

-FREE-

Full Reactive Eyes Entertainment

*Go wherever you want to go, see whatever you want to see,
investigate whatever you want to investigate.*

Here, the passage of time is realistic.

*A refreshingly cool morning breaks and transforms into
a warm, sunny afternoon. The beautiful sunset of early evening
melds slowly into a quiet and still night.*

When it rains, it rains. When it snows, it snows.

At times it continues without letting up.

Here, life is realistic.

*There are people who take daily walks in the park, people
working hard everyday to make a living, shop owners
selling their goods, children playing, housewives gossiping...
everyone living their own unique everyday lives.*

Yes, this world is a real world.

Meet and interact with numerous people.

Grow and learn through a variety of experiences.

*A compelling and majestic drama that will engulf you
exists here.*

*Thank you for purchasing Shenmue.
Please note that this software is designed only for use with
the Dreamcast console. Be sure to read this instruction
manual thoroughly before you begin playing.*

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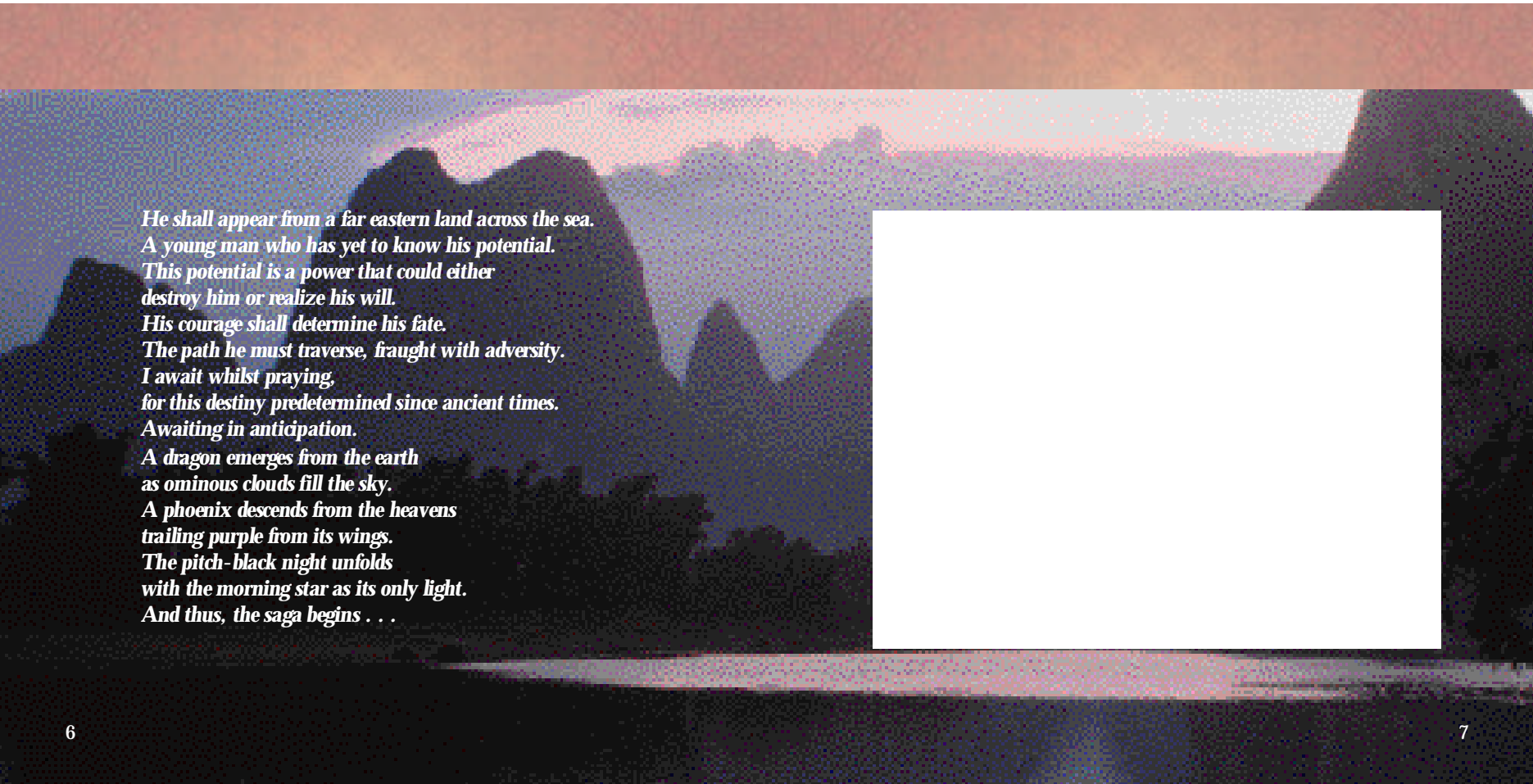


