

# Shenmue™ I & II

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# Starting the Game

## Installation

Select to install Shenmue I & II in your Steam Game Library. After installation is complete, launch the Shenmue I & II launcher and select a game within the launcher to start.



## Old Save Bonus and Storylines

The storylines of Shenmue and Shenmue II are related, but you can play the games in any order. If you have already completed Shenmue, you can load a cleared game file from that game in Shenmue II. This will allow you to keep your money, items, and learned skills from the first game.



# Shenmue Introduction

Year 1986, Yokosuka, Japan.

An unexpected visitor brings chaos into the previously peaceful life of Ryo Hazuki, age 18.

A mysterious man in traditional Chinese clothes appears amidst the company of shady individuals in black.

His fighting style is unlike anything Ryo had ever seen before, and his strength is overwhelming.

Ryo's father Iwao engages this fearsome opponent in combat. Seeing that his father is about to lose, Ryo joins the fray, but he is no match for the stranger.

He is defeated. The man approaches Iwao.

"Where's the mirror?" he demands.

Iwao has no choice but to tell him.

Once the man obtains what he had come for, he turns to Iwao again.

"You haven't forgotten Sunming Zhao, have you?"

Iwao would not meet his eyes nor say a word. The man continues talking. He speaks of Iwao's crimes from a past that Ryo had been ignorant to.

Did his father really kill someone...?

Iwao does not say a word. The man strikes him down.

Ryo runs to his father's side and tries to help him up, but Iwao is about to breathe his last.

"Lan Di..." he whispers.

The man called Lan Di leaves. What sticks in Ryo's mind is an ornately embroidered dragon on the back of his jacket.

What was the mirror Lan Di came for?

Who is he, and what was his connection to Iwao?

Swearing to avenge his father, Ryo sets out on a journey seeking answers to these questions.

## Shenmue II Introduction

In Yokosuka, Ryo tries to track down Lan Di but has no clues as to his whereabouts.

However, a letter addressed to his father comes into his possession.

The letter sent by Yuanda Zhu warns Iwao of danger and advises him to contact Yaowen Chen just in case.

Ryo finds out how to contact Chen and goes to meet him.

From him he learns that Lan Di is a high-ranking member of a Chinese crime syndicate called Chi You Men.

He is also told that the stolen mirror was one of a pair.

Ryo finds out that the other mirror is known as the Phoenix Mirror, and that Lan Di is in Hong Kong.

Ryo decides to head there.

Hong Kong - a bustling, crowded city.

An introduction letter from Chen in hand, Ryo searches for Master Tao who is said to know where Yuanda Zhu is.

Alas, Ryo lets his guard down and is robbed of his belongings by a local gang.

Joy, an influential lady, comes to Ryo's aid, helping him find a place to stay. He continues his search for Liu and Zhu while taking on various jobs to pay for his accommodation.

And that is barely the beginning of his Chinese adventure.

# Game Flow

You play as the protagonist, Ryo Hazuki, trying to obtain information from various people that would lead him to the answers he seeks.



## Passage of Time

Time passes in the world of Shenmue, and the seasons change with it.

Although there is no need to particularly hurry, the final objective must be completed **by the time cherries bloom in spring in Shenmue**, and **by summer in Shenmue II**.

## Game Screen

Gameplay when Ryo can be freely controlled is displayed in 16:9 aspect ratio, and cutscenes in the original 4:3 ratio.



Controlling the Character



Cutscene

# Game Flow

There are three main parts of gameplay.

## Free Quest Mode

This is the main part of the game where you explore the areas and talk to characters.

Besides gathering information needed to progress the story, you are free to play minigames, search for collectibles and enjoy the world of Shenmue any way you like.



## Free Battle Mode

Battle single or multiple opponents. Combat controls are simple and allow for immersive battles.



Certain characters you meet through quests can teach you new skills. Once you learn them, you can use them in battles.

## QTE

Quick Timer Events.

