

Shenmue
DOJO

ISSUE #1
JAN 2021

SHENMUE WORLD

100% UNOFFICIAL FAN MAGAZINE



FOREWORD:



The continued support from the Shenmue fan base constantly surprises me. I have had the pleasure of knowing (and meeting) die-hard fans from all across the world and the passion they have shown has always been awe-inspiring. The experiences I have shared over the last 20 years and the friends that I have made along the way, are a true testament to this series that we all hold dear, and resonate with me on a deep emotional level. For the best part of 15 years we had made our voices heard, and at E3 2015, our dreams were forever realised. With that much love and support for something with which we all truly connect, we have again proven that anything is possible!

So here we are now, over 20 years on from the original game's worldwide release, and it is staggering to comprehend how far we've come since those early days of the little old Dreamcast. As we continued Ryo's journey with Shenmue III at the end of 2019, and are revisiting the adventure in animation form in the not-too-distant future, we are once again trying to be heard by getting behind the prospect of a Shenmue IV. We will see this adventure through to the end, and with Shenmue's biggest fan, its creator Yu Suzuki, at the helm, we all trust that his vision will be attained. Shenmue literally changed my life, Shenmue II enriched it, and Shenmue III finally allowed it to continue out of this strange Shenmue fan's time vortex of wonder and anticipation.

With Shenmue World, we want to drive home the passion of the fans who have stood by the series for so long, and take you through a journey with each issue, highlighting fan contributions, sharing community spotlights, and bringing interesting history and information on the series as a whole. You can expect a whole host of features, articles, interviews, fan art and more within the pages that follow. We hope that this serves as an enjoyable read, and a companion for all of our efforts and love for the Shenmue series. Together you helped make this magazine exist; without your support you would not be reading this now.

For that, I would like to personally and sincerely thank you all.

Keep friends, those you love, close to you...

James Brown, Shenmue Dojo Co-Owner - December 2020



WELCOME TO:

SHENMUE WORLD

100% UNOFFICIAL FAN MAGAZINE

Hello, and welcome to the premier issue of Shenmue World: a brand new unofficial fan magazine made by Shenmue fans, for Shenmue fans!

Each issue will be filled with contributions from fans from all across the globe. We are excited to be able to share the talent of the community in these very pages, to be archived for all of eternity; a bible of fantastic Shenmue content.

Brought to you by Shenmue Dojo,
(the original Shenmue resource)
the team has curated some of
the best Shenmue fan content
from over the last two decades to
squeeze into each issue!



This project first became a reality after an idea which stemmed from a fan mentioning to Phantom River Stone blog-post writer Switch, that he should publish some of his fantastic posts. Together we brainstormed, and Shenmue World was born. So it will be of no surprise that you can expect some of Switch's Shenmue blog posts to be featured within these issues, and it's quite exciting to think that just a somewhat passing comment actually brought this magazine into existence.

Moving forward, we hope that Shenmue World will become the pioneer magazine for every Shenmue fan's collection. Whether you are new to the series or not, we will strive to give each issue a wide variety of content that anyone will enjoy.



“...a bible of fantastic Shenmue content.”

There is already an endless supply of great Shenmue content to cover that deserves to be exhibited - and what better way than on a high-quality printed magazine to hold and cherish forever.



PRESENTS...

100% UNOFFICIAL
SHENMUE FAN MAGAZINE

SHENMUE WORLD



**KICK
STARTER**

100% Unofficial Shenmue fan magazine,
including Music CD, Eric Kelso Signed Print,
A3 Poster and more!

[Follow along!](#)

Created by
James Brown

592 backers pledged £17,660 to help bring this project to life.

📅 Last updated December 21, 2020

By the fans. For the fans.

If you are reading this now, you helped to make this magazine exist by supporting it over on Kickstarter. With the amazing response we not only met our £6,500 goal to make this magazine a reality - you guys smashed it! This has allowed us to add more extras, and make the whole magazine that little bit extra special. So from the bottom of our hearts, THANK YOU!

WANT TO SUBMIT CONTENT FOR FUTURE ISSUES?

If you are a Shenmue content creator, we would love to feature your work in a future issue! Please get in touch with us by either:

- Visiting the Shenmue Dojo Forums > Shenmue World section and posting a topic or comment
- Contacting us via our social media platforms, either directly or tagging us in a post so that we can view it
- Emailing us at :

shenmuedojoofficial@gmail.com or shenmueworldmag@gmail.com



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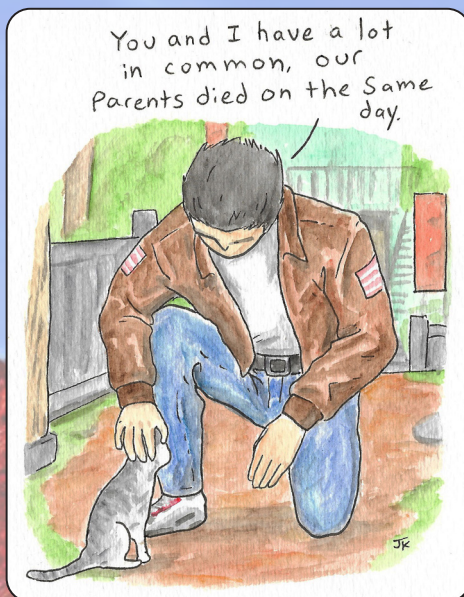
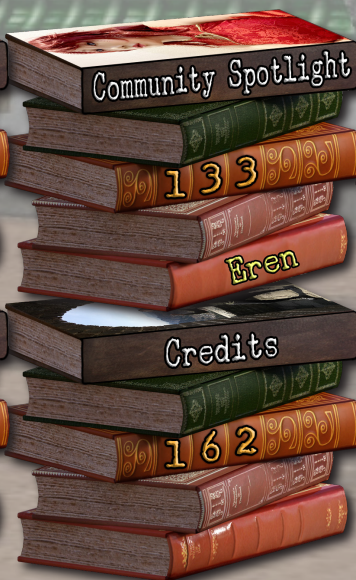
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@KUROKIMOCULTCH



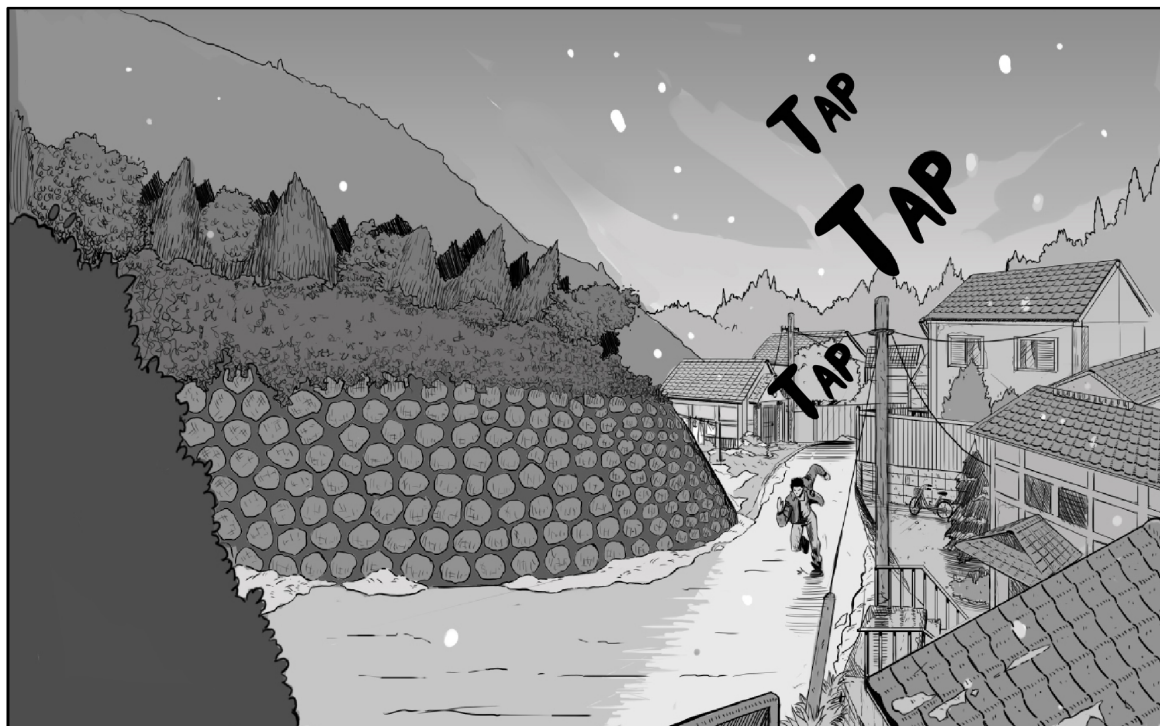
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THE DAY THE SNOW TURNED TO RAIN...
Shenmue Introduction Comic by Keith Rowsell

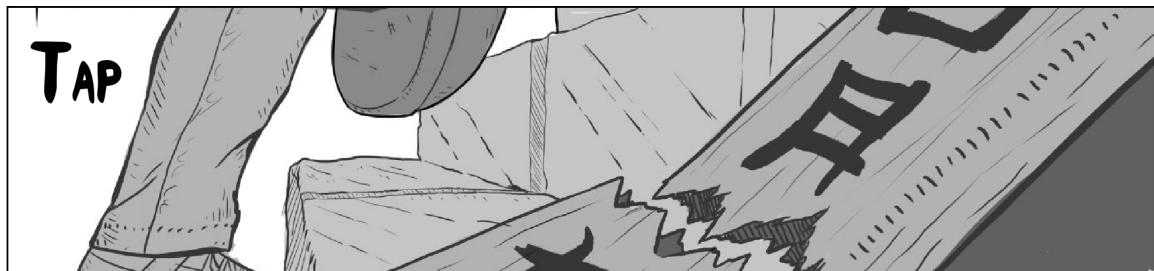
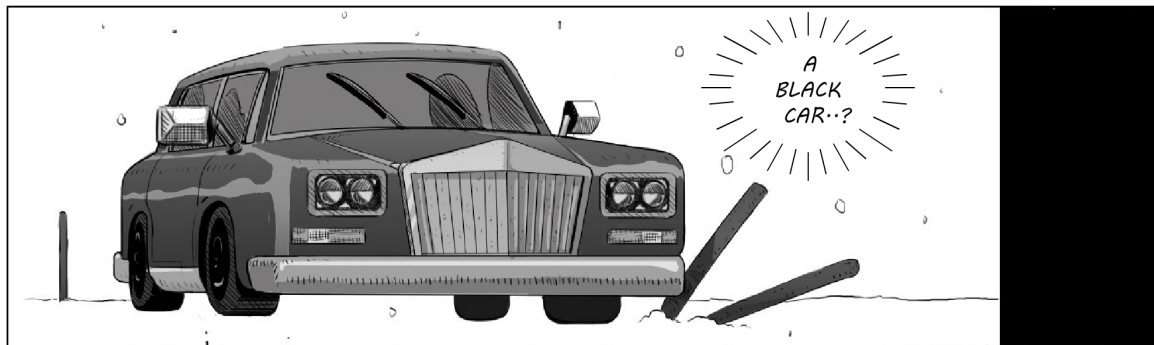
Yokosuka

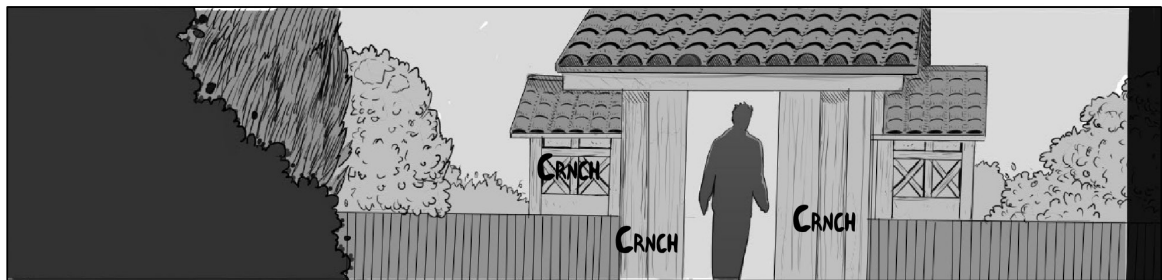
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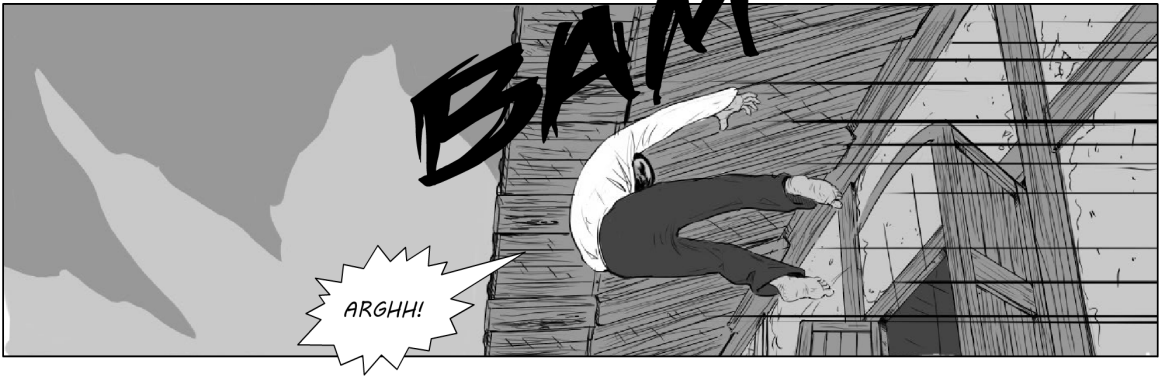
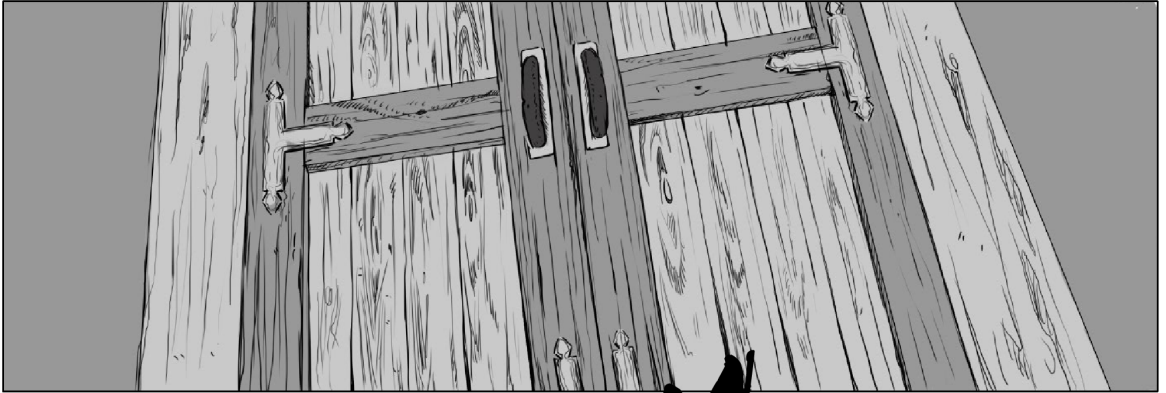
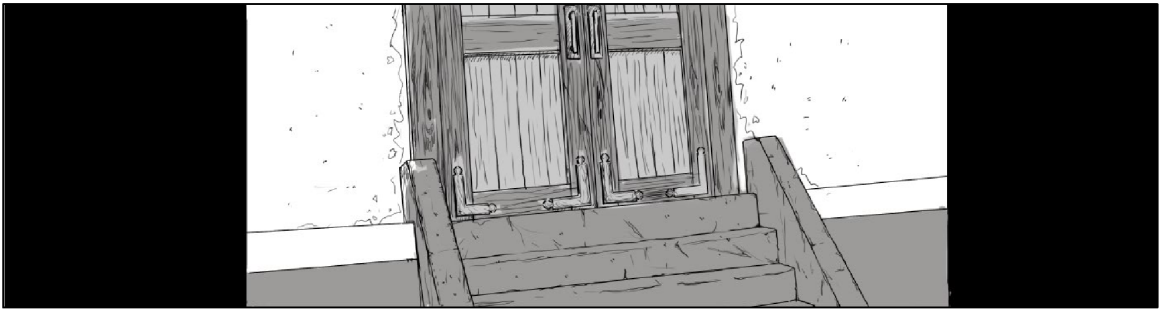
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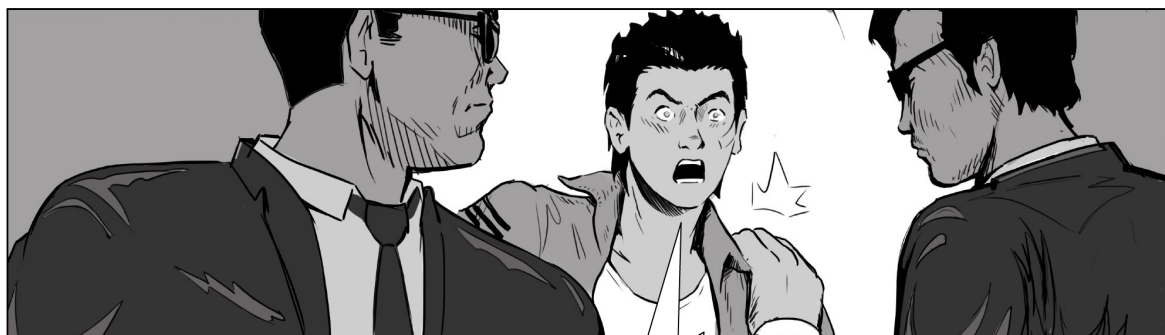






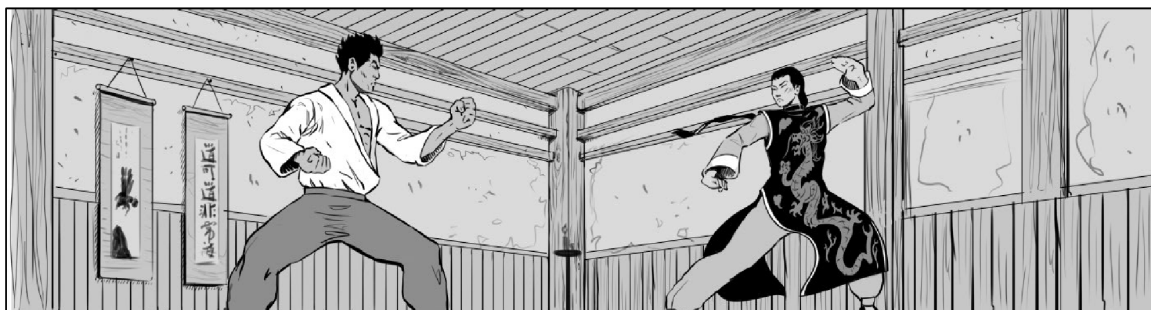


HEY YOU!



FATHER!!

STAY BACK
RYO!









TO BE CONTINUED...

COMIC CREATED AND DESIGNED BY KEITH ROWSELL



@FLAXORROWSELL

Shenmue DOJO SHOW

Join James & Matt, the co-owners of ShenmueDojo.com,
as they discuss all things Shenmue.

Featuring news, discussion, interviews, music & more!

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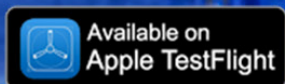
Suka Pass



+ MUCH MORE!



- Yokosuka In Your Pocket -





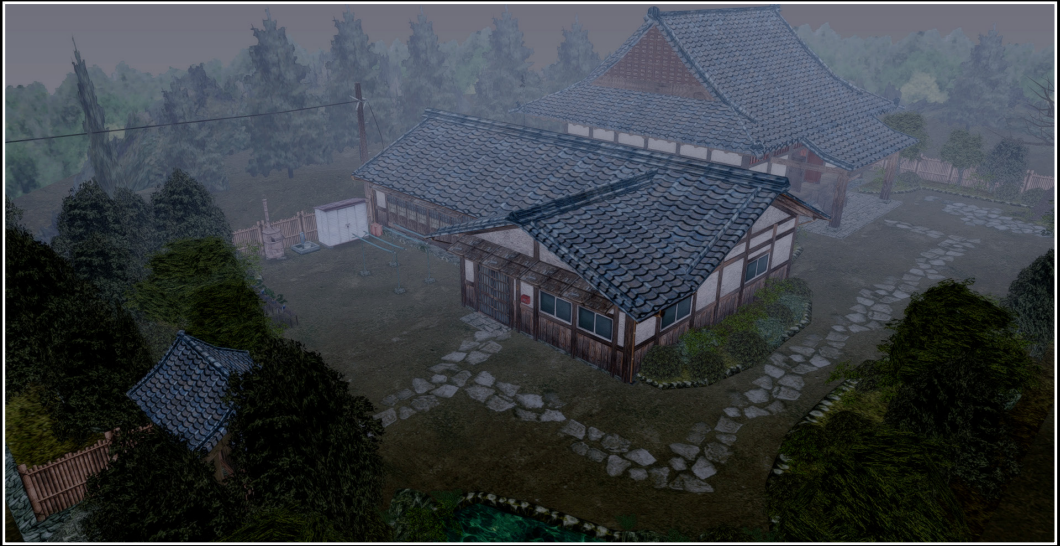
Ryo Hazuki

Sex:	Male	Birthday:	Nov. 29
Blood Type:	O	Height:	5'9"
Age:	18	Weight:	143 lbs.
Zodiac:	Sagittarius		

He is the main character and hero of this story. Ryo was born and raised at the Hazuki (Bukan) Dojo in Yokosuka by his father after his mother died of an illness when he was three years old. Apart from Ine-san, the live-in housekeeper and Fuku-san, his father's student, his father Iwao was Ryo's only living relation. Until, of course, Lan Di murdered his father.

Ryo began training in the Hazuki Style of jujitsu when he was very young. Ryo's training enabled him to grow into a very strong young man, both physically and mentally. Although he harbors a strong love and devotion to the martial arts, he hasn't expressed much interest in succeeding his father as master of the dojo. He is well behaved, and knows how to handle himself in a fight.

Consequently, he's well known in the neighborhood of Yokosuka. Rather stubborn and competitive to a fault, he tends to act impulsively rather than think a situation through logically. A good example of this is the fact that despite knowing how Nozomi Harasaki feels about him, he hides his feelings and acts indifferently towards her.



Hazuki Residence

The house was built in an old traditional style from sturdy Japanese cypress and cedar more than 100 years ago, but its durability is such that no repairs have yet been needed to its roof or tiles, and it conceals within it the construction techniques of the good old days.

The house was formerly a discontinued temple belonging to the chief priest, and has been built in a traditional, formal style.

The grand entrance gate is a remnant of its time as a temple. The rooms inside the house were also at first divided only by Japanese-style sliding doors and screens, but currently a number of the rooms have been renovated to have doors fitted.

The grounds of the Hazuki residence are spacious, as befits their temple origins. A pond has been dug in the garden, around which various types of greenery have been planted.

During the time of Iwao's ancestors, counting back four generations, the main hall underwent alterations and started to be used as a dojo, with the permission of the chief priest. The dojo itself is of a robust construction thanks to the abundant quantity of solid, high-quality cedar that was used.



SERIES OVERVIEW

SHENMUE I

Shenmue follows the story of Ryo Hazuki in 1986 Japan, in search for answers after witnessing the murder of his father by a mysterious man known as Lan Di.

The game was written, produced and directed by Yu Suzuki, who pioneered the open world genre by creating a fully-breathing and immersive world with a full day / night time system where characters had their own daily schedules. The game featured real-time weather effects based on real-world meteorological data from the time, and fully-voiced non-player characters, and made QTEs (quick time events) a popular addition to games going forth.

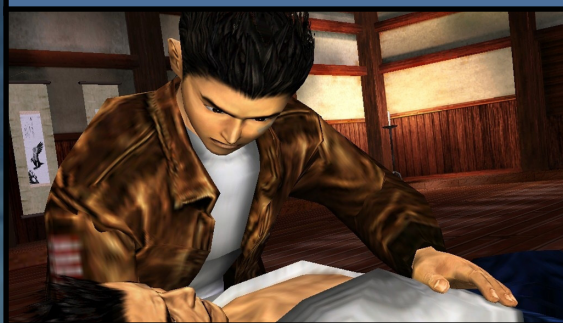
The game also featured a fully-interactive arcade, comprising some of Yu Suzuki's classic SEGA arcade titles, and a fighting system based on Yu Suzuki's own Virtua Fighter engine.

The game was released on 4 discs, with the first 3 discs containing the story of the game and the 4th disc allowing the user to connect to the internet and delve deep into the lore of the world, with detailed character profiles, information on all of the locations of Yokosuka, and much, much more! This disc was coined "Shenmue Passport", and was a treasure trove of additional information.



GAME INFORMATION

Developer	SEGA-AM2
Publisher	SEGA
Platform	Dreamcast
Release date	29/12/1999 (JP) 24/11/2000 (EU) 06/11/2000 (US)



US SHENMUE



US Shenmue was a special edition of the first Shenmue which was released only in Japan, and allowed Japanese fans to experience the North American dubbed release of the game. This meant that it contained full English dialogue while also supporting Japanese subtitles.

SHENMUE II

Shenmue II continues where the first game left off. Ryo arrives in Hong Kong in pursuit of his father's killer with only one clue to aid him: a letter from Master Chen containing an invitation to meet a master known as Lishao Tao. Along the way Ryo will meet new friends and foes alike, taking him from the unfamiliar city of Wan Chai, to the seedy underbelly of Kowloon, and finally to the tranquil region of Guilin.

Originally released for the SEGA Dreamcast, and then later on Microsoft's Xbox console. Due to exclusivity rights obtained by Microsoft, the North American Dreamcast version was cancelled. Because of this, no English dub was recorded for this version, so the European Dreamcast release instead featured the original Japanese audio with English, French and Spanish subtitles.

Like the original Shenmue, Shenmue II was developed by Sega AM2 and directed by Yu Suzuki. Some of Shenmue II was developed in tandem with the first Shenmue, giving the games the title of the most expensive video game ever developed at the time.



GAME INFORMATION

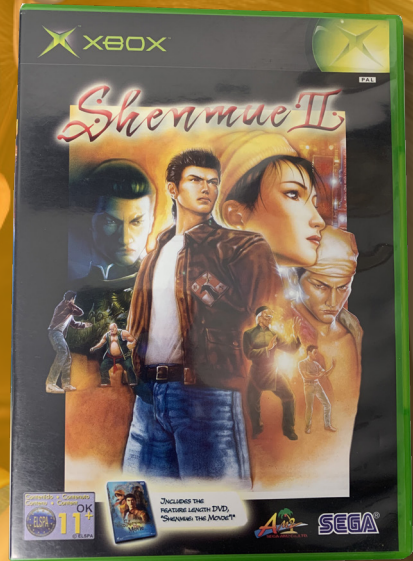
Developer	Sega-AM2
Publisher	Sega (Dreamcast), Microsoft (Xbox)
Platform	Dreamcast, Xbox
Release date	06/09/2001 (DC) - JP 23/11/2001 (DC), 21/03/2003 (Xbox) - EU 28/10/2002 (Xbox) - US



SHENMUE II XBOX

Shenmue II for Microsoft's Xbox was released in 2002, bringing some slight improvements to the overall experience. The most significant difference was the inclusion of a full English dub, with Corey Marshall reprising his role as Ryo Hazuki from the first game.

Also added were two new gameplay features: a Snapshot mode for taking pictures to store on the Xbox's hard disk and an adjustable image filter to alter the colour of the game (black & white, sepia etc). The graphics were improved by the Xbox's more advanced hardware, such as improved water effects and bloom lighting. The lengths of the load times were also slightly reduced, Dolby Digital 5.1 support was added for the game's cutscenes, and the frame rate now ran at a much more consistent 30 frames per second.



SHENMUE III

Shenmue III was released in November 2019, with a huge 18 year gap between its release and the previous installment, Shenmue II. It was developed by YS Net, produced by Shibuya Productions and published by Deep Silver for Windows and PlayStation 4.

The story continues where the second game left off, in 1980's Guilin, China, with Ryo now on a quest to find out about Shenhua's missing father, whilst still on the hunt for the man that murdered his father: Lan Di. Some familiar friends and foes await Ryo as he journeys from the rural Bailu Village to the sprawling port town of Niaowu.

Like the previous Shenmue games, the game consists of open-world environments interspersed with brawler battles and quick time events. It features a day-and-night system, variable weather effects, non-player characters with daily schedules, and various minigames.

As well as a standard collector's edition release of Shenmue III, Limited Run Games also released their own limited-run Collector's Editions of the game, featuring a wealth of bonus items. Below is their Complete Edition, featuring all content and DLC on disc, as well as unique items distinct from those in the original Collector's Edition.



GAME INFORMATION

Developer	YSNET.
Publisher	Deep Silver
Platform	PS4, PC
Release date	19/11/2019



KICKSTARTER

At the June 2015 E3 conference, following years of speculation, Yu Suzuki launched a Kickstarter campaign to crowdfund Shenmue III, with Sega having licensed Shenmue to Yu Suzuki's company Ys Net. The campaign met its initial target of \$2 million in under eight hours, making it the fastest Kickstarter campaign to reach that amount. It ended in July 2015 having raised over \$6 million, setting records as the highest-funded video game and the sixth highest-funded campaign in Kickstarter history.

