



Yakuza 4 Guide

by [Thomas Hindmarch](#)

Yakuza 4 is a heavily plot-driven game about four men, the woman that connects them, a twenty-five-year-old murder mystery that nobody thinks is a mystery, a hundred billion yen in cash, and a city where fifty percent of the population are muggers and one hundred percent of them are about to have their teeth kicked in.

[Yakuza 4 Guide Contents](#) »

[Yakuza 4 walkthrough for all chapters](#)

[Complete substories guide for each character](#)

[Find all the locker key locations](#)

[Trophies guide](#)

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Yakuza 4 Guide Contents

Introduction »

Walkthrough »

Part 1: Shun Akiyama

Part 2: Taiga Saejima

Part 3: Masayoshi Tanimura

Part 4: Kazama Kiryu

Finale: Requiem

Substories »

Akiyama

Saejima

Tanimura

Kiryu

Amon

Locker Keys »

Taihei Blvd.

Kamurocho Underground Mall

Trophies »

Main Game

Combat

Minigames

Exploration & Collection

Yakuza 4 Walkthrough

	Part 1: Akiyama	Part 2: Saejima	Part 3: Tanimura	Part 4: Kiryu	Finale: Requiem
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This walkthrough assumes you're playing through for the first time on Normal difficulty. Hard and above seem to be balanced around the assumption that you're on at least your second playthrough, so unless you enjoy frustration, this is probably the place to start.

Part 1: Shun Akiyama [»](#)

[Chapter 1: The Mysterious Loan Shark](#)

[Chapter 2: The One](#)

[Chapter 3: Trouble in the Tojo Clan](#)

[Chapter 4: The Promise](#)

Part 2: Taiga Saejima [»](#)

[Chapter 1: Flight for the Truth](#)

[Chapter 2: The Tiger and the Dragon](#)

[Chapter 3: The 25-Year Blank](#)

[Chapter 4: Oath of Brotherhood](#)

Part 3: Masayoshi Tanimura [»](#)

[Chapter 1: The Parasite of Kamurocho](#)

[Chapter 2: The Mastermind](#)

[Chapter 3: Door to the Truth](#)

[Chapter 4: As a Detective](#)

Part 4: Kazama Kiryu [»](#)

[Chapter 1: Reunion](#)

[Chapter 2: To Kamurocho](#)

[Chapter 3: The Encounter](#)

[Chapter 4: Chain of Betrayals](#)

Finale: Requiem [»](#)

☰	Part 1: Akiyama	Part 2: Saejima	Part 3: Tanimura	Part 4: Kiryu	Finale: Requiem
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Chapter 1	Chapter 2	Chapter 3	Chapter 4
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Akiyama is the beginner's character. He has a lot of combos which are easy to land, and he has a lot of range with his kicks, but late in the game, he feels somewhat limited compared to Tanimura or Kiryu.

Akiyama's unique ability in-game is that he makes friends easily. There are twelve NPCs throughout Kamurocho who you can befriend as Akiyama, and if you do so, they'll help you out if you get into a fight with one of them nearby. To befriend an NPC, either repeatedly use the service they provide or bring them the item they ask for.



These NPCs are a homeless man by the large TOWER BATTLE billboard in Theater Square; the clerk at the Poppo convenience store by Sky Finance; the taxicab driver at the north end of the Hotel District; the bartender at Earth Angel; the clerk at Café Alps; the original manager of Kyushu No. 1 Star; the clerk at Kotobuki Drugs; the homeless man in West Park; the bartender at the Cuez Bar; the clerk at the M Store; the guy outside Asia on Pink Street; and one of the arcade operators in the Club SEGA in Theater Square.

Befriending all twelve NPCs as Akiyama completes the optional Challenge "Friends." You can now visit Bob A at Naomi's Palace on Tenkaichi Street to receive a Rage Talisman.

Chapter 1: The Mysterious Loan Shark

This chapter has an obnoxious number of cutscenes, so bring a snack. You'll be here for a while, and there's not a lot of opportunity to explore.



Once Akiyama reaches the street, head north. You'll automatically stop and turn back if you try to go in any other direction but towards your designated location. There's an unavoidable fight with three street punks waiting for you in Theater Square. It's a tutorial battle, so do as you're told to win.

A bit further north, you'll wind up watching a lengthy cutscene that introduces you to some of the major players in Yakuza 4. After that, you'll find out that something's going down at the Club Elnard, which is

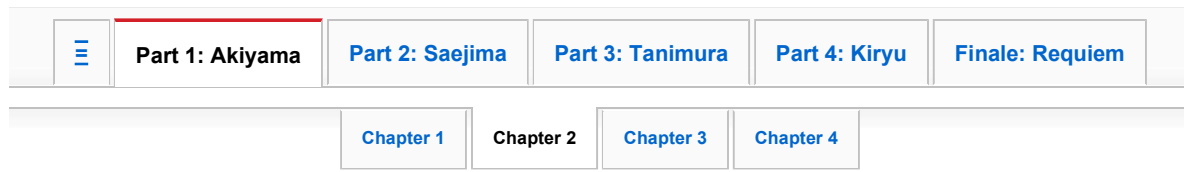


a little bit south. Before you can get there, though, you'll need to survive another tutorial fight.



Inside the club, you wind up fighting Ihara. Unlike the relatively fragile thugs you've been pummeling so far, Ihara can take a serious beating. If you land a combo on him that doesn't end in a knockdown, run away or he'll floor you with a quick counterattack. Be sure to grab the Stamina X off the floor if necessary, and use the bar stools to inflict cheap damage whenever possible.

After Ihara drops, the only thing you can really do is head back to Sky Finance.



Chapter 2: The One

The next day, after Akiyama spends some quality time with the local police, you're on your own and free to explore the city. Despite what Hana says, time in Yakuza 4 stands perfectly still until you advance it, so you're free to wander around, search for locker keys, get into random fights, and play minigames all you like.



When you want to get back to the main plot, return to Sky Finance. It now becomes your hideout, where you can go to save the game, stash items, watch old cutscenes, and regain health. Once you've met Lily, leave the office again to get a call from Kido, who's waiting for you above Theater Square. The stairs you need to reach his rooftop are at the end of the alley to the right of the movie theater's front door, but before you go up, make sure you've got a few healing items in your inventory.

You'll wind up in the middle of a fight against a half-dozen yakuza, two of whom are armed. This is a pretty common occurrence for most of the rest of the game, and the general approach is always the same: don't let them surround you, and take out the weakest enemies as quickly as possible.





Once they're all out of the picture, you'll have to outrun a few cops. If they get close enough to grab you, you'll need to either use up some HEAT or mash the X button to get away in time. If you're having trouble here, sheer practice is more or less the key to success, although this shouldn't take you more than a couple of tries. After you've lost the cops, head back to Sky Finance to end the chapter.

	Part 1: Akiyama	Part 2: Saejima	Part 3: Tanimura	Part 4: Kiryu	Finale: Requiem
--	------------------------	------------------------	-------------------------	----------------------	------------------------

Chapter 1	Chapter 2	Chapter 3	Chapter 4
------------------	------------------	------------------	------------------

Chapter 3: Trouble in the Tojo Clan



After you win a fight with a couple of unremarkable thugs, chase down Saigo's student. At a full run, Akiyama corners like a cruise missile, so your biggest problem is getting caught on obstacles. On a straightaway, you're much faster than Saigo's student, and can easily tackle him to the ground.

Saigo now takes up a position on the rooftop above Theater Square, and offers Akiyama courses in running, shooting, and dealing with gun-wielding opponents. Any health you lose over the course of Saigo's challenges is still gone when you're done, but if he inflicts a knockout blow against you, you won't die. While Saigo's lessons are pretty brutal, there's nothing in his rulebook about healing up during the fight, so you can "buy" your way through



them by shotgunning energy drinks.

Clearing all six of Saigo's battles unlocks more HEAT moves for Akiyama, and completes the "Saigo's Training" optional challenge. Your reward is the Sacred Tree Armor, part of an item set that renders you immune to enemy gunfire.



After you meet Saigo, you're on your own again. Head back to Sky Finance for another lengthy cutscene, then take Lily out shopping. Milestone is in the Underground Mall, accessible on Showa Street south of Sky Finance, and Le Marche is on Showa at ground level. Dress Lily up in the items you picked out for her.



Afterward, head to Theater Square and answer your phone when it rings. She marks a location on the east side of town, so head that way for a fight with five yakuza. One of them has a pistol, which makes him your priority target. He's got low health, so when he drops, grab his gun and empty it into the nearest couple of guys just to even the playing field. Once that's been dealt with, kick the other yakuza into submission.

Chapter 4: The Promise



After Kido leaves, run over to Elise to check up on Lily. You'll receive another 100,000 yen in discretionary funds to further improve Lily's looks, so dress her up as you see fit. Do a lap around the club's floor to get an idea of what the clients are looking for, then head back to the dressing room. The Mermaid Dress is particularly flattering, as Lily works well with conservative fashions. You have three attempts in which to get her a few clients.

Once that's over with, leave the club via the back room. Your next stop is Marimba, the bar in the Champion District. Inspect the items on the club's owner's desk four times before you leave.



Return to Sky Finance, and Akiyama will automatically head to the roof. As instructed, take a photo of the girl across the street to achieve your first Revelation. Push the three buttons in sequence during the ensuing action scene, then pick "The way he was leaping and bouncing was amazing" to learn the Essence of Triple Strike.



After you check on Lily, head back out onto Tenkaichi Street and go south to speak with the two high school girls. As they say, go north to Theater Square in pursuit of Midorikawa, where you'll end up fighting six yakuza. The new Essence of Triple Strike ability is amazing in this fight, and using it as often as possible will end the battle in no time.

You need to go to the Theater Underground, but your most obvious way down there, the tunnel underneath the Kamuro Theater, is blocked. Speak to some bums near the escalators, then go to the north side of the

Millennium Tower and use the blue door there to reach the Millennium Tower Underground.



Turn west and take out the five yakuza in the Theater Underground's electrical substation, then kick down the Destructible Door between you and the stairs. With your new homeless buddy Sukegawa by your side, take out everyone you see.

While you're down here, you'll encounter the Professor, who's working on a weird gadget on Theater Underground B1. You can come back in later chapters to invest in his project, which is a homemade fighting simulator. If you invest a total of 700,000 yen to complete the IF7-R, you can use it to fight past bosses and upgrade your characters.



When you reach the locked door, take the Shape Memory Spring nearby, then backtrack to find Kakuda the locksmith, who's hiding among all the makeshift steel shelters. He's your ticket to get through a series of locked doors between you and Midorikawa, who's in the theater's office.

In phase one of the ensuing fight, Midorikawa's armed with his pistol. An individual hit from a gun doesn't do that much damage, because this is a Japanese game and guns are not endowed with sufficient manly spirit, but they'll probably knock you over. Once you're on the floor, Midorikawa will just keep shooting, and that adds up fast. The best way to deal with this is to stay on top of him, continually battering him with Akiyama's kick strings; if you run away for long enough to pick up a chair or the desk, Midorikawa will simply shoot you.



After he drops, take out the three goons who rush in to cover him. The first one has another pistol, so take it away from him and use it to dispose of the other two. After they're taken care of, Midorikawa reappears, waving a chainsaw.



On higher difficulties, this fight has very little margin for error. On Normal or lower, however, this is apparently some kind of Nerf chainsaw and does surprisingly little damage. You can grapple Midorikawa to set up an Essence of Finishing for big damage, or just use the knockdown after a grab to buy time and bludgeon him with the office furniture. The biggest threat he poses is that when he's attacking, you can't block and any contact he makes with you will knock Akiyama over.



After you beat Midorikawa, stop at Sky Finance before heading to Elise. Lily's outfit should still be just fine after your last game of Not-Princess-Maker, so train her conversation skills instead, then let her rest to reduce her stress level. Don't give her any tips on her appearance, as it stresses her out.

With that sorted, go right back to Sky Finance, then turn right around and head back to Millennium Tower. Go through the doors on the building's south face this time like a normal person, then down the escalators and use the elevators in the back to reach the roof.

After your chat with Lily, go back to Sky Finance again for a chase sequence. You can't actually catch Hana here, but all you have to do is keep pace with her.



Hana's absence from Sky Finance for the remainder of the game means that many of Akiyama's substories are temporarily off-limits. If you want to complete one at this point, go sit in Akiyama's office chair and opt to "reminisce."



Finally, to complete the chapter and this part of the game, go back to Elise. The yakuza boss monopolizing your karaoke machine is Minami, who's a lot tougher than he looks. Initially, he's not much to speak of, and mostly soaks up punishment, but he can land a stun out of nowhere, and has a HEAT move where he sprays wine into your face. The more damage he takes, the faster he gets, until you won't be able to keep up with him. Until this point, Akiyama could win most fights just by slamming kicks into an enemy's block until he did something stupid; against Minami, you have to focus on defense and watch for an opening.

☰	Part 1: Akiyama	Part 2: Saejima	Part 3: Tanimura	Part 4: Kiryu	Finale: Requiem
	Chapter 1	Chapter 2	Chapter 3	Chapter 4	

Judging by his abilities, Saejima is a cleverly disguised silverback gorilla. His combos suck, he's relatively slow, and he tends to absorb a lot of stray hits, but Saejima compensates by having extremely damaging throws. He can also pick up objects that the other characters can't even budge, such as motorcycles, and use them as weapons.

In the early game, pour Souls into Body abilities as fast as you can until you can pick up Goriki Grab and Enhance Escapes. One of Saejima's most reliable sources of damage, which he desperately needs, is being able to pick up and body-slam an opponent. This is one of the easiest ways to survive the tough boss fights in Chapters 1 and 2, and Saejima enjoys a lengthy invulnerability window as long as he's got a guy suspended over his head.

Chapter 1: Flight for the Truth

After a lengthy flashback, we catch up to Saejima in prison. Use the opening tutorial fight to get a feel for Saejima's style. There's a specific rhythm to his charge attacks that's initially difficult to grasp.



Your first job, once you're done with your brutal beating, is securing the tools for a jailbreak. Collect three pieces of Wormwood from the prison yard—under the chalkboard, in the northwest corner of the yard, and over by the basketball hoop—then talk to Kamiyama by the pay phone. Kataoka, one of the guys over by the exercise equipment, has the Chain you need, but you must take him out in under a minute to get it.



Take that to Kamiyama, then speak to the two farm workers over by Hamazaki. You need to speak to the guy on the left, Morinaga, as his buddy Kawana's sort of antisocial. Kawana wants a cigarette in exchange for the hoe, so go bum one off the guy standing by the basketball hoop.

To get Kawana a light, talk to the guard over by the fence and ask to be let through the gate. There's a lighter at the end of the alley. Pick it up, go back to the yard, and bust Kawana's face to receive the Hoe.



Kamiyama can now give you the Grappling Hook. Take it to Hamazaki, then hide the hook under the manhole in the northeast corner of the yard. This begins a series of cutscenes.

