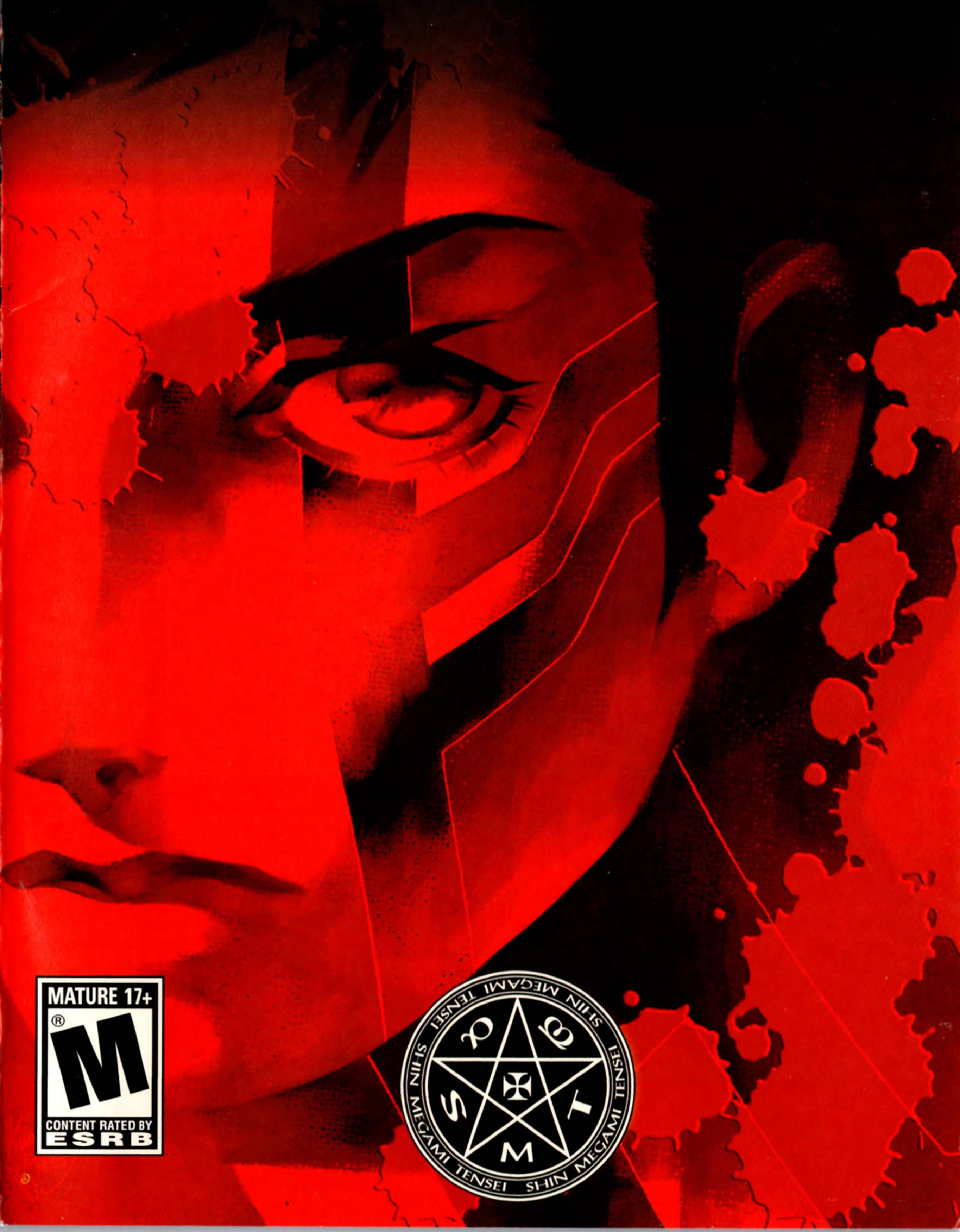


LIMITED EDITION DIRECTOR'S CUT

SHIN MEGAMI TENSEI  
*NOCTURNE*<sup>TM</sup>  
真・女神転生





**WARNING: READ BEFORE USING YOUR PLAYSTATION® 2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**USE OF UNAUTHORIZED PRODUCT:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or MEMORY CARD slots.

**HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



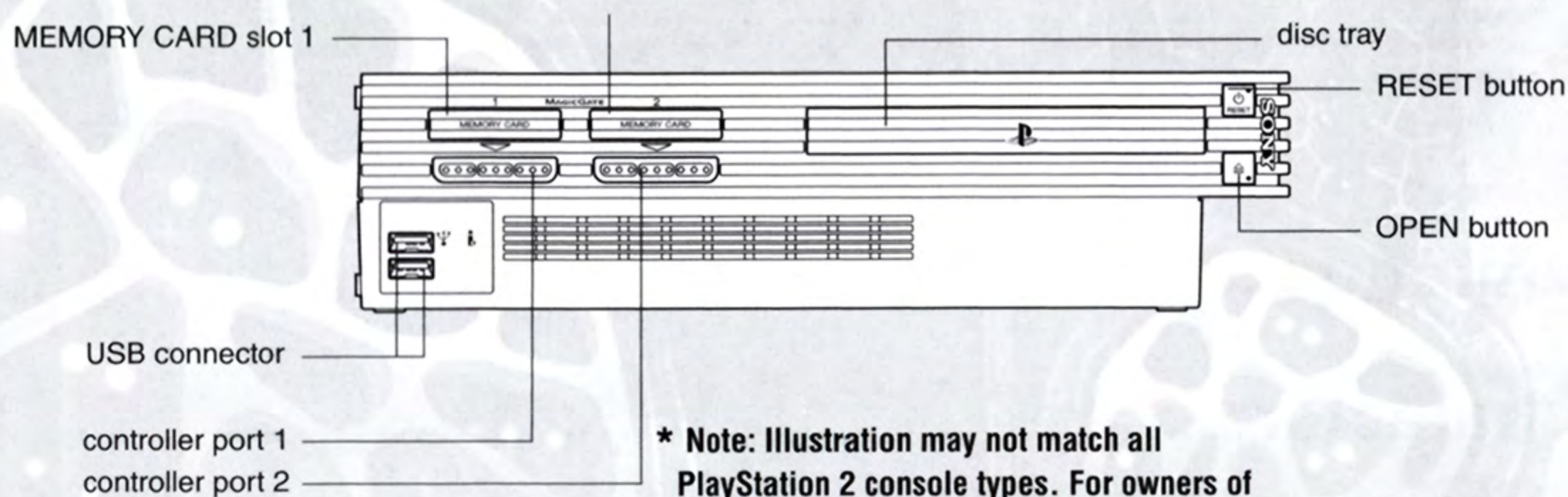
# TABLE OF CONTENTS

<b>Prologue.....</b>	<b>4</b>
<b>Characters.....</b>	<b>6</b>
<b>Controls.....</b>	<b>8</b>
<b>Starting the Game.....</b>	<b>10</b>
<b>Maps.....</b>	<b>12</b>
<b>Labyrinth of Amala.....</b>	<b>16</b>
<b>Main Menu.....</b>	<b>18</b>
<b>Status.....</b>	<b>22</b>
<b>Battle System.....</b>	<b>24</b>
<b>Magatama.....</b>	<b>33</b>
<b>Demon Fusion.....</b>	<b>35</b>

© 2004 Atlus SHIN MEGAMI TENSEI and SMT are trademarks of Atlus USA. NOCTURNE® is a trademark of Terminal Reality, Inc. and is used with permission; all rights reserved. DANTE from Devil May Cry 2 : © CAPCOM CO., LTD. 2003 ALL RIGHTS RESERVED.



# SETUP



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the SHIN MEGAMI TENSEI™: NOCTURNE® disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

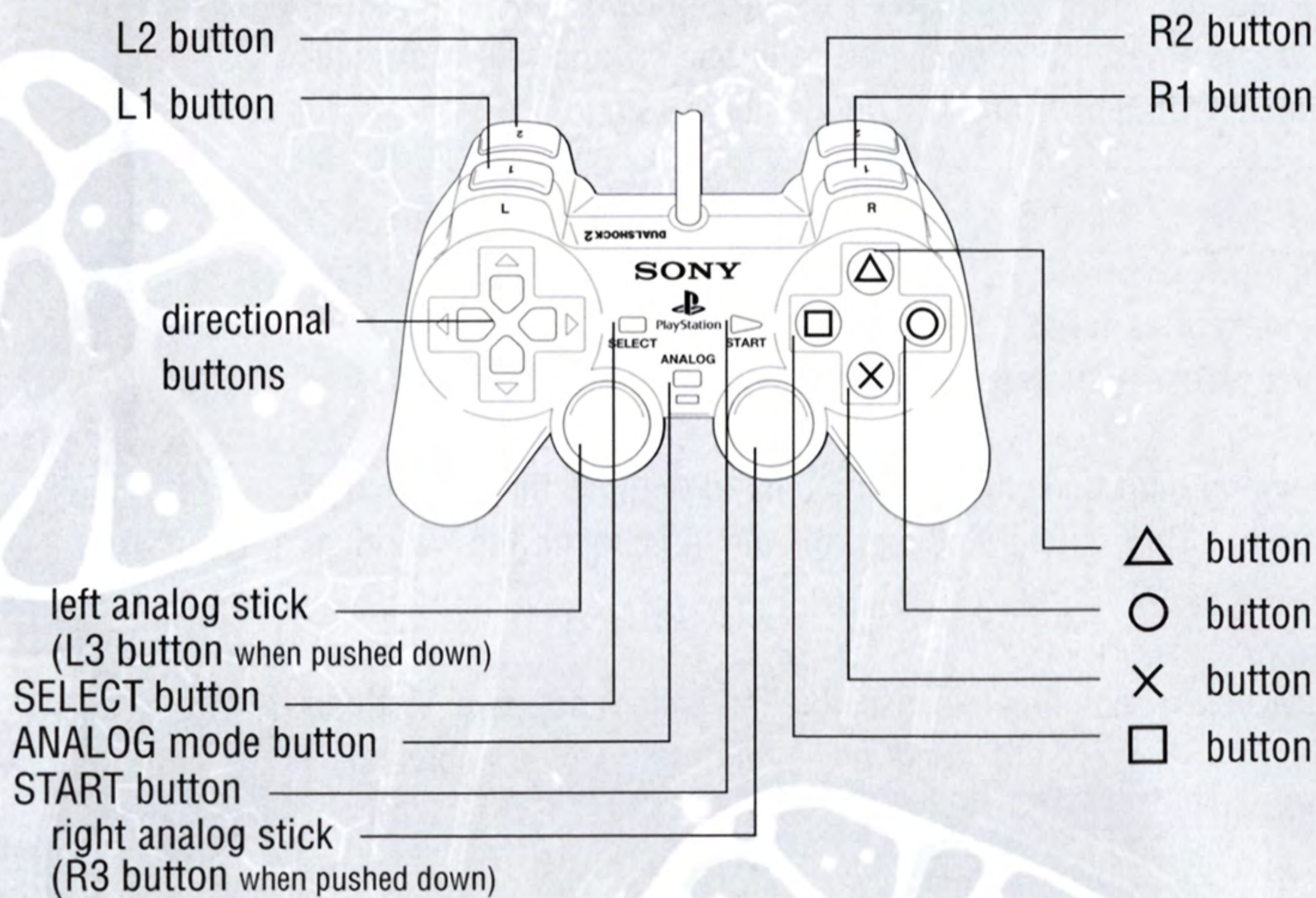
## Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.



# CONTROLLER

## DUALSHOCK<sup>®</sup>2 ANALOG CONTROLLER CONFIGURATIONS



### CONTROLLER NOTES

Shin Megami Tensei: Nocturne is a 1-player game which only utilizes controller port 1.

An analog controller such as the DUALSHOCK<sup>®</sup>2 analog controller with an analog stick is required to play the game.

The DUALSHOCK<sup>®</sup>2 analog controller will utilize the vibration function during certain events. For information on how to turn this function On/Off, see "Config" (pg. 21).



# PROLOGUE

It seemed like an ordinary day...

A high school student is on his way to meet his friends so that they can visit their sick teacher at the Shinjuku Medical Center. But as he rides the subway, he falls asleep and has a strange dream. He dreams that the world is about to end...

He arrives at the hospital and, aside from his friends, finds it completely deserted. After searching the building, he finds a man who describes what he saw in his dream. Frightened, he then comes across a curious old woman with a child.

The young man finds his teacher, only to witness the destruction of Tokyo. This is the Conception, the ending of the world in preparation for its rebirth.

As the young man lies unconscious, the child reappears. With an innocent whisper, the child gives him the key to survival—Magatama.

When he awakens, he finds himself reborn as a demon. He discovers that the entire world has changed. The earth is wrapped in a mysterious light as if it has been turned inside-out. It is now the Vortex World. He sees souls of the dead and demons who live off of what they call “Magatsuhi”, the element of life. Even though he has been imbued with amazing powers, he realizes that in order to survive, he must recruit demons to fight alongside him.

Why was the earth transformed? Why has he become a demon? To find the answers, he sets out on a long journey, unaware of what terrifying secret he is about to uncover...



# PROLOGUE





# CHARACTERS

Those beckoned to come to the Vortex World . . .

## MAIN CHARACTER

An average Japanese high school student. He becomes involved with the Conception when visiting his teacher, Yuko Takao. His journey in the Vortex World begins once he has been granted demonic power.



## ISAMU NITTA

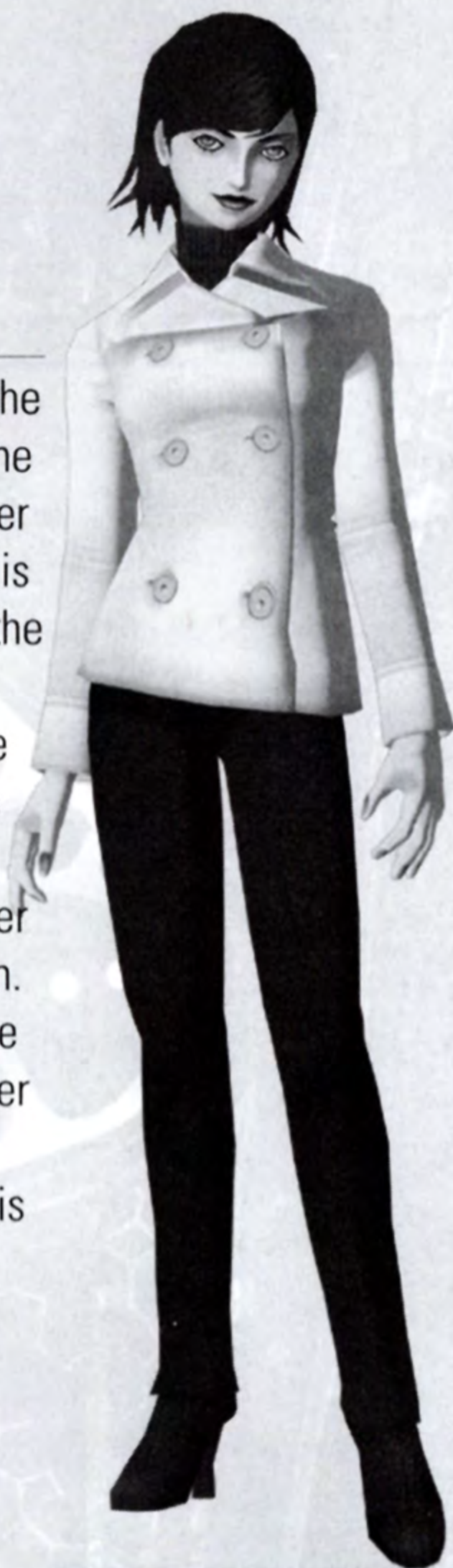
A classmate of the main character. He has a relaxed personality; however he has a tendency to be cocky. He is fond of his teacher, Yuko. After the Conception, he is nowhere to be found.





## YUKO TAKAO

A teacher at the high school the main character attends. She is popular with the students because she emphasizes logical reasoning over memorization. She gives the main character advice throughout his adventure.



## JYOJI HIJIRI

A writer for an occult magazine. He meets with the main character while collecting data for an article on the riot at Yoyogi Park. Even after the Conception, his sense of duty as a reporter pushes him to investigate further.



## CHIAKI HAYASAKA

A classmate of the main character. Born and raised in an upper-class family, she has a habit of talking down to people. Like Isamu, she is also drawn into the Conception.





# CONTROLS

BATTLE/MAIN MENU CONTROLS	
Directional buttons	Move cursor
Left analog stick	Move cursor
L1 button	Not used
R1 button	Not used
L2 button	Not used
R2 button	Not used
START button	Not used
SELECT button	Help ON/OFF (Battle only)
○ button	Cancel/Cancel Auto Battle
× button	Confirm
△ button	Auto Battle (Battle only)
□ button	Pass (Battle only) (see p. 28)





# CONTROLS

WORLD MAP CONTROLS	
Directional buttons	Move icon
Left analog stick	Move icon
L1 button	Not used
R1 button	Not used
L2 button	Not used
R2 button	Not used
START button	Not used
SELECT button	Not used
○ button	Cancel
× button	Examine/Talk/Confirm/Fast Forward messages
△ button	Fast forward messages
□ button	Bring up the main menu

DUNGEON CONTROLS	
Up directional button	Move forward
Down directional button	Turn around/Move forward
Left directional button	Turn left
Right directional button	Turn right
Left analog stick	Move character (Same as directional buttons)
Right analog stick	Look around
L1 button	Rotate camera (Left)
R1 button	Rotate camera (Right)
L2 button	Not used
R2 button	Not used
START button	Not used
SELECT button	Not used
○ button	Reset camera/Fixed camera (Hold)
× button + L1 button	Turn 90 degrees left
× button + R1 button	Turn 90 degrees right
× button	Examine/Talk/Confirm
△ button	Bring up map/Fast forward messages
□ button	Bring up the main menu



# STARTING THE GAME

## SELECT MENU

Once the opening movie ends, you will be taken to the title screen. Press a button to move to the select screen. From here, you can select NEW GAME, LOAD GAME, CONFIG or SPECIAL.



