

SHIN MEGAMI TENSEI®

Persona 4



MATURE 17+

M

CONTENT RATED BY
ESRB

ATLUS®
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⚠️ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
 - Avoid large screen televisions. Use the smallest television screen available.
 - Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
 - Avoid playing when you are tired or need sleep.
-

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system 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.

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.



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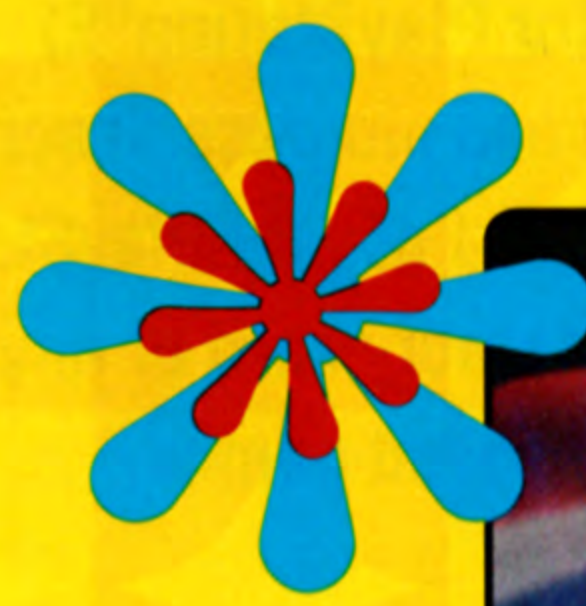
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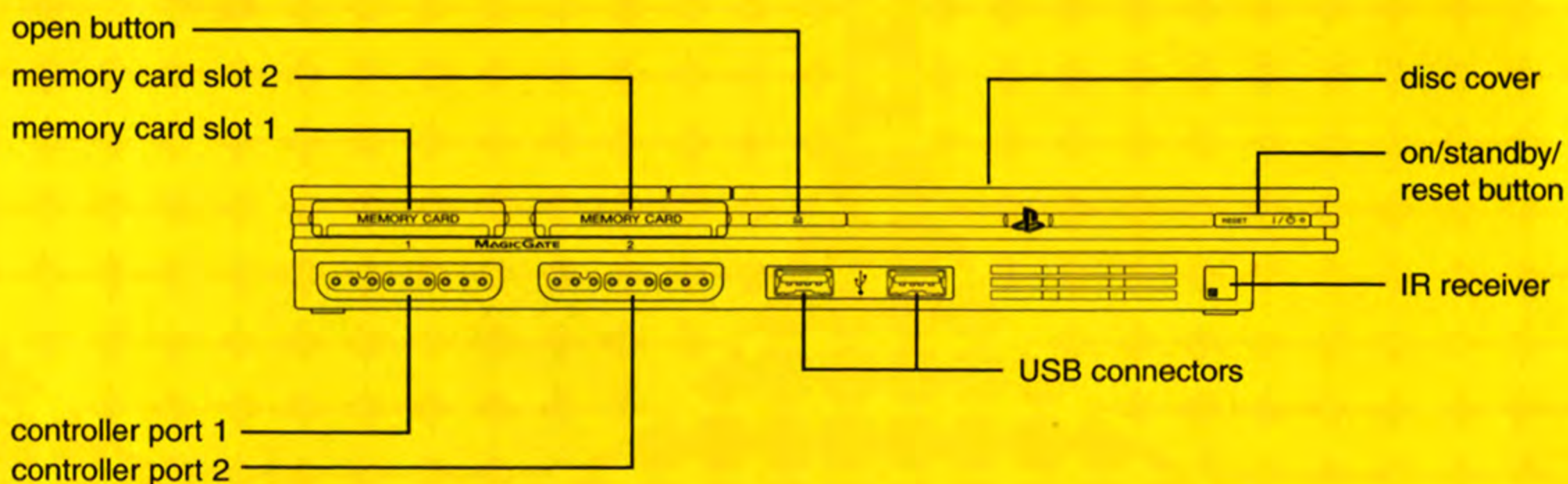
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PERSONA[®] PERSONA 4

This game is a work of fiction. Characters, locations, and groups depicted herein are not intended to reflect real people, places, or organizations.

GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the Persona® 4 disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

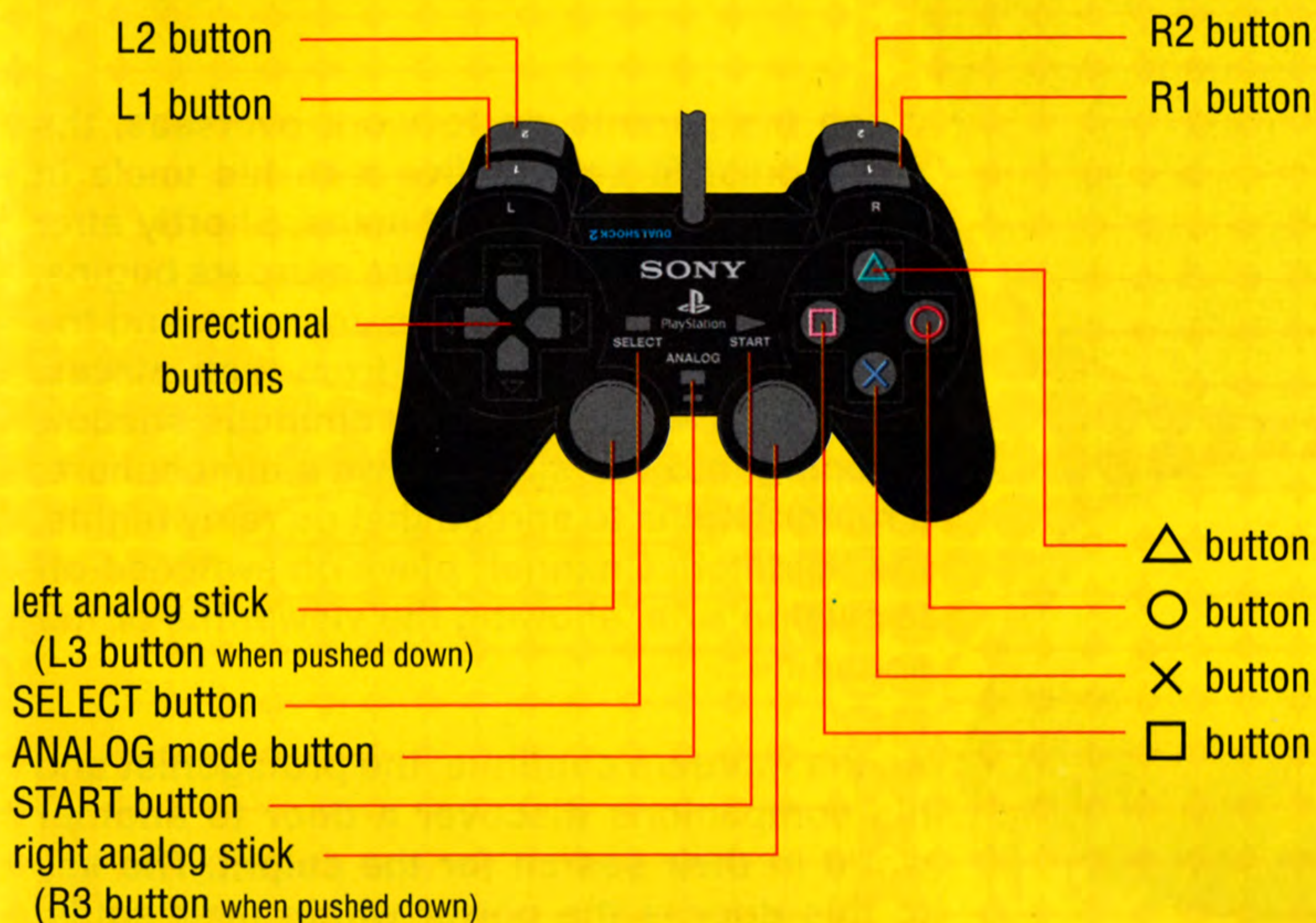
To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

Field/Dungeon Controls

left analog stick/directional buttons	Move character
right analog stick	Rotate camera
L1 button	Rotate camera (left)
R1 button	Rotate camera (right)
L2 button	Rotate camera (left)
R2 button	Rotate camera (right)
START button	Toggle mini-map view (only in areas with mini-maps)
SELECT button	Not used
○ button	Move camera behind character
× button	Examine/Talk/Confirm/Use weapon ¹
△ button	Open the Command Menu
□ button	Change Tactics/Talk to party members/Display menu help/Display location menu

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Battle/Command Menu Controls

left analog stick/directional buttons	Move cursor
L1 button	Analyze an enemy ²
R1 button	Confirm order of action
L2 button	Not used
R2 button	Not used
START button	Not used
SELECT button	Not used
○ button	Cancel selection/Cancel auto-battle
× button	Confirm
△ button	Toggle RUSH (auto-battle) ON/OFF
□ button	Display menu help (Tactics, Skills, Personas, Items)