Once the jailbreak begins, take out the small fry first before you deal with Saito. In this fight, he spends most of his time blocking, so you have to whittle him down gradually. Again, as you level, pour souls into Body techniques until you can get Goriki Grab, which lets you toss people around. This is the most reliable way to knock health off of Saito, and this is only the first time you have to fight him. Don't forget about the wormwood you found, as it's a weak healing item.



Take out the guards in the hallway and pick up the Tauriner from the corner. Use weapons and throws liberally to keep guards at bay, as every hit you take is valuable. Saejima can't just go eat somewhere or buy a ton of energy drinks to keep his health up, so every little bit counts.

At the end of the hall, Saito is waiting in ambush. Beat him in a HEAT event to start off on equal footing with him, then bounce weapons off of his face to whittle his health down. You just need to stay alive until you get the chance to finish him off with a HEAT moment. Grab his Card Key and use it to escape outside.



Take out two more guards outside the warden's office, then pick up a Toughness ZZ from the hall and follow Hamazaki upstairs. You must now avoid the sniper on the distant tower by staying behind various objects while taking out the guards.

The first three guards you run into can be tough, but you need to knock them all out before you go any further along. The last guard in the area is carrying a pocketful of flash grenades, which stun both Saejima and any guards caught in the explosion's radius. This usually means the sniper gives you a third nostril, let alone any guards in the area, so don't run into that guard's area unless you've dealt with everyone else. You can also smash open a door on this part of the roof to find a hidden Staminan X.

In the next stretch of the roof, just run straight towards the south gate to trigger Hamazaki's appearance, which disables the sniper. The easiest way to deal with the small army of guards up here is by picking up oil drums and using them to sweep the enemies away two and three at a time, although you'll probably only get a swing or two before a flash grenade goes off in your face. Just the same, a hit



from an oil drum does a lot of damage, which makes it your safest bet.


Continue maiming guards as you head back to the ground level, collecting a Stamina XX and a Toughness Z along the way. In the prison yard, retrieve the Grappling Hook from where you hid it to begin the last battle of the chapter.



Saito's back for a third and final encounter, and he's brought five of his closest friends. None of them are particularly dangerous by comparison, but Saito will be all over you like stink on a monkey the moment the fight starts, and while you're dealing with him, you're also absorbing gunfire from one of his buddies. Run from Saito and take out the gunman first, then use his pistol to either knock some health off of Saito or drop a couple of the guards.

Once Saito's the only one left standing, use repeated throws to drop him on his head repeatedly. Trying to slug it out with him ends very poorly.



	Part 1: Akiyama	Part 2: Saejima	Part 3: Tanimura	Part 4: Kiryu	Finale: Requiem
	Chapter 1	Chapter 2	Chapter 3	Chapter 4	

Chapter 2: The Tiger and the Dragon

Hopefully you didn't wind up using up all of your healing items on the fight with Saito. Chapter 2 consists of a single boss fight, but it's Saejima vs. Kiryu Kazama.

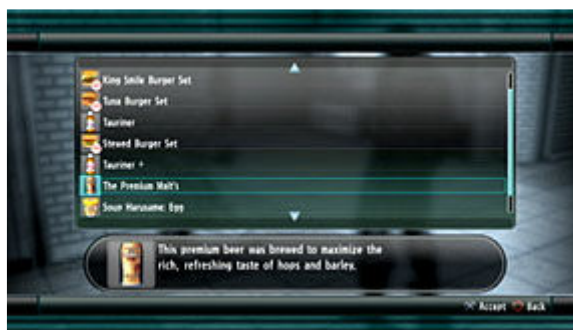
Before you start, grab the Toughness ZZ from nearby. Kiryu is a dangerous opponent and is virtually unstoppable when he's in HEAT mode. You can comfortably expect that for every punch you land on him, you'll take three in return. Worse, if you're at 25% health or less and he's in red HEAT mode, he can take you out in one punch.



The best ways to deal damage to Kiryu are Saejima's Charging Tackle and, just as with Saito, repeated throws. Kiryu is nearly impossible to throw if he's in HEAT mode, so stay away from him at that point and try to tag him with rushing attacks. On higher difficulties, watch Kiryu carefully, then quickstep out of the way and counterattack, but don't finish the combination.

Chapter 3: The 25-Year Blank

Welcome back to Kamurocho. Go across town to West Park, taking time to buy extra healing items as you go, and talk to the homeless guy in West Park. Your next lead is to find Toku in the Underground Mall.



Toku's easy to spot, and he wants some booze to jog his memory. The closest place where you can buy some carry-out booze is Don Quixote on Showa Street, which sells beer. Bribe Toku for information, then head upstairs and across town to the Champion District, and Saejima's old apartment building.



Your next trick involves chasing Kido down, which is actually somewhat difficult. He often doubles back, so it's easy to lose track of him, and he's actually faster than Saejima. Kido doesn't have as much stamina, though, and often stops to catch his breath. Tackle him to the ground whenever he does so, and clock him with the occasional bottle.

Afterward, follow Kido to the Theater Underground. Midorikawa's old office is now your new hideout. You don't have access to anything that you put in storage as Akiyama, but now you can regenerate health for free and stow your extra gear.

Leave your hideout and go up the escalator. Take out the three street punks to receive a Woodworking Set, which Saejima can use to learn Revelations. The Master in the sewers is also looking for help with his digging projects, and if you give him a hand with it, you'll earn some bonus XP. Complete all five stages of the Master's

dig to complete the optional challenge "Master's Helper."



Talk to Nakano on the far side of the sewer tunnel to learn more about Kage the Florist, information broker to Kamurocho. With that information in mind, climb up to ground level and go back to the West Park bathroom.

At this point, you have no actual leads and are free to explore the city. It's a good idea to do a couple of Saejima's substories at this point, particularly "The Homeless Men and the Cats," to earn a few extra levels and some walking-around money. It's difficult to do any shopping during 2-4, and you'll want a full inventory.



When you're ready to move on, go find the construction worker Tsurumi near the M Store. Promise him you won't tell anyone what he told you, then go west to Children's Park. Use one of the long steel pipes near the bathroom to knock the street punks around, then pry up the manhole and descend into the Purgatory Underground.

In exchange for the information you need, Kage the Florist wants you to beat his champion Ivan Ibrahimovic in a tournament deathmatch. You're allowed to prepare for the fight if you want, and Kage will float you 10,000 yen if you're short on funds, but you can't use weapons or healing items once you're inside the ring.



Fortunately, Ivan isn't as tough an opponent as Kiryu was. There's a unique HEAT move you can use inside the cage by dragging Ivan over to the chain-link fence, and he's got that same disturbing vulnerability to being repeatedly dropped on his face.

Chapter 4: Oath of Brotherhood



Your goal is to head back to the hideout in the Theater Underground. Go through the North Sewer to the Children's Park north of Theater Square. If you opt to follow Sodachi to his dojo at this point, you can train his apprentice Hideo as part of a new minigame, Fighter Maker.

Once you're done with that, head outside to try to get back to the hideout. Thankfully, this isn't a stealth section so much as it's using cops as unofficial barricades, although if the cop on patrol sees you, it's a game over. Use the rooftop access point next to the movie theater, then run all the way back to Sky Finance south of Theater Square. Cross the street and descend via the stairs to the Central Parking Lot, then cross the lot to the east exit.

You're now in Pink Alley. Take a left and get to the rooftops via the east entrance.

Go north across the rooftops and descend to the alley outside the No. 1 Star. Take Senryo Ave. north to the next waypoint. Keep an eye out for the cops as you use the manhole in the parking lot to drop into the Millennium Tower Underground.

Climb back up to ground level, then go west along Sichifuku Street to reach the Kamuro Theater Underground via the stairwell. You've finally reached your hideout, where Minami has a message for you.

You're on your own for now, but there's not a lot you can do with the cops looking for you at ground level. When you're ready to continue the story, head back to your hideout and talk to Kido.

Follow the directions to get to Millennium Tower. Go up the escalators to reach street level, dodge the cops, and take a right at the street to reach the Millennium Tower Underground just as Akiyama did. Go east in the Underground and climb the ladder.

When you come back up in the parking lot, wait for the cop outside on the street to pass by, then head south to Pink Alley and the rooftops. Go to the waypoint on the rooftops and descend back down to the southern part of the Pink Alley, then descend back down to the Central Parking Lot. Use the manhole along the north wall to descend into the sewers again. You've returned to Eco-Taro's hangout in the Central Sewer. Cross the bridge to the Millennium Tower sewer exit.





Go inside the building via the front door. Your first challenge is against a mob of a couple of dozen Minami family yakuza, who'll be coming at you in groups. Drag the fight over to the left so you can use the wall for Saejima's HEAT actions, and make frequent use of Essence of Swinging to even the odds a little.

After two waves of small fry, you'll have to deal with a trio of much tougher enemies, and finally, Minami. Even with Goriki Grab, you can't really throw him, and he's much faster than you are. When he's in HEAT mode, you can't really do much of anything other than sit there and take it, since even his simplest moves seem to result in a stun. That said, he loves to eat Saejima's rushing moves, particularly the Charging Tackle.



When he gets down to the last of his health bar, Minami acquires a new technique where he blows flaming liquor out of his mouth. Watch for him to pull out a bottle, then just stand back until he's done. There's a narrow window after he finishes blowing fire where you can easily nail him with another Charging Tackle. You cannot interrupt it, however, so don't try.



Once Minami's down, it's time to handle Majima himself. He's always going to have a knife during this fight, so blocking is pointless unless you're also armed (or if you've dumped all of your Souls into learning some of Saejima's advanced defensive moves, but that's a really bad idea). Use the baseball bats in the corners of the room to defend yourself, and knock some health off of him, but your best bet is to try and evade as much as you can. Punches don't really work and throwing him's a lost cause, so stay at a distance and tag him with Charging Tackles whenever possible. You don't win this fight so much as you survive it.

	Part 1: Akiyama	Part 2: Saejima	Part 3: Tanimura	Part 4: Kiryu	Finale: Requiem
	Chapter 1	Chapter 2	Chapter 3	Chapter 4	

Tanimura begins the game with a ridiculously low amount of health. It improves rapidly as he accumulates levels, but he's always going to be the weakest of your playable characters. He has the ability to parry attacks, which sets an enemy up for a quick combo, but Tanimura also has a disquieting habit of fighting very large groups. One-on-one, use the parry for an easy win; against multiple opponents, Tanimura can have problems.

The easiest way to cope with that is to pick up



Enhance Grabs, Enhance Throws, and finally Arm Lock. This turns Tanimura's basic grab into a nearly-inescapable armbar. It does decent damage, charges Tanimura's HEAT meter rapidly, knocks down any other opponent that's hit by the guy you're maiming, and Tanimura's got invincibility frames during the armbar. It's not the best move he's got, but it is the best way for Tanimura to survive fights against multiple enemies. You should also go and get all of Tanimura's Revelations (see Achievements) as quickly as possible, as they're all quite good.

Another option Tanimura has is Essence of Combos, which lets you automatically burn HEAT during a normal combo string to set up a devastating finisher. The biggest problem it has is that, once you have it, it becomes very easy to burn meter without intending to do so. Taking it makes it much easier for Tanimura to rapidly KO enemies, but you have to be careful.

Chapter 1: The Parasite of Kamurocho



Your first stop as Tanimura is the Orchid Palace. Talk to the desk clerk, then the guys at the table. You can either gamble to win the two Silver Plates they want in exchange for their information, buy enough points to trade 26,000 of them for two real Silver Plates, or go to Ebisu Pawn around the corner and buy two Fake Silver Plates for a total of 200 yen.

However you do it, once you get the information, you can head over to the Shichifuku Parking Lot to meet Iida. Defeat him as part of a tutorial on Tanimura's parry.



When you leave the parking lot, Tanimura automatically heads to Theater Square, where you'll need to defeat a single street punk. Meet Akaishi to learn about some side jobs you can pull for extra cash, then head to Homeland to meet Zhao.

Homeland is now Tanimura's hideout. Head outside to the Midori Salon and speak to Yasuko, but you'll have to deal with a few Shibata yakuza first. It's a very small space and there are four of them, so get proactive.

When the fight's over, stop somewhere to grab a full load of energy drinks, then run to the taxi stops along the southern edge of the map. Take a cab to the new destination, the docks.



Once you're at the docks, you're flung straight into an action sequence. The biggest threat in the first area is the big guy, who runs around throwing huge, looping axehandle punches whenever he has something even vaguely close to an opening. That means he's elected for your first target, as everyone else is relatively easy to dispose of.



From here, it's a series of action sequences, interspersed by HEAT events to avoid damage from the goons' various traps. Tanimura's low health bar is the biggest problem, as slipping in oil or getting caught by a trap is a major hit, and it may run you out of items if you weren't sufficiently prepared. Don't skip any fights if you can help it, as you can use all the XP you can earn. To get past the oil-covered floors, walk slowly across them without running.



The final battle's tough. The pistol-waving yakuza thug in this wave is the first one of his ilk in the game who isn't a one-hit wonder, so you have to whittle him down until a HEAT event lets you take him and his sword-waving buddy out.

	Part 1: Akiyama	Part 2: Saejima	Part 3: Tanimura	Part 4: Kiryu	Finale: Requiem
	Chapter 1	Chapter 2	Chapter 3	Chapter 4	

Chapter 2: The Mastermind

You're now back in Kamuracho, with Yasuko in tow and a much thicker plot. When you leave Homeland, you'll wind up being shangaied by Nair to her crew's hideout. Spar with her and win to unlock new abilities, such as Prolong Parry and Essence of Seizing.

■ Challenge: Nair's Kumite



Nair doesn't fight quite like anyone else in the game, mostly because she's trying to set up her own parries. It's very rare that you'll land enough consecutive hits on her to enter HEAT mode, and even if you manage it, this is a sparring match; Tanimura is somewhat reluctant to maim his opponent in a friendly brawl, so he won't use any of his more dangerous moves. This means fights with Nair have a unique, slower rhythm than anything else in the game.



After you win two sparring sessions against Nair, a new encounter—two armed foreigners in a standoff with a cop—shows up on Nakamichi Street. Return

to Nair and report in, then beat her twice more to unlock Essence of Arm Dragging and Reversal. Leave Little Asia and look for a unique message on the police scanner, involving a member of a weapons smuggling ring, then go find and defeat the criminal in question.

