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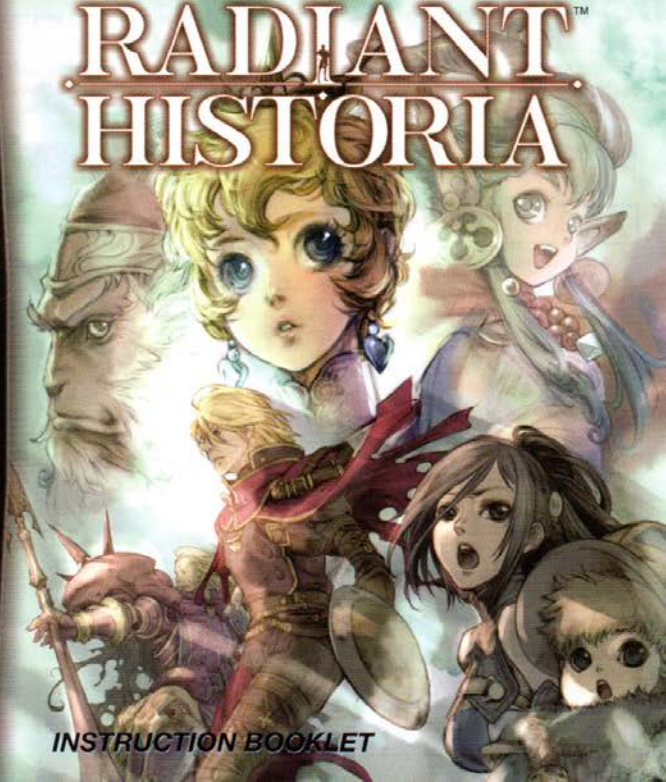
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PRINTED IN U.S.A.

NINTENDO DS™

RADIANT HISTORIA™



INSTRUCTION BOOKLET

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CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.



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RADIANT™ HISTORIA

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Prologue

The strange phenomenon of desertification, which felled the old Empire centuries ago, is slowly encroaching upon the rest of the continent. As the sand continues to swallow the land whole, the remaining nations are embroiled in a fierce conflict over what little soil there is left to cultivate...

Alistel, to the east, has lately found itself in dire straits due to an invasion from the west by Granorg.

It is against this backdrop that an Alistellian intelligence officer is about to embark on a critical mission. Special Intelligence's most skilled agent, the red-clad swordsman who walks in darkness... His name is Stocke.



Stocke

The prize agent in Alistel's Special Intelligence section. While on a mission, he is severely injured, but his possession of the White Chronicle takes him to a place beyond life and death called Historia.



Characters

Teo & Lippti

A pair of enigmatic twins who oversee Historia, the nexus of time. Teo has a cynical outlook and no interest in worldly things, and his advice to Stocke tends to be harsh. Lippti, however, tries to cheer up Stocke when the outlook seems grim and points him in the right direction when she can.



Raynie & Marco

Former mercenaries brought in by Heiss as agents in Alistel's Special Intelligence group and assigned to Stocke as his subordinates. Raynie is always eager to act, while Marco is more thoughtful and risk-averse; the two have a smooth, long-lasting partnership that continues in Heiss' service.

Characters



Rosch

A captain in Alistel's army. A severe injury has left him with a mechanical device called a Gauntlet as his left arm. He worries about Stocke, who takes on the dirty jobs in Special Intelligence, and strongly urges him to return to the army.



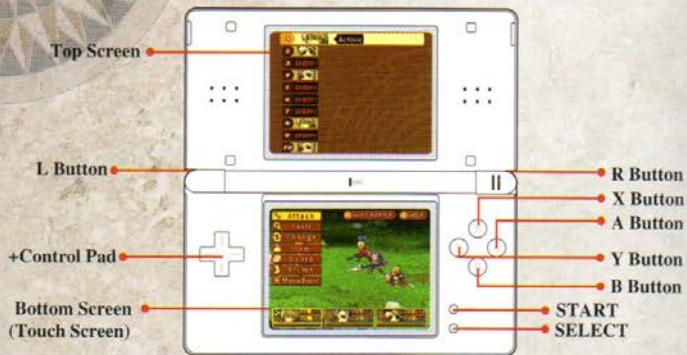
Eruca

The princess of Granorg. Her relationship with her stepmother, Queen Protea, is rather strained, and there are unsettling rumors that she is involved with the Resistance...



