the Mad Angels while working at docks. Mad Angels - what kind of gang is it?"

Take your time during forklift training and become comfortable with the controls.

- Pressing left on the directional pad turns the forklift's wheels left (though you must be moving forward or backward to actually perform the turn).
- Pressing right on the directional pad turns the forklift's wheels right (though you must be moving forward or backward to actually perform the turn).
- Press the left trigger to go in reverse.
- Press the right trigger to accelerate.
- Press A to move the forklift's lift up and down.
- Pressing up on the directional pad honks the horn.

Don't head home quite yet - there are still some interesting things going on at the harbor. First, you can speak with any of the supervisors (in the brown jackets) about the Mad Angels. You learn from them that the Mad Angels may contain many foreigners.

NOTEBOOK Entry: "Many foreigners."

After 7:00pm walk around Hokuhoku Lunches and initiate a cutscene. Several members of the Mad Angels are harassing a homeless man (the same one you offered a cup of coffee to earlier in the game, if you performed the optional task). Ryo intervenes and ends up accepting a challenge from the Mad Angels' members. It's a race challenge - a chicken race - performed by completing a quick timer event. To complete the sequence, just hit the buttons



A, down, left, and right when prompted. When Ryo wins, the Mad Angel and his bike go flinging off the harbor.

There are several possible results depending on how well you make the keystrokes and the timing of your reward, which is a new fighting move from the homeless man (more on this later). For now, it's time to return home because there's nothing left to accomplish at the harbor. Return on the bus, heading back through Dobuita, and make your way to the Hazuki residence. Go to sleep and be prepared for your first day at work.



Supervisors, with their brown jackets and white hard hats, can provide some moderate insight on the situation at the harbor.



First Day on the Job

You automatically rise at 7:30am and are sent to the New Yokosuka Harbor (finally, no trekking to the bus each morning!). When you arrive, you discover why Mark wanted you here so early. There's a forklift race! Mark starts each day with a forklift race to prepare his workers for the day ahead. The race is just for fun, though you do receive a collectible trinket depending on where you place.

The keys to control the forklift are similar to those for moving crates, though with some differences.

- Pressing left on the directional pad turns the wheels left.
- Pressing right on the directional pad turns the wheels right.
- Press the right trigger for acceleration.
- Press the left trigger for reverse.
- Press the A button to raise and lower the lift.
- Press the B button to switch between third- and first-person viewpoints.
- Press the X button to reveal the map.