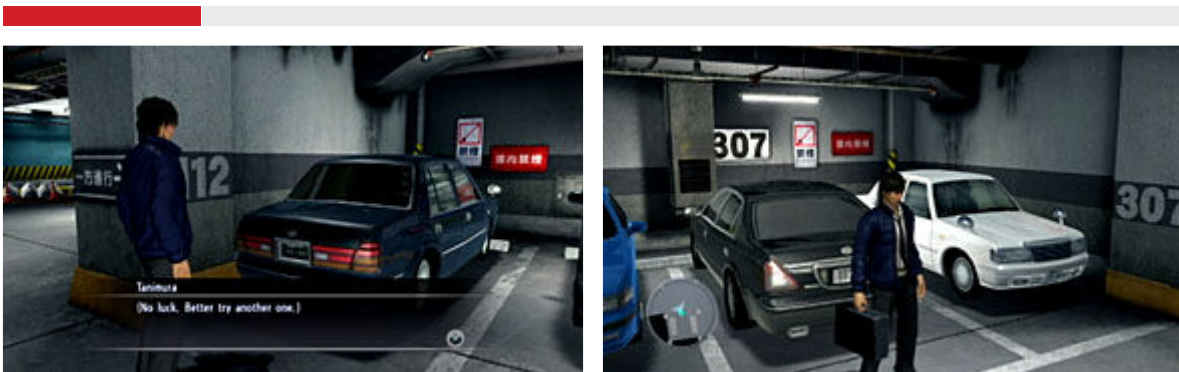


Report back to Nair just in time to take out a few gangsters. Once they're dealt with, stock up if you have to, then tell Nair you're ready to go. You'll wind up in several battles against surprisingly tough gangsters, ending in a brawl atop—where else?—Millennium Tower. It's like being a dramatic place for a fight is the only reason they built this thing.



GG himself ends the challenge. He's got a lot of health and a shotgun, and once he's on his last legs, just about the only move he does is an obnoxious rolling counter. You can knock a lot of damage off of him very quickly with HEAT moves like Essence of Armbaring, but the final knockout blow can be difficult to land.

Defeating GG earns you a new technique, the Komaki Shot Stopper. You can also go to Naomi's Palace and get the Sacred Tree Greaves from Bob.



Meanwhile, back in the main plot, go to the Central Parking Lot to retrieve Yasuko's cash. You have to check every car in the parking garage, but not all of them have a trunk you can reach, which speeds things up. The car you want is in lot 307.



Leave the parking lot via any stairwell to get an anonymous phone call. The photo he sends you is a picture of the view from the Kamorocho Rooftops East, right near the Ebisu Pawn Shop. Talk to the homeless man standing there to get a phone call from Katsuragi, then return to Homeland when you're ready to make some progress. To advance to the next night, tell Zhao you want to get some rest.



Go to the front entrance of the Millennium Tower to meet with Katsuragi. After he dumps a whole mess of exposition in your lap, it's time for a showdown with quite a few members of the Ueno Seiwa. Get back to Homeland as fast as you can, using the briefcase full of money to pummel the life out of any gangsters that get in your way.

You'll eventually hit an encounter where you lose the briefcase and wind up in a fight against four guys. One has a sword, and two are the big "sumo wrestler" types that, try as you might, you won't be able to knock down. Take out the two smaller ones first, and use the sword to quickly dispatch the big guys.

That leads to a chase scene across the rooftops, which is one of the hardest in the game. The Ueno Seiwa guy you're chasing has almost as much stamina as Tanimura does, he's difficult to hit with the two bottles that are lying around, and it's easy to blow a turn. If you manage to get at least one hit off of him and don't screw up the HEAT action near the start of the chase, you should be able to simply outlast him.



With the briefcase back in hand, you need to use it to fend off three more seriously tough yakuza, two of whom can knock you down pretty much any time they feel like it. A trend is beginning to develop here.



Beat them, then outrun the remaining Ueno Seiwa. If you can last through the first awkward moments where you're surrounded, you can get to the final fight of the chapter: another brutal struggle against three tough opponents.

	Part 1: Akiyama	Part 2: Saejima	Part 3: Tanimura	Part 4: Kiryu	Finale: Requiem
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Chapter 1	Chapter 2	Chapter 3	Chapter 4
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Chapter 3: Door to the Truth

Once you're ready to go, pay the taxi fare to get to police headquarters. Investigate the shelves to Hisai's left to find the files about the Ueno hit. Afterward, you'll automatically return to Kamurocho, with instructions to return to Homeland.

This is a good opportunity to knock out some substories and stock up on items. When you're done, go back to Homeland.

	Part 1: Akiyama	Part 2: Saejima	Part 3: Tanimura	Part 4: Kiryu	Finale: Requiem
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Chapter 1	Chapter 2	Chapter 3	Chapter 4
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Chapter 4: As a Detective



You've got the briefcase full of money. Head back to Sky Finance to meet Akiyama, then take a taxi to reach the docks.



When it's all said and done, you're in a boat chase. The biggest problems you have are Tanimura's shaky aim, your opponent's flawless aim, and your boat's tendency to vastly overcorrect for even slight steering changes. The biggest advantage you have is that your boat is faster, but Tanimura will abort a charge if the boat takes a bullet.

Ramming your opponent's boat does damage to both you and him, but considerably more to him, particularly if you hit him amidships. He, on the other hand, will continually fire at your boat with his pistol if you're within a certain range, hitting with every shot, and never hits an obstacle even if you sideswipe him into one. This is one of those frustrating fights where you don't win so much as you manage to stop failing for long enough to succeed.



Once his boat's wrecked, it's time for a one-on-one showdown. You can parry a lot of your opponent's moves here, and you probably should. As usual with a CPU opponent, he's more or less unstoppable in HEAT mode and his grapples are nearly unbreakable; as is not usual with a CPU opponent, Essence of Finishing will work wonders here if you manage to get the opportunity. There's a Toughness ZZ on the ground nearby, and if you've got a full load of items, you can just outlast him.

	Part 1: Akiyama	Part 2: Saejima	Part 3: Tanimura	Part 4: Kiryu	Finale: Requiem
	Chapter 1	Chapter 2	Chapter 3	Chapter 4	

Kiryu enters the game at level 1, but due to his lengthy protagonist experience, he comes with a lot of Souls that have already been spent. In a basic fight, Kiryu's strength is the ability to rapidly change direction, which is very useful against crowds. He also has access to more abilities than any other character, the unique capacity to "supercharge" his HEAT meter, and more finishers than anyone else. Kiryu builds meter quickly and can burn it just as fast.

Chapter 1: Reunion



After all the cutscenes, go talk to Haruka on the beach. You can explore the orphanage a bit afterward if you want, but there's nothing there to speak of. Talk to Hamazaki to get going.



After a few more cutscenes, you're suddenly in a fight against a bunch of small-fry prison guards, led by Saito. Kiryu may only be level 1, but he's Kiryu, and Saito's had a bad couple of days. This shouldn't take you long.

Grab the Toughness ZZ from the end of the hall, then go downstairs and deal with three more guards, one of whom has flash grenades. Grab another Toughness ZZ from the end of the hall and keep going, dispatching another few guards on the next floor down.

Quickly KO the guy with the pistol at the end of the hall, then use his gun when Saito ambushes you on



the ground floor. That'll knock a lot of Saito's health off, and from there, it's another brawl like the last one. Saito gets truly obnoxious as he gets close to being knocked out, so save the various improvised weapons in the office lobby until then.

☰	Part 1: Akiyama	Part 2: Saejima	Part 3: Tanimura	Part 4: Kiryu	Finale: Requiem
	Chapter 1	Chapter 2	Chapter 3	Chapter 4	

Chapter 2: To Kamurocho

Head to New Serena to talk with Yasuko. This is now Kiryu's hideout in Kamurocho.

As you leave, you'll get a few side missions thrown at you. This isn't a bad time to pursue them, but approaching the south side of Millennium Tower at all starts the cutscene that ends this extremely short chapter.

☰	Part 1: Akiyama	Part 2: Saejima	Part 3: Tanimura	Part 4: Kiryu	Finale: Requiem
	Chapter 1	Chapter 2	Chapter 3	Chapter 4	

Chapter 3: The Encounter

Run back to New Serena and peel Date off the floor. Once you're back on the street, head north, then west on Taihei. Turn north to Theater Alley, then into Theater Square. She'll keep leading you on a chase into the sewer entrance in Children's Park.




Your next challenge is a fight against Tanimura and Akiyama simultaneously. Both retain their abilities from their own chapters, and Tanimura's parries make him particularly troublesome. If you throw one, that can buy you a few seconds to knock the other one around a bit. There's also nothing out in the way of items or weapons, so bring whatever you think you'll need with you.

Talk to a homeless guy down the tunnel to receive a Manhole Opener, then go up the ladder to



Purgatory. Go into Kage's mansion on the other end of "town."

	Part 1: Akiyama	Part 2: Saejima	Part 3: Tanimura	Part 4: Kiryu	Finale: Requiem
	Chapter 1	Chapter 2	Chapter 3	Chapter 4	

Chapter 4: Chain of Betrayals

Fill up your inventory with healing items, and when you're ready to go, use the bathroom in West Park to reach the Kamurocho Hills. The random encounter rate on the street is hilariously high in this chapter, so you may want to stop at Kanrai before you go just to fill up on health.



In the first area, the guy you really have to watch out for is the fat bastard in the blue jacket. Once he starts swinging his sledgehammer, nothing can stop it. Stay near your entry point so the guy with the pistol in the distance doesn't decide to get involved, and use hit-and-run tactics to knock out the small fry. Drop kicks followed by pursuit moves work well to finish off the guy with the hammer, and afterwards, you can eliminate the gunman one on one. There's a Toughness ZZ on the west end of the lot.



In the lobby afterward, there's another Toughness ZZ on the floor near the door, and the guy to watch is the baton-wielder in the loud jacket. The mannequins in the windows only last for two hits, but do a startling amount of damage and swing in a wide arc.

At the base of the escalators, grab a Toughness Emperor from the far side of the room. The punch-happy fat guys who gave Tanimura such a hard time in 3-2 are back for more. Take them out, being careful to avoid letting the big guy go into his punch combo on you while you're distracted, and destroy the barricade at the base of the escalator.

In the storefront on the second floor, use the cheap mannequins to take out the small fry, then settle the score with the baton-wielder from a couple of fights ago. He's just as annoying now.



Take out the gunman at the end of the exterior balcony, then grab his pistol and take it with you into the clothing store on the third floor. Use the pistol to dispose of the shotgun-wielding thug's buddies, then take him out. His biggest move is an evasion roll that ends with him putting a shell into the back of your head, so weave in and around the display cases for cover, and don't mash your attack buttons. Just hit him twice, then roll away to avoid the counter.



Use the shotgun to deal with the two guys on the balcony, then destroy the barricade at the end of the hall. Take the Toughness Emperor in the elevator lobby, then dispose of the shotgun-wielder in the next pack of thugs before you do much of anything else. His shotgun trivializes the next two packs of yakuza, who file in out of the elevators the moment somebody in the last pack gets KOed; without it, he'll happily drop shells into you, because apparently friendly fire is turned off.

Take the elevator up when everyone else is taken care of. This floor is under construction, which means there are improvised weapons all over the place. You need to work your way east, using the office to the north to circumvent the barricades.

In the darkened room at the end of the floor, take out the pistol-wielding yakuza behind you first, then use crowd-control tactics to murder the rest of the people in the room. The key to the emergency exit is on the body of one of the yakuza you just KOed.



When you get outside, it's time for a showdown with the four mini-bosses you've faced so far: the guy with the sledgehammer, the shotgun-wielder, the annoying guy with the baton, and a particularly dangerous kickboxer who you probably just knocked out without trying in the darkened room. Go after the shotgun-wielder first, naturally, using the cone connectors in the corners of the room to keep multiple enemies at bay simultaneously. The kickboxer will probably be the last guy standing, and he fights a lot like the guy from the end of Tanimura's chapter.

When the last boss goes down, use the stairs to reach the roof.

At this point, all four protagonists are hanging out in New Serena. You can freely switch between them to pursue their substories, grind XP, explore the city, and generally prepare for the final showdown. Make sure each character is wearing protective gear, has a full supply of healing items, and is around level 13 if not higher. It's a good idea to go to the Theater Underground as each character at this point, invest in the Professor's machine, and beat each of the recorded boss encounters. This increases your HEAT meter and unlocks new abilities.



When you're ready to finish the main game, talk to Date. After another lengthy cutscene, you'll wind up on the roof of Millennium Tower, fighting four tough boss fights as each of the main characters.

The first bout is Akiyama vs. Arai. Arai gets very stable when he's in HEAT mode, and since Akiyama gets so much mileage out of knockdowns, your single best use of HEAT meter is comboing Arai against the nearby wall. This isn't a particularly tough fight, but it doesn't play to Akiyama's strengths.



Next up, it's Saejima vs. Kido. Early in the fight, you can knock a lot of health off with body slams, but Kido has a vicious habit of being in HEAT mode more often than not, and that makes him very difficult if not impossible to throw. Charging Tackles are probably your best use of meter, and when Kido's powered up, just stay away from him. When he loses HEAT, he staggers for a moment, leaving himself vulnerable. At low life and full HEAT—and just for fun, count the number of times in this fight Kido goes to full HEAT without actually doing anything to trigger it—Kido will try to stun you and cash in his HEAT for nearly a full bar of health.



Third on the card, we've got Kiryu vs. Daigo. Daigo begins the fight as a punching bag, but thanks to his quick knockdown punches and propensity for taunting you every time your back hits the floor, he's more or less permanently in HEAT mode throughout the last 80% of the fight. You can take a lot of health off of him quite cheaply if you shotgun Tauriners, keeping yourself at or near max HEAT even if you get floored, then tagging Daigo with the Essence of Reversing counter. Kiryu has a lot of options for getting back at somebody following a knockdown, and Daigo likes to knock you down, which neatly sets up those options.



Finally, and perhaps inexplicably, it's Tanimura vs. Munakata. More accurately, it's Tanimura vs. Munakata, who's got a pistol, and his small army of bodyguards, several of whom have knives. Parrying becomes difficult as it involves standing still, and standing still invites Munakata to double-tap you from across the helipad.

Tanimura's going to need more healing items than anyone else, and equipping him with a strong anti-gun defensive accessory (i.e. the SWAT Body Armor, which is found in the Underground Mall in locker C-5) is a very good idea. If you're having real trouble with this fight, go complete Saigo's training course as Akiyama, Master's dig in the sewers as Saejima, and Nair's cases as Tanimura. You can now obtain the three pieces of an armor set called "Sacred Tree" from Bob at Naomi's Palace on Tenkaichi Street, and if Tanimura wears all three, he becomes completely immune to bullets. This doesn't trivialize the encounter, but it removes its main complication.

Barring that, the best way to survive against Munakata's bodyguards is to abuse Arm Lock. Grab a bodyguard, then press the Circle button for a painful throw. While Tanimura's wrenching some bodyguard's chicken arms off their body, it has the useful side effects of providing an invulnerability window, rapidly building HEAT, and knocking down anyone who's caught in the guy's way. It can give you the edge you need and set up finishers, which you badly need here. Use repeated armlocks followed by finishers to eliminate the small fry while whittling down the more durable elite bodyguards.



Once his crew's taken care of, you can chase down and systematically beat Munakata like a pinata. This epic struggle—a young, trained martial artist vs. a scared old man who's too busy running away from you to shoot at you—ends the story mode of Yakuza 4.

Among other things, you receive a large cash payout for clearing the main game. You've also unlocked Premium Adventure mode, a plotless sandbox version of Yakuza 4. In Premium Adventure mode, Haruka is hanging out at New Serena, Hana's at Sky Finance, and you have the ability to toggle between day and night by taking a nap at New Serena. You can freely explore the city, look for locker keys, complete substories, play minigames, and so on.