Ys Net developed Shenmue III with several key members of the original Shenmue development team, including director Yu Suzuki, sub-director Keiji Okayasu, writer Masahiro Yoshimoto, character designer Kenji Miyawaki, composer Ryuji Iuchi and programmer Tak Hirai. Masaya Matsukaze and Corey Marshall also reprised their roles as the Japanese and English voices of Ryo respectively. The game uses Unreal Engine 4, which Yu Suzuki said allowed the team to build prototypes quickly.

SHENMUE I & II

Riding on the coattails of Shenmue III, SEGA brought the original two games to modern systems with developer d3t Ltd at the helm of the development. The games featured a host of updated features, and found release on PS4, Xbox One and Steam.

After Shenmue III's successful Kickstarter project, Yu Suzuki stated that he strongly wanted Shenmue I and Shenmue II to be remastered to let newcomers play the original two games and be prepared for Shenmue III. This would also preserve the Shenmue series and make it more accessible to both new and old fans.

A limited edition box set including a double CD soundtrack for both games was also released exclusively in Japan.



FEATURES

- Full 1080p 16:9 Resolution
- Modern and classic controls
- Modern HD User interface
- English and Japanese voice
- English, Japanese, German, French, Chinese and Korean subtitles
- Saves can be carried over from Shenmue to Shenmue II on all platforms
- Save anywhere in both games
- Achievements

GAME INFORMATION

Developer	D3T
Publisher	SEGA
Platform	Playstation 4, Xbox One, PC
Release date	November 22nd, 2018 August 21st, 2018 August 21st, 2018

WHAT'S SHENMUE

Due to a delay in releasing Shenmue in Japan, anyone who pre-ordered the game was given a demo on the original intended release date. This demo disc features a playable portion of Dobuita, although not all of it is accessible. You play as Ryo much like you would in the full game, only instead of searching for clues on his father's murder, Ryo is actually looking for Mr Yukawa, who was the senior managing Director of SEGA at the time.

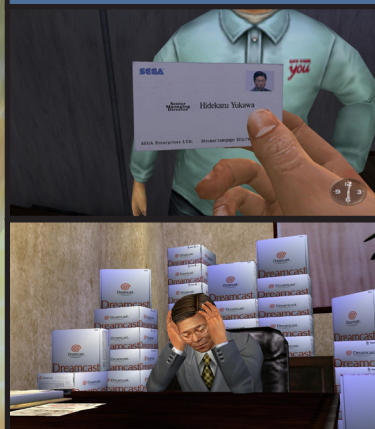


Another edition of the disc was given away in Famitsu, a Japanese gaming magazine. The only difference between the two is that the Famitsu version has an orange cover, as opposed to a blue cover. A VHS with early footage of Shenmue, also called What's Shenmue, was released as well. The footage included the now-infamous bicycle, which Ryo is seen getting on and riding along the streets of Dobuita.



GAME INFORMATION

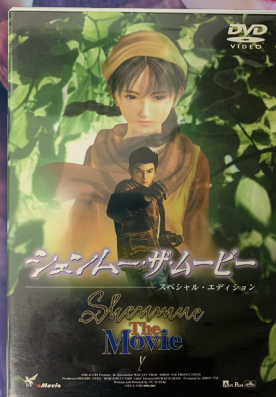
Developer	SEGA-AM2
Publisher	SEGA
Platform	Dreamcast
Release date	August 5th, 1999 (JP)



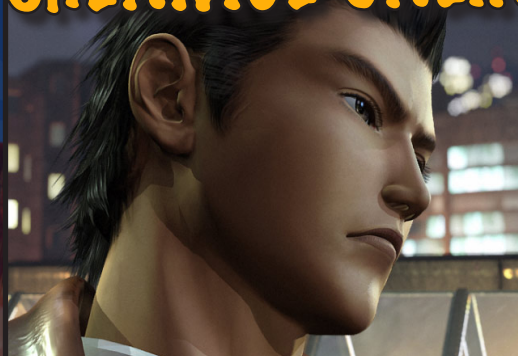
SHENMUE THE MOVIE

Shenmue the movie was officially released January 20th, 2001 in select theatres in Japan. It contains a ninety-minute compilation of the major storytelling cut scenes from the game played in chronological order, along with battle scenes played by expert players. The movie was later released in the West as a bonus DVD included with the Xbox version of Shenmue II.

In Japan, the movie was also released on both standalone DVD and VHS media. This particular DVD release featured a bonus theatrical trailer of the movie, an advert for the VHS release, and a making-of video for a Shenmue II advert. The making-of is a fun 16-minute segment with Matsukaze and Hagiwara, who voiced Ryo and Ren respectively.



SHENMUE ONLINE



GAME INFORMATION

Developer	JC Entertainment, T2CN
Publisher	SEGA
Platform	PC/Max
Release date	Cancelled



Shenmue Online was an announced MMORPG where players participated in scenarios from Shenmue II.

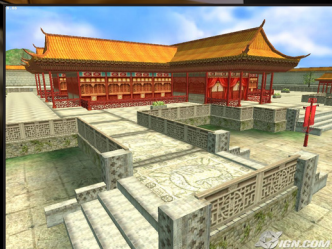
In 2004, Shenmue Online was announced to be developed in joint venture between Sega Japan and JC Entertainment of Korea.

Players would join one of three clans, led by Shenhua, Xiuying and Ren, and go through the story by completing tasks given by the leaders. During the course of the story, each clan interacts with one another in both friendly and hostile situations with Lan Di and Ryo making appearances in those situations as well.

Yu Suzuki stated that the game would take place not only in Hong Kong and China, but Macau as well and appeared happy when asked what players would be able to do there.

Shenmue Online's world was due to be much bigger than the home versions, including over 1200 buildings/locations, and it would be possible for each player to have his or her own house.

While never officially cancelled by SEGA, it is presumed to have been cancelled around 2007.



SHENMUE CITY

Shenmue City was a game in the Shenmue series released for mobile phones in Japan. The game was conceived by series creator Yu Suzuki as a way of relaunching the game franchise. It was announced in late 2010 for cell phones and also for PCs, but only a cell phone version was released. The game was discontinued in late 2011.

The main character is a follower of Ryo Hazuki and is guided by him to explore, attempt quests, and grow strong through battle. Characters from other Shenmue games make appearances as well, and much of the original Shenmue plot is retold.

Shenmue City was first conceived when Yu Suzuki noted the popularity of Mafia Wars, a social game designed for mobile phones. He formed a plan that if the game was a success, its popularity could be leveraged to make another mainline Shenmue game.



Yu Suzuki stated in an interview with Famitsu that he wanted to explore the series without very expensive graphics or sound elements like the original game. The games beta began on September 21, 2010 on Japanese content provider DeNA's Yahoo! Mobage mobile gaming platform. On October 7, 2010, Shenmue City was also announced for the PC as a browser-based game with a winter 2010 release date, but was never released. The game shut down on December 26, 2011.

GAME INFORMATION

Developer	Ys Net
Publisher	Sunsoft
Platform	Mobile, Mobage
Release date	December 2010 (JP)



SHENMUE THE ANIMATION



©SEGA / Shenmue Project

General Information

Studio: Telecom Film Animation and Sola Entertainment

Director: Chikara Sakurai

Executive Producer: Yu Suzuki

Release: 2021 (date TBC)

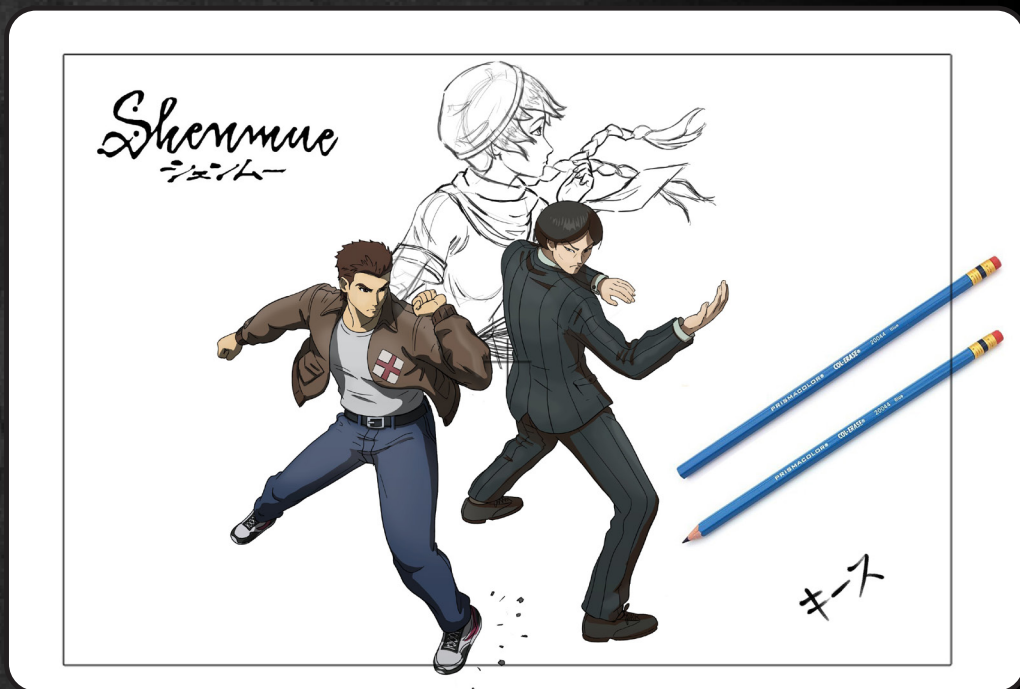
Where to watch: AdultSwim & Crunchy Roll

Overview

An anime television series of Shenmue was announced on September 4, 2020 at the virtual Crunchyroll Expo. The series will be directed by Chikara Sakurai with its original video game creator Yu Suzuki serving as executive producer. It will be animated by Telecom Animation Film with production management handled by Sola Entertainment. The series will contain 13 episodes (covering all of Shenmue 1 and most of Shenmue 2) and will air English-dubbed on Adult Swim's Toonami programming block and streamed by Crunchyroll.

Synopsis

After he witnesses his father's murder at the family dojo, Ryo dedicates his life to finding the man responsible – a mission that takes him from the streets of Yokosuka, Japan to the sprawling metropolis of Hong Kong, and beyond. Soon he'll learn that larger, mystical forces are at play as he trains to become the ultimate martial artist in his quest for revenge.



Shenmue World contributor Keith Rowsell has joined the team working on Shenmue the Animation, and we're super excited for him! Everyone over here at Shenmue Dojo is really looking forward to seeing how the Animation shapes up!

SOUNDTRACKS



Over the years there has been quite an abundance of different soundtracks for the Shenmue series. Up until recently, the majority of them were only available in Japan. Here is a brief overview of each:



Shenmue Original Soundtrack

Released only in Japan, this soundtrack features 2 incredible CDs of music from Shenmue. First editions of this soundtrack also came with a piece of celluloid film featuring part of a scene from the game.

Released: 23rd March 2000



Shenmue Orchestra Version

Released over 8 months before Shenmue hit the shelves in Japan, this soundtrack features only full orchestra tracks from the games. "Waves of Morning Haze" can be found on this soundtrack, prior to it first appearing in Shenmue 2!

Released: 1st April 1999



Shenmue Jukebox

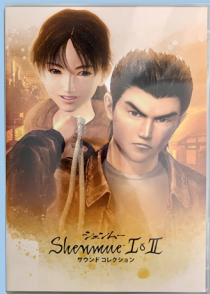
This album was released alongside the launch of Shenmue in Japan, being bundled with the game's Limited Edition. This edition held the game case and the soundtrack case with an extra slip cover. When Shenmue launched in the US, a Limited Edition version was also released and this soundtrack was bundled with it too.

Released: 24th December 1999

Mini CDs

A number of 80mm mini CD singles were available to pick up in Japan, each with a different set of songs. The Shenmue Premiere single was handed to attendees of the Premiere event on **20th December 1998**. There are two variants of this disc, one plain and one that reads "Merry Christmas". Kuming, a Japanese idol at the time, released a promotional CD single called "You're my only...". This CD was released the day before Shenmue's originally-scheduled Japan release date, on **4th August 1999**.





Shenmue I & II Soundtrack

Released as part of the Limited Edition release of Shenmue I & II in Japan, this soundtrack features 2 CDs of music from both Shenmue games, with a disc per game. This would mark the first time that Shenmue 2 received a dedicated soundtrack release!

Released: 22nd November 2018

DATA002: Shenmue

Comprising a selection of 13 tracks across both sides, this fantastic vinyl record of the Shenmue 1 soundtrack was released in 2015 by DATA DISCS, and included a lithograph art print of the cover. The “disc” came in three versions, classic black, translucent blue and a limited edition translucent blue ‘colour in colour’ effect. The record has so far been re-pressed twice, and is currently available to buy in translucent light blue.

Originally Released: Sept 2015



DATA023: Shenmue II

Following on from their 2015 release of the original Shenmue score, DATA DISCS recently announced their debut vinyl release of Shenmue II. Again three versions are available, with the limited edition this time being in light translucent green and orange, alongside a translucent green and a classic black version. This time around, two lithographic art prints are included.

Releases: Jan 2021



DATA DISCS Shenmue Slipcase

Designed to hold both the Shenmue & Shenmue II releases from DATA DISCS, this slipcase is a must buy for fans that have picked up both records!

Releases: Jan 2021





Shenmue III OST - Kickstarter

During Shenmue III's Kickstarter project, any pledge at the \$250 tier or above included this CD Soundtrack, and this also carried over into the Shenmue III Slacker Backer campaign.

Released: November 2020



Limited Run Games Shenmue 3 OST Releases

In a collaboration between YS Net, Brave Wave Productions & Limited Run Games, a collection of Shenmue 3 soundtracks was announced on October 24th 2020, with pre-orders going live November 20th. Below are all of these upcoming releases.



Shenmue III Original Soundtrack Music Selection

Available on double 150g 12" vinyl, this abridged edition features 33 of the most iconic tracks in Shenmue III. It comes in a gate-fold cover and includes a booklet with liner notes (in both English and Japanese) by Yu Suzuki and other members of the Shenmue community, as well as archival artwork.



Shenmue III The Definitive Soundtrack Vol. 1: Bailu Village

This 5-LP abridged set features 82 tracks that play in the first half of Shenmue III, which takes place in Bailu Village. Comes in a top-lid box with liner notes and archival artwork.



Shenmue III The Definitive Soundtrack Vol. 2: Niaowu

This 6-LP abridged set features 113 tracks that play in the second half of Shenmue III, which takes place in Niaowu. Comes in a top-lid box with liner notes and archival artwork.



Shenmue III The Definitive Soundtrack Complete Collection

This unprecedented 11-LP 150g 12" vinyl set features all 194 tracks in their complete glory, combining the vinyl from Vol. 1 and Vol. 2 into one comprehensive set. All 11 records are housed in a gorgeous sturdy flip-top box set with liner notes and archival artwork. A limited edition with an exclusive A4 poster signed by Shenmue creator Yu Suzuki was also available.

Shenmue III The Definitive Soundtrack Complete Collection (CD)

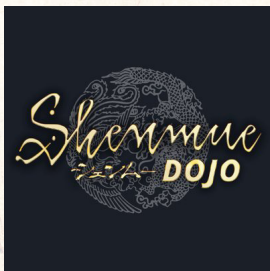
This edition comes on 6 CDs, housed in a special box with a complete booklet of liner notes (in both English and Japanese) by Yu Suzuki and other members of the Shenmue community, as well as archival artwork.



COMPACT
disc



SHENMUE DOJO
HISTORY:
PART 1

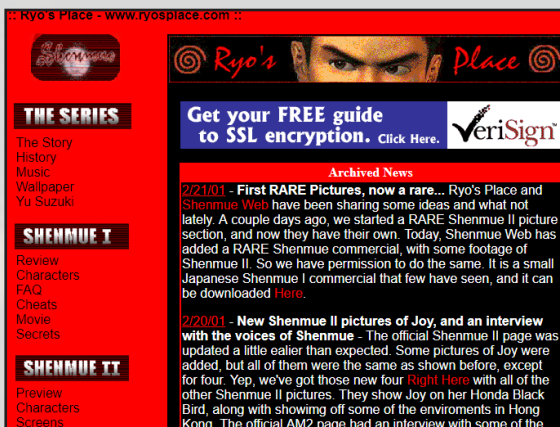


Shenmue World is a magazine founded by the team here at Shenmue Dojo. It goes without saying that virtually every Shenmue fan will have at some point visited the Shenmue Dojo website or forums. Here we present you with Part 1 of the history of the site, and its origins. This piece was originally written and published by Peter Campbell, the Dojo's previous owner, and my close personal friend. Thank you for bringing us this amazing time capsule of information and taking us all back to the year 2000 again. All images were sourced via Wayback Machine.

James Brown

Andy Bandos. Andy is a name that everyone in the Shenmue community should know. It's so hard to imagine today that all Shenmue fans had during the turn of the millennium, in regards to online Shenmue news and information, was via major news outlets such as IGN, Gamespot, and various general fan sites created to cover video games in general. The internet was still primitive, a wasteland, an exciting frontier where anyone with some coding and design knowledge could pitch their own individual stake, and lay claim to their newly acquired blank canvas within the World Wide Web.

The Shenmue Dojo is the oldest, and longest running Shenmue dedicated site still active on the internet today, and whilst the entire Shenmue community has grown beyond what anyone could ever have imagined, it's important to us here to go back to the very beginning of where this all began. One person, one game, one small idea that would go on to touch millions of people over the course of time since its creation in 2000. Thank you, Andy for starting it all.



RYO'S PLACE FIRST DESIGN

articles covering Yu Suzuki's latest and most ambitious video game ever, and it was these very issues where Chicago based Andy Bandos began to get hooked.

With that, the idea was set in motion, and the birth of a Shenmue-centric, online website was born just days after the US release of Shenmue on November 14th, 2000. "Ryo's Place" was the first incarnation of what would become the

"I read the magazine article over and over, but I was disappointed not to find much of anything online. GameSpot and IGN had very few details. I figured I could use my newly acquired web design talents to make something better." - Andy Bandos – Team Yu "Community Spirit", 2016.

In the fall of 2000, Shenmue had been available in Japan for around 8 months, and as customary it was back in those days, news began appearing thick and fast in the Western world's video game magazines. Official Dreamcast Magazine, both UK and US editions, began to grace their issues with mouth-watering screen-shots and news

"Shenmue Dojo". Designed with a red and black theme (popular with most new internet sites from that era, due to the desire of wanting to "stand out") and a bulletin layout, Ryo's Place demonstrated 2 key principles right at the very beginning: the latest news on all things Shenmue related, and the building of a community.



The first 2 weeks of the site's opening saw Andy begin to add anything and everything Shenmue related to the site, including the history of Shenmue, chart position of the newly released title, and gathering various reviews from both printed and online sources. Along with keeping the site as up to date as possible with Shenmue related content, Andy simultaneously reached out to build connections with other sites on the net at that time.

Developing affiliations with other sites was a tactical strategy used to not only grow your own site at the time, but to also help others grow along with your own, and the first site to affiliate with Ryo's Place was "Outpost Sega". Whilst other affiliates would be achieved in the future, Outpost Sega was not just influential with being the first affiliate of Ryo's Place, but on 16th December 2000, they allowed Ryo's Place to have their defunct ikonboard forums, and thus the first interactive fan community was born.


Within a month, Andy had set up one of the world's first Shenmue fan sites, as well as a community forum where fans could register and share their love for this new Shenmue video game.

The original site address of Ryo's Place was "ryoshenmue.cjb.net", and with changing to "ryospace.com", the site began to take shape. Daily additions from Andy included reviews, previews, images, music, movies, character descriptions, wallpapers, history, hints, secrets, cheats, archives, articles, merchandise, staff page, and an FAQ page. Not content with just site content, the affiliates list began to build up; Outpost Sega, Dreamcast Source, Pure Games, Hardcore Gamers, The Super Sonic Zone (TSSZ), SegaEye, DC UK, Sega Centauri and Total Dreamcast.

There was no resting on laurels for Andy and Ryo's Place, as the site continued to add in-depth content throughout the beginning of 2001, in preparation for the release of the hotly anticipated sequel, Shenmue 2, on the Sega Dreamcast. A new site design was revealed consisting of a maroon, silver and black colour palette (images unavailable at this time), and more interaction was encouraged on the site. The forums were being used to discuss all things Shenmue, seeing daily members increase the community growth, and with the introduction of polls, quizzes fan art and articles, new staff were required to come on board to help Andy maintain Ryo's Place to its high standard.

ShenmueWeb, The Great TC, and Ryo were brought on board as site contributors.

Throughout March and April, the news was pouring in regarding Shenmue 2, and Ryo's Place continued to be the first site with screen-shots, news and updates. It was in the latter half of April that year when it was decided that Ryo's Place should have a name change, and whilst the exact date of the change cannot be pinpointed, Andy had renamed Ryo's Place as the "Shenmue Dojo". A full site and forum rebranding began to take place, with the forum header reading, "enter the Dojo as a gamer... exit a Shenmue master!".



Ryo's Place Forums

Covering Everything Shenmue


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» Welcome Guest: [log in](#) | [Register](#)

Ryo's Place Forums welcomes its newest member **Milton Daley**
Ryo's Place Forums has **18** members with **310** posts in **45** topics

Forum Info	Replies	Topics	Last Post
» Ryo's Place Forums			
Shenmue Forum Come here to discuss things about everything Shenmue. <small>(Moderated by: Andy, ShenmueWeb)</small>	161	23	Date: Mar. 4, 2001 Time: 5:12pm by: ShenmueWeb
Sega Forum Come here to discuss things about everything Sega. <small>(Moderated by: Andy, ShenmueWeb)</small>	90	12	Date: Mar. 4, 2001 Time: 2:02pm by: ShortGremlin
Other Forum Come in here to discuss anything you want! <small>(Moderated by: Andy, ShenmueWeb)</small>	59	10	Date: Mar. 4, 2001 Time: 7:49am by: Andy

1 user(s) active in the past 15 minutes


 Guests: 1, Total members: 0

All times are Central (US)

You must be logged in to view the post markers

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FIRST RYO'S PLACE FORUMS



Shenmue Dojo

The Series

- The Story
- History
- Music
- QTE's
- Wallpaper
- Yu Suzuki
- The Movie

Shenmue I

- Review
- Characters
- Screens
- Environments
- Cheats
- Guides

Enoki & Yuji Nito

June 22

Do you know that Yuji Nito, the arcade owner, doesn't even like to play arcade games? The characters of Shenmue are very unique, that's why I spend time to put together larger [Character Profiles](#) for them. I know there hasn't been many Shenmue news lately, but very soon we will all get to see the box art for Shenmue III! Check back soon!

Shenmue + Sonic = ShenSonic

June 21

What would happen if Sonic meet Shenmue? You would get some kinda crazy game! That's exactly what [perhe.elo@kolumbus.fi](#) did! He gave us a demo of his new RPG "ShenSonic", and it sure does look pretty!

SHENMUE DOJO MAIN SITE V3.0

May and June of 2001 served as a testing period of time, with the site focusing as much on itself as on Shenmue news. The newly-named Shenmue Dojo was going through a bit of a design change, with Shenmue Dojo v1.5 and v2.0 taking centre stage in regards to the site's priorities. With no Shenmue II at E3 2001, more time was dedicated to revamping the site, with new staff members Creative Control and xZiBiT, Andy announced on May 20th 2001, that the team would be taking another giant step in redesigning the site.

Entitled "Shenmue Dojo Ver. 3.0", the new site design was revealed on June 14th 2001. It still retained the original Ryo's Place site's red-and-black colour scheme, but with a new banner and a more user-friendly style. Since the new design was complete, attention then returned to developing the site's content, including the addition of the Shenmue Passport features into its own designated section, cataloguing all new Shenmue II information, and keeping the community interactivity high, with more weekly polls, quizzes, and a new mailing list feature. Greater forum participation was encouraged with continued promotion, as well as the addition of new sub-forums for members to broaden their conversations.

July and August saw a few tweaks here and there to the site's design, including a change in the site's logo font, banner imagery and various sidebar additions to help keep visitors up to date with the latest Shenmue II news.

December 4th was the scheduled release date for Shenmue II in the US, and the Shenmue Dojo was the place to go for all the latest news, screen-shots and more! Whatever you could think of in relation to Shenmue, Andy and his team had worked hard to pack the site full of all Shenmue content imaginable. The list included: story, history, music, QTEs, wallpapers, Yu Suzuki section, Shenmue the Movie, reviews, characters, screens, environments, cheats, guides, FAQ's, Passport section, previews, movies, forums, chat room, Shenmue RPG (site text based adventure), Shenmue humour, online games, quizzes, mailing list, weekly poll, links and even an online store! (As best this author can tell, it was a link to purchase Shenmue related goods.)

Shenmue Dojo Forums

Your Complete Shenmue Coverage Discussion Forums

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Welcome Guest: [log in](#) | [Register](#)

Shenmue Dojo Forums welcomes its newest member [kjf](#)
Shenmue Dojo Forums has **176** members with **12244** posts in **903** topics

Forum Info	Replies	Topics	Last Post
» Announcements Help spread the word to get more members. [Read] July 11, 2001			
» Shenmue Dojo Forums			
Shenmue Forum Come here to discuss everything related to Shenmue. (Moderated by: Andy, ShenmueWeb, CreativeControl2001)	4911	418	Date: July 16, 2001 Time: 6:50pm by: Ryo Hazuki
Other Forum Come in here to discuss anything you want! (Moderated by: Andy, ShenmueWeb, CreativeControl2001)	3866	316	Date: July 16, 2001 Time: 8:20pm by: ShenmueLustless
Shenmue II Forum Come in here to discuss Shenmue II! (Moderated by: Andy, ShenmueWeb, CreativeControl2001)	2628	200	Date: July 16, 2001 Time: 7:55pm by: ShenmueLustless
» Sega Update Forums			
Sega Forum Come in here to discuss anything Sega! (Moderated by: Andy, ShenmueWeb, CreativeControl2001)	397	30	Date: July 15, 2001 Time: 2:47pm by: Forly
Sony Forum Come in here to discuss anything Sony! (Moderated by: Andy, ShenmueWeb, CreativeControl2001)	257	21	Date: July 16, 2001 Time: 6:51pm by: Andy
Microsoft Forum Come in here to discuss anything Microsoft! (Moderated by: Andy, ShenmueWeb, CreativeControl2001)	93	9	Date: July 15, 2001 Time: 2:52pm by: Forly
Nintendo Forum Come in here to discuss anything Nintendo! (Moderated by: Andy, ShenmueWeb, CreativeControl2001)	136	16	Date: July 16, 2001 Time: 2:08pm by: DnKube

3 user(s) active in the past 15 minutes

Guests: 1, Total members: 2
 = shenmueLustless + namemika13

All times are Central (US)

You must be logged in to view the post markers

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SHENMUE DOJO V3.0 FORUMS

Despite all of the great work being conducted on the new Shenmue Dojo site, bad news was beginning to filter from Japan, that the Western Shenmue II Dreamcast release would not have an English voice re-dubbing.

[View Current Signatures](#) - [Sign the Petition](#)

To: AM2 of CRI

Dear Gamers,

The organization that has been started is entitled G-REVS2 (Gamers Requesting an English Version of Shenmue 2). Please join this if you are a fan of Shenmue or Sega and if you want AM2 to make the right decision about Shenmue II's US and European release.

The game company AM2 of CRI (Virtua Fighter, Shenmue) has decided to release Shenmue II in the US with Japanese voices instead of the original's English voices.

Hundreds, if not thousands, of US and British Shenmue fans were dreaming of Shenmue II in English. We don't want to read subtitles throughout the game. And we don't want Ryo Hazuki to board a boat for Hong Kong speaking English and then getting off speaking Japanese. Part of the reality of the game is that you don't have to read what others are saying to you... that would be broken if we did not have an English version.

Our proposition is for AM2 to re-release Shenmue II in English on the Dreamcast after the 1st US release (in Japanese) and then spread it to other systems if possible. There would be 2 games on the shelves:

Shenmue II
and
Shenmue II (English Version)

We are fighting for the perfection of a story that we all have loved. We are fighting for a perfect ending for the unfortunately dying system. Let's leave the DC with a great game for the whole world to enjoy!

Please sign this petition, for all Shenmue and Sega fans to speak to Sega about their needs.

Sincerely,

[The Undersigned](#)[Click Here to Sign Petition](#)

FIRST SHENMUE-RELATED ONLINE PETITION

The game would be shipped with the in-game characters voiced by the original Japanese recording artists, however it would have English subtitles. This disappointment resulted in the Shenmue Dojo introducing a process to the fans. A process which would take on a greater life in many years to come: a campaign. The petition began on September 2nd 2001, and just four days later, Sega of America confirmed that the western release of Shenmue II for the Sega Dreamcast would be voiced entirely in Japanese with English subtitles. Created by staff member ShenmueWeb, G-REVS2 (Gamers Requesting an English Version of Shenmue II) the first Shenmue orientated online petition raised a total of 1276 signatures before the games European release, and for a site with just over 200 members at that point, it certainly was not a bad turnout of support for that time.