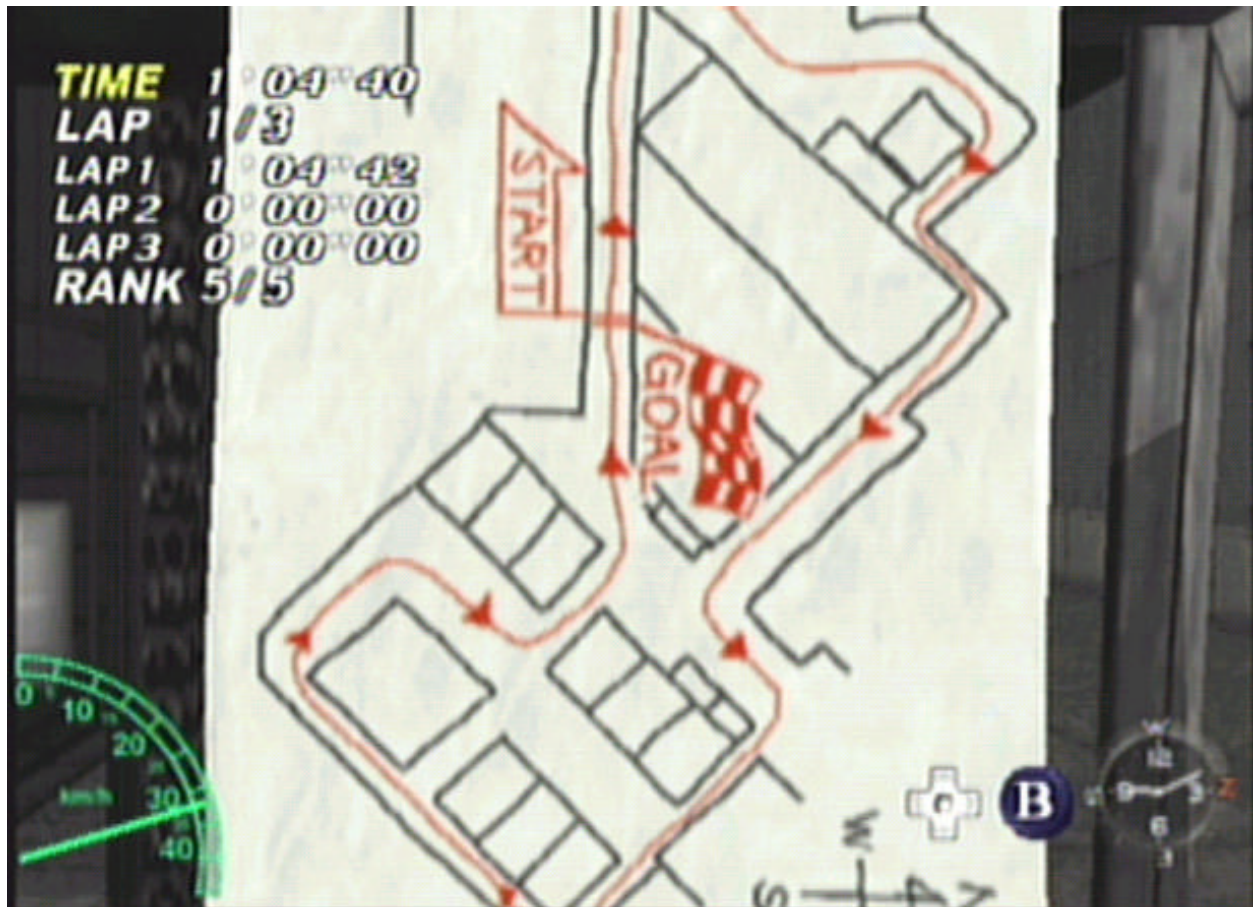
Racing isn't particularly hard, but you should keep some tips in mind. Your forklift's turn radius isn't too hot, especially at top speed. On some of the tougher turns you should slow down (slightly let off the right trigger), turn left or right completely, then accelerate. Also, beware of small objects that will hinder your progress (there's a pesky object just after the first hard turn). If you get stuck, back up immediately and give yourself enough room to move past the object. To place high you must minimize mistakes, and if you do make a mistake, you need to recover quickly!

After the forklift race, you're ordered to start work. Mark hands you a map and the quota. You must deliver ten crates to warehouse number 18. Completing these jobs isn't terribly tough. After a few crates you'll get the hang of it. You don't need to be perfect when placing the crates within the white lines. Ryo will mention if the crates aren't within the lines. Remember that you should stack the crates one on top of another inside warehouse number 18 so you can place more crates inside the warehouse. Save time by adjusting the lift to its appropriate level for the next crate. As soon as you grab a crate, start moving, and adjust the lift as you move.



You automatically go on your lunch break at noon. On day one, a cutscene interrupts your lunch break - several thugs are beating up on Mark! You must participate in a free battle against these three hoodlums. If you lose, you simply redo the free battle until you're victorious. Attempt to corner one of the thugs against the warehouse wall - then punch, kick, and combo him into submission. At the battle's conclusion, Mark discusses the Mad Angels (the thugs were members) and mentions Master Chen.

NOTEBOOK Entry: "Master Chen and the Mad Angels are rivals. Where are the Mad Angels?"



Press the X button during the forklift race to view the track map.

At 2:00pm, you return to work moving crates. Keep moving crates into warehouse number 18. Once you have moved ten, you can stop, though you receive additional money for each extra crate you move. During your afternoon work, you're interrupted by another free-battle attack. Three thugs



arrive. The battle is quite easy, though costly if you lose (they take your money). A few punches and kicks should take each down.

At 5:00pm you automatically conclude the workday and visit the supervisor to receive your paycheck. If you went over quota, your salary increases to 350 yen per crate for tomorrow. After exiting the office, Goro greets you. Ryo discusses the Mad Angels, and Goro is visibly spooked. Head home when you can and go to sleep. Ryo has another unusual dream, this time about the Phoenix Mirror.

NOTE: During your lunch break, explore the harbor, and warehouse number 18 in particular, to find Gui Zhang and the homeless man. Each can teach you a new combat move to add to your arsenal. Gui Zhang instructs you on the swallow dive maneuver, while the homeless man provides the shadow step technique.