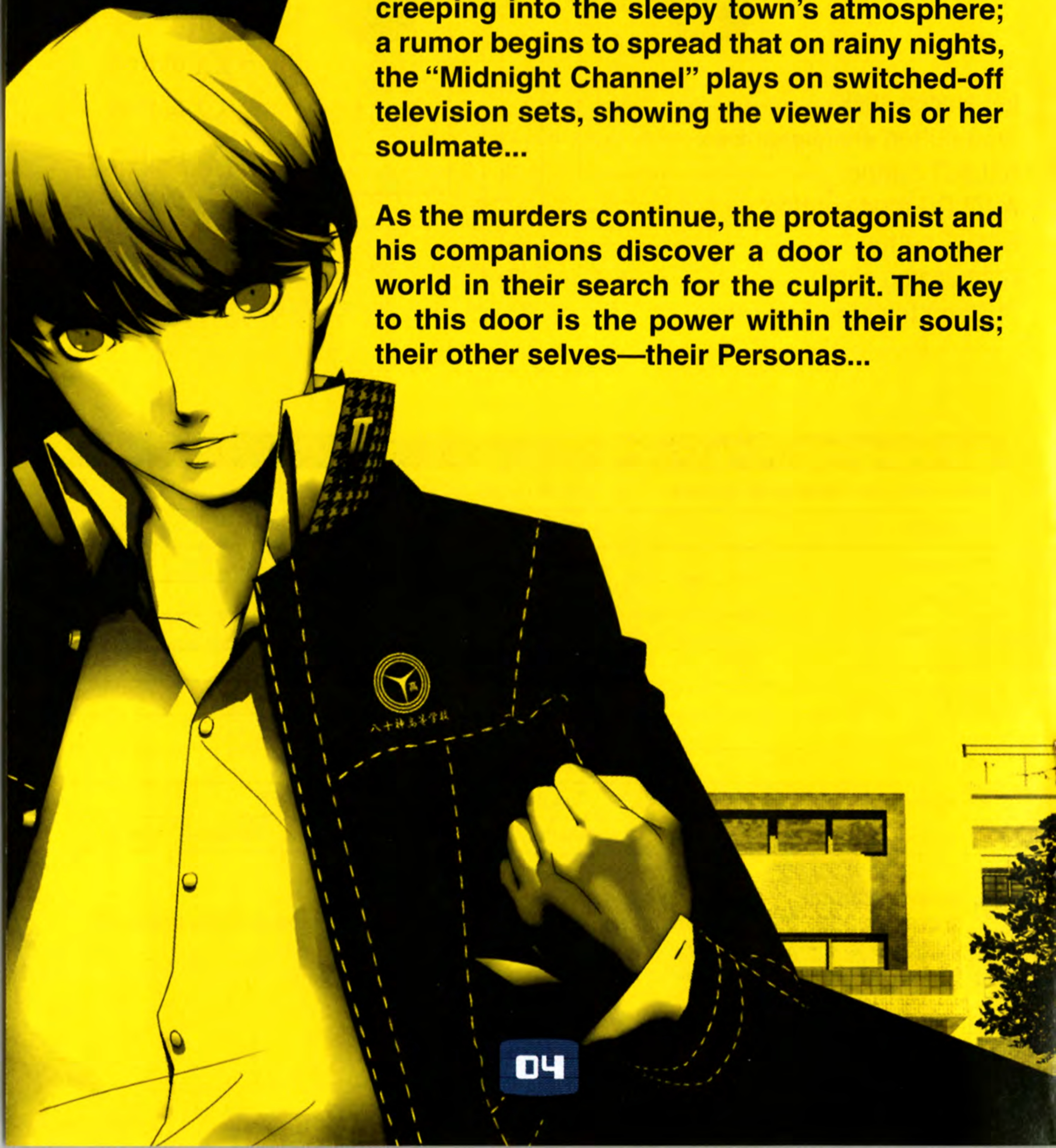
1: Weapons can only be used in dungeons, where enemies appear.

2: To use, press the L1 button during a battle and place the cursor on an enemy. Then, press the × button to analyze.

PROLOGUE

When his parents go to work overseas, the protagonist is sent to live with his uncle in the small country town of Inaba. Shortly after his arrival, a series of bizarre murders begins, where the cause of death is unknown and the bodies are found hanging from high places. The deaths are not the only ominous shadow creeping into the sleepy town's atmosphere; a rumor begins to spread that on rainy nights, the "Midnight Channel" plays on switched-off television sets, showing the viewer his or her soulmate...

As the murders continue, the protagonist and his companions discover a door to another world in their search for the culprit. The key to this door is the power within their souls; their other selves—their Personas...



Characters

The image features two characters against a yellow background. On the left is a young man with short black hair, wearing a black suit jacket over a white shirt. On the right is a character in a black and white mechanical outfit, including a helmet with a visor and a sword on their back. The word 'Characters' is written in a stylized blue font with a pink starburst icon to its left.

Protagonist

Persona: Izanagi

The protagonist has spent his life so far in the city, but his parents were recently transferred overseas. In their absence, they made arrangements for him to live with his uncle in the rural town of Inaba, which has recently seen a spate of unusual incidents.



Chie Satonaka

Persona: Tomoe

A classmate of the protagonist's who has lived her whole life in Inaba. She's active, talkative, and outgoing, which has won her lots of friends in school. She seems aggressive at first, but doesn't always deal with crises well. She's a fan of kung-fu movies and is always on the lookout for new kicking techniques.



Yosuke Hanamura

Persona: Jiraiya

Another classmate of the protagonist's. Yosuke is the son of the owner of the local Junes department store, and he moved to Inaba six months earlier. He likes to stand out, but he's sensitive to others' feelings and will act accordingly...though sometimes he fails to notice what's right in front of him.



Teddie

An odd being who dwells in the world within the television. What exactly is he...?

Igor

This mysterious figure sometimes provides answers, but more often he creates questions and confusion with his enigmatic way of speaking. He is able to strengthen the powers of a Persona via a secret art known as fusion.



Kanji Tatsumi

A first-year student at Yasogami High. It's rumored that in middle school, he defeated an entire gang on his own; he's since garnered a reputation as a notorious punk.



Yukiko Amagi

Another of the protagonist's classmates. She is the daughter of the family who runs the venerable, high-class Amagi Inn. She spends a lot of time with Chie Satonaka, but she is currently in the middle of her apprenticeship as manager.



Starting the Game

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

* Start Menu

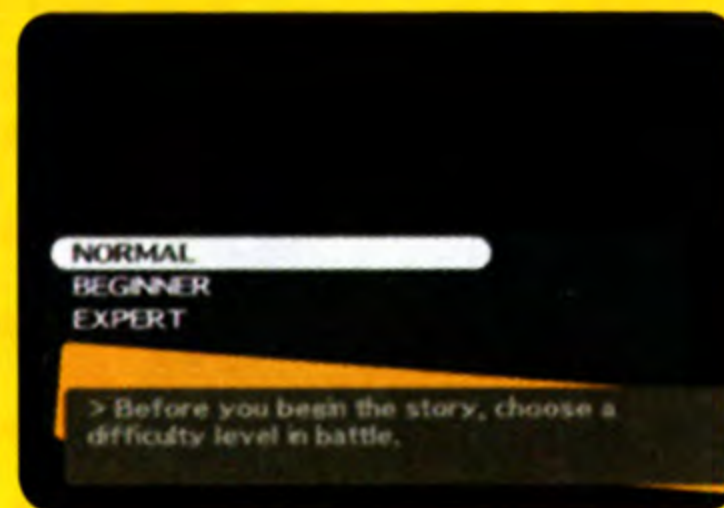
LOAD GAME

To continue a previously saved game, insert a memory card (8MB)(for PlayStation®2) with a 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 X button to continue your game.



NEW GAME

If you would like to start from the beginning, select NEW GAME. Next, select the difficulty of the game. You may choose between NORMAL, BEGINNER, and EXPERT. Please be aware that you cannot change the level of difficulty once the game begins.



>> BEGINNER

Battles are easier, and you will have ten chances to continue the game following a Game Over.

>> NORMAL

For players who are familiar with the game.

>> EXPERT

The difficulty of battles will be higher.

CONFIG

Here you can adjust various gameplay options. You can access the same screen during gameplay by selecting System from the Command Menu (p.17).



>> VIBRATION

Turn the vibration function of the Analog Controller (DUALSHOCK 2) on or off.

>> VOICE

Switch the in-game voiced dialogue on or off.

>> AUTO-ADVANCE

During events, the text can be auto-forwarded to match the spoken dialogue. (Only available when voices are ON.)