With the excitement growing and content raining down like a wet day in Dobuita, XziBiT was made co-webmaster alongside Andy, to help with the site. It was at this time, however, that Shenmue fans were hit with some more bad news: Shenmue II would not be released for the Dreamcast in North America, despite Europe seeing a full release. It would later come to light that Microsoft had purchased the rights for a North America release, as a new title to feature on their Xbox console. The backlash was so severe, the then President and COO of Sega of America, Peter Moore, issued a public apology on November 1st 2001.

2002 had arrived, and a lot of things had changed at the Shenmue Dojo, moving into its v4.0 stage.

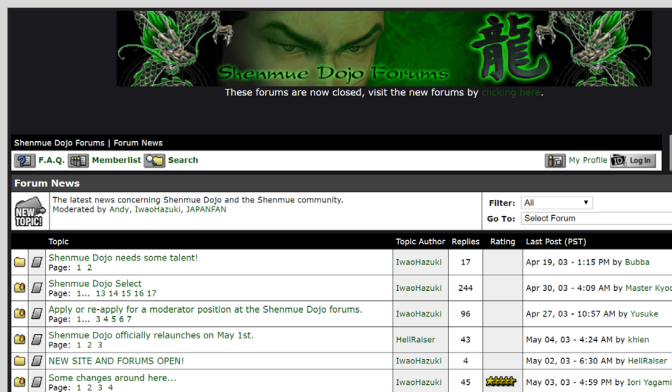
"I think my interests were starting to wander into other games and hobbies, but I felt an obligation to keep the site alive because of all the great people who enjoyed it..."

Andy Bandos – Team Yu "Community Spirit", 2016.

Whilst we all know how that played out in the grand scheme of things, it's important to acknowledge at this early stage of the Shenmue community how awareness of combining voices would have the potential to change the status quo, and correct the course that something is currently on.

The site had migrated over to the Gamespy servers, under their Planet Xbox network. Offering a wide range of services from FTP support, bandwidth increases, forum support and others, it was a smart move, and allowed the site to reach more people around the world.

"I've decided that there is no one on this planet that would do a better job of keeping up the Shenmue Dojo's success and great reputation for quality than HellRaiser. He's probably put in more hours than I have, and I've been doing this for more than double the time he has. Therefore, I have given the site to him".



FINAL DAYS OF THE OLD DOJO FORUMS

That was that. After almost 2 years at the helm of the first online Shenmue site and community, Andy Bandos had given the site, his baby, to new webmaster, HellRaiser. Questions still exist to this day as to exactly what were the details surrounding the exchange, from "was Andy moving on, and less interested in Shenmue?" to "did HellRaiser blackmail the site from Andy with the media he deleted due to a falling out?". No one seems to really know, and it's not the opinions of this author that matter. What matters was Andy had created something that was loved by many, and his inspiration from his creation would live on, decades after he gave up his site. For that, we will always be thankful.

It was from this point on that all site updates were carried out by HellRaiser. Shenmue II on the Xbox was released in October 2002, and a plethora of content was uploaded to the site, from images, videos, dedicated sections to Project Berkley, What's Shenmue, reviews, polls, fan art, music and more. Throughout the festive period of 2002 and into 2003, content was continually added to the site under the direction of HellRaiser, but it

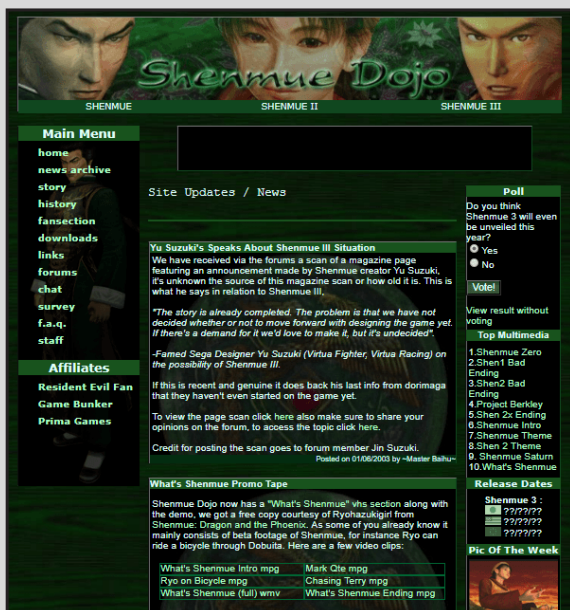
was the first half of 2003 that would see the biggest change to the entire Shenmue Dojo brand since its creation.

On 22nd April 2003, the main site was taken down and replaced with a placeholder image of Ryo and Shenhua, seen at the end of Shenmue

II. Forum members were quick to voice their opinion, and on 30th April 2003 a new iconic look for the Dojo was introduced. Featuring a completely new site design and forums hosted on the dynamic4.gamespy servers, the black background remained, accompanied with a green theme, new banner, layout and font.

Forum member count had risen to just under 2500 in

April, and would continue to steadily rise with each and every month. It was at this point that the forums were at their largest, and most active thus far in the site's history. With TWENTY sub forums, new posts were made across all of them on a daily basis, and a shift in the site's main outlet could be observed.



THE ICONIC "GREEN" DOJO THEME

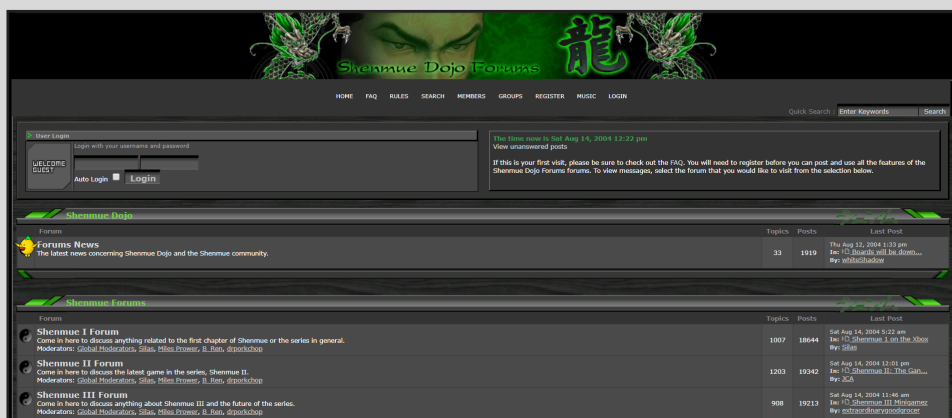
"Welcome to Shenmue Dojo's grand redesign, months of work has finally paid off with a complete makeover. The makeover is not only for the design but includes the forums as well, members can now choose between two styles, either the Dragon or the Phoenix. All this wouldn't be possible without the help from our new staff member Bysby2k3 and the rest of the dojo crew." - HellRaiser – Main Site News Archive: May 2003

Along with a new site owner and additional staff brought on board, the Shenmue Dojo website began to go in the opposite direction to the one the Shenmue series was heading in. As the new forums began to take shape through topics being created by its members, design tweaks would be continuously worked on by the staff, including HellRaiser, Bysby2k3, LanDC and Master Baihu. They also worked on articles for the main site's news section, documenting any and all Shenmue related news.

From a Shenmue-related standpoint, this would mark the true beginning of any sort of major news drying up completely, with nothing much to report on outside of the odd mention here

music, custom titles, online status, and varying discussion areas.

Whilst starting off on phpBB 1, the forums would quickly be upgraded to version 2.0, which they would remain on for years to come. At this point also, despite a change in hands of the site's ownership, original staff members Andy and Iwao Hazuki retained their administrator positions. Any rumblings behind the scenes at this point were not on view for the general public to see, and all of the original members who had joined since the creation of the original site and forums back in 2000 created new accounts and made the jump into the new future of the Shenmue Dojo over the summer of 2003.



NEW SHENMUE DOJO FORUM DESIGN BY BYSBY2K3

and there. Attention turned to Yu Suzuki, and what he was getting up to. With the internet a relatively new thing and more limited than what it is today, gathering new information from around the world would prove a lot more difficult, and harder to figure out just what Yu Suzuki's role was within the gaming industry.

Throughout the year, Bysby2k3 would continue to build upon the new design of the forums, by adding new features including emoticons, search bars, quick reply feature, small mini games,

Despite things seemly in a good place for the site from a public standpoint, drama and the Dojo have always gone hand in hand. If any sort of animosity from the site changing hands from Andy to HellRaiser was put on the back-burner at the time, it would soon begin to manifest itself in the worst possible way over the coming months.

Despite not exactly knowing the circumstances of how the site's ownership changed hands, tensions were further escalated in June 2003,

when some board members began to notice that the domain name (shenmuedojo.com) appeared to have lapsed, and not renewed by Andy. As best can be worked out, the lapse was the result of an unreliable web hosting company Andy used to purchase the domain, and they had let him down through means of communication, as well as seemingly being bought out by another company.

In July, HellRaiser (under the guise of an alias account, TheArchfend) confirmed that the domain did indeed have a new owner, a Mr Gary Lam. A kung-fu teacher based in Hong Kong, the consensus was that he somehow got hold of the domain. This led forum administrator Bysby2k3 to secure a new domain, shenmuedojo.net, as a replacement for losing out on the .com domain.

Also in the summer of 2003, the age-old forum trend began to raise its ugly head, of “us versus them”. Internet forums will always have staff, and there will always be cries of dictatorship practices and unfair decisions. With the forums rising in popularity and new members joining by the day, inevitable arguments would take place on a more frequent basis, with some feeling that any warnings or bans handed out by the staff were uncalled for and unnecessary. Forum staff are usually recruited based on the necessary qualities they demonstrate, including a level-headed nature, resilience and patience, but with everyone always having a different opinion, any actions taken by the staff in any circumstance will always result in an “us versus them” debate.

2003 was no different with staff already having to bring the excitement down, and an adolescent rebellious streak already being seen in some members, new and old. Topics began to get deleted and warnings given out without any real explanation as to why. As a result, members would take to the General Discussion forums to ask questions as to why, as well as sometimes vent their anger and disagreement. Whilst some animosity was directed towards site moderators, some chose to direct their anger at the higher-ups, as well as site owner HellRaiser himself.

In addition to that, in mid August, the site's

original creator, Andy, as well as Iwao Hazuki both had their staff administration positions stripped, causing uproar on the forums. The drama scale became broken very quickly as news would begin to drip feed out of just what had happened. Was this a decision by HellRaiser? Was it because Andy had lost the .com domain? Who carried out the decision and removed their board status? Alongside this, long-term members (considered friends by others) would also be straight-up banned, foregoing a “3 warning equals a ban” system that had been put in place by the board administrators. Seen as an abuse of power, this also added fuel onto an ever growing fire that would rise to out-of-control levels between staff and members in the weeks to come.

Any sort of happiness or positive energy that the new site had was suffocating fast, as members began to highlight the toxic and depressing atmosphere that had descended over the niche community. As a result of this, members began openly stating that they were leaving, and as one domino fell, it caused a chain reaction for others to fall along with it.

As the year progressed and animosity grew, an incident with some members changing their forum signatures to throw some abuse at the site owner led to multiple bannings, as well as a full account deletion. Internet forums usually have unwritten laws, and one of them is regardless of how bad things can get, the complete deletion of an account should never happen. But the deletion of a member who was well-liked did happen, and if any sort of uproar had taken place previous to this, it was now about to blow all out of proportion considerably, changing the Shenmue community landscape completely. A concoction of removing the original creator from the staff, banning liked members, and appointing unfair and quick-tempered staff meant that hateful attention began to turn fully on site owner, HellRaiser.

In addition to this, it also seemed that the new owner was the one making the decisions on forum bannings as well as account deletions, overriding the staff put in position to deal with such issues.

Posting under the alias account of “The Archfiend”, HellRaiser was quoted as saying, “I own the site... I can do whatever I want”, in private messages exchanged at the time. A lot of topics from that time have also been completely deleted from existence, so piecing the history of the site has been a little bit more difficult at this point. In the interests of transparency, there may be a discrepancy or debate in regards to some of the issues, depending on what side you look at it from.

If one or two people were seen leaving in the past, it was nothing compared to November 2003, which saw a mass exodus of members due to the running of the forums. In response to this, Andy created a separate site, ironically called Ryo’s Place, for the members who were fed up with how the Shenmue Dojo was being ran. More and more people began to spread the link to Ryo’s Place across the Shenmue Dojo forums, however lines were drawn between people who wanted to leave, and people who wanted to remain loyal to the site and stay. As members came and went between the Shenmue Dojo forums and Ryo’s Place, 2003 ended with questions hanging over every aspect of the brand.

If the forums could be described as a toxic mess at this time, it would be remiss not to say that the site’s main page and media section were quite the contrary. Despite HellRaiser’s forum presence (or lack thereof), the main site was constantly being updated with new Shenmue content. Not content from an official standpoint as Shenmue had begun to essentially die from a media standpoint around this time, but with fan-developed modifications to the Dreamcast games, images, music and video ripping.

With help from LanDC, each month saw various additions to the site’s Shenmue database, including various Shenmue-related translations such as the Project Berkley documentary, Shenmue III theories, beta location discoveries, character swapping, magazine articles and any Shenmue related mentions in the media.

These were few and far between, but the Shenmue Dojo was establishing itself as the

place to go to for any and all Shenmue related news and media.



MAIN NEWS PAGE - MARCH 2004

Apart from Yu Suzuki now heading a new internal studio called DigitalRex, Shenmue news was light on the ground for the first half of the year.

On the forums however, things were as active as ever. Since flame wars were prone to beginning at any given moment, extra moderators were brought on to help keep order on the boards. Alongside additions to the staff at ground level, higher up the ranks saw one of the administrators, Master Baihu let go from his position due to behind-the-scenes conflicts still rumbling on. Back then, all of us were of a younger age, so the specific reasons could only be chalked up to childish infighting, but the end result was that a new administrator was required, and in typical Dojo fashion, it didn’t go smoothly. Troublemakers have always been a part of internet forum culture, and the Shenmue Dojo was no exception.

Due to whatever reason, one known troublemaker was appointed to the vacant administrator position and once again, the fire was well-and-truly lit to burn incessantly. If the removing of liked staff member Master Baihu wasn't enough to enrage forum members, the appointment of Louis by HellRaiser to a temporary admin position was seen as both an insult to the recently-let-go admin, as well as a threat on the site itself.

total of registered members past the 2000 mark. Of course Shenmue Online was a great new development in terms of the Shenmue franchise, but as many fans were quick to highlight, it was not Shenmue 3. Also, the game was announced as only having a planned release schedule for Korea and China, meaning any Shenmue fans in the West would not currently have the chance to even play it.

"I feel this is the perfect time to re-organize these forums and chose Louis to help me out. Now I know your probably thinking I lost my mind promoting him to Admin but I believe this will be for the better."

HellRaiser – "Changes..." topic: February 2004

Many members questioned why a known troublemaker, who had attacked the boards in the past with obscene images and instance of alleged hacking, was given such a powerful role on the site. They were in complete uproar once again, and it wasn't long before their concerns were validated.

Despite only being in the position for a few days, damage was done to the forums. The Junk Forum, a forum where members could have fun and spam away without posts contributing to their post count, was completely deleted. On top of that, there were reports of Louis hacking into the site, disabling all administrators, banning members at will, deleting posts and random topics throughout the boards.

After a few days of working behind the scenes, order was restored to the forums, and the Junk Forum reinstated thanks to a backup of the site. In the coming months, long term member WhiteShadow was appointed as a new administrator of the site, soon followed by a democratically-voted intake of fresh moderators. Stability seemed to have returned to the forums just in time for August 3rd when out of the blue, Shenmue Online was confirmed by Korean online games company, JC Entertainment.

For once the forums went into meltdown again, but this time for the right reasons. A new Shenmue game announced brought new hope to the site, with an influx of visitors bringing the

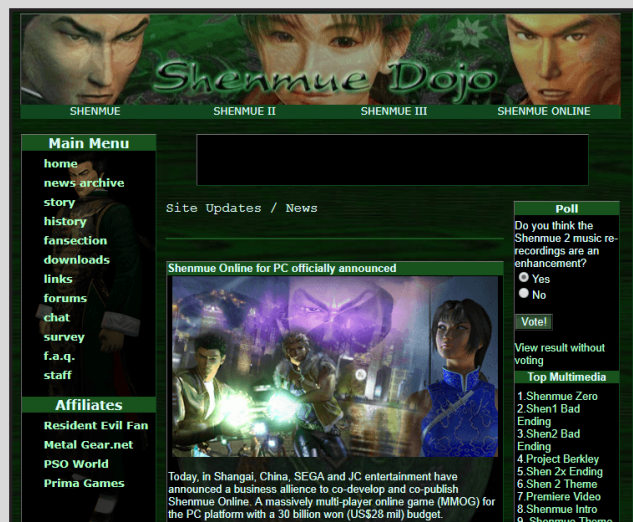
The rest of the year was spent trying to translate any articles and public showings of the MMORPG, from various events such as Tokyo Game Show in September and information published on the Shenmue Online official website.

In terms of the general climate of the forums, things settled down, with attention turning back to Shenmue, taking precedence over petty arguing and flame wars. The main site was updated accordingly with news on Shenmue Online, including the latest images that were released, interviews with Yu Suzuki, as well as still staying on top of music capturing from the original games.

In terms of forum administration, grumblings about the management continued throughout the summer, with calls for more moderation in the Junk Forum, as well as the addition of a private "Sanctuary" forum, deeming some members better than others if they were invited to join. A new warning/banning system was also enforced by new admin WhiteShadow, which will draw criticism on any internet forum from its members, and a by-product of that will always be regular criticism of the modding staff, which once again raised its ugly head.

Another criticism which came to be around this time was one that would go on to cause issues for the site for many years to come: site crashes.

Over the years the Shenmue Dojo would be a quiet-enough forum which would not have been too demanding on its hosting servers. But when a new Shenmue game is announced and site traffic increases, it can result in the numbers being too much for the site's hosting company to handle. 2004 saw the number of visitors to the site rise sharply, and there were times throughout the rest of the year where the site would go down.



MAIN NEWS PAGE - 2004

Things could not be at peace on the forums during this time, and for reasons unknown, Louis was unbanned and allowed back onto the forum, despite the havoc and drama caused earlier in the year. This time, even the moderators were not having it, and he was banned within hours of returning, with posting obscene nudity on the forums as well as antagonising both members and staff.

With Shenmue Online in development, visitors continued to register on the forums, taking the total amount of members past 2500. If people were signing up to keep up-to-date with any influx of Shenmue Online news, it would be fair if they were to feel a little disappointed.

The first half of 2005 brought very little news of the MMORPG, with fans left to speculate what the game would be like, as well as debate if it should be Shenmue III that was in development instead.

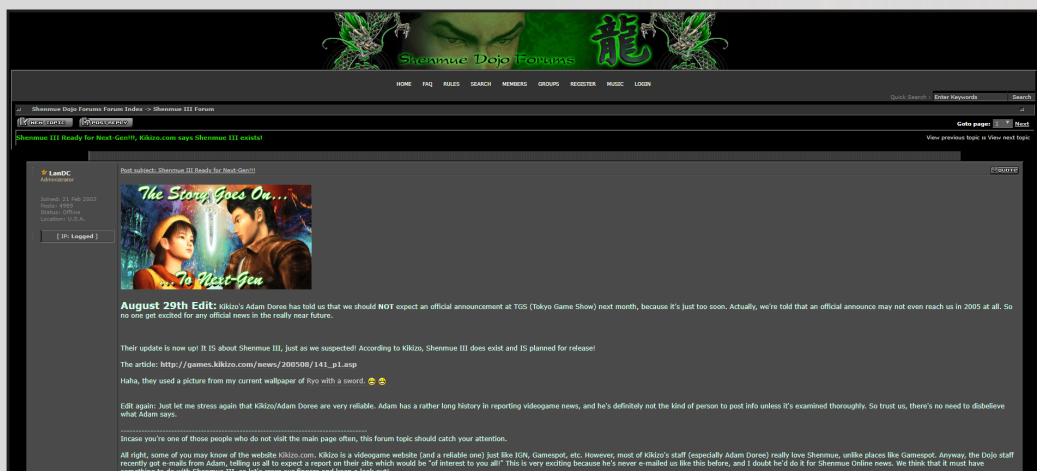
Main site updates focused more on adding various Shenmue media to the ever-growing list of sections the site was building, as well as highlighting various fan projects including theories, music videos and art. The forums in general were at relative peace also. Despite the usual adolescent spat now and then, there were no major upsets or incidents throughout the year. Both Shenmue and the Dojo seemed to be heading in the right direction for once, and on August 23rd, members got as close as they could to some sort of Shenmue III confirmation as possible.

Kikizo was an influential entertainment and games media outlet, created in 1996 by Adam Doree. Over the course of those 10 years, the brand did indeed have a level of credibility to believe the

majority of information they published was indeed genuine and reliable. They had conducted many interviews with prolific gaming figures such as Satoru Iwata, Yuji Naka, almost every major figure at Sega Japan, as well as western developers such as Peter Molyneux, J Allard and Ed Fries. Years prior, site owner HellRaiser and administrator LanDC had kept in touch with Adam, developing a relationship and checking in every now and again to see if he had picked up any relevant Shenmue information during his travels. It was in August that excitement started to build, with rumblings that good news was on the horizon for Shenmue fans, and on August 23rd 2005, the infamous Adam Doree Kikizo Shenmue III article came to be.

"Just let me stress again that Kikizo/Adam Doree are very reliable. Adam has a rather long history in reporting videogame news, and he's definitely not the kind of person to post info unless it's examined thoroughly. So trust us, there's no need to disbelieve what Adam says."

LanDC – "Shenmue III Ready for Next-Gen" topic: August 2005



THE INFAMOUS KIKIZO TOPIC

Whilst the article was not any sort of official confirmation of Shenmue III, “Exclusive: Shenmue 3 Ready for Next-Gen” was an article that set fire to the Shenmue community at that point in time. Citing a source that was “authentic and reliable”, Adam detailed exactly where Shenmue III stood at that time, what was going on behind the scenes, and what exactly had been completed from a development standpoint.

The overall point of the article was that a huge amount of work had already been completed, and that it was just awaiting some sort of manufacturing deal, to know which platform to begin porting it to. The source cited, “360 looks most likely, but we shall see what the future brings”.

Naturally the reactions on the Shenmue Dojo forums were as close as you could get to any sort of official Shenmue III announcement from Sega themselves. The topic would go on to be the biggest ever seen in the Shenmue forums, with both old and new members jumping to voice both their elation, and apprehension to the news.

Despite the article specifying no developmental schedule or release date, fans naturally turned their attention to the next major gaming event on the calendar, Tokyo Games Show 2005. When the event brought no Shenmue III news, the tidal wave of positive emotion that was seen as a result of the Kikizo article began to subside, with various interviews with Yu Suzuki

confirming his focus was still Shenmue Online, and that there were currently no plans for Shenmue III.

A backlash of sorts began to take shape against Adam and the Kikizo publication, with Adam himself releasing a response, reiterating the information in his article was indeed genuine, as well as the point they had made how Yu Suzuki would not directly be involved in the upcoming Shenmue III project.

With his personal fuelled response, as well as essentially refuting what Yu Suzuki himself had said, fans began to feel like Adam had a bit of a chip on his shoulder, with some sarcastically asking if Adam Doree knew more than Yu Suzuki when it comes to Shenmue III. This reaction from forum members was enough for the Kikizo editorial director himself to register on the forums to protest his reliability and professionalism, resulting in a bitter back-and-forth with some members.

The remainder of the year saw the debate about Kikizo's article continue, with no real news or interviews to help tip the scales in any favourable direction.

Whilst the member amount for the site kept growing, now surpassing 3000 at this point, it wasn't until February of 2006 when Shenmue fans got another interview with Yu Suzuki, ironically, conducted by Kikizo.

If fans were hoping for some in depth clarification on Kikizo's previous article regarding how Shenmue III was ready for the next generation of consoles, then they would be sorely disappointed.

The interview was a general interview, going over Suzuki-san's career, his current projects, and the state of the gaming industry in general. If anything, the interview just raised more questions about Kikizo's original article, and didn't offer any new revelations or carrot-on-a-stick like teasers. The only real positive that could be taken from the article was a dispelling of the idea that Shenmue Online was dead. According to Yu Suzuki at the time, the project was still powering onward, with the Shenmue creator stating that he was "working hard on it".

It would be around this time when both Shenmue and the Shenmue Dojo would begin to quieten down, and enter into a dark era, where little to no news would come to light. Even any sort of major forum drama would subside. Without any major updates to publish, HellRaiser and LanDC would continue to add to the site's Shenmue media database, with high-resolution screenshots, wallpapers, userbars and more.

TO BE CONTINUED.

*History Section originally written
and published by Peter Campbell.*



@ShenmueGuru

SHENMUE
SHENMUE II
SHENMUE III
SHENMUE ONLINE

Main Menu

- home
- news archive
- story
- history
- fansection
- downloads
- links
- forums
- chat
- survey
- f.a.q.
- staff

Affiliates

- Resident Evil Fan
- Metal Gear Source
- PSO World
- Devil May Cry

Forums

Site Updates / News

New Kikizo Interview with Yu Suzuki

Kikizo, who are responsible for last August's well-known Shenmue III on next-gen article, have just posted a lengthy interview with Shenmue's creator, Yu Suzuki. Click the link below or image above.

http://games.kikizo.com/features/sega_yu_suzuki_iv_feb06_p1.asp

Discuss this interview in this forum topic.

Posted on 15/02/2006 by ~LanDC~

Top Multimedia

- Shenmue Zero
- Shen1 Bad Ending
- Shen2 Bad Ending
- Project Berkley
- Premiere Video
- Shenmue Theme
- Shenmue Saturn
- Shen2x Ending
- Shen2 Theme
- Shenmue Intro

Release Dates

Shenmue Online:

- ??/??/06
- ??/??/06
- ??/??/??
- ??/??/??
- ??/??/??

Pic Of The Month

MAINS NEWS PAGE - FEBRUARY 2006

The history of Shenmue Dojo continues next issue!

The background of the entire image is a dark, atmospheric illustration. At the top, two large, dark, stylized faces or masks are visible, framed by intricate, light-colored patterns. Below these, the word 'Shenmue' is written in a large, elegant, golden script. Underneath 'Shenmue' is the Japanese text 'シェンムー' followed by 'DOJO' in a bold, golden, blocky font. The number '20' is very large and bold, followed by 'YEARS' in a similar bold, golden font. To the right of '20 YEARS' is a yellow rectangular box containing the text 'THE ORIGINAL SHENMUE RESOURCE' and 'Since 2000'. The background also features a golden dragon on the left and a red, glowing orb on the right.

Shenmue

シェンムー DOJO

20 YEARS

THE ORIGINAL SHENMUE RESOURCE *Since* 2000



News / Games / Anime
Media / Community / Forum
History / Shenmue World



(Copyright ©Dennis Publishing)

**OFFICIAL DREAMCAST
MAGAZINE NOV 1999:
ED LOMAS SHENMUE PREVIEW**



Back in 1999, the promise of the Dreamcast was fast becoming a reality. With publications such as “The Official Dreamcast Magazine” (shown at left), excitement was well and truly in the air for SEGA’s brand new games console. Shortly after the console’s launch, previews and features were flooding in for what would become the console’s most anticipated title: Shenmue. With the release on the horizon in Japan, ODM Deputy Editor Ed Lomas attended the 1999 Tokyo Game Show and managed to interview the legendary Yu Suzuki.

We asked Ed Lomas if he recalled his meeting with Yu Suzuki at this event, and he kindly shared a rather interesting memory!

“I met Yu Suzuki a few times and he was a character. Very cool, very open... he would sit chain-smoking cigarettes, so each time I had to interview him outside. I recorded this interview with him on my MiniDisc player and I think it went wrong part-way through so I lost a load of the recording, so I think I was a bit short of quotes even though we spoke for ages. I remember him telling me he was working on a new OutRun game but I wasn’t allowed to print that, and he wanted to have Ferraris in it (OutRun 2 came out a few years later I think). I did the interview in an outside area at the Tokyo Game Show and I’d just bought a Shenmue artwork booklet from the SEGA stand and got him to sign that. I’ve still got it somewhere. Virtua Fighter 2 and Virtua Racing are two of my favourite games ever so I was nervous about meeting him but he was very relaxed and happy to chat, so that made it easy. The other thing I remember is I wanted the magazine cover to look like a vending machine but the publisher wanted a girl on it, and picked the girl who isn’t even in Shenmue (is she? I can’t remember) because she had cleavage. To be honest, it probably sold a lot better than my cover would have.”



-Ed Lomas Sept 2020

With permission from Ed Lomas and Dennis Publishing, take a step back in time to 1999, and relive a world before Shenmue’s release with Ed’s original article, shown in full overleaf!

THE NEWS

LIVE & DIRECT FROM
JAPAN
SPECIAL REPORT

(Copyright ©Dennis Publishing)

SHENMUE

The biggest videogame production ever is nearing the end of its seven-year development, and the world still hardly knows a thing about it.

ED LOMAS spoke exclusively to *Shenmue*'s mastermind, Yu Suzuki, to see what it's all about



WHEN THE MAN responsible for 15 years' worth of classic arcade games says that he's spent seven years and over 20 million dollars on his first console-dedicated title, it's only natural to expect something special. But few people would have expected something quite on this scale – the *Shenmue*

experience is set to take over the lives of the world's gamers for many years to come.

"We started working properly on *Shenmue* just over three years ago, but I've been thinking about it for more than seven years", explains Yu Suzuki, head of Sega's massively-successful AM2 division. "I was considering China as the main setting for a game while I was working on the original *Virtua Fighter*."

