



SHENMUE II - ALL ACHIEVEMENTS/TROPHIES

Prompts for Xbox Controller

Start - **\$596**

Day 1

[MX] = Moves

[AX] = Arcade

Money for Nothing - 1	Select the Put In option \$586
Big Spender - 2	Spend all of your money on USA Lighters \$36
Cartographer - 3	- Buy Map \$26 - Press B then A to place a marker
	Map glitch past the arm wrestling cutscene
Slippery Like An Eel - 4	- Speak to guys in Queen st - Go to Pigeon Park and chase Wong (QTE) A                    

	Press  +  to learn the Iron Palm move [M1]
	- Keep hitting the RNG Tree (Aim for yellow) - Head to Green Market Qr. and to the Martial Arts School - Talk to the Master and select Martial Artist - Go to Golden Qr. Mall and break the rock - Head right into the Pine Game Arcade - Play Space Harrier [A1] and Outrun [A2] (Mash  so you don't spend any money) - Return Green Market Qr. Martial Arts School - Go to South Cayman Qr. and speak to guy at Sunny Captial Pharmacy 5 times - Go to Yan Tin Apartments and win fight
Unexpected Visit - 8	Head into the Fortune Teller's beside the Come Over Guest House and have your fortune read \$0
	Head to the Come Over Guest House in the Green Market Qr. and go to sleep

Day 2

	- Map glitch out of the Come Over Guest House and go back in - Hold  +  to skip Joy - Head to Scarlet Hills taking the shortcut in South Cayman Qr.
Never Assume - 9	- Map glitch past cutscene trigger at temple gate - Head inside - Select Yes - Head to the wall and press 
	- Keep pressing  to end the fight - Go to Wise Men's Pawnshop and sell 4 sets -  ,  ,   \$150 - Head next door to the Golden Flower Pawnshop and sell everything \$611 - Head into the Da Yuan Apartments and follow Xiuying

Day 3

Autumn In Wan Chai - 10	- Pick up the books and fail the QTEs to drop the books twice to advance time - Map glitch out of area and into Man-Mo Temple - Exit Temple and speak to lady at bottom of temple stairs - Head back to Library and map glitch in and look at the Wulinshu - Head outside and complete the catching leaves minigame
	- Go to Collect Antiques in the Wise Men's Qr and stand at counter - Save the game and quit to the menu - Reload save and talk to NPC multiple times - Don't forget to switch menu back to story items for upcoming map glitches
Back to School - 11	- Head right in South Cayman Qr. and head to Martial Arts school in the Green Market Qr. - Grab with  + Directions to learn the Wild Throw move [M2] EASY TO FAIL - BEST TO SAVE RIGHT BEFORE
	Head back to South Cayman Qr. to the Yan Tin Apartments and complete the cup scene

Day 4

	- Map glitch out of book minigame and into Temple - Exit the temple and head to the Lucky Charm Qr. - Select From Here - Go into the Dou Jiang Diner and head in the left door - Select Try - Complete the cup scene and then wait - Head back inside the diner and wait - Beat up the dudes in the diner - Complete the following sequence (QTE)                     
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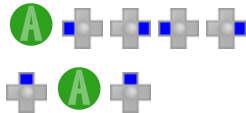
Day 5

	- Go down the stairs and map glitch past the barrier - Head all the way to Queen's Street and speak to the lady in white - Go to Beverly Hills Wharf - Head to Worker's Pier and talk to the guy in white
Challenger - 12 Strongarm - 13	- Head to the alleyway on the right and Win at Arm Wrestling twice \$661 - Head to first Arm Wrestling and win 3 times \$721
	- Go to Fortune's Pier and into to No. 12 Warehouse and win max bet - SAVE \$921 - Speak to host and then head out - Wait out Warehouse No.8 until 7pm - Beat up the guys in the Warehouse - Do nothing in the next fight and wait

Day 6

	- Map glitch all the way to the junkyard and trigger the cutscene - Complete the \$500 cutscenes and fail the QTE \$421
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Day 7

	- Head left and then right and fight the guys on the corner - Head right to Worker's Pier
Another Fine Mess - 14	- Go to Pigeon Park and chase Ren - Complete the Ren Chase Sequence (QTE) 
	GAME CRASH IF YOU SKIP THE NEXT CUTSCENE TOO QUICKLY - WAIT FOR PAUSE MENU TO APPEAR - SAVE FIRST