*The year is 1986, the place Yokosuka, Japan.
The normally tranquil day-to-day life of Ryo Hazuki is suddenly and irrecoverably shattered by uninvited visitors.
A man wearing dark green Chinese clothes appears at the Hazuki family home with two black-suited thugs.
This man uses a powerful style of martial arts, the likes of which Ryo has never before seen, to engage his father Iwao in a fierce battle. Ryo attempts to intervene and help his father, but the obvious disparity in power is too much. Ryo is beaten down and taken hostage as the man questions Iwao,
“Where is the mirror.”*

*Having no other recourse, Iwao reluctantly tells him.
Once this mysterious object is in the man’s possession, he again attacks Iwao.
“Do you remember Zhao Sun Ming...”
From these words Ryo learns of a shocking truth from the past. His father was responsible for killing someone long ago.
And then, Iwao is knocked down in defeat.
Ryo pulls his father close and feels him take his last breath.
“Lan Di”*

*The man with the ominous embroidery of a glittering dragon on his back, the man responsible.
What of the stolen mirror?
Who is this Lan Di?
Vowing to seek revenge, Ryo embarks on a journey to unravel the mystery surrounding his father’s death and deliver justice to the man responsible.*

YOKOSUKA 横浜



*He shall appear from a far eastern land across the sea.
A young man who has yet to know his potential.
This potential is a power that could either
destroy him or realize his will.
His courage shall determine his fate.
The path he must traverse, fraught with adversity.
I await whilst praying,
for this destiny predetermined since ancient times.
Awaiting in anticipation.
A dragon emerges from the earth
as ominous clouds fill the sky.
A phoenix descends from the heavens
trailing purple from its wings.
The pitch-black night unfolds
with the morning star as its only light.
And thus, the saga begins . . .*

STARTING GAME PLAY

Regarding the Multiple Discs

When playing “Shenmue Chapter One Yokosuka” for the first time, insert Disc 1 into your Dreamcast console and start a new game.

When continuing a game from any disc using data saved to a game file, you can start playing from the corresponding disc by loading the game data file.

As you advance through this game it will become necessary to change game discs. To continue playing, follow the instructions that appear on the screen describing how and when to change the discs.

Starting a Game



Shenmue is a one-player game. Connect the controller to be used to Control Port A of the Dreamcast console before turning the Dreamcast power ON. Once the title screen appears, press the Start Button to display the Start menu. Use **↑**, **↓**, **→**, or **←** to select a game mode and press **Ⓐ** to enter your selection.

CAUTION

Never touch the Analog Thumb Pad or Triggers **Ⓐ**/**Ⓑ** while turning the Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

New Game

Following the opening sequence, a new game will start from the beginning.

Load

Continue playing a game previously saved to a VMU.

Use **↑**/**↓** to select the file you wish to load and press **Ⓐ** to enter.

Caution: Insert the VMU into Expansion Socket 1 of the Dreamcast Controller.



Continue

Select to continue a game previously saved to the Resume file.

Caution: Once you continue playing a game using “Continue” the Resume file data will be erased. It is not possible to resume play using the same Resume file more than once.

Options

Modify various settings of the game. Use the D-Pad to select and modify settings.

Dialog and Text	Cinema Mode	Voice ON, Text OFF (Dialog skip disabled)	Shenmue Mode	Voice ON, Text ON
	Game Mode	Voice ON, Text ON	Text Mode	Voice OFF, Text ON

Settings Select to display the settings menu to modify the following three settings:

Sound	Area Jump	Trigger Settings				
Set the sound output to either STEREO or MONO.	Set the Area Jump (a function that under specific conditions allows the player to jump straight to a specified destination from the Hazuki door) setting ON or OFF	Toggle the Ⓐ / Ⓑ Trigger controls between				
		<table border="1"> <tr> <td>Ⓐ: Run</td> <td>Ⓐ: Zoom</td> </tr> <tr> <td>Ⓑ: Zoom</td> <td>Ⓑ: Run</td> </tr> </table>	Ⓐ : Run	Ⓐ : Zoom	Ⓑ : Zoom	Ⓑ : Run
Ⓐ : Run	Ⓐ : Zoom					
Ⓑ : Zoom	Ⓑ : Run					

ADVANCING THROUGH THE GAME

Assume control of the lead character, Ryo Hazuki, and proceed through the game by investigating the town of Yokosuka and its environs while unraveling the storyline bit by bit. Seek answers to the mysteries surrounding Ryo's father's death, chase the bad guys... Just what fate awaits Ryo on his journey for truth and revenge?