Suzuki has been forced to wait for technology to catch up with his vision, though he started playing with Dreamcast development kits before anyone else, producing an early demo which showed a massive

tower surrounded by cluttered streets not unlike *Shenmue*'s. Because they've had time to get to grips with the way Dreamcast works, Suzuki's team have pushed the console to new, undreamed-of levels – *Shenmue* can be described as Dreamcast's first true second-generation game.

VIRTUA REALITY

Although *Shenmue* is not being described by Suzuki as a Role Playing Game (instead, it's the first "FREE – Full Reactive Eyes Entertainment" title), the storyline and atmosphere are still two of the most important parts of the game. Very little information has been released about the plot, but it's known that the hero, Ryo Hazuki, starts his adventure in 1985 Yokosuka, Japan where his father has just been killed. On his quest to discover the truth behind his father's death, he travels around the major cities of China and Hong Kong, meeting hundreds of detailed characters on the way. To make *Shenmue*'s cities feel more lifelike, virtual people really do live in them; they each go about their daily business rather than just standing still, waiting for you to talk to them. These people have jobs, they have homes, and they have unique personalities – complete with enough



△ Virtual people really do live in the cities.



△ "Ten paaand narnahs a-paaaaand!"

phrases of speech to make them seem believably human.

"Although the programming team is huge, the scenario we're creating is 120 times bigger than a Hollywood movie", laughs Suzuki. "We record voices every day, but one day's volume of data is bigger than an entire movie. This has been going on for over a hundred days already, and we're still using the studio every day from morning to night, even now."

Because of the amount of work being done, Suzuki has had to rely on a dedicated team. "In Japan there are no unions like in the UK, so we can work three times faster. If I created at this speed abroad it would take another 300 days to release. We've had to reserve three studios and work them concurrently to finish, and that means we also need four directors."

Crumbs. So it's a big project then. But what does all of this really mean for us, the gaming public?

EPIC PROPORTIONS

What we're going to get is one of the biggest and most intricately-detailed games ever made. Suzuki recently revealed that *Shenmue* will now be released on four GD-ROMs, one of which contains the revolutionary *Shenmue* Passport.

"The passport is very focused on the Internet and user support. *Shenmue* has lots of mini-games within it – the complete *Hang-On* and *Space Harrier* arcade games, for example – and these all save data to the Visual Memory unit. The *Shenmue* Passport connects to a server which analyses your data, then updates all the best achievements day by day. It also offers help for anybody who has a problem with the quest."

Internet compatibility opens up the possibility of online trading, where you will

be able to buy, sell and swap valuable in-game items with real-life players around the world. It's been confirmed that toys of favourite Sega characters such as Alex Kidd and *NIGHTS* can be found in the game, and that some of these will be extremely rare. Trading may be the only way to collect the complete set.

"The *Shenmue* Passport server is very big – even if a hundred million people access the server, it can send data to them all at the same time. We're hoping that when *Shenmue* is released in the US and UK we can get an even bigger server so that World Championships can be prepared, with Sega giving prizes to the top players", Suzuki enthuses. "It's a new type of gaming. We have never had so many people connecting in one game before – it's a new challenge."

ROYAL VARIETY

As well as being the most technically-advanced game ever (*Shenmue* was the best-looking title at the recent Tokyo Game Show, even putting Sony's upcoming PlayStation 2 to shame), *Shenmue* combines a variety of playing styles into one. A lot of the game is played from a third-person perspective, where it's possible to wander anywhere you want in a complete 3D city. Everything reacts to real time, with the sun rising and setting at specific times, and the weather changing as you play – supposedly, Suzuki's team checked the real-life weather records for each area featured in the game, just to make sure the in-game weather would be accurate. These adventure sections are the most traditionally RPG-like parts of *Shenmue*, with people to talk to, puzzles to solve and items to collect.

The Quick Timer Event (QTE) sections don't sound too hot, but >

"IT'S ONE OF THE MOST
INTRICATELY DETAILED
GAMES EVER MADE"

SHENMUE GOES PUBLIC!

In an exclusive move, we took *Shenmue* to HMV in London's Oxford St for its first public showing in the UK



KURUM, OLD-SKOOL GAMER CURRENTLY PLAYING *TIBERIAN SUN*...

YEARS GAMING?

Fifteen. I've had everything!

VERDICT ON *SHENMUE*:

Very impressive! I hope that guy hurries up so I can have a go!

GONNA BUY IT?

Definitely!



MARTIN, SKIVING ON HIS LUNCHBREAK.

YEARS GAMING?

Since I got my PlayStation.

VERDICT ON *SHENMUE*:

Wow, I've never seen anything like this before. Incredible.

GONNA BUY IT?

I could be persuaded to get a Dreamcast now...



MICHAEL, A SEGA FAN FROM WAY BACK...

YEARS GAMING?

All of them!

VERDICT ON *SHENMUE*:

Not too sure about the QTE bits but it looks fantastic!

GONNA BUY IT?

Yeah, I reckon so.



CHRIS, HARDCORE GAMER WAITING FOR DREAMCAST TO IMPRESS

YEARS GAMING?

Er, a while now.

VERDICT ON *SHENMUE*:

It's very smooth and it plays well. I wish I understood Japanese!

GONNA BUY IT?

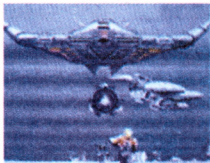
If I get a Dreamcast I'd definitely consider it.

TOP GUNS

(Copyright ©Dennis Publishing)

YU MUST REMEMBER THIS

No-one in the video games industry has a back-catalogue which even comes close to rivaling Yu Suzuki's. Here are a few arcade titles of his you may remember



SPACE HARRIER (1985)

Holding a giant rocket under one arm, run and fly across alien worlds blasting some genuinely massive bosses.



HANG-ON (1985)

The excellent bright red plastic bike controller and the best graphics of its day made *Hang-On* a worldwide hit for Sega.



OUT RUN (1986)

Who doesn't remember this one? Race around the world in an open-top Ferrari, taking multiple routes to reach the checkpoints in time.



AFTERBURNER (1987)

Fly your jet in some high-speed dogfights and low-level bombing runs, then feel a bit sick because of the Super Scaler™ graphics and crash.



POWER DRIFT (1989)

Added hills to racing games – and lots of them. Each circuit plays like some kind of crazy roller coaster.



R-360 (1990)

Basically this is an upgraded version of *G-LOC* in a mad gyroscopic cabinet which induced actual blackouts in weak children.



VIRTUA RACING (1992)

An F1-style racer with 3D graphics which revolutionised driving games and was the first to have multiple viewpoints.



VIRTUA FIGHTER (1993)

The original 3D fighting game, and it caused a bit of a stir. Its sequels have taken one-on-one combat to new levels.

▷ having tried a number of them out for ourselves, we can tell you that they really do work. These are fast-paced action sequences which require you to react quickly to the on-screen instructions. For example, you're handcuffed to another character and you're running from a chasing gang through thin underground tunnels. Just as you sprint around a corner, there's a pipe sticking up in the middle of the path. You only get about half a second in which to react to the arrow which flashes up on-screen – if you don't press the right direction in time then the two characters run wrists-first into the pipe, letting the chasing pack get that little bit closer. The tension and sheer terror created by this style of gameplay is unique in any game, plus it also makes possible some brilliantly-choreographed action sequences and fight scenes.

As well as reaction-based QTE fights, *Shenmue* has *Virtua Fighter*-style Free Battles, where you get to use special attacks and combos to beat people up your own way. Very little has been shown of these sections, but they're expected to play similarly to Suzuki's previous fighting games. On top of these main gameplay styles, you can expect various driving sections (racing a motorbike across town at night against the clock, or competing in fork-lift truck races against workmates down the docks, for example), lots of amusement machines to play with (darts, UFO catchers, classic arcade games), and full-on paid jobs to take on.

Will this game ever end?

"There is an ultimate end to the quest, but it will have a sequel. It's easy if you imagine *Star Wars*. You get to the end of a complete story with each film, but it's only part of a bigger vision," Suzuki reveals. "You know *Episode I*? Well, this game is the same as *Episode I*. I have a very big scenario for *Shenmue* – sixteen chapters in all – and this is only the first. We've just finished chapter one, and I have many ideas for the other fifteen already. It's a long story."

WHEN-MUE?

SHENMUE: YOKOSUKA was due to be released in Japan at the end of October, but it has just been announced that the title will now not come out until next spring. Sega haven't announced a UK release date yet, but you can expect to get your hands on the game in late 2000. Look forward to more exclusive details and a playable demo in *Official Dreamcast Magazine* before then. The second chapter in the *Shenmue* series should be available in Japan by next Christmas. We'll bring you details as soon as we get them. ☺

WHAT'S SHENMUE?

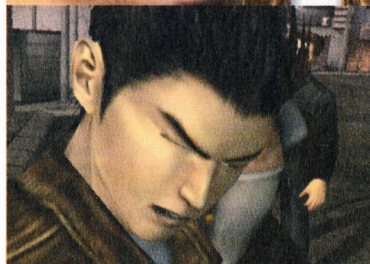
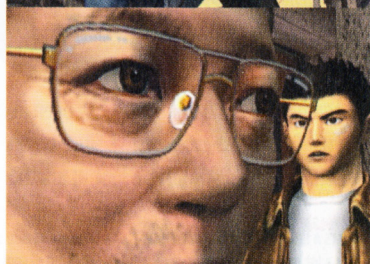
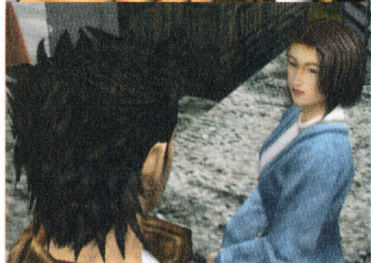
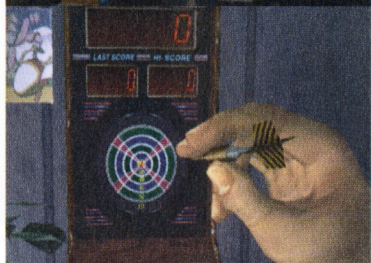


1



The demo incorporates a talking heads sequence in which key characters recite dialogue while you rotate the camera, zoom in and alter the lighting. The effect is breathtaking and more than whets the appetite for the game itself.

So you know about the game, but what is it actually like to play? We take a look at the exclusive Japanese demo *What's Shenmue* to find out



2

The mini-game on the *What's Shenmue?* disc revolves around a mission given to you by the geezer with the bad perm. A quest to find the suited Sega man ensues in which you must ask passers-by for hints and dodge the attentions of a pair of aggressive sailors.

3

Shenmue's fully interactive environment is a joy to behold and better still to use. In the full game all the arcade machines will be playable, including Suzuki classics like *Hang On* and *Afterburner*, and you'll be able to understand people when you talk to them...

4

The 'quick time event' sequences test the reflexes and effect the outcome of the game. While the demo features two Quick Timer Events (fighting the sailors and chasing the Sega boss through the streets), the full game will contain many more, all in real time.



Iwao Hazuki

Sex:	Male	Birthday:	May. 03
Blood Type:	A	Height:	5'9"
Age:	46	Weight:	177 lbs.
Zodiac:	Taurus		

Ryo's father and the current master of the Hazuki Style martial art, Iwao is a highly moral character who respects devotion to one's convictions, proper manners and, above all, trust.

He is very calm and composed, personifying simplicity and courage. His only hobby is Shodo (calligraphy) which he often uses when writing letters and postcards. As a master of martial arts he is a strict sensei and is never satisfied with relying solely on one's natural talent. He has continued to adhere to a strict training regimen throughout his adult life.

When he was young, he is said to have set out on a journey overseas to learn from the various great masters of the martial arts.

Although his son Ryo sometimes rebels against his strictness, he still respects him as a mentor and dreams of emulating him.



Cherry Tree

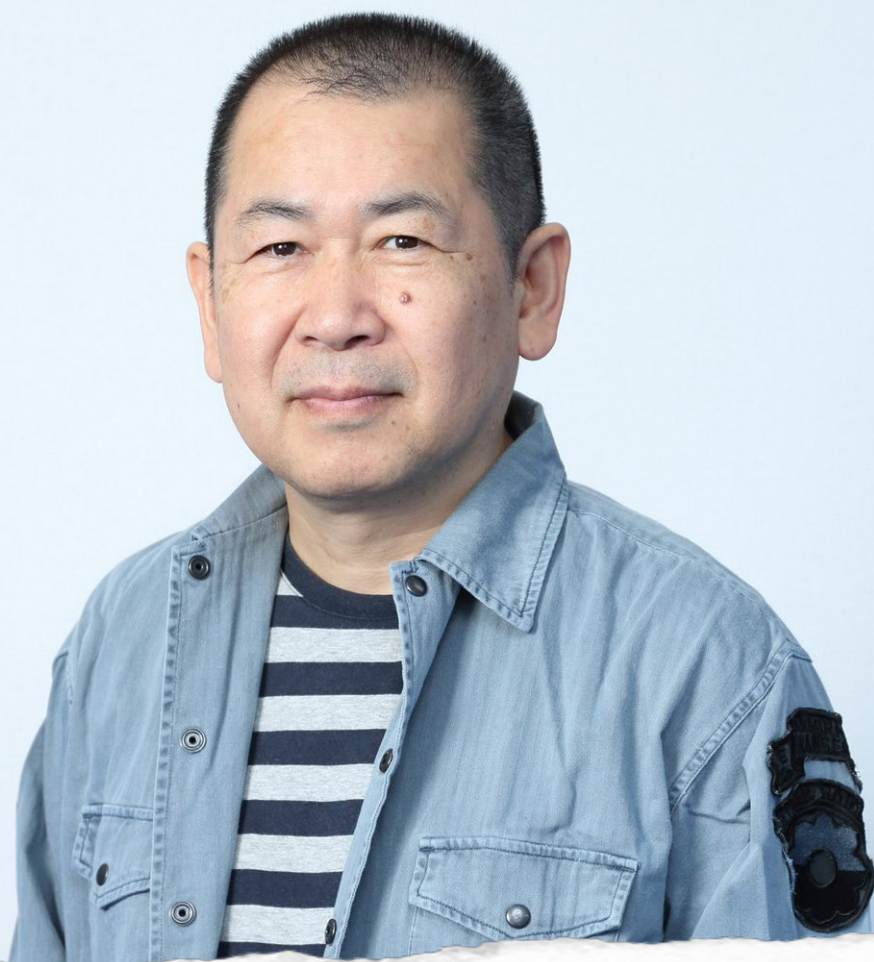
This great tree is more than 200 years old. Even now in the spring it blossoms, providing a delightful spectacle for the members of the Hazuki household each year. When Ryo was a child, he received martial arts instruction from his father, Iwao, beneath this tree.



Basement

Once the treasure repository of a temple, housing things like its library and sutras. It seems that Iwao alone was informed of its existence by his predecessor, and he kept it a secret from everyone, even his family. Iwao has stowed away in this basement objects collected from the years of his travels to various regions for martial arts training. It doesn't look to be the kind of place for storing junk like broken electric fans or smashed panes of glass.

Phantom River Stone



**YU SUZUKI'S RESEARCH
TRIP TO CHINA 1994:
PART 1**

TRANSLATED BY:

PRS

Our good friend Switch over at PhantomRiverStone.com has been publishing fantastic Shenmue blog posts for over 4 years now. There is some absolute gold material to be found, since Switch often translates obscure Japanese articles and things of that nature. This in turn provides us with an array of rarities about the franchise, ranging from merchandise, to development diaries, to interviews and more! To kick Issue 1 of Shenmue World off with a bang, here for the first time in printed form is the first part of a series entitled Yu Suzuki's Research Trip to China, translated from posts and magazine articles. Both Switch and I hope you enjoy this superb detailed account of Suzuki-san's trip which ultimately led him to cook up the very first ideas for Shenmue in his head. Through the eyes of a genius, this is the true beginning of Shenmue!

James Brown

Back in the early 1990s a man by the name of Kazunari Uchida accompanied Yu Suzuki to China for his research trip - at the time for Virtua Fighter 2. This post is Uchida-san's account of the events, in the form of a day to day diary he kept at the time.



Kazunari Uchida

Born in 1961, as a teenager his hobbies included mountain climbing and off-road biking, and while at University he travelled around the whole of Japan by motorbike. After graduation he became a freelance writer. In 1985 he ranked 6th place in the open motorcycle class of the Baja 1000 international off-road race in Mexico. In 1986 he went to the far western region of China to cover locations such as the Taklamakan Desert and the mountainous China-Pakistan border.

Then, several years later in 1994, he travelled again to China, this time together with Yu Suzuki to gather material for Virtua Fighter 2. From 1996 until the later 1990s, he joined Yu Suzuki's AM2 department at SEGA as Adviser & Chief Scenario Writer on Shenmue, as well as being involved in the development of other games.

In 2015 the announcement of Shenmue 3 prompted Uchida-san to reminisce about his memories working with Yu Suzuki...

At E3 (the Electronic Entertainment Expo) which started yesterday in Los Angeles, Yu Suzuki announced that he would be crowd funding and releasing a sequel for the game Shenmue, for which a sequel had not been forthcoming for many years.

Incredibly, the Kickstarter target goal of 2 million dollars was reached in half a day. Now exactly an entire day has passed, and very soon 3 million dollars will be achieved.

In fact, I have a deep relationship with Shenmue.

I've known Yu Suzuki for almost 30 years already, since the time I met him through my coverage for a motorcycle magazine when he developed the ride-on simulation motorbike game Hang-On. After Hang-On, he released hit after hit of ride-on simulations, and in addition took the world by storm with his fighting game series, Virtua Fighter, that incorporated full-fledged 3D graphics for the first time, rising to become a world-leading game creator.

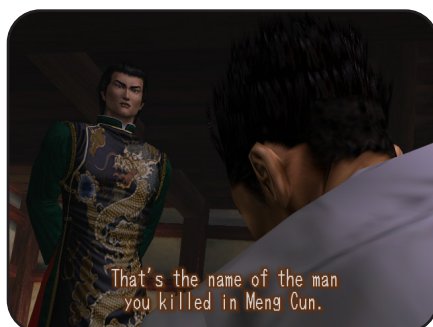
In the early 1990s, when Virtua Fighter was stirring up a tremendous craze, I received an unexpected call from him. He explained that development on Virtua Fighter 2 was underway,

and asked if I would accompany him to gather material on kung-fu from its birthplace of China, in order to give realism to the characters' movements and the story's background.

For around 2 weeks, the two of us visited several areas in China, interviewing particular masters he had chosen. From Beijing inland to Luoyang and Xi'an, then to Cangzhou on the Bohai Sea coast besides; we went all over the vast continent in 2 weeks. We connected to long-distance trains, and must have easily traveled more than 10,000 km.

At Shaolin Temple, we were deeply impressed by the martial arts demonstrations, where the youthful hope within the massive martial arts school quietly dominated the large training hall. In Cangzhou, we called in on the legitimate successor of Bajiquan, Master Wu Lian Zhi who was someone Yu Suzuki had wanted to meet at all costs, and we were given a martial arts demonstration by his student.

PRS - The location of Master Wu's school in Cangzhou is specifically in a place called Mengcun - the name of this location, which is the birthplace of Bajiquan, is one that has been woven into Shenmue's story and will be familiar to players from the opening scene.



"When sparring with me, Master Wu failed to stop his attack in time and I ended up falling head-first to the stone floor and I ended up getting a big lump on my head.
When I think back, it's such a great memory". -Yu Suzuki



Furthermore, a small accident occurred with Yu Suzuki's fervent request to experience the real Bajiquan himself: what was intended to be a light punch stopping short, actually made contact with Yu's chest and that alone fractured his rib. Having been able to truly experience the mysteries of Bajiquan, Yu forgot any pain and was delighted.

Later, Yu invited Master Wu to come to Japan, where his movements were motion-captured for a character in a game.



PRS - The game character referred to here is the character of Shun Di in Virtua Fighter 2. In his GDC 2014 presentation, Yu relates, "The grand master drank too much sake in welcoming me and his Bajiquan style turned into 'Drunken Kung-Fu' style" (this is the actual name given to the style used by Shun Di in the game).

Between visiting the kung-fu masters, we captured photos of the Forbidden City in Beijing, the atmosphere of Shaolin Temple and also back-street scenes in the minutest detail, and made use of these in the game.

Making full use of the expressive ability of the 3D graphics of the time in the pursuit of reality, Virtua Fighter 2 turned out to be an unprecedented hit.

During the long research trip in China, Yu and I conversed until the small hours of the morning over drinks of Chinese liquor. Although I was unfamiliar with games, it was clear that the ability of computers would improve by leaps and bounds. Games would be able to have even more detailed and natural movements, leading to the demand for the kind of realism that would make you feel like they were real-life stories.



LOCATION DETAILS SHOWING STEAMED MEAT BUNS AND STREET STALLS.

At that time, he was already achieving a high level of realism... which would lead on to Shenmue.

He must have had a very clear vision of the game. As an outsider, right then there's no way I would have understood any kind of explanation, so he didn't tell me any specific details, but I could tell from the look in his eyes that the sense he had got from the China research had given him great confidence, and his gaze was firmly on the next level of game content.

Arrangements were made for a full account of our China research to be serialized in a games magazine by Mr. Fumio Kurokawa, the public relations officer under Yu Suzuki at the time. As for Yu, upon returning to Japan he became furiously busy and I didn't meet him for a while after that.

The serialization in the game magazine came to an end, and my association with the games industry ceased completely. I returned to my main occupation at the time, which was a writer centered around the outdoors and motor-sports.

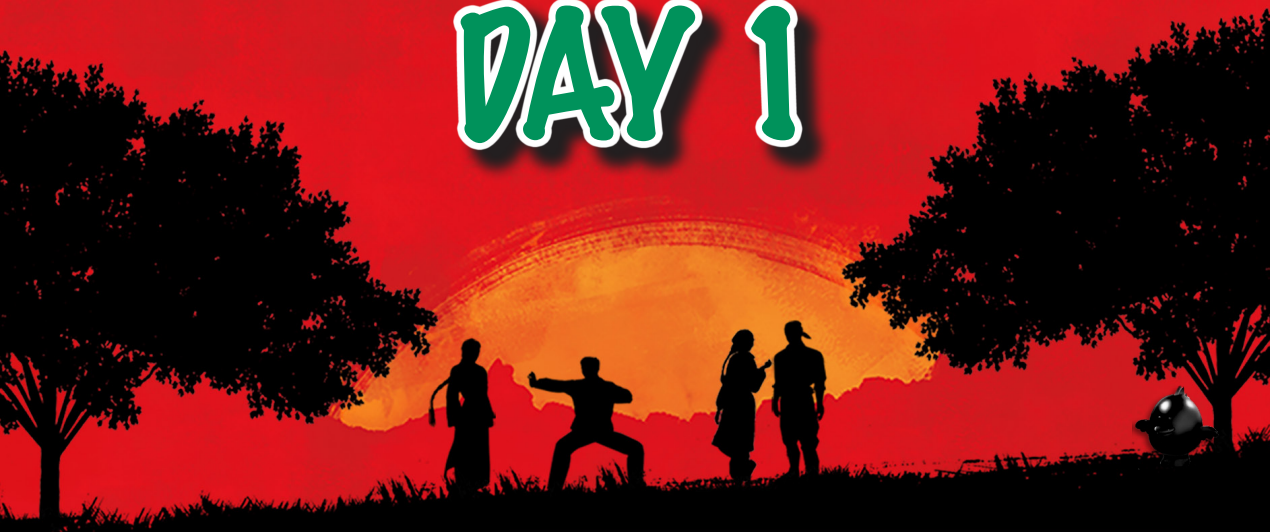
And then, one day as I was thinking of the good times I had with Yu on the China research trip, I received another call unexpectedly from him.

That was an invitation to join the Shenmue development project.



LOCATIONS MENTIONED HERE IN ADDITION TO THOSE IN MR. UCHIDA'S POST INCLUDE THE GREAT WALL, SHANGHAI AND SUZHOU.

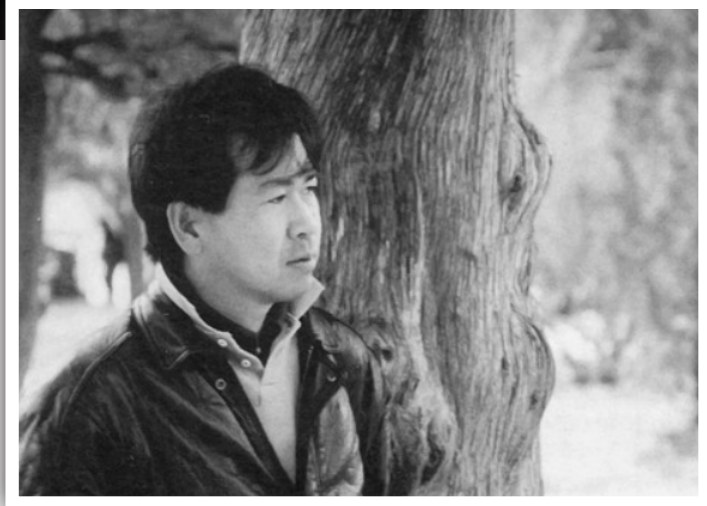
DAY 1



Our Air China jumbo jet departed Narita [the main international airport near Tokyo] at 3 pm and arrived at Beijing Airport slightly behind schedule at 7 pm local time (one hour behind Japan). One might perhaps call it the scent of the continent: on disembarking, we were wrapped in a distinctive odor, like the dry smell of a summer beach mixed with the faint smell of car oil burning.

Waiting for us at the airport was someone who would accompany us and act as guide for the entire trip, by the name of Zhang, and a Beijing district guide - also named Zhang. Our guide Zhang turned out to be, unexpectedly, a very young-looking lady.

On entering the city, the first thing that struck me was the large number of cars. In the old days, almost all traffic used to dry up after nightfall even on the main street, but now cars



jammed even in the narrow side-streets. Many luxury cars could be seen, Mercedes-Benz, BMWs, and even Japanese models like [Toyota] Celsior and yellow-bodied taxi cabs were everywhere.

Even Yu-san, who has recently been doing a lot of travel to the US on business, was somewhat flummoxed at this Asian chaos.

The main street bristled with high-rise towers, giving me an impression not too unlike

that of Tokyo. On the other hand, once we entered the back streets, they were lined with stalls lit up by light-bulbs under their eaves, and were full of bright activity. Apparently after the introduction of market economics, stalls like these run by individual proprietors increased - and they stayed open for business until late at night. As far as Beijing's appearance went, it made you forget you were in a country ruled by a Communist party.

After we had dinner and were relaxing in our rooms, we had a visit from a Mr Xun. He had started his own software development company in Beijing and had a strong relationship with SEGA, and brought with him his interpreter, Mr Lin. Mr Xun was an expert on the state of Chinese martial arts, and he was in charge of arrangements for one of the highlights of our trip: the Beijing Wushu Team.

We went through an explanation of what research material we wanted to collect, and showed him a video clip of Virtua Fighter. He appeared to be quite amazed at how realistic the movements were, and the variety of characters.

He said that even in China, home console games and video arcades had at last started to become prevalent in cities. In particular, due to the effects of China's one-child policy, competition in entrance examinations was getting fierce, and he emphasized multiple times that releasing educational software would be a sure-fire hit. Yu-san commented that it was exhausting how, no matter where he went, as soon as he showed his business card a sales offensive would be launched.

After they had gone, over Chinese wine Yu started to talk intensely about the trip ahead.

"I can't put into words exactly why, but I'd like to go to see the grave of Li Shuwen.



ONE OF THE MOST FAMOUS
BAJIQUAN PRACTITIONERS, LI SHUWEN



YU SUZUKI OUTSIDE HIS BEIJING ACCOMMODATION
(NOVOTEL BEIJING)

"Li Shuwen was reputed to be a sacred Bajiquan figure, you see. In fact, I actually based part of Virtua Fighter's Akira on him. He is said to have been legendarily strong, and apparently he took the lives of several opponents in matches. While being someone who mastered the secrets of the art of Bajiquan, he carried a dark shadow with him, remaining single and eventually is said to have been assassinated or lost his mind.

"I don't expect there will be anything in particular that I'll be able to make use of for Virtua Fighter II, but I have a kind of feeling that, by visiting the grave of someone who dedicated everything to Bajiquan, I'll be putting soul into Virtua Fighter II.

"To tell the truth, I don't even know whether he has a grave or not. But I believe that going to Cangzhou, which is his where he was born and is the birthplace of Bajiquan, has significant meaning.

"Even when I made a racing game, I drove a supercar myself, and actually trying it out on a course made a big difference. Knowing the real thing and not knowing it, is like chalk and cheese!

"Before setting out on this trip, I released a racing game called 'Daytona', and at the beginning only a few of the development team owned a car, with many of them not even having a driver's license. But they did have plenty of experience at racing games, and hence were selected for the development, you see.

After it had reached a certain degree of completion, I had a professional racing driver give it a go. The result was that he completely ripped it to shreds. He told us it was laughable.