Yakuza 4 Substories

Akiyama

Saejima

Tanimura

Kiryu

Amon

There are a total of sixty-two "substories" in Yakuza 4, with a sixty-third available once the others have all been cleared. These appear in your status screen under the menu of the same name, and are essentially side quests. You can ignore substories entirely if you so choose and still complete the main game, but completion of various substories unlocks minigames, provides bonus gear and experience, and provides hours of additional gameplay.

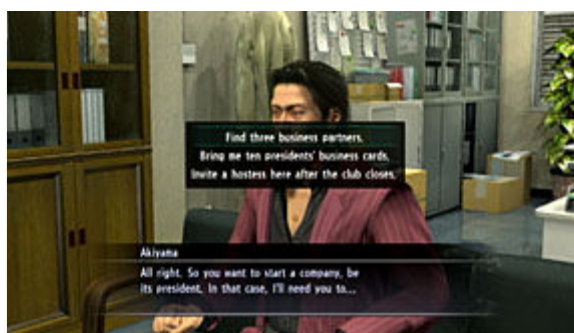
A couple of side missions kind of look like substories—particularly Kiryu and Tanimura's dealings with Akaishi and the Kamurocho volunteer squad—but don't actually count towards that total.

Layoff Already

You receive the call for this substory while you're on your way to meet Kido in 1-2. Return to Sky Finance at any point thereafter to meet Shiohara, a prospective customer. Give him all three of Akiyama's tests, one after another, until you get the option a fourth.

Afterward, go find Paradise Advertising on Shichifuku Street West. Its president is standing by the side of the street with a green arrow over his head. Speak with him, then go find Shiohara in Children's Park and defeat the Angry Ex-Employee.

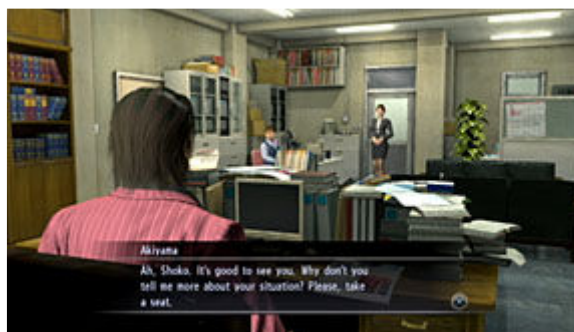
As a reward, you'll receive 5,000 XP and the *Memoirs of an Action Star*, an item that shows up in the Valuables tab of your inventory. It provides three weapon designs.



How to Spend Money

You'll probably run into this substory in 1-2, while you're heading to meet Kido. Shoko Muto is in an argument on Taihei Blvd West, north of Sky Finance, and needs somebody to lend her money. Talk to her after her argument concludes, and she'll meet you back at the office.

After you speak with Shoko, go to Adam, a host club in the hotel district, and Le Marche and Sushi Gin on Showa Street. You'll need to beat up a few loan sharks while you're at Adam, two of which are armed. Once you've seen Shoko at all three locations, meet her back at Sky Finance. You'll receive a Protective Amulet and 3,000 XP.



Art of Scouting



During the day, look for the Lame Scout outside the Club Elise on Taihei Blvd. You now have five minutes to get three girls' phone numbers, so speak to as many of them as possible. The timer is still running while dialogue boxes are open, so try not to talk to anyone else; it wastes time.

You'll probably have to beat up a couple of jealous boyfriends, but the key to finishing this in time is mostly just being thorough. Look for women with green arrows above their heads, and be flattering; compliment them on being attractive if the choice comes up. Complete the challenge in time to earn 5,000 XP.



Pimp My Otaku

Starting in 1-3, there's a guy named Taniguchi outside the Elise on Taihei Blvd. Talk to him, then go meet him later on south of the Millennium Tower. He's... not doing well.

Pick whatever option you prefer to dress him up differently, and advise him to listen to what the hostesses are saying. Taniguchi will reward you for your tutelage with Shiny Shine! Love Shine!, a magazine that provides you with two different designs for kali sticks.



Make It Big With FX

At the start of 1-4, you get an email on Akiyama's phone discussing a suspicious opportunity to invest in foreign currencies. The people hawking the scam are on Senryo Avenue, on the southwest edge of town. Tell the guy on the street you came by to hear the talk.

If you opt to sign the contract, you receive 2,000 XP. If you don't, you have to defeat Sagi, the company's president, and his band of thugs. This gives you a great opportunity to beat up a lot of people with very fragile office furniture, in addition to 2,000 XP and a 40,000 yen bribe to stay quiet.



Gourmet Reporter

At the intersection of Taihei Blvd. East and Pink St. near Elise, there's a guy with a stomachache lying in the middle of the street. Talk to him to help him out.

This is Ajikawa the food reporter, and he asks you to bring him information on the tastiest dishes in Kamurocho. Until then, he's warming a barstool at the Earth Angel in the Champion District, which may tell you something about him.

What this boils down to is a memory test on various dishes at Kanrai and Kyushu. At Kanrai, recommend the Grade A Sirloin and the Grade A Harami.



The next time you visit the bar, Ajikawa gives you 50,000 yen, and now wants information about Kyushu. They use tonkatsu stock and top their ramen with spicy roe; tell him as much. When you come back to the bar, he gives you 50,000 yen and a Diamond, and you receive 5,000 XP for completing the substory.

The Fate of the 30 Million Yen

After you've helped Shoko in "How to Spend Money," the Desperate Man appears in the New Serena Backlot. Approach him to begin the substory. After you agree to help him, go wander around the city for a couple of minutes until you receive his call. Return to Sky Finance to get a briefcase containing 30 million yen.

Go meet Nishihama at the lockers on Taihei Boulevard. Opt to follow him to West Park, then go talk to Miki's Friend at Children's Park north of Theater Square. From there, go to Le Marche on the south side of town. You'll see Miki, who runs off.

If you ask some of the passersby, you'll find out Miki went to Theater Square. Talk to the Angry Student in Theater Square to find out Miki went north. Speak to the taxi driver near the M Store, then head a bit further north to automatically enter the Red Brick Hotel. Beat the pudding out of Nishihama to receive a Gold Plate and 5,000 XP.



The Apprentice

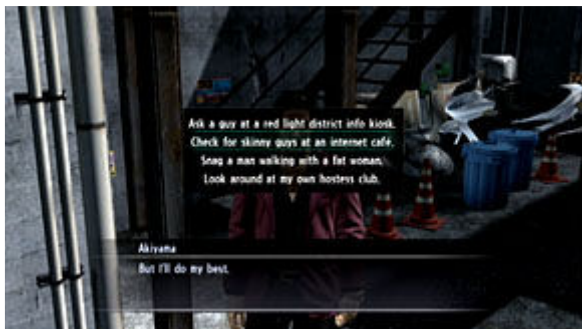
After you clear "Layoff Already," return to the street outside Sky Finance to find Shiobara. He wants to be Akiyama's "apprentice." Beat the snot out of the drunken guy who comes in shortly thereafter. You'll receive 5,000 XP.



Lonely Hana

Once you've completed "The Fate of the 30 Million Yen," go by Kanrai. Akiyama will buy Hana lunch. Bring it to her at Sky Finance for a cutscene.

Now you have to track down somebody who's into "rounder" women. Check all four of the options Akiyama comes up with—MEB, Theater Square, Elise, and the Club SEGA on Nakamichi Street—and speak to people in each location.



At the last place you look, you'll hear about a hostess scout who's looking for chubby girls from a Grumpy Owner. Go find him and bring him back to Hana for 5,000 XP.

The Apprentice: Part 2

Visit Theater Square after you complete "The Apprentice," and you'll meet Arima, one of Akiyama's competitors. After your meeting with him, return to Sky Finance for a scene with Shiobara.

Head to his office, which is across the street from the M Store, and kick Shiobara's teeth in.

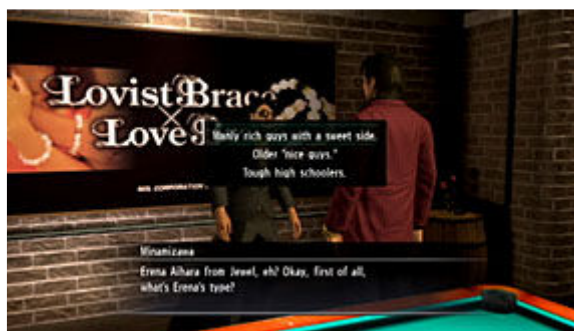


Akiyama vs. Hostess Clubs

Minamizawa the comedian and his long-suffering producer are in MEB on Shichifuku Street, and need somebody to help them explore the hostess scene in Kamurocho. That's apparently where you come in.

In order to be able to provide information to Minamizawa at all, you must visit each club at least twice; once to get a girl's card, and once to request that girl specifically. Some of the answers he wants only seem to pop up when somebody else is visiting the same club, so you may want to try visiting as another character. Minamizawa gives you 10,000 yen for every right answer you feed him, and 5,000 XP when you've given him all the information you can.

Visit the clubs Jewel and Shine a few times and get to know a few of the girls there. Noa likes ballet, chicken, and good drivers; Erena is from Kyoto, drinks Yamazaki 12-year-old whiskey, and is into manly rich guys; and Rio likes rose champagne, has a dog, and wants to be a pin-up model.



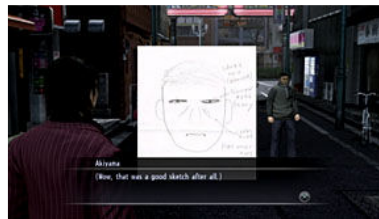
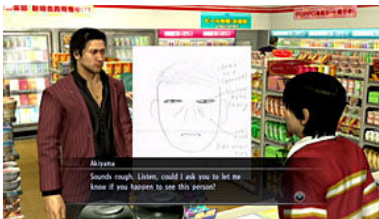
A Wife's Concern

After you've dealt with Shiobata during "The Apprentice: Part 2," Setsuko Arima shows up at Sky Finance the next time you stop by. When she leaves, run over to Elise, just in time to cave Arima's face in. Once you drop

him, this substory's done, and you earn 5,000 XP with relative ease.

Counterfeit Bills

You must complete "Lonely Hana" for this substory to begin. Return to Sky Finance to hear news of counterfeit money making the rounds, and to meet Hayashida.



Take the copies of Hana's sketch around to Sushi Gin, Poppo Nakamichi Street, Volcano, and the homeless "village" near West Park. Once you've visited all four locations, your homeless buddy will call you to alert you to the counterfeiter running around Pink Street. Go chase him down.



Rest until nightfall at New Serena, then take a taxi to the docks. Take out the group of yakuza there to do your civic duty and earn 5,000 XP.

Tricks of the Trade

After you deal with Shiobara's issues in "A Wife's Concern," you'll run into him at the south end of Tenkaichi Street, and Akiyama challenges him to a game.





For your end of it, trade the Cigarette to the Nicotine Yakuza across the street for Stomach Medicine. Give that to the Nervous Man near Smile Burger on Nakamichi Street for Concert Tickets, and give those to the Celeb Guy on southern Tenkaichi Street by the taxi stand in exchange for a Business Card. Swap the card to the Regretful Man in Theater Square for an Expensive-Looking Watch. You'll receive 10,000 XP... but unfortunately, you don't get to keep the watch.

Beware of Impostors

After you clear "Counterfeit Bills," go to southern Theater Avenue and look for a sharp-dressed, angry man. Speak with him, then go north to find another dissatisfied customer.



The fake Sky Finance office is in Park Alley near Kamiyama's weapons shop. Go on inside, and when the time comes, pummel the Masked Men. The rest is just a series of dialogue scenes, ending in your receiving a Super High-Voltage Battery and 5,000 XP.

Hostess Training

After you've successfully pimped your otaku, return to Elise. Miki's got problems, and you need to fix them. Talk to the employee outside to meet her in the back room.

Advise her to be more open on dates, and ask for her date's favorite dish. Further, create an at-home atmosphere, then take out your wallet like you're going to pay. You'll receive 5,000 XP.

The Homeless Men and the Cats

As you leave your hideout in 2-3, a few bums are trying to help a couple of kittens. Meow at them to get them to calm down, then go get them something to eat. You can buy Milk at someplace like the M Store on the north side of town.



The cats will reward you with the Tiger-Striped Cat Pendant and the White Cat Pendant, as well as a note. Go to the Theater Underground B2 and look for the room with the wooden floor, then explore the shining light on the wall above the desk.

The next clue takes you to floor B1, at the base of the escalators from the Kamuro Tunnel. Examine the gleaming red light on the wall to find a third note. Go back to B2 and look for the room with two picture frames high on the wall, then check the bookshelf. Beat up the two homeless guys, and you'll receive the Cat's Key and the Underground Mall B-3 locker key.

You can now name the cats whatever you want. Their new "owner" will take up a position right outside the Theater Underground hideout.



As a follow-up, when you get around to opening locker B-3, it contains 50,000 yen. Give it to the homeless guy for 5,000 XP and the Cat's Key... which you can turn around and pawn at Ebisu for 50,000 yen. The Cat's Key does not appear to have any other actual use.

Old Yakuza, New Tricks

Starting in 2-3, there are two yakuza arguing near the Children's Park, north of Theater Square. After speaking with them, talk to Katagiri in Tenkaichi Alley. Take out the punks who're pummeling him.





Go off and amuse yourself somehow for a while, then return to Tenkaichi Alley. In gratitude, you'll receive 2,000 XP and the Trials of the Ancient Fighter King, a book that teaches you how to make Hungry Wolf Gloves.

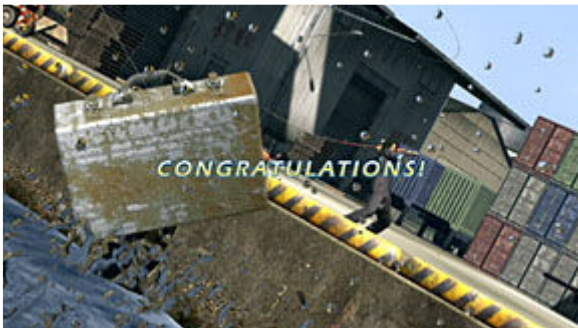
Brother and Sister 1

As you're traveling through the Underground Mall, you'll get your pocket picked by a boy. Pay 1,000 yen to one of the homeless guys at the end of the Mall to learn that Tadashi ran into the underground parking lot.

You'll find Tadashi on the northeastern side of the lot counting your money. Speak to him, and he'll take you to meet Tadokoro the debt collector. Commence the pummeling. After you've significantly reduced Tadokoro's payroll, Tadashi gives you a Chance Stone. You also earn 5,000 XP.

Nice Catch

If you try to take a taxi, you'll find that the docks are one of your potential destinations. Once there, speak to the fisherman by the water to receive the Fishing Champ magazine. You can also buy bait from him and use it to play the fishing minigame.



The third thing you catch will always be an Attache Case, which will inexplicably be very difficult to pull out of the water. Defeat the yakuza, then return the case to the jewelry store employee near the water. Your rewards are a Ruby and 5,000 XP.