On the Passage of Time

In the world of Shennmue the passage of time is similar to that of the real world. Morning flows into noon, afternoon, evening and then night. Throughout it all, every moment and each scene reflects a realistic passage of time.

The people who live in this world go about their lives and undertake their activities in accordance with the passage of time.

As every other human must, Ryo awakes from his bed to begin his day's activities and then must return to sleep when the day ends.

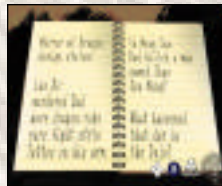
Overall Time Limit

As each day is finished, the date will reflect this passage by advancing forward. Although there is no specific time limit set for completion of the game, Shennmue starts on a winter's day and you are expected to reach the climax and complete the main objective of Chapter One by the time the cherry trees bloom in early spring.

Despite this overall time limit, realize that there is no need to rush or randomly storm your way through the game. You have more than enough time to do what needs to be done. So please take your time and enjoy the world of Shennmue at your own pace.

Ryo's Notebook

Information that Ryo hears and experiences he has logged automatically in his notebook. Press **⊗** to open the notebook and review these notes during game play. This is especially helpful when you have forgotten something, need a clue about how to proceed, or simply need to reference some previously logged information.



Once the notebook is open, use **◀ ▶** to turn the pages forward or back, **⬆** to jump to the first page and **⬇** to jump to the last. To close the notebook, either press **⊗** again or **⊕**.

Help

Press the Start Button during game play to pause the game and display a help screen. This screen provides a simple explanation that relates to the mode of the game or place you are in and the game controls that can be used. It is recommended to press the Start Button whenever you need game control information or aren't sure how to proceed.



The current situation and game controls that can be used are displayed. Press the Start Button again to cancel the help screen and resume playing the game.

Saving

There are two methods available for saving game data. One is to save the game to a game file at the "Save Point" and the other is to select "Resume" from the System Menu. In order to effectively continue playing Shenmue over an extended period of time, it is necessary to obtain a VMU (sold separately) with 80 blocks of free memory.

Saving to a Game File

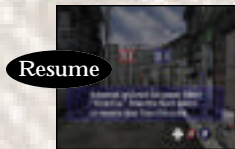
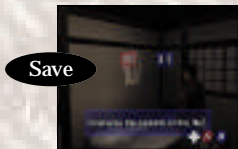
Game data can be saved to a game file from the Save Point located in Ryo's bedroom at the Hazuki house. Whenever Ryo enters his room, a menu is automatically displayed. Use the D-Pad to select "Save" from this menu. (To display the menu manually, position Ryo in front of his bed and press **A**.) A total of 3 game files can be saved to one memory card.

Resume

Use the resume function to temporarily save the game at a point whenever you need to interrupt and discontinue play for the time being. Press **Y** to display the System Menu and select and enter "Resume" to save the game at that particular moment and then end game play.

CAUTION

Only one resume file is available. Once you select "Continue" to continue playing, that resume file will be erased. Because this function is only designed as a temporary save, it is recommended that you use both the resume and save features to prevent loss of game data.



CAUTION

When saving or loading game files, never turn the Dreamcast power OFF, attempt to remove the VMU or disconnect the controller.

For details on the game controls used in each game mode, see the page numbers listed below.

FREE QUEST



Move around the town freely and search at will in this main game mode. Speak with and question people, gather information, search for clues, etc. to advance through the game storyline. (See p. 14)

FREE BATTLE



Whenever a battle scene unfolds, use simple combinations of button and trigger commands to help Ryo execute the martial arts moves necessary to defeat his enemies. (See p. 24)

QTE



The QTE mode involves participation in short dramatic event scenes in which you must press controller buttons that correspond to icons that appear on the game display within a time limit to successfully clear. (See p. 23)

VIEW MODE

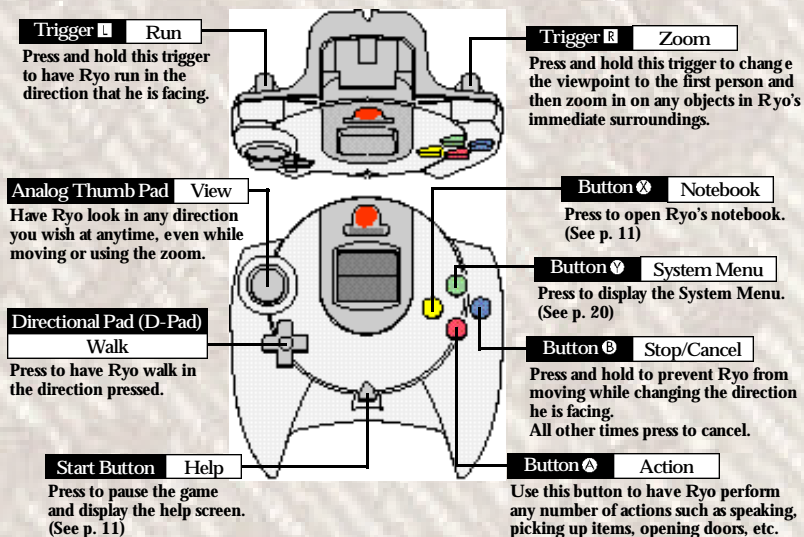


The view mode occurs automatically in specific event scenes in which directed camerawork highlights progression tips in the game storyline.