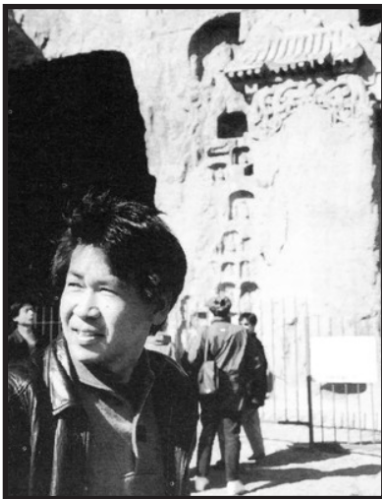
"Until then, I had been holding back and leaving it over to them, but at last, they tearfully came to ask for my advice: 'Yu-san, we had had such confidence, and now... we don't know what to do.' So my advice was: buy a car, take it somewhere like Daikoku Pier [a man-made island in Yokohama known for its street racing meetings] and actually experience the sensation of drifting.

Upon which, of the 12 members of the team, three of them took out large loans and bought sports cars! A Supra, a Celica and an MR2. As well as that, two others ordered cars like a Karmann Ghia. And three people who didn't have a driving license started taking driving lessons and got a license. Following that, after modifying the game, the pro driver we had asked to test previously gave his stamp of approval, saying it was markedly more fun.

"The modifications made weren't particularly over-the-top ones like altering the program significantly, or completely remaking the hardware system. It was how it felt. Adjusting the feeling aspect just a little can bring it vastly closer to the real thing.

"Ultimately, I want to produce the feeling. That's why I have to do things like try driving in a Porsche on an autobahn, a Ferrari through Monaco, a race car at the Fuji Speedway; or meeting with [former F1 racing driver Alain] Prost. And, on this trip, what I want to do is to go out into the Chinese back-country and visit the grave."

In his ever-friendly laughing face, his eyes were serious.



**Yu Suzuki and Kazunari
Uchida's adventures
continue next issue!**

**SHENMUE
WORLD**

**Thank you to Switch from
PhantomRiverStone.com for
translating and allowing
us to include this fantastic
article in Shenmue World!**

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**ERIC
KELSO
VOICE
ACTOR
NARRATOR
DIRECTOR
PRODUCER
WRITER
TOKYO
JAPAN**



ERIC KELSO INTERVIEW:




English-speaking fans will already be very familiar with the talents of Eric Kelso by now. In the Shenmue world, Eric is most memorable for voicing the characters of Fuku-san, Guizhang and Ren, amongst other NPCs. Outside of Shenmue, Eric has had many other high-profile roles, ranging from video games to Japanese TV shows.


It's our pleasure to welcome Eric Kelso to the pages of our very first issue of Shenmue World!

We sat down with Eric to have a chat all about his past, present and future. We hope that you enjoy this insight into the life of a maverick, a man who decided to pursue an adventure that ultimately led him to become the Shenmue star that we know and love today.

EARLY LIFE & CAREER

 Please could you take us back to the times of a little Eric Kelso: where did you grow up and what was life like for you as a child?

Well, let's see, I was born in San Jose, California, before it was Silicon Valley and in high school moved to the Santa Cruz mountains (a redwood forest about 20 minutes from the beach). I was a happy, quiet kid, never really liked socializing or groups or teams. I spent most of my time working alone on art projects, watching movies and surfing. I think it may have been that sense of happy independence that helped me adjust to living in a foreign country.

 When did you start to discover your career path, and had you always wanted to become an actor?

Actually, even though I had done a little stage acting, I have terrible stage fright and never wanted to be an actor. Luckily for me, voice acting is done in




ERIC AT 18 SURFING IN SANTA BARBARA

a private studio, with only a sound engineer, director and client on the other side of the glass and no one is watching, just listening. But growing up, voice acting was not even in the back of my mind. It was just one of those major life paths that seemed like a simple fork in the road when I first started.

I have always been a movie otaku, so when I went to university (UC Santa Barbara) and found they had a Film Studies major I quickly switched from psychology to film. I had learned that I liked being behind the camera much better than in front of it, so my plan was to write and direct films.




 *Had you always wanted to be part of the video games industry? What are some of your early memorable projects along the way prior to Shenmue?*

I was born in 1962, so the first video game I played was Pong when I was about thirteen. Then Space Invaders and Asteroids a couple times at the local Round Table Pizza in high school and Pacman once at my university dormitory. I think I was just a generation too early to really get into gaming. But I do like watching other people play, especially my characters, *ha!* I'm also not very competitive, even with myself, so I couldn't really enjoy the challenging nature of the games.

Shenmue was the third game I voiced. I had only done two games prior to that - Soul Edge (1996 - Siegfried Schtrauffen) and Tekken 3 (1997 - Paul Phoenix) so I pretty much cut my teeth on Shenmue.



 *When did you decide **SIEGFRIED (VOICED IN SOUL EDGE)** to make the move to Japan, what were the reasons for doing so, and what was that whole experience like for you at the time?*

Although I majored in Film Studies I wasn't really interested in going the Hollywood route. I was more interested in making documentaries about other cultures. So I sold everything I had, copping me a cool 300 bucks, and with a graduation present air ticket to anywhere in the world from my parents, I jumped a plane for Tokyo. I was interested in Japanese film, food and philosophy and wanted a completely different culture to start my journey. I planned on spending 10 years traveling the world, researching cultures for future documentaries and working odd jobs along the way.


It was 1986 [SW- on the day the snow turned to rain?]. Japan's bubble economy was booming and English teaching jobs were plentiful, so I was confident I could find something. I had no job waiting for me, no hotel reservation, no friends in Japan, no Japanese language skills and no teaching experience. Upon landing in Tokyo

I found my way to a youth hostel and asked a passing Australian backpacker about job opportunities. He handed me The Japan Times classified section and taught me how to use a pay phone. Before even putting down my bag I made a call to the biggest ad on the page. Luckily, it was just one train stop away. They asked me to come in immediately, so I rushed right over. After a ten-minute interview they slapped a textbook in my hand and twenty minutes later I was a professional English teacher in Japan. So, within two hours of arriving in Tokyo I was working!

Unfortunately, I arrived on July 1st and had to wait a month before my first pay check. My whopping 300 dollars only allowed me a bunk at the hostel and one small meal a day for three weeks. My last week before my first pay check was spent sleeping on a pile of newspapers in a Catholic university's churchyard and trading English conversation lessons for food and drinks with "salarymen and office ladies" (businessmen and secretaries) at local "izakaya" (pubs). It was the best month of my life! Everything was new and I had nothing, no back up, no security. I was completely alone - and totally free!!




PAUL PHOENIX (VOICED IN TEKKEN 3, TAG TOURNAMENT, 4, 5 AND 6)

 *How does life in Japan differ? Was work harder to come by, and did you face any language trouble?*

As with anything, you quickly learn to adjust. My slow-paced lifestyle in the mountains and on the beaches of California were a far cry from the bustle and packed trains of Tokyo, but it was exciting for a 23-year-old pup. “Gaijin” (foreigners) were few, so I soon began climbing the teaching ladder of high schools and colleges, as well as teaching on NHK radio and TV. This eventually lead to voice acting and narration.

I’ve never really liked studying, so I can’t read or write Japanese, and my grammar is weak, but after living here for over 30 years my verbal skills are not bad. I wish I would have studied when I first came, but I had only planned to be here for two years. Seems a common theme for most lifelong expats.

 *Do you enjoy the Japanese cuisine, what is your favourite dish, and what’s a typical food day like for you?*

A typical day starts with a 30-minute Japanese bath. I shower outside the bath then soak in a short deep tub while watching a movie on my laptop set outside the room on a stool, and slowly drink my morning coffee...very civilized. In the evening I repeat the ritual, this time with a bottle of water and a glass of wine or whiskey.

I love Japanese food! I love almost everything, except very “fishy” smelling fish. I eat a lot of yakitori (grilled chicken on a stick), tonkatsu (breaded and deep fried pork cutlet), sushi (especially “chutoro” medium fatty tuna belly) and I drink shochu - oolong hi (shochu with iced oolong tea) and chu hi (shochu with lemon).

Some of the stranger things I like are raw cow liver (though banned since 2012) and raw horse. Mmmmm...good! Don’t knock it till you try it!



RAW COW LIVER




RAW HORSE MEAT

SHENMUE I



MASAYUKI FUKIUHARA (VOICED IN SHENMUE I)

 *How did you originally come to hear about the Shenmue project? What are some of your earliest memories about this job?*

I had only done two games before Shenmue, mostly exertion sounds. Shenmue was the first real acting job. One of my agents contacted me and asked me if I wanted to do a “long” game. Of course I said yes, and when I saw the script I was surprised at how much acting there would be.

I had never done anything like that before. But I was willing to try and happy that my characters were each so different and interesting.



Eric Kelso


Sex:	Male	Birthday:	Dec. 22
Blood Type:	O	Height:	5'11"
Age:	57	Weight:	200 lbs.
Zodiac:	Capricorn		

 *What was the application process like and how were you contacted for the role on the Shenmue series? Was there much fierce competition?*

There really wasn't much competition in Japan in those days. Today there is a terrible glut of English speaking voice actors, especially male. The client (I imagine Suzuki-san) just listened to my voice demo and chose me. Then, I basically just got the call to show up at the studio.

 *Can you describe your first meeting with Yu Suzuki, were you already aware of his video game status, and his body of work?*

I had no idea of his work, video games were still very new to me. But I do remember that Suzuki-san was very friendly, which put me at ease. And his direction was very clear so I was quickly able to find the characters. Some directors in Japan are a bit vague and don't seem to know what they want.

 *Were you originally drafted to voice so many characters? Obviously two of your most famous characters were Fuku-san and Guizhang from the first game, but you also voiced many of the NPCs too, how did that come to be?*

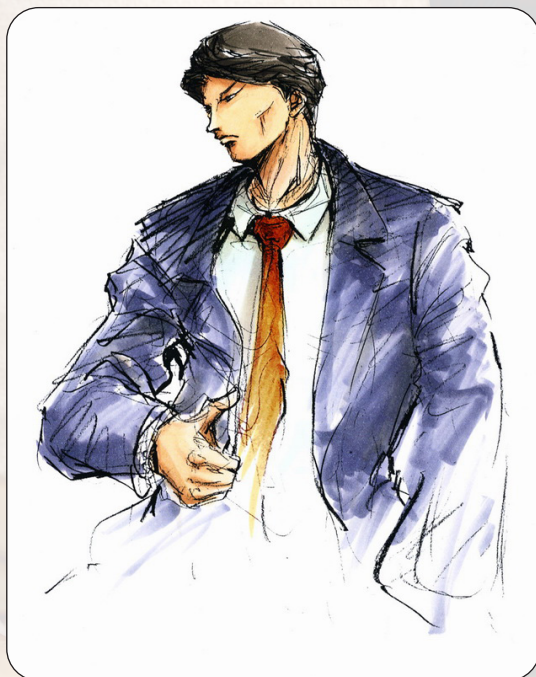
I have no idea. Possibly, it was easier for me to do many voices since I was already there or maybe Suzuki-san saw something in me I didn't even know I had.

— Was there any other character you voiced, but then the role was recast for some reason?

In Shenmue One, just Fuku-san and Guizhang, along with a few NPCs that game fans would remember better than I do.

— What was it like working with the other voice actors from the series, such as Corey Marshall and Paul Lucas, and what was the recording process like for the original Shenmue game?

I had known Paul Lucas and Lisle Wilkerson (SW - introduced in Shenmue 2) from working together on other projects in Tokyo and really liked both of them a lot - always professional and fun. Corey was the new kid. We had a lot of scenes together and eventually became good friends, hanging out outside the studio as well. He was new to Japan so I kind of took him under my wing a bit - a preface to our relationship as Ryo and Ren, I guess.



GUIZHANG CHEN (VOICED IN SHENMUET)

SHENMUE II

— Moving on to Shenmue II, you voiced arguably one of the fans' favourite characters from the entire series with Ren. How was the process of recording for Shenmue II different from the first game?

We knew the first game had a huge (Guinness World Record book) budget that seemed difficult to recover, so we were all both surprised and elated to hear about S2. I missed Fuku-san a lot but was happy to voice a bit of Guizhang again - and very happy to introduce my new buddy Ren!



WILLYING REN (VOICED IN SHENMUE II)



**ERIC KELSO, LISLE WILKERSON AND COREY MARSHALL
AFTER A SHENMUE II RECORDING SESSION**

The recording process was pretty much the same as S1 and even more familiar the second time, so everything went very smoothly.

SW - note: in the 2008 Guinness World Records Gamer's Edition, Shenmue is listed as the most expensive game ever developed at \$70 million. Whilst this is true, we believe the budget included everything from early ideas, marketing, Project Berkley, the Saturn version and up to / including the full production of Shenmue II.

Eric mentions reprising his role of Guizhang in Shenmue II, and this is actually a hidden easter egg in the game. Whilst listening to the Wiretapper's tape in Ren's Hideout, advance to the section of tape after the story point [starting at 651]. A bonus phone call exchange between Guizhang and Joy will play out.

— *Lisle was cast for Shenmue 2; how was it working with both new and old cast members for the sequel - any fond memories you could tell us about?*

Well, voice acting in general is a fun thing, so everyone is always in a pretty good mood and there was a lot of humor in the studio. Even the Japanese staff were much more relaxed, compared to typical Japanese office workers. Unfortunately, most video game recording is done solo, so we don't often work together with other voice actors.

— *Can you remember what the fan response was like for the series, and the characters you played back in the early 2000s?*

I had done various versions of games like Tekken and Virtua Fighter, which were actually better known than Shenmue, but had no real fan base that I was aware of. So when I heard about Shenmue fans uniting to make S3 I was overwhelmed by the love and support for all things Shenmue.

Meeting so many of the Shenmue family who came for the Japan sojourn, I really felt like I was a part of something big! When I'm contacted by game fans or my name is mentioned in a chat, it's always very flattering and humbling.

Usually, when recording a game, we have no idea how it will be received by the players, so when we get a positive response it's very inspiring.



JACKY BRYANT (VOICED IN VIRTUA FIGHTER 4, EVOLUTION, QUEST AND 5)



ERIC IN 2007, IN THE STUDIO FOR TEKKEN 6

— *Which Shenmue character is your favourite from the series, and who was the most enjoyable to voice?*

I was so lucky to get three distinctly different characters, who, to me, are all a part of Ryo and his journey.

Fuku-san is Ryo's heart. He allows Ryo to be vulnerable, to talk about his father and to feel the support of the dojo. Ryo also knows that Fuku-san would die for him without hesitation.

Guizhang is Ryo's mind. He is the Chinese Clint Eastwood, always cool and level-headed, something to keep Ryo's youthful revenge in check.

And Ren is Ryo's balls. He teaches him to not take things too seriously, be fearless and fight with guts - as long as there's a treasure involved, that is!

— *Do you have any other fond memories from the early 2000s, and working on other video games, such as Virtua Fighter and Tekken?*

How did these roles differ from Shenmue?

A lot of other fun recording in the 2000s: Virtua Fighter, Tekken, F-Zero, Baten Kaitos, Firefighter FD18, Metal Wolf Chaos, Megaman ZX Advent, King of Fighters XII, and others.

Every game has something different and it's always a blast to record!

THE FUTURE

— Could you please give us an insight into your life currently; is there anything you are working on, and what does the future have in store?

It seems that there are fewer games recorded in Japan these days, which is a pity...

But I'm still doing other voice work here. I have a daily NHK TV show called "Eigo de Asobo with Orton" (Playing in English with Orton) and I'm the voice of Orton, a giant animated whale with Orton Town on his back. It's like a Japanese Sesame Street teaching English and I'm kind of like Big Bird.

I also just finished voicing Season Two of the new Ultraman series, "Ultra Galaxy Fight: New Generation Heroes". It's a great, nostalgic, analogue series with the feel of the original 1960s show. In Season One I played the villain Ultra Dark Killer and in Season Two I play Ultraman Zero. Season Two has been split into ten-minute episodes and started broadcasting on YouTube in November. Lot's of fun! (SW - Sounds great, we'll definitely be checking this one out!)

And I'm starting a new advertising company working with YouTubers along with a Shenmue fan/YouTuber living in Tokyo. But more on that later... (SW - What a tease!)



ULTRAMAN ZERO (ULTRAMAN - SEASON 2)

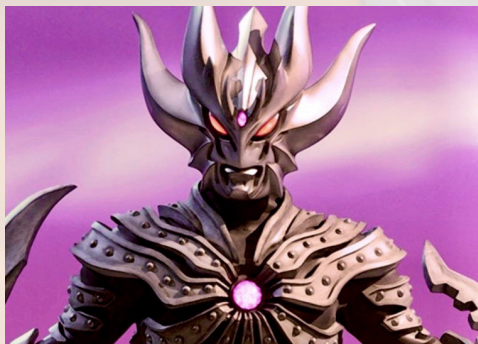


ORTON (VOICED EIGO DE ASOBO WITH ORTON)

— You've had a very fruitful career over the years which we have just touched upon in detail. Looking back, is there anything in particular that you are extremely proud to have been involved with, and in contrast, do you have any regrets, or anything that you would have done / chosen differently?

It may be a boring answer, but I've loved it all. When you're freelance, you take anything you can get and you work your ass off so you can get more later.

I also love living in Japan and I highly recommend living and working in a foreign country if you can. You'll test yourself in ways you could never imagine and learn incredible confidence and incredible humility at the same time. It will widen your thinking and let you know that the world doesn't revolve around you, your country, your language or your religion. We are all just minor players in a global story. And that is always a refreshing thought...



ULTRA DARK KILLER (ULTRAMAN - SEASON 1)

✚ Throughout the years you have always shown such amazing support for the Shenmue Community, including interviews and being involved in fan projects like this. Over the last 20 years, what projects have stood out the most that you're most proud of, and are there any plans for other upcoming fan projects that you could tell us about?

I love working on Shenmue projects, although I don't think I can talk about all of them at the moment. But I would have to say that what stands out the most to me are the friends I've made in the Shenmue family - the voice actors and production staff, those who have come to Japan that I have joined for food and drink, those I've only talked to online and those who live in Japan that I can see more often.

No other game has the devoted fans that Shenmue does, and I am constantly blown away by their mutual support and dedication, and I'm honored to be a part of it!



ERIC IN THE STUDIO FOR TIME CRISIS 5 IN 2015

✚ **And finally, Eric: any closing words to all of the Shenmue fans out there who have passionately (and patiently) stood by the series in the hopes of its continuation?**

Well done!! Because of you the saga grows.
Because of you the journey continues.

For 15 years you supported each other, the hope of new adventures and the dream of Suzuki-san. Let's all continue to fight with Ryo and take that next step into the great unknown!

SW - We really appreciate you taking the time to chat with us and discuss your fantastic career! We are massive fans of yours, and Shenmue wouldn't be the same without your voice work! All of the best for the future!

Thank you James, and everyone in the Shenmue family!

-Eric Kelso



"MAY THE GODS BE WITH YOU..."
-RYO OF HEAVENS

Well, readers, there we have it: our interview with the legendary Eric Kelso. What a wild ride!

We want to give Eric our warmest regards for allowing us his time and commitment for what became a fantastic interview (we hope you'll all agree).

As we travelled through the past few decades, we learnt about Eric's life and career, from a young Californian boy to an inspiration of a man determined to kick ass out in the wide world!

Whilst most of us will know him for his Shenmue roles, it's great to see the sheer diversity and range of his abilities, even beyond what we discussed. Eric has many other projects that we didn't manage to cover, such as his own book series, entitled "Ericisms: Thoughts on life that spill out of my mouth from time to time..." - which is available now on Amazon.

It seems he isn't afraid to tackle any job that may come his way. We hope that this may have inspired yourselves to take that leap of faith, to try a fresh start in a completely new environment just like Eric did when he decided to jump ship to Japan. Dreams can come true, and Shenmue 3 is evidence enough of that!

As for Shenmue 3, Eric's talents live on... If you missed Eric voicing Ren, Fuku-san and Guizhang in the latest Shenmue game, well you're now in luck! If you have the PC version of the game, Eric has kindly provided his voice talent to reprise these previous roles for fans. You can head over to the Shenmue Dojo forums to find these mods, which will allow you to replace the original voice files with the new ones. A staggering effort!

We wish Eric all the best with his role in the new Ultraman series, and all of the other future projects that he teased us with. Hopefully we'll find out what they are very soon.

-Shenmue World



Check out Eric's website for more information by scanning this QR Code.

erickelso.com



ERIC KELSO



~ Shenmue ~



The Story Goes On...

The image features a large, circular graphic titled "SHENMUE WORLD BACKERS:". The title is at the top in a bold, white font with a black outline. Below the title, a dense spiral of names is arranged in concentric circles, starting from the center and spiraling outwards. The names are written in various colors and fonts, creating a vibrant and complex visual effect. The background is dark with a subtle pattern of stylized figures. At the bottom, there is a section titled "KEEP FRIENDS, THOSE YOU LOVE," followed by a list of names.

Julian S. Plateado, Hussain Alrajhi, Abdulla Almarri, Alexandre Pedrinho, David Dudek,
Ian 'icuk' Cairns, Shaun Double, Rick Wacey, Murray Wallace, Alex Martin,
Yoshitsune no Sarutobi, Joseph M Neenan, Oscar David Blasco Garcia, Martijn Hakvoort,
Frank Hakvoort, Nac Datta, Sascha Riedel, Demond, Robert J Gomez III,
Hadrien RIVELON, Stephan Hormig, TMNTGal, FAYEZ ALAMOUDI, Charles Cosgriff II,
John Noel, Tom Wherry, Joanne Beglin, ベル・トーマス, Jamie "Enaksan" Collyer, Nash-Style!,
Vyse Legendaire, Dany Fouquerel, Sho Kanetaka, Jonathan Clark, Tomoe Oouchi,
いちごちゃん, Jason Taylor TwinTails, cerulean, William Rodriguez,
Hugo Emanuel Jesus Santos, Paula Cristina Gomes Manarte Jesus Santos,
Emma Jayne Shores, Dave Frear, Gang Entertainment, Robert Heilbronner,
Tony Mitzi gabby Bradshaw, Tuonelan Eki, Dale Wright,
Haider 'Ki113r 7' Masood, Zhang Peng, Rodman, Dan Barbazette,

KEEP FRIENDS, THOSE YOU LOVE,

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KEEP FRIENDS, THOSE YOU LOVE,



Thank you to everyone for all of your incredible support!



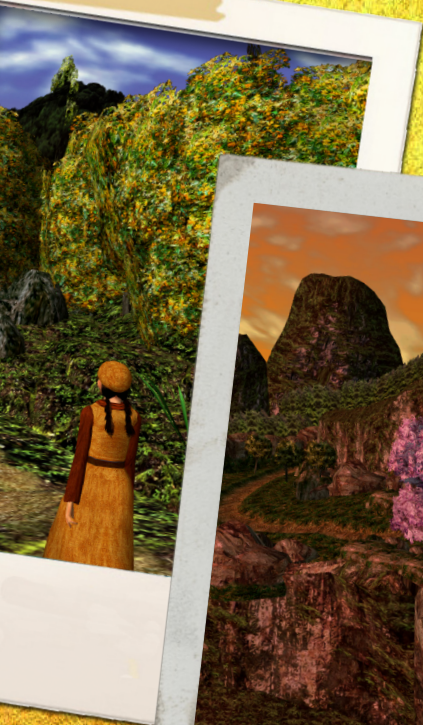
Jude Hawkins-Trek Mate Podcast, Steve Seguin, Robert Coot, Robert Hadchiti, Samy fit, Marvin Krahnefeld, Jonathan Link, Gareth J. Coster, Arthur C. S. de Andrade, あらごん, Deepth Koshy, Susan McComick, David Springate, Patrick Boyle, Dupuy Franck, Grant Clayton, Alec "T-Patch" Duvall-Hill, Elijah K., MAX HIDE, Martin Långström, INABA@schumatsu, Craig Anthony Fitzpatrick, Luis Bonilla, Hinathanieluk, Death Star, Liu Ning, Dang Zhi Ning, Fabio 'Fei' Mussaldi, Derrick Wright, Tristan Powell, Joseph Wolfenden-Williams, Spooey, Jason Maddison, James Lee Rees, Segalacious, Scott A. Coulter, Clinch 2k, C2k, Nostalgia_Chaser, Alfonso Martinez "Ryo Suzuki", Mar Rollan "el Funs", Claudiojp, Dave Cramer, Callmemelz, Sean Anthony Davies, Lucas M. Fornazieri, Jan Stolarek, Sean "Seanni B" Barry, Paul Forest, Joe Klander, Phil Kasafir, Shane Bayliss, John Stevens, Michal Wawrzyniewicz, David Krug (Youtube: 'Survival Spheres'), Hazuki X, and in memory of Jack Ward.

CLOSE TO YOU...

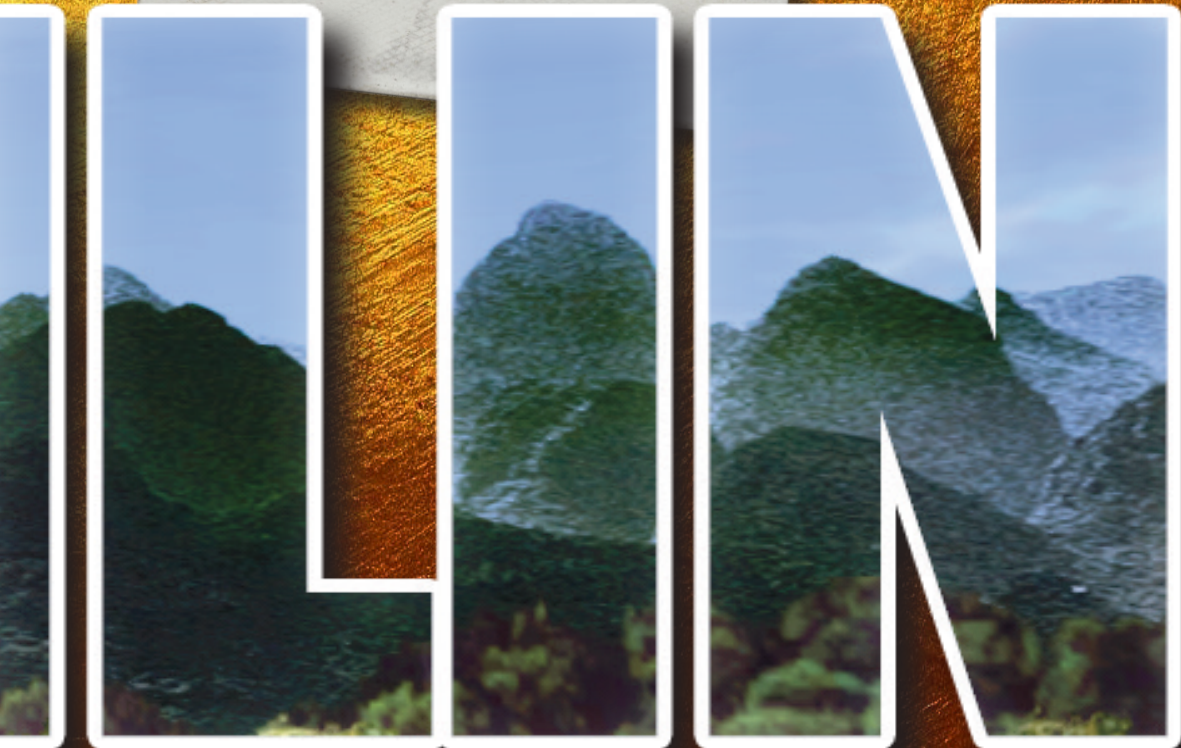


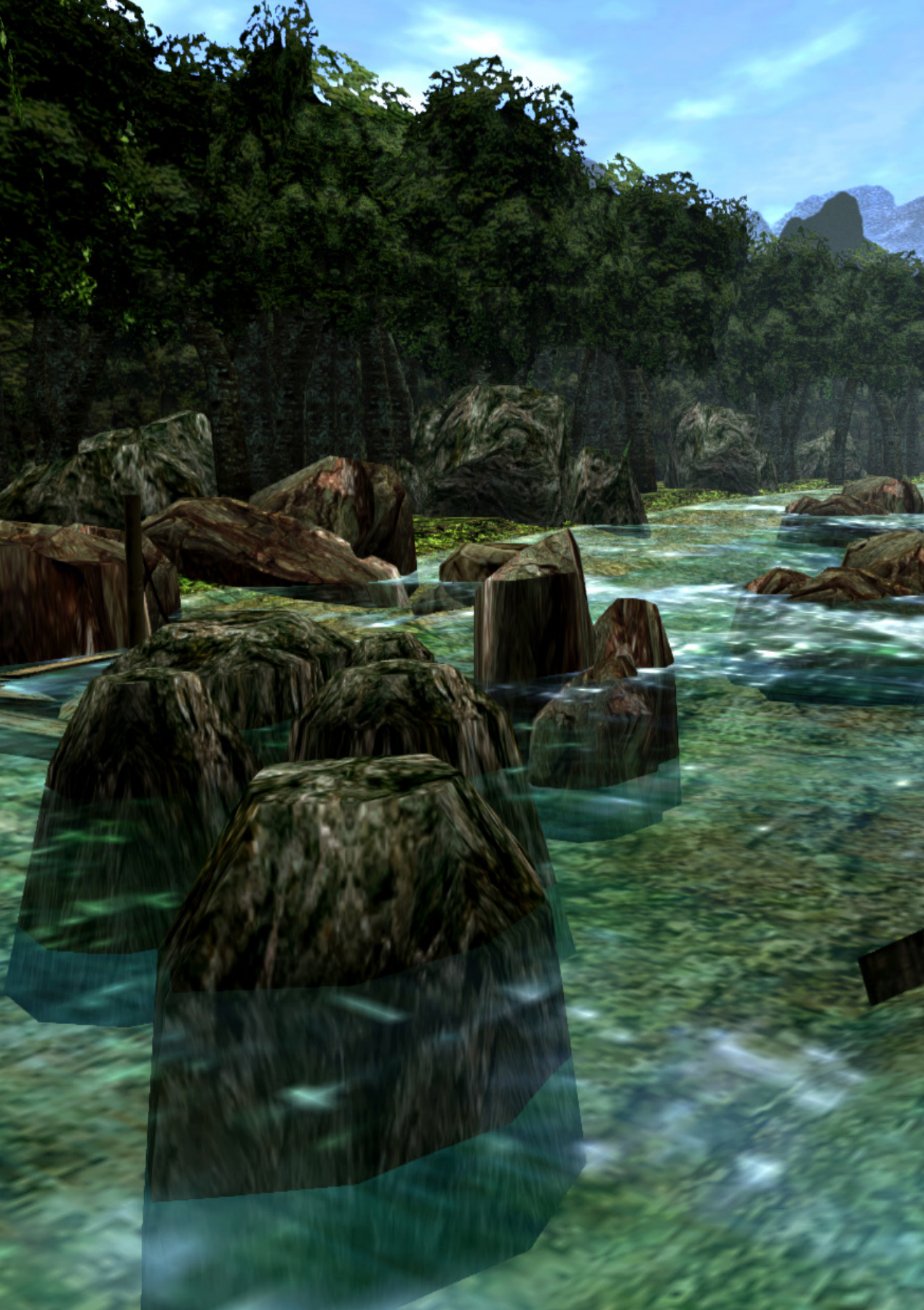
Welcome to...