Running Woman

Descend to the Theater Underground B3 to find a woman being menaced by a group of yakuza. Take out these five guys, then speak with the woman.

Having done so, there's now an ambush by a few more guys waiting for you at the subway entrance in Theater Square. A third group is in Pink Alley, as the club scout mentions in passing after the last fight.

After defeating those two groups of men, you can catch back up to the mysterious woman in the Millennium Tower Underground. Defeat a final group of Shady Men to receive Saori's gratitude, a Player's Piece, and 5,000 XP.



Reason for Revenge

After you've cleared "The Homeless Men and the Cats," going to the northern part of Theater Avenue results in an encounter with a trio of Kamarochi Men. Take them out, and on your next trip through the same area, Morimoto will bring more men with him for a rematch. Take him and his cronies out, then beat down his boss Iguchi.

As a reward for helping the homeless, you'll receive an Elegant Umbrella, an Iron Nail, a Banker's Piece, and 5,000 XP.

Ryogujo Bouncer

Once you've completed "Brother and Sister 1," Tadashi appears in the Theater Underground hideout. Visit him there, and one of Tadokaro's men will arrive with a job offer. Go meet Tadokaro on Park Boulevard, and he'll show you to Ryogujo.

After a short cutscene, you'll receive 300 free chips to gamble with if you like. When you get around to leaving Ryogujo via the elevator, you'll need to deal with a few street punks. They're slightly tougher than the normal variety, but beating them resolves the substory and earns you 5,000 XP.



Mother and Child

After completing "Running Woman," go into the Kamuro Tunnel behind the coin lockers to find Takeda. Agree to become Makiko's bodyguard, and when she runs off, go find her at the Shichifuku Parking Lot. Brutalize the trio of stalkers to receive 5,000 XP and a Diamond.



Speechless

Numai the politician shows up in front of Millennium Tower after you complete "Mother and Child." Offer to be his lookout.

During Numai's speech, talk to the two street punks over on the left by the Millennium Tower sign. Take them out for 5,000 XP.



25 Years

You must complete "Brother and Sister 2" for "25 Years" to become available. There also seems to be a strange glitch in effect where "25 Years" will not fire unless you switch characters at some point between finishing "Brother and Sister 2" and going to Shichifuku Street.



That said, go along the south side of Shichifuku Street to meet with Tadokoro's subordinate. You'll find your target, Motoyama, in the homeless tent city near the taxi stand in the Hotel District. Despite being homeless, he's kept up his training, and this can be a slightly challenging fight on the higher difficulties. Return to your hideout in the Theater Underground to receive 3,000 XP.

Bodyguard

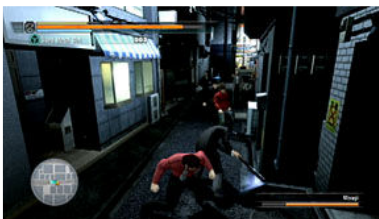
Tadokoro's subordinate is waiting for you outside the Theater Underground hideout after you complete "Ryugujo Bouncer." Go meet him behind Millennium Tower, then escort their "Client" across town. Don't let any of the hitmen you run into along the way do any damage to the Client.

The trick is that the hitmen are always focused on the Client and will generally try to ignore you. For Saejima, that can be a problem, as he's just slow enough that this can be a complication. Take out three hitmen to complete the substory and earn 5,000 XP.



Brother and Sister 2

After you complete "Ryugujo Bouncer," go back to your hideout for a cutscene.



Go back south to Nakamichi Alley and brutalize the punks outside the Orchid Palace Mahjong Parlor. You'll automatically proceed to the roof, where you'll be up against Hayase and about twelve guys, who come into the ring almost as quickly as you can take them out. Your rewards for finishing this job are 5,000 XP and an Eye of the Dragon.

Brother and Sister 3

After you clear "25 Years," go back to the Theater Underground hideout to meet Tadokoro there. He wants you to meet him at the Coliseum in Purgatory.



You'll be put up against three weapon-wielding opponents, which basically means you can't block. The first is Chef Chang, who's got a knife; the second is Headhunter Kariya, who's wielding a poleaxe; and the third is Ozawa, who comes in with a pistol. Just as with the last time you fought in the Coliseum, you cannot use items at any time.



After the bout, use the sewers to get back to Children's Park. Beat Tadokaro in a chase sequence, then punch his teeth down his neck. He has more health than you'd expect, but seems to have very low defense, and should drop in seconds. You receive 5,000 XP.

Brother and Sister 4



Finally, it's time to rescue Akiko. Go back to your hideout in the Theater Underground and talk with Tadashi. Go chase him to Theater Alley and commence to pummeling, at a rough guess, all the yakuza in Kamurocho. After you overcome three waves of goons, you'll receive 10,000 XP and a Seal of the Dragon.

Green Shadow

Talk to the two angry homeless guys by the escalators in the Kamuro Tunnel, then go downstairs and talk to two more, who are standing in the stairwell by your hideout. Try to enter the hideout and you'll see a new cutscene.



Go to Children's Park and talk to the Doubtful Assistant Director. Buy two Miso Paste Cucumbers at the M Store nearby, then leave one of them on the manhole in Children's Park. Saejima will conclude that he needs richer bait, so go to Sushi Gin on Showa Street and pay 750 yen for some Kappamaki.



Return to Children's Park and place the Kappamaki on the manhole to catch... well, something Kappa-esque. Chase him down to receive 5,000 XP and a Stun Gun.

Akiyama

Saejima

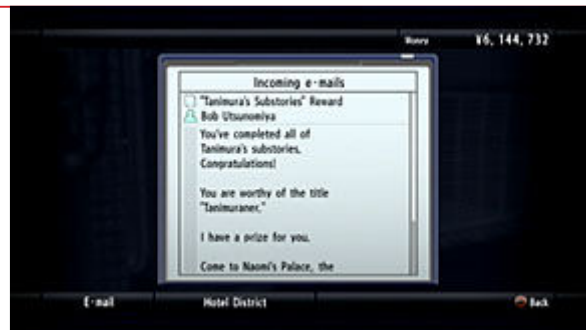
Tanimura

Kiryu

Amon

Gambler's Blues

As you're leaving Homeland in 3-1, Lee and his wife are arguing in the alley outside. Talk to them to learn about Ryugujo on Park Boulevard.



When you get there, three homeless men will hire you as a debt collector. Maria and her five foreign bodyguards are sitting outside Millennium Tower's front door in the garden; take out the bodyguards to collect what she owes. Kamei's just north of Shellac in the Champion District, and while he's got a lot of health, you can manhandle him pretty easily. Finally, chase down Akune in the Central Parking Lot; there are no obstacles to speak of, so you just need to stay on top of him to win.

Once you've chased down all three welschers, you receive two million yen... all of which immediately goes to Lee and his wife. A grateful Lee gives you Explosive Fishing!!!, a magazine that gives you the designs for the Squid Spear and Great Marlin, and 5,000 XP. More importantly, it unlocks access to Ryugujo for Tanimura.

Another Case

As you're leaving Little Asia at the start of 3-2, going anywhere near Homeland will trigger an event where you must rescue Zhao. He's at the far south end of Senryo Avenue, right where it turns left, arguing with a few crooks. Take out the four Shady Men.



Your next stop is a fortuneteller's shop near Stardust. Naomi's Palace is just a little further south along the street. Speak with Naomi, who directs you to Saki, who's the transvestite standing at the corner where Nakamichi Alley meets Pink Street. Chase Saki down, and he'll guide you to Nadine.

Take a taxicab to the docks and pummel the Shady Men standing around near the warehouse entrance. You'll automatically return to the city afterward and get 5,000 XP.

The Mixer

There are two guys outside Café Alps who need your help at a party. Agree to go with them to the mixer, then answer the questions like this:



- Ryota.
- I'll leave it up to Yusuke.
- Throw Yusuke a Lifeline
- Recommend Cocktails
- How about you take care of her, Yusuke?

In exchange for helping Yusuke hook up with his girl, you'll receive 50,000 yen and 3,000 XP.

Clues

After you clear "Another Case," you'll get a call over the police radio shortly thereafter about a homicide outside Mach Bowl. Go to the cops on the south side of the building and talk to them. Afterward, you'll get a call from Saki, who asks to meet you at Shellac in the Champion District.



Her tip is to meet a woman with ties to Bridge in Nakamichi Alley. Her office is behind the Club SEGA. Go inside and pummel four yakuza with their own office furniture, then return to Tenkaichi Street and talk to Naomi. Pay her 50,000 yen to learn that Yabe used to hang out at the Cuez Bar in the Underground Mall.

Go to the bar. Talking to the bartender will cue a dialogue sequence instead of a chance to buy liquor. Leave the bar and take out the three Shady Men who're screwing around with the nearby lockers. The bartender rewards you with an Eye of the Dragon, and you receive 5,000 XP for wrapping up the substory.



Burning Bridges



The next time you pass through the intersection in the center of Nakamichi Alley after completing "Clues," three Shady Men will jump you. Knock out the one with the pistol first, as usual, before dealing with the other two.



Go meet with Saki at Shellac, then stop by Naomi's Palace. Saki calls while you're there, and asks you to meet her on the roof of the Volcano. There, defeat four more Shady Guys, one of whom is carrying stun grenades.

Your next stop is on Suppon Street, which is a small dead-end avenue half a block north of the New Serena Backlot. There's been no reason whatsoever to go there until now. Head there to visit Urban Foods and pick a fight with Tsugawa. It's a decent fight with a bunch of bodyguards in a tight space, but abusing the Essence of Guillotine Heel can help cut them down quickly. After the fight, you'll return to Shellac and receive 5,000 XP.



Kamurocho Culture



On Shichifuku Street, after you complete "The Mixer," a bunch of yakuza are harrasing Smith. Defeat the yakuza, then agree to be Smith's guide. He wants to visit a shogi salon and a hot spring, and in exchange for your help, he'll tip you 50,000 yen. You also receive 5,000 XP.

Car Thieves

At the intersection of Theater Square and Shichifuku Street West, two guys in suits are complaining about car thieves. After you overhear that conversation, you can find two guys about to break into a funny-looking white car near Children's Park. Take them out, and a grateful businessman rewards you with a Red Jewel. You also get 2,000 XP.



The Witness

On the east side of Theater Avenue, you'll overhear a couple of bystanders talking about a scared guy in the Kamuro Theater tunnel. Go downstairs and speak with him to get the Artist's Likeness, which automatically puts you in Theater Square.

The guy you want has blond hair and is wearing a black suit, standing with another guy who has a weird logo on the back of his leather jacket. Talk to him to start a fight; he and one buddy have swords, and the third has a pistol. Dispose of them for 5,000 XP and a Blackjack Amulet.



A Dangerous Game

After you clear "Gambler's Blues," go to the casino in Ryugujo. Talk to the old man on the couch near the entrance and agree to play his unnamed game. It turns out to be Russian roulette.



After the cutscene, keep playing, and pull the trigger "with a fearless expression," and then "with a blank expression." You'll win a cool three million yen and earn 5,000 XP.

Tanimura vs. Hostess Clubs

As with Akiyama, Minamizawa needs a hand with the local club scene. He's outside MEB on Shichifuku Street, and as with Akiyama, you need to visit Jewel and Shine, then come back to Minamizawa at the Cuez Bar with solid intel on the ladies.

At Jewel, visit twice and request Chihiro on your second stop. Don't order hard liquor for her, mention her kabuki club at college, and remember that she wants to become an actress.



At Shine, visit twice and request Himeka on your second stop. She likes chicken and white champagne, somebody's harrasing her on her blog, and she's a fan of comedy.

Minamizawa rewards you with 10,000 yen for every correct answer you give him. Even if you totally screw this up, you get 5,000 XP at the end for resolving the substory.

Be My Boyfriend?



After you complete Gambler's Blues, go to Homeland in Little Asia to meet Fay. Agree to her admittedly bizarre request, then go to Shellac in the Champion District. Defeat Isawa, who's only a little more durable than your average street punk, in the street outside. A grateful Fay gives you a Cold Pack.

When you try to leave the Champion District afterward, Isawa shows up again with about 50% more health and a cheap pistol. Take him out again.



Finally, after Fay calls you, head to Purple Moon on Pink Street North and chase down Isawa. He's kind of a moron, but this is one of the more cluttered areas in the game for a chase sequence, so you'll need to be reasonably careful. Afterward, Fay gives you a Chunk of Wood (Sacred), and you earn 5,000 XP.

Successor



After you've completed "Burning Bridges," Naomi will call you. Stop by Naomi's Palace again, and Tanimura will uncork what may be the dumbest plan of all time: go to Pink Alley and wait for somebody to try and assassinate him.



Right on cue, it will abruptly become punch-out-a-bunch-of-assassins o'clock. Afterward, Naomi will call you, and Tanimura will automatically proceed to Millennium Tower. Dispatch Katsuura's bodyguards to begin one of the tougher chase sequences in the game; it's very easy to trip over so many obstacles and people early on that Katsuura winds up with an enormous lead.

You've just wrapped up one of Tanimura's father's last cases. Saki will reward you with a Seal of the Dragon, and you'll earn a sweet 10,000 XP.

Looking Down

After you've completed "The Witness," look for a woman in a white pantsuit near the big billboard in Theater Square. Speak to her after the short dialogue scene, and she will ask you to check on the rooftops nearby to see if she's being stalked.



Climb up to Kamurocho Rooftops West using the stairs by Volcano or the movie theater, and Tanimura will provide a running commentary about where he needs to go next. Go to the dead-end rooftop he points out, which begins a chase sequence against the Pervert.

For a chase scene vs. a guy who basically runs in a narrow circle, this is harder than you'd think. Trying to loop around on the Pervert while he's resting, which he'll do behind the fountain on the Volcano rooftop or Kamiyama's shack if you aren't visible at the time, doesn't seem to work; like every other chase sequence, the key is to cut corners and catch up to the guy, then tackle his spine in half.

For resolving the issue, you receive 5,000 XP and a copy of Shocking Spy Gear Exposed, a magazine that provides two new weapon designs.



Stolen Funds

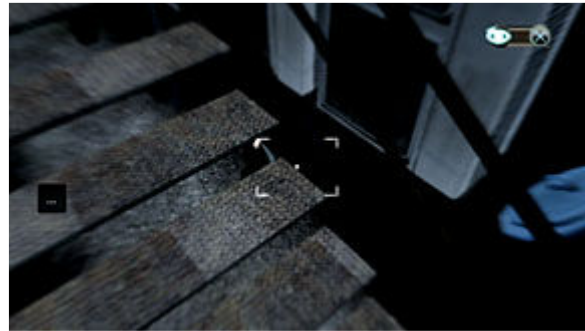
After you clear "Gambler's Blues," you should receive a phone call from Mei Hua the next time you're entering or leaving Little Asia. Return to Homeland, and you'll find Zhao's been mugged.

The thieves are in Tenkaichi Alley across from Public Park 3, the hole-in-the-wall playground across the street from New Serena. There are five of them, but they aren't armed or particularly dangerous. Take them out, and you'll get 5,000 XP and a Ruby.