Second Day on the Job

Wake up on workday two automatically at 7:30am. You'll arrive at work at 8:30, and you'll be greeted by a second forklift race. Participate in the race (it's the same track), and receive your work orders from Mark upon completion. This time you are asked to move eight crates into warehouse number 3. The quickest path lies along the edge of the harbor, though you can also go through the heart of the warehouse district. Maintain your bearings by observing the arrows and numbers on the ground - these indicate the direction of various warehouses.

Ryo heads to lunch automatically at noon. There's a brief cutscene of Ryo sitting with his coworkers. During the lunch break, you can also find the homeless man near the Tomato Convenience Store and speak with him about the Mad Angels. He offers some insight during the brief conversation.

NOTEBOOK Entry: "Backed by Chinese cartel."

If you stick around the Alpha Trading Office, you may also bump into the gregarious Goro. Speak with him about the Mad Angels again, and he'll look nervous and generally unsettled. He won't offer much information, but it's fun to see the Elvis-wannabe squirm.



Resume work automatically at 2:00pm. Continue to move crates into warehouse number 3. Once you have completed eight, you can stop, though any crates over quota put additional money into Ryo's wallet. Plus, going over quota gives Ryo a raise - 400 yen per crate on the next day.

At some point during the afternoon (when Ryo's moving a crate back to warehouse number 3), more thugs attempt to distract Ryo from his job - even lying down on the crate! Ryo attempts to ignore them by driving the crate and forklift into the warehouse. But that's a bad move because the door closes behind him, and five hoodlums ambush him. Defeat them in free-battle mode, and an additional four thugs attack. Between the two battles, Ryo's health is replenished. Ryo interrogates the hoodlums and learns some information about the Mad Angels' hangout. After you finish the battle, resume work until 5:00pm.

NOTEBOOK Entry: "Mad Angels meet up behind warehouse #17."

Once you're off work, proceed to warehouse number 17. Ryo interrupts thugs beating up on Mark - again! It's another free-battle mode, which you will have to do over if you fail. The hoodlums clothed in red are especially easy. Attempt to corner them first and perform a quick combo to knock them out. Finish off the thugs, and Ryo comes to Mark's aid and learns more about Mark's problem with the Mad Angels.

NOTEBOOK Entries: "Mark's brother may have been killed after leaking some 'important info.' But what info? The info was: Mad Angels were making a deal with Chi You Men. If I follow them they'll lead me to Chi You Men!"

NOTE: Return to the homeless man by the Tomato Convenience Store periodically to see if he has anything new to offer - specifically a new combat move. You can learn an enhancement to the shadow step, if he's previously taught you the move.

After completing the day at the harbor, return back to Dobuita and the Hazuki residence. Walk to Ryo's room, save your game, and head to bed.



Third Day on the Job

Wake up in the morning for your third day of work. You automatically proceed to the New Yokosuka Harbor area and participate in another forklift race. The track remains the same, and you should be quite familiar with the race at this point. When the race concludes, Mark hands you the daily assignment: Take eight crates from warehouse 11 to warehouse 18. You can stop once you've moved eight (the quota), though you can earn extra money and get a raise for tomorrow (450 yen per crate) if you move more than eight.

Ryo automatically takes a lunch break at noon, and a cutscene shows him eating with his coworkers. After the cutscene, Nozomi arrives with Eri, who has a camera and wants to take a picture of the "happy couple." Eri takes two pictures, one with Ryo and Nozomi apart and one with Ryo and Nozomi close together. After the pictures are taken, Eri gives you a choice of shots. Select the one of Ryo and Nozomi apart so Nozomi can have the one of the couple close together.

It's still your lunch break, though there's nothing much to do. Burn some time playing darts in the Tomato Convenience Store or talking with the harbor inhabitants (a few will have some tidbits about the Mad Angels) until you resume work at 2:00pm. Continue work until 5:00pm, at which time you automatically end work and enter the Alpha Trading Office for your paycheck - and hopefully a raise.

Hang out at the harbor until 7:00pm and proceed to the Tomato Convenience Store. Some Mad Angels appear on bikes, and Charlie, that thug from the tattoo parlor, is with them! You now begin an extended quick timer event as Ryo chases them. Complete the following button strokes to finish the chase: left, right, A, left, left, A, right, right, right, left. You're given the choice of left or right as the last two QTE options. Simply follow the onscreen bike by going left then right.