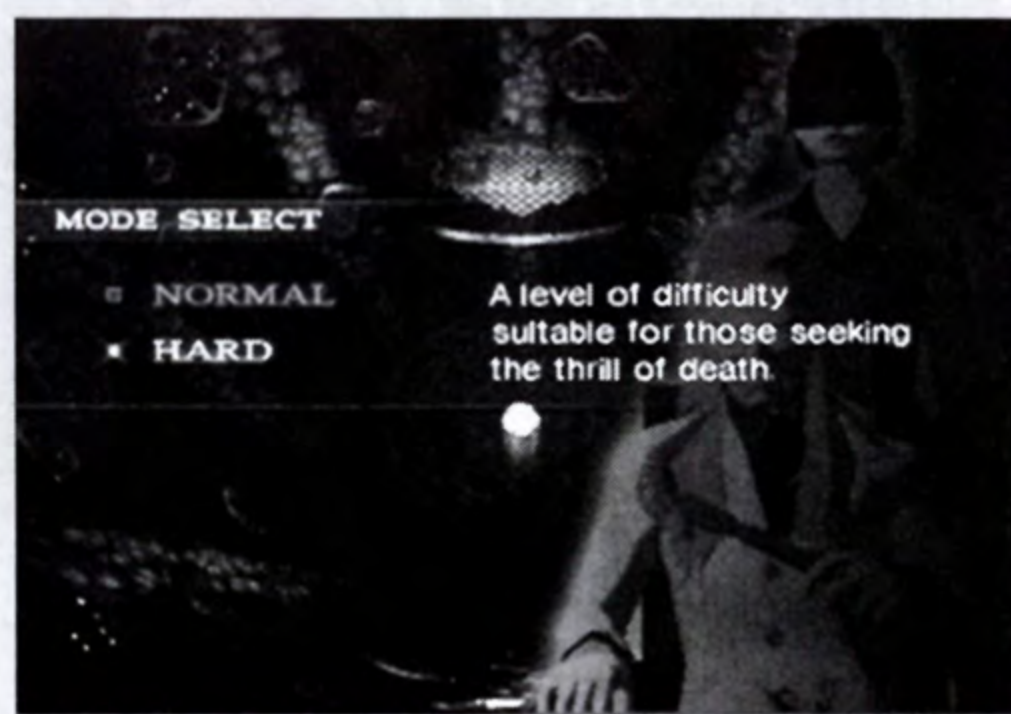
## NEW GAME

If you would like to start from the beginning, select NEW GAME. Then select the difficulty of the game. Please be aware that you cannot change the difficulty of the game once it has started.



### NORMAL

An average level of difficulty.

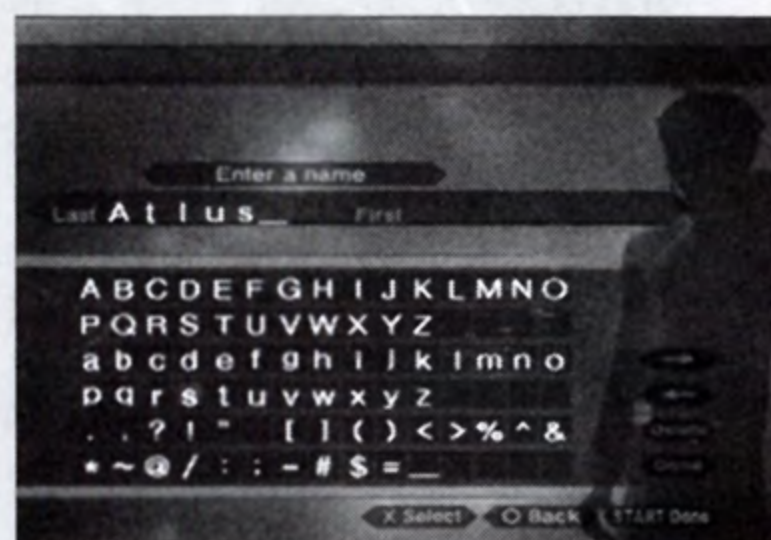


### HARD

A level of difficulty suitable for those seeking the thrill of death.

## ENTERING YOUR NAME

When the name entry screen comes up, enter your first name, last name and nickname. Move the cursor using the directional buttons and press the × button to confirm, the □ button to delete.

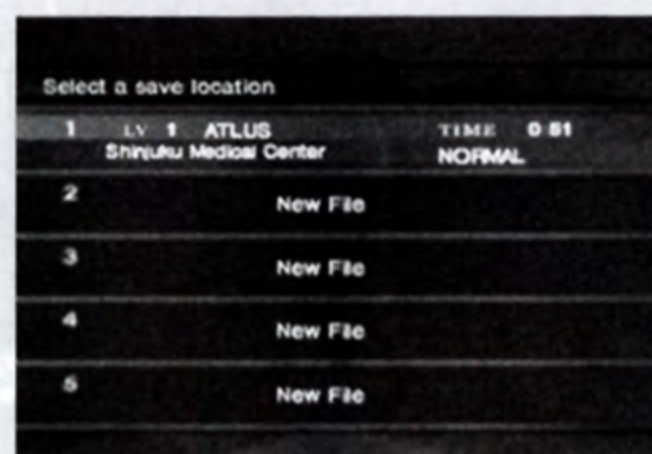




# STARTING THE GAME

## LOAD GAME

To continue a previously saved game, insert a memory card (8MB)(for PlayStation®2) with a Shin Megami Tensei: Nocturne save file into MEMORY CARD slot 1 and select LOAD GAME. Use the up and down directional buttons to highlight a save file and press the × button to continue your game.



## CONFIG

Here you can adjust various settings. You can bring up the same screen from the Main Menu during gameplay.

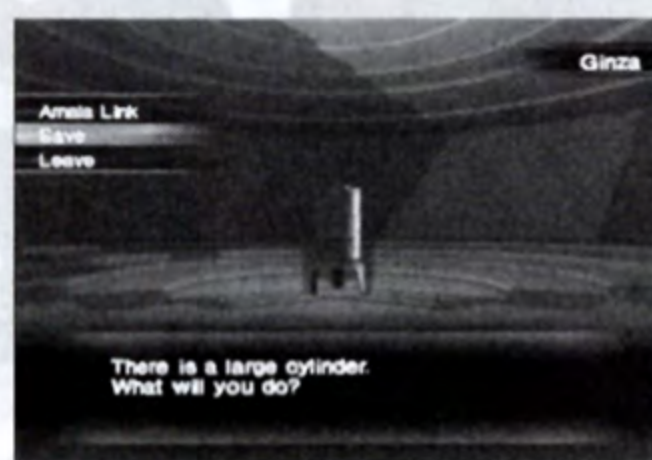
## SPECIAL

By selecting this option, you can view the latest game being produced by Atlus. Press any button during the movie to return to the select menu.



## SAVING THE GAME

You can save your progress at “terminals” (see pg. 38). Make sure you have a memory card (8MB)(for PlayStation®2) inserted into MEMORY CARD slot 1 and select “Save”. Use the up and down directional buttons to highlight a save file and press the × button to save your progress.



\*In order to save, you must have at least 171KB of free space on your memory card (8MB)(for PlayStation®2). Also, please do not remove the memory card (8MB)(for PlayStation®2) while saving or loading.



# MAPS

## TWO TYPES OF MAPS

In this game, there are two ways you can move around: on the World Map, and in dungeons. Here, we explain how the two are connected and how they differ.



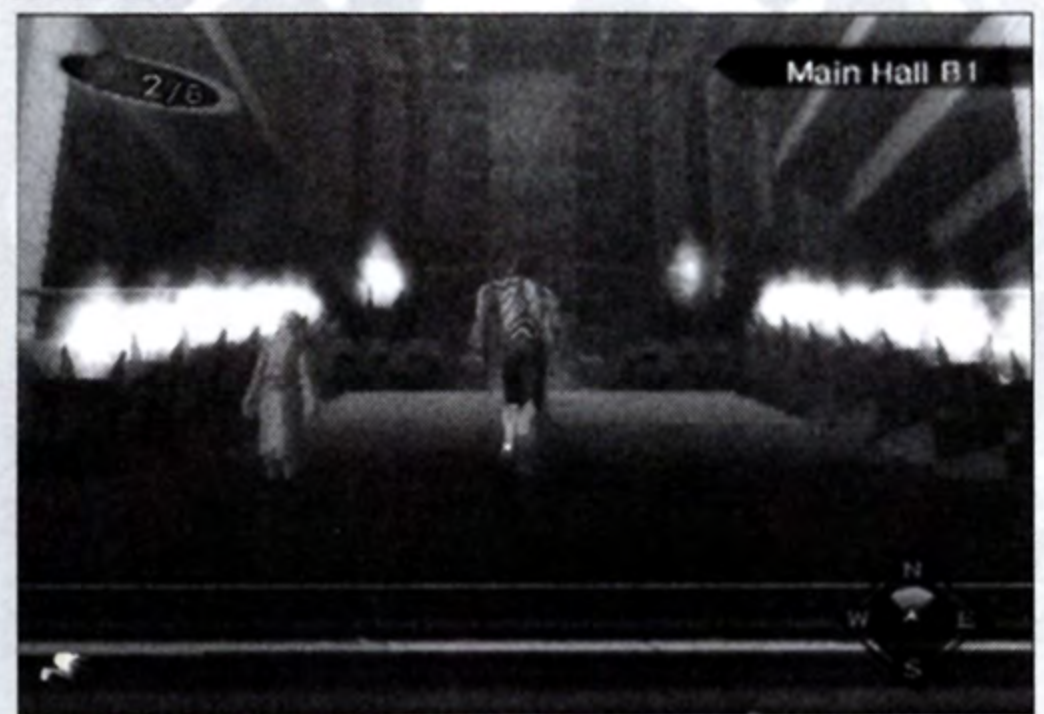
## World Map (pg. 13)

Move the party icon over the map.



## Dungeons (pg. 14)

Explore the area by moving your character.



## Battle (pg. 24)

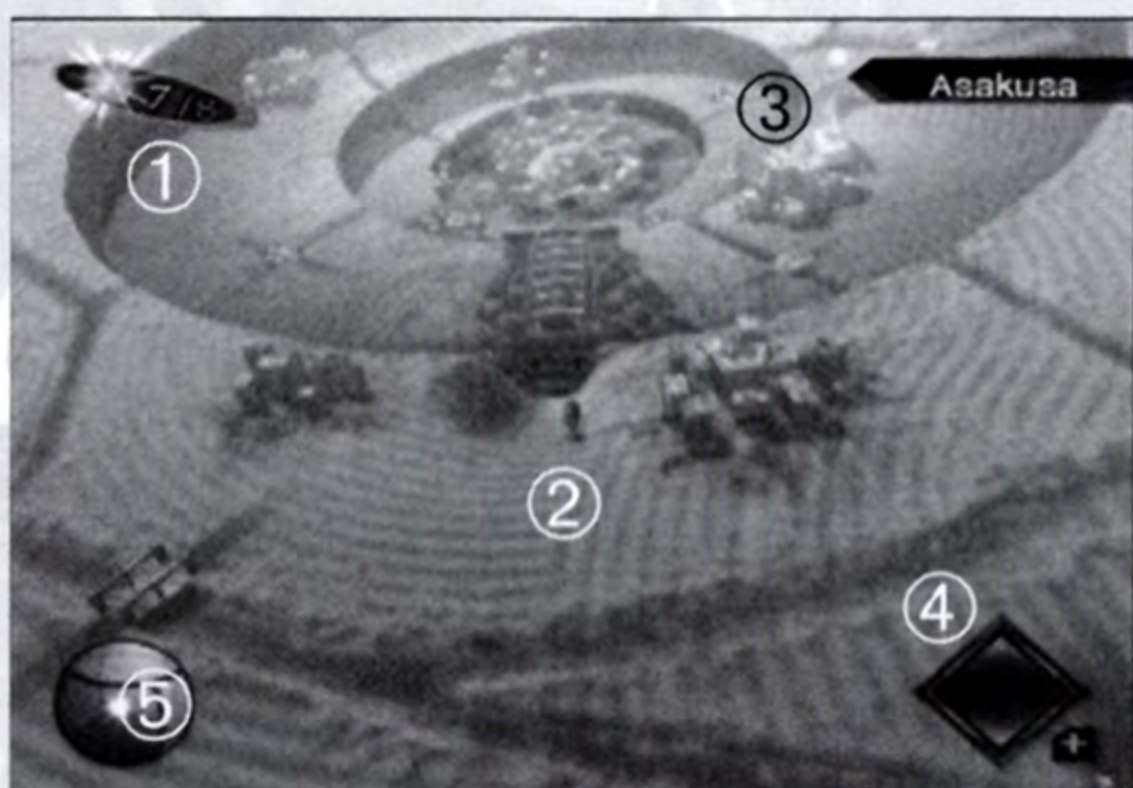
You can enter battle from either the World Map or a dungeon.



# MAPS

## WORLD MAP

When traveling from dungeon to dungeon, you will control a party icon on a 2D map. As in dungeons, you will run into enemies and gather new information. It is a good idea to get used to the controls early on.



## VIEWING THE WORLD MAP

**1. Phase Indicator** – Indicates the current phase of Kagutsuchi (pg. 14).

**2. Party Icon** – Represents the main character. Move this across the map.

**3. Area Name** – The name of the area you are currently in.

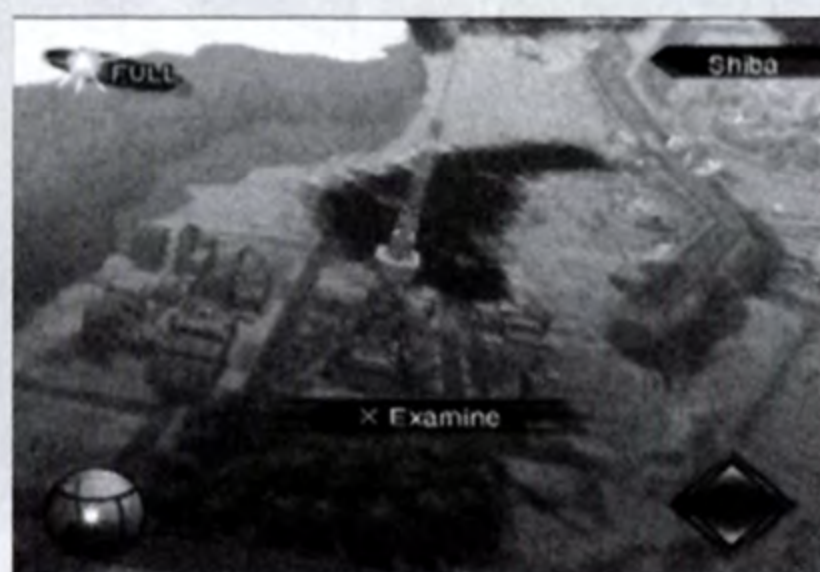
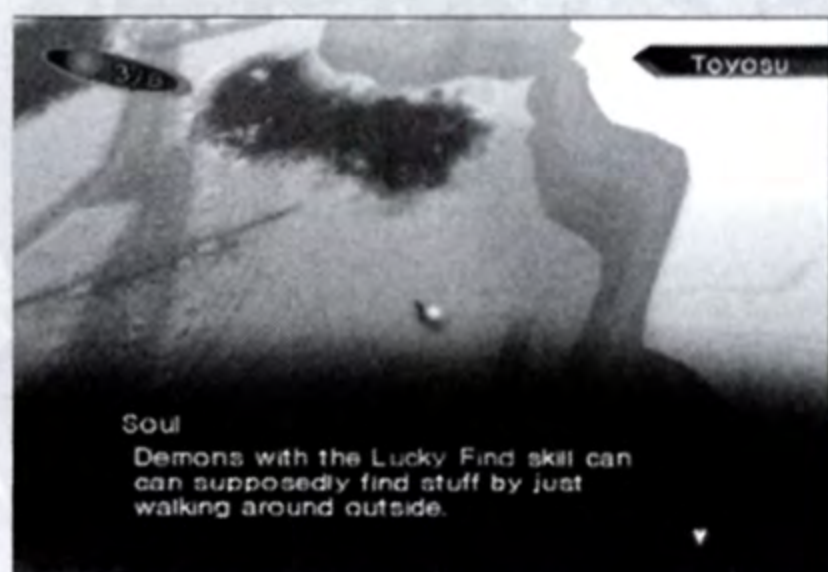
**4. Enemy Radar** – Indicates the chances of running into an enemy. The redder it gets, the higher the chances are of encountering an enemy.