Day 8

Sweet Sorrow - 15	• Select Wan Chai + South Cayman Qr. • Turn around and go to Green Market Qr and say goodbye to Master Zhoushan • Return to South Cayman Qr. and say goodbye to Jianmin • Say goodbye to Guixiang outside the Yan Tin Apartments • Head to Wise Men's Qr then Lucky Charm Qr and say goodbye to Zhangyu
	• Return to Wise Men's Qr. and into Wise Men's Kung Fu • Buy the of the following moves - Dragon Spin \$221 [M3] Stepping Strike \$121 [M4] Oblique Air Kick \$21 [M5]
Nomad - 16	• Head to Scarlet Hill's Library • Run and keep tapping  to end fight • Press  then  +  +  to learn Counter Elbow Assault [M6] • Say goodbye to Xiuying

Day 9

	• Run forward and then follow Ren to Great View Bldg. - Run ahead at stairs • Run upstairs and hit the bell • Go outside and then head left to Dimsum Qr. • Continue to the Stand Qr. and into the Dancing Dragon Bldg • Speak to guy on 3F - Dragons - Don't Sleep • Repeat for guy at 5F/6F - Dragons - Don't Sleep • Repeat for guy at 7F - Dragons - Don't Sleep • Enter the Dragon Door
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Day 10 + 11

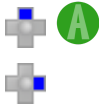
	- Escape sequence (QTE)                - Yuan fight (QTE)    - Jump (QTE)   
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Day 12

	- Follow Ren back to Great View Bldg - Run ahead - Exit building and go to Dimsum Qr. and then into the Tea Break Bldg - Take elevator to 9F and go left into room 902 - Turn on the light and then look in the trash can - Skip Cassette to 591 and then play
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Day 13

	- Head to Thousand White Qr. and listen to the old man - Go to Thousand White Qr. and buy a Map \$11 - Continue to Dimsum Qr. and into the Three Birds Bldg - Take elevator to 3F then another to the Roof - Talk to shop owner about Yuan then wait
Under Your Nose - 17	- Follow Yuan sequence > Map glitch past trigger - Elevator to 1F > Dimsum Qr > Thousand White Qr. > Map glitch to Stand Qr. - Map glitch to Moon Child Bldg > (QTE)   - Elevator to 4F > (QTE)   
	- Walk to the back left of Yuan's room - Walk to the back right of Yuan's room

	Closet (QTE) 
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Day 14

	- Head to Thousand White Qr. and then into the Ghost Hall Bldg - Map glitch to 10F Map glitch on stairs to 4F + 8F
5 Star General - 18	- Look in the cupboard for the White Tiger key - Look in the pot on the top shelf for the Phoenix key - Look behind the picture frame for the Dragon key - Put the keys in the buddha statue White Tiger - LEFT Snake Tortoise - TOP Dragon - RIGHT Phoenix - BOTTOM
	- Beat up the first set of guys - The second fight with Don Niu is timed so feel free to mess around

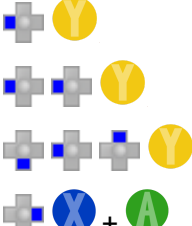
Day 15

	- Head to Thousand White Qr. and attempt to enter the West gate - Go to the Stand Qr. and attempt to enter the North Gate - Go to the Dimsum Qr and attempt to enter the South Gate - Make the Chawan sign at the Tea Break Bldg and then Wait
	- Go back to the the Stand Qr. and into the Moon Child Bldg - Take the elevator to 5F and then straight to room 503 - Don't push anything in the next fight - Press  at the right time to learn Predictive Explosion [M7]

	- Go back down the elevator to 1F and head outside - Go to the Small Dragon Garden and win the fight - Punch at the right time \$21 - Go to the Star Gazing Point in the Stand Qr and win the fight - Attack on his left side \$31 - Go to the Thousand White Qr and win the fight - Grab at the right time \$41 - Go to Dragon St and wait - Go downstairs and into cutscene
New Kid on the Block - 19	- Go to the Dimsum Qr and into the Tea Break Bldg - Map glitch into the Phoenix Bldg - Play After Burner [A3] (Mash  to exit quickly) - Can not appear to count but continue on it did - Go upstairs to 4F and take the elevator to B1 - Left downstairs to B4F and Win the fight \$1041 - Leave the same way you came and go to Blue Dragon Garden in the Stand Qr \$41 - Head downstairs and win the fight \$2041 - Go to the Black Heaven Bldg in the Stand Qr - Take the elevator to 11F and go upstairs to 12F then go left and then downstairs \$41 - Win the fight (QTE)   \$3041 - Head upstairs and travel to Dragon St - Run downstairs and trigger the cutscene GAME CRASH IF YOU SKIP THE NEXT CUTSCENES TOO QUICKLY - WAIT FOR PAUSE MENU TO APPEAR - SAVE FIRST