FREE QUEST

This is the main mode you will experience while playing Shenmue. Move freely around the town of Yokosuka and surrounding areas, engage in conversations and investigate at will while advancing through the game.

Basic Controls



NOTE: To soft reset the Dreamcast and return to the title screen at any point during gameplay, simultaneously press and hold the A, B, X, Y and Start Buttons.

Movement

Press \uparrow to have Ryo move forwards, \leftarrow/\rightarrow to move left or right and \downarrow to turn around. Tap \leftarrow/\rightarrow to have Ryo take one step to the left or right.

Press and hold \square to have Ryo run in the direction he is facing. The speed at which he runs varies according to how the trigger is pressed. To change direction without moving, press and hold \ominus while pressing the D-Pad. This is useful when you want to inspect your immediate surroundings or to adjust the direction Ryo is facing in minute detail.

Action

An "action" command is a general term that describes a command used to have Ryo perform any number of tasks automatically such as initiating a conversation, picking up an item, opening a door, controlling a machine, etc. Press \triangle to have Ryo execute the appropriate action for a particular situation.



Conversation

Approach a character in the game and press **A** to initiate a conversation with that person.

Whenever Ryo is within speaking range of a character, an **A** Button icon will appear in the lower right corner of the game display. This icon will also appear during a conversation to indicate when it is possible to continue speaking.

While talking to someone it is possible to skip over part or all of the dialog by pressing **B**.

(Depending on the dialogue mode selected, the dialog skip function may be disabled.)

To modify the dialog mode setting, select "Settings" from the System Menu.



During a conversation, after a portion of dialogue is complete an **A** icon will appear in the lower right corner of the game display to indicate when it is possible to continue the conversation. Once the icon appears, press **A**.

Of course, the decision about whether to continue or discontinue a conversation is completely up to you so use your own discretion.

Ryo is not the only character that can initiate conversations. There are some situations in which another character will approach and solicit a conversation with Ryo



Action Selector (A.S.)

In various situations throughout the game you are required to select a behavior and/or action such as to respond to a question proposed during a conversation, or to select a course of action during an event, etc.

When these situations occur, an Action Selector (A.S.) depicting the available options is displayed in the upper left corner of the game display. Use **↑**, **↓**, **←** or **→** to select an action.

There is a time limit set for selecting an option, so if you fail to make a selection within the time allotted, the game will proceed as if you simply failed to make a decision.



This screen shot depicts a scene in the game where Ryo is being asked to perform a favor. In this situation, if you press **←**, you are agreeing to perform the favor and if you press **→** you are declining to perform the favor. What would you choose to do?

This screen shot depicts a scene in which Ryo must decide whether or not to buy a drink from a vending machine for this man. Use the D-Pad to make a selection.



Search

Zoom

If you press and hold **Z** the camera view will shift into a first-person perspective as if you are seeing things from Ryo's eyes. While in the first-person perspective, you can have Ryo approach and zoom in on various objects. Use the Analog Thumb Pad or D-Pad to adjust the camera angle as needed.

Lock-on

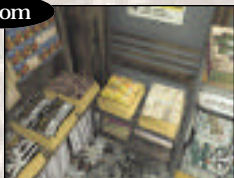
When you approach and use the zoom function on certain items, the camera will automatically zoom in for a super close up and "lock-on" to that item.

Press **C** to cancel the lock-on and return the view to normal.

During lock-on it is possible to use the Analog Thumb Pad or D-Pad to move to the next available lock-on item. (Only when other lock-on items are available.)

When possible, you can press **A** to perform an action, **O** to open the System Menu and use another item or **N** to refer to Ryo's notebook.

Zoom



Press **Z** to change the camera view to a first-person perspective to examine items in close-up.

Lock-on



When certain items are approached using the zoom function, the camera will zoom-in close and lock-on to the item. In these situations, try pressing **A** to see what happens.

Lock-on Actions

Depending on the type of item, pressing **A** while locked-on to an item that is action compatible can result in a variety of different actions. When there is more than one item within close proximity, press **↑**, **↓**, **←** or **→** on the D-Pad as required to move from one item to the next, .