Voiceless Cries

Speak to Zhao and Mei Hua right outside Homeland to begin this substory. It's basically a game of hide-and-seek in Little Asia. Nui is initially in the alley behind Homeland, but when you find him, he runs off and hides behind the Alley Vendor next to Homeland.



Tao is painting graffiti on the hallway outside Nair's hideout, and when found, goes and hides underneath the nearby staircase. He's difficult to spot, but there'll be "... " word balloons popping up when he's close by.

Finally, to find Mi-Youn, it's probably fastest to leave Little Asia entirely and circle around to the southern entrance. She's painting a wall across from the Alley Vendor here, and runs off to the east when spotted. Unlike the other two, she goes almost all the way across Little Asia, and hides on a balcony above Homeland's front door. You'll automatically go to West Park afterward to deliver a touching lesson and earn 5,000 XP.



Letter to Mei Hua

This substory has remarkably low priority. It can be picked up at pretty much any point after 3-3 or so, but if there's any other substory or event that involves somebody inside or just outside Homeland in Little Asia, it trumps "Letter to Mei Hua." Once everything else is out of the way, you can go find Zhao outside Homeland and begin the substory.

Begin with a brisk walk to West Park, then with Zhao's help, bludgeon some punks. Take a cab to the north side of the Hotel District, then go a bit west and maim the three yakuza who've just beaten up Zhao.



This leads directly to a brawl inside a nearby office building, and the top yakuza brass, Kubota, is one of the tougher "standard" enemies in the game. He can actually enter HEAT mode, where he mostly attacks with fast, vicious volleys of punches, and at that point, your best bet is to parry and counter as best you can. Rescuing Mei Hua is worth 5,000 XP.

Yuya's Way

As you're leaving New Serena in 4-2, two guys are arguing outside Stardust. Talk to them to reacquaint yourself with Yuya, then enter Stardust to talk to Kazuki.

There's now a woman talking on her cell phone across the street from Smile Burger. Listen to her conversation, then go find Shinya in the alley next to Watami. After you've beaten him viciously, you'll get 5,000 XP for sorting the situation out.



The Twist is Back in Style

Again, as you're leaving New Serena in 4-2, you'll get email from "twistedcurve," asking you to stop by the batting cages. Baba challenges you to a batting contest. Hit one of his ten pitches to complete the quest, earning a Chunk of Wood (Sacred) and 5,000 XP.



Kotaro Gets a Job



After completing "The Twist is Back in Style," swing by Bantam near the Millennium Tower to find Kotaro. Later on, you can find him arguing with some street punks on Shichifuku Street. Break up the fight.

A little while later, you'll receive an email from Kotaro. Stop by Sushi Gin, then find Kotaro at the southern end of Nakamichi Street. Dispatch the group of punks to wrap this substory up and earn 5,000 XP.



Return of the Fake Kiryu



After you finish "Yuya's Way," stop by Stardust again to learn there's a fake Kiryu slandering your good name on the Internet. Visit Club SEGA in Theater Square, Smile Burger, and finally find Fake Kiryu causing trouble on the east side of the Champion District. Beat him up to earn 5,000 XP and a Popularity Bracelet.

Color Gangs

Shiraki, the former gang member, is hanging out by Jewel on Shichifuku Street under the COFFEE BARRON sign. Talking to him makes Kiryu wonder if any other former gang members are still in Kamurocho, and you can find two more hanging out near the Pronto restaurant on the south side of town.

Unfortunately, the third "former" gang member you can find is still at it. Go to the alley behind Poppo Nakamichi Street and dispatch him and his new gang. Aota's got a lot of health and a stun gun, so using the bicycles to sweep the lot of them away is the best way to win. Once they're taken care of, you'll get 5,000 XP.

Curry Adventure

There's a delivery boy surrounded by irate construction workers on Park Boulevard, on the east side of the building that houses Ryugojo. Talk to him, and attempt to walk away twice in a row to get a request for help.



Go to one of the Matsuya stores, the closest of which is on Taihei, and talk to the clerk to get a bunch of takeout curry. Return to New Serena to heat it up, then bring it to the construction workers for 5,000 XP and a Staminan Spark.

Master vs. Apprentice

Go to Kyushu No. 1 Star, the ramen restaurant in Pink Alley, to start a substory. After Matsuyama storms out, talk to Ueda at the bar. Agree to help him find Matsuyama, then go looking for him. Interview local bystanders for clues, and you'll eventually find him in a parking lot northeast of Kyushu.



Once you've spoken to him, go find him again standing outside Kyushu. Take him on a culinary tour of Kamurocho, then finally opt to wander around town for a while. You'll get 5,000 XP, and can now order Black Tonkotsu Ramen by talking to Matsuyama in Kyushu.

Kiryu vs. Hostess Clubs

As with Akiyama and Tanimura, you can find Minamizawa making an idiot of himself outside MEB on Shichifuku Street. He still needs intel about local hostesses, and that's where you come in.



Kiryu can visit the Jewel and Shine hostess clubs and gain the acquaintance of Maya and Shizuka, respectively. Visit a couple of times to learn information about each hostess. Shizuka's an embalmer who likes vegetable sticks and offering to wash a guy's back, and Maya's a model who likes chocolate and who has a habit of being questioned by the police.

For bringing him solid information, Minamizawa will reward you with a total of 60,000 yen. You'll also get a gig writing your own column and 5,000 XP.

White Lie



After clearing "Master vs. Apprentice," go to Bantam and talk to the bartender. Chigusa will show up shortly thereafter. Agree to go with her, and eventually, you'll get to beat up a couple of rent collectors. After some more dialogue, Chigusa gets sorted out and you'll receive 5,000 XP and a pair of Platinum Engagement Rings.

Urban Hero



After finishing "Curry Adventure," go to Public Park 3 in Tenkaichi Alley to meet the Man in Tights. His path of spicy justice leads from here to Poppo on Nakamichi Street, all the way to the front of Millennium Tower. BE SPICY when given the option to be such, and get him some curry from the nearby Matsuya stand. In exchange for your generosity, he gives you Fitness Gear and 5,000 XP.

Becoming Family

Complete "Curry Adventure," and the next time you go there, you'll find Date's daughter Saya standing outside New Serena. After a brief conversation, you'll need to go find Minoru.



He's standing near Millennium Tower's entrance, and he's got problems. To help out Minoru, find the old lady's fountain pen and the little girl's mother. The latter is standing in the middle of Theater Square; the former was stolen by a thief who's currently in the Shichifuku Parking Lot. Maim the thief, reclaim the purse, and bring it back to the old lady and Minoru. You'll receive 5,000 XP.

A Doctor's Pledge

After finishing "Curry Adventure," go to the docks late at night to find a wounded guy over by the water. (He's sitting in the same place the



despondent jewelry clerk was during Saejima's "Nice Catch" substory.) Kiryu will take him to the Emoto Clinic.

Go get Tanimura from New Serena to interview the immigrant for you. The two of you will get to beat up a few Triad goons. You'll receive 5,000 XP.



If you go back to Kamurocho Hills via the West Park bathroom at night, the fence in front of the mall is now open again. G.B. Holmes is back, and he'd like a rematch with you. Oblige him, and you'll receive 5,000 XP and a Seal of the Dragon.

Akiyama

Saejima

Tanimura

Kiryu

Amon

Amon

After completing all 62 other substories, enter New Serena as Kiryu to get a letter. A car is now waiting for you in the underground parking lot. Grab a full load of weapons, healing items, and accessories, then go to meet the car as Kiryu.

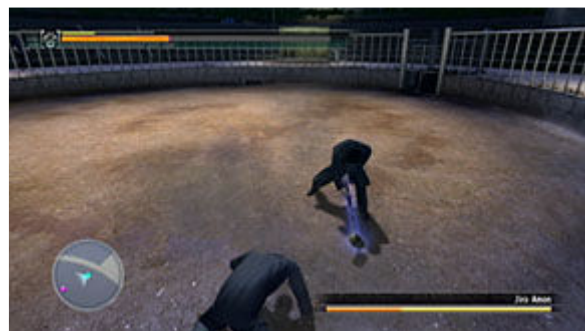
This is the fight you've been grinding for throughout most of the game, and doing it on any difficulty higher than Easy is just masochistic. If you're going after the Indomitable trophy, clear the main game first, then go after Amon in Premium Adventure mode and dial down the difficulty once you start having problems.



Akiyama's up first, fighting Kazuya Amon. He's ridiculously fast, and if you just go after him with your standard kicks, he'll dodge and encounter so easily that it may actually make you feel kind of bad as a person. At very low health, he goes into HEAT mode and becomes almost impossible to hit with standard attacks, which is a good time to shotgun Tauriner/Staminan drinks and catch him with HEAT actions against the arena wall.

Saejima is up next against Jido Amon, who's armed with a sledgehammer. This may be the most difficult fight in the game, as Jido's hits don't inflict less than about 15% damage, and once he reaches HEAT mode, he can actually combo you against the wall for pretty much your entire life bar. He also instantly counterattacks any attempt at a grab while he's in HEAT mode, which sends Saejima ragdollin' across the arena.

Fortunately, Jido doesn't stay in HEAT mode for very long periods of time, which lets you drop him on his head repeatedly as long as you pick your moment carefully. What makes things difficult is that Jido actually regenerates life while he's in HEAT mode, so this fight can last more or less forever unless you stay close to him... and if you stay close to him, he may just decide to cave your face in on a whim.



It is absolutely pointless to go into this fight with anything else than an absolutely maxed-out Saejima, carrying

nothing but Staminan Sparks, wearing the best armor you can dig up, and with every HEAT move and minor stat buff you can wring out of the game. Run the IFR-7 until your eyes bleed. The basic idea is to do whatever's necessary to string together as many HEAT moves in a row on Jido as you can, using items, training, and sheer practice to counter his ridiculous health regeneration.

By comparison, Tanimura's fight with Amon Sango is almost quaint. He's kind of like Nair with a machine gun.

Wear something like the SWAT Body Armor or the Sacred Tree set to protect against his weapons fire, then do your best to stay on top of him. Sacred Tree in particular utterly defangs him, as he can't do much to you until he reaches HEAT mode. At that point, he'll try to catch you with a very similar parry to the one Tanimura uses, so don't attack blindly; watch for it, wait it out, and counter his counter.

Finally, Kiryu gets to deal with Amon Jo, who's a one-man boss rush. Early in the fight, he uses explosive throwing knives, but once he hits HEAT status, he starts using the other Amons' weaponry. When he's got a hammer, he regenerates like Jido; when he has a gun, he'll fight like Sango did; and when he's bare-handed, he uses kick attacks like Kazuya did. He can also call in an airstrike on the arena, which can hit you for an immense amount of damage if you're standing inside its signal flare when it hits. Don't bother trying to attack Jo when he's in Jido "mode"; he's going to regenerate a bit and there's not much you can do about it. In a weird way, he's most vulnerable as Sango.

When Amon Jo drops, you receive the Amon Defeated trophy and the Divine Dragon Short Sword. You can also pick up Amon's Sunglasses later on at Naomi's Palace.

Yakuza 4 Locker Keys

Taihei Blvd.

Kamurocho Underground Mall

There are a total of 100 locker keys hidden throughout Kamurocho, and only in Kamurocho; there are none in the prison, at the docks, in West Park, or at the orphanage. You cannot miss any, as none appear outside of the city or in areas that you only visit once. These keys open the bus lockers found outside the Kamuro Theater and in the Underground Mall, and each locker contains a weapon, piece of armor, valuable item, or crafting material for you to use.

Before the finale, any locker key a character finds is solely the possession of that character. If you pick up, say, E-2 as Akiyama, the key is essentially gone until the finale, when the four characters pool their resources and inventories. After the finale, and during Premium Adventure mode, locker keys go into the shared inventory and can be used by anyone.

A locker key is often visible as a gleaming point of light within the game world, which makes them considerably easier to spot at night. They're often concealed by weird camera angles or hidden just above your usual field of vision, and many locker keys can only be picked up if you zoom in on them with the R3 button.



As early as chapter 1-2, you can get a Locker Key Radar from the Man Who Wants To Use Lockers on Taihei Boulevard, right outside the Kamuro Theater tunnel. Another one is available for sale at Ebisu Pawn for a frankly exorbitant price, and you'll receive a third as a reward for defeating the leader of the Kanto Gangsters as Kiryu (see the Emblem Collector trophy, below). With a Locker Key Radar equipped, you'll hear a loud pinging sound whenever you're within a few feet of a locker key, which speeds up as you get closer to the key itself. This is the only realistic way to find a couple of the better-hidden locker keys, but it's not an absolute necessity.

Locker keys do not appear in an area if that area is currently hosting an action sequence. For example, there are several keys hidden in the Theater Underground, but Akiyama cannot pick them up during 1-4 because he's too busy brutalizing yakuza.

If you open all one hundred lockers in Kamurocho, your currently active character receives an email from Bob, one of the clowns in Naomi's Palace. Stop by to receive the Beads of Good Fortune, an accessory that, when equipped, prevents you from getting into random encounters with yakuza on the street. You'll still get police scanner reports as Tanimura and run into the cops as Saejima, but at least you won't get mugged every block and a half.

Taihei Boulevard

These fifty keys can be found on the streets of Kamurocho, or inside various businesses. They unlock the lockers in the Kamuro Theater tunnel on Taihei Boulevard.



A-1	Tattered Scarf	At the southern intersection between Nakamichi St. and Nakamichi Alley, kind of across the street from the Café Alps.
A-2	Steel Mail	During the day, there's a guy on Pink Street who offers you a chance to "see the babes" for 3,000 yen. Take him up on it and he'll let you into Asia, where this key is lying on the floor of the lobby.
A-3	Spicy Knife	On top of a small file cabinet near the lockers themselves in the Kamuro Theater.
A-4	Demon Stone	In a potted plant in the corner of Beam.
A-5	Eye of the Dragon	On the floor in the second aisle of the Poppa convenience store on Showa Street.
B-1	Hyper Stun Gun	Zoom in on the left side of the sign over the tunnel containing the locker bank on Taihei Blvd.
B-2	Shape Memory Spring	Outside Marimba in the Champion District, in the corner of the alley. You'll probably find this in 1-4 when Akiyama has to go to the bar.
B-3	Pearl	On the floor of the Ebisu Pawn shop, on the left as you enter, behind the central display case.
B-4	Mystery Stone	On a ventilation duct outside the Kamiyama Weapon Shop.
B-5	Mystery Stone	In the alleyway behind Kotobuki Drugs, on a pipe above a couple of blue trash cans.
C-1	Ancient Steel	Right outside Kanrai on Shichifuku St. East.
C-2	Broken Radio	In the M Store, against the back wall by the cold case.
C-3	Blackjack Amulet	On a table against Bantam's back wall.
C-4	Tauriner Maximum	On Park Blvd, a little ways west from the taxi stop on the north side of the street.
C-5	Zero Jewel	On the floor in front of the counter inside Kotobuki Drugs.
D-1	1-1-1 Card	On top of a blue vending machine against the Shichifuku Street side of the Club SEGA in Theater Square.