March 18th 1987



















LAKE OF THE FIREFLIES - DEEP GREEN WAY







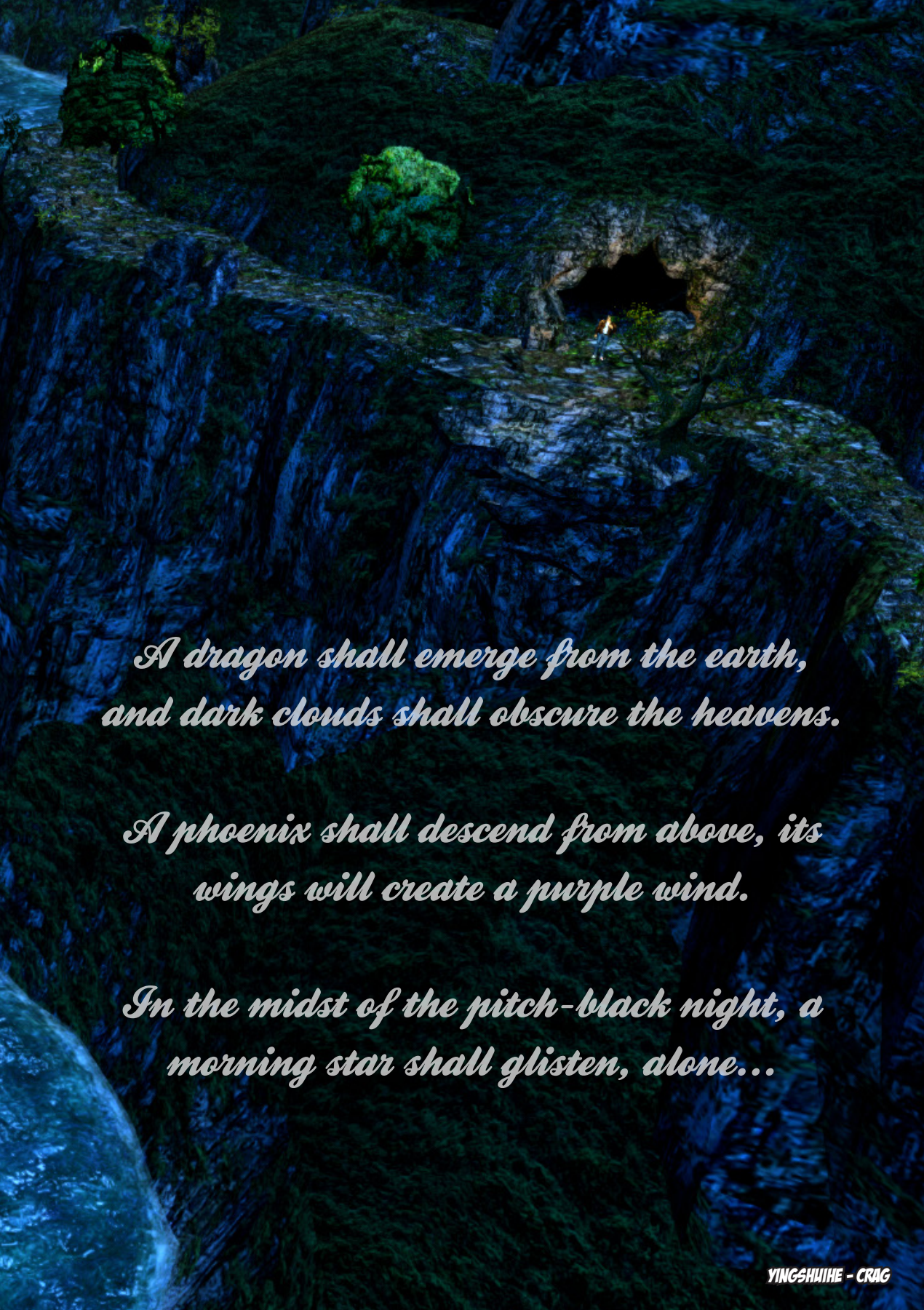
*From a distant land in the East, from
across the sea, he shall appear.*

*He does not know of the strength hidden
within him.*

*The strength that would destroy him...
The strength that would fulfill his wishes.*

*When he is ready, he shall seek me out.
And we shall brave together the rocky
path.*

*I shall wait... This encounter has been
my destiny since ancient times.*



*A dragon shall emerge from the earth,
and dark clouds shall obscure the heavens.*

*A phoenix shall descend from above, its
wings will create a purple wind.*

*In the midst of the pitch-black night, a
morning star shall glisten, alone...*



Wish you were here...





Shenhua is a mysterious girl who grew up surrounded by nature. Her innocent looks hide her power and courage created by the wilderness of China. She is pure and simple, with great compassion and strength.

Though her presence is shrouded in mystery, Ryo's fate will be deeply influenced by her. Appearing in his mind several times, she guides him on his journey.

Ling Shenhua

Sex: Female
 Blood Type: A
 Age: 16
 Zodiac: Virgo

Birthday: Sept. 9
 Height: 5'1"
 Weight: 95 lbs.

Built by industry leader Terashima Heavy Industries.

It was installed when the New Warehouse District was built, but it is not used much now.

As it often appeared in a live-action entertainment TV series 10 years ago, it is sometimes visited by people who miss those old times, or fans of that nature who come to take photos.



Gantry Crane



Phantom River Stone

**PROJECT TEAM
MEMORIES OF WORKING
ON SHENMUE**

TRANSLATED BY:

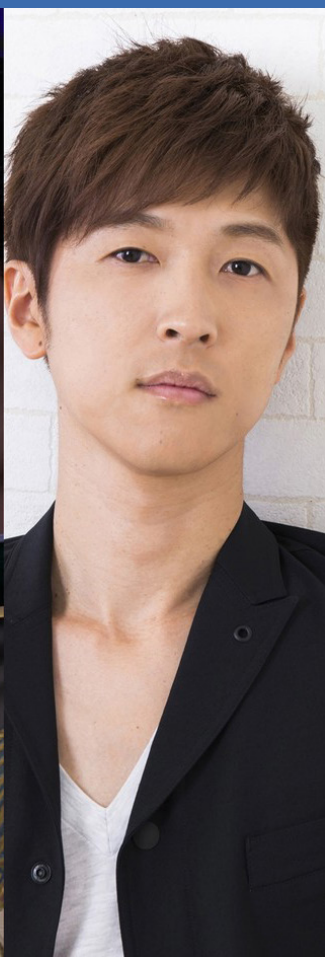
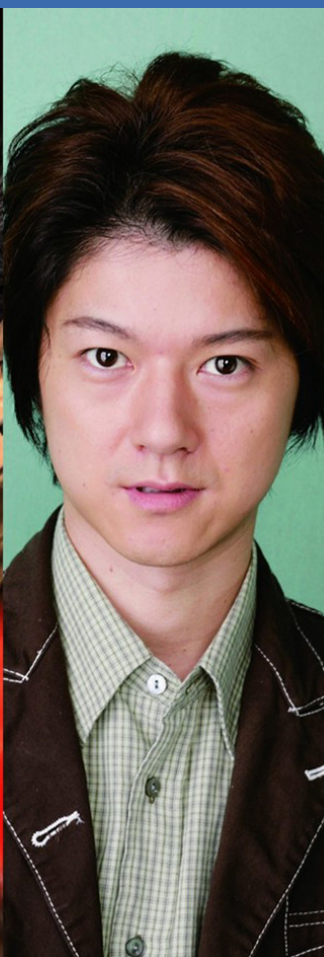
PRS

Switch from PhantomRiverStone.com constantly provides us with fantastic translated content from across the Shenmue spectrum! The following section is a translation of an article published online by Famitsu.com in November 2018, to commemorate the release of Shenmue I & II. A wide range of important members share their memories of working on the original Shenmue project. For an overseas fan, this is a fascinating insight into the Japanese side of the series, and an article I'm really pleased to be able to include in this premiere issue of Shenmue World!

Thanks again to Switch for providing his translated article to use, and we both hope you enjoy the read!

James Brown

In commemoration of the release of Shenmue I & II for the PS4 on 22nd November 2018, we gathered comments from some of the staff members and performers who were involved with the creation of the original games. Enjoy hearing them speak about their remembrances and hardships of the time.



MASAYA MATSUKAZE



Role: Ryo Hazuki

“Ryo Hazuki is my other self”

Back when amusement arcades were booming, arcade game hit-maker Yu Suzuki turned his talent to creating a home console game. There was a large-scale audition that attracted actors in the motion picture industry, and as I was a Mega Ranger at the time, that is when I first met Yu-san.

The game started as “Virtua Fighter RPG”, and its genre was the world’s first of its kind, designated as “FREE” (an acronym for Full Reactive Eyes Entertainment”) but these days called open-world. What Yu-san ideally wanted was “freedom in everything, where things you would expect to happen would naturally happen,” and together with a staff of hundreds, he took on the challenge of creating a world that had never before been seen.

I was in charge of the motion capture and spoken lines for the protagonist, Ryo Hazuki. The actions ranged from basic movement like sitting and walking, through to those for QTE events where Ryo would punch or alternatively get punched. When he falls from a high place, that is me falling. Falling down from a height of 15 meters (!) would be fatal so for this, motion capture data for falling from a low height would

be extended, along with motion capture for hanging in mid-air and dropping down. The spoken lines for striking up conversations with people had slight variations each time, so I recorded all the lines needed for talking to the same person multiple times, even if they would probably never be heard by the player. It was really a huge volume of recording.

Some of Yu Suzuki’s works are on display in the Smithsonian Museum, and this legendary work set a new record in gaming history. Furthermore, this long journey continues on with Shenmue III. There is rarely such an opportunity to obtain a truly legendary work yourself at such an affordable price. I encourage everyone to pick up a copy!





Takahiro Sakurai

"I'm feeling a renewed excitement."

Roles: Lan Di, Goro, Yuan & others

At the time, several voice actors had been cast for providing test voices to support the development. That's how I came to have a go at voicing the characters of Lan Di, Goro, Yuan and various others. Being a newbie, it was an valuable experience opportunity for me. SEGA's #3 studio is somewhere I'll never forget. After all this time, Shenmue is back again... it's like a miracle. I'm excited about this HD remaster.



Megumi Yasu

"I could do a better job now!"

Role: Nozomi Harasaki

I voiced heroine Nozomi Harasaki in Shenmue Chapter One: Yokosuka. I was in my teens and it was my first try at voice acting, so I remember being gripped with nerves during the recording. I'm sure I could do a slightly better job now...! Please get in touch if there is ever the chance [laughs]. I will continue to support Shenmue!





Ikue Otani

"Recording lines as a dialogue left a strong impression"

Roles: Fangmei

Shenmue II! I remember that, unusually for voice recording in a game, the microphones were placed so we could see each other's faces, and the lines were recorded as a dialogue. Of course, this was while watching a video of Fangmei with her super-realistic cute expressions. My memory is a bit hazy on the small details, but I remember that the graphics were beautiful, and I had the illusion that I was acting in a drama. It was a game that left a strong impression on me. However, I don't remember ever getting to see it inside the finished game... [smiles wryly].



Rio Natsuki

"It was a valuable experience"

Role: Joy

I have heaps of memories about Shenmue II! There was a lot of script, so I travelled in to the studio a lot [laughs]. There was a waiting room where I became friends with other voice actors while waiting for my turn, and they shared all sorts of stories. The most memorable part about the role of Joy has to be the Chinese language. I was provided with a pronunciation tutor, but there were several different pronunciations of the sound "maa" alone... I managed to get a thumbs up for my test readings, but once I put emotion into it he tilted his head to one side [laughs]. It was a game that truly gave me many memories.





Tow Ubukata

"The Vietnam War of the Game Industry"

Novelist & Scriptwriter

One word that holds many memories for me is "Dobuita". It makes me remember all over again the tens of people... or should I say hundreds of people if you include all those I didn't know by sight, who were involved with creating a tale that would have the protagonist setting off on a journey from that place. A software system that was ahead of its time, the ability to traverse the map with 360 degrees of freedom, and a goal

that seemed unreachable with the technology of the time... A work environment that was so harsh it was called "the Vietnam War of the game industry", is now something that lies in the distant past. When I think that the evolution of technology has allowed this tale, which couldn't be completed back then, to move forward, I'm filled with emotion. I can't wait for Shenmue III!



Toshihiro Nagoshi

"Reminds me only of all the hard times"

Director & Chief Product Officer

It was a project that is packed with a lot of memories for me. Frankly speaking, it reminds me only of all the hard times. However, it was a project with the ambitious objective of "creating an RPG unlike any seen before" that took on that goal head-on, and was an unfinished masterpiece born at the end of a generation created around the Sega hardware business. In that sense, it was indeed a symbol of Sega's

willingness to take on new challenges. It is a project from which I learned a lot personally, and even now I utilize that learning in various situations.



Takenobu Mitsuyoshi

- Inspiration from On-the-ground Research -

Sound Section Chief Creator / Vocalist

I'm Takenobu Mitsuyoshi and I was the sound director for Shenmue Chapter One: Yokosuka. One unforgettable memory from the game's development would have to be going on a team research trip to China, following the actual route Ryo would take. Back then, I wasn't used to traveling overseas and fell sick from contaminated water. Despite suffering from my illness as we travelled, when I looked down at the view from the plane a tune formed in

my head; and as I gazed at the Forbidden City from the Temple of Heaven tears filled my eyes. The music that was created from these kind of situations has a unique sound with emotions of all kinds mixed into it.



Yasuhiro Takagi

- Watch for the way music is assigned to the scenes! -

Manager of the Sound Section at Sega Interactive

I joined the development of Shenmue Chapter One: Yokosuka towards the end, and went on to be in charge of the sound direction for Shenmue II. I had already become familiar with the issues affecting sound development; we had built up a huge number of musical pieces; and I was able to put things in the hands of our superb sound team staff of around 10 people. Considering all this, despite it being considerably hard work,

looking back on it now I feel that I was lucky to have worked in that environment. The pieces of music that were produced during development were without exception great pieces, so I was very particular about matching them to the scenes. I hope you enjoy aspects like this.

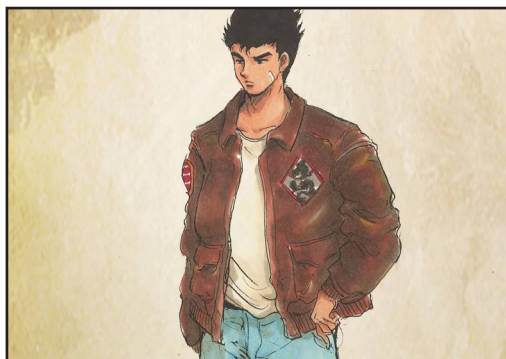


Kenji Miyawaki

- Drawing characters that are unique -

Shenmue I & II Character Design

It is 20 years ago now, but I still clearly remember my time on the project, being in charge of character design. Yu Suzuki wanted memorable characters with distinctive personalities, so that is exactly what I worked on. These unique characters were then converted to models one after another, and before I knew it a world had been created that brimmed with distinctive characters to an extent that you would never find in other games. I think this uniqueness is one of the reasons Shenmue continues to be loved even today.



COLLECTION HIGHLIGHT:



The Shenmue III Kickstarter had many varying tiers and rewards. One of the lesser-known unusual rewards was a hand-drawn illustration that was included with each of the "Grab Bag" tiers. The hand-drawn image of Fukuvara-san above is the handiwork of the ever-talented Kenji Miyawaki, who as mentioned on the previous page, was the original character designer for Shenmue, and was also part of the Shenmue III team. This illustration is drawn on high-quality thick cardboard with a gold trim frame.

RYOX SHENWAVE VOL. 1 CD



Ciao everyone, my name is Riccardo Favara (AKA RyoX) and it's an incredible honour for me to present "ShenWave Collection Vol. 1" alongside the release of Shenmue World Issue 1.

I've been making music for more than 15 years, but it was just in 2017 that I explored the Synthwave genre; that's when my first ShenWave EP was born. It was amazing for me to mix two of the things I loved the most: music and Shenmue.

During the past four years, the support of the Shenmue Community has been incredible, and I wish to say thanks again to everyone, and a special thanks to Mr James Brown and the Dojo for bringing this physical edition of ShenWave to life! I hope you enjoy this first collection. It comprises ShenWave EP 1 and 2, along with an extra Shenmue EP I made. This is my early ShenWave material, and I hope you enjoy listening to it!



Check out more of RyoX's awesome music over on his Bandcamp page!

**SHENWAVE COLLECTION VOL. 1 CD
IS INCLUDED FREE WITH THIS
ISSUE OF SHENMUE WORLD!**

TRACKLISTING

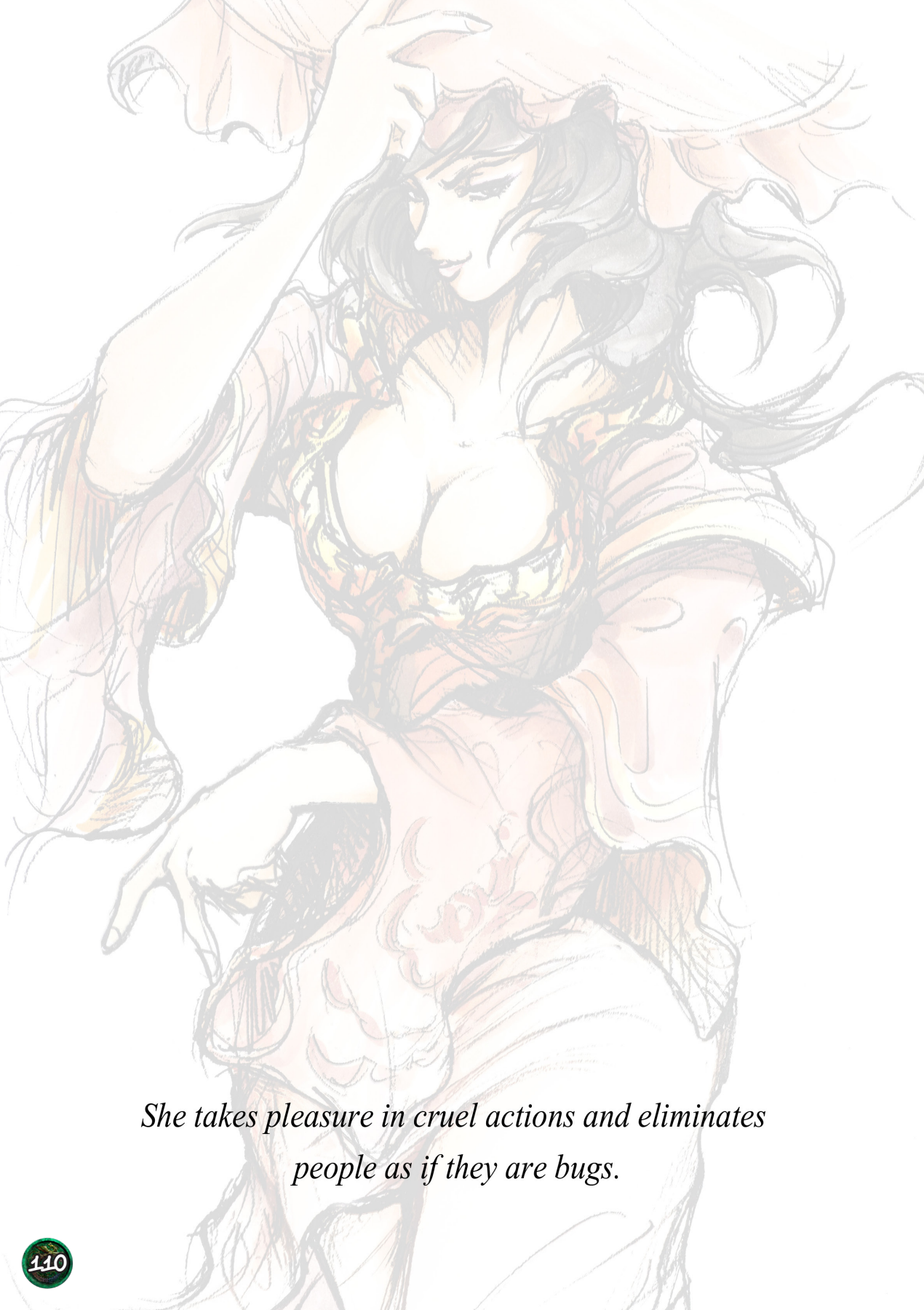
- | | |
|-----------------------------|---------------------------------|
| 1: EARTH AND SEA | 7: MAIN THEME SYNTHMIX |
| 2: INHERITED SKILLS AT DAWN | 8: DREAMING OF NOZOMI |
| 3: WAVES OF MORNING HAZE | 9: SHENMUE BATTLE MUSIC |
| 4: SHEN FA | 10: THE PLACE WHERE THE SUN SET |
| 5: OUT OF THE CAVE | 11: SHENMUE MEDLEY |
| 6: NAOYUKI'S BIKE | 12: WALKING IN CHOBU |

SHENMUE III

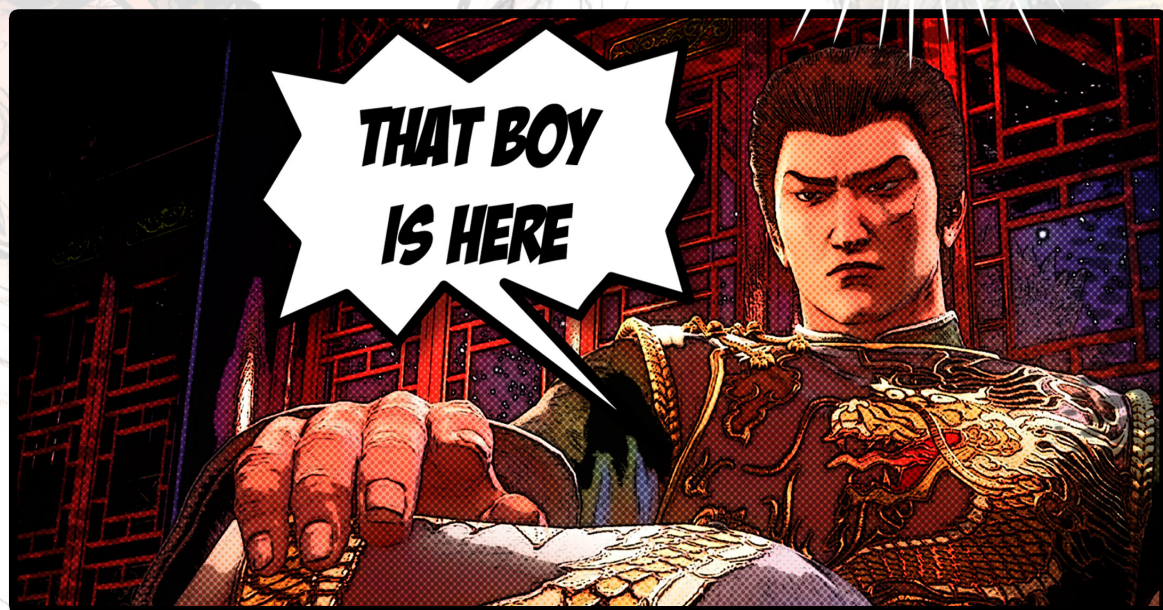
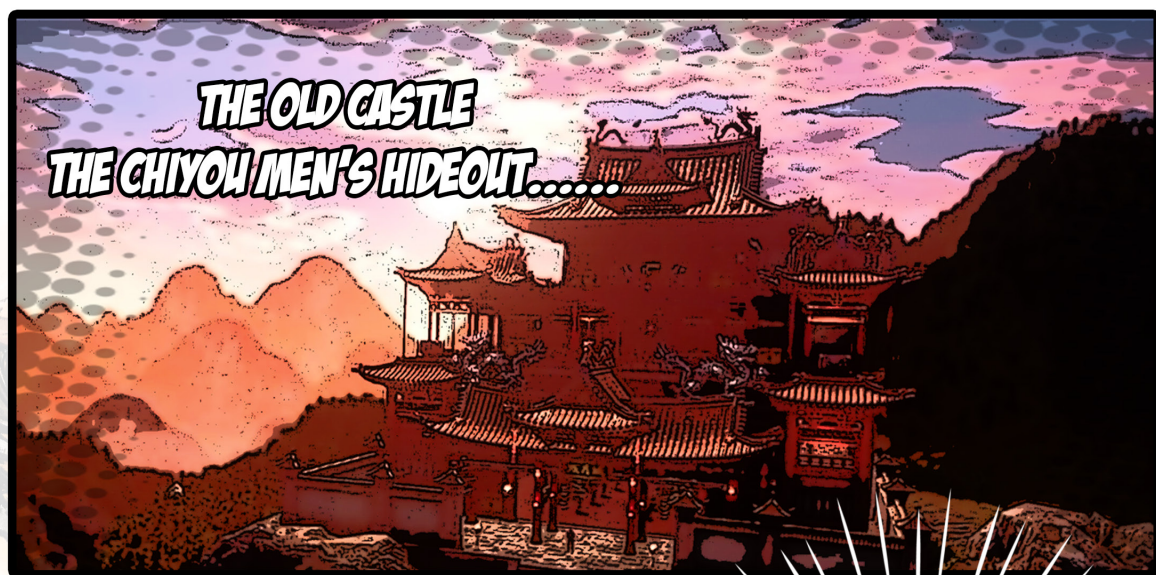


Trust & Betrayal

Created By Shensun



*She takes pleasure in cruel actions and eliminates
people as if they are bugs.*





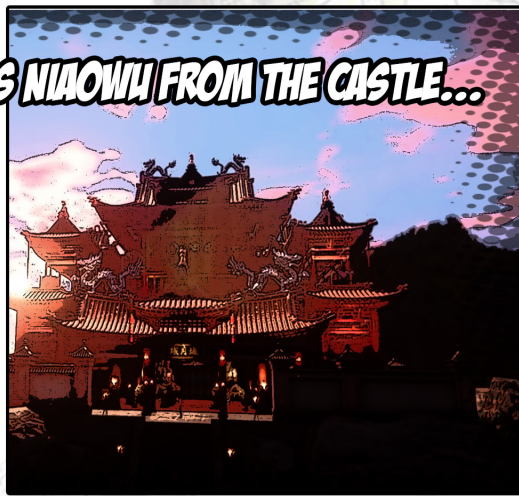
**LEAVE IT TO ME
I'LL TAKE GOOD CARE
OF HIM**



**RELAX LAN DI
YOU REALLY SHOULD TRUST ME
I'LL BE BACK IN NO TIME**



GE OVERLOOKS NIAOWU FROM THE CASTLE...





