http://www.shenmue.com
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610-7179 English

Dreamcast™

What's シェンムー Shenmue

~Find Director Yukawa~

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in any thing other than a Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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 Ⓐ 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 Ⓐ 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 Ⓑ 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.

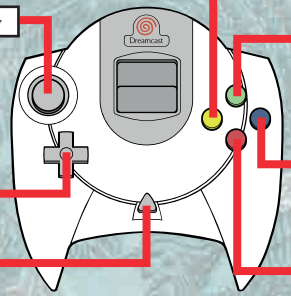
FIND DIRECTOR YUKAWA

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

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