D-2	Toughness Emperor	Inside an open bathroom right across the alleyway from Homeland's front door.
D-3	Silver Plate	If you're facing Homeland's door in Little Asia, turn left, then take the first left and go up the stairs. The key is on a catwalk up here, which puts it in a perfect position to set off the Locker Key Radar from inside half the important rooms in the neighborhood.
D-4	Physimagic Jersey	There's a row of parked bikes outside Don Quixote on Showa Street. This key's in the basket of the bike on the west end.
D-5	Charisma Ring	In an empty parking space on the east end of Taihei Blvd. East, on the south side of the street.
E-1	Piss Mountain Stone	In a tree outside Millennium Tower's left entrance.
E-2	Goddess of Children Amulet	In the middle of Tenkaichi Street, right outside New Serena. If you don't find this during Akiyama's part of the game, you may actually be blind.
E-3	Small Motor	On top of a light fixture in the corner of New Serena. In Premium Adventure mode, the fixture in question is directly behind Haruka.
E-4	Gravity Converter	Examine the pile of collapsed cardboard boxes behind the western entrance to the Underground Mall on Showa Street. The only way to know this key is here is to wander by with the Locker Key Radar equipped, as it does not appear to show up under any other circumstances.
E-5	Antique Chain Mail	In the dead tree in Children's Park.
F-1	Staminan Spark	From Chapter 1-4 onward, in the New Serena Backlot outside Sky Finance, on top of a building to the left of the vending machines. You need to zoom in on it in first-person view to see it; it's actually well overhead.
F-2 :	In the small playground in Tenkaichi Alley, underneath a park bench.	In the small playground in Tenkaichi Alley, underneath a park bench.
-3	Pearl	In the aisle between the tables in the Orchid Palace.
F-4	Comfy Soles	Go into Kyosho No. 1 Star and head towards the back wall, past the clerk at the counter. The key's on the floor in front of the back door.
F-5	Mystery Liquid	In a tree on Millennium Tower North.

G-1	Royal Joker Card	Inside the Nakamichi Street Club SEGA.
G-2	Even Goro's Beads	On southern Senryo Avenue, inside a lamp on the second floor of one of the nearby buildings. This is the same side street where you go to rescue Zhao during Tanimura's substory "Another Case."
G-3	Lopsider Cigarette	Among the parked bikes behind the Club Sega on Nakamichi Street.
G-4	Red Jewel	Right inside the Café Alps, near the front door.
G-5	High-Grade Platinum	On an awning in the northeastern corner of the Champion District.
H-1	Chunk of Wood (Maple)	On the north side of Shichifuku Street, inside MEB. You may not actually recognize this is a storefront at all at first, but there's a very common random encounter in this area that involves somebody, either you or a random gang member, getting thrown through its window.
H-2	Staminan Spark	On Suppon St. at the dead end to the west, south from Sky Finance.
H-3	Shoulder Pads	Right outside the Taihei Blvd. Matsuya store. If you're facing the door, it's to the left, on top of the posts above the parking lot's entrance.
H-4	Silver Plate	Underneath the giant billboard in Theater Square.
H-5	Lotus Clan Broadsword	In the alley directly behind Homeland in Little Asia, which means only Tanimura can get it. It's on a pipe well above street level.
I-1	Chunk of Wood (Ash)	Outside Kanrai, on top of the sign across the street that reads CENTURY.
I-2	Super Resin	Outside the Volcanic Volcano underneath a vending machine, on Theater Ave.
I-3	Modified Lighter	In the Kamuro Theater tunnel, on the ceiling above the vending machines over by the escalators. It's most readily visible if you descend the stairs from Theater Boulevard. This is the area where the sketch artist is hiding during Tanimura's substory "The Witness."
I-4	Charismatic Photo	On Shichifuku Street, on the south side of the block that contains the Yunosono Hot Springs and Kanrai. It's on top of a sign that reads COFFEE BARRON [sic].
I-5	Seal of the Dragon	Right outside the stairs down to the Kamuro Theater tunnel, north of Theater Square, at the top of a column. During the

		day, there's a guy in sunglasses standing directly underneath it.
J-1	1-2-3 Gum	In the middle of Pink Alley. Saejima practically trips over it during 2-4.
J-2	Large Blow-Up Doll	Next to the koi-koi dealer in the gambling hall in Ryugujo.
J-3	Broken Radio	In the Yoshida Batting Center's lobby, inside an air vent above the arcade machines.
J-4	Ruby	Inside Mach Bowl, just outside the women's restroom.
J-5	Trips Yokan	In the Hotel District, halfway up a telephone pole in front of the Hotel Volescica. It's south of the taxi stop.

Taihei Blvd.	Kamurocho Underground Mall
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Kamurocho Underground Mall

The Underground Mall is the small shopping district underneath Seiwa Street on the south edge of the city. The keys to these lockers are scattered throughout Kamurocho's rooftops, sewers, and tunnels.

A-1	Shape Memory Spring	At the east end of the Underground Mall, under the big ad for the tanning studio.
A-2	Super Resin	There are two separate sets of stairs that lead to the Kamurocho Rooftops East map from Pink Alley. Climb up to the rooftops using the southern stairs, and this key is right nearby, on an electrical box behind two air conditioners.
A-3	Tiger Skin Belt	At the north end of the Kamuro Theater tunnel, right at the base of the stairs. It's difficult to see.
A-4	Broken Radio	Broken Radio

On Kamurocho Rooftops East, in the southern part of that particular map. It's on a balcony with a few plants nearby, and if you can see a red billboard with a scooter on it, you're in the right neighborhood. If you've found E-5, A-4 is almost directly above it, and Akiyama gets the Essence of Loin Reaving Revelation in the same place.



A-5	Gambler's Amulet	In the Central Sewer, underneath the floodlight near EcoTaro. You can see the key's glow if you're looking at it from the side, but if you're standing directly over it, the safety rail is in exactly the right place to conceal the key completely.
B-1	Staminan Royale	In 2-4, on the Kamurocho Rooftops West map, near the Military Man.
B-2	Royal Joker Card	In parking spot 208 in the Central Parking Lot.
B-3	50,000 yen	Complete Saejima's substory "The Homeless Men and the Cats."
B-4	Magnetized Metal	In one of the bathrooms in the Central Parking Lot.
B-5	Bloody Cloth	At the base of the escalator leading down into the Theater Underground, on a ruined couch nearby.
C-1	Staminan Spark	Near space 102 in the Central Parking Lot.
C-2	Steel Shin Guards	At the base of the north-central stairs in the Underground Mall, directly across from the lockers themselves.
C-3	Pocket Tissues	Underneath the "Love Brace" billboard on the north end of the Kamurocho Rooftops West map.
C-4	Gravity Converter	Inside the empty toll booth at the dead end on the northwest corner of the Central Parking Lot.
C-5	SWAT Body Armor	Behind a staircase on the Kamurocho Rooftops West map, near the exit to the Volcano.
D-1	Ancient Steel	On Kamurocho Rooftops East, almost in the middle of the map. Akiyama's Essence of Loin Reaving Revelation can be found in the same general area; if you've gotten that, go up on that rooftop past the unconscious thug and look for this key on the ground nearby.
D-2	Ancient Steel	At the south end of the Central Sewer tunnel, where it connects with the Central Parking Lot, underwater and in the middle of the passageway. Saejima can pick this up during 2-3.
D-3	Southpaw Bracelet	On the rooftop garden above the Volcano, look into the fountain. The key is nearly impossible to spot during the day and only slightly more visible at night.
D-4	Piss Mountain Stone	Underneath the pool table in the Cuez Bar.

D-5	Pearl	North of the weapons dealer on Kamurocho Rooftops east, on the railing of a bridge near a billboard advertising DMM.com.
E-1	Bust Amulet	Right outside the door to the Kamuro Theater Underground hideout, underneath a pallet.
E-2	Lopsider Cigarette	On a red duct in the ceiling in the northeast corner of the Central Parking lot, near the pay gate.
E-3	Red Jewel	On top of a billboard for "NICO NICO DOUGA" on Kamurocho Rooftops West.
E-4	1-2-3 Gum	In the Central Sewer, on the maintenance walkway under the giant pipe. It's to EcoTaro's left.
E-5	Titanium Driver	On the Kamurocho Rooftops East map, on a ledge above a door you can't open. If you've found A-4, it's almost directly below it, and Akiyama gets the Essence of Loin Reaving Revelation in the same place.
F-1	Monogrammed Bag	On a water tower along the northwest side of the Kamurocho Rooftops West map.
F-2	Bloody Binding	In the Theater Underground, floor B2, in front of the steel shacks where Akiyama found Kakuda in 1-4. You obviously can't get it at that point, since the area's a combat zone in that chapter, but you can return and pick it back up as early as 2-3.
F-3	Blackjack Amulet	On Theater Underground B1, south from the hideout. Look for a blue tarp on the floor, then check on top of one of the nearby vending machines.
F-4	Get-Rich-Quick Card	Among a bunch of flower pots on the east side of the Kamurocho Rooftops East map.
F-5	Staminan Spark	On top of the scaffolding directly to your right if you climb to the Kamurocho Rooftops East map using the stairs near Kyushu.
G-1	Metal Bat	On the east side of the Underground Parking Lot, underneath a blue van parked against the wall.
G-2	Magnetized Metal	In the Central Sewer, near the exit to Millennium Tower Garden. Saejima's in the neighborhood during 2-3.
G-3	Small Motor	On the main drag in Purgatory behind a support column. It's visible right at the start of 2-4 as Saejima leaves the coliseum, and you can go back for it shortly thereafter.
G-4	Gold Plate	In the middle of the walkway in front of the Master. Saejima winds up here on his own during 2-3.

G-5	Mystery Liquid	On top of a blue neon sign almost directly underneath the long white bridge on the northwest part of the Kamurocho Rooftops West map.
H-1	Blue Fox	On Kamurocho Rooftops West above Sky Finance, where Akiyama meets Mack in 1-4.
H-2	Protective Amulet	At a dead end on Kamurocho Rooftops West, roughly in the middle of the map. It's behind the Vanquish billboard. If you've done Tanimura's sidestory "Looking Down," the key is on the ground on the same rooftop where he goes to spot the stalker.
H-3	Gauntlets	In the middle of the Central Parking Lot, north of the Showa Street entrance, lying on the floor.
H-4	Super Resilient Resin	Drop into the sewers via the manhole in Children's Park, either by using the Manhole Opener or by being Saejima, and look for a bunch of crates covered by a blue tarp. This key is wedged into a space between the ceiling and some pipes directly over those crates.
H-5	Titanium Core Ball	In the center of the electrical substation on Theater Underground B3, on top of one of the overhead lights in the center of the room.
I-1	Black Jewel	Take the stairs up to the Kamurocho Rooftops East map from Nakamichi Alley, and this key will be sitting invisibly on the ground to the left.
I-2	Magnetized Metal	Underneath the old rusty staircase just south of the weapons dealer on Kamurocho Rooftops East.
I-3	9-Iron	In the basketball hoop in the electrical substation on Theater Underground B3.
I-4	Small Motor	On Kamurocho Rooftops West, underneath a giant red billboard for Vanquish, whatever that is.
I-5	Chance Stone	Directly north of the Sky Finance building's rooftop on Kamurocho Rooftops West, there's a small dead-end rooftop. This key is hidden underneath the stairs.
J-1	Red Shark	In the Kamuro Theater tunnel, just down the hall from where you found Taihei A-3.
J-2	Gravity Converter	After you leave the Purgatory Underground in 2-4, you wind up in the North Sewer. Zoom in on one of the support struts underneath the first bridge you come to, and you'll find this locker key.
J-3	Super Resin	Inside an orange milk crate by the side of the hall in the Theater Underground B2, almost exactly in the center of the map.

J-4	Staminan Spark	At the top of the stairs from Nakamichi Alley to the Kamurocho Rooftops East map, on top of an air conditioner.
J-5	Diamond	Inside a smokestack next to the weapons dealer's trailer on Kamurocho Rooftops East.

Yakuza 4 Trophies

Main Game & Substories	Combat	Minigames	Exploration & Collection
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As with all PlayStation 3 games, completing all other Trophies in Yakuza 4 gets you a Platinum Trophy. Here, it is the... Platinum Trophy Trophy. Yeah. Awkward.

Story Part 1 Cleared	Bronze
Story Part 2 Cleared	Bronze
Story Part 3 Cleared	Bronze
Story Part 4 Cleared	Bronze
Thank You Complete the main scenario.	Gold
Indomitable	Silver

If you die or fail a given mission twice in a row, the game automatically gives you the option to temporarily downgrade its difficulty to Easy. If you manage to make it all the way through the main story mode without ever doing so, you receive the Indomitable trophy. This is one of two trophies in the entirety of the game that can be missed over the course of a single run through the main story mode.



History Buff	Bronze
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Watch all of the movies for the first three games under the Reminiscence menu.

Heir to the Legend

Gold

Clear the main game on Extra Hard mode, which is unlocked by clearing the game on Hard.



4 Sub-Stories

Bronze

20 Sub-Stories

Bronze

40 Sub-Stories

Bronze

Complete the set number of substories.

Amon Defeated

Gold

Complete all 62 substories to unlock "Amon," then clear it as well.

Emblem Collector

Bronze



While you're playing as Kiryu, visit Theater Square to save Akaishi from members of a youth gang. He'll explain that color-themed gangs are descending on Kamurocho en masse, and request your help in stopping them. From that point forward, Kiryu will be hip-deep in random encounters with teenage gangbangers, who are easy to beat and do not reward you with items or money for defeating them. You will rapidly approach a point where running into a few adult yakuza seems like a refreshing change of pace.

After you plow through a few groups of each gang, their leader appears somewhere on the map. After you beat their leader, you receive a cash payout from Akaishi and an XP bonus.

Once you've taken out a gang's leader, you can randomly encounter "survivors" of that gang on the streets of Kamurocho. Beat them, and they'll give you an emblem. Collect ten emblems to unlock the trophy.

■ Gang Leader Locations

Aqua Devils	Underground Parking Lot, northeast corner
Kamuro Phoenixes	West Park
Kanto Gangsters	Kamurocho Rooftops East, near the Nakamichi Alley entrance
Slumdogs	The alley behind Kotobuki Drugs
Black Nightmare	The empty lot in the south end of the Champion District
Purple Killers	Mach Bowl
The Dark Clan	The Underground Parking Lot, the lot in the Champion District, the rooftop over Sky Finance, and Theater Underground B3

If you defeat all seven gang leaders, you'll receive a Rage Bracelet.

Heir to the Ultimate

Silver

Clear all ten trials in the Ultimate Skill missions, which are unlocked when you complete the main game.

Master in Training

Bronze

Train one of Saejima's apprentices to the point where he can win the Rookie Tournament. This is mostly a question of managing his stat growth against his health, and putting in the time to make it happen.

Revelation Seeker

Bronze

Get three Revelations. You automatically receive one as Akiyama in 1-3, and can find eleven more by finding bizarre events on the streets of Kamurocho.



