



SHIN MEGAMI TENSEI: DEVIL SURVIVOR (DS)

PDF WALKTHROUGH

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Author's Note

Welcome dear readers for yet another of my Shin Megami Tensei offering. I was originally planning to do Devil Summoner 2 but I still haven't acquired a copy yet so I just took this IGN exclusive. I've been a fan of the series though I haven't played the early releases yet. In case you don't know, I also authored a handful of in-depth guides for SMT titles like Devil Summoner, Persona 3, Persona 3 FES and Persona 4. I am also planning to cover the original Persona remake on the PSP once it gets localized. If you are still reading this, thank you for the time. Please enjoy this guide. If you want to know more about my background and other works, please visit me on my main blog: <http://vhayste.blogspot.com>

Walkthrough

A Day Before

End of the Ordinary

Watch the opening scenes. You'll have the option to name your character and give it a nickname.

- [15:00]** Shibuya 901
Select any conversation options. Have Atsuro crack the code. Read Laplace Mail. You'll be taken back to the world map. Read the short tutorial, save your game.
- [16:00]** Shinjuku, Kannagi-cho
No other significant events available. Select the only time consuming event on Shinjuku
!!Events marked with the clock icon consumes 30 minutes thus considered as a even necessary to proceed with the story. Selecting other options like talking to the party are free actions.
- [16:30]** Shibuya, Omelesando
Select the Yuzu event to proceed with the story.
- [17:00]** Aoyama, Residential Area
Select the only event available. You will receive a call from Atsuro. Save your game.
- [17:30]** Shibuya, Electric Museum

This will be your first battle so take note of the standard mechanics. The movement of characters and enemies will be strategy based style but the actual combat will switch into first-person view and is turn-based. Yuzu will be attacked first by Pixie. Just attack normally during the first turn. On the second turn, you'll get to move your characters so concentrate on taking out your opponents. You'll get experience from each kill. Defeated demons can be summoned as part of the contracts. Just continue attacking and defeat the demons primarily designated to each of your characters.

- [18:30]** Aoyama, Residential Area
Read the new email from Naoya and from the DS Admin regarding becoming a Demon Tamer. There will be a battle on your next destination so if Atsuro reminds you to set up your team. You don't need to do that yet since the system already assigned default teams so keep it at that. Don't forget to save your game as well.
- [19:00]** Aoyama, Cemetery

Place all three teams first and select dispatch when ready. The Priestess will also join your party. Read the tutorials during this battle.

- ✓ Leaders are always in the middle. If the leader is defeated, the whole team is destroyed.
- ✓ So long as the minions live, the leader takes less damage.
- ✓ If you defeat a leader first, the EXP and Macca of the remaining demons is halved so it will be to your advantage to defeat the demons flanking the leader first.
- ✓ Higher SPD grants higher chances of getting EXTRA TURN.
- ✓ The attacking side gets it more often than the defenders.
- ✓ You can also trigger Extra Turns by exploiting the foe's weakness and landing a critical attack. It also cancels the enemies' extra turns.
- ✓ Missed, resisted, absorbed or reflected attacks may aid your foes. Look at their status screen in the upper LCD screen.

Kobolds are weak to fire and darkness so your Hero's and Atsuro's demon's AGI ability will be of much help here. When taking control of the Priestess, use her Maragi skill against Wendigo since it is weak against fire. That attack should be enough to 'almost' kill Wendigo. The Priestess will chase after it and leave the battle. You can use her to defeat the nearby pixie but I suggest finishing it off using your team mates for the much needed experience. Use Zio against the ogre, that is a member of the kobold team in lower right corner of the field.

[21:30] Aoyama, Cemetery
Watch the following scenes.

[23:45] You'll receive two more emails in your main folder. Don't forget to read them. Exit the mail menu and save your game.

1st Day

Tokyo Lockdown

[08:30] Aoyama, Cemetery
Watch the scenes. You'll receive an email from Naoya explaining the details about the death clock and another Laplace email predicting what will happen for the day.