Basic Controls

This game can be controlled with either the face buttons or the Touch Screen. Explanations of the functions in this manual will be based on button controls.



About Sleep Mode

When the DS is closed during gameplay, the game will enter Sleep Mode, which will reduce battery drain. The game will exit Sleep Mode when the DS is opened again.

Events	
A Button	Advance dialogue
X Button	Fast-forward dialogue
START	Skip event (Some events cannot be skipped)

Field	
+Control Pad	Move
A Button	Interact / Grab objects*
B Button (hold)	Walk (While moving)
X Button	Camp menu
Y Button	Strike (Swing sword)
L Button	Ready an explosive*
R Button	Toggle Vanish ON/OFF*

* These actions will become available as the story progresses.

Battle	
+Control Pad	Move cursor
A Button	Confirm
B Button	Cancel
X Button	Toggle Help display ON/OFF
Y Button	Toggle Auto-Battle ON/OFF



Starting the Game

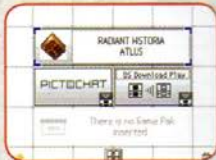
- Make sure that the DS is turned OFF. Insert the Game Card into the DS card slot until you hear a click.
- After turning the DS ON, the screen to the right will be shown. After reading it, touch the Touch Screen.
- Touch the “Radiant Historia” panel on the DS Menu screen and the game will start.
 - * If the system is set to auto mode, this step will not be necessary.
- Touch the Touch Screen during the title screen to display the title menu.

⚠ WARNING - HEALTH AND SAFETY

BEFORE PLAYING, READ THE HEALTH AND SAFETY PRECAUTIONS BOOKLET FOR IMPORTANT INFORMATION ABOUT YOUR HEALTH AND SAFETY.

TO GET AN EXTRA COPY FOR YOUR REGION, GO ONLINE AT www.nintendo.com/healthandsafety/

Touch the Touch Screen to continue.



Title Menu

New Game

Start the game from the beginning.

Continue

Continue from a saved game. Select a save file to load and then confirm with the A Button.

Deleting Saves



Press the X Button when selecting a save file to delete it. When a save file is deleted, whatever was recorded on it will be lost, so please be cautious.



Top Screen



Bottom Screen
(Touch Screen)

In this manual, screenshots with a yellow border  depict the top screen, while those with a red border  depict the bottom screen (Touch Screen).

Saving Your Game

You can save your game by pressing START on the world map screen or while at a Time Node (p.14) on the field. When saving the game, select a save slot to save to and then press the A Button to confirm. You may keep up to three saves.




Game Flow

World Map

On the world map, you select where you want to go from points on branching pathways. You will then be able to walk around the selected field, battling enemies and discovering event scenes. The areas available for access will vary depending on your current location in time.

† Moving on the World Map

Move with the +Control Pad and press the A Button to enter a field. Only routes colored white can be taken. The location marked with  is the destination of your current objective.

+Control Pad.....	Move Stocke
X Button.....	Display Camp menu
Y Button.....	Go to Historia
START.....	Save game

† Field >>> p.15

When you enter an area from the world map, the field screen will be shown. When on the field, you can talk to people to gather information and use Historia to go back and forth between the past and the present. Should you come into contact with an enemy on the field, a battle (p.21) will begin. By hitting enemies with Stocke's sword on the field, you will be able to avoid battles or enter them at an advantage.



Historia

You can access Historia through Time Nodes on the field or by pressing the Y Button on the world map screen.

Travel Through Time and Change History

By using the White Chronicle in Historia, Stocke can return to the past and redo crucial decisions. If you ever get stuck, going back to the past and altering events there might trigger changes in history, allowing you to proceed.



If your path is blocked...



Something in the past or another timeline might be the key.

† "Standard History" and "Alternate History"

At one point in the story, Stocke will be forced to make an important decision. From there, the story will split into two parallel timelines: "Standard History" and "Alternate History." You must use the White Chronicle to move between the two timelines as well as back and forth in time.

Completion Rate

The counter at the bottom left of the timeline map shows the total number of events and how many of those you have completed.



Accessing Historia

Objects called Time Nodes appear in certain locations on the field. By heading to Historia from a Time Node, you can open the White Chronicle to view a map of the timeline and move about through time.