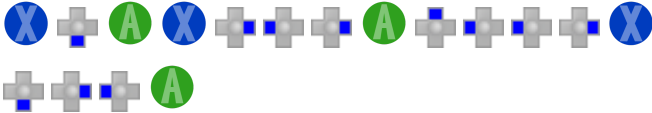
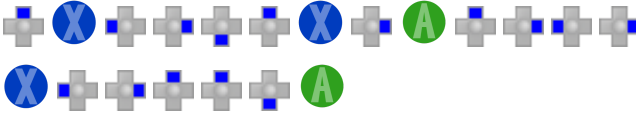
Day 16 + 17

	- Wait until the end of the day and then sleep - Go to Thousand White Qr and into the Thousand White Bldg - Buy ALL of the moves from the two stores Mantis Combo \$2891 [M8] Horseshoe Kick \$2741 [M9] Diagonal Wipe \$2591 [M10] Oblique Slam \$2491 [M11] Machinegun Fist \$1991 [M12] Serpent Coil \$1741 [M13] Rear Foot Sweep \$1541 [M14] - Open the menu and open all of the Scrolls
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To Be This Good Takes Ages - 20	- Go left and map glitch into B2 basement 2F + 1F stairs then map glitch on 4F to get into the basement of the building - Go upstairs and continue as normal until you find room 222 on 2F - Head inside and play Hang on [A4] (Mash  to exit quickly) and return to the stairs you came from
	- Map glitch at 2F stairs holding Left until W is at top of compass - Map glitch at stairs to 4F holding Right and let go at right side of light - Map glitch at the bottom of stairs to 6F - Continue map glitching at the stairs to each of the following floors - 9F 12F 14F 16F 17F 18F - On floor 19 run across to the opposite set of stairs and run all the way to 40F
	Enter the doorway and walk forward to start the stairs sequence (QTE) 
David And Goliath - 21	- Beat Don Niu - Press Forward +  together. If he blocks you then you must dodge an attack to be able to hit him again - Complete the end of fight sequence (QTE) 

Day 18

Adept - 22 Expert - 23 Master - 24	- Open the Menu and learn every single move - Run forward towards the Green Fields - Run forward to Yingshuihe - Talk to Shenhua and select 3x Hurry On - Complete Running Sequence 1 (QTE) 
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	- Complete Running Sequence 2 (QTE)  - Complete Running Sequence 3 (QTE) 
	- Follow Shenhua to the cave - Go to the back of the cave and grab the pile of sticks in front of the water - Grab the pile of sticks to the right of the water and then return to Shenhua - Grab the pile of sticks in front of the statue - Select Life > Nozomi > Quit > Quit

Day 19

	- Follow Shenhua out of the area - Talk to Shenhua and select 2x Hurry On - Run forward to the cutscene and then take the following paths - Left > Right > Left - Complete Jumping Sequence 1 (QTE)  - Run forward to the next area - Complete Jumping Sequence 2 (QTE) 
Flower Power - 25	- Take the following paths - Left > Left > Left - Talk to Shenhua and select Hurry On - Select Go to see the flowers with Shenhua
	- Talk to Shenhua and select 4x Hurry On - Take the following paths - Right > Left > Left > Straight > Right - At the end of the rocky area there is a Jump (QTE)  - Follow the path straight ahead - Talk to Shenhua and select Hurry On - Select the Right path when given the choice - Talk to Shenhua and select 2x Hurry On - Select the Don't Go option

	• Talk to Shenhua and select Hurry On
Tree Hugger - 26	• On the path to Shenhua's House go to the left and then the right to be able to run
	• Select the Quit option • Go to the Kitchen and then Wait • Go to the Bedroom and interact with the drawings

Day 20

	• Go to the Kitchen and then Wait • Follow Shenhua to the cave
Not Done Yet - 27	• Use the notebook to get past Shenhua • Open the door and follow the path • Interact with the stone pedestal and insert the sword • Insert the mirror into the pedestal • Wait for the final achievement to pop - It will appear when Ryo says the line - “The one who holds the Phoenix”