**GE, I'M HEADING TO THE
LOWER FLOOR**

**THAT JAPANESE BOY SHOULD
BE COMING HERE. MAKE QUICK
WORK OF HIM IF HE REACHES
THE TOP**



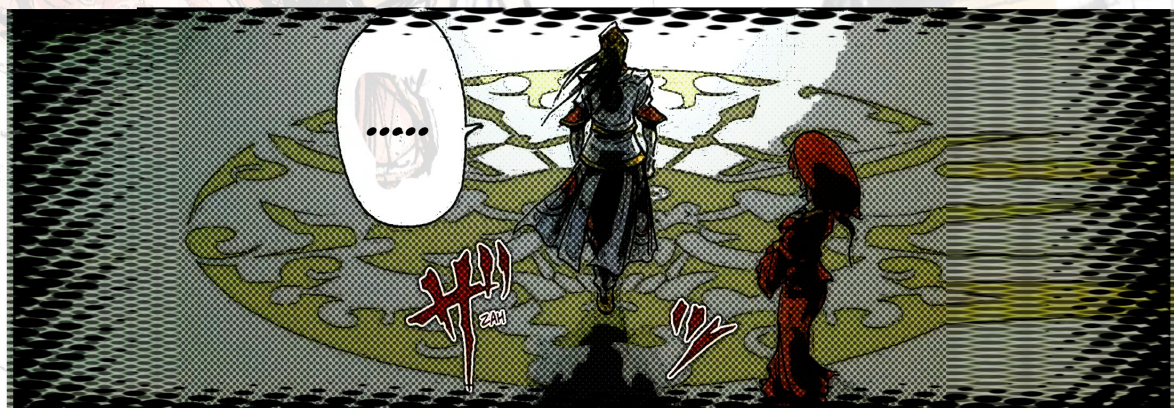
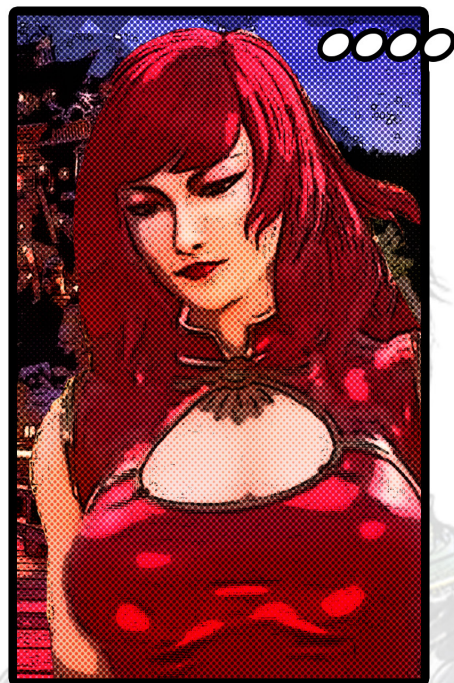
HA!



**NO PROBLEM
LEAVE HIM TO ME**



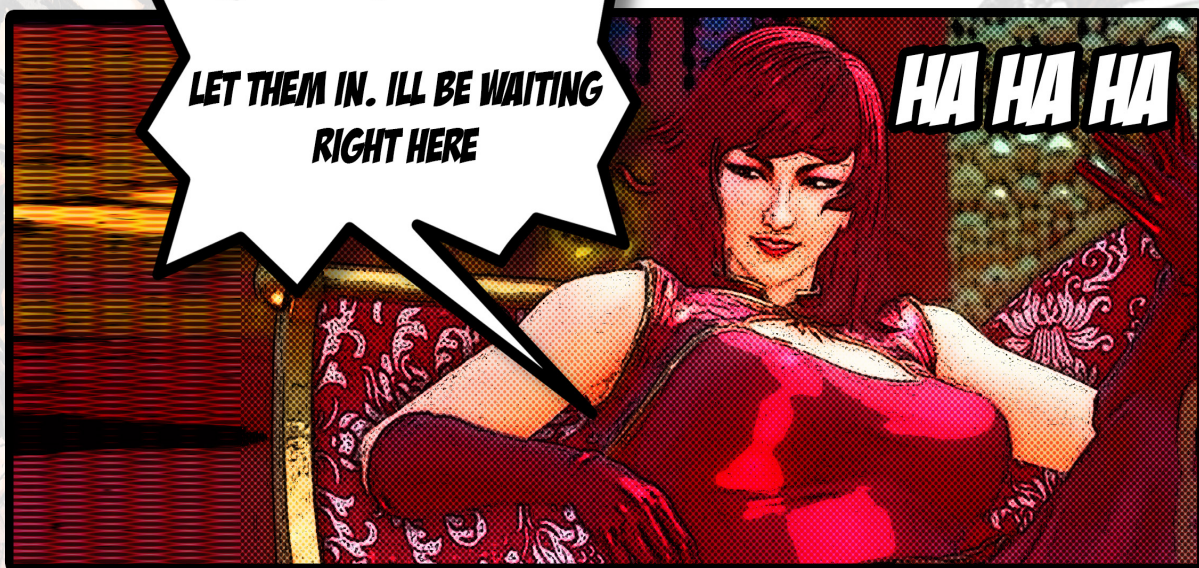
**THIS IS PERFECT.
ACCORDING TO MY SOURCE, THAT
BOY HAS THE PHOENIX MIRROR.
I'LL GET MY HANDS ON IT AND GET RID
OF LAN DI AT THE SAMETIME**





NIAO SUN!

**THAT GROUP HAS JUST
ARRIVED AT THE CASTLE**



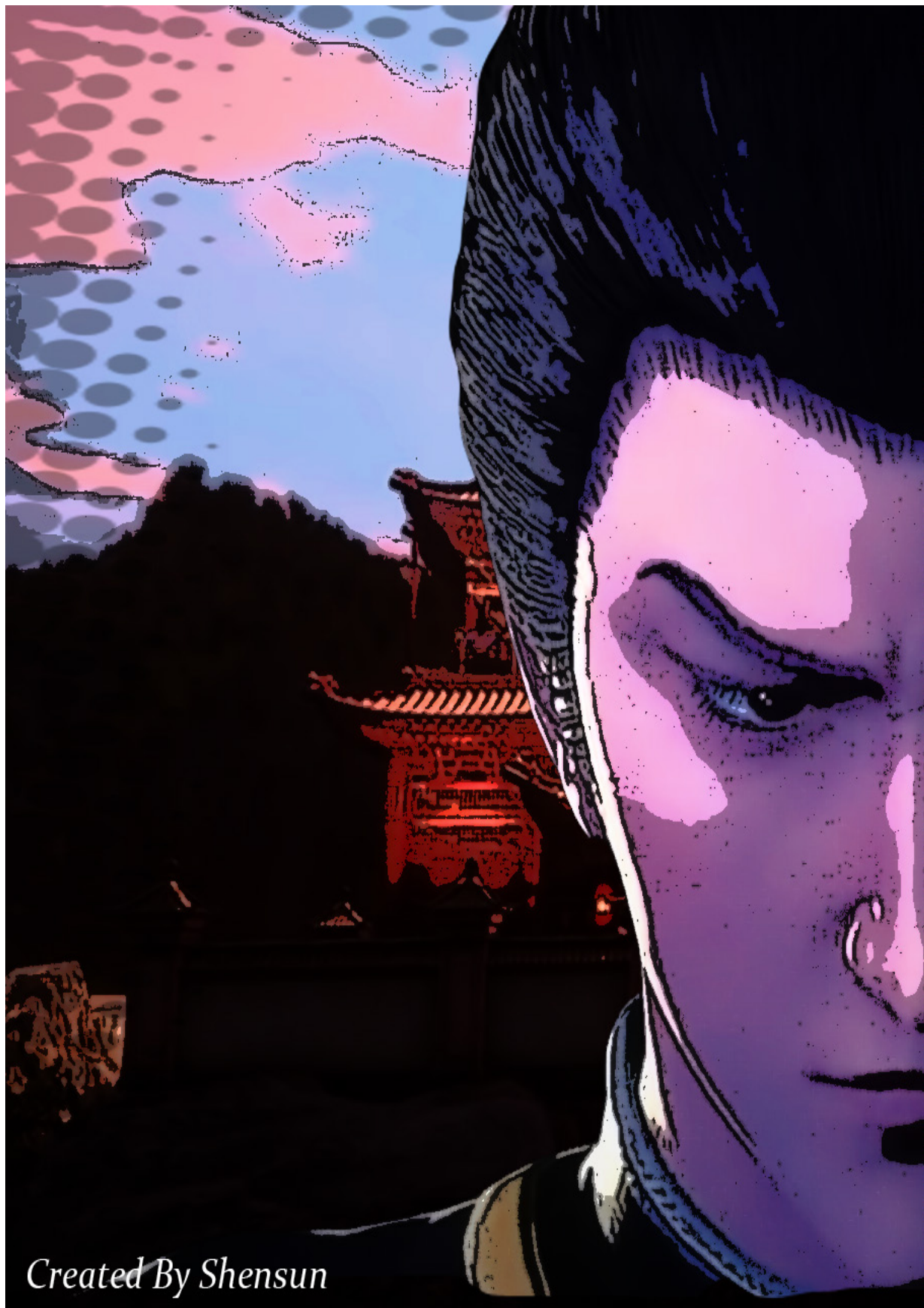
**LET THEM IN. I'LL BE WAITING
RIGHT HERE**

HA HA HA

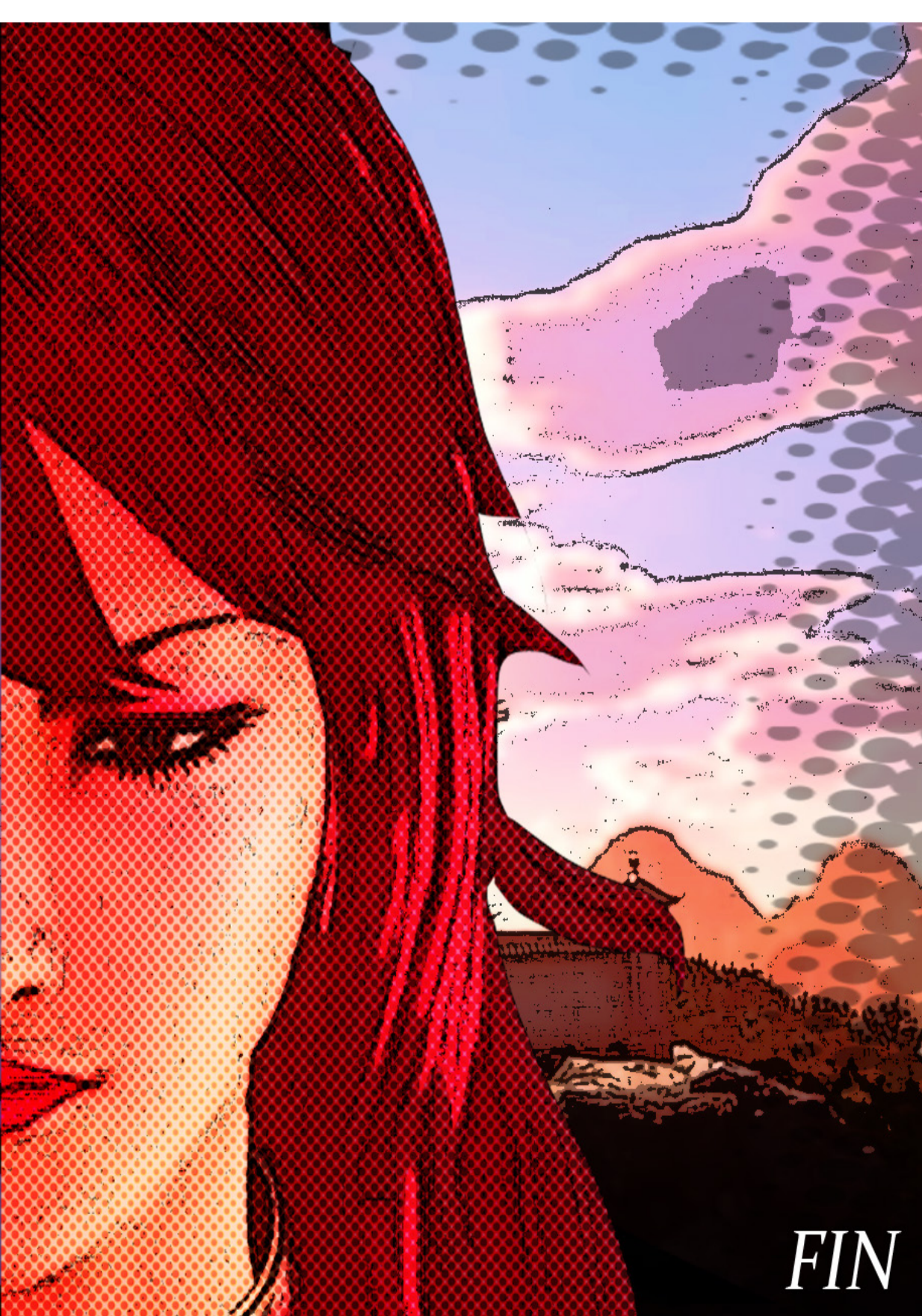


LET'S GO

THE STORY GOES ON



Created By Shensun



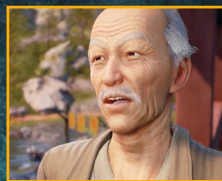
FIN

SHENMUE III



BAILU VILLAGE: SIDE QUEST GUIDE

QUEST 1: CAPSULE OF LOVE



QUEST ACCESSIBLE:

After learning about the bookie towards the start of the game, Ryo is tasked with finding and battling him to gain the next clue in locating Shenhua's father, Mr. Yuan. Immediately after battling the bookie, this quest becomes available. This quest expires when Shenhua goes to the Ternary Spring as part of the story.



STARTING LOCATION:

This quest can be picked up from Bai Qinghao. Qinghao is the little boy in the yellow-and-white striped shirt who is normally practicing martial arts in the village square.



QUEST SUMMARY:

Bai informs Ryo that his grandfather is sick and he's trying to earn money to buy him his medicine to make him better. To do this, Bai just needs one capsule toy to complete his set which he can then sell on. The capsule toy in question is the "White Fishing Lure" from the Fishing Series. This toy can be obtained from the Fishing Series capsule toy machine, which is located just outside Fast Kitchen, the restaurant in the village square. This may take quite a few tries, as it's the rare toy from this machine - bring lots of money just in case!

After returning the lure to Bai, the next stage of the quest is to earn the "Diamond P" from the Gem Series. It seems that only now Qinghao realises that just the Fishing Series set alone won't be enough. The Gem Series capsule machine is located just outside of the Panda Market Arcade. After spending all of your hard-earned cash to score this toy, take it back to Qinghao who now sets on his way to purchase the medicine for his grandpa!

The final part of this quest is to meet Qinghao and his grandpa. They will be near to the Tao Get Store, just at the top of the bank leading there from the village square. A happy ending here, as the capsule toys helped Qinghao get the medicine for his now-healed grandpa!



BAI QINGHAO



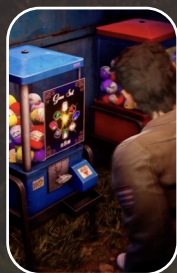
FAST KITCHEN



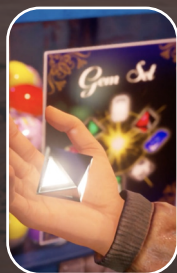
WHITE LURE



QINGHAO & GRANDPA



PANDA MARKET



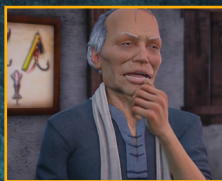
DIAMOND P

REWARD:



Bird Carving

QUEST 2: THE BIGGEST CATCH



QUEST ACCESSIBLE:

Upon investigating the stonemason houses, Ryo finds his way to the house of Mr. Ke, another of the targeted stonemasons. After speaking to Mr. Ke, this quest is now accessible, and expires once Ryo meets Su Wenxu at Sunset Hill for the first time in the story.



STARTING LOCATION:

This quest can be picked up from Huang Haigui. Huang owns and runs the tackle shop which is near to the large lake just next to the Man Yuan Temple.



QUEST SUMMARY:

Upon speaking to Huang Haigui at the tackle shop, Ryo enquires about a fishing tournament hosted by Huang. Huang explains the rules to Ryo: "Catch the biggest fish and you win!". There is a 3-hour time limit and the event starts between the hours of 12pm and 3pm, so make sure to head to the shop on time!



FISHING SPOT

Huang presents 3 different fishing rods to Ryo to "rent". It is advised to pick the "Quality Fishing Set" for 50 Yuan which will allow Ryo to catch fish more easily. With rod in tow, head over to a fishing spot.

There are many spots nearby to the tackle store around the lake, or even over by the Verdant Bridge. You may also have discovered hidden fishing spots around the village at which to try your luck!



THE BIGGEST CATCH!

Saving is recommended before accepting this quest and starting the tournament so that you can quickly reload and keep attempting the event, without spending 50 Yuan each time or waiting until the following day.

Once you have caught the biggest fish compared to the other competitors (shown at the top of the screen whilst fishing), head back to Huang for your reward!

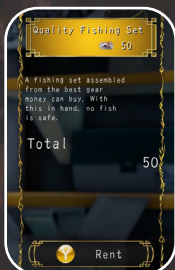
REWARD:



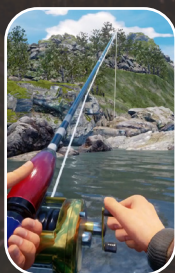
Huang's Tackle T-Shirt



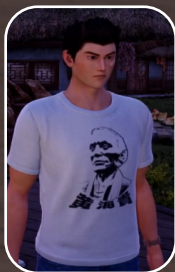
HUANG'S TACKLE



QUALITY FISHING SET



RYO FISHING



HUANG'S REWARD!

QUEST 3: HEARTBREAK KUNG FU



QUEST ACCESSIBLE:

After playing hide-and-seek with the children around the Sunflower Grove, Ryo discovers a house that has been turned over by the Blue Spiders. This quest is accessible after regaining control of Ryo. It expires after Ryo collects the 6 tokens from Elder Yeh's House.



STARTING LOCATION:

Down at the venture area known as Joy Park, a young man stands out in his eye-catching red T-shirt. This is Yang Wenliang, and the quest begins by talking with him.



QUEST SUMMARY:

It seems that Yang has a bit of a crush on Wei Zhen, a martial artist normally practising in the Sunflower Grove. He is however worried about his appearance, claiming to be "just skin and bones" compared to Wei's stronger physique.



YANG WENLIANG

Yang sets Ryo on an errand to speak to Wei to find out whether or not he has a shot with her! After asking Wei if she is looking for a boyfriend, Wei, assuming Ryo means himself, offers to find out how strong he is first by offering a sparring challenge.

After beating Wei in the spar Ryo spills the beans, but finds that Wei is slightly annoyed, stating that "A man who cannot talk to the girl he likes is no man I'm interested in".



WEI'S BAD NEWS

Return back to Joy Park and tell Yang the bad news. Yang's fears become a reality, and his lack of confidence in himself causes him to give up on his dream of a relationship with Wei.

The final part of this quest is to simply return back to Wei, who offers up to Ryo a heirloom that has been in her family for generations. She must have really been impressed after that spar! Ryo also receives a pawnshop flyer which also shows a use for this reward item.



REWARD:

Blue Dragon Vase



JOY PARK



WEI ZHEN



SPARRING WEI



WEI'S ANTIQUE OFFERING

QUEST 4: FUTURE DREAM



QUEST ACCESSIBLE:

This quest becomes available after visiting Ternary Spring for the first time, where Ryo retraces his father's footsteps by discovering the old tree that Iwao used to train against. It expires after you meet Master Sun for the first time.



STARTING LOCATION:

Over at the Panda Market is young boy, Mao Zhi. He can be found either wandering around the market or standing outside his home a little ways past the pawn shop en route to Sunflower Grove.



QUEST SUMMARY:

Zhi begins by explaining to Ryo his desire for a soccer ball. Unfortunately it seems that his sister won't let him buy one, even though he wants to become a soccer player! In his disheartened plea to Ryo, Zhi mentions that the Pail Toss place has one as a prize.

Intrigued and always eager to gamble, Ryo sets out to help the little boy get a soccer ball. Head over to the Village Square and talk with the Pail Toss bookie in the gambling area. This is the same guy that Ryo was tasked with beating up earlier in the story. To win a soccer ball, Ryo needs to sink a rock into the blue bucket - the furthest and most difficult shot. If Ryo successful lands the rock inside this bucket within any of his three throws, he automatically wins the soccer ball. Zhi will be pleased!

Head back over to the Panda Market and find Mao Zhi again. Ryo hands over the ball to a delighted Zhi! He offers Ryo the choice of two rewards: either a capsule toy or a secret fishing spot locale. The capsule toy is the rarest of the heavy machinery capsule set (the Mobile Crane) and comes with a pawn shop flyer for the Hidden Sandstorm skill book. The fishing spot is located just down the path from the Panda Market in the direction of the Hermit's Nest.



MAO ZHI



PAIL TOSS LOCATION



PAIL TOSS



HIDDEN FISHING SPOT



THE BOOKIE



PAIL TOSS PRIZES

REWARD:



Mobile Crane (Capsule Toy)

QUEST 5: MEDICINE DELIVERY



QUEST ACCESSIBLE:

After learning about the Verdant Bridge from Wenxu Su, the pipe-smoking old man in Sunset Hill who has some rather far-fetched stories from his past (explored further in a later side quest). This quest expires after learning the Body Check move from Master Sun.



STARTING LOCATION:

This quest begins by speaking to Elder Xiuyu Yeh, the old humming lady who sits at the front of her home on the outskirts of the Village Square, preparing medicines from rare herbs.



QUEST SUMMARY:

It seems that Elder Yeh is all out of medicinal herbs since the person responsible for supplying them has left town recently for work. In particular Elder Yeh needs to make Frigid Extremities Powder, which requires the use of four fresh herbs. The herbs in question are Licorice, Peony, Trifoliate Orange and Chai Hu Root, and the first clue Ryo is given is that they grow in wet places.



PEONY



ROAD TO LANGHUIZHAN

If you had been collecting herbs already, the Licorice, Peony and Trifoliate Orange may already be in your herb set inventory, since they can be found all over Bailu Village, with the Trifoliate Orange being slighter harder to find. The Chai Hu Root, however, only appears after accepting this quest and can be found near the cows on the road heading back in the direction of Langhuishan, along which Ryo travels with Shenhua in order to reach her home at the end of Shennue 2. This path is sign-posted at the bottom of the slope down from Shenhua's home in the direction of Marital Hall and the Verdant Bridge.

With herbs in hand, head back to Elder Yeh who exchanges them for an Amber Pendant and tells Ryo to give it to Shenhua or sell it on. Since there is no option to give the pendant to Shenhua, you might as well bank the cash!

REWARD:



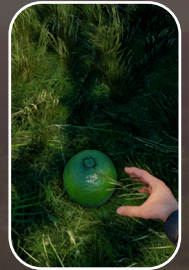
Amber Pendant



ELDER YEH



LICORICE



TRIFOLIATE ORANGE



CHAI HU ROOT

QUEST 6: MR. SU'S TALL TALES



QUEST ACCESSIBLE:

This quest becomes available shortly after meeting Mr. Su for the first time, where he reveals that Master Sun and Grandmaster Feng are friends who witnessed the Emperor's arrival to the village. It expires after collecting the six tokens from Elder Yeh's house.



STARTING LOCATION:

As parts of the village start to become accessible during play, you will eventually be able to head to Sunset Hill. Here you will find Mr. Su, who will be hanging around in various spots in this area.



QUEST SUMMARY:

After gaining access to Sunset Hill, you may now spot a familiar face in the afternoon: Mr. Su, with whom Ryo has already become acquainted. If Mr. Su came across as a little eccentric previously, the stories that he tells to Ryo now will certainly take it over the edge!



VILLAGE LEGEND



RYO'S LOOK OF BELIEF

Mr. Su has one story for Ryo per day, and he has a total of 3 stories to tell. This means that after hearing a story, Ryo must wait until the following day to hear the next one! Be careful not to advance the story too far at this point, so you don't miss out on any of the stories.

The first story tells the tale of a brave young lad who single-handedly fought off 100 bandits who had overrun the village. That young lad was...Mr. Su!

The second story tells the tale of how all of the houses and temples that make up Bailu Village were originally single-handedly built by the very hands of...you guessed it, Mr. Su!

The final story tells the tale of how, instead of taking rent from the villagers for the buildings he provided for them, Mr. Su actually gave them and their land away for free. What a humble guy! After the third and final story, speak to Mr. Su again for your reward.

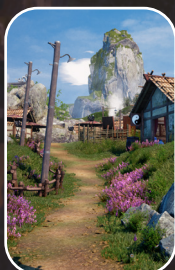
REWARD:



Caterpillar Fungus



MR. SU



PATH TO SUNSET HILL

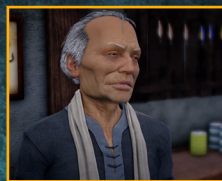


LOCATED IN SUNSET HILL



MR. SU'S GRAND GESTURE

QUEST 7: CATFISH RALLY



QUEST ACCESSIBLE:

After learning that the thugs have taken over the Hermit's Nest from Shenhua, the second of the two fishing tournament quests becomes available. This quest expires after you have beaten Yanlang, the biggest of the thugs (whom Shenhua interrogates) at the Hermit's Nest.



STARTING LOCATION:

Like the previous fishing tournament, this quest begins from Huang Haigui, the owner of the Tackle Shop near to the large lake next to Man Yuan Temple.



QUEST SUMMARY:

This time Huang tasks Ryo with collecting 4 stamps from 4 fishing locations. These stamps are obtained by catching each of the coloured catfish - white, blue, green and red.



WHITE CATFISH SPOT



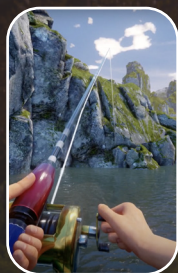
BLUE CATFISH SPOT



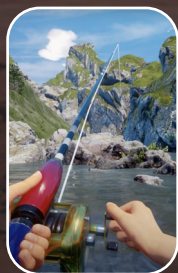
RED CATFISH LOCATION



FISHING JACKET



GREEN CATFISH SPOT



RED CATFISH SPOT

White Catfish: Found in the lake next to the tackle shop. Cast your line into the green shrubbery in the middle of the lake.

Blue Catfish: Found in the fishing spot behind Joy Park. Cast your line around the large rock with the protruding tree stump at the bottom of a small waterfall.

Green Catfish: Found at the fishing spot in the Sunflower Grove. The best spot to aim for is slightly to the right of the starting position (almost the centre of the spot).

Red Catfish: Found at the fishing spot through the stone archway near to the Verdant Bridge (Tao Get Store side). Try casting around the right side of this spot, and good luck!

After collecting all 4 catfish, all 4 required stamps have now been earned and you can return to Huang who kindly rewards Ryo with Huang's Tackle original jacket! What a treat!

REWARD:



Huang's Tackle Original Jacket

QUEST 8: MIRACLE MUSHROOM



QUEST ACCESSIBLE:

Whilst becoming familiar with Master Sun's wine and bun antics, Ryo is tasked with catching chickens and purchasing expensive 50-year-old Lao Jiu. This quest is available immediately after the first day of chicken catching, and expires when Ryo defeats Yanlang.



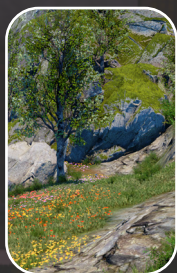
STARTING LOCATION:

Over at the Panda Market is a shop that's run by a rather gorgeous-looking lady called Kong Mei! The store is aptly named "Kong Mei Goods", and it's here Ryo is able to obtain this quest.



QUEST SUMMARY:

It seems that Kong Mei, of Kong Mei Goods is in a bit of a pickle. She has a customer who is after special rare mushrooms, known as Linghi Mushrooms, which are great for making medicine, but are hard to come by nowadays. Ryo agrees to help look for some.



STONE ARCHWAY



XU GUOWEI'S HOME

Although rare in quantity, the mushroom isn't all that hard to find if you know where it grows! There are 4 spots around Bailu Village where the mushroom grows, however the easiest place to describe is the area that was part of the previous quest "Catfish Rally", more specifically when hunting for the Red Catfish. Again, Ryo needs to head to the stone archway that is just past the Verdant Bridge on the Tao-Get Store side of the river. As you pass underneath the archway, check on the ground and you will spot the required Linghi Mushroom for Kong Mei.

Return the mushroom to Kong Mei, and she offers Ryo the choice of two rewards; either a Porcelain Vase, or a hidden fishing spot.

The vase can be sold for 200 Yuan, whilst the fishing spot opens up just beyond Xu Guowei's home which was the house Ryo visited and found ransacked whilst playing hide-and-seek with the children. The fishing spot is just overlooking the river near to the house.

REWARD:



Porcelain Vase



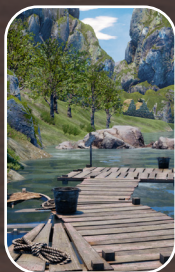
KONG MEI GOODS



KONG MEI



LINGHI MUSHROOM



HIDDEN FISHING SPOT

QUEST 9: GHOST BUSTER REQUEST



QUEST ACCESSIBLE:

This quest opens up at exactly the same point in the game as the previous quest (Miracle Mushroom): after the first day of catching ten chickens, you can now also access this quest - they must be lucky chickens!



STARTING LOCATION:

This quest begins in the Sunflower Grove, and is initiated with Wang Meiling and Yang Lihong - two of the children from the village with whom you may be familiar from playing hide-and-seek.



QUEST SUMMARY:

Lihong tells Ryo of a rumour floating around the village of the appearance of a ghost! Being the brave little character that he is, Lihong wants to go find the ghost and exorcise it. Ryo agrees, but on the condition that the two children head on home so he can check it out alone.



YANG LIHONG



**MOONLIGHT
MUSHROOM**

After 7pm, head on over to Master Sun at the Abandoned Temple. Sun will be casually sitting enjoying his wine and buns. You can continue the quest here by speaking with him. Master Sun waves away the notion of a ghost haunting the area, and assumes that perhaps the children just mistook the light of his torch for something else. Since Sun is out at night picking Moonlight Mushrooms to eat, he claims it would impact his lifestyle, so as a compromise, Ryo volunteers to do some mushroom hunting for Master Sun instead.