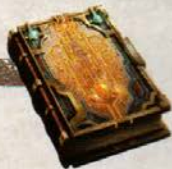
Time Node Menu

- Save: Save your game (p.11).
- Go to Historia: Takes you to Historia.
- Recover: Expend a Mana Crystal to recover everyone's HP and MP.

Controls in the White Chronicle

- +Control Pad..... Move cursor / Scroll the timeline map
- L Button, R Button..... Jump through the timeline map
- Y Button..... Scroll event synopses
- A Button..... Travel in time to event

-  An echo of the past. You can view synopses of these events.
-  A chapter beginning. You can move in time to these events.
-  Crucial timeline points. You can move in time to these events.
-  Requests and missions you may accept during the story.
-  Completed requests and missions.
-  A doomed timeline branch. Redo the connecting event for the proper path.



Field

Reading the Field Screen



- 1 The current location.
- 2 Current amount of money.
- 3 Character's level.
- 4 Current HP. HP will never decrease to 0 on the field.
- 5 Current MP. Depleted when using skills.
- 6 Mana Gauge. When this is filled, the corresponding character can use a Mana Burst (p.26) in battle.
- 7 Experience points. When the EXP gauge is filled, the character gains a level.
- 8 Camp icon. Touch it or press the X Button to open the Camp menu.
- 9 Vanish icon. Touch it or press the R Button to switch between visible and invisible.*
- 10 Strike icon. Touch it or press the Y Button to swing Stocke's sword.*



*Some actions are only available once the story has reached a certain point.

Basic Actions

† Moving

Use the +Control Pad to move Stocke. Hold down the B Button while using the +Control Pad to move slowly. You can also touch or slide the stylus on the Touch Screen in the direction you wish to move Stocke.



† Interact

Press the A Button while in front of people to talk, to open treasure chests and doors, and to use special objects located on the field. If you are using the Touch Screen, touch Stocke while in front of the person or object to interact.



† Strike

Press the Y Button or touch Stocke on the field and he will swing his sword in the direction he is facing. When you land a hit on an enemy on the field, the enemy will be knocked back and might be stunned in place.



Stun Enemies to Enter Battle with an Advantage

When you stun an enemy, a "Zzz" bubble will display above their head. Make contact with the enemy when they're in this state, and you'll be able to perform a preemptive attack, giving you an advantage in battle.

Special Actions

As the story progresses, you will learn to use special actions. Among them are:



† Push/Pull

Hold down the A Button in front of steel boxes and barrels to grab them. Move while holding an object to push or pull it around. You can also move an object with the stylus by touching the Move icon and then sliding in the direction you want to move the object toward.



† Prime/Set Off Explosives

When you press the L Button in front of a barrel, the barrel will shine blue, indicating that the explosive is primed. Press the L Button again while it's in this condition to set it off. If you are using the stylus, touch the Prime icon, and then touch Set Off.



† Vanish/Reappear

You can cloak yourself by pressing the R Button. Moving in this state drains MP, but enemies will not notice you even when you are near. Press the R Button again to reappear. You can also toggle Vanish on and off by touching the icon on the bottom right of the screen.

† **Weapon Shop**

Here, you can buy weapons, armor, and accessories. Select the item you want to buy and press the A Button to confirm the purchase.

- Up/Down on the +Control Pad: Move the cursor
- Left/Right on the +Control Pad: Switch between weapons/armor/accessories
- L/R Button: Switch characters

† **Item Shop**

Here, you can buy healing and support items. Select an item from the list, press left or right on the +Control Pad to adjust the quantity, and then press the A Button to confirm the purchase.

**The above shops also allow you to sell any form of inventory.*

† **Inn**

Stay at an inn to recover the entire party's HP and MP.

Mana Crystal

Mana Crystals are valuable items that can be expended at Time Nodes to recover the entire party's HP and MP. These can be acquired in various places...

Camp Menu

Press the X Button on the field or world map to display the Camp menu.

† **Item**

View and use items from your inventory here. After selecting an item to use from the list, select the character to use it on and then press the A Button to confirm. Press left and right on the +Control Pad to switch between categories.