>> CURSOR MEMORY

During battle, the cursor will remember the last action chosen.

>> TACTICS MEMORY

Ally tactics will carry over from battle to battle until changed.

>> CAMERA REVERSE

Reverses the direction of the camera's rotation with the L1 and R1 buttons or the right analog stick.

* Saving the Game

You can save your progress by approaching the phone in Dojima's living room or other save points and pressing the \times button. Use the up and down directional buttons on the file menu to highlight a save file and press the \times button to confirm.



* In order to save, you must have at least 230KB of free space on your memory card (8MB)(for PlayStation®2).

* Only MEMORY CARD slot 1 is used.

Game Flow

Your life in Inaba begins in April, and you must learn to balance your daily life with visits to the TV world. Each day has its own schedule, events, and weather.

* The Flow of the Day

Day

While at school, you may participate in classes, overhear conversations, and eat lunch with other characters.



Afternoon

After school, you have time to do as you please until you return to the Dojima residence in the evening. If you return to the Dojima residence without doing anything else, it will immediately become evening.

Evening

At night, you can work at a part-time job or do other activities, unless you have special plans the next day, or you need to watch the Midnight Channel.

* Calendar & Weather

The weather will have a large effect on your schedule, so check the weather forecast regularly. Periods of rain come before the fog. If you don't rescue a missing person before the fog appears, your game will end, so pay attention to the weather while gathering information. If you run out of time and get a Game Over, you will reach the Game Over menu:



Return to a week ago

The game will continue from one week in the past. You will have one week from that point to successfully rescue someone before the fog comes.

Return to the title

The game will end, and you will return to the title screen.

* Holidays

On days off from school, you may be invited to spend time with a friend. Time will progress just as it does during a school day, and it will be evening once you return from spending time with your friend.

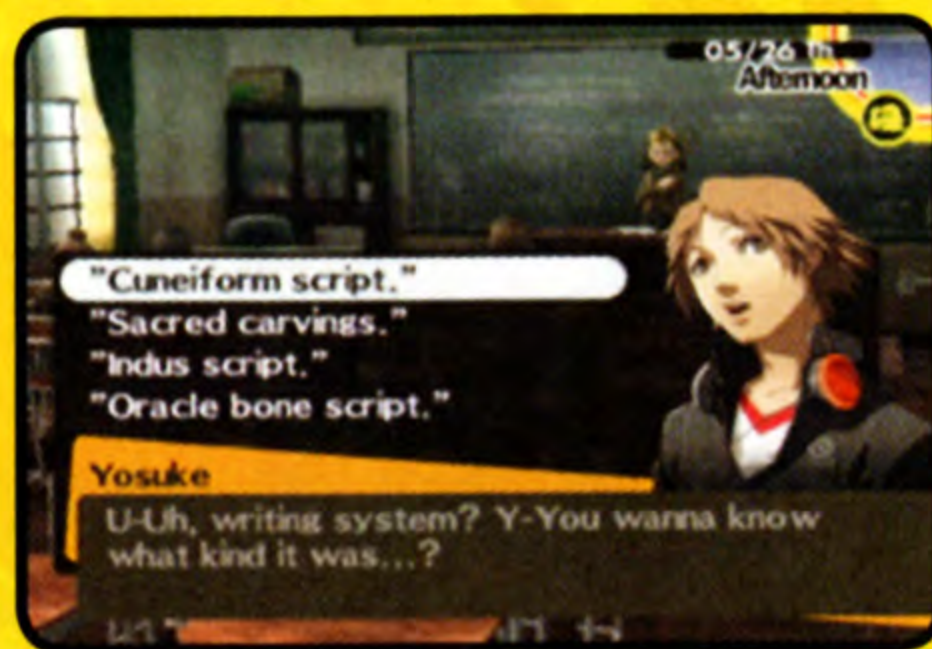


School Life

As with real schools, you will get up early in the morning, attend classes, and go to extracurricular activities after school.

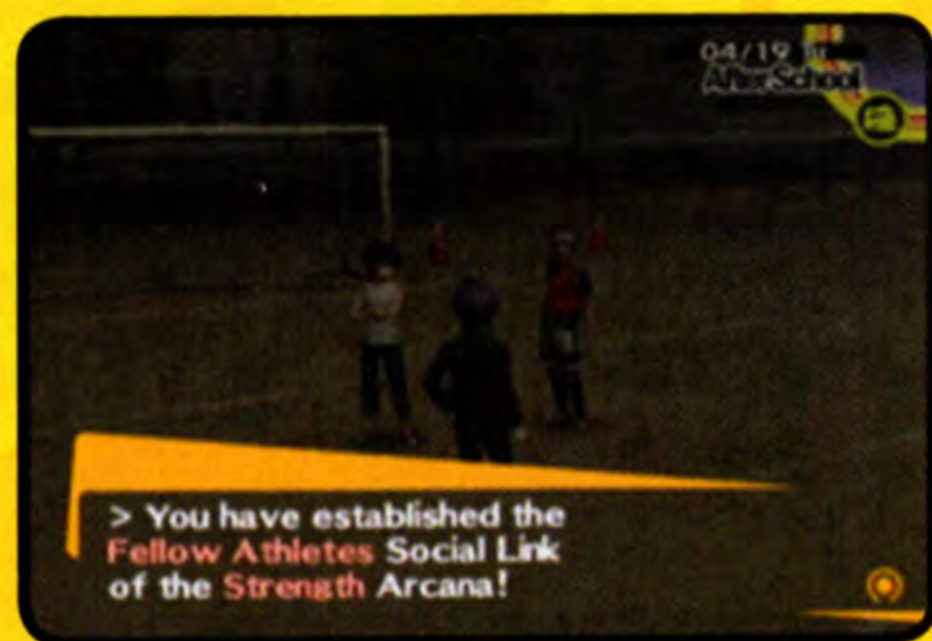
In Class

Classes are held in the morning and in the afternoon. Occasionally, you will have to answer a question posed by the teacher; if you answer correctly, the protagonist's stats will increase.



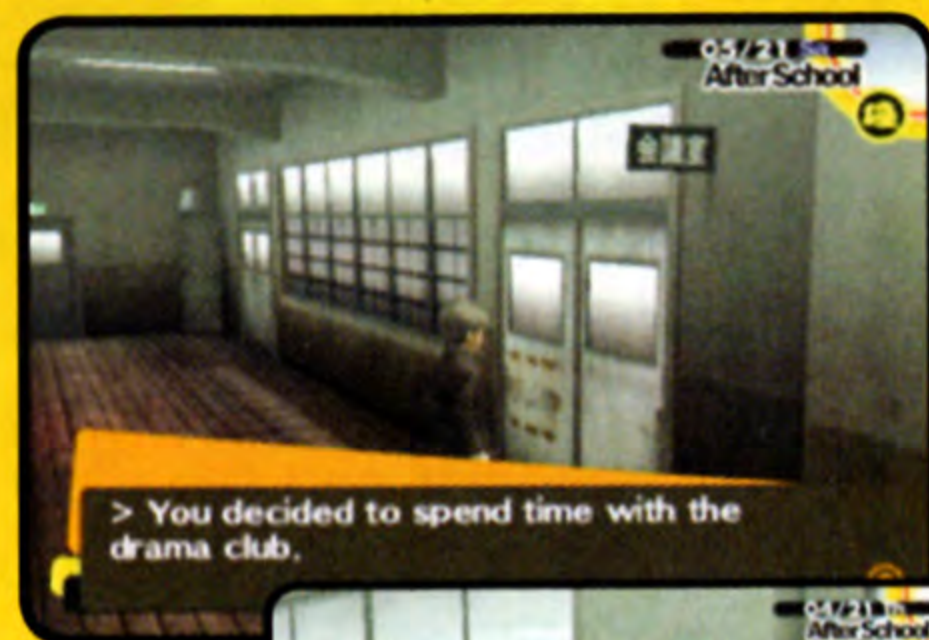
Strengthening Social Links

At school, you can join clubs and meet various people to form new Social Links. The closer you become to these people, the higher the Social Link's rank will be. By strengthening Social Links, you will gain more bonus EXP during Persona fusion. There are also Social Links with people outside of school, so try to find them all.



On Campus

If an icon appears above a character's head, it means there is something special about them. An exclamation mark shows that a Social Link character is available to hang out with you that day.



Using the button

The most convenient way of changing locations is to use the button menu. Simply choose an area shown in the menu to instantly go to that area's entrance.



Around Inaba

The town map shows various places you can go. Inaba isn't a big city, but there are a few places of interest.



Yasogami High School

The school that the protagonist and his friends attend. Apart from holidays, you will spend every Monday through Saturday here. Within the school grounds, you'll find classrooms, practice rooms, the rooftop, and other areas.



Junes

The recently-built Inaba branch of the national chain. The food court on the roof becomes a meeting place for the protagonist and his friends. When they decide to go into the TV world, they will all meet here first.