**5. Global Positioning Sphere** – Displays your approximate location in the world.

**6. Ailment Indicator** – This icon will be displayed if a member of your party has an ailment.

## POINTS ON THE MAP

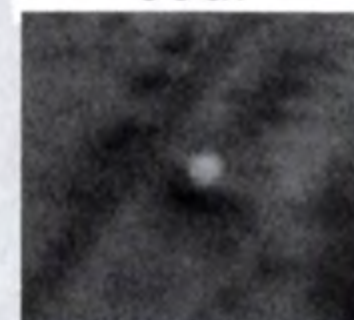
You can do various things on the World Map. By pressing the × button when you are near an object, you can examine or interact with it. Be sure not to overlook anything.



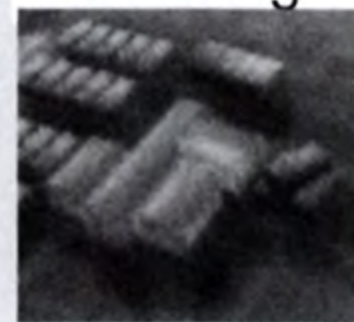
cache cube



soul



building





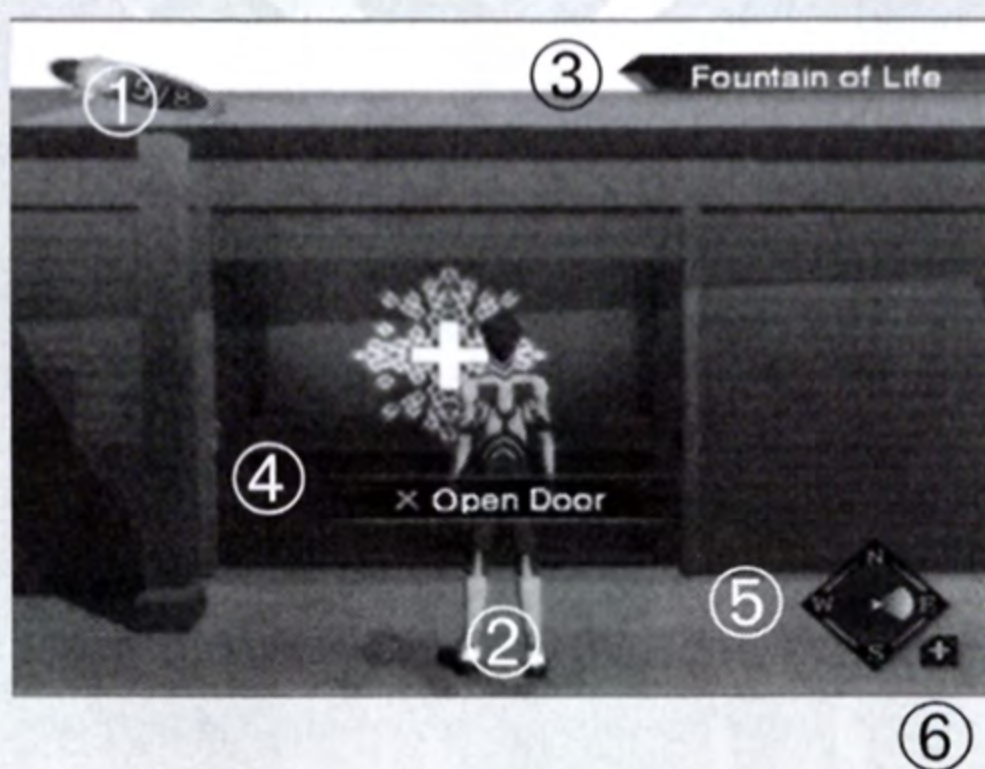
# MAPS

## DUNGEON

When you enter a building from the World Map, you will be taken to a 3D dungeon. Be sure to check everything and make use of the Auto-mapping feature (pg. 15) so that you don't get lost.



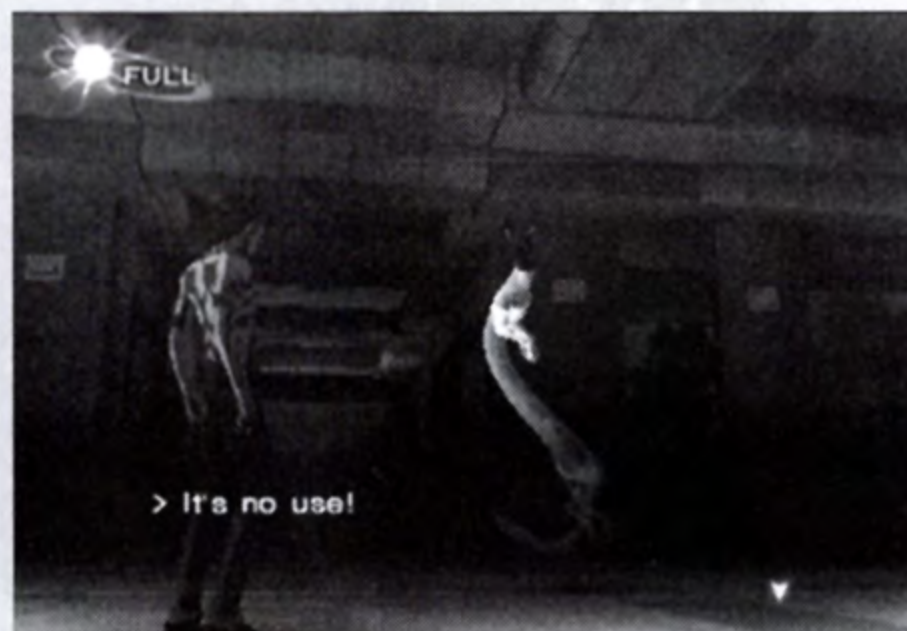
## VIEWING THE DUNGEON SCREEN



- 1. Phase Indicator** – Indicates the current phase of Kagutsuchi (pg. 14).
- 2. Main Character** – Move him to explore dungeons.
- 3. Area Name** – The name of the area you are currently in.
- 4. Door** – Doors lead to different areas in a dungeon, as well as to shops. Press the ○ button in front of a door to open it.
- 5. Enemy Radar** – Indicates the chances of running into an enemy. The redder it gets, the higher the chances are of encountering an enemy.
- 6. Ailment Indicator** – This icon will be displayed if a member of your party has an ailment.

## About Kagutsuchi


The phases of Kagutsuchi change as the main character moves. The different phases affect negotiations with other demons as well as demon fusion.





# MAPS

## AUTO-MAPPING




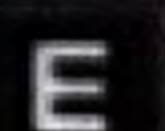








You can bring up the Auto-map screen by pressing the  button in a dungeon. The area will automatically be mapped as you explore it, so check the map if you get lost. You can zoom in as well as check for the locations of doors and stairways. The map icons are explained below:



## AUTO-MAP SCREEN CONTROLS

Left analog stick	Scroll map
R1 button	View map of the floor below your current floor
L1 button	View map of the floor above your current floor
R2 button	Zoom
L2 button	View maps of your current floor as well as the floors above and below you

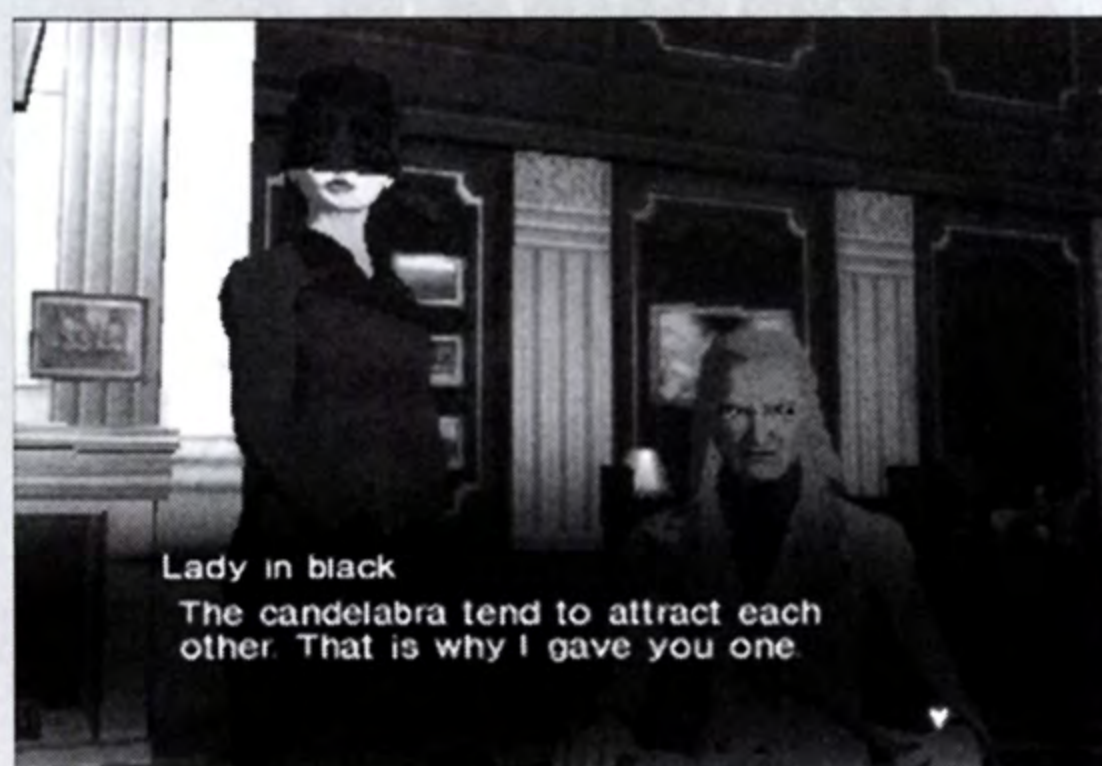
## MAP ICONS

	<b>Current Position</b> Indicates your current location and the direction you are facing.
	<b>Stairway (Up)</b> Indicates a stairway leading up a floor.
	<b>Stairway (Down)</b> Indicates a stairway leading down a floor.
	<b>Elevator</b> Indicates an elevator.
	<b>Pitfall</b> Indicates a pitfall.
	<b>Important Point</b> Indicates special mechanisms of the dungeon.
	<b>Exit</b> Indicates the exit.
	<b>Terminal (pg. 38)</b> Indicates a room with a terminal.
	<b>Fountain of Life (pg. 38)</b> Indicates a Fountain of Life.
	<b>Cathedral of Shadows (pg. 37)</b> Indicates a Cathedral of Shadows.
	<b>Junk Shop (pg. 38)</b> Indicates a Junk Shop.
	<b>Rag's Jewelry (pg. 38)</b> Indicates Rag's Jewelry.



# LABYRINTH OF AMALA

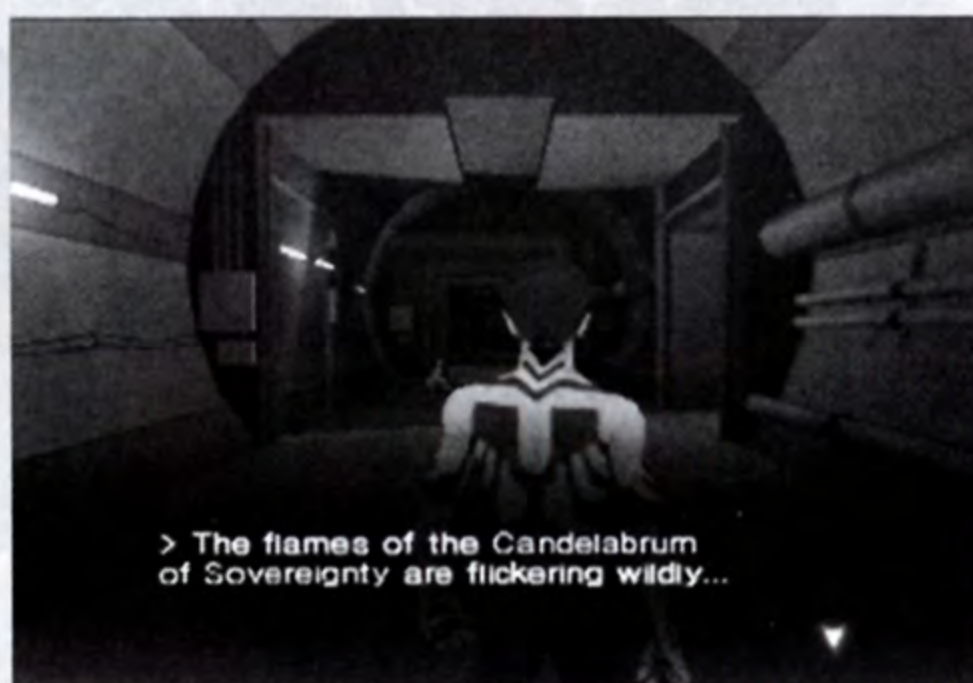
In Shin Megami Tensei: Nocturne, there exists a world called the **Labyrinth of Amala**. Here you will meet an old man in a wheelchair and a lady dressed in black, and you will learn the truth about the Vortex World. Once you've obtained a "candelabrum", you'll be able to go into the Labyrinth of Amala at will through terminals (pg. 38).



## CANDELABRA

### The light that leads to a new world

As the story progresses, you will obtain a candelabrum. Candelabra are the key to opening the doors leading deeper into the Labyrinth of Amala. They also act as radar when other Fiends are nearby.

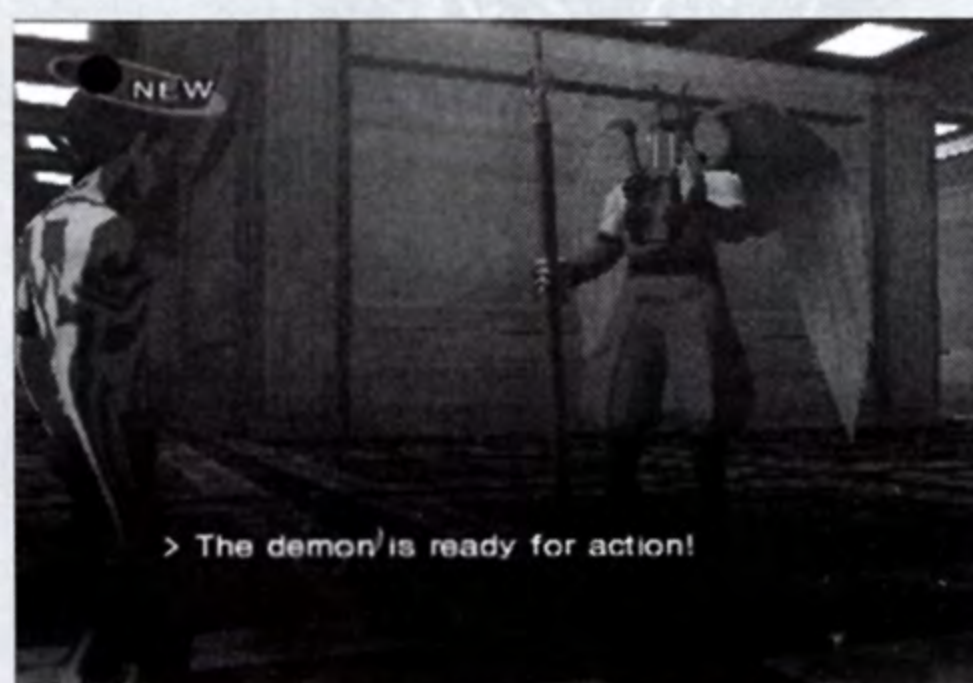


In the Vortex World, there are several Fiends in search of candelabra. By defeating them and taking their candelabra, you will be able to travel deeper into the Labyrinth of Amala.

## KALPA

### The floors of the Labyrinth of Amala

The Labyrinth of Amala consists of floors called Kalpa. The Labyrinth is filled with powerful enemies, so proceed with caution. Also, take note that you cannot negotiate with the demons that lurk in the depths of this dungeon. Each Kalpa has a broker that sells demons, and is home to the graves of those that the main character has defeated.