Laplace Mail

Power outages will continue in all parts of Tokyo within the Yamanote loop through the day. It is unknown when power will be restored.

Poisonous gas is suspected to have escaped from underground pockets. All train services is canceled across all lines. All exits from within the Yamanote loop will be closed.

At 13:00 in Chiyodaku-Bunkyo, a localized blizzard will occur. Three victims will be **murdered** by a snowman

[09:00] Save your game first and check the event in Ebisu.

[09:30] Shibuya; There is a free battle here which you can fight to gain some extra exp and macca. There are three timed events to choose from: Yuzu, Atsuro and finally the mysterious event.

[10:00] Select the mysterious event if you still havent.

[10:30] After the event with Kaido, you'll receive two more emails regarding the Devil Auction. Read both of them. You'll be returned to the world map and you'll be able to participate in a Devil Auction. Select it from the main menu. After the auction, you may check out the event in Shinjuku first or go directly to Omotesando.

Devil Auction

It uses a rank system. The user's ability to purchase demons depends on his/her rank. If you lose the bid for a demon you really wanted, reload the game and try again. However, this will refresh the list with randomly generated demon list so you may not see the demon you wanted anymore. However, there is also a chance that you'll get access to a better demon if lucky. Remember that you can purchase a demon outright if you have the cash.

Ranks:

- ✓ As your rating improves, you may enter higher auctions
- ✓ Winning raises your rating
- ✓ Failing to pay lowers it

Bidding:

The whole bidding process takes only about 5 seconds. You can interrupt at any time and place your bet. Remember that your opponents will always try to beat your final bid with 1 macca so if you really want the demon and you have the cash, I suggest buying it instead or at least bid as close as the offered price.

[11:00] Two more events will be available in Shinjuku (battle) and Roppongi (????). Choose whatever you like.

[11:30] Free event (whatever you choose)

[12:00] Free event (last of any of the four events available. In my case, this is the battle event with Naoya)

Shinjuku: "Naoya" Battle

The starting positions will be separated deploy two of your allies near the bottom street where some flying enemies are located. You must move your third team near the first two teams to make sure that they won't get flanked. The last enemy reinforcement that will appear is a mid-level Waira so you may gang up on it to be safe.

[12:30] After the battle, the new demons you faced will be available in an auction. You'll also get a couple of system emails regarding the **Macca Bonus** and **Skill Set Bonus**. Read them both. New event available in Ikebukuro. During this event, an email will be received from Naoya and from the system. The "**Skill Crack**" feature will now be available.

This battle will be against Wendigo, the powerful demon that was chased by the priestess back in the cemetery. Consider this as your first battle. As you start the battle, you will need to select a demon and a skill that should be cracked. After defeating that demon, you'll be able to obtain the skill you selected. Wendigo is very tough but as long as your demons can use Agi, then you should be able to execute extra turns to your advantage. You should have at least two pixies for two groups to take care of the healing. As for Yuzu, assign an ogre or waira to give her group some muscle. Take out the nearby demons to the right. Wendigo has good movement range so it will just take 2-3 turns before he reaches your group. If possible, gang up on immediate demons to get rid of them as early as possible and heal your parties before Wendigo get near. Engage Wendigo with all you've got; be careful of their elemental resistances – you don't want them to get extra turns and lay waste to your groups. Just take out Wendigo's minions first, heal if needed and concentrate all attacks on him. Wendigo attacks does hurt and you may lose several demons. As long as you have reserved demons, you can summon them to replace the KO'd ones.