The presence of an event that can trigger a Revelation is often indicated by a bunch of guys standing around talking about something weird. If you see such a thing, talk to them for a hint as to what you need to photograph, sketch, or carve to unlock the Revelation.



You must then pass a QTE and select the right answer from a list of three in order to successfully learn the technique. If you fail at either, you can come back in a short period of time and try again. Note that the QTE will always be the same every time you try, so you can preemptively cover the button and learn the technique on your next time around.

■ Revelation Locations

Akiyama	
Essence of Comebacks ("Hmm. A counterattack when one's guard is broken?")	There are three guys laughing on Pink St. North. There's an alley behind them that's so small as to be practically invisible. Photograph the couple in that alley.
Essence of Loin Reaving ("Right in the jewels. I know that hurt.")	Go up to Kamurocho Rooftops East and look for a woman holding a thug at gunpoint around the southwest part of that particular map.
Saejima	
Essence of Smashing ("She kicked right through his guard.")	The same couple on Pink St. North that Akiyama learned Essence of Comebacks from.
Essence of Clotheslining ("He used the momentum to land a powerful blow.")	The guy harrassing the girl near the Poppo store on Nakamichi Street.
Essence of Super Heavy Weapons ("Something as heavy as that is sure to do some damage.")	Go to the docks via taxi at night.
Essence of Bell Ringing ("He slammed straight into the wall.")	The "assassin" parked in lot 104 in the Central Parking Lot.
Tanimura	
Essence of Ball and Chain ("Backwards between the legs, huh?")	The homeless guy at the vending machines outside the Hotel Volescia in the Hotel District.
Essence of Guillotine Heel ("He hit one toy to make the other fall.")	The couple playing UFO Catcher at the Club SEGA in Theater Square.
Essence of Skull-Crushing ("A powerful blow landed when he was off-guard.")	The girl chatting on her cell phone along eastern Park Boulevard.



To get either of his Revelations, Kiryu must meet Komaki at Ryugujo first; he's the only character who can take the elevator to the dojo. He receives an email to this effect in 4-3.

Kiryu	
Essence of Taunting ("A powerful hit after a taunt works well.")	Outside Poppo on Nakamichi Street, photograph the same couple that Saejima got Essence of Clotheslining from.
Essence of Merciless Throwing ("She didn't even let him fall.")	The same lady detective on Kamurocho Rooftops East that Akiyama learned the Essence of Loin Reaving from. She only appears in the morning.

Getting all twelve Revelations unlocks the Substitution Stone, which automatically revives you if you die with it in your inventory. Doing so consumes the Stone.

Star of the Coliseum

Bronze

As Saejima, keep winning fights in the Coliseum in Purgatory until you win this title. Kiryu can compete in the same bouts, but cannot earn the title, and as such cannot unlock this trophy.

Weapon Master

Bronze

Go to Kamiyama Works and create one of each type of weapon: bat/club, polearm, blade, gun, hammer, kali stick, knuckle, nunchaku, tonfa, and "other."

Main Game & Substories

Combat

Minigames

Exploration & Collection

After-Work Hookup

Bronze

Go to a hostess club and raise a girl's Heart meter to eight or higher. Wearing items like the Popularity Bracelet and Charisma Ring help with this. When her Heart meter's high enough, she will eventually call you to ask you out on a date.

The easiest girl to get to this point seems to be Maya, as Kiryu can accumulate hearts with her without even really trying. Erena might be the hardest, as she's a very expensive date; the champagne she likes goes for 100,000 yen a bottle, and she seems to be rather particular about her conversation options.



Boiled Turkey

Bronze

Get three strikes in a row while bowling.

Captain Two-fer

Bronze

Knock down two panels at once at the batting center.

Casino Rookie

Bronze

Play blackjack, poker, roulette, and baccarat once each. You can do so at Ryugujo or Purgatory, or a combination of both.

Fashionista

Bronze

You get a call from the manager at Elise during 1-4 asking for help at the club. This is the cue to go play Akiyama's unique minigame Hostess Maker, which involves training hostesses at Club Elise.

The goal is to get each girl to the #1 spot, much as with Lily in Chapter 1. You can recruit Hiyori from in front of Millennium Tower, Nanami from the Cuez Bar, and Kyoko from Bantam.

You unlock Fashionista by purchasing all twenty-three different outfits while playing Hostess Maker. For an outfit to count towards the trophy, you must buy the outfits from the Hostess Maker Dress-Up menu, rather than from any other store in Kamurocho, and you must do so at some point before you successfully train all three hostesses up to the #1 spot. In the latter event, the game considers you to have won Hostess Maker, and the minigame becomes unavailable. This makes Fashionista one of the two trophies in the game that can be missed over the course of a run.

Relatedly, training all three hostesses to #1 completes the optional No. 1 Hostess Maker challenge. The reward is the Dragon-Embroidered Shirt, which increases the random encounter rate while you wear it.

First Carom

Bronze

Play Four-Ball pool in the Cuez Bar and score the first point.

Hat Trick

Bronze

Get three bullseyes in a single round while playing darts in Bantam.

The Human Jukebox

Bronze

Visit Karaokekan on Senryo Avenue as Akiyama, Tanimura, and Kiryu, and sing all of the available songs. Your performance is irrelevant; you simply have to have tried each song once to earn the trophy. You must use all three characters in order to have access to all eleven songs.

The Joy of Gifting

Bronze

Bring a hostess a present from Milestone or Don Quixote. If she's wearing it the next time you see her, you get this trophy.

Mr. Outdoors

Bronze

Go golfing five times, by taking a taxi to the golf course during the day, and go fishing at the docks five times.

Novice Gambler

Bronze

Go to the gambling hall in Ryugujo and play cee-lo, cho-han, koi-koi, and oichu-kabu at least once.

Seven Pairs

Bronze

Collect two of each different tile pattern in mahjong. This is more or less down to luck.

Shogi Promotion

Bronze

Play shogi at Shoten on Senryo Avenue and achieve a promotion. This is done by moving one

of your pieces into the last three rows on the other side of the board.

Table Tennis Pro

Bronze

Build up your HEAT by successfully returning the ball, then Smash it once your meter's full. Do so three times in one match to earn the trophy.

VIP Member

Bronze

Visit the massage parlor five times.

Way of the Pachinko King

Bronze

Obtain the trophy prize while playing pachinko at the Volcano. This is done by accumulating a total of 3000 balls, which is mostly a matter of luck. Wear the Lucky Bracelet to help your chances.

Welcome to SEGA

Bronze

Go to either Club SEGA location in Kamurocho and play UFO Catcher and Boxcelios 2. Playing Boxcelios 2 three times as Akiyama unlocks Boxcelios; give it a try to earn this trophy.

Main Game & Substories

Combat

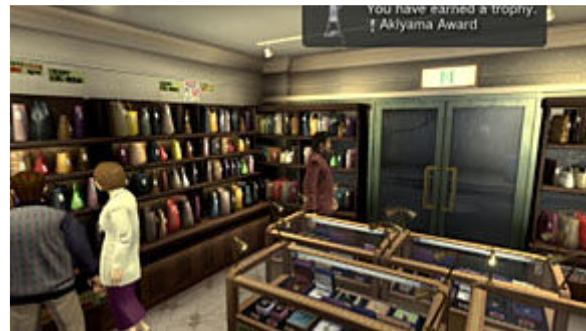
Minigames

Exploration & Collection

Akiyama Award

Silver

Earn a total of 1,000,000 yen while playing as Akiyama. You can do this by gambling, winning fights, or completing substories, but the easiest way to unlock the trophy is to let Akiyama be the one who goes to sell things at Ebisu Pawn. Gold, Silver, and Platinum Plates, Rubies, Diamonds, and Spicy Knives from the Coliseum vendor all sell for a decent amount.



Business Card Hunter

Bronze

Visit the three hostess clubs in Kamurocho and receive business cards from nine of the hostesses.

- As Akiyama, get business cards from Erena and Noa at Jewel, and Rio at Shine.
- As Tanimura, get business cards from Chihiro at Jewel, Himeka at Shine, and Nanami at Elise.
- As Kiryu, get business cards from Maya and Shizuka at Shine, and Hiyori and Kyoko at Elise.

To get Nanami, Hiyori, and Kyoko's business cards, you must train them to the #1 spot by playing Hostess Maker as Akiyama.

Gourmet of Kamurocho

Bronze

Eat at least once at every bar and restaurant in the game. You must eat in the restaurant itself; take-out doesn't count. This includes the Rations Vendor in the Central Sewer, downstairs from EcoTaro. Other

than him, all the other restaurants are visible on your map.

Heir to the Powerful

Silver

Get all four main characters to level 20. A single clear of the game on Normal mode with minimal exploration and substories should get you to around level 13 on each character, and starting a Premium New Game carries your levels and money over. It doesn't seem to be possible to get level 20 on a single playthrough unless you spend a lot of time beating up random yakuza in Premium Adventure mode.

Kamurocho Iron Man

Bronze

Cover at least a hundred kilometers on foot. You can keep track of this using the Stats option on your hideout menu.



Kamurocho Stampede King

Bronze

Run into and knock over one hundred people on the street. You cannot knock women over at any time, and anyone who sees you coming will usually duck out of the way. Your best bet is to find large crowds of people who are heading away from you, then run at them from behind at top speed.

Kamurocho Tree Hugger

Bronze

Pick up twenty pieces of Garbage.

Kiryu Award

Silver

While playing as Kiryu, break at least one hundred weapons over the course of the game. This includes signposts, bicycles, the construction equipment during chapter 4-4, and fallen enemies' weaponry.

Memo Master

Bronze

Collect all of the Memos in the game. These are found by speaking to people in Kamurocho with blue arrows over their heads, and each Memo usually comes with a 500 XP bonus.



■ Memo Locations

System	
Memos	Automatically unlocked.
Save Points	Use a Save Point, like the phone booth in Theater Square.
Action Icons	A guy standing outside the Taihei Boulevard Matsuya store.
Recovering Health	A woman standing outside Earth Angel in the Champion District.
Switching Main Characters	During the Finale, talk to Date in New Serena.
Main Characters' Possessions	Talk to Akiyama in New Serena during the Finale.
Using the L3 and R3 Buttons	A guy on Showa Street.
Pause Menu	
Maps	Talk to the Man With No Sense of Direction on the Kamurocho Rooftops West. He's easy to spot but a little difficult to reach.
E-mail	Talk to the Cheerful High School Girl in Theater Square.
Using Items	Talk to the Big-Pocketed Man in Theater Square.
Equippable Items (1/2)	A guy on Shichifuku Street.
Equippable Items (2/2)	The Man Looking For A Hostess Club on Pink Street.
Valuables	One of the homeless guys by West Park.
Combat	
Akiyama's Fighting Style	You get this in 1-1 automatically.

Saejima's Fighting Style	You get this in 2-1 automatically.
Tanimura's Fighting Style	You get this in 3-1 automatically.
Kiryu's Fighting Style	you get this in 4-1 automatically.
HEAT Actions	One of the homeless guys by West Park.
Kicking Objects	Once Saejima reaches Kamurocho in 2-3, talk to a guy on Nakamichi Street.
Destructible Objects	You'll receive this Memo automatically when you reach the electrical substation in the Theater Underground as Akiyama in 1-4.
Chase Battles	
Chase Battles (Fleeing)	Received automatically in 1-3.
Chase Battles (Pursuing)	Received automatically in 1-3.
Other Chase Battle Techniques	Received automatically in 1-3.
Exp Points and Leveling Up	
Soul Points	Talk to the Soul Man in the Millennium Tower Underground.
Revelations	Mack gives this one to Akiyama in 1-3.
Daijiro Saigo's Training—Akiyama	You receive this automatically in 1-3 when you meet Saigo.
Master's Helper—Saejima	Saejima gets this automatically in 2-3.
Supporting Detective Nair	Received when you meet Nair in 3-2.
Developing HEAT Actions	You receive this Memo the first time you level up one of your HEAT Actions. This will probably be Akiyama's Essence of Finishing at some point during Chapter 1.

Adventure	
First Person Mode	There's a homeless guy in the North Sewer under Children's Park who'll give this to you.
Akiyama's Friends	The Friendly Homeless Man by West Park will give this to you.
Manholes	Meet Kage the Florist in 2-4.
Lockers (1/2)	Talk to the Man Who Wants To Use Lockers on Taihei Boulevard.
Lockers (2/2)	Listen to the conversation going on near the lockers in the Underground Mall.
Substories	Speak with Aoki in Shellac.
"Complete" and "Incomplete"	The Man Fresh Out Of A Relationship by Millennium Tower.
Effects of Getting Drunk	A drunk woman in Bantam is only too happy to tell you about this.
Special Editions of Magazines	A generic Man in Theater Square.
Kamurocho	
Rooftops	The Man Staring At The Sky on Taihei Boulevard West.
Underground	A homeless guy on Showa Street.
Works Kamiyama	There's a guy in Theater Square who'll gives you this one.
NPCs Who Speak Foreign Languages	Foreigner Studying Japanese
Little Asia's Adopted Son—Tanimura	Find the Foreigner Teaching English during 3-1 outside the Shichifuku Parking Lot.
Taxis	The Tired Businessman at the taxi stop in the Hotel District.
Naomi's Palace	Woman at a Crossroads outside Naomi's Palace.

MEB	Talk to the clerk in MEB on Shichifuku Street.
The Coliseum	Talk to the guy behind the counter at the Coliseum in Purgatory as Kiryu or Saejima.
Fighter Maker	If you agree to help Sodachi in 2-4, you get this Memo.
IF7-R	Talk to Sukegawa on Theater Underground B-1.
Street Fights	
How to Avoid Street Fights	Talk to Akaishi in Theater Square twice.
Getting Help From People—Akiyama	As Akiyama, talk to a customer in Kyushu.
Police Patrols—Saejima	You get this automatically in 2-3.
Police Scanner—Tanimura	You get this automatically in 3-1.
Gang Encounters—Kiryu	At some point after 4-3, visit Theater Square as Kiryu and save Akaishi from some street punks.
Network	
Getting Connected	Talk to Naomi repeatedly at Naomi's Palace.
Bonus Games	
Online Rankings	Speak with the girl by the arcade machines at the Club SEGA in Theater Square.

Saejima Award

Silver

Buy five handguns while playing as Saejima. He can purchase the Double Action Revolver from the weapons dealer on Kamurocho Rooftops East for 230,000 yen, or a 9mm Automatic Pistol for 120,000 yen. It's entirely possible and even wise to save the game, buy the guns, then reload your last save once you have the trophy.

Tanimura Award

Silver

Win a total of 10,000 points in the casino while playing as Tanimura.



Walking Bank

Bronze

Accumulate 10,000,000 yen total. You get 2,000,000 yen for clearing the game on Normal difficulty, and 3,000,000 for completing Tanimura's substory "A Dangerous Game." The extra five million can be acquired through gambling, or you can carry over your current money to a Premium New Game.

Way of the Key Master

Bronze

Open five of the lockers in Kamuro Station or the Underground Mall.