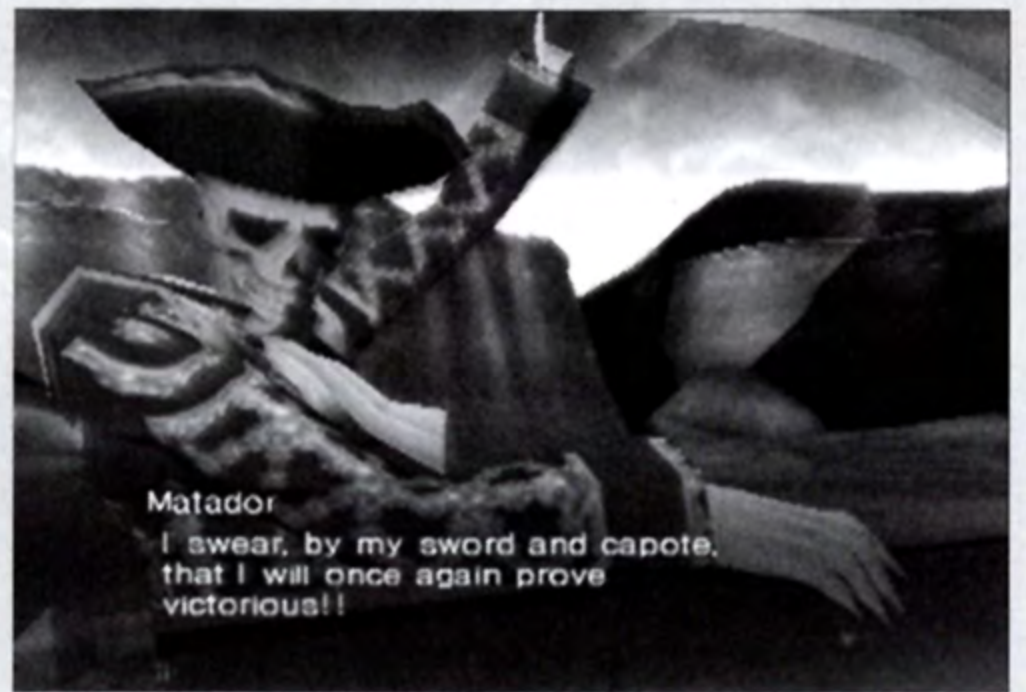


# LABYRINTH OF AMALA

## FIENDS

### Mysterious hunters of the candelabra

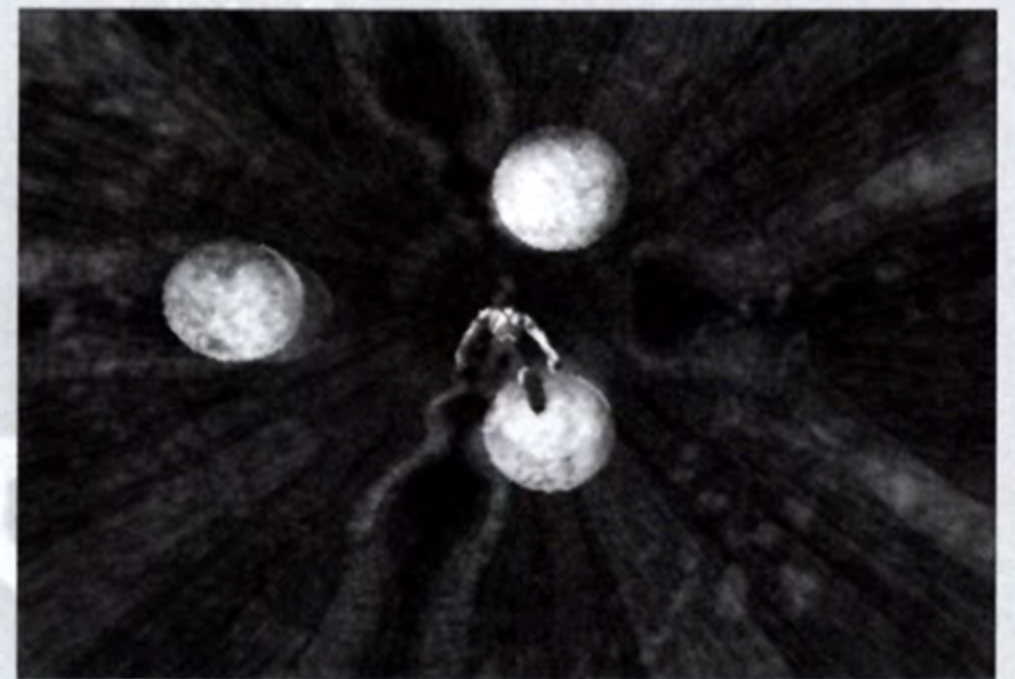
Once the main character obtains a candelabrum, various Fiends will come in search of it. If there is a Fiend nearby, your candelabrum will alert you. So if you are not confident that you can win, you have the option to avoid battle. Keep in mind that there are Fiends you cannot avoid, and others that you must seek out.



## WARP ZONE

### Paths that connect the Labyrinth of Amala

There are holes connecting each Kalpa to each other. When you jump into one, you will be taken to a "Warp Zone". There, you can collect money and items. But beware of obstacles, as crashing into them can result in injury. Dodge or destroy them by punching them. Rare items can also be found in Warp Zones.



## CONTROLS IN THE WARP ZONE

Directional buttons/Left analog stick	Move main character
○ button	Punch
The main character's movement is directly related to his stats (pg. 23).	



# MAIN MENU

## SEVEN COMMANDS ESSENTIAL TO THE GAME

By pressing the □ button on the map or in dungeons, you can bring up the Main Menu. Here you can check your party's status and use items/skills. Familiarize yourself with this screen and keep your party healthy.

MAIN MENU		PARTY	③ HP	④ MP	⑤ LV
		Atius	—343	—138	39
		⑥ Kodama	—204	—69	28
Item		Uzume	—156	—90	19
Skill ①		Lilim	—78	—48	8
Party		† High Pixie	—0	—69	26
Magatama		Kodama	Summoned		
Status		Uzume	Summoned		
Config		Lilim	Summoned		
Load		Apsaras	—84	—42	8
		⑦ Fomor	—192	—75	18
		Jack Frost	—78	—45	7
Money ②	2226				

## VIEWING THE MAIN MENU

- 1. Command List** – Choosing one of these commands will take you to the corresponding screen.
- 2. Money** – The amount of money you are currently carrying. The currency in this game is called Macca.
- 3. Hit Points (HP)** – The HP of your party members.
- 4. Magic Points (MP)** – The MP of your party members.
- 5. Level (LV)** – The current levels of your characters.
- 6. Current Party** – The party members that will participate in battle. If a member has an ailment, an icon will be displayed to the left of his/her name.
- 7. Stock** – All the members of your party. The names in gray are the members of your party that are currently summoned.



# MAIN MENU

## ITEM

This "Item" command is related to the items you obtain throughout the game. Selecting it will bring you to the item screen with the following choices.

ITEM	PARTY	HP	MP	LV
	Atius	343	138	39
	Kodama	206	69	28
	Uzume	156	90	19
Use				
Discard				
Gems				
SP Items				
	+ High Pixie	0	69	26
	Kodama			
	Uzume			
	Lilim	78	48	8
	Apsaras	84	42	8
	Fomor	192	75	18
	Jack Frost	78	45	7

Money 2226

## USE

Use what item?	PARTY	HP	MP	LV
	Atius	343	138	39
	Kodama	206	69	28
	Uzume	156	90	19
Medicine 4				
Bead 1				
Bead Chain 1				
Soma Droplet 1	+ High Pixie	0	69	26
De-Poison 1	Kodama			
Heals 10%	Uzume			
Heals 10%	Lilim	78	48	8
Heals 10%	Apsaras	84	42	8
Heals 10%	Fomor	192	75	18
Heals 10%	Jack Frost	78	45	7
Heals HP/MP greatly 1 ally				

Money 2226

This option allows you to use items in your inventory. Select the item you would like to use, and then select the character you would like to use it on.

## DISCARD

What will you discard?	PARTY	HP	MP	LV
	Atius	999	705	99
	Lilith	999	648	99
	Beetzebub	999	678	99
	Metatron	999	678	99
Medicine 10				
Life Stone 21				
Bead 6				
Bead Chain 3	Stime	522	237	71
Chakra Drop 3				
Chakra Pot 2	Lilim	312	186	44
Soma Droplet 2	Pisaca	540	183	62
Revival Bead 3	Arahbaki			
Heals HP moderately 1 ally				

Money 254834

This option allows you to discard items in your inventory. Select the item you would like to discard, and then confirm your decision.

## GEMS

GEM	PARTY	HP	MP	LV
	Atius	343	138	39
	Kodama	206	69	28
	Uzume	156	90	19
Sapphire 1				
Turquoise 1				
	+ High Pixie	0	69	26
	Kodama			
	Uzume			
	Lilim	78	48	8
	Apsaras	84	42	8
	Fomor	192	75	18
	Jack Frost	78	45	7
A beautiful gem that symbolizes joy				

Money 2226

Select this option to view all of the gems you have collected. You can use the gems for trading at Rag's Jewelry (pg. 38) and negotiating with other demons (pg. 29).

## SP ITEMS

SP ITEMS	PARTY	HP	MP	LV
	Atius	343	138	39
	Kodama	206	69	28
	Uzume	156	90	19
ID Card 1				
Annex Pass 1				
Sovereignty 1				
	+ High Pixie	0	69	26
	Kodama			
	Uzume			
	Lilim	78	48	8
	Apsaras	84	42	8
	Fomor	192	75	18
	Jack Frost	78	45	7
Medical Center employee ID card Doubles as a keycard				

Money 2226

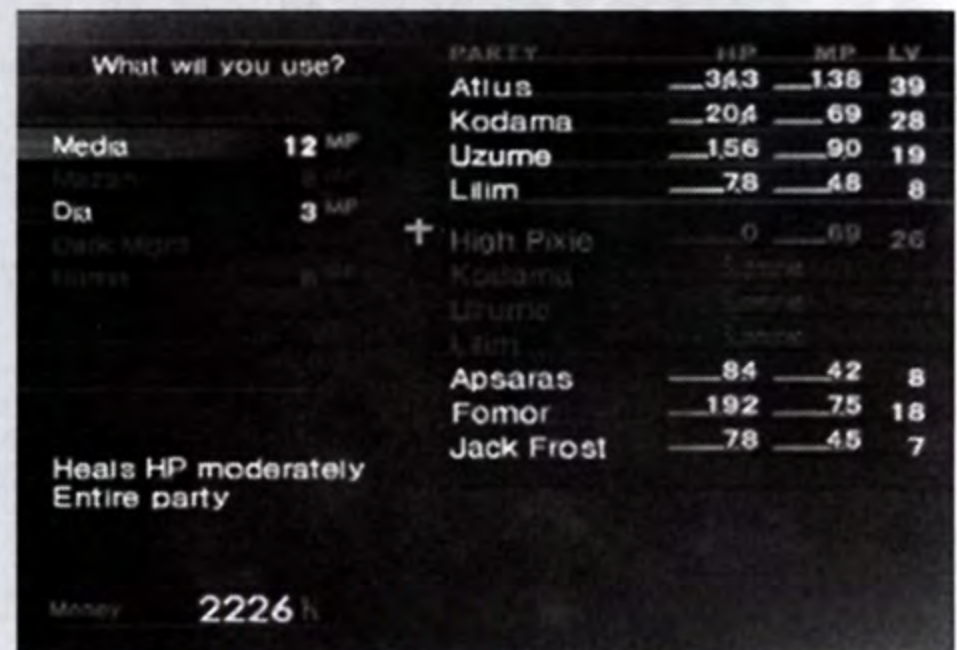
Select this option to view all of the special items in your inventory that play an important role in the game. As with gems, you cannot use them in this screen.



# MAIN MENU

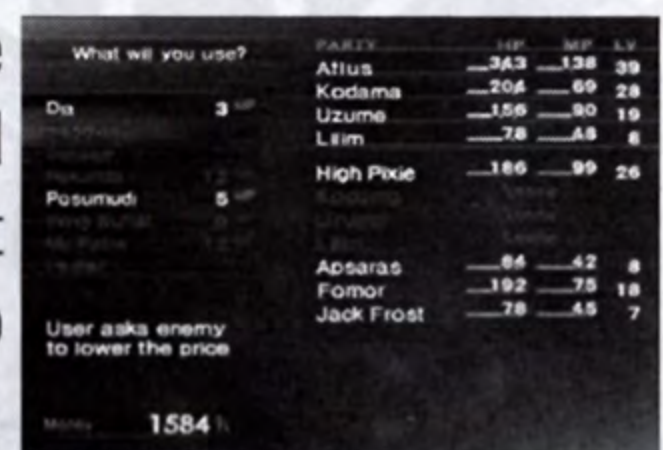
## SKILL

You can use the magic and abilities your party members have learned with this command. First select a party member, then choose a skill for the member to use. Depending on the skill, you may need to choose a target. Note that skills which can only be used in battle are displayed in gray.



## ABOUT SUPPORT SKILLS

There are skills called "Support Skills" which cannot be used in battle or on the map. Although they are displayed in gray on the skill screen, they are either already in effect or are automatically being used, so there is no need to worry.

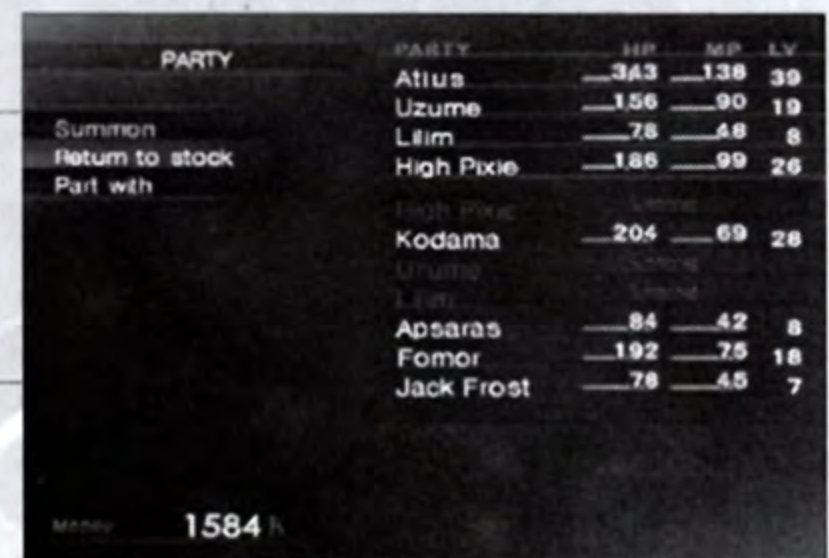


## PARTY

You can organize your party with this command. When you select "Party", you will be presented with the following 3 choices.

### Current Party

### Stock



## Summon

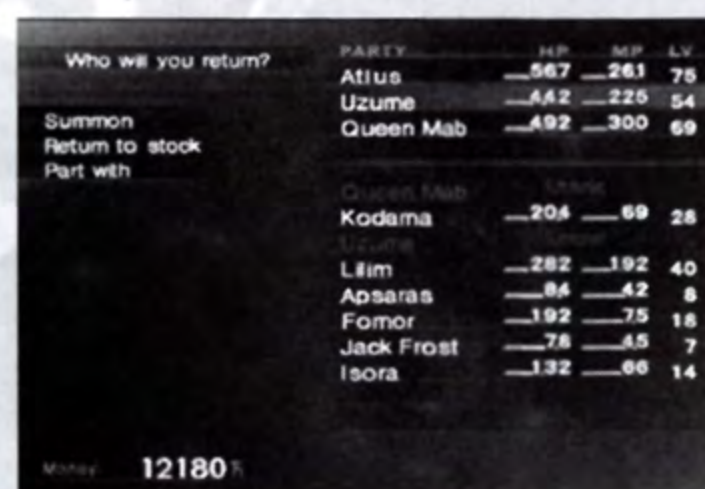
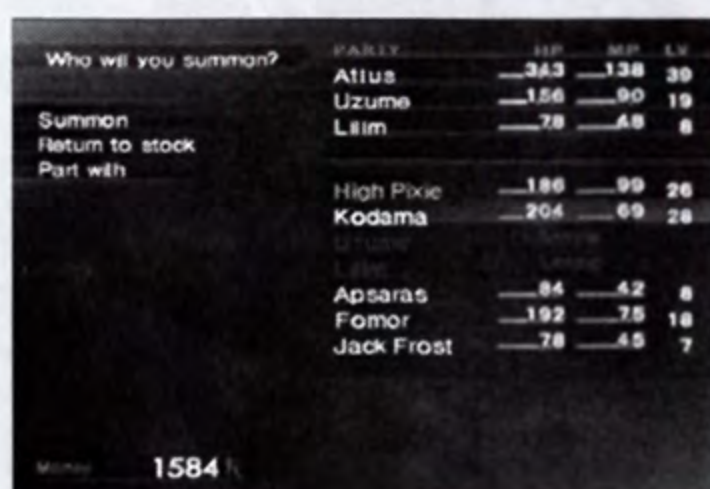
This option allows you to transfer a demon from stock to your current party. You can have up to 4 active members (including the main character) at any given time. You cannot summon another demon when you already have 4 members in your party.

## Return to Stock

This option allows you to return members in your current party to stock. If you have a full party and want to summon another demon, you must return one to stock first.

## Part With

This option allows you to permanently dismiss a demon from your party. Note that you will not be able to get the same demon again without visiting the Cathedral of Shadows (pg. 37).