Samegawa Flood Plain

Various people can be seen around the river area. If you have the right equipment, you can fish on the stone dock nearby.





Central Shopping District

Inaba's commercial district contains a number of traditional stores. Of special interest are Daidara, which sells weapons and armor, and Shiroku Store, which stocks items vital to your adventures.

Daidara Metalworks

A variety of weapons, armor, and accessories can be commissioned by selling materials found in the dungeons.



Buying Items

Select a character to buy equipment for and select an item to purchase from the list. Use the L1 and R1 buttons to switch between characters and the button to view detailed item descriptions.

Selling Items

Switch between Materials, Equipment, and Expendables using the L1 and R1 buttons and select an item to sell. If you choose to sell any Materials, you will be asked if you want to "Sell all materials."

Dojima Residence

The home where the protagonist will be staying. On the first floor, you may find your uncle Ryotaro Dojima and cousin Nanako spending time at home. Your room on the second floor is where you can read, do part-time work, study, check the television, and more.



The TV World

You can enter the world inside the TV using the television at Junes. Inside the television, you will have access to a number of dungeons. You will have time to explore these dungeons after school on school days or during afternoons on holidays.

Exploring the TV World

1



Gather at the Junes food court

When you choose to go to the food court, you will call your friends to gather there before choosing a course of action. If you accept an ally's invitation to search the TV world, you will automatically go there.

TV world note:

You cannot enter the TV world twice in one day. Once you enter the TV world and leave, you will automatically return to the Dojima residence.

2



Go to the TV World Entryway

If you choose to go on a search, all of the participating members will gather at the entrance. If you talk to other characters here, you will be able to gain access to the dungeons they disappeared in.

3



Decide on Party Members

At the entrance of each dungeon, you can form your party. Speak to the members you wish to add and select "Add to party." You can add up to three additional members to your party.

4



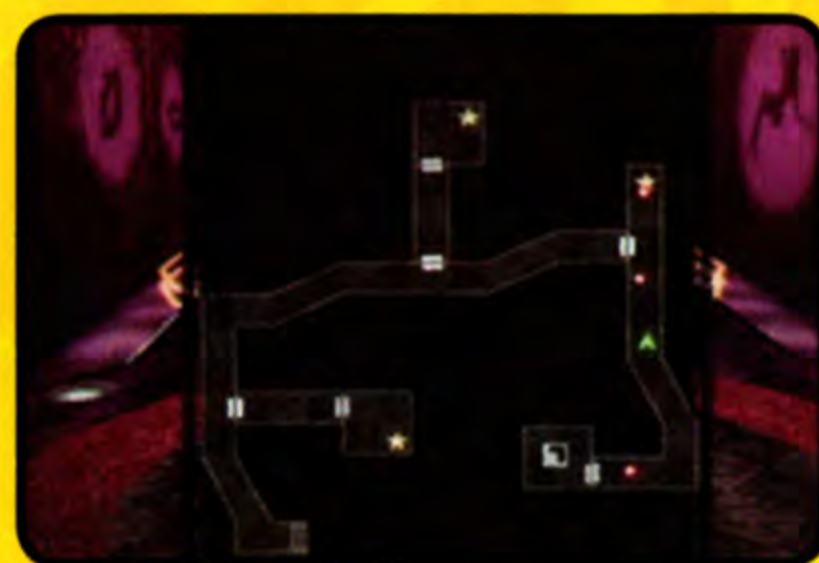
Investigation & Return

You can end your search by returning to the entrance either at a save point or by using the Goho-M item. If you return to the entrance but wish to go back to the dungeon, you can resume from the floor you left off on.








Recovering your Health: Returning to a dungeon entrance will not recover HP or SP. Upon exiting the TV world, your HP and SP will recover the next day. Proceed with caution and return home when necessary.

Map

The shape of the dungeon changes every time you enter, so use the mini-map at the bottom left of your screen. Pressing the START button will bring up the complete floor map.



Map Icons

	Party	Indicates the location of the party
	Door	Indicates the location of an operable door
	Shadow	Indicates an enemy's current position
	Treasure Chest	Indicates the location of a treasure chest
	Next Floor	Brings you to the next floor of the dungeon
	Previous Floor	Brings you to the previous floor of the dungeon
	Ally	Indicates the location of an ally

Encounters

You will encounter numerous Shadows while exploring the dungeons. Battle begins when you attack a Shadow (p.22) or a Shadow attacks your party. You can avoid battles by moving carefully around the floor.



Enemy Strength

You can judge an enemy's strength by its color and size. Black Shadows are typical enemies, red ones are more powerful, and yellow ones are rare monsters. Larger enemies will also be more powerful than smaller ones.

* Player Advantage



By attacking an enemy on the field, you can begin the battle with a surprise attack and get a full turn before the enemy begins to act.

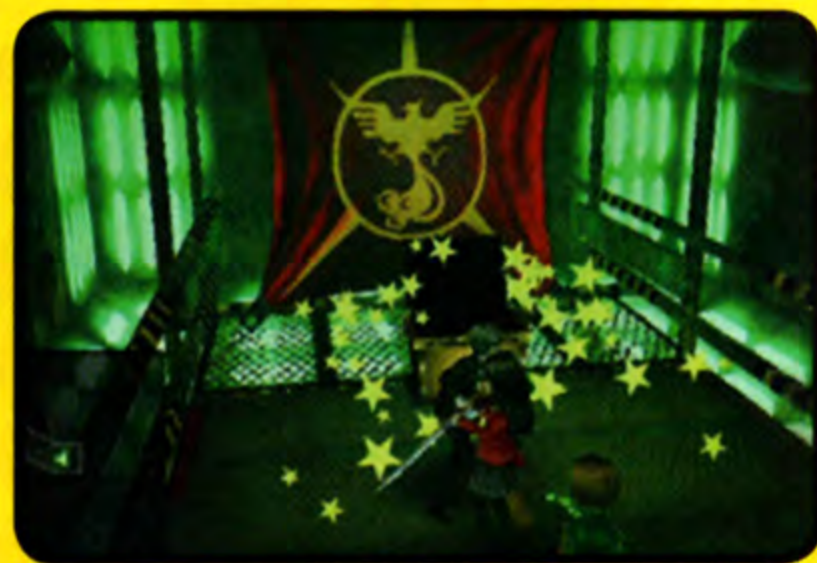
* Enemy Advantage



If the enemy strikes you on the field, it will have the advantage as battle begins and will act before you.

Treasure

If you stumble upon any treasure chests in the dungeon, feel free to open them. There are two different types of chests:



Normal Treasure Chests



Open these by approaching and pressing the \times button. The color of the chests is different in each dungeon.

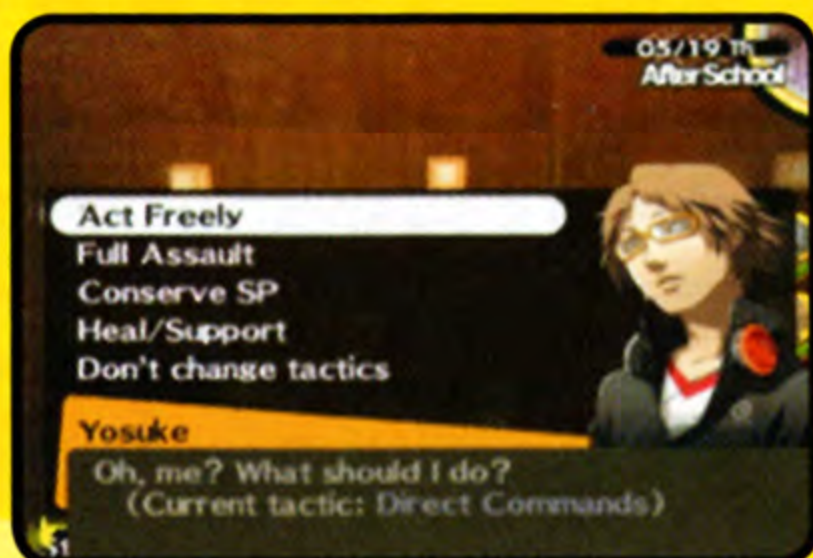
Gold Treasure Chests



These may hold better treasure than normal chests, but they are locked. You will need a Chest Key to open one.

Options

By pressing the \square button on the field, you will be able to change battle tactics, and speak to your allies. You should assess the situation and fight accordingly.



Choosing Battle Tactics

You can change an ally's battle tactics at any time. Speak to the desired ally and choose a tactic from the list:

Act Freely	The ally will do whatever he or she thinks best.
Full Assault	The ally will attack with full strength, regardless of SP.
Conserve SP	The ally will fight with their remaining SP in mind.
Heal/Support	The ally will heal party members if they are in danger.
Direct Commands	The ally will be under the player's direct control.
Don't change tactics	The ally will continue under the current tactics.