You need to collect 5 mushrooms, which can be found around the path heading back towards the Sunflower Grove. Try and collect them all before 9pm, as Ryo will automatically sleep and will need to wait until 7pm the following evening. After handing over the mushrooms, Sun agrees to not use his torch again until things settle down. The following day, return to the children who are satisfied that Ryo has taken care of the ghost and hand over a reward!

REWARD:



Boots (Capsule Toy)



MEILING AND LIHONG



WONG MEILING



MASTER SUN



COLLECT 5!

QUEST 10: FABLED FABRIC FINDER



QUEST ACCESSIBLE:

After reaching the part of the story where Ryo and Shenhua interrogate Yanlang at the Hermit's Nest and ultimately save the stonemason Yanxin, this quest becomes available. This quest expires after leaving Bailu Village for Niaowu.



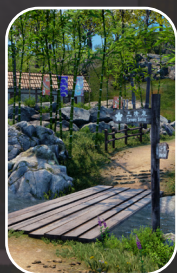
STARTING LOCATION:

To start this quest head over to Ding Jinqin at the Panda Market Pawnshop. This is the building just to the right of the arcade here, and it's where you would go to sell your capsule toy sets etc.



QUEST SUMMARY:

Ding Jinqin at the Panda Market Pawnshop asks Ryo if he has any high-quality special cloth that a skilled textile worker is looking for. This appears to be a rather random request at first, however it seems Ding has been asking everyone, since it's a certain type of cloth that can only be found in Bailu Village. Ding tasks Ryo with trying to find some for him, promising a rare reward in return!



TERNARY SPRING SIGN



YE ZIJUAN

Ding doesn't know where exactly Ryo should start his investigation, so you will have to take your own initiative here. Luckily, you may have spotted some fancy looking cloth hanging near two ladies on route to Ternary Spring.

If you speak to Ye Zijuan there, it seems she's already familiar with Ryo and has heard of his heroics saving Yanxin from the Hermit's Nest. To thank him, she offers Ryo some of her cloth...that's handy!

Ye hands over some Bailu Silk Weave, which is exactly what Ding over at the Pawnshop was looking for! Return to his shop next, and he can't believe his eyes; he has never seen this type of cloth before. Being a shrewd dealer, he sticks to his promise and will now reward Ryo with a Sangha Statue worth 250 Yuan - maybe you could sell it at a Pawnshop?



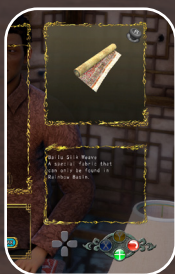
PANDA PAWN SHOP



DING JINQIN



SPECIAL CLOTH



BAILU SILK WEAVE

REWARD:




Sangha Statue

QTE

QUICK TIME EXCHANGE



WITH ERIC KELSO

Current favourite song? 

So many... But a personal favorite is Tom Waits' "Take it with Me."

Star Wars or Star Trek? 

Original Star Trek (1966-1969). My wife calls me "Spockirk" because I'm usually extremely logical like Spock, but once in a while, I get emotional like Kirk.




Your go-to Pizza Topping? 

Pepperoni, pepperoni and more pepperoni.

Are you a dog person or cat person?  

Dog - golden retriever - the Buddha of animals.


Cats don't seem to need me, so I don't seem to need them.

If you could choose a super power, what would it be and why?   



Teleportation - live anywhere, work anywhere, vacation anywhere anytime.

Favourite TV Show of all time?   

MASH - clever, funny, serious, important and part of my childhood.

If you could tell your 20 year old self one thing, what would you say? 

Invest in Apple and Microsoft.

If you were forced to move to anywhere in the world besides your current location, where would you go and why?  + 

New Zealand - beautiful nature, good politics, far from other countries. If younger, Spain - central location, great weather, dinner of tapas and wine at 11pm.

Your drink of choice in a bar?  

Oolong-hi (shochu and oolong iced tea), Guinness on tap, Japanese, Irish or Scotch whisky on the rocks, or a properly-made Gibson.

Finally...       +  +  + 

KISS, MARRY, KILL - Fuku-san, Guizhang, Ren?

Kiss Guizhang because he wouldn't get too emotionally attached, marry Fuku-san because he would be very loving, and kill Ren because he would steal all my stuff, given the chance.

CHOBU-CHAN HUNT:

There are 10 Chobu-Chans hidden
in this issue of Shenmue World!



Can you find them all?

ANSWERS





WORDSEARCH:

Find all the words below!

BAILU
CHAI
CHINA
CHI YOU
CHOBU CHAN
COOL Z
DOBUITA
DOJO
DRAGON
ERIC KELSO

FANGMEI
FORKLIFT
GORO
GUILIN
HAZUKI
HEAVENS
HONG KONG
INAO
JAPAN
JOY

KOWLOON
LAN DI
MAD ANGELS
MAN MO TEMPLE
MASTER
MIRROR
NIAOWU
NOZOMI
PHANTOM RIVER STONE
PHOENIX

PROJECT BERKLEY
RED SNAKES
REN
SAILORS
SHENHUA
SHENMU
WONG
XIUYING
YOKOSUKA
YU SUZUKI

J R E X E C B U L B P E G Y I J V B E Z Z X V I N
D N B N O R W A A L L D L E X W U I O P N C K F N
M Z D O O O I Y I P T R C L R F A J V Z I U A G Q
A K L P A T H C M L F A H K S E O O X U Z D R M E
D Z S I C J S E K R U G I R O D T Z C U A G N J W
A G N R O H T R E E G O N E E A H S S I K U Z A H
N M N Y O O I D E S L N A B D K O U A K U R W V L
G S O O M L S Y G V R S M T M U Y A A M U Y Z O G
E M S N K N I N O C I E O C I S R R I H T T K O Y
L O A E A G F A Z U T R J E I O C H O B U C H A N
S M X K A J N A S Z F L M J M K X I N E O H P H R
V G E W V E K O N J J E I O C O D O B U I T A E O
M S N O Z O M I H G U N A R T Y D J A G W C U A R
G O R O W A D W F M M V H P O N D X U L O A H V R
T F I L K R O F N J X E C Q T E A I O R N B N E I
J V O N E R P E X I U Y I N G L L H B T G H E N M
C O A E L V H O L W X L T E K I N A P A J A H S K
N N R Q N S Q F M V I N M Y N W P M Q Y E S S O S

CROSSWORD:

Solve the clues on the right,
and fill in the boxes below!



CLUES

ACROSS

1. SAM, LARRY...
2. TEA CUPS FORMING A SIGN
4. HOME OF PHANTOM RIVER STONE
7. THE ONE WHO HOLDS THE PHOENIX?
11. MOTHER'S EARTH
12. SHENHUA'S VILLAGE
13. LOCATION OF BURIED MIRROR
15. THE MAD...
16. WE SAVED...
18. DISC 4

DOWN

1. GOLEM
3. AREA CODE 61
5. HOW 'BOUT A GAME OF...
6. THE WALLED CITY
8. FATHER'S HEAVEN
9. REN OF...
10. GUIXIANG'S APARTMENT
14. DELIN'S BROTHER
17. NAME OF A GRAPE-FLAVOURED SODA
19. DRAGONS DON'T...



Shemmu Forever

By Fans, For The Fans



FOLLOW US
ON TWITTER!



COMMUNITY

COMMUNITY SPOTLIGHT: EREN



Eren

Hi! I'm Eren from Japan. I'm an animal lover and currently live with two dogs, one cat, and one little betta fish. And obviously, I'm a huge fan of video games! Also, I love singing, drawing, hand-made accessories, creating dolls, and many other creative things!

I first encountered Shenmue through one of the Japanese gaming magazines when the game was released. I was super fascinated and immediately asked my dad to get it as my Christmas gift. I've never been crazy about video games this much in my life and I was playing Shenmue 24/7 once I started it. My dad who doesn't know much about gaming even noticed that it was Yokosuka in the game!



SHENMUE TREE



REN'S HIDEOUT



@echos_eren

I discovered Eren on Twitter, and was immediately astounded by her incredible talents! Firstly, I had noticed her fantastic Shenmue cosplay of Niao Sun, Xiuying and Chunyan. A huge amount of effort and detail had gone into authentically recreating these characters' clothing, with stunning threadwork and embroidery! I had also been following her progress on her Ryo and Ren dolls! These dolls also featured hand-made articles of clothing which, again, authentically recreated the outfits worn by Ryo and Ren respectively. The icing on the cake was her final batch of images, which showcased these dolls re-enacting certain scenes from the games!

*We hope you enjoy this little spotlight on the talents of Eren!
Please follow her on Twitter for more Shenmue content and creativity!*

James Brown

SHENMUE DOLLS



Now, let me talk about my Shenmue dolls here! I've always wondered if a figure of Ren ever existed, if not then I would like to make one myself! I didn't have enough skill to create a character figure from scratch...but then I found out that you can order custom Nendoroid dolls from a website called "Good Smile Company". (www.goodsmile.info/en/)

It didn't take me too much time to start working on my project since I've been staying home more often due to COVID-19. Firstly, I ordered 2 Nendoroid faces for Ryo and Ren by using Nendo Face Maker (www.nendoroidfacemaker.com) where you can create your own original custom Nendoroid face.

Nendoroid is a series of palm-sized figures with a "chibi" design from various different anime series, games and more!

The hair I used is from another Nendoroid character. The outfits and accessories are all done by me from scratch except for the shoes which I ordered from a handmade artists' shop. I was very particular about embroideries for their jackets, especially for Ren which I had to redo 5 times... Right now I've started to work on a Joy doll!



EREN'S RYO AND REN DOLLS IN THE WORK-IN-PROGRESS STAGE OF DESIGN!

COSPLAY



The other hobby that I love to do is cosplaying. I've cosplayed as Niao Sun from Shenmue 3, and also Xiuying Hong and Chunyan Xu from Shenmue 2.

I usually like to go to the studios and shoot some cosplay photos with my friends. I've always wanted to do Shenmue cosplay but I couldn't really do it because my friends don't actually know Shenmue... However, recently Stay Home Cosplay has become one of the trends in Japan (during the pandemic period) and I've decided to cosplay many characters that I've always want to. I especially like Niao Sun above all the cosplays.



My Katherine McBride cosplay from Catherine (a SEGA / Atlus game) was also nominated for the 60 remaining contestants in SEGA & Atlus TGS 2020 Online Cosplay Contest.





FUTURE



RYO IN HONG KONG

At first I was struggling to connect to the story and dig into the game, but then I started to get into the experience, and I really enjoyed playing through the DLC as well.

This makes me more excited for Shenmue 4 now, when it comes to how the story will continue. I'm especially excited to see the final showdown between Lan Di and Ryo. I want to find out more about Niao Sun, the reunion of Guizhang Chen, and where Ziming Hong is, the brother of Xiuying Hong. I'm also curious about where the game will take place and also all of the new music for its soundtrack!

I've been hesitant to talk about Shenmue on Twitter because there are not many fans around me. However, my cosplay photo of Niao Sun on Twitter let the door open to meet so many wonderful Shenmue fans from all over the world. I've never been so happy to connect to these amazing people and I enjoy talking about Shenmue all day long!

I was playing Shenmue 3 quite slowly so I could just enjoy it, since it has been 18 years since Shenmue 2 was released I wanted to savour it.



LEAP OF FAITH



REN'S NEXT REN FIGURE, MADE FROM CLAY

My current challenge that I'm working on is creating a 100% hand-made Ren figure out of clay. It's been quite good so far so I'm excited to share it on my Twitter soon! (It might even be done before this magazine is published!)



REN'S HIDEOUT



RYO & REN IN KOWLOON



THE BIG DIPPER



I'd like to say thanks to Shenmue Dojo, and Shenmue World magazine for giving me such an amazing opportunity to share my creations with everybody. It means a lot to me and I've come to love Shenmue even more than before!

And last but not least, thank you to all of the fans for reading this article! Please feel free to say hi to me when you find me on Twitter! (@echos_eren)
Eren x

ations!!

Shenmue

animation-



Thanks so much to
Eren for her wonderful
Shenmue World feature!

FAN ART

There really is an abundance of Shenmue fan art that has graced the community over the last 20+ years, and I would love to use it all to fill the following pages with. Obviously that would be pretty crazy and would likely fill thousands and thousands of pages, so we'll have to settle for a smaller section here for each issue. The art I've selected is just a small taste of the talent that's out there from various artists, and these chosen pieces are ones that I had just happened to have stumbled across in recent months. I realise in trying to curate a section of fan art that I can't possibly keep track of everyone's work, and the pieces which I have used are from artists that I've been fortunate enough to be able to contact and receive permission from. If you would love to see your work in a future issue, please get in touch with us - everyone and every piece is welcomed! We hope you enjoy the following outstanding pieces of Shenmue art, and if you do like what you see, then please go give these artists a follow on their social media accounts, which will be shown (if available) in the name plates below the artwork.

James Brown



RYO PORTRAIT



@DEVILKNAYCRY



MICHMAYDRAW

ARTIST: MICH

人体クローキ
リハビリ中



@r-wuying



@R_WUYING

XIUYING CROQUIS

ARTIST: MATSUMOTO



@r_wuying



@R_WUYING

NAKAMURA-CHAN

ARTIST: MATSUMOTO



@R_WHYING

SHENHUA

ARTIST: MATSUMOTO



DANDELIONS

ARTIST: SLIVEROFSAND



EXPLORING THE CAVE

ARTIST: SLIVEROFSAND



HALEXART

TOP: JOINED AT THE HIP
BOTTOM: FISHERMAN'S FRIEND

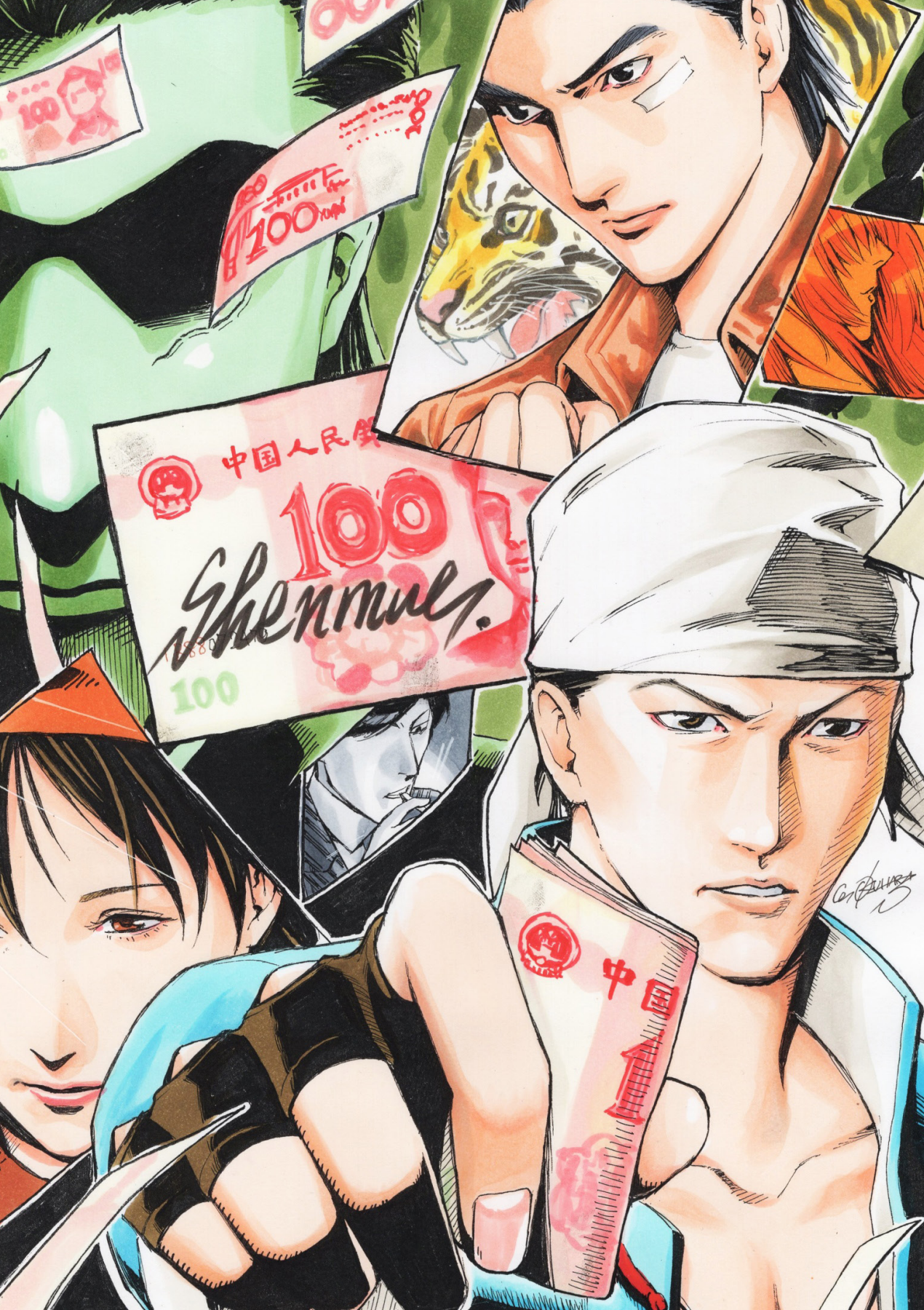
ARTIST: HALEXART



HALEXART

FIRE PHOENIX

ARTIST: HALEXART





CECIEARTOFFICE

ABOVE: TIGER VS. DRAGON
LEFT: IT'S RAINING YEN

ARTIST: JUNICHI OKUHARA



WEBSITE



神の
ご加護を...

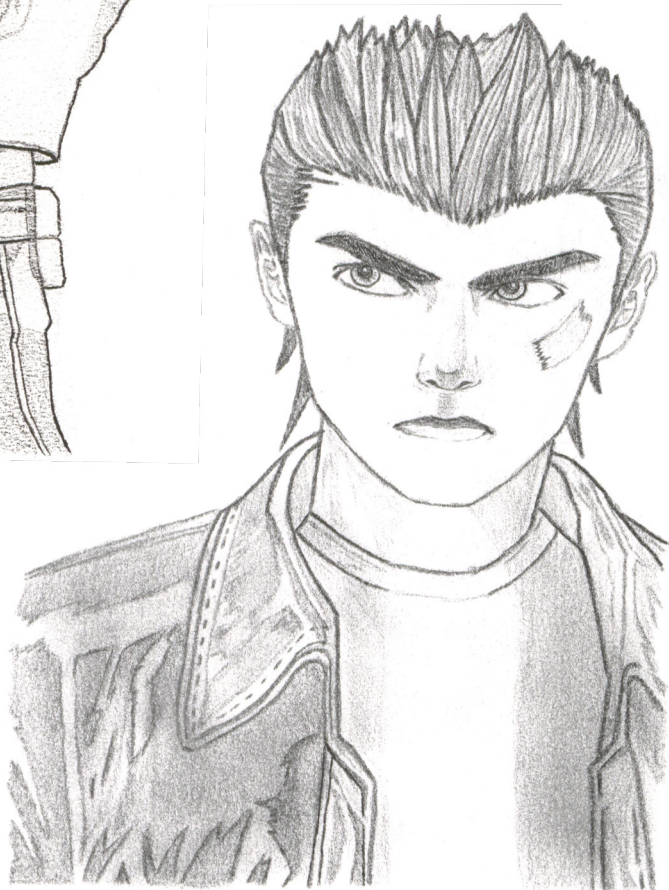


@shenmuefan_aru

シェム
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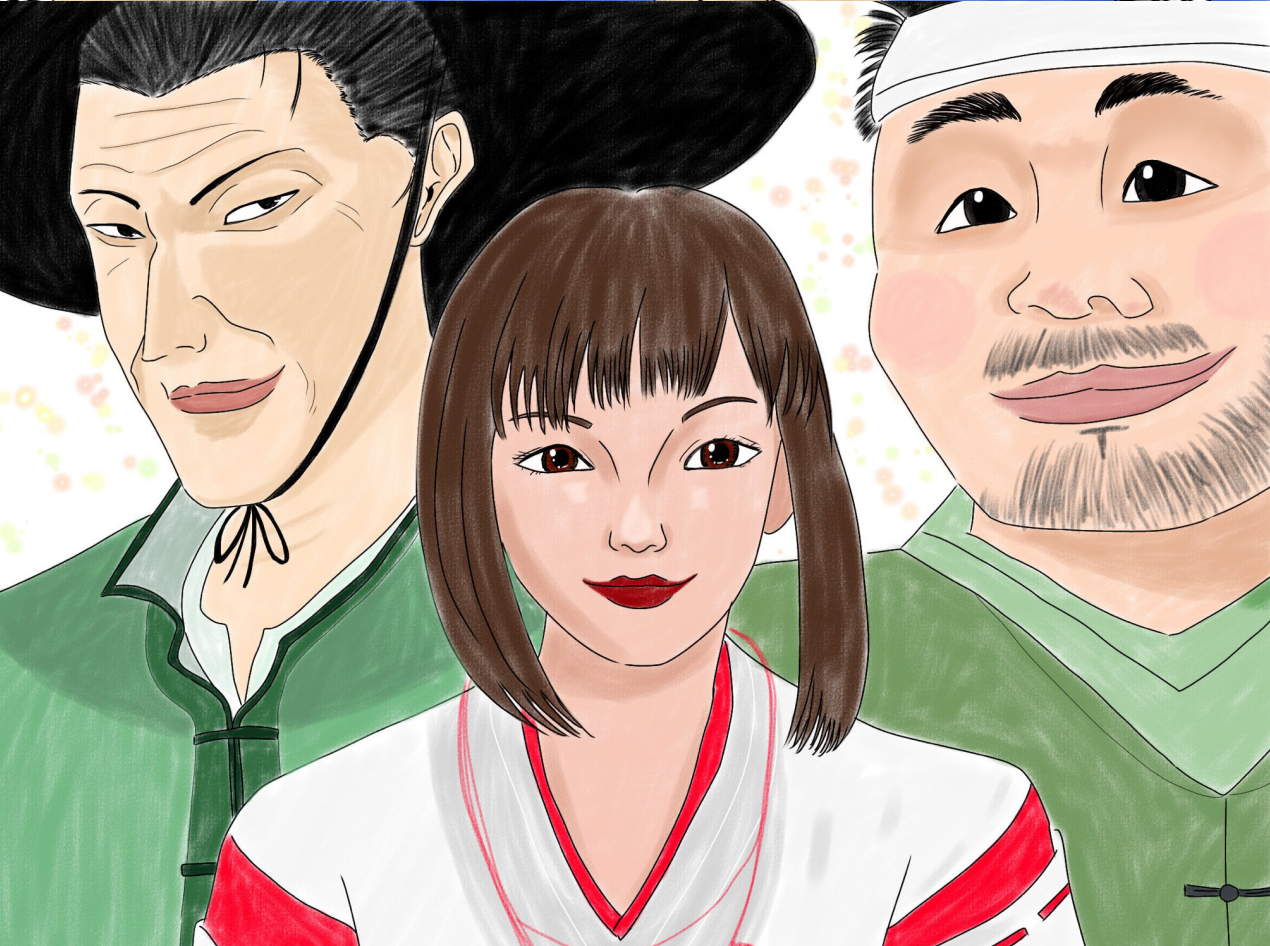
Arx



@SHENMUEFAN_ARU

HOW ARE WE
EVEN FRIENDS?

ARTIST: ARU





@AOI_KUMAKUMA

ABOVE: FOR MY FATHER...
LEFT: STORMING THE CASTLE

ARTIST: AOI SYOU



WEBSITE

PADDY'S PILGRIMAGE: YOKOSUKA

One of the many people I've met for real through the Shenmue series is a guy called Paddy. Over the past few years we've become really close friends, and also visited on a few occasions. I'm very thankful for friendships like these, arising purely from a shared interest. Paddy is truly a character, and upon putting pen to paper as it were to get Shenmue World off the ground running, I knew I had to get him in the magazine somehow! Being quite a well-travelled person, he has visited both Japan and China many a time. He was even present for the 2018 Shenmue 1 & 2 launch event actually held on Dobuita Street in Yokosuka on Xmas day - now that's dedication! So I thought it would be neat to see his take on this area, one of a Shenmue fan's bucket-list locations for sure. I hope to bring Paddy back again in a future issue, following Ryo's journey to Wan Chai in Hong Kong. Enjoy!

James Brown



As someone who is no stranger to nerdy pilgrimages, whether it was the journey to Tom's Restaurant as a Seinfeld fan, the trip to Binion's Casino as a poker addict, or the trek to the DMZ as a North Korea nut, nothing compares to taking those first steps onto Dobuita Street.

For a typical excursion it's normal to look around and think 'hey, that's what I've seen on TV or 'oh yeah, I've read about that, but Yokosuka is different: there is a distinct and vivid sense that you've been there before. It's a testament to the world Yu Suzuki created that walking

around a small town on the opposite side of the planet can feel like you're returning home.

I've been lucky enough to visit Dobuita on a few occasions and Shenmue undoubtedly captures the essence of this quirky naval community. The minute you arrive, it's nostalgia overload.

However, anyone reading this magazine will know this, and will know all about the Shenmue pilgrimage. If you haven't been there yourself, I'm sure, like me, you'll have binged all of the YouTube vlogs and online blogs showing off the comparisons between the real-life location and in-game footage.

So, instead of dragging you across ground you've already covered, what I'd like to do is try to share some pictures of Yokosuka I've yet to see online. Hopefully these will be new to you too and shed some more light on just how much attention to detail was implemented in Shenmue.



For instance; when walking around the suburban areas just off Dobuita street, the would-be Sakuragaoka, you will notice the houses have the names of the residents outside the property. Perfect for helping old ladies find the Yamamoto house.

Could these be the steps that take you back to Sakuragaoka? The route you take when all you want to do is hang in the You Arcade all day.



Here's a shot of the warehouses on the harbour. From this view it's easy to imagine Ryo breaking all kinds of health and safety regulations with a pre-work forklift race. If only Fuku san had more money in his piggy bank, then Ryo wouldn't have to risk his life to save for a ticket to Hong Kong.

While you're on break, why not go see if you can get some information out of the fishermen on the harbour? They seemed happy so I assumed Goro hadn't been bothering them.





It turns out the Mad Angels still gather at the harbour, and they don't just hang out at night. They're much friendlier in real-life though. I think Nozomi could take them.

If you're looking for Charlie and you've been told Sailors hang out in bars, you don't have to look too hard to find out when they're open. Just like you'd see outside Heartbeats bar, in real life Dobuuta street, you'll see a lit-up sign giving you the opening hours. Meet you for a milk at 5pm?



Found 'em! They're everywhere! It was only after I stayed overnight on a Friday that I understood why Ryo would have been apprehensive about going to Dobuuta after dark. It was full of drunk and rowdy sailors. Perhaps a bit much for a stoic 18-year-old Japanese lad, but great fun for an alcoholic Londoner.



Shenmue than when you spot in-game characters standing on the street. Furita san looks right at home outside of this jacket store.

The event had a Tomato Mart style raffle. Especially since you bought merchandise. I guess beer counts as merchandise



There is nothing better than meeting fellow Shenmue fans.

There are not enough pages in this magazine to describe what it actually feels like to visit this place as a fan of Shenmue, it's something you need to experience yourself, but I will say it is a must for anyone who backed Shenmue World. Every time I leave, I just want to go back.



If the world ever returns to normal the Shenmue Dojo should organise a group excursion to the place where it all started. If they do: I'll be there!

- Paddy Fuller -

Shenmue Day
Every 4th of the Month

#LetsGetShenmue4





See you next issue! 🍌

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Shenmue World logos and text created by James Brown.

Shenmue Dojo logo created by Peter Campbell.

Shenmue Dojo 20th Anniversary logo created by Jibby.

All original Shenmue Artwork is taken from various press kits made available to the press for use in publications.

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Shenmue Dojo is:

James Brown - Co Owner

Matt Oliver - Co Owner ~ Thanks so much for the extra support and guidance!

Araviel, Jibby, LemonHaze, Sonoshee, Shensun, Xatruio - Staff

Special thanks to everyone who works tirelessly each and every day at Shenmue Dojo.

Special thanks to all of the amazing Shenmue communities! We fought tirelessly together to keep Shenmue alive, and it is down to everyone's combined forces that we were able to make Shenmue 3 a reality. Everything you do is appreciated and does not go unnoticed. We'll see this through together to keep Shenmue alive for many more years to come, be it through Shenmue the Animation or Shenmue 4 and beyond!

Special thanks to all the readers of Shenmue World. With your help and incredible support this magazine actually exists. It's my honour to be able to create something special for each and everyone of you.

A special thank you to all of the contributors! It's been a joy to work with you all, you are lovely people and your Shenmue creativity and talents are truly inspirational!

And finally, a big thank you to my wife for single-handedly bringing up my daughter whilst I stayed up until the early hours of the morning working away on this project! :)...Thank you so much to everyone!

- James Brown





GON

EVERYDAY, WITHOUT NEGLECT,
TO KEEP TRAINING...



The Story Goes On...

Shenmue World
Created by James Brown
ShenmueDojo.com