† **Equip**

Equip weapons, armor, and accessories. After selecting a character, press up and down on the +Control Pad to select an equipment slot. Then select an item to equip from the available list. You can equip a weapon, armor, and up to three accessories.

† **Skill**

Use healing skills. Select a character with healing skills and then select a skill to use from the list. Then select the character to use the skill on and confirm with the A Button. Non-healing skills will not be displayed here.



† Party

Assign characters to participate in battle. After selecting a character from the list, press up and down on the +Control Pad to choose a slot in the party to place the character. Up to three people can be in the party, which must include Stocke.



† Stats

The details of each character's status can be checked here. Select a character in the bottom screen and press the A Button to view the skills they've learned. The following is a breakdown of the individual statistics:



Individual Statistics

ATK: Affects physical attack strength	DEF: Affects defense of physical attacks
MAG: Affects magical attack strength	MDF: Affects defense of magical attacks
SPD: Affects turn order	LUC: Affects various things

† Story

Open the White Chronicle to view the timeline map (p.14).



Battle

Highly strategic battles take place via the Grid System, where your strategy changes according to the placement of enemies, and the Turn Panels, which let you plan for what's coming.

Reading the Battle Screen



1 Turn Panel. Characters act in the order from top to bottom.

2 Turn Panel belonging to the enemy selected on the bottom screen.

3 Battle commands (p.25).

4 Current HP and MP.

5 Shows status conditions (p.22).

6 Mana Gauge. When full, the character can use a Mana Burst (p.26).

7 Target cursor.

8 Selected enemy's name and current HP.

9 The grid (p.24) where enemies are positioned. Depending on their location, the damage dealt and received is different.

Status Conditions



During battle, status ailments and buffs can change a character's status. These changes will disappear at the end of a battle, and no changes can occur while on the field.



POISON... Character will sustain damage when acting.



PARALYSIS... Character cannot use skills and will sometimes be unable to act.



STONE... Character cannot act.



SLEEP... Character cannot act. Wears off when attacked.



FEAR... Character's MP decreases when acting.



CURSE... Character cannot use items and will sustain slight damage when acting.



BUFF... Temporary status increase due to skills or items.



DEBUFF... Temporary status decrease due to enemy skills.

UNCONSCIOUS... A character with 0 HP will no longer have Turn Panels unless revived.

Basics of Battles

† Turn Panels

During battle, Turn Panels will be displayed on the top screen. You can enter commands for a character once their Turn Panel comes around. You can also see the enemies' Turn Panels, so reading ahead and deciding on your actions will be crucial.



Combo Attacks

If more than one of your party's Turn Panels come up successively, their actions will begin after everyone's commands have been entered. Rather than using Turn Panels individually, take advantage of the Change command (p. 25) to set up powerful combo attacks.



Scattered panels lead to disparate actions...



But if two commands take place in succession, they will act as one.



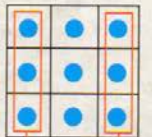
Aim for a combined attack by your full forces!

† Grid System

Enemies will appear on a 3x3 grid and act while moving around it. There are also large enemies, which take up multiple spaces.

Front/Rear Lines

Damage dealt changes according to the enemy's position on the grid. The closer the enemy, the more damage attacks from them do, while damage done to them will be lessened if they're on the rear line. By forcing enemies to the rear with skills like Push Assault, the damage they do to your party is kept at a minimum, but their defense increases. The opposite is true when pulling them to the front line with a skill like Grapple. Keep this in mind as you move enemies around the grid.



Rear line Front line



Clustering Enemies

Skills such as Push Assault, Right Assault, and Left Assault move enemies around on the grid. By using these skills to cluster enemies into one space and attacking them, you can damage all enemies gathered on that space at once.

Battle Commands



† Attack

Attack with the equipped weapon. Move the target cursor with the +Control Pad and select a space to attack.



† Skill

Use one of the character's learned skills. Select a skill from the list, move the cursor on the target you wish to use the skill on, and then press the A Button to execute it. Skills cost MP to use.



† Change

Select Change during battle to swap enemy or ally Turn Panels. On selecting the Change command, a "CHANGE" cursor will appear next to the Turn Panels. Use the +Control Pad to move the cursor up and down and select where you want to swap your Turn Panel. With judicious use of the Change command, your characters can act continuously, giving you an advantage in battle and making it easier to perform combo attacks.