Command Menu

Press the \triangle button while in the field to bring up the Command Menu. Here you can choose from seven vital commands:



Skill

Use any of the skills possessed by your party's Personas.



Item

View and use the items in your possession. You can use the L1 and R1 buttons to switch categories and the \square button to view an item's description.



Equip

Change weapons, armor, and accessories. Selecting a character will bring up a new menu showing their current equipment.



Persona (p.18)

View the Personas of any of your party members. The protagonist can change Personas by selecting one from his Persona list and pressing the \times button. Pressing the \square button shows the Persona's status, while pressing the \triangle button allows you to remove the Persona from your roster.



Status (p.20)

View the status of your party members. Press the \square button on the protagonist's status screen to view additional stats.



S. Link

View your current Social Link ranks and descriptions here by selecting a Social Link and pressing the \times button.

>> System

Here, you can view requests, change game settings (p.9), or end your game.



Regarding Requests

After accepting requests from people in town, you can view your progress in the System menu under Quest. You can obtain many rewards by fulfilling these requests.

Personas

Personas, your party's "other selves," are essential in your fight against the Shadows. Your companions each have their own unique Persona, but the protagonist can hold many selves within his heart.

Persona Screen



1 The following icons indicate a Persona's affinity to the 7 elements listed below:

Wk: Weak against that element
Str: Strong against that element
Nul: Nullifies attacks of that element
Drn: Drains attacks of that element
Rpl: Repels attacks of that element



- 2 The persona's Arcana affinity.
- 3 The Persona's current level.
- 4 The amount of experience points needed to reach the next level.
- 5 The Persona's skills.
- 6 The next skill that will be obtained, along with the level at which it will be received.
- 7 The Persona's statistics. A Persona's statistics will affect the character it belongs to.

Strength	Indicates the effectiveness of the Persona's physical attacks.
Magic	Indicates the effectiveness of the Persona's skills.
Endurance	Indicates the effectiveness of the Persona's defensive abilities.
Agility	Affects a Persona's hit and evasion rates.
Luck	Affects the possibility of a Persona performing critical hits and evading attacks.

★ How to obtain a Persona

The protagonist can obtain a new Persona by winning a battle or by performing a fusion in the Velvet Room. You are unable to obtain a Persona that is a higher level than the protagonist. The exception is Personas who receive bonus Social Link EXP during fusion.



Shuffle Time

“Shuffle Time” will sometimes appear after you win a battle. You may obtain a Persona if you draw the right card.



Fusion

You can create new Personas by performing fusions in the Velvet room. By trying out a variety of fusions, you can create new and more powerful Personas.

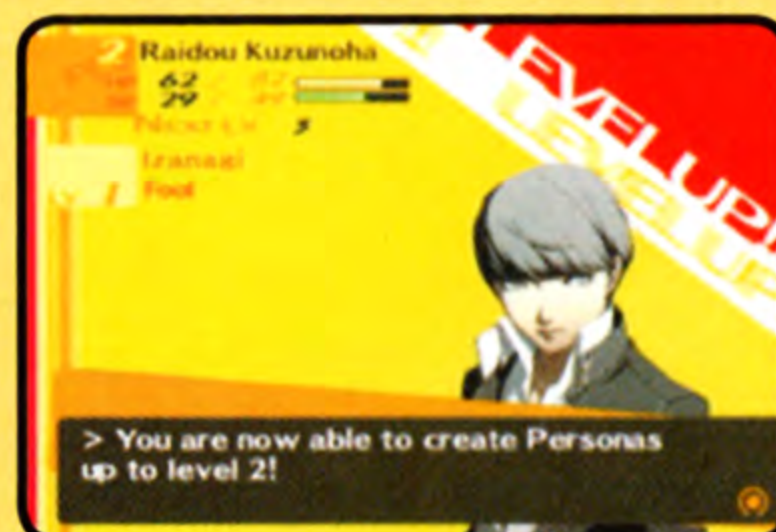


★ Strengthening Personas

Personas use the EXP earned in battle to level up and improve their attributes. When Personas level up, their statistics will automatically increase. A Persona will learn new skills when it reaches certain levels. Note: as the protagonist and his allies level up, their HP and SP will also increase.

Number of Personas

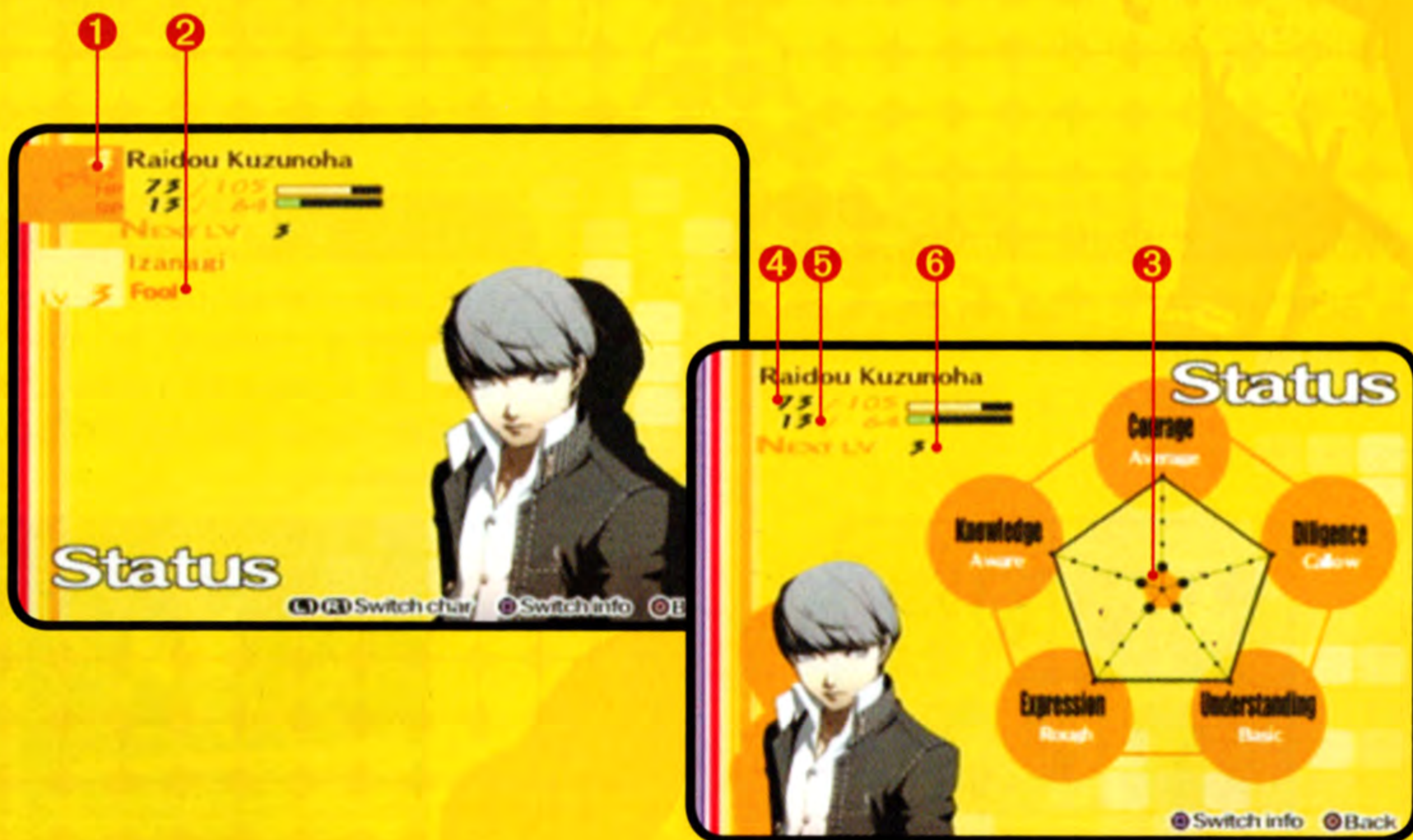
The protagonist can have up to six Personas at the beginning of the game, but this number will increase as you level up. If you find that you have too many Personas, you can use some in a fusion and/or discard the undesirables.



Status

Here, you can view the status of each character and their Personas. When viewing the protagonist's status, press the button to see his attributes.

Character Status Screen



- 1 The character's current level.
- 2 The character's Persona, its level, and its Arcana.
- 3 The protagonist's attributes. Each category has five levels, all of which can be improved through daily activities.
- 4 The character's hit points (current/maximum). The character will be unable to move if his or her HP reaches 0.
- 5 The character's spirit points (current/maximum). SP is consumed by using Persona skills.
- 6 The amount of EXP required to reach the next level.

★ Status Ailments

In battle, either side can suffer a variety of status ailments. All status ailments will automatically be cured after battle upon returning to the field.