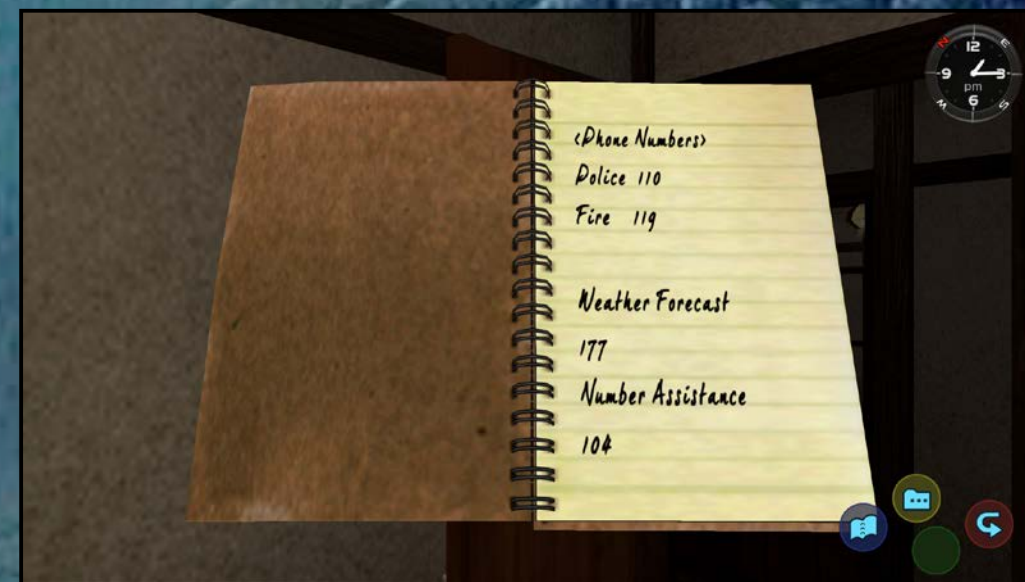
Press the buttons shown on screen with the right timing to progress.



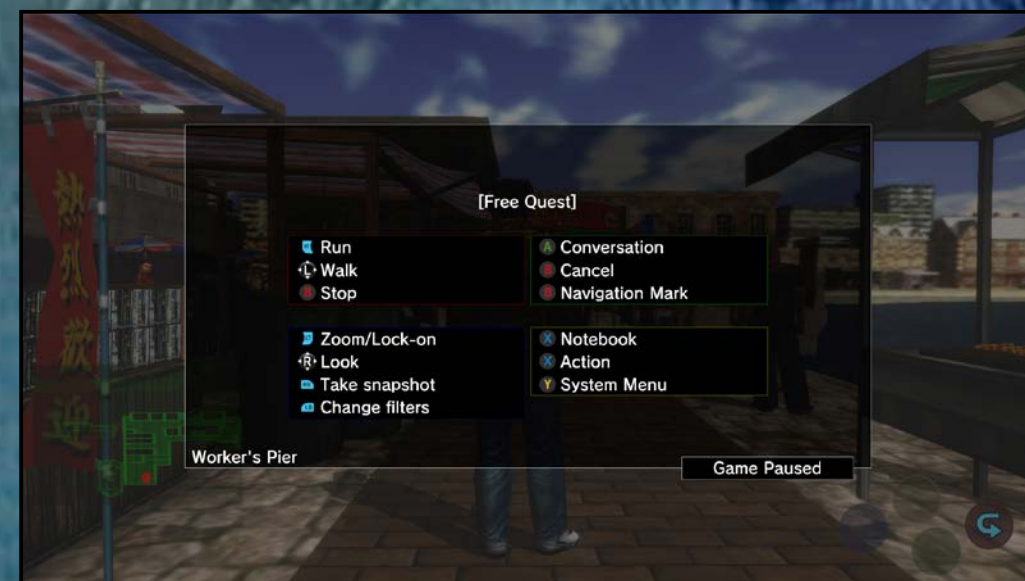
# Game Flow

## Notepad and Help

Press Q to read Ryo's memos containing information he has collected and story events. If you ever get stuck and don't know what to do next, check the notepad for hints.



Press SPACE to pause the game and view explanation of basic controls available on that screen.



## Saving Progress

You can save your progress by selecting SAVE when resting in a bed or from the system menu.

There are 10 save slots for each of the two games.



# Game Flow

## System Menu

Press TAB to open the system menu where you can check your current funds, tokens and date.  
Use Q/E to toggle between the following screens.

## Story Items

These are important items related to the story. Select an item to see it in detail.



## Collection

View your toy capsule items and other collectibles. Select an item to see it in detail.



## Moves

View a list of learned skills.  
You can also check skill names and commands.



## Save

Save your progress in one of the 10 save slots available.



