I'm not a robot



Yakuza kiwami majima everywhere guide

Majima Everywhere System: A Challenge to Overcome #### Getting Familiar with Majima At the start of Chapter 2, you'll encounter Majima and be challenged to a fight, which you will unfortunately lose. However, this sets him on a mission to restore Kiryu's fighting prowess ten years ago, making Majima a constant presence throughout the game. #### The Majima Rank System Your ranking with Majima starts at G and can reach up to SSS by the end of the game. The only way to improve your rank is by filling the accompanying gauge through encounters with Majima in combat or other scenarios. As you fill the gauge, a phone call from Nishida will trigger a "Rank Up" event, allowing you to increase your rank and reset the gauge. #### Progression and Limitations You won't be able to reach the maximum rank immediately, as there are specific story chapters that halt your progress. These cutoff points include Chapter 2-4, Chapter 4-8, Chapter 8-10, after which you can fill the entire gauge up to SSS. #### Majima's Behavior and the Majima Sensor Majima will appear in a specific location every time you load Kamurocho, usually within a certain radius of your last exit. He may be concealed or patrolling the streets. Once you complete Rank E, you'll gain access to the "Majima Sensor", which helps you locate him, even when he's not in Heat Mode. #### Additional Information There might be instances during the story where Majima is unavailable due to certain events, but these are rare and usually only occur after completing a specific story beat. When Majima's sensor is active, two notifications become available: a loud "Kiryu-chan!" alert and a purple arrow on the map showing his location if he's patrolling. These alerts make it easier to track down Majima and determine whether he's hiding. Majima can be in four different states: 1. **Patrolling**: Majima roams the town, searching for Kiryu. He glows with an aura indicating his fighting style and may wear a specific outfit. If spotted, Majima will sound an alarm and rush towards Kiryu. 2. **Suddenly Majima**: Majima hides in a location, and when Kiryu reaches it, he'll be attacked from behind. 3. **Don't Forget Majima**: Majima inserts himself into an ongoing fight by making his presence known through specific thugs on the streets. 4. **Hidden Majima**: Investigate shaking objects like car trunks or traffic cones to find Majima inside (available at Rank E or above). These states are randomly generated each time a player enters or exits a building or engages in combat. To encounter something specific, such as Hidden Majima while he's patrolling, players can enter and exit buildings to "reload" the environment. Additionally, there are two non-randomized Majima encounters: 1. **Everyday Majima**: Enter a store for a conversation with Majima and subsequent fight. 2. **Playtime Majima**: Participate in specific minigames, which may trigger a fight or challenge from Majima. All these interactions are recorded in the Play Log under the Completion List, offering rewards such as Completion Points and Trophies. To advance your Majima Rank, fill the Majima Everywhere Gauge and receive a phone call from Nishida. Follow the green marker on your map to find Majima for a challenge. Once you've met with him, complete the mission, which typically involves a fight. Upon winning, you'll progress in rank. Some challenges have specific requirements or restrictions. For example: - Rank G-F: Meet Majima at Millennium Tower, bring a weapon. - F-E: Find Majima near Smile Burger's crossroads. - E-D: Enter Asia bar on Pink St. - D-C: Fight Zombie Majima on Senryo Ave. - C-B: Play the Batting Center minigame at the Batting Center. - B-A: Meet Everyone's Idol Goro at Debolah. - A-S: Engage in a taxi ride to face Mad Dog Majima. - S-SS: Face another Mad Dog Majima at West Park. Settle the score with Majima at the Batting Center after unlocking 47 out of 48 abilities. He'll call you to settle the score. To win, use Tiger Drop strategically throughout the fight. Majima has four styles: Thug, Slugger, Breaker, and Mad Dog. Each style has its own characteristics and weaknesses. Thug Style is swift and precise, focusing on quick combos and retreating attacks. Counter with Brawler to break through his patterns. Slugger Style is slow but strong, using a bat for wide sweeping attacks. This style can be challenging to fight against; use Rush to dance around his moves and be patient. Breaker Style is considered