<Poison>

Affected characters lose some HP with each turn. The damage they deal is halved.



<Rage>

Affected characters ignore Tactics and use only physical attacks. Their offensive strength is doubled, but their defense and accuracy are halved.



<Dizzy>

Affected characters are unable to attack for a turn. A Downed character has a 50% chance of becoming Dizzy when hit by a normal attack, and 100% chance when hit by a critical hit or an attack the character is weak against.



<Confusion>

Affected characters are uncontrollable and may either defend, attack, do nothing, or lose money.



<Enervation>

An affected character's stats are lowered temporarily.



<Exhaustion>

Affected characters lose SP for every action taken, and receive more damage from enemies.



<Silence>

Affected characters can neither change Personas nor use Persona skills.



<Fear>

Affected characters may run from battle or do nothing at all. Characters who flee won't return until the battle ends.



<Unconscious>

Affected characters cannot act. If the protagonist falls unconscious, the game is over. If other allies fall unconscious, they will have 1 HP upon returning to the field.

Battle

Attacking or being attacked by a Shadow in the dungeon will lead to battle. The protagonist will lead the party, giving commands to party members to direct their actions.

Battle Screen



- 1 The 8 battle commands. Highlight a command with the up and down directional buttons and select it with the \times button.
- 2 This icon indicates a character's current condition.
- 3 The character's HP/SP bar. The upper number indicates the party member's HP, while the lower number indicates his or her SP.
- 4 The cursor. Use the left and right directional buttons to move the cursor and select your target. The bar indicates the enemy's remaining HP.
- 5 The highlighted enemy's status. Any stat boosts or penalties are displayed on the bar.

Ally Social Links

When your allies' Social Links rank up, they may perform new actions in battle such as shielding you, following up your attacks, or other support maneuvers.



Battle Commands



Analysis

View known enemy data based upon the effects of attacks previously used against them. You can also use the L1 button as a shortcut for this command.



Tactics

Issue orders to your allies (p.16) If you choose "Direct Commands," you will override their AI and take manual control over their actions.



Guard

This will reduce the damage you take from enemy attacks. It will also block any status ailment attacks and prevent you from going into Down status.



Attack

Perform a basic physical attack with the equipped weapon.



Skill

Select a Persona skill from the list to use it on a target. The HP or SP consumed is displayed next to the skill name.



Persona

Have the protagonist change Personas from his current roster. Press the button on a Persona to view its details. You can change Personas only once per turn.



Item

Select an item from your inventory and use it on a target.



Escape

After choosing to escape, you must confirm the decision and then wait while your operator finds an escape route. If your attempt to flee fails, your enemies will have a free turn.



★ Lead Strategically

Each character has his or her own unique strengths and weaknesses. In battle, it is very important to understand the nature of these attributes; attack the enemy's weaknesses and avoid letting your own be exploited. Pay attention to the indicators displayed on the screen to choose the best possible actions during battle.

Indicators



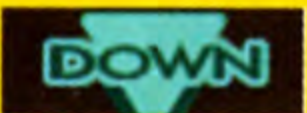
This attack can inflict a great deal of damage. You earn an extra attack with the "1 More" option.



This attack targets an enemy's weakness. It can knock an enemy off-balance and inflict a great deal of damage. You earn an extra attack with the "1 More" option.



If a character is immune to the attack type, the attack will be nullified.



This indicates that an enemy has been knocked down and cannot do anything until it gets back up again. Once all of your enemies have been knocked down, it is time to launch an "All-Out Attack."

1 More

If you exploit an enemy's weakness, or if you successfully land a critical hit, a "1 More" icon will appear. This will enable you to attack an additional time. Once you know what an enemy's weakness is, you can attack repeatedly without giving the enemy a chance to retaliate.



★ Battle Shortcuts

You can activate "RUSH" during battle by pressing the Δ button. This tactic will enable you to continue attacking automatically. Press the Δ button again to turn "RUSH" off. To "Analyze" an enemy, use the L1 button to target your selection and press the \times button to confirm. Use the R1 button to view the order of action.



Δ button	Turn RUSH ON/OFF.
L1 button	Analyze an enemy.
R1 button	Review the turn order.

★ All-Out Attack

If you attack an enemy's weakness, it will be knocked down. Knocking all enemies down will enable you to perform an All-Out Attack, dealing great damage to them. When your allies prompt you to perform an All-Out-Attack, press the × button to activate it.

How to Perform an All-Out Attack



1

Learn the enemy's weakness

Try different attacks to see what an enemy is weak against. The results of your attempts can be reviewed by using the Analysis command.



2

Knock down all the enemies

Use skills that exploit an enemy's weakness to earn 1 More attacks until all enemies are Down. When the prompt appears, press the × button to perform an All-Out Attack or the ○ button to cancel and continue attacking individually.



3

Attack

If you choose to activate an All-Out Attack, all of your allies in Normal status will charge, eliminating any weaker enemies and heavily damaging the stronger ones.



End of Battle

After battle, the results screen will show how much experience you receive and other relevant information. Allies and Personas will level up when they accrue enough EXP. Sometimes, you will be able to participate in a Shuffle as well.

Shuffle Time

There are a variety of shuffling styles, as well as types of cards you can draw during a Shuffle.



Persona
card

Choose this card to receive the depicted Persona. You will not receive the Persona if its level is higher than the protagonist's.



Blank
card

You will receive nothing other than the experience points and money gained normally.



Penalty
card

You will not receive a Persona, experience points, or money from the battle you've just won.



★ 1 More Chance

After drawing a Blank Card or Penalty Card, you may be given “1 More Chance.” If so, you will be able to retry your luck at drawing a card in Shuffle Time.

★ Arcana Chance

After Shuffle Time, you may be able to try your luck at Arcana Chance. In Arcana Chance, it's possible to draw an Arcana card which, depending on whether it is Upright or Reversed, will bestow different beneficial or detrimental effects.



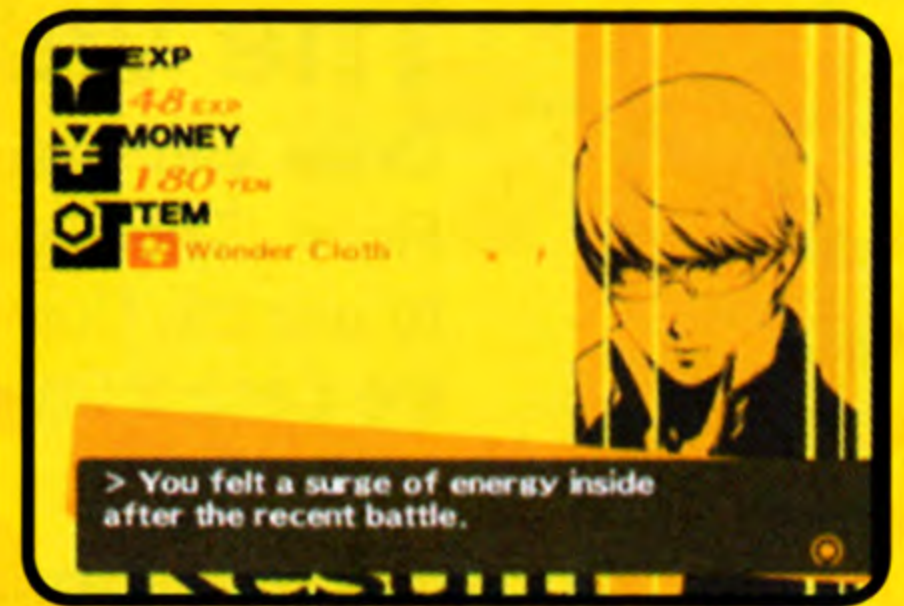
Arcana Chance Results

The results of Arcana Chance differ greatly in their effects. Benefits can include improving a Persona's skills or stats, while detrimental effects can lower a Persona's stats or inflict other penalties. You should consider the risks and rewards carefully before attempting the challenge.



★ Character Growth and Leveling Up

All members who participate in a battle and their Personas will earn EXP after a victory. Once they have gained enough experience points, party members and Personas will level up.



Protagonist's Growth

When the protagonist levels up, a message will appear on the screen. His HP and SP values will increase, the maximum level of Personas he can use will increase, and on occasion, the number of Personas he can possess will increase as well.



Persona Growth

When a Persona levels up, its statistics will improve. It will also learn new skills when it reaches certain levels.



★ Being Defeated in Battle and Game Over

If a character's HP reaches zero during battle, he or she will become unconscious. If this happens to the protagonist, the game will end. If you're playing on Beginner mode, you will be able to continue up to ten times. If you're playing any other mode, you will return to the title screen.



The Velvet Room

Once you have obtained the Velvet Key, you can enter the Velvet Room. There you can ask Igor to fuse your Personas or ask Margaret to use the Compendium. The Velvet Room's entrance can be found in the Central Shopping District, as well as the entryway to the TV world.