Examine	Use the Analog Thumb Pad or D-Pad to adjust the viewing angle and perspective as needed to examine stationary objects.
Open	Open doors, drawers, boxes, etc. When there are items inside use the Analog Thumb Pad or D-Pad to adjust the viewing angle and perspective as needed or press Triggers L / R to zoom in and out. Press A again to pick-up items that can be picked-up.
Pick Up or Take	This will cause Ryo to grab or pick-up any items that can be picked-up. Use the Analog Thumb Pad or D-Pad to adjust the viewing angle and perspective as needed or to rotate the item. Press A again to keep items that can be kept.
Dial Numbers	Once you lock-on to a telephone, press A to make a phone call. Use ← → to move Ryo's finger to a number position on the rotary dial pad (Start = 5, ← = higher numbers to 0, → = lower numbers to 1) and then press A to dial the selected number. Note: It is not necessary to lock-on to the telephone to make a call.

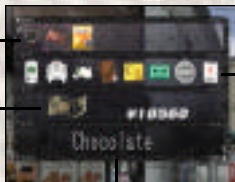
System Menu

Press **Y** to open and display the System Menu. Use the D-Pad to select items or system icons and press **A** to enter your selection. To close the System Menu, press **B**.



Items in Ryo's Possession

Ryo's Money



Item Name or System Icon Explanation

System Icons

Resume, Settings, Martial Art Moves Scroll, Notebook, Collection, Cassette Tapes, Coins, Calendar

Items

Select an item and press **A** or **Y** to display that item in close up. When an item is able to be used, press **A** to use it.



While an item is displayed in close-up it is possible to rotate the item using the D-Pad or to zoom in/out using Triggers **L/R**. When you are finished examining the item, press **B**.



Resume

Select the Resume icon from the System Menu to temporarily save the game at a point when you need to interrupt and discontinue play for the time being. After selecting "YES" from the confirmation window, the game will be saved to the Resume file. Once the "Game save is complete! You may now exit the game." message appears, turn OFF the Dreamcast power or perform a soft-reset (see p. 14 for details) as required. Select "Continue" from the Start Menu to continue gameplay from the point at which Resume was performed.

CAUTION

There is only one Resume File available. Once you select "Continue" to continue playing the game, that Resume file will be erased. Because the Resume function is only designed as a temporary save feature, it is strongly recommended that you use both the Resume and Save features in conjunction to prevent loss of game data.



Settings

Select this icon to modify various game settings during gameplay. For details on the settings available, refer to "Options" on p. 9.



Moves Scroll

This scroll contains details on all of the martial art moves Ryo has mastered. Select this icon to review the moves, their commands and Ryo's current proficiency level. Whenever a new move is learned, it will be added to this scroll. For details, refer to p. 26.



Notebook

Ryo's notebook contains notes on his daily affairs, important information, phone numbers, etc. Select this icon to display the notebook and use the D-Pad to turn pages. The notebook can also be displayed by pressing **X**. For details, see p. 11.



Cassette

Select this icon to display a list of Ryo's collection of music cassette tapes. It is possible to listen to these tapes but doing so requires possession of a certain item... can you find it?



Calender

Select this icon to check the current date.



Money

The current amount of money Ryo has is displayed here. Ryo receives a daily allowance of 500 Yen from a certain character or he can work to earn money. Whenever money is paid or received, the money icon and current amount will be displayed.

Provided Ryo has money to use, he is able to purchase items from the candy or convenience stores. However, keep in mind that money is required for various purposes throughout the game, so you would be wise not to spend it too frivolously.



Collection

Select this icon to display Ryo's collection of figurines, drawing prizes, etc. Use the D-Pad to select an item and press **X** or **Y** to examine the item in close-up.



Tokens

Select this icon to display the number of slot machine coins Ryo has in his possession.

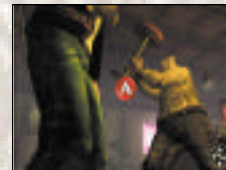
As you progress through the story Ryo will encounter events in which you are required to think and act quickly. These events are known as QTE (Quick Timer Events) and are executed via simple one-button commands.

When a QTE occurs, controller command icons (**↑**, **↓**, **←**, **→**, **X**, **Y**, **Z** and **○**) will appear one at a time in the center of the game display. While the icon is being displayed, press the corresponding controller button as quickly as possible.



The "QTE" commands appear at the center of the game display. If an **X** icon appears, press **X** before the icon disappears.

"QTE" style fighting events will also occur in the course of the game. These are called "QTE BATTLES" and are executed the same as other QTE.