At the end of the cutscene, Ryo must fight five thugs in a free battle. Defeat them and then take on Charlie (who's much tougher than all five thugs combined). Ryo interrogates Charlie after defeating him in the fight. Ryo discovers that Lan Di is still around the harbor somewhere - he hasn't left for Hong Kong! Once you have completed the sequence, head home, sleep, and



witness Ryo's dream of Lan Di. Wake up in the morning, and you're automatically sent to the harbor for the fourth day of work.

NOTEBOOK Entry: "Lan Di is still in the harbor! Find out more about the trade."

Fourth Day on the Job

Arrive at the New Yokosuka Harbor for your fourth day of work and participate in another forklift race. After the race it's time for work, and Mark hands over your quota and assignment - take eight crates from warehouse 15 to warehouse 18.



The more crates you move, the higher your pay.



You work uninterrupted until lunch, which occurs again at noon. After viewing the cutscene of Ryo sitting with his coworkers, speak with the one who stands up (about 45 minutes into the lunch break). Let him walk for a bit and speak with him again until Ryo mentions the Mad Angels.

NOTEBOOK Entry: "Am I being spied on by them too? Good... that will make it easier to look for them. Come on out!"

Continue work at 2:00pm. At some point during the afternoon, somewhere around warehouse 13, you happen upon Goro, who has been attacked. The Mad Angels emerge and lead Ryo into a trap. It's time to do some serious butt kicking! The QTE consists entirely of Ryo's fists and legs. You aren't chasing anyone, just pounding thugs with your fists and feet. If you fail the QTE, you just do it all over again. The sequence is B, A, B, A, A, B, left, down, A.

Automatically resume work once the QTE is over. Ryo gets off work at 5:00pm and automatically enters the Alpha Trading Office to pick up his paycheck. If you achieved more than the quota again, you're told you will receive 500 yen per crate tomorrow. After exiting the office, Ryo automatically speaks with Mark along the harbor about something called Long Zha. Listen to Mark's info about the Mad Angels.

NOTEBOOK Entries: "Mark heard about 'Long Zha.' What is it? Long Zha - black-market dealings between the Chinese organization and Mad Angels. When is the next Long Zha deal?"

NOTE: If you've learned both fighting moves from the homeless man, it's possible to get instructions on a third. Visit him during your lunch breaks to see if he's offering. You can learn the cross charge after receiving tips on previous moves.

You can explore the harbor edge again (near the Tomato Convenience Store) to find Mark looking out toward the water. Speak with him again for a few more tidbits about the Long Zha.

NOTEBOOK Entry: "2 foreigners I rarely see (Tony & Smith) are part of Long Zha?"

Exploring the harbor and speaking with the security guards and supervisors nets some more information about the suspicious foreigners. It appears that



some suspicious sailors hang out near the Tomato Convenience Store. Leave the New Yokosuka Harbor after 8:00pm and go to sleep.

NOTEBOOK Entry: "I hear they're hanging around the cafeteria."

Fifth Day on the Job

Wake up the next morning for your fifth and final day of work. Ryo automatically heads to the New Yokosuka Harbor and participates in the final forklift race. At the end of the race, Mark hands you the daily assignment: Take ten crates from the start position to warehouse 8, then crates from warehouse 8 to warehouse 18. The crates inside warehouse 8 have red stripes - those are the crates to place inside warehouse 18.

Continue working until 12:00pm, when Ryo will take his lunch break. At lunch you bump into Goro and Mai, who are apparently getting married (despite any objections to Mai's age!). You can speak with your coworkers and Mark during the lunch break. Mark mentions the Long Zha again, but it's the same info you gained earlier when he was standing next to the harbor. Other coworkers confirm that there are suspicious guys hanging around the Harbor Lounge, otherwise known as the Tomato Convenience Store.

NOTEBOOK Entry: "It seems Goro and Mai are getting married."

Resume work at 2:00pm. At some point during the afternoon of the fifth day of work, Ryo encounters the two suspicious guys - and yes, they're hanging out in front of the Tomato Convenience Store. Ryo asks the two about the Long Zha, but they don't seem to want to discuss its secrets. The two sailors flee, and Ryo must chase them - it's time for another QTE. During the event, the two sailors split up, and you must decide which one to follow. Follow the sequence left, B, B, left, A, and then the two will split up. Follow the onscreen commands to catch the particular sailor you choose to follow.