★ Creating a Persona

You can create a new Persona by fusing your existing Personas. The protagonist's Social Links will have an effect on the procedure; the newly-created Persona will receive bonus EXP depending on its associated Social Link. A fused Persona will also inherit skills from its parent Personas.



Inherited Skills Bonus EXP



Normal Spread

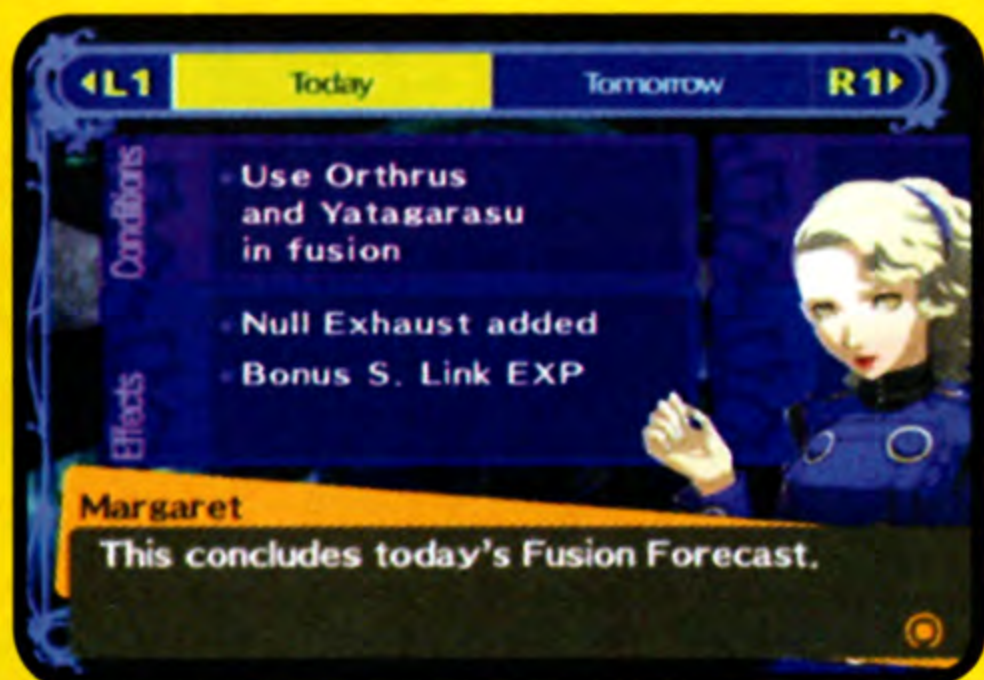
To fuse two Personas, use the up and down directional buttons to select the first Persona and press the \times button to confirm. Repeat the procedure for the second Persona, and the result will appear on the right side of the screen. Pay close attention to the new Persona's abilities and characteristics before going through with the fusion.



Triangle Spread

You can create a high-powered Persona by fusing three Personas. Select three Personas in the same manner you would for a Normal Spread. There are some Personas that can only be created in Triangle Spread, so try as many combinations as possible.

In addition to the Normal Spread and Triangle Spread, other methods of fusing Personas will become available over time.



Fusion Forecast

A variety of factors apply to new Personas created via fusion. These effects change from day to day and require that particular conditions be met. With the Fusion Forecast, you can view these effects and conditions. Pressing the L1 or R1 buttons on the Fusion Forecast screen will switch between today's and tomorrow's forecasts.

★ Check Compendium

In addition to fusing new Personas, you can use Margaret's Persona Compendium to review current or older Personas.



View Compendium

Your Personas will automatically be registered in the Persona Compendium as you obtain them, and for a fee, you may recall Personas no longer in your roster. Use the L1 button to sort the Compendium by Arcana and the R1 button to sort it by level.



Register Persona

All Personas are registered in their original states. If a Persona levels up or learns new skills, you must re-register it for it to be available in its current state. Pressing the X button on a highlighted Persona will allow you to re-register it. Use the L1 and R1 buttons to toggle between the registered Persona's status and the current Persona's status to compare the two.



Fusion Table

Example: (Temperance) Apsaras = (Fool) Izanagi x (Magician) Pixie

	Fool	Magician	Priestess	Empress	Emperor	Hierophant	Lovers	Chariot	Justice	Hermit
Fool	Fool	Temperance	Death	Moon	Death	Chariot	Empress	Sun	Magician	Strength
Magician		Magician	Moon	Justice	Strength	Devil	Death	Temperance	Strength	Empress
Priestess			Priestess	Hermit	Empress	Sun	Emperor	Hierophant	Hermit	Death
Empress				Empress	Moon	Death	Hanged Man	Justice	Magician	Magician
Emperor					Emperor	Empress	Justice	Temperance	Devil	Priestess
Hierophant						Hierophant	Death	Sun	Temperance	Justice
Lovers							Lovers	Hierophant	Priestess	Magician
Chariot								Chariot	Temperance	Justice
Justice									Justice	Strength
Hermit										Hermit
Fortune										
Strength										
Hanged Man										
Death										
Temperance										
Devil										
Tower										
Star										
Moon										
Sun										
Judgement										

★ Create the ideal Persona

The Arcana of a fused Persona is decided by the combination of Personas used. This chart shows some examples of the Normal spread.



Fortune	Strength	Hanged Man	Death	Temperance	Devil	Tower	Star	Moon	Sun	Judgement	
Magician	Magician	Strength	Hermit	Hierophant	Temperance	Star	Empress	Emperor	Devil	Hanged Man	Fool
Lovers	Justice	Sun	Emperor	Strength	Sun	Hanged Man	---	Star	Chariot	Lovers	Magician
Hanged Man	Justice	Moon	Magician	Hierophant	Justice	Magician	Emperor	Star	Devil	Sun	Priestess
Star	Hierophant	Temperance	Chariot	Devil	Priestess	Hermit	Chariot	Temperance	Priestess	Priestess	Empress
Lovers	Hermit	Empress	Moon	Sun	Moon	Star	Death	Magician	Chariot	Lovers	Emperor
Priestess	Sun	Death	Devil	Magician	Emperor	Hanged Man	Moon	Empress	Strength	Chariot	Hierophant
Star	Emperor	Moon	Star	Hierophant	Hierophant	Star	Hermit	Hanged man	Devil	Strength	Lovers
Devil	Magician	Death	Hermit	Magician	Moon	Hanged Man	Hierophant	Sun	Strength	Temperance	Chariot
Lovers	Temperance	Priestess	Strength	Hermit	Magician	Lovers	Moon	Strength	Temperance	Lovers	Justice
Empress	Hierophant	Moon	Sun	Magician	Justice	Death	Justice	Empress	Temperance	Star	Hermit
Fortune	Star	Death	Hermit	Devil	Emperor	Chariot	Emperor	Lovers	Priestess	Hanged Man	Fortune
	Strength	Hierophant	Hanged Man	Sun	Hermit	Hanged Man	Emperor	Justice	Temperance	---	Strength
		Hanged Man	Priestess	Death	Justice	Hermit	Empress	Priestess	Devil	Empress	Hanged Man
			Death	Chariot	Star	Lovers	Lovers	Priestess	Empress	---	Death
				Temperance	Hermit	Star	Hierophant	Hanged Man	Hermit	---	Temperance
					Devil	Emperor	Emperor	Empress	Hierophant	---	Devil
						Tower	Hanged Man	Priestess	Chariot	---	Tower
							Star	Emperor	Moon	---	Star
								Moon	Strength	---	Moon
									Sun	---	Sun
										Judgement	Judgement



Skills & Items

Persona skills and healing items are vital during exploration. Listed below are some examples.

Offensive Skills

Skill Name	SP Consumed	Effects
Agi	04	Small Fire damage to a single enemy.
Agilao	08	Medium Fire damage to a single enemy.
Maragi	10	Small Fire damage to all enemies.
Maragion	16	Medium Fire damage to all enemies.
Garu	04	Small Wind damage to a single enemy.
Garula	08	Medium Wind damage to a single enemy.
Magaru	10	Small Wind damage to all enemies.
Magarula	16	Medium Wind damage to all enemies.
Bufu	04	Small Ice damage to a single enemy.
Bufula	08	Medium Ice damage to a single enemy.
Mabufu	10	Small Ice damage to all enemies.
Mabufula	16	Medium Ice damage to all enemies.
Zio	04	Small Electricity damage to a single enemy.
Zionga	08	Medium Electricity damage to a single enemy.
Mazio	10	Small Electricity damage to all enemies.
Mazionga	16	Medium Electricity damage to all enemies.
Hama	08	Fatal Light damage to a single enemy.
Hamaon	15	Fatal Light damage to a single enemy (high odds).
Mahama	18	Fatal Light damage to all enemies.
Mahamaon	34	Fatal Light damage to all enemies (high odds).
Mudo	08	Fatal Darkness damage to a single enemy.
Mudoon	15	Fatal Darkness damage to a single enemy (high odds).
Mamudo	18	Fatal Darkness damage to all enemies.
Mamudoon	34	Fatal Darkness damage to all enemies (high odds).