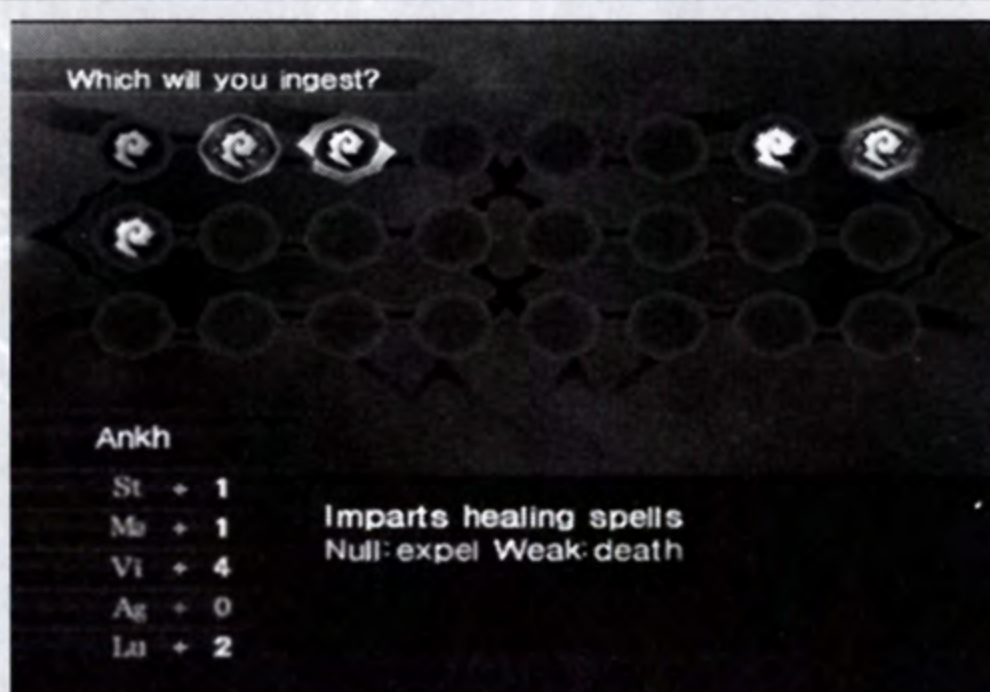




# MAIN MENU

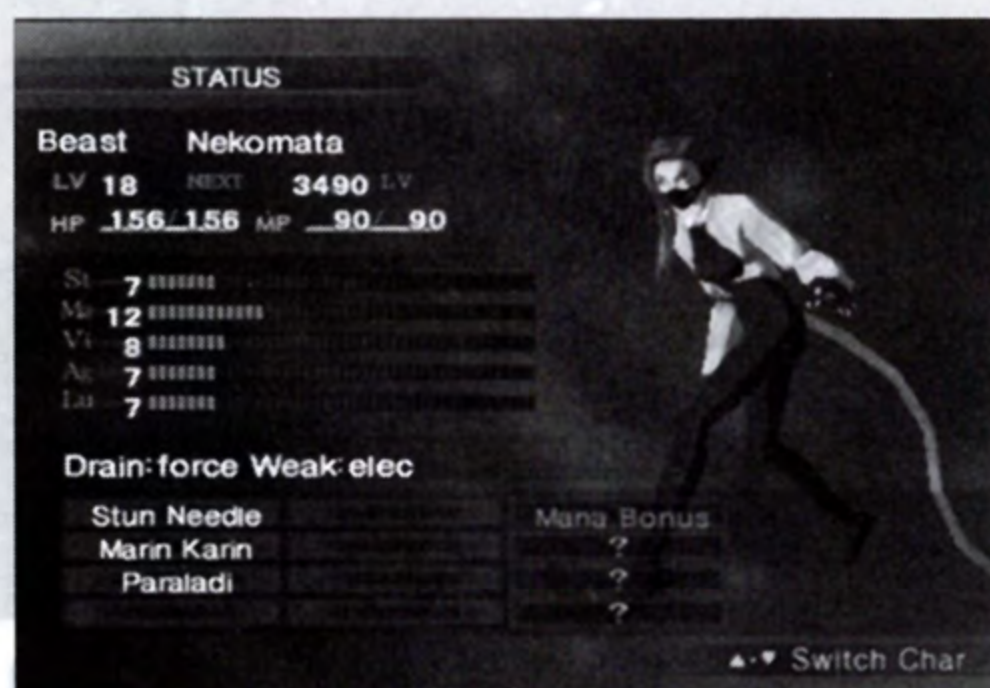
## MAGATAMA

Here, you can change the currently ingested Magatama. Select the Magatama you would like to ingest and press the × button to confirm your choice. For more details, see pg. 33.



## STATUS

By choosing this command, you can view the status of any party member. For more details, see pg. 22.



## CONFIG

Selecting this command will take you to the Config screen. There, you can configure the following:

### Vibration

You can toggle the vibration function ON/OFF. The default setting is ON.

### Menu Memory

If this option is set to ON, then in the FIGHT menu during battle, your last selection will automatically be highlighted on the next turn.

### Auto Memory

If this option is set to ON, then when you use the Auto function in battle, your last action will automatically be repeated.

## LOAD

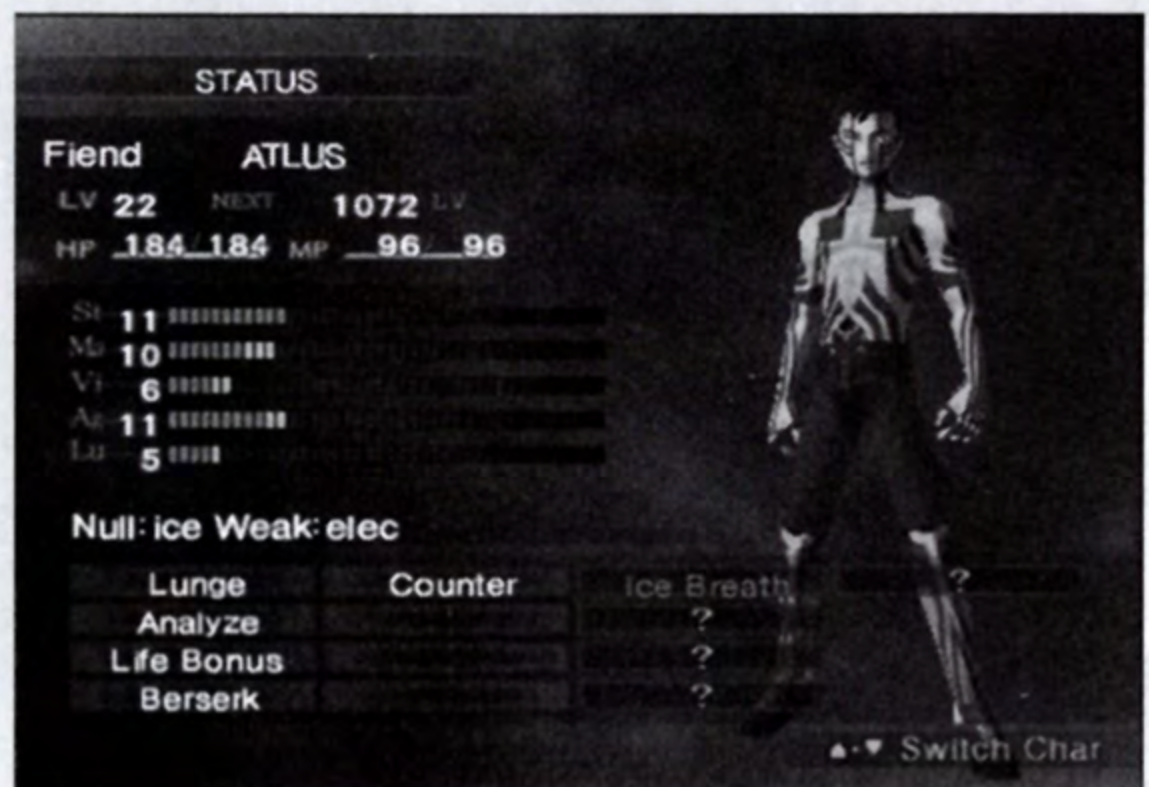
You can load a previously saved game from here, instead of having to return to the title screen. Warning: all unsaved data from the game you are currently playing will be lost if you load a previously saved game.



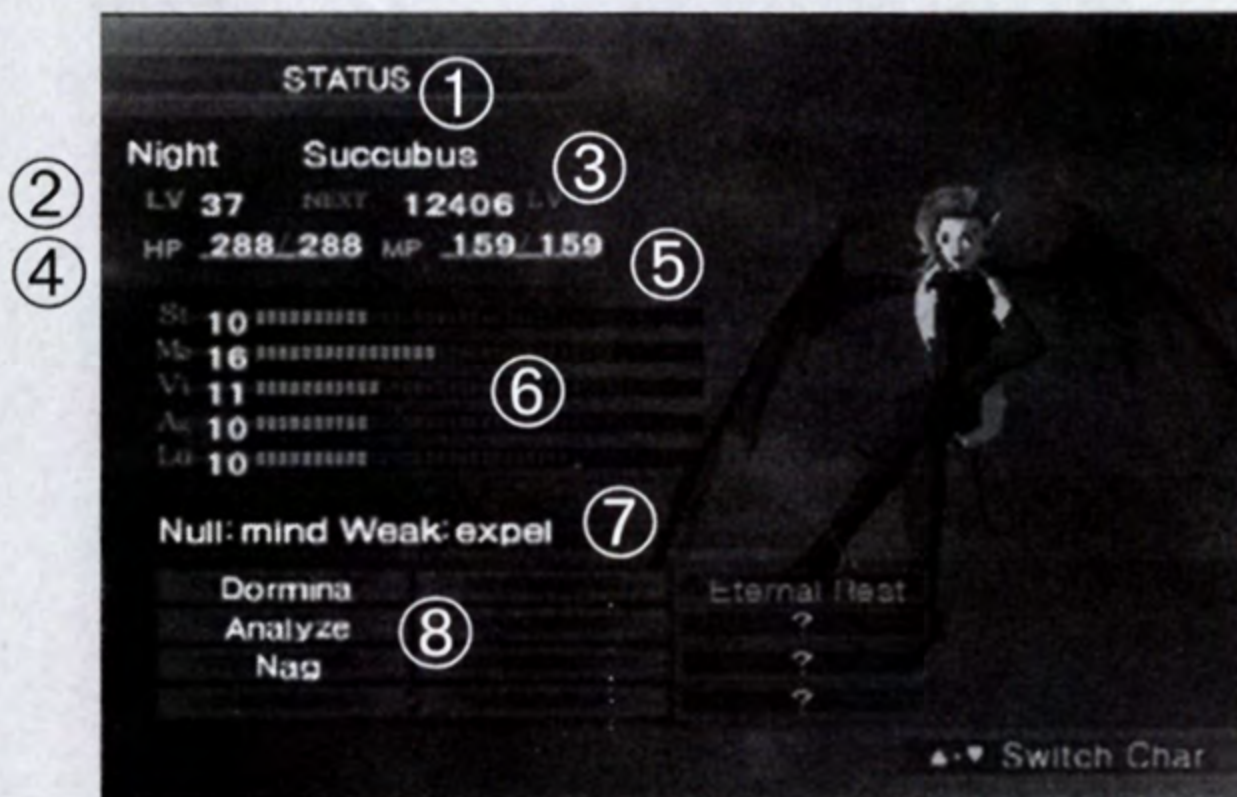
# STATUS

## CHECK THE STATUS OF YOUR PARTY

Here, you can view your party members' statistics and skills. Use the "Status" command to help you determine which demons you would like to summon.



## VIEWING THE STATUS SCREEN



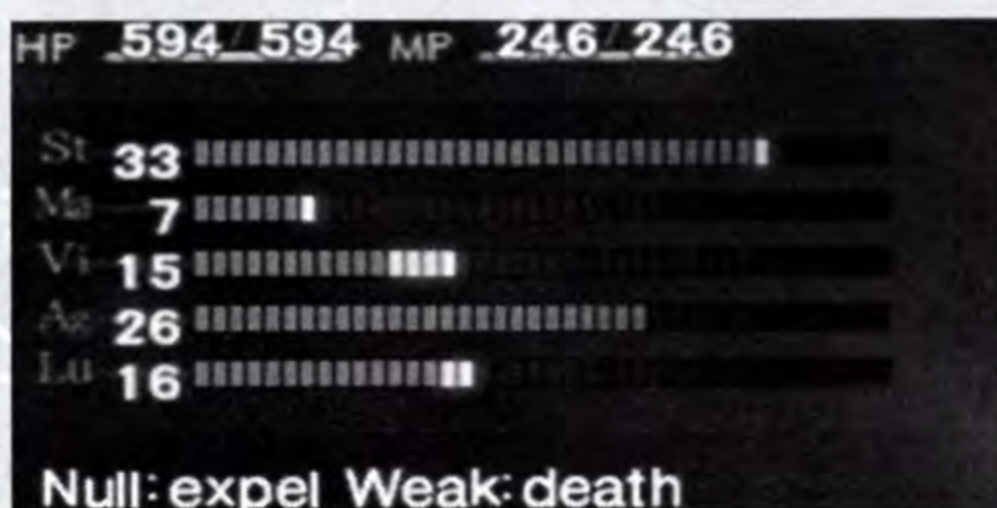
1. **Race/Name/Ailments** – The character's race and name. If the character has an ailment, an icon will be displayed to the right of the name.
2. **LV** – The character's current level.
3. **NEXT** – The amount of experience points needed to get to the next level.
4. **HP** – The character's hit points (current/maximum).
5. **MP** – The character's magic points (current/maximum).
6. **Stats** – The character's vital statistics. For details, see pg. 23.
7. **Defensive Characteristics** – The character's defensive strengths and weaknesses are indicated.
8. **Skill List** – All of the skills the character has learned.



# STATUS

## STATISTICS

On the status screen, you can view your party members' vital stats. Below is a list of the statistics and what they do. Also, the main character can get a boost by ingesting different Magatama. The effects of Magatama are displayed in green.
















STRENGTH	Affects the power of physical attacks.
MAGIC	Affects the maximum amount of MP.
VITALITY	Affects the maximum amount of HP.
AGILITY	Affects the order of attacks during battle.
LUCK	Affects the chances of getting the first attack.

## STATISTICS DISTRIBUTION

When the main character levels up, you will be given an extra point to add to one of the statistics mentioned above. Use the right directional button or the × button to add a point. If you want to redo the distribution, press the ○ button.

## AILMENTS

Throughout the game, your party will be affected by ailments. To be better prepared, learn the ailments below and the ways to cure them.

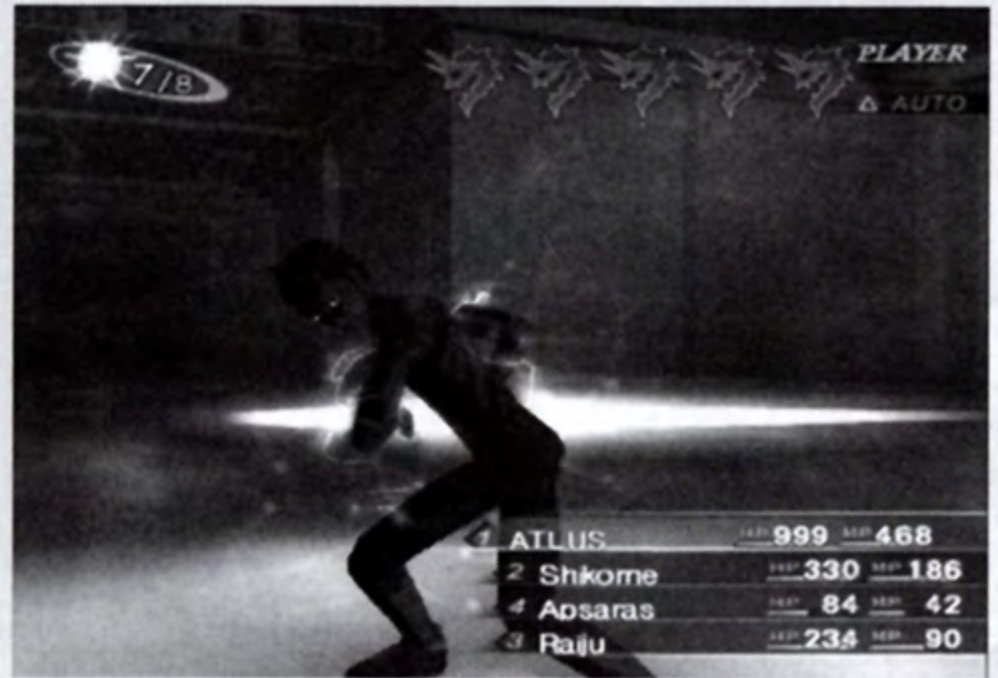
	DEAD	Indicates that the character is dead.
	STONE	Indicates that the character is petrified. He/she will automatically recover after battle. However, if the character takes a blow in this state, he/she will shatter into pieces and die.
	STUN	Indicates that the character is stunned. The chances of missing increase in this state.
	FREEZE	Indicates that a character has been frozen by ice. The character cannot move until the entire party's turn is over. The chances of taking a critical hit increase.
	SLEEP	Indicates that the character is sleeping. The character cannot move for a few turns, but he/she will recover HP/MP each turn. He/she will awaken when attacked or after battle.
	BIND	Indicates that a character is unable to move. The character cannot move for a few turns. The chances of taking a critical hit increase. The character will automatically recover after battle.
	PANIC	Indicates a confused character. The character will perform strange actions.
	MUTE	Indicates a character that cannot use magic.
	POISON	Indicates a character that has been poisoned. During battle, the character will take damage every turn. On the field, the character will receive damage with each step taken.
	FLY	Indicates a character that has been turned into a fly. In this state, almost all stats decrease greatly.
	CHARM	Indicates a character that has been charmed by an enemy. For a few turns, the character will help the enemy.
	SHOCK	Indicates a character who has been shocked by electricity. The character cannot move until the entire party's turn is over. Also, the chances of taking a critical hit increase.
	CURSE	Indicates that the main character has been cursed. He will take damage and attack allies at random. Also, you cannot change Magatama in this state.