Conclude your workday and receive your paycheck. The supervisor mentions that "someone in a suit came to see you today" and hands you a letter. It's from Gui Zhang, who warns that "Mad Angels are after you, beware." Exit the Alpha Trading Office, and Ryo automatically visits Master Chen. In the conversation you get updates on Terry, Lan Di, and the Long Zha. Go home after the visit with Master Chen and go to sleep after 8:00pm.



NOTEBOOK Entry: "I need to find a guy named Terry."

Rescuing Nozomi

Ryo's sleep doesn't last long, however. He gets up at 11:45pm and wants to get some fresh air. Ine-san walks in and mentions Nozomi - she hasn't come home yet and she can't be reached. Moments later the phone rings and it's Chai. He has Nozomi and instructs Ryo to meet him behind warehouse number 17. At 12:03am, Ryo exits his home.

NOTEBOOK Entry: "Nozomi's been kidnapped! I have to get to warehouse #17 by 3:30am!"

Proceed to Dobuita quickly. You have to be on the road by 3:00am or risk missing your appointment with Chai and Nozomi. You can check the bus stop if you wish, but the bus isn't operating this late at night (or this early in the morning, depending on your point of view). Instead, head to the Dobuita places that are still open - the bars, namely Yokosuka Bar. Talk with the bartender and ask about transportation. The bartender mentions your friend Naoyuki Ito, who has a motorcycle and lives in Sakuragaoka. You can also talk to a number of other people still in town, who will eventually lead you to Naoyuki.

NOTEBOOK Entry: "Try to borrow Naoyuki Ito's (Sakuragaoka) motorcycle."

Naoyuki lives back in Sakuragaoka. Exit Dobuita and return to the previous village. Naoyuki's home is the first on the left as you return to Sakuragaoka. It's the one with the motorcycle out front - plus, you can check the nameplate and read that it says "Ito." Approach the front gate and Naoyuki automatically emerges. Ryo requests the use of Naoyuki's motorcycle. Naoyuki agrees and tosses over the keys. You now must complete a motorcycle driving sequence - it's 3:00am and Ryo has two minutes to reach the harbor.

The sequence is similar to the Hang On video game found in the Game You Arcade, and the controls are quite simple.

- Press the right trigger to accelerate.
- Press the left trigger to brake.



- Use the D-pad or analog stick to turn left or right.
- Pressing up on the directional pad honks the horn (no purpose).

If you fail to reach the destination in under two minutes, you start again from talking with Naoyuki. Completing the bike sequence isn't particularly tough. Keep your finger on the accelerator and either let off slightly or brake slightly during each turn. Don't slow down too much; however, slow down enough so you don't scrape the bike against the side railings. When you reach the tunnel, you're almost there. Maintain a high speed and avoid hitting the sides by braking or decelerating slightly into each turn.



Ine-san gives Ryo a gift before he departs the Hazuki residence for the last time.

Ryo enters the harbor and must face a free battle. Defeat the group of thugs, then face more inside the warehouse. Terry arrives (apparently in league with that nefarious Chai) with a captured Nozomi - he reveals that "taking Nozomi



home will cost" Ryo. To free his friend, Ryo must promise Terry he'll fight Master Chen's right-hand man, Gui Zhang. Further, Ryo will meet up with Terry again tomorrow night at warehouse number 9. The cutscene concludes with Chai eavesdropping yet again. Ryo and Nozomi leave the harbor on motorcycle to the sound of a romantic tune.

NOTEBOOK Entry: "Nozomi is fine. Had to promise Terry I'd beat up Chen Gui Zhang. Tomorrow at 10pm go to warehouse #9."

Ryo arrives back home at 5:56am. Save your game and go to sleep. Ryo awakens at 7:30 the next morning and heads into the dojo to meditate before the important day ahead. Ryo sees visions of his father during the meditation. At around 10:15, Ryo automatically proceeds to the harbor and meets up with Tom, who says he'll treat Ryo to lunch should Ryo stop by later in the day.

NOTEBOOK Entry: "Promised to have lunch with Tom."

Ryo automatically heads into the Alpha Trading Office to speak with the supervisor. Apparently the supervisor is letting Ryo go, or more appropriately is firing Ryo for "a mess of trouble since you started." After being fired, exit the Alpha Trading Office, walk around the harbor, and speak with Goro, other supervisors, and other harbor workers before your lunch date with Tom.