FREE BATTLE

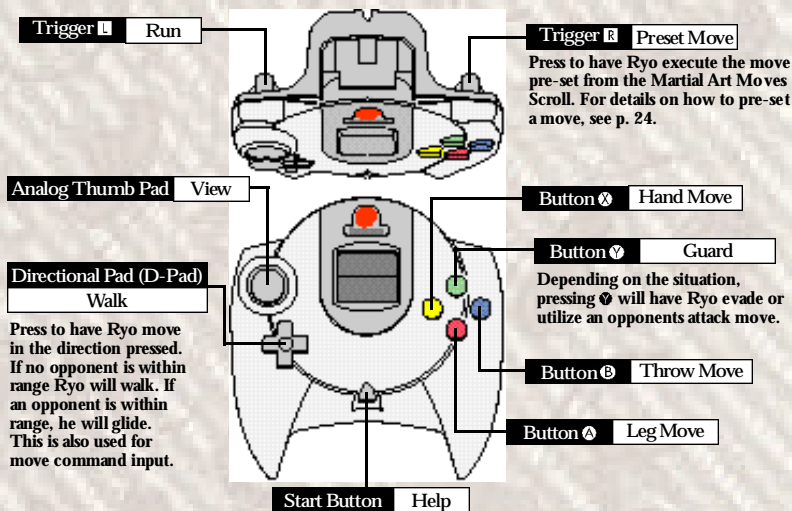
As the storyline develops there are situations in which Ryo must engage in fights. These fights are not limited to simple one-on-one encounters. In some, Ryo must take on multiple opponents in one fight.

A strength gauge will appear in the bottom left of the game display during the Free Battle.

Once Ryo and his opponent(s) assume a fighting pose, the Free Battle commences.

Utilize the many martial arts moves in Ryo's repertoire to attack and defend, slap your opponent down when they're off guard, take advantage of your opponent's power flow when attacked and turn it back on them, etc., anything you can to win the fight.

Basic Controls



Executing Moves

Use X to execute hand moves, A for leg moves and B for throw moves. All the moves that appear on the Martial Art Moves Scroll can be performed using different button, trigger and D-Pad combinations.

Move Introduction

This section is an introduction to the martial art moves Ryo has already mastered at the start of the story. The commands described here are valid for situations when Ryo is facing to the right and his opponent is positioned to Ryo's right. If Ryo is facing left and the opponent is positioned to Ryo's left, the D-Pad commands must be reversed.

■ Hand Moves

虎腕	⊗	Tiger Knuckle
水月突き	➡⊗	Elbow Slam
捻り巻	⊗	Twist Knuckle
裡門頂肘	➡⊗	Elbow Assault
昇り巻	⊗	Upper Knuckle
袖突き	➡⊗	Sleeve Strike
村岡突き	➡⊗	Rain Thrust

■ Throw Moves (Front)

背負い投げ	⊗	Overthrow
払い屋	➡⊗	Sweep Throw
四投げ	⊗	Vortex Throw
霞切り	➡⊗	Mist Reaper
纏割り	⊗	Demon Drop
巻き固め	➡⊗	Shoulder Buster
天狗巻	➡⊗	Tengu Drop

■ Leg Moves

三日月蹴り	⊗	Crescent Kick
踏み蹴り	➡⊗	Trample Kick
払い蹴	⊗	SideReaperKick
蹴昇り	➡⊗	AgainstCascade
袈裟蹴り	➡⊗	Surplice Slash
雷蹴り	➡⊗	Thunder Kick
出足止め	➡⊗	HoldAgainstLeg

■ Power Moves

大車	⊗+A	Big Wheel
双手波	⊗+A	TwinHandWaves
裏柳	⊗+A	Backfist Willow
嵐山槍	⊗+A	AvalanceLance
太刀霞	⊗+A	KatanaMistSlash
虎嵐	⊗+A	Brutal Tiger
新月	⊗+A	Dark Moon

■ Side Throws

裏芭月	⊗	DarksideHazuki
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Execute when Ryo is beside his opponent.

■ Rear Throws

裏落とし	⊗	BackTwistDrop
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Execute when Ryo is behind his opponent.

■ Running Moves

霧風	⊗	Mistral Flash
疾風	⊗	Cyclone Kick
風車	⊗+A	Windmill

Execute while running.

Victory and Defeat

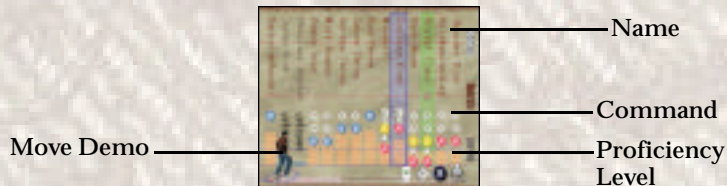
Victory is self-explanatory, however, defeat occurs whenever Ryo's power gauge reaches zero and he is knocked down.