Baroque Status

After using the Change command, the character whose turn it was originally will be colored red. This state is called Baroque; when a character is attacked in this state, they will receive greater damage than usual. The Baroque condition will end when the character acts. Be aware of this risk when using the Change command.



† Item

Use an item from your inventory. Select an item from the list, highlight a target to use it on, and then confirm with the A Button.



† Guard

Defend against attacks until your next turn. While guarding, all damage received from enemies will be decreased.



† Escape

Attempt to flee from battle. If one party member succeeds in fleeing, the entire party will escape. You cannot escape from certain battles, such as those that occur as part of events.



† Mana Burst

When the Mana Gauge is filled, special skills called Mana Bursts can be used. Once a character's Mana Gauge is filled, select the Mana Burst you want to use. The Mana Gauge fills faster by executing combo attacks rather than individual ones.

**Mana Bursts will become available as the story progresses.*

Character-specific Mana Bursts

The "Turn Break" Mana Burst, which deletes an enemy Turn Panel, can be used by all characters. However, there are other powerful Mana Bursts unique to each character.



End of Battle



When all enemies are defeated, the battle ends and the result screen will be displayed. Experience points, items, and money (G) obtained will be shown on the result screen.



† Leveling Up

After gaining a certain amount of experience points, a character will level up, gaining increased stats and sometimes a new skill.

Bonus Points

If you employ combo attacks in battle, you will earn a bonus to your experience points and money (G) on the results screen.

† Unconsciousness and Game Over

When a character's HP drops to 0 during battle, that character will fall unconscious. Should the entire party fall unconscious or become petrified, the game will be over. After a battle ends, characters who were left unconscious will be revived on the field with 1 HP.

Items and Skills

There are many items and skills in the game, a sampling of which is described below.

Items	
Soothing Balm	Recovers 50 HP, 1 ally. Slightly stings when applied.
First Aid Kit	Recovers 200 HP, 1 ally. Doesn't sting when applied.
Herbal Tea	Recovers 30 MP, 1 ally. Uses pleasant-smelling herbs.
Special Tea	Recovers 80 MP, 1 ally. Has a good aftertaste.
Holy Water	Revives 1 ally. Beatific water used in prayers.
Anti-Poison	Cures Poison, 1 ally. Strange-smelling medicine.
Anti-Fear	Cures Fear, 1 ally. Awful-smelling medicine.
Anti-Paralytic	Cures Paralysis, 1 ally. Sweet-smelling medicine.
Anti-Curse	Cures Curse, 1 ally. Odorless medicine.
Anti-Sleep	Cures Sleep, 1 ally. Bitter-smelling medicine.
Anti-Stone	Cures Stone, 1 ally. Thick, gritty medicine.
Panacea	Cures all ailments, 1 ally. Works on any sickness.
Power Down	Lowers ATK, 1 enemy. A feather that weakens foes.
Guard Down	Lowers DEF, 1 enemy. A feather that hinders foes.
Magic Down	Lowers MAG, 1 enemy. A feather that dumbfounds foes.
Might Herb	Short ATK boost, 1 ally. A mix of herbs and nectar.
Shield Herb	Short DEF boost, 1 ally. A poultice of powerful herbs.
Magic Herb	Short MAG boost, 1 ally. A draught of magical herbs.

Attack Skills	
Push Assault	Damages one enemy and knocks it back.
Right Assault	Damages one enemy and knocks it to the right.
Left Assault	Damages one enemy and knocks it to the left.
Grapple	Damages one enemy and pulls it forward.
Double Slash	Attacks one enemy twice.
Poison Break	Damages and poisons one enemy.
Thunder	Deals lightning damage to one enemy.
Fire	Deals fire damage to one enemy.
Frost	Deals ice damage to one enemy.

Healing Skills	
Heal	Slightly recovers one ally's HP.
Area Heal	Slightly recovers all allies' HP.
Recovery	Recovers one ally's status conditions.
Resurrection	Revives an unconscious ally with moderate HP recovery.

Support Skills	
Weakness Scan	Identifies one enemy's weakness.
Guard Break	Damages one enemy and reduces its DEF.
Guard Boost	Temporarily increases one ally's DEF.
Magic Boost	Temporarily increases one ally's MAG.

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