Majima's "speed" style, focusing on crowd control rather than speed. Use Rush or Brawler to counter, and know when to get out of the way. Mad Dog of Shimano Style is wild and damaging, using a dagger for blade strikes and flips. Keep awake to avoid his attacks, especially without a weapon. After getting Tiger Drop, use it as your primary attack in most situations. Breaker and Mad Dog are easy targets due to their brief startup times. Thug is more challenging due to its quick strikes, while Slugger's timing and sweeping attacks make it the most difficult. That's how the different email events work in the game, and what each of them does. These are emails that Nishida sends you via your cell phone, containing hints about certain activities or locations to visit. You can complete these at any time while Majima is active, but there's no need to finish all of them - some have specific orders. These emails don't block access to other types of Majima encounters, so feel free to leave them for later. Here are the details: Branch F - "Please help!" - Go to Shine hostess club and spend time there, earning you the Goromi event. Branch E - "I think it's a riddle?" - Engage Majima in bowling at Mach Bowl. Branch D - "Looking for the boss" - Face Majima in your first race at Pocket Circuit Stadium. Branch C - "Did you know, sir?" - Talk to Professor at Nakamichi Club SEGA and prepare for your first MesuKing battle. Branch B - "A photo from the boss" - Return to Pocket Circuit Stadium after completing the first two races to face Majima again. Branch A - "Please be careful!" - Engage in a "Don't Forget Majima" event at Taihei Blvd. Akaushimaru, requiring you to lower your Heat and Sensor. Branch S - "Watch out, Kiryu-san!" - Participate in the second MesuKing battle at Nakamichi Club SEGA. Branch SS - "Check this out" - Select either tournament in Breakout GP or Maximum GP to unlock Hannya-Man appearances. Majima's events occur at various ranks, with some requiring specific locations and setups: Everyone's Idol Goro appears at Rank A in a flashy silver outfit, while others like Shuffling Around and Won't appear until Rank C. These are not regular patrolling setups but rather unique events. There are several types of Majima events, including: - **A Crack of the Bat**: Majima hangs out in West Park's shanty town, just right of the main toilet entrance, preparing his bat. - **Majima Trash**: Majima can be found speaking to someone in Park Alley, with this event possibly appearing late in the game or at high ranking. - **Suddenly Majima** events require entering and leaving a nearby building near specified locations after receiving an alert. These include: - Majima from Above: Hops down from a location above in various areas like Outside Beam on Pink Street. - Majima from Below: Pops out of a manhole cover, not to be confused with Hidden Majima events. - Majima from the Side: Pops out from around a corner at locations like Southeast of the Nakamichi Club SEGA. - Majima from Behind: Sneaks up behind you in areas such as Walking along Senryo Ave. near the Champion District. - Majima from Inside: Pops out of a trash can, located in spots like The blue trash bin just outside of Pronto. - **Don't Forget Majima** events require bumping into special punk enemies at specified locations, which will then engage you in battle after some time. These fights are unique because the enemies will talk to you before starting. - **Bare-handed Brawl - Thug Style fight**: Fights occur in areas like In front of the Tenkaichi Poppo and North of the Todo Building on Shichifuku St. - **Swing, Batter Batter - Slugger Style fight**: Found in spots such as Southwest of the southern entrance to the Champion District and In front of Children's Park. - **Dance Majima, Dance - Breaker Style fight**: Happens at locations like At the east end of Shichifuku St. and Southeast of Theater Square in front of the theater itself. - **Remember Majima - Mad Dog Style fight**: Takes place Just outside Millennium Tower or after entering and exiting Taihei Akaushimaru. - **Hidden Majima** occurs at Rank E, where you'll approach a rattling object to possibly find Majima inside. This can sometimes result in an item instead of a fight. Majima is a feature in the game where you can interact with him at various locations, leading to different events and minigames. Majima can be found at several locations throughout the city, including: * The Smile Burger * Poppo on Tenkaichi * M Store * Bantam He will also appear