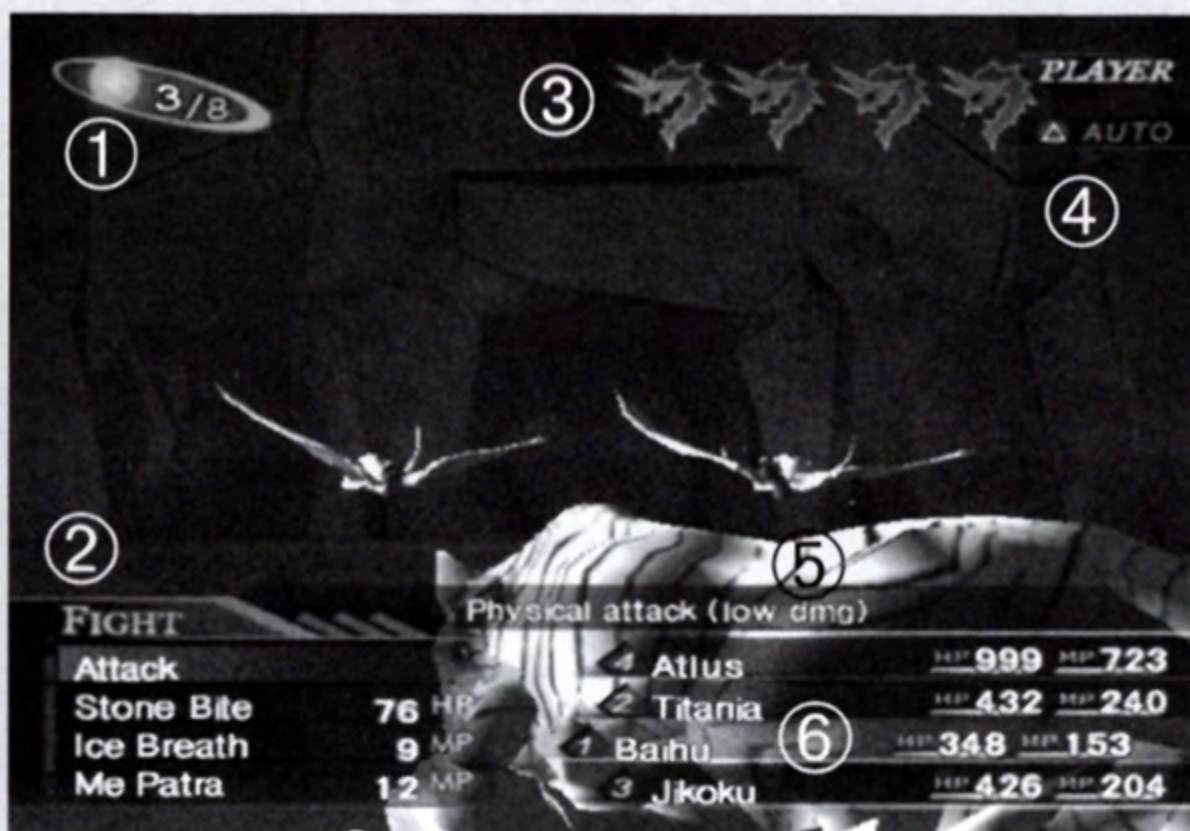
# BATTLE SYSTEM

## TURN-BASED BATTLE

There are many enemies that will attack you on your journey. Fend them off by learning how the battle system works. Remember, fighting is not everything. It is also important to know when to run and who you can talk to.



## VIEWING THE BATTLE SCREEN



1. **Phase Indicator** – Indicates the current phase of Kagutsuchi.
2. **Command List** – A list of commands available to you. Use the up and down directional buttons to scroll through the list, and left and right to change lists.
3. **Turn Icon** – Indicates the number of actions your party can take this turn. Blue corresponds to your party, while red corresponds to the enemy.
4. **Auto Icon** – Indicates whether Auto Battle is ON/OFF.
5. **Help Window** – Displays the explanations for items and skills. Pressing the SELECT button will toggle it ON/OFF.
6. **Party List** – The names, HP and MP of your party members are displayed. The numbers next to the names indicate the order of action.



# THE FLOW OF BATTLE

From the moment you encounter an enemy to the end of the battle, there are many choices to make and many things that can happen. Below is an explanation of the general flow of battle.



## Encounter the Enemy



When walking around on the map or in a dungeon, you will sometimes encounter a group of enemies. Be prepared for battle by keeping a constant watch on your Enemy Radar.

## Battle

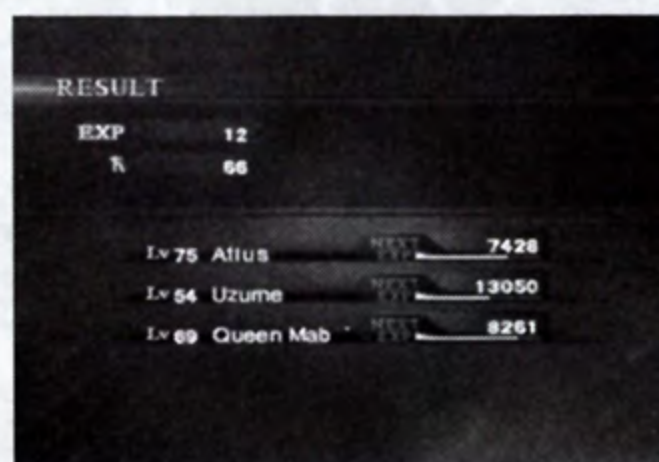


Please see pg. 28 for details on the commands available in battle. A battle will end if one of the conditions below is fulfilled. Note that new enemies may appear after you defeat the current enemies.

### Conditions to End a Battle

- All enemies are defeated
- The main character dies (Game Over)
- You get an enemy to join your party
- You (or the enemy) run away
- Your party members are all petrified

## End of Battle



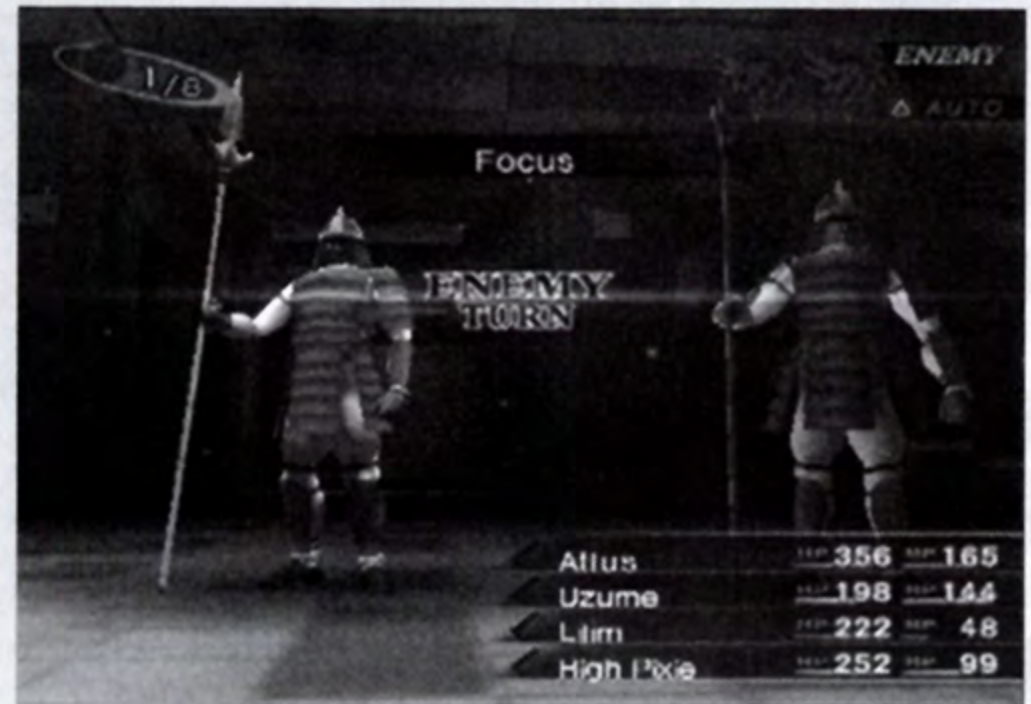
When the battle is over, the results screen will be displayed. Here you can check what items you've won and how much experience you've gained. Remember that you will not receive any money or experience if you run from battle.



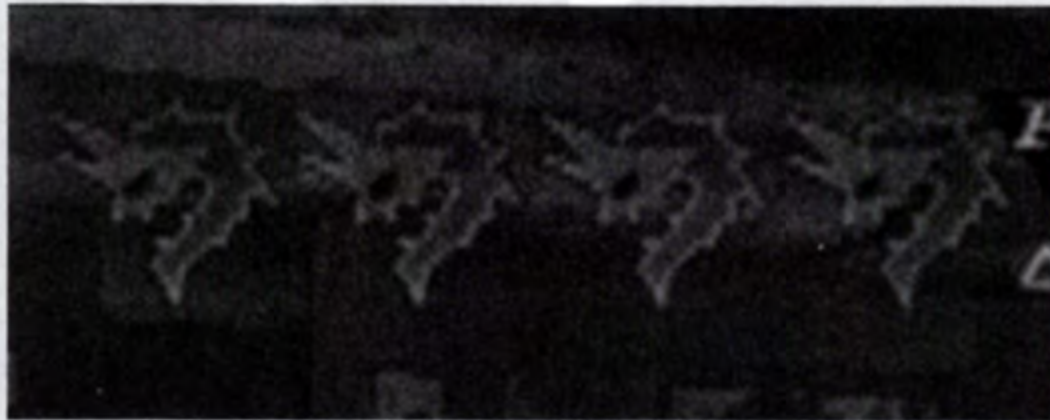
# BATTLE SYSTEM

## INDIVIDUAL TURN SYSTEM

At the top right-hand of the screen are "Turn Icons". For each icon, a character on the attacking side can perform one action. When all the icons have been used up, the party's turn is over. Keep a close eye on your Turn Icons and make good use of them.

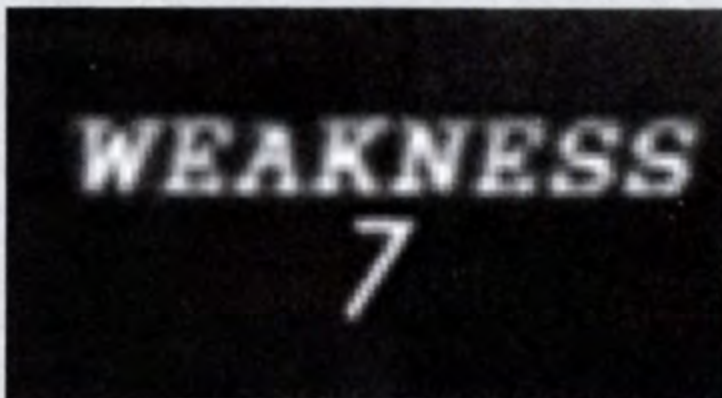


## Turn Icon



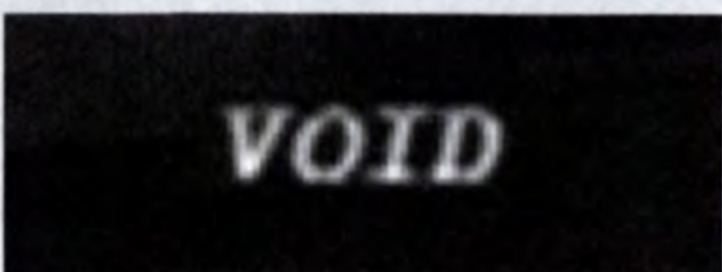
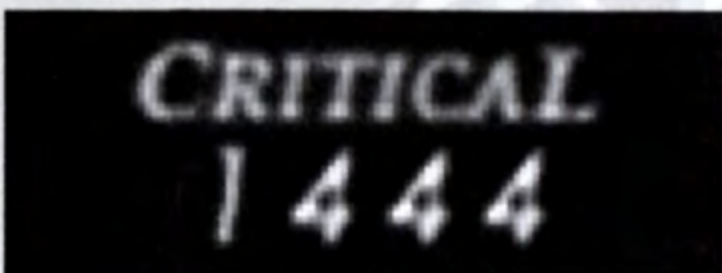
Every time a character performs an action, one icon is depleted. If you exploit an enemy's weakness or use the "Pass" command, you'll only use 1/2 of an icon.

## Weakness



This word will be displayed if you attack an enemy with a type of move they are weak against. On top of dealing more damage, you only use up 1/2 of a turn icon.

## About other icons in battle



When you attack, you may see other icons appear, such as "CRITICAL" or "VOID". If you land a Critical Hit, you will deal more damage and use up only 1/2 of a turn icon. If the enemy is immune to your attack, he/she will void it and take no damage. Also, this will cost you two turn icons.



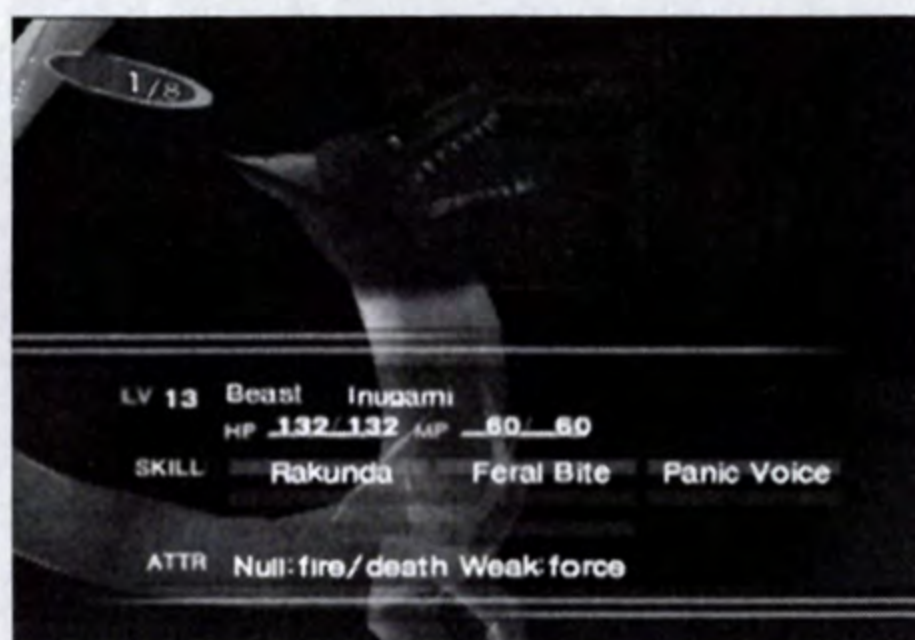
# BATTLE SYSTEM

## EXPLOIT THE ENEMY'S WEAKNESSES

The key to winning battles is to discover and exploit enemies' weaknesses. Not only can you deal large amounts of damage, but you can increase the number of times you can attack. It is even possible to defeat enemies before they are able to attack. Be careful, because what applies to the enemy also applies to you.

### step 1 Find out their weaknesses

The first thing to do is find out what the enemy's weaknesses are. You should try different types of attacks or using Analyze. Make sure to switch the current members of your party if they are weak against a particular enemy's attack.



### step 2 Pick an attack that exploits their weaknesses

Once you figure out an enemy's weakness, find an attack that exploits it. Inugami, shown on the right, is weak against Force attacks, so here you would pick an attack that uses Force. Exploiting an enemy's weaknesses will always give you the upper hand.



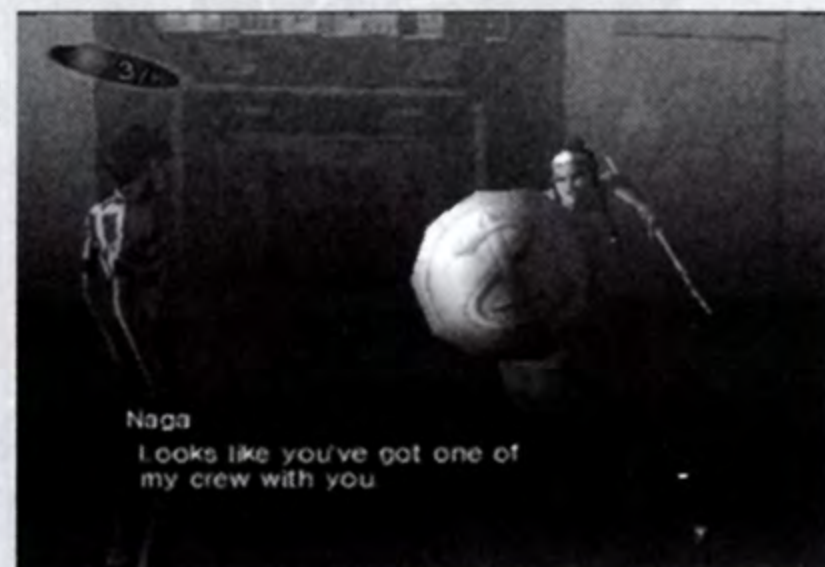


# BATTLE COMMANDS

*During battle, you can choose from several commands.*

## FIGHT

On the top of the list is the command "Attack", which is the very basic form of attack. It does not require any HP or MP.



## AUTO BATTLE

If you press the  $\Delta$  button during battle, you will activate the Auto Battle function. Press the  $\Delta$  button again or the  $\circ$  button to cancel it. You can adjust the Auto Battle settings in the Config screen (pg. 21).



### Auto Memory OFF

You will automatically fight using normal attacks.

### Auto Memory ON

The last action performed will automatically be repeated.

## step 1 Select your action

Use the up and down directional buttons to highlight your choice, and press the  $\times$  button to select it. Be aware of the amount of HP or MP required to perform the action.



## step 2 Select a target

Once you've selected an action, you must choose a target. Move the cursor with the directional buttons, and press the  $\times$  button to execute your attack.



## Passing

At the bottom of the list is the command "Pass". If this command is selected, the character will forego taking action and it will become the next character's turn. Passing only utilizes 1/2 a turn icon. Pressing the  $\square$  button during battle also allows you to Pass.



# TALK

You can talk to demons and try to convince them to join your party or give you items. The main character has the option to talk with demons from the start, but other party members can learn to talk, too. Below is an explanation of how to recruit a demon.