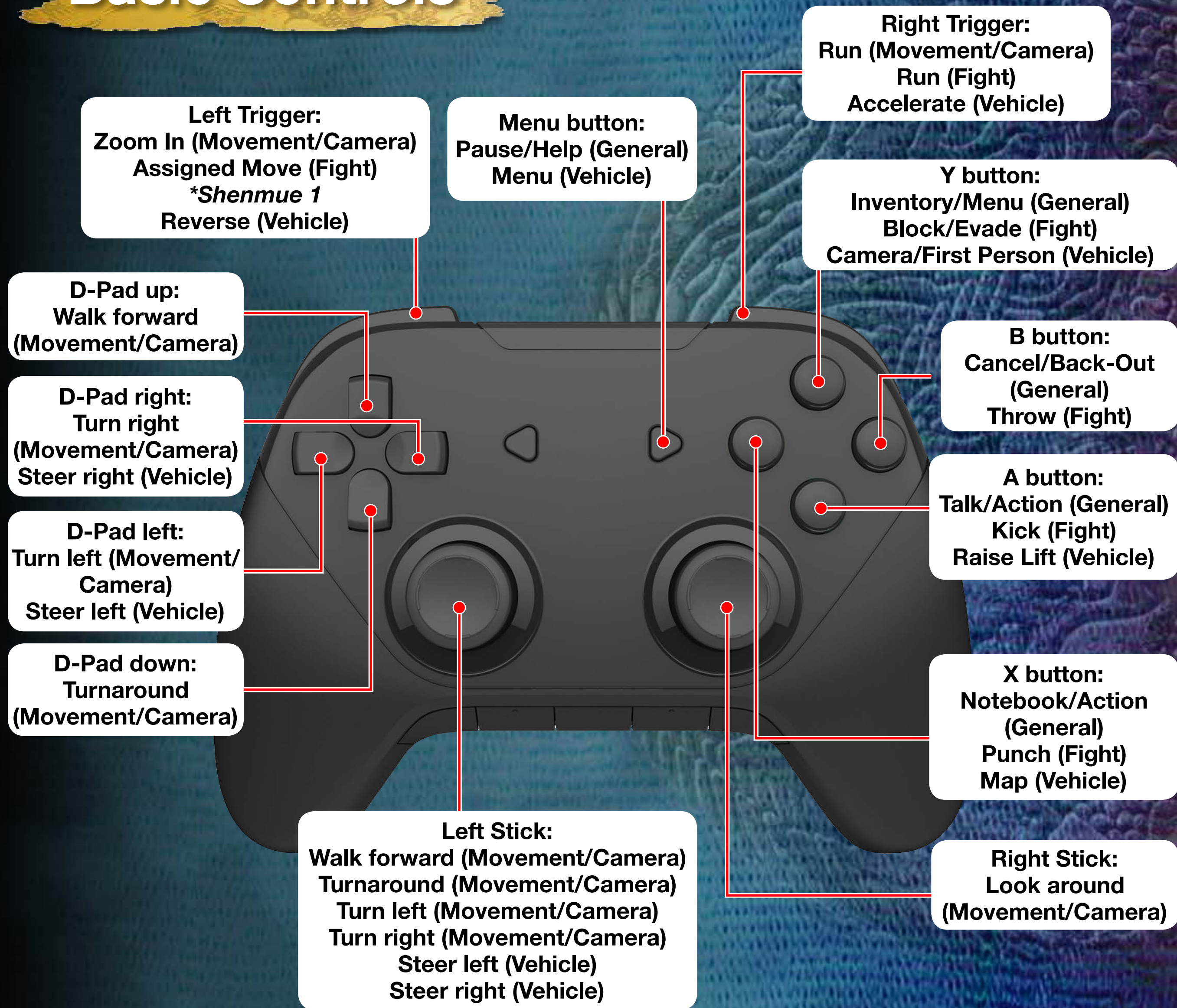
## Options

Controls, audio and graphic options.





# Basic Controls



	Free Quest	Free Battle
W/S/A/D	Walk	Walk
UP ARROW/DOWN ARROW/LEFT ARROW/RIGHT ARROW	Change view	Change view
CTRL	Look Zoom	Use set move
SHIFT	Run	Run
Free Quest TAB / Free Battle NUM 8	System menu	Dodge
Free Quest E / Free Battle NUM 6	Cancel/Stop	Throw
Free Quest R / Free Battle NUM 5	Confirm/Action	Kick
Free Quest Q / Free Battle NUM 4	Open notepad	Punch
SPACE	Show Help	Show Help

\*Some controls can be changed in Settings in the System Menu.

# Basic Controls

## Selecting Actions

While doing quests, you will see icons on the bottom right of the screen with R, E, Q, and TAB keys assigned to them.

Depending on the situation, each icon represents a function and the key it is assigned to. Press the corresponding key to perform it.



## Movement

Use the left stick or directional buttons to move.

<b>W</b>	Move forward
<b>A/D</b>	Move left/right
<b>S</b>	Move backward
<b>W/S/A/D + E</b>	Change direction faced

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