during certain activities such as: * Playing darts or pool with Vincent * Participating in minigames like Bullseye Majima or Turkey Majima * Challenging players at the Batting Center or Shoten Majima's first challenge at Pocket Circuit is Vicious Dog of the Circuit, which requires you to wait for Majima to appear in the Stadium before challenging you again. Completing the Pocket Circuit substory before tackling this challenge is recommended. Mad Dog of the Circuit is the B Rank e-mail and Majima's final Pocket Circuit challenge. To defeat Hannya-Man, reach Rank SS and engage in a Coliseum fight. It's best to select the bout and exit if Hannya-Man isn't shown as your first opponent to save time. Majima can appear anywhere at any time, so always carry plenty of health items. The Majima Sensor unlocks at Rank E, allowing you to hear his voice and see an indicator on the map when he's nearby. There are two types of Majima: Thug Majima and Slugger Majima. Thug Majima uses moves similar to Kiryu's Brawler Style fighting and can be easily taken down using Brawler. Slugger Majima requires different strategies, which will be outlined in a separate section. Majima Everywhere is a Rank Up system in Yakuza Kiwami where players fight Majima in various locations throughout Kamurocho. There are several types of Majima encounters with different fighting styles and strategies. To complete the Completion List option, highlight the "Majima Everywhere" gauge in the menu. The objective is to fill this gauge by fighting Majima and unlocking further Dragon Style moves. However, the mode has a few limitations, as Majima will stop fighting after certain points in the story. There are several ranks to unlock, starting with Rank F, where players must fight Majima at Millennium Tower. For Rank E, players need to visit Smile Burger and examine a traffic cone that holds Majima's attention. In Rank D, players face Zombie Majima, and beating him unlocks Rank C. In Rank C, a sequence of fighting Zombie Majima is interrupted by running and fighting henchmen. Once the Rank C meter is filled, players can proceed further in the side quest until Chapter 7. Additionally, Majima will occasionally appear unexpectedly on the streets to attack players. These encounters are unpredictable but can be avoided using the Majima Sensor. Majima Everywhere is an added feature available in Yakuza Kiwami where Goro Majima attacks Kazuma Kiryu in various ways, making Kiryu stronger in the process. This feature includes four unique encounters that differ from regular thugs or Yakuza attacks, which involve talking before fighting. These encounters are random and can be found by exploring the city. Majima has several personas during the events of Yakuza Kiwami, including Officer Majima, who tries to stop Kiryu from bringing weapons; Goromi, a zombie version of Majima; and Bartender Majima, where Kiryu is convinced to drink at Bantam. These personas allow for different interactions and challenges throughout the game. Additionally, there are substories guides available that provide help on locations and strategies for these encounters. Majima, named after himself, appears in various forms throughout the game. After two drinks, Majima demands 560,000 yen from Kiryu, who can choose to pay or fight him. To reach A rank, Kiryu must defeat Majima, who then congratulates him and progresses the player's rank. Majima also becomes Everyone's Idol Goro after reaching B rank, as seen at various locations throughout the game. Kiryu encounters a Taxi Driver Majima after achieving S rank by traveling in taxis multiple times. Majima drives Kiryu to the Fishing Pier before engaging them in another fight. A mysterious man, known as Hannya-Man or Mysterious Man in Black, can be fought in the coliseum and is usually silent but speaks in a Kansai dialect when heard muttering to himself. Majima may appear at various locations throughout Kamurocho, including street fights, clubs, restaurants, and while engaging Kiryu in games. Park Alley. Located in West Park, near the entrance, Majima begins to roam the streets and will chase Kiryu if he spots him. To avoid confrontation, Kiryu must defeat Majima once by Chapter 4 or onwards, allowing them to encounter Officer Majima, who can be defeated for a rank boost. As Majima's ranks increase, his appearances become more frequent and unpredictable. After defeating him three times, Kiryu will encounter Goromi. Defeating Majima five times will lead to an event in Asia where Breaker Majima attacks