## step 1 Begin negotiating

Select the "Talk" skill from the TALK menu. Remember that there are demons that cannot talk and demons that won't join your party.



## step 2 Select a target

Once you've selected a negotiation skill, you must choose which demon you will talk to. Move the cursor with the directional buttons, and press the × button to begin negotiating.



## step 3 Negotiating

As your conversation progresses, the demon may ask for things like Macca or items. Be mindful of the demon's temperament as you negotiate. Also, if you have a demon in your party with a negotiation support skill, that demon may help you in your negotiating.



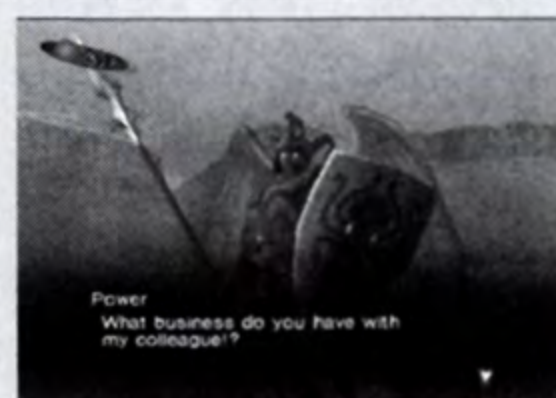
## step 4 Approval

If all goes well, the demon will be in your ranks after battle. Be careful, because the demon might attack you if negotiation fails. You can only have 8 demons in your party at the start of the game, but as you progress, you will be able to add more. Remember that a demon cannot join your ranks if your party is full.



## INTERRUPTIONS

If you try to talk to a demon in a group of enemies, there are times when another demon will interrupt your conversation. If this happens, negotiations end and you forfeit your turn.





# ITEM

The item list contains all items that can be used in battle. Use the directional buttons to select a particular item and a target if necessary. Confirm your choices using the × button. Note that only the main character can use the ITEM command.



## SUMMON/RETURN

By selecting "Summon" from the SUMMON menu during the main character's turn, you can summon an inactive demon into battle, or replace a demon already in battle with one from your inactive ranks. By selecting "Dismiss" from the RETURN menu during a demon's turn, you can send that demon to join your inactive ranks, but you will not be able to simultaneously summon a replacement.



### step 1 Select a demon to summon

First, select a demon from your inactive ranks. Use the up and down directional buttons to highlight your choice and press the × button to confirm it.



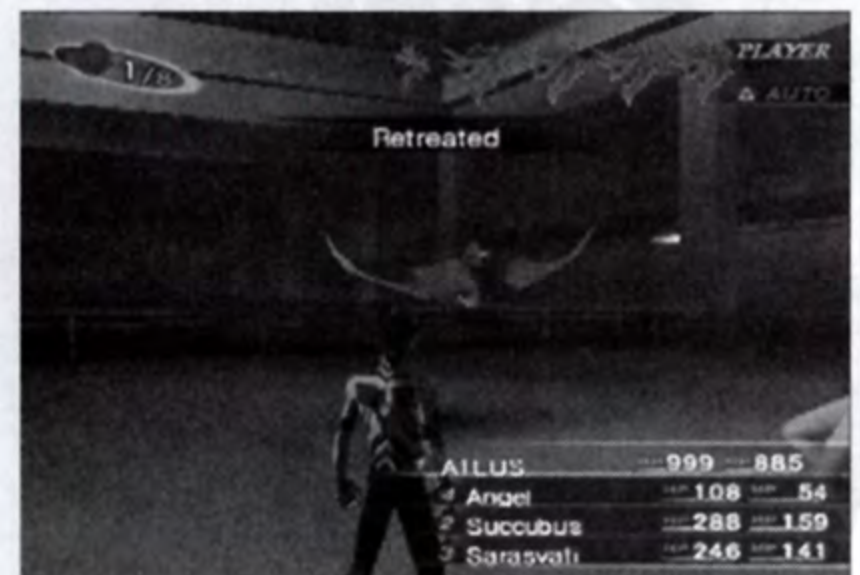
### step 2 Select where to summon the demon

Use the left and right directional buttons to select where to summon the demon. If there's a demon already in the spot you choose, that demon will automatically be sent to join your inactive ranks.



## ESCAPE

Select this command to run from battle. Any party member can use this command. Be careful, because if you fail, you will forfeit your turn.





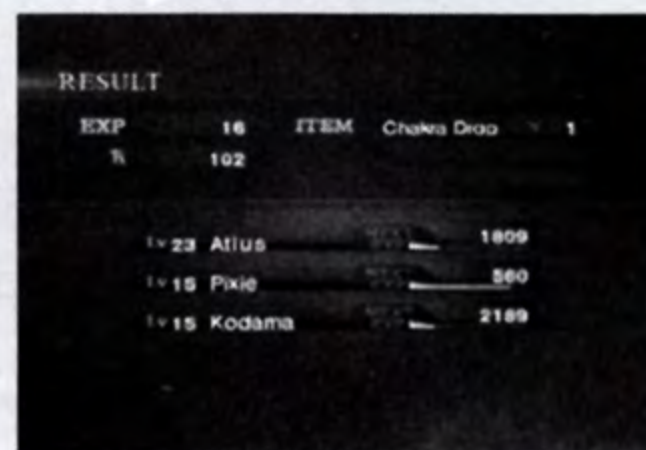
# END OF BATTLE/LEVELING UP

If you defeat all of the enemies or succeed in negotiating with a demon, the battle will end. Next, the results screen will be displayed. It contains information such as how much experience you received. If, on the other hand, the main character's hit points reach zero, or if the entire party is petrified, then the game will end.



## RESULTS SCREEN

At the results screen, you will be informed of how much experience and Macca your characters earned, as well as how close they are to leveling up. Only active party members will receive experience. A list of items that the enemy dropped will also be displayed.



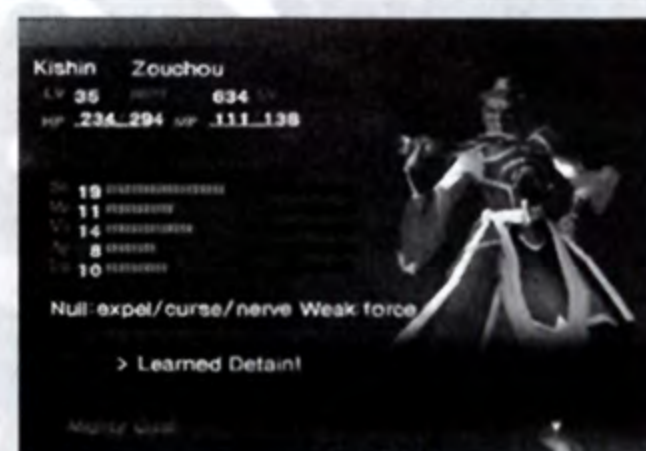
## INCREASING STATS

When your characters gain enough experience points by defeating enemies, they will level up. In the case of the main character, you will be given a point each time you level up to allocate to one of your stats (pg. 23). The other demons in your party will randomly allocate the points they receive.



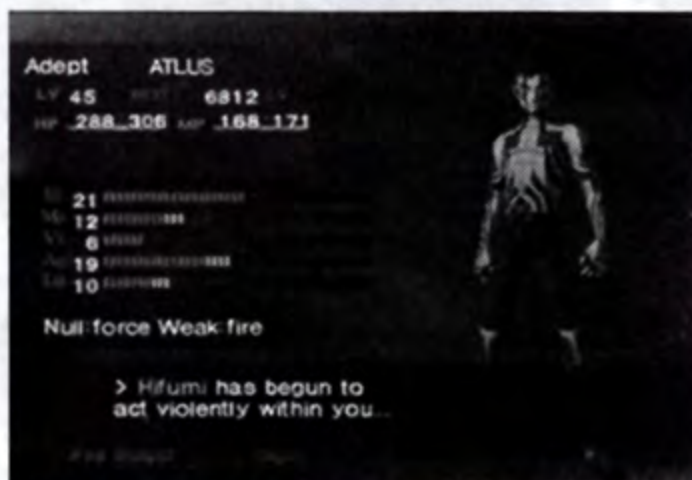
## LEARNING SKILLS

When leveling up, other things may happen. They are listed below.



### Violent Magatama

There are times when the Magatama inside of the main character will start acting violently. The results will vary depending on the Magatama ingested.



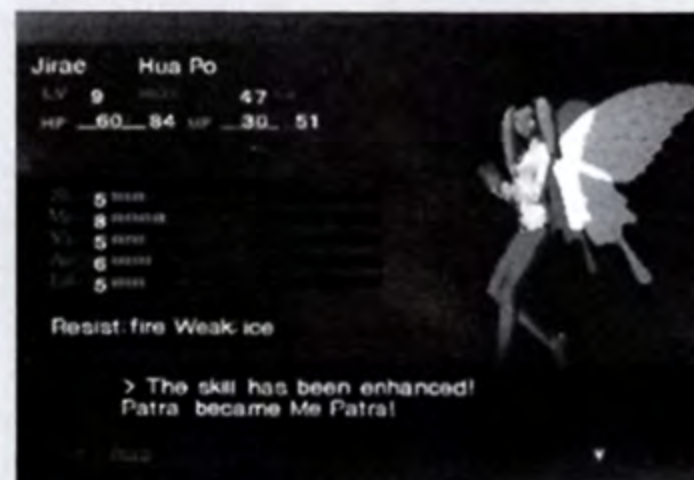
### Signs of Change

If you continue to level up a demon that has shown Signs of Change, it will transform into a more powerful demon.



### Skill Changing

Sometimes a demon will attempt to change his/her skill into another skill.





# ORGANIZING YOUR PARTY

Because not all of your demons are active, it is important to regularly reassess which demons should participate in battle. Plus, if you level up your demons before you fuse them, you can create even more powerful ones. Below is an explanation of the process.

Who will you return?	PARTY	HP	MP	LV
Summon	Atius	567	252	75
Return to stock	Uzume	442	225	54
Part with	Feng Huang	276	138	36
	Angel	108	54	11
	Queen Mab	492	288	69
	Kodama	204	69	28
	Uzume	0	0	0
	† Laim	0	48	40
	Apsaras	84	42	8
	Fomor	192	75	18
	† Jack Frost	0	65	7
	Isora	132	66	14
	Feng Huang	0	0	0
	Angel	0	0	0

Money: 2315

## step 1 Organize your party

Organize your party while keeping in mind what attacks and healing skills you need.



## step 2 Fuse your demons

As the story progresses, the enemies will become more powerful. Visit the Cathedral of Shadows (pg. 35) and fuse the demons you've recruited to create an even more powerful demon. It's a good idea to keep a variety of demons to compensate for each of their weaknesses.



## step 3 Level up your demons

If you level up your demons before you fuse them, the demon you create will be even stronger. One of the most important things to consider is skills (pg. 36). The next skill that a character will learn is displayed in gray on the status screen. You may want to consider leveling up a demon before fusing him/her if you wish to carry over a skill which has yet to be learned.

DEMON 1	DEMON 2	RESULT
Kishin Zouchou	Atius	Fusion 2
LV 27	LV 75	
HP 236, 236	MP 111, 111	
St 15		
Md 10		
Vs 12		
Sp 7		
Lt 10		
Null: expel/curse/nerve Weak: force		
Brutal Slash	Might	Curse
Agilao	Agi	
Mahama		
Shaboo		

Select the 2nd demon.				
	1	2	3	4
	Kishin Zouchou	Atius		
	LV 27	LV 99		
RACE	NAME	LV	RESULT	
1	Vile Arabesque	72	Fusion 2	
2	Night Succubus	37	○ Femme	Yaksini 43
3	Fairy High Pixie	21	○ Brute	Momonofu 20
4	Yoma Karasu	28	○ Femme	Shikome 32
5	Holy Feng Huang	36	○ Lady	Kushinada 41
6	Brute Ikusa	44	○ Snake	Quetzalcoatli 55
7	Fury Dionysus	44	○ Lady	Kushinada 41
8	Kishin Zouchou	27	○	Fusion 1
9				
10				
11				
12				

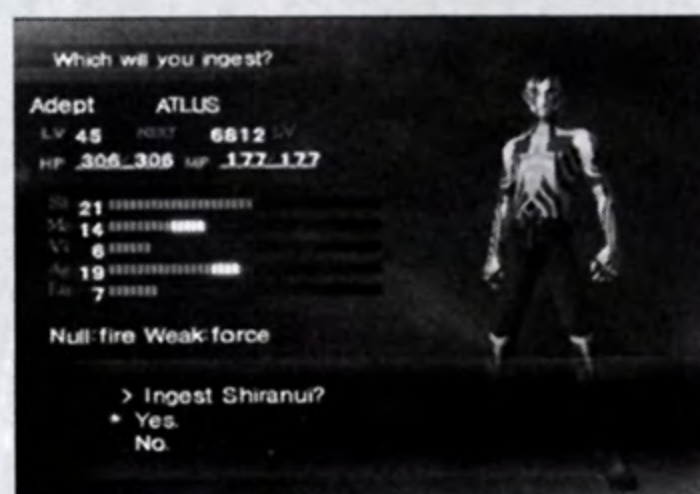
R1 Status Show/Hide symbol help



# MAGATAMA

## THE SOURCE OF DEMONIC POWERS

By equipping items known as Magatama, you can gain many benefits.



## 24 DIFFERENT MAGATAMA

There are a total of 24 Magatama. By ingesting different Magatama, you will gain various boosts in your stats as well as learn new skills. When you select "Magatama" from the Main Menu, your current inventory of Magatama will be displayed. Use the directional buttons to select a Magatama and press the  $\times$  button to view the status screen, where the effects of that Magatama will be shown. Press the  $\times$  button again and you will be given the option of whether or not you want to ingest it.



## EFFECTS OF MAGATAMA

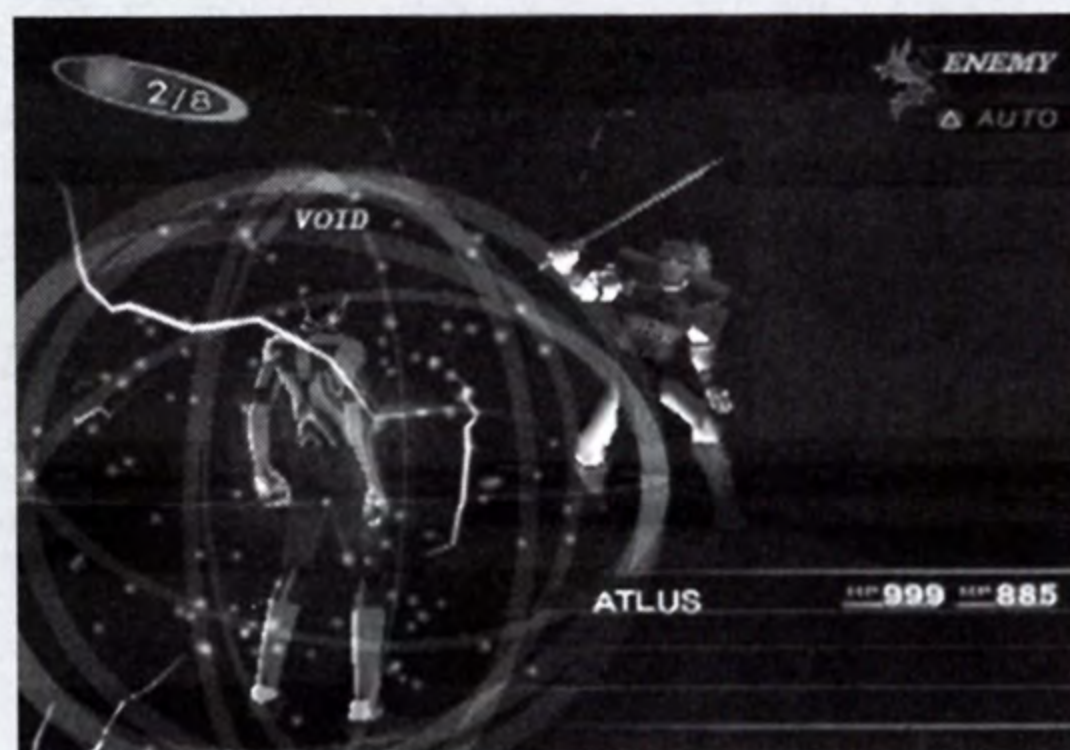
It is to your advantage to make use of all the Magatama you have. Since they have unique strengths and weaknesses, use them accordingly.

### Learning skills

As the main character levels up, there are times when he will learn a new skill from the Magatama he has ingested. By leveling up with various Magatama, he can learn a spectrum of skills.

### Defensive Characteristics

Each Magatama has a unique set of defensive characteristics. Use them to compensate for your weaknesses.





# MAGATAMA

## USE MAGATAMA TO YOUR ADVANTAGE

If you get hit by a type of attack that the Magatama you've ingested is weak against, you will take high damage. It is important to make sure you don't have the wrong Magatama equipped before boss battles.