TRAINING

Through various kinds of training or practice, Ryo can strengthen and improve his current moves as well as acquire and master new moves. All moves learned can be used during Free Battle.

Martial Art Moves Scroll

Press **Y** to display the system menu and select the Martial Art Moves Scroll. This will display a list containing all the moves Ryo has learned, the commands for each move and Ryo's current proficiency level.



When there are too many moves to display at one time, press **Left/Right** to move the cursor and scroll left or right. Select a move with the cursor and press **X** to display an explanation of the move.

Also, press **Y** to toggle between the command description and move name screens.

Press **Left/Right** to enlarge or reduce the Ryo image displayed at the bottom left of the screen.

Use the Analog Thumb Pad to rotate this image.

The proficiency level of each move is indicated by the height of the proficiency level bar in relation to the grades (Learning, Moderate, Advanced) indicated on the right side of the scroll. Moves that have not reached the Learning level are not yet available for use during Free Battles.

As the proficiency levels of moves increase there will be a strengthening effect on Ryo's attacking power and the overall effectiveness of the move.

Presetting a Move to **X**

It is possible to pre-set one move from the Martial Art Moves Scroll that can be executed by simply pressing **X** during Free Battle. To pre-set a move, use the cursor to select the move and press **X**.

Training

It is imperative for Ryo to train every day. Training will raise the proficiency level of each martial art move.

Setting a Training Method

You can set a training method by selecting "Training" from the menu that is displayed at the save point. Select a type of move and the proficiency level of that type will increase in relation to the other types of moves.

All Moves: The proficiency level for all moves will increase an average amount.

Hand Moves: The proficiency level for all hand moves will increase.

Leg Moves: The proficiency level for all leg moves will increase.

Throw Moves: The proficiency level for all throw moves will increase.

When a move type other than "All Moves" is selected, it is possible to focus training on just one move. When the list containing all the moves for the selected type is displayed, select the move to apply focused training to and press **X**.



Select the type of move for training. Use the D-Pad to select and press **X** to enter.

When a training method other than "All Moves" is selected, you can focus training on one particular move within the selected type.



Sparring and Practice

There are multiple places within the game for Ryo to practice his martial arts moves such as the dojo, a park, open ground, etc. Whenever Ryo enters into a place suitable for practice, a confirmation A.S. will appear. However, if there are people around, the A.S. will not appear so if you are intent on practicing, wait until the area clears out or look for another practice area.

The game controls used when practicing moves are the same as used for Free Battle play and the proficiency level for any moves practiced will increase.

Practicing with an opponent is called sparring. When Ryo is alone, it is called practicing.

Sparring



Practicing



Move Instruction

At some points in the storyline progression, Ryo will have the opportunity to learn new moves from various game characters.

These characters will provide very careful instruction so simply follow what they say and input commands accordingly. Once Ryo is able to execute the move at will it will be considered “acquired” and will be added to the martial art moves scroll.

Visual Memory Display

Just after Ryo performs the move correctly the commands for that move will be displayed briefly on the VMU display as a hint.

The save point is located in Ryo’s bedroom in the Hazuki household. When the day ends, select “Sleep” from the Savepoint Menu to have Ryo go to sleep and replenish his energy. Usually, at 11:30pm, Ryo will automatically be transferred to the save point so he can go to bed.

Save Point Menu



Whenever Ryo enters his bedroom, the Savepoint Menu will be displayed. (You can display this menu manually by positioning Ryo in front of his bed and pressing **△**).

Use the D-Pad to select a menu item. “Training” and “Sleep” are only available after 8:00pm.

Settings

Select to modify the game settings. For details on the controls required and the items available refer to “Options” on p. 8.

Save

Select to save the current game data to a game file. Select the file to save the data to and press **△**. Up to three game files can be created. For details, see p. 12.

Training

Modify or view the training method Ryo uses for his daily martial art moves training. For details, see p. 27.

Sleep

At the end of the day, have Ryo sleep to replenish his energy.

MINI-GAMES

There are a number of arcade games that can be enjoyed at the game center. However, these games aren't free. You must pay to play these games. Also, the arcade is not the only place you can play mini-games, so be sure to look around for other places to play.

If you forget how to play a particular game, press the Start Button to display the Help menu with an explanation of the game controls.

YOU Arcade



This is the video game arcade located in Dobuita.

Hang On



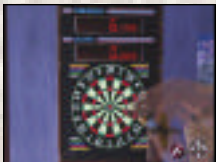
Using the Analog Thumb Pad to steer, **L** to brake and **R** to accelerate, ride this motorcycle past each checkpoint within the allotted time.

Space Harrier



Use the Analog Thumb Pad to maneuver to avoid enemy fire and press **A** to attack and destroy enemies.

Darts 7



Compete by throwing darts to earn the highest total score. Press **A** to throw the dart at just the right moment.