Approach Tom's hot-dog stand around 11:30am (you're automatically shuffled there eventually). During the conversation, Tom presents a new fighting move, the tornado kick (forward, forward, A, A), and mentions that he's moving to America. After the farewell, night falls and Ryo begins the final confrontation with the Mad Angels.

NOTEBOOK Entry: "Tom went home to the United States."

70-Man Battle

It's late at the harbor, and Ryo spots Tom's plane overhead (and says one final good-bye). At 10:00pm, Ryo follows a man to Gui Zhang for their confrontation. Ryo must now free-battle with Gui. There's no winning or losing here. Just conduct the free battle, and little cutscenes will be interspersed throughout the fight. At the end, you will knock each other down, which cues Terry's entrance. Be ready with a quick QTE move as Terry attempts to swing



a pipe at Gui Zhang. Press the right button on the directional pad when prompted.

With Gui Zhang by Ryo's side, you must fight against 70 Mad Angels, three of whom are tough bosses. Most of the Mad Angels will fall down after just a few kick or punch combos, but the three bosses present a greater challenge. You will recognize each boss, as they all have their own entrance cutscene. The first you fight wears camouflage; the second carries a stick of lumber; and the third looks similar to Terry and is quite tall and very powerful.

7	0 30	15 45	15 45
8	0 30	15 45	15 45
9	0 30	15 45	15 45
10	0 30	15 45	15 45
11	0 30	15 45	15 45
12	0 30	15 45	15 45
13	0 30	15 45	15 45
14	0 30	15 45	15 45
15	0 30	15 45	15 45
16	0 30	15 45	15 45
17	0 30	15 45	15 45
18	0 30	15 45	15 45
19	0 30	15 45	15 45
20	0 30	15 45	15 45

During your days at the harbor, take note of the bus schedule, and be at the stop at the appropriate time to return home.

During the boss fights, don't hesitate to keep backing up and giving Ryo a chance to replenish some health. Alternatively, you can also run in circles to replenish the health, but Ryo will have to stop occasionally to catch his breath. Be ready with a quick kick to keep any advancing opponent away if Ryo



slouches over! If you're using a VMU, the number of opponents defeated shows up on the screen. Complete the battle, and Terry will enter and attempt to take on Gui Zhang. When prompted, press the A button to complete the brief QTE.

Ryo interrogates Terry about Lan Di and learns that Chai "took him to the ship." Apparently Lan Di has indeed already left. Conclude the sequence with a discussion with Gui Zhang at the harbor.

NOTEBOOK Entry: "I defeated Terry, but Lan Di's gone to Hong Kong."

Ryo arrives back home at approximately 5:21am. Save your game and go to sleep. Ryo awakens at 8:30am and leaves his home with bags packed. He bids farewell to Fuku-san and Ine-san, who both offer a parting gift before sending Ryo on his way. Watch the cutscene of Ryo wandering the streets of Dobuita before heading to the New Yokosuka Harbor. At the harbor, Ryo speaks with Master Chen, who demonstrates a new fighting move: the swallow flip (back + X, A). Practice the move a few times, for when the sequence is over, you must battle Chai, that crazy skinhead, before the game concludes!

Final Battle with Chai

The fight with Chai is extremely difficult, and it's wise to run away and back away often to replenish Ryo's health. Use dodge techniques to avoid Chai's attacks, and follow with a throw or combination of your own. If you're running low on health, run in a circle or back off and defend against Chai's attacks until Ryo can recharge his health. Keep Chai back with straight kicks, then dodge an incoming attack and counter with a combo. If you're defeated, you must attempt the free battle again.

After the fight, a cutscene confirms that Lan Di is already on the boat to Hong Kong. As soon as you see Chai again, prepare for a fast QTE. When prompted, press the down button on the directional pad, then A, A, and B. Ryo completes the sequence knocking Chai in the water. Master Chen offers Ryo the address of Tao Li Shao, a colleague in Hong Kong. In the game's final scene, Ryo, boarding the ship to Hong Kong, thinks last of Nozomi, remembering a happy time when Nozomi gave him an amulet. The ship leaves, the credits role, and Shenmue: Chapter 1 comes to an end.



Even though Chai's down, he's not out. Be prepared for a sudden QTE when he stands up again.

NOTEBOOK Entries: "Nozomi gave me an amulet. Take care Nozomi and everyone. Master Chen gave me a letter of introduction for Tao Li Shao-san, a martial arts master who lives in Hong Kong."