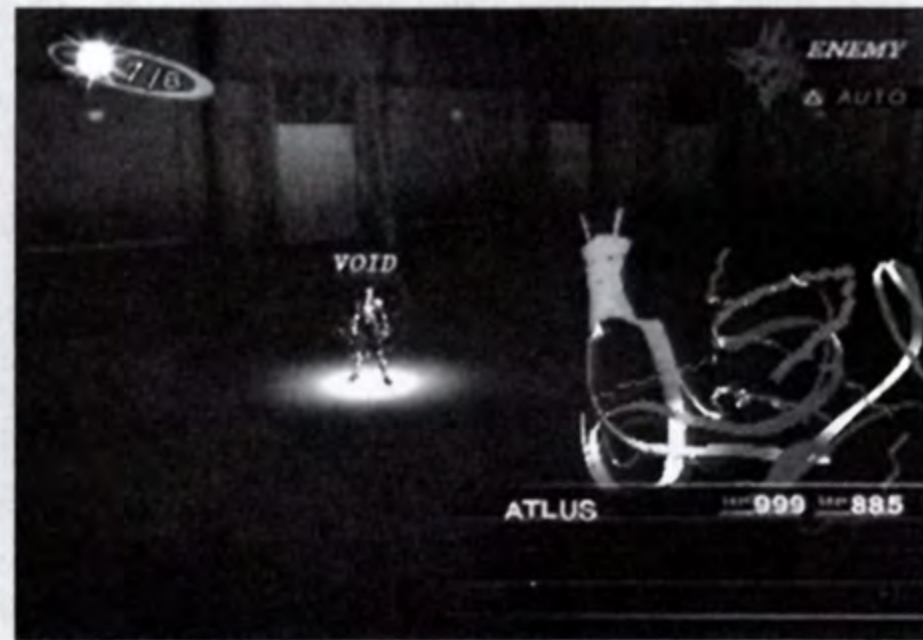
### >>EXAMPLE: WHEN THE ENEMY USES AN ELECTRIC ATTACK<<

Let's say that the enemy uses Zio against you in battle. If you have Wadatsumi ingested, you will take a large amount of damage, whereas with Narukami, you may be able to win the battle unscathed. It is important to know your own strengths and weaknesses, as well as your enemy's.



#### Wadatsumi

Nulls: Ice; Weak: Electric  
High damage received from Zio.



#### Narukami

Nulls: Electric; Weak: Ice  
No damage received from Zio  
AND the enemy loses a turn icon.

## MAGATAMA THAT APPEAR EARLY ON

As you progress, you will come across all sorts of Magatama. Below is a list of Magatama you will find early on in the game.

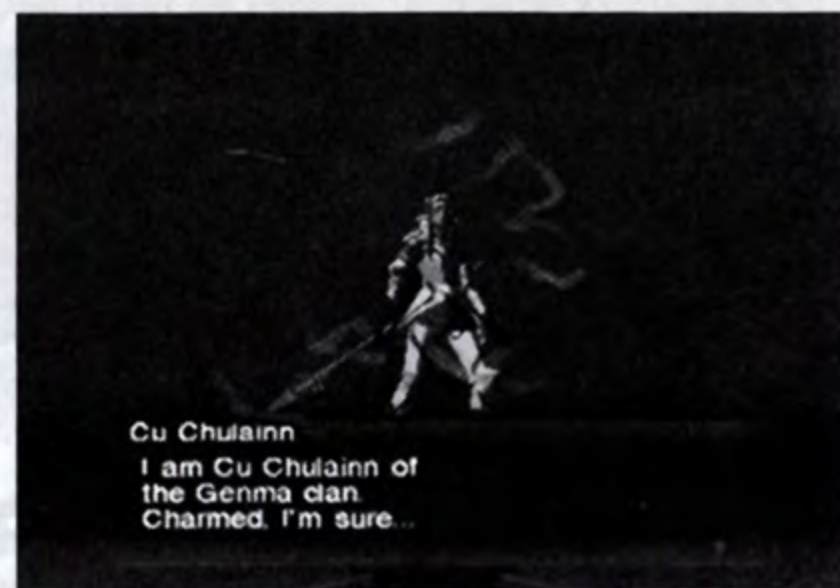
Marogareh	Imparts physical attacks. No strengths, no weaknesses.
Wadatsumi	Imparts Ice magic. Nulls Ice/Weak against Elec.
Ankh	Imparts recovery magic. Nulls Expel/Weak against Death.
Iyomante	Imparts battle support magic. Nulls Nerve.
Shiranui	Imparts Fire magic. Nulls Fire/Weak against Force.
Hifumi	Imparts Force magic. Nulls Force/Weak against Fire.



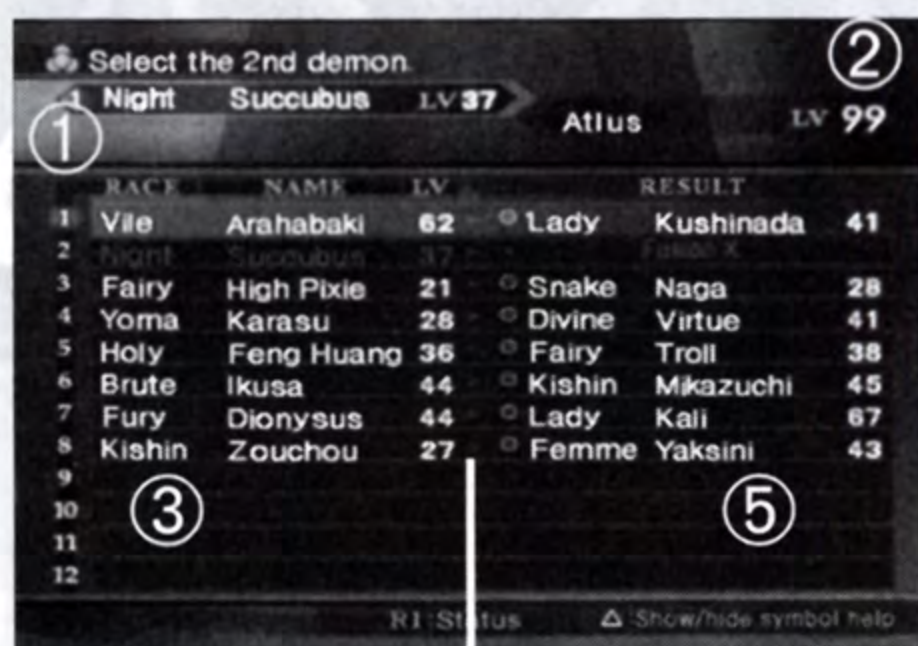
# DEMON FUSION

## POWERING UP THROUGH FUSION

If you have more demons in your ranks than needed, try fusing some at the Cathedral of Shadows (pg. 32). By using fusion, you can create very powerful demons. However, you must understand how the process works in order to create your ideal demon.



## VIEWING THE DEMON FUSION SCREEN



- 1. First Demon** – The race, name and level of the first demon you've selected.
- 2. Main Character's Status** – The name and level of the main character.
- 3. Demon List** – The list of demons in your party. Use this list to help you select which demons to fuse.
- 4. Compatibility Indicator** – Indicates the fusion compatibility between the first demon selected and your other demons. The icons are explained below.
- 5. Results** – The races, names and levels of the demons that would result from fusion. Highlight a demon and press the × button to view more details.



A normal fusion.



Not fusible.



Same demon, but powered up.



A demon of the same race that's 1 level higher.



A demon of the same race that's 1 level lower.

NOTE: Deathstones are stones that affect demon fusion. If you have one, then under certain conditions, a special type of fusion will occur...



# THE FLOW OF FUSION

When you select "Fuse" from the menu in the Cathedral of Shadows, the fusion screen will appear. Usually you can only fuse 2 demons together, but under certain conditions you can perform a special type of fusion. Below is an explanation of the typical process.

## step 1 Select the demons to fuse

You first need to select 2 demons to fuse together. Use the up and down directional buttons to highlight each demon and the × button to confirm your choices.



## step 2 Check the results

Pressing the × button after highlighting the second demon will bring you to the status screen of the demon that will result from the fusion. Note that you cannot create a demon that you already have in your party or a demon that is a higher level than the main character.



## step 3 Begin fusing

Once you have decided which demons you would like to fuse together, you will be asked to confirm your decision. Select "Yes" to begin fusion.



## CARRYING OVER SKILLS

If you fuse demon A with demon B, you will get demon C. Demon C will have his/her own skills, but will also inherit some skills from demon A and demon B. Be sure to take this into consideration before you fuse two demons together.

Pixie	Sudama	Isora (w/ Pixie's skill)

The skills that will be carried over are displayed in green. Since they are randomly determined, try re-selecting the fusion participants until you get the skills you want.



# KEY LOCATIONS

## PLACES INVALUABLE TO YOUR QUEST

There are several locations in the Vortex World that will be useful to you in your adventure. Be sure to familiarize yourself with the services available at each of them.



## CATHEDRAL OF SHADOWS

At these locations, you can fuse demons or register them. You can also gain vital information by talking to the Minister.

### Fuse

In the Cathedral of Shadows, you can fuse demons in your party together to create stronger ones (p. 35).

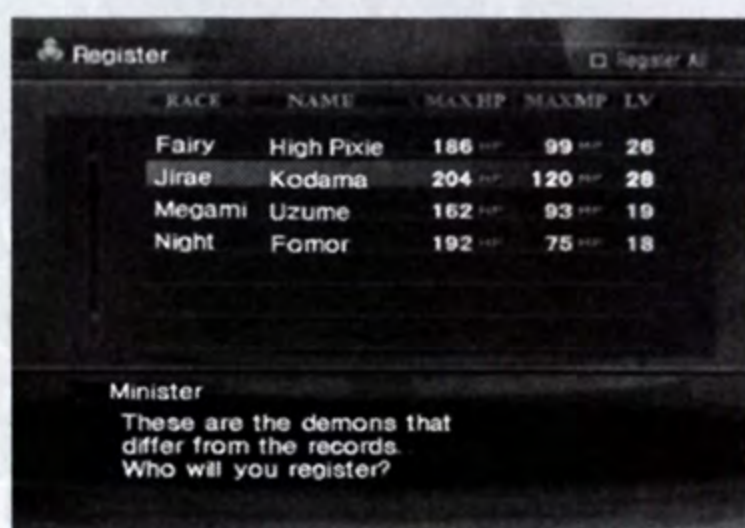


## Demonic Compendium

Any demon that has ever joined your party will automatically be recorded in here. The options below will be available to you.



## REGISTER



You can register a demon to update its record in the Demonic Compendium. Its status will reflect the most recent record if you later decide to summon the demon back into your ranks.

## VIEW

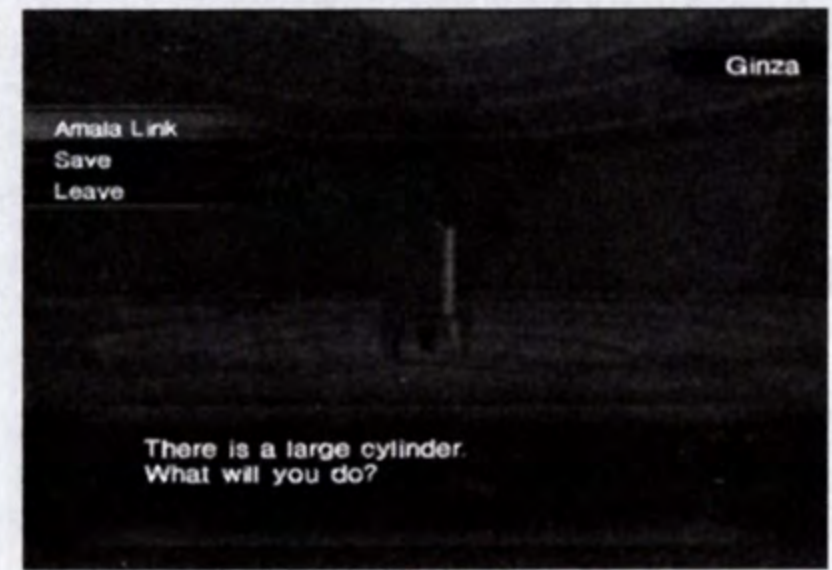
By selecting this option, you can view information about any demon that has been in your party. If a demon is no longer in your ranks, you can pay to summon them. Use the up and down directional buttons to select a demon, and press the × button to confirm your choice. The L1 and R1 buttons can be used to sort the list of demons by race or level.



# KEY LOCATIONS

## TERMINAL

At a Terminal, you can save your progress by selecting "Save" (pg. 11), or teleport to another Terminal you have visited by selecting "Amala Link". An S Terminal will only allow you to teleport to the main Terminal in the current area.

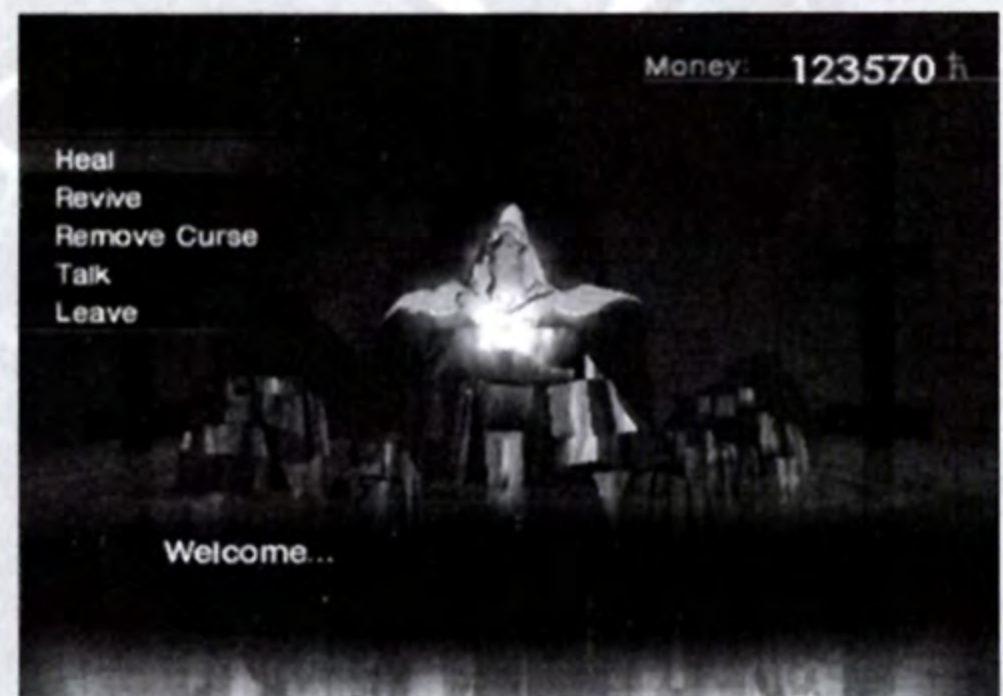


## FOUNTAIN OF LIFE

Here, you can select from the options below. A list of the characters in need of treatment will automatically be displayed.

### Treatments

- **Heal** - Restores HP/MP, cures ailments, and revives a dead character.
- **Revive** - Revives a dead character.
- **Remove curse** - Lifts curses off the main character.



## JUNK SHOP

You can buy and sell items at this shop. Some shops have things you won't be able to find anywhere else, like Magatama.



## RAG'S JEWELRY

In this shop, you can trade the gems you've collected for rare items and special demons.

You can't buy or sell here, but it has items not available at the Junk Shop.





# NOTES



# NOTES



## LIMITED WARRANTY

ATLUS warrants the original purchaser of this ATLUS product that the medium on which this software program is recorded is free from defects in materials and workmanship.

ATLUS, at its sole option, will refund, repair or replace at no charge any defective ATLUS products within ninety (90) days of purchase with proof of purchase date, so long as the defect is not caused by misuse and neglect of the purchaser. EXCEPT FOR THE FOREGOING LIMITED WARRANTY, ALL EXPRESS, IMPLIED AND STATUTORY WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT OF PROPRIETARY RIGHTS, ARE EXPRESSLY DISCLAIMED. ATLUS SHALL NOT BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, CONSEQUENTIAL OR OTHER DAMAGES, EVEN IF DAMAGES RESULT FROM THE USE OF ATLUS PRODUCTS IN ACCORDANCE WITH ATLUS manual instructions. In some jurisdictions, some of the foregoing warranty disclaimers or damage limitations may not apply.

You must call (949) 788-0353 to receive instructions to obtain repair/replacement services.

### Repair/Service After Expiration of Warranty

If your ATLUS product requires repair after expiration of the 90-day Limited Warranty Period, you, may contact the Customer Service Department at the number listed above. You will be advised of the estimated cost of repair and the shipping instructions.

### ATLUS Customer Service Department/Technical Support Line

(949) 788-0353

Call this number for help in installing or operating our products or for general product questions. Representatives are available Monday - Friday, 9:00 am to 5:30 pm Pacific Time.



*An RPG this good deserves more than just a guide...*



*...it deserves  
a 400 page monster.*

Pick up the official strategy guide today

To order, call 1-800-478-1132 or visit

[www.DoubleJumpBooks.com/Nocturne](http://www.DoubleJumpBooks.com/Nocturne)

**ATLUS**<sup>®</sup>  
WWW.ATLUS.COM

**DoubleJump**  
**BOOKS**

Atlus U.S.A., Inc. 15255 Alton Parkway, Suite 100, Irvine, CA 92618

© 2004 Atlus SHIN MEGAMI TENSEI and SMT are trademarks of Atlus USA. NOCTURNE® is a trademark of Terminal Reality, Inc. and is used with permission; all rights reserved. DANTE from Devil May Cry 2 : © CAPCOM CO., LTD. 2003. DoubleJump, DoubleJump Books, Monster-Size and their logos are trademarks of DoubleJump Publishing, Inc. ALL RIGHTS RESERVED.

Licensed by Sony Computer Entertainment America for play on PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Entertainment Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.