- [13:00]** The battle in Tokyo Dome is the only event available. Prepare your party, save your game and select that.
- [13:30]** The next event is available in Akihabara. There will be a free battle in Shinjuku as well. There will be two new demons there so it may be a good idea to skill crack their abilities. Once done, select the event in Akihabara ("Keisuke" event). During this event, you'll also get the ability to fuse demons. At last!
- [14:00]** There are new events in Ueno, Shinagawa and Tokyo, and some new character events in Shiba Park, Roppongi and Ikebukuro. You can check them out in any order if you wish. I suggest checking out your new fusion option first.
- [17:00]** Battle available in Kudanshita

Kudanshita "Haru" battle

You'll need to rush to Haru's position. She'll act on her own and the enemies here won't be that hard, especially if you gained some levels from free battles before. The demons will rush towards Haru's position so make sure to include demons with Demon Speed skill to catch up to them easily. Haru only has a very small amount of HP and it will just take 3-4 direct enemy attacks to get her killed. If possible, prioritize healing her first when you get in range.

- [17:30]** Character events available in Shinjuku (Yuzu), Shibuya (Atsuro), Shimagawa (Gin) and event battle in Aoyama. You can only choose one between the Atsuro and Gin character events.
- [18:30]** Battle event in Aoyama

There will be miasma tiles here where demons spawn from. You can place one of your characters there and pick up the comp in its middle to stop it. Send one of your characters to the miasma on the lower left while two of your main combat group engage the enemies. This is just a generic battle so there are no special tactics to note or do.

- [19:00]** The only event available is in Shibuya. It will just be a conversation with your team mates and a recap of what has transpired during the day.
- [22:00]** You can't do anything yet but to read new emails. Cancel out of the screen after reading all new emails and save your game. The day ends.

2nd Day Any Way Out

[08:30] You'll start the day with a new Laplace email predicting some of the major events that will take place later in the day. Auto-skills feature will also be unlocked.

Laplace Mail

A monster will appear in Minato-Ku Shiba at 17:00. Thanks to the Shomonkai, no people will be killed by it

At 18:00 in Toyoshima-ku Ikebukuro, over 50 people will be killed by a monster

Throughout the day, sightings of monsters known as demons will be reported.

[09:00] Normal event available in Kannagi-Cho, Shinjuku. There will be two character events available in Omotesando and Shibuya. (2 each). You can only trigger 4 events out of the available 5.

[11:00] More events will be available. You can only trigger 2 of these events.

[12:00] Battle in Shiba Park, Tokyo Tower

For the first time, you'll have to fight other demon tamers. There are some good skills worth cracking from the bald thugs so select them first prior to deploying your team. You can gang up on any target if you wish but if your teams can handle the enemies individually, then the better. The thugs' demons are not that powerful, so long as your groups have a variety of elemental attacks capable of exploiting enemy weaknesses then you'll be okay for this entire battle. Always heal as necessary since you won't know when multiple enemies target the same group.

[12:30] After the battle, new demons will be available in the auction. Try to get some new additions to your party or better yet, new catalysts for the demon fusion. Two events will be available:

[13:30] Akasaka Tunnel, battle

For this battle, you'll need to destroy all demons and all comps. The Gagysons (red flying demons) have control over the comps so you'll need to prioritize defeating them or they'll summon reinforcements. The nearest one is to the lower right but only groups with demon skills phantasm and flight can get past the railing and engage it. Make your way through the obstacles and reach the gagysons. Fortunately, it takes several turns before they can summon reinforcements, giving you enough time to flank them and destroy them.

[14:00] New demon(s) available for auction. Single event with Atsuro available in Omotesando.

[14:30] Events in Kanda and Shibuya available. New event battle available in Ikebukuro. You can trigger both events before finally entering the battle event in Ikebukuro.

[15:30] Ikebukuro battle event

Honda and Kaido will join you in this battle. Don't mind them since they'll act on their own. Of the two, Kaido is a lot more reliable. In any case, just take out the demons like you normally do. Four gagysons will appear from all corners of the field but as long as you eliminate the lilims and jack frost groups, they shouldn't pose that much of a problem.

[16:00] New demons will be available in the auction. Two new character events in Kanda and Shibuya available.