Excite QTE2



Press the controller buttons that correspond to the icons that appear on the game display as quickly as possible. The pace of this game will speed up gradually.

QTE Title



Have Ryo punch the target down as it rises up by pressing the controller button that corresponds to the icon displayed as quickly as possible.

VEHICLES

The driving controls for two types of vehicles that appear in this game are as follows:

Motorcycle

Use the Analog Thumb Pad or the D-Pad (**←/→**) to steer the motorcycle. Press **R** to accelerate and **L** to brake.

Forklift

You'll have to learn to drive a forklift when you take on a certain part-time job at the harbor. Use the Analog Thumb Pad or the D-Pad (**←/→**) to steer. **R** moves the forklift forwards and **L** backwards. Press **A** to raise and lower the lift. Press **B** to change the camera view, **X** to display a map and **Y** to display the System Menu.

Motorcycle



Forklift



CHARACTER INTRODUCTIONS



Ryo Hazuki

Having lost his mother at an early age, Ryo has devoted his entire young life to rigorous martial arts training under the guidance of a strict but loving father.

Despite a tendency to be reckless and a bit too quick to fight, Ryo has a tremendous amount of potential and an iron strong volition.

Determined to uncover the mystery of his father's murder, he begins a journey that will eventually take him west to a land he has never seen... China.

What fate lies in store for Ryo?



Nozomi Harasaki

As a close friend and classmate, Nozomi is well-acquainted with Ryo. A liberated and flexible thinker, she has a tendency to speak her mind clearly and an ability to get quickly to the core of any matter, except when that matter involves feelings of the heart. When she cares for someone, she finds it difficult to express herself, instead simply gazing at them with affection in her eyes.

Will she ever be able to clearly express her feelings to Ryo?



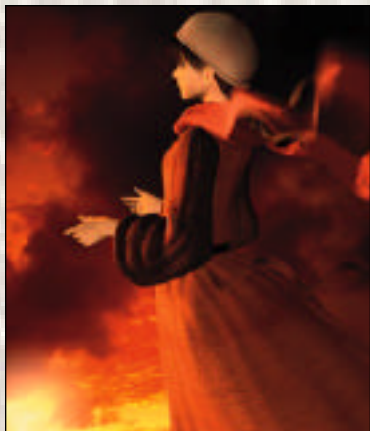


蒼龍

Chang Long (Lan Di)

A master of a powerful form of martial art that was supposed to have disappeared long ago, Lan Di's chilling stare alone is enough to intimidate most opponents. But, those brave enough to ignore his stare usually forfeit without a fight once they see his deadly moves.

Evil to the core, he is incapable of showing mercy and will stop at nothing to bury anyone who dares to cross him.



玲沙花

Ling Sha Hua

Raised in a pure environment surrounded by nature, this young woman has never known what it is to distrust people. Filled with courage and a strong zest for life, behind her innocent and childlike demeanor is the heart and soul of China.

Innocent and pure, this mysterious young woman is very kind-hearted and gentle.

Her encounter with Ryo will change her destiny.



岩崎 巖

Iwao Hazuki

He is Ryo's father and the foremost expert of the Hazuki style of martial art.

In his youth he traveled to China to undergo martial arts training and during this time he met various people. Because

of his deep devotion to martial arts, both Iwao and his school of martial arts is held in high regard and well respected in the community.



金伯利

Mark Kimberly

A calm sensitive man, Mark works at the harbor as a forklift operator.

Not very talkative and reluctant to discuss his past, he seems to have an ulterior motive for being in Yokosuka. Under

what circumstances will he meet up with Ryo?



トム

Tom Johnson

This charismatic friend of Ryo's owns the local hot dog truck.

Because he is friendly and interacts with people well, Tom can often provide helpful information.

Prior to settling in Yokosuka, Tom is said to

have hitchhiked around the world. Always cheerful and optimistic, Tom can be found near his truck dancing to rap and reggae music.



蔡

Chai

This strange man sneaks around following Ryo as he investigates the mystery surrounding his father's murder. Lurking in shadows, Chai spies Ryo with beastly eyes.

His physical presence is so frightening and

creepy, one dares not imagine how he came to be.

CREDITS

Produced and Directed by



Yu Suzuki



SEGA of Japan
Manual Production Staff

Translation/DTP

Monika Hudgins

Designer

Yoichi Takahashi

Writer

Eiji Ogawa

Supervisor

Kaoru Ichigozaki

The following credits list the staff who worked on the localization, marketing and manual production for the U.S. version of Shenmue. Credits for the original development and the main localization staff of AM2 are listed in the game itself.

SEGA of America Product Development

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Test Lead

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Assistant Test Leads

Berjes Enriques

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