Physical Attack Skills

Skill Name	% of HP Consumed	Effects
Bash	06	Small physical damage to a single enemy.
Cleave	05	Small physical damage to a single enemy.
Assault Dive	10	Small physical damage to a single enemy.
Sonic Punch	08	Small physical damage to a single enemy.
Double Fangs	08	Small physical damage to a single enemy, twice.
Kill Rush	10	Small physical damage to a single enemy, 1-3 times.

Heal/Assist Skills

Skill Name	SP Consumed	Effects
Dia	03	Restores a small amount of HP to one ally.
Diarama	06	Restores a medium amount of HP to one ally.
Media	07	Restores a small amount of HP to all allies.
Mediarama	12	Restores a medium amount of HP to all allies.
Patra	03	Cures an ally's Fear, Rage, and Confusion.
Me Patra	06	Cures all allies of Fear, Rage, and Confusion.
Re Patra	03	Helps one ally get up if they are knocked down or dizzy.
Posumudi	03	Cures one ally of poison.
Mutudi	03	Cures one ally of silence.
Nervundi	03	Cures one ally of being enervated and exhausted.
Tarunda	12	Reduces one enemy's physical/offensive magic strength for three turns.
Sukunda	12	Reduces one enemy's hit/evade rate for three turns.
Rakunda	12	Reduces one enemy's physical and magic defensive power for three turns.
Dekunda	10	Offsets the effects of "-nda" magic for all allies.
Tarukaja	12	Raises one ally's physical/magical offensive strength for three turns.
Sukukaja	12	Raises one ally's hit/evade rate for three turns.
Rakukaja	12	Raises one ally's physical/magical defensive strength for three turns.
Dekaja	10	Offsets the effects of all enemies' "-kaja" magic.
Recarm	08	Revives an ally with 50% of their full HP.
Samarecarm	18	Revives an ally with full HP.
Power Charge	15	More than doubles the user's physical strength for one attack.
Mind Charge	15	More than doubles the user's magical strength for one attack.
Trafuri	24	Enables escape from most battles.
Traesto	18	Enables an instant exit from the current dungeon.

Item

Name	Effect
Peach Seed	Restores 20 HP to one ally.
Medicine	Restores 50 HP to one ally.
Soul Drop	Restores 10 SP to one ally.
Snuff Soul	Restores 50 SP to one ally.
Revival Bead	Revives one ally with 50% of his/her HP.
Goho-M	Allows you to escape the current dungeon.

Mythology

* **Jiraiya:**

This ninja appeared in several popular Edo-era stories and plays. His toad magic enabled him to control and ride toads, as well as turn into a giant toad himself in some stories. Alongside his wife Tsunade, a devotee of slug magic, he battled the snake magic-wielding Orochimaru, who was once Jiraiya's disciple.

* **Tomoe:**

As a high-ranking female samurai, Tomoe Gozen was an unusual figure in feudal Japan. When her lover Yoshinaka Minamoto made a bid to become the Minamoto clan leader, she fought to defend him against the other branches of the Minamoto family. However, accounts vary regarding her actions during the final battle in which Yoshinaka died.

* **Konohana Sakuya:**

She was the daughter of the mountain god Ouyamatsumi. When she became Ninigi's wife and grew pregnant on the first night of their marriage, he accused her of infidelity. She stood in a burning hut, claiming that the fire would not touch her if she had been faithful, and emerged unscathed. Her emblem is the cherry blossom.

* **Take-Mikazuchi:**

When Izanagi killed the fire god Kagutsuchi, who caused his wife Izanami to die in childbirth, the thunder god Take-Mikazuchi was born out of its blood. Take-Mikazuchi was sent along with Futsunushi to pacify the rebellious gods and take control of Izumo for Amaterasu's grandson, Ninigi.

* **Himiko:**

A shamaness and queen of the ancient kingdom of Yamatai, elected by virtue of her impressive magical powers. The only record of her reign is from a diplomatic envoy to China in the third century A.D., and scholars continue to dispute the location of her kingdom to this day.

* **Kintoki-Douji:**

When the legendary figure Kintaro reached adulthood, he took the name of Sakata no Kintoki. His childhood friends were the animals on the mountain where he grew up, and he regularly proved his incredible strength when playing with them. He was rarely seen without his tomahawk, with which he helped local woodcutters fell trees.

* **Sukuna-Hikona:**

In addition to assisting Oukuninushi in creating the land of Izumo, this tiny god was one of the founders of medicine. He first arrived in the land in a small boat made of a pea pod, wearing the skin of a goose. He continued to help rule over the land of Izumo until the arrival of Ninigi, Amaterasu's grandson.

Honorifics

-san: Shows respect and deference, usually to one's elders or simply people one does not know very well.

-kun: Term of familiarity, mostly used in address to males.

-chan: Like "-kun," but mostly used in address to females.

-sensei: Denotes professional respect, such as to teachers or doctors.

-senpai: Used to address senior or "mentor" figures; a relationship that is generally absent in America. The opposite of senpai is kouhai, the student or junior figure.

-sama: A very high form of respect, used to address authority figures.

Glossary

- * **Biker Gangs:** The *bousou-zoku*, as they're called in Japan, are juvenile delinquent gangs of bike enthusiasts akin to the greasers of 1950s America.
- * **Daifuku:** A traditional Japanese confection in which stuffing (commonly sweet red bean paste known as *azuki-an* or *anko*) is wrapped in mochi.
- * **Enka:** A genre of popular music characterized by its melodramatic lyrics and traditional Japanese instrumentation.
- * **Ema:** A small wooden tablet, on which a supplicant writes down a prayer or wish before hanging it up at a shrine.
- * **Futon:** Traditional Japanese bedding. There are two types: *shiki-buton*, which you sleep on, and *kake-buton*, used to cover yourself with.
- * **Golden Week:** A string of Japanese holidays that takes place from the end of April to the beginning of May, made up of Showa Day, Constitution Day, Nature Day, and Children's Day.
- * **Group Date:** When several people, either friends or strangers, go out together with the intent of meeting one another for future individual dates.
- * **Hatsumode:** On New Year's, people visit Shinto shrines (some go to Buddhist temples or churches) to pay respects and make wishes for the coming year.
- * **Hot Springs:** These naturally occurring hot springs, or *onsen*, are popular vacation spots and are believed to hold therapeutic properties.
- * **Ikayaki:** A common festival dish in which a whole squid is grilled and basted with soy sauce.
- * **Kotatsu:** A small table with a heater beneath the surface and an oversized blanket draped on top of it to cover the openings. It is used to warm oneself on cold winter days.
- * **"Live action shows":** Known in Japan as *tokusatsu* shows, these are the Japanese equivalent of superhero action programs. Mighty Morphin Power Rangers is one imported example.
- * **Public notice / Class notice:** Notebooks with news and announcements, passed from household to household in a neighborhood. Still used in some small towns.
- * **School:** Japanese high schools have only three grades as opposed to four. Students wear school-specific uniforms, which come in summer and winter variants. They stay in one classroom throughout the day, while the teachers rotate around the school.
- * **Takoyaki:** A popular fast food made by cooking batter into small balls, with bits of octopus and other materials (pickled ginger, tempura scraps, etc.) inside, and often topped with okonomiyaki sauce, *katsuobushi* (shaved bonito), and *aonori* (green laver).
- * **Tanabata:** In Japan, people celebrate July 7th as the day that *Orihime* (Vega) meets her husband, *Hikoboshi* (Altair), by crossing the *Amanogawa* (the Milky Way) once a year.
- * **Torii:** A traditional Japanese gate commonly found at a Shinto shrine, said to separate the sacred from the mundane.
- * **Tsuki Meinichi:** A monthly observance of the day of someone's death.
- * **Watermelon:** In Japan, there is a tradition of splitting a watermelon on the beach while blindfolded, similar to a piñata.
- * **Yearbook:** The "yearbook" people refer to in regards to Mitsuo is actually a "senior book," with photos of the graduating seniors.

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soundtrack

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1. Pursuing My True Self
2. Aria of the Soul
3. New Days
4. Your Affection
5. Who's There?
6. Reach Out to the Truth -Inst version-
7. Castle
8. Border of Insanity
9. I'll Face Myself -Battle-
10. Muscle Blues
11. Sauna
12. Striptease
13. Heatbeat, Heartbreak
14. Game
15. A New World Fool
16. Reach Out to the Truth
17. Junes Theme
18. Traumerei
19. Secret Base
20. Heaven
21. Deduction -another version-
22. Long Way
23. The Almighty
24. Never More