Kiryu, resulting in a rank boost. To reach the final showdown with Majora Majima, Kiryu must defeat him five times in battles or mini-games. After this, Zombie Majima can be encountered, and defeating him completes the required task for unlocking Dragon style abilities. Specific ranks require specific tasks to unlock: Dragon Kick Reborn can be obtained by fighting Majima once, while Rising Sweep Reborn requires ten fights with Majima. Majima Everywhere: Passive Abilities and Rewards - Essence of Mad Dog: Chokehold - "Mercilessly choke out an enemy from behind, but not on powerful foes." - After reaching Rank C, fight Officer Majima once. - Essence of Escape - "Break free from a hold and retaliate through sheer force of will," get the email about Nishida when beating Majima in MesuKing for the first time. - Bat Mastery - "Your weapon durability won't drop when wielding a bat as long as you remain calm." Reach Rank B. - Essence of Sumo Slapping - "Make a sudden move toward the enemy and slap them with your open hand" after reaching Rank B, fight Zombie Majima once. - Dragon's Slow Burn 1 - Mad Dog Majima must force his way into a battle near Serena or Mach Bowl to activate "You hold onto Heat longer than you could before while in the Dragon of Dojima style." - Komaki Clear Mind - Obtain the "Image of a Snake" prize at the Coliseum and go to Komaki, it gives you more damage the stronger your opponent is. - Kali Stick Mastery - Reach Rank A. - Dragon's Speed Reborn - Beat Majima in Pocket Circuit for a third time. - Tonfa/Nunchaku Mastery - Reach Rank S. - Dragon's Slow Burn 2 - After reaching Rank S, defeat Everyone's Idol Goro once to activate "Hold onto Heat even longer than before while in the Dragon of Dojima style." - Quickstep Cancel - Press the quickstep button when in the middle of a rush combo after reaching Rank S and beating Everyone's Idol Goro twice. - Finishing Hold Reborn - Beat Majima in MesuKing for a second time to land a "Transition from a Finishing Blow to a throw move" Dagger Mastery - "Your weapon durability won't drop when wielding a dagger or other short blades as long as you remain calm." Reach Rank SS. Dragon's Strength 2 - "Completely regain the attack power that has lain dormant for 10 years ago." Reach Rank SS and defeat Thug Majima. Double Finisher Reborn - "Unleash a powerful attack after a Finishing Blow. Decreases your Heat Gauge." Reach Rank SS and defeat Thug Majima twice, then press the Finishing Blow button twice. Yellow Dragon Spirit - "You recover health when you perform Heat Actions." Fight Hannya-man in the coliseum for the first time. Unwavering Spirit - "When you are calm, you feel no pain even if hit by a bullet or blade." Reach Rank SSS. Extreme Dragon Speed - "Your attack speed during Heat Mode increases even more." Reach Rank SSS and then defeat Majima once. Dragon of Dojima Reborn - "The ultimate attack of the Dragon of Dojima. Regain the power to destroy all types of enemies." Reach Rank SSS, then defeat Majima twice. Essence of Extreme Dragon - "Similar to the 'Essence of Extreme Style' series, you can use this technique against a boss at a specific time." Reach Rank SSS, then defeat Majima three times. Time of Yinglong - "Can be activated during Climax Heat Mode. Exhaust all Heat, but the gauge will not decrease for a certain amount of time." Reach Rank SSS, then defeat Majima four times. Essence of Mad Dog: Demon - "Majima's strongest attack that uses both the bat and dagger to deadly effect." Settle the score with Majima by heading to the baseball stadium. Mad Dog Battle[] Under "Climax Battles" in the main menu, Mad Dog Battle allows the player to take on missions that concern Majima. Use Slugger to pretend as Majima, shouting "Ma-Z-Ma: Time of the End... BRAAAIIINS!" The player must fight hordes of zombies while defeating Zombie Majima four times within six minutes using Brawler. They then have to defeat three Hannya-Men within 3 minutes and 30 seconds in Mad Dog Battle 4, with another one joining as soon as a quarter of the first's health remains. In Mad Dog Battle 5, the player must take down Zombie Majima, Officer Majima, Goro, and Goromi in under 3 minutes.

Is majima in yakuza kiwami 2. Yakuza kiwami majima everywhere last fight. Yakuza kiwami majima everywhere theme. Yakuza kiwami majima everywhere not working. Yakuza kiwami majima everywhere guide reddit. Yakuza kiwami 1 majima everywhere. Yakuza kiwami majima everywhere. Yakuza kiwami - majima everywhere email guide. Is majima in kiwami 2.