



Dreamcast™

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(Patents pending in U.S. and other countries) and Canada Patent 1,183,276 and European Patents 0682341, 80244; Publication 0671730, 0553545; Application 98938918.4, 98919599.5



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Dreamcast™



Dreamcast

What's
シェンムー
Shenmue



~ Find Director Yukawa ~



EPILEPSY WARNING

Please read the manual and particularly this paragraph, before using this video game system or allowing your children to use it. A responsible adult should go through with any minors, the operator instructions of the Dreamcast before allowing play to take place. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy, or has never had an epileptic seizure. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of seizures or epilepsy. If you or anyone in your family have ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY discontinue use and consult your doctor.

For your health

- Sit away from the television screen, as far as the length of the Controller cable allows. We advise that you sit a minimum of 6.5 feet (about 2 meters) away from the television screen.
- Preferably, the game should be played on a small television screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure the room in which you are playing is well lit.
- Rest for at least 10 minutes per hour while playing any video game.

GETTING STARTED

This GD-ROM can only be used with the Dreamcast System. Do not attempt to play this GD-Rom on any other CD player – doing so may damage the headphones and speakers.

1. Set up your Dreamcast system by following the instructions in your Dreamcast System Instruction manual. Plug in Control pad 1. For 2-4 player games, plug in pads 2-4 also.
2. Place the Dreamcast GD-ROM, label side up, in the well of the CD tray and close the lid.
3. Press the Power Button to load the game. The game starts after the Dreamcast logo screen. If nothing appears, turn the system OFF and make sure it is set up correctly.
4. If you wish to stop a game in progress or the game ends and you want to restart, press A, B, X, Y and Start simultaneously to return to the game title screen. Press A, B, X, Y and Start simultaneously again to return to the Dreamcast control panel.
5. If you turn on the power without inserting a GD, the Dreamcast control panel appears. If you wish to play a game, place the Dreamcast GD-ROM in the unit and the game will automatically boot up.

Important: Your Dreamcast GD-ROM contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Dreamcast system has trouble reading the disc, remove the disc and wipe it carefully, starting from the centre of the disc and wiping straight out towards the edge.

HANDLING YOUR DREAMCAST GD-ROM

- The Dreamcast GD-ROM is intended for use exclusively with the Dreamcast System.
- Be sure to keep the surface of the GD-ROM free of dirt and scratches.
- Do not leave it in direct sunlight or near a radiator or other sources of heat.

Welcome to “What’s Shenmue ~ Find Director Yukawa ~” for the Dreamcast.
Before starting the game, please be sure to read this guide.

This software is a special version based on “Shenmue Chapter One:Yokosuka” that is currently under development, and hence unexpected behavior may occur. Thank you for your understanding.

MODES

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.

Select a game mode and press **A** to enter your selection.

Information

Four characters will introduce the game, in photo-realistic quality.

First select which of the four characters you would like to see, and press **A** to enter your selection.

You can move the camera with the D-Pad, zoom in and out with **L** / **R** and move the light source using the analog stick. To quit, press the **B** button.

Find Director Yukawa

As the main character, Ryo Hazuki, you must seek out Director Yukawa located somewhere in the town, within the time limit.

A guide to play can be found on the following page.

Options

Modify various settings of the game.

Use the D-Pad to select and modify settings.

Sound:

Set the sound output to either STEREO or MONO.

Dialog and Text:

Adjust settings for the characters’ voices and subtitles.

Child mode:

In Child mode, the game will display text in hiragana and katakana.

FIND DIRECTOR YUKAWA

As the main character, Ryo Hazuki, you must seek out Director Yukawa located somewhere in the town, within the time limit. Explore the town and speak with the residents for clues to his whereabouts.

FREE QUEST

Move freely around the town and engage in conversations in this main game mode.

Basic Controls

Analog Thumb Pad View

Have Ryo look in any direction you wish at any time, even while moving or using the zoom.

Directional Pad (D-Pad)

Walk

Start Button Help

Press to pause the game and display context-sensitive help. Press again to resume.

Trigger L Run

Press and hold this trigger to have Ryo run in the direction that he is facing.

X Button Crouch

Y Button Item

Opens the Item window. (If you press it twice rapidly, you can open the Notebook directly).

B Button Turn / Cancel

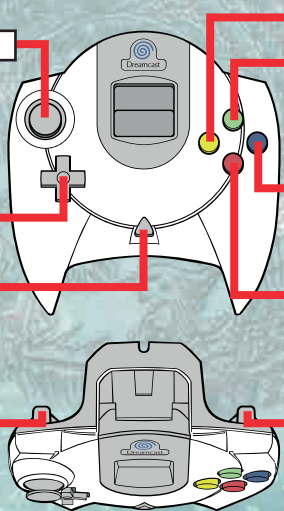
Turn around 180 degrees. This button can also be used to skip conversations.

A Button Action

Use this button to have Ryo perform actions such as speaking, picking up items, opening doors, etc. It is also used to confirm a menu selection.

Trigger R Zoom

Press and hold this trigger to change the viewpoint to the first person and then zoom in on any objects in Ryo's immediate surroundings.



NOTES:

1. When you are able to engage in conversation, an **A** icon will appear at the bottom right of the screen.
2. 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.
3. Never touch the Analog Thumb Pad or Triggers **L** / **R** while turning the Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

Item Window

Pressing the **Y** button brings up the Item Window. Select an item and press **A** or **Y** to display that item in close-up.

When 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**.

Introducing two items:

Watch: use this to check the current time. Pressing the **A** button activates the light.

Ryo's Notebook: information that Ryo hears and experiences are logged automatically in his notebook. It is especially helpful when you have forgotten something, need a clue about how to proceed, or simply need to reference some previously logged information. Use **←** **→** to turn the pages forward or back. Pressing the **Y** button twice rapidly will open the notebook directly.

QTE

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 such as arrows (← →) and buttons (A B) 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.

If you are unsuccessful, you can retry, with a maximum of 3 tries.

MINI-GAMES

Two games can be played at the arcade: Darts and the Slot Machine. Games cost 100 yen per play. Ryo starts with 2000 yen cash.

Darts

Watch the movement of Ryo's arm and press A to throw the dart at just the right moment.

Slot Machine

Place a bet using the A button. Then use the D-Pad to move Ryo's finger to START and press A to spin the reels which will stop automatically.

CREDITS

Game Produced and Directed by
Yu Suzuki

Fan-Translation Credits

Translators

Brett Chandler
Rakim

Proofreading

Merlin Fontana

Programmers /Hackers

YZB
PacoChan
Indiket
IlDucci

Original ShenTrad Tools

Manic
Ayla
ShenDream
SiZious

Manual Design

IlDucci
Gin
BlueMue

Special Thanks

FamilyGuy
HyKan
kRYPT
Fackue
Atreyu
xhizors92
Yu Suzuki
AM2
SEGA Of Europe
SEGA America

Graphics Edition

BlueMue
IlDucci

Project Websites:

<http://www.shenmuedojo.com>
<http://tiovector.romhackhispano.org>