



PA4
PERSONA[®] 4
ARENA[™]



WARNING Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information. www.xbox.com/support.

Important Health Warning: Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause “photosensitive epileptic seizures” while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. **Immediately stop playing and consult a doctor if you experience any of these symptoms.** Parents, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

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Xbox LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to www.xbox.com/live to learn more.

CONNECTING

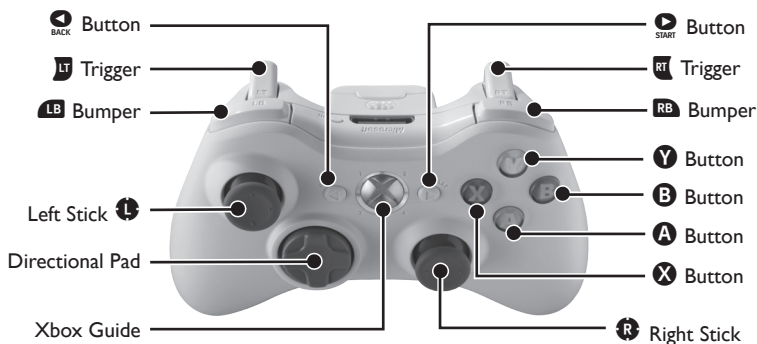
Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

CONTROLS

These are the basic controls. Certain controls can be re-mapped through the button settings.



CONTROLS

Directional Pad

Left Stick

X Button

A Button

Y Button

B Button

LB Bumper

LT Trigger

RB Bumper

START Button

SELECT Button

EFFECT

Move Character

Move Character

Weak Attack

Strong Attack

Weak Persona

Strong Persona

Furious Action

Record (Training Mode)

Evasive Action

Pause

Reset Character's Position
(Training, Lesson, Challenge Mode)

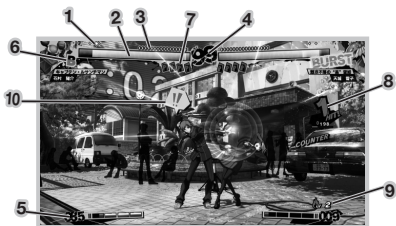
GAME MODES

Select the mode you wish to play with the directional buttons and then press the **A** button to continue.

Lesson Mode	Learn the basics of P4 Arena.
Story Mode	Experience the story of P4 Arena.
Arcade Mode	Play P4 Arena in arcade mode.
Score Attack Mode	Fight against the CPU to get the highest score.
Training Mode	Practice your combos against a dummy opponent.
Challenge Mode	Test your combo skills with each character.
Versus Mode	Fight against human or CPU opponents offline.
Network Mode	Go head-to-head online or spectate via Xbox LIVE.
Xbox LIVE Marketplace	Purchase downloadable content.
Theater	Watch saved or downloaded replays of matches.
Gallery Mode	Enjoy special artwork and music.
Options	Adjust game settings.

GAME SCREEN

- 1 Rounds Won** Displays the number of rounds you have won.
- 2 HP Gauge** This gauge displays your character's health. You will lose the round when this gauge is depleted.
- 3 Score** Your current score.
- 4 Remaining Time** The remaining time of the current round. The player with more health will win the round if time runs out.
- 5 SP Gauge** You will use this gauge to execute powerful moves such as SP skills and skill boosts. The gauge will fill as you land or guard attacks.
- 6 BURST Gauge** This Gauge is consumed when you use a Burst. It will recover over time. When full the Gauge will show "BURST"
- 7 Persona Gauge** These four cards display your Persona's health. When this gauge is empty you will be unable to use your Persona.
- 8 Hit count** These numbers display the number of hits and damage of a combo. Red numbers show that the combo could not have been avoided whilst yellow numbers show that there was a chance to escape or retaliate.
- 9 Character Unique Gauge** Some characters have unique gauges. These will appear here.
- 10 ! Mark** This mark appears when an opponent uses a throw or un-blockable move.



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