[17:00] Two new events unlocked; character event in Kanda and battle event in Shiba Park

Shiba Park/ Tokyo Tower battle

You must prevent the demons from passing the red lines and at the same time don't let a civilian die. It may be tough with all those conditions but patience and carefully executed actions should get you through this battle. The civilians will try to run towards your direction. On their tail are the demons that want to slaughter them. Quickly get rid of the lilim nearby and move your characters towards the civilians. Once you get in range, make sure to heal them before engaging the demons. Devil Speed and Animal Leg skills will be very helpful here. You can use Bind to restrict the movements of demons such as the gagyson. Next, target the jack frosts since they can heal their allies. Use any means possible to take out enemy groups on the first engagement.

After the battle, watch more scenes.

[18:00] Two character events in Kanda and a battle event and character event in Ikebukuro. Since this is the one indicated in the Laplace email, you should head there first.

In this battle, you must prevent the other two characters from dying. Keisuke will act on his own so don't worry about him. The Toubyous can perform ranged attacks capable of damaging your party without any chance to retaliate. Prioritize taking out the frost jack and lilim first since they can heal their fellow demons. A Toubyou will appear in the upper left corner of the screen as reinforcement but other than that, everything is pretty much manageable. Once Midori reaches the escape point, the objective will be updated. You just need to make sure Keisuke survives the battle now.

[18:30] With all the laplace events dealt with and the day almost done, you can only select one of the events. There is also an event battle in Miyashite Koan in Shibuya.

Miyashite Koan/ Shibuya battle

You have three conditions to win: 1) Find the treasure 2) Defeat Ghost Q or 3) Ghost Q escapes. You'll have to place your characters beside the cellphone-looking things and analyze them. This battle can be hard since the Ghost Q itself is around LV25+. If you'll send another group alone to the left side of the field, just make sure he/she has the best demons and can be self-sufficient. Once you meet any of the three winning conditions, the battle will end.

[19:00] Meeting with the team about the day's events.

[22:00] Email reading time.

3rd Day Beldr

[08:30] Laplace email arrives. During this time, Keisuke also joins your party.

Laplace Mail

At 18:00 in Minato-ku Aoyama Cemetery, Beldr the immortal will be revived. Over 300 casualties will be affected

[09:00] Three character events available in Kanda, one in Ikebukuro and two free battles in Ikebukuro and Shinjuku will be available. Try to train as much as possible as you'll need to be prepared for the incoming battles. The free battle in Shinjuku will unlock a new demon for auction. You can crack some new skills here as well. Before moving out, assign some demons to Keisuke's team and give him some available skills in your skill folder. (Skills in the skill folder are your cracked

skills. If you don't have any skills in your skill folder, that means you're not cracking skills from enemies. Be sure to do so even in free battles. It will help you in the long run.)

- [10:00] More events will be unlocked: Atsuro/ Ikebukuro, Gin/ Omotesando and an event battle with Haru in Tokyo.
- [11:30] Akasaka Tunnel event becomes available.
- [12:00] Haru/ Tokyo battle is the only event left at this hour. Prepare and engage.

You'll need to prevent Haru from dying as one of your additional objectives. You deploy your team from two different points so split them to pairs and deploy them to the left and right starting points. The wendigo group on the right has a toubyou in its ranks, giving it the capability to freely attack at a distance; not to mention that the wendigos can bind your characters, restricting their movements. If you have a demon with devil speed, then the better. A couple of reinforcements will appear in both sides of the stage. It will just take 3 direct attacks to kill Haru so rush to her position at the soonest time possible. Demon skills like flight and phantasm will greatly increase your movement range by ignoring the obstacles. More reinforcements will appear one by one as the turn progresses. Once you reach Haru, she'll fall back to your characters' position so make sure to surround her to protect her. Defeat the remaining demons.

- [12:30] New character events in Ikebukuro Shinjuku, Akihabara, Kudanshita and Shibuya
- [13:00] New battle event in Ikebukuro available.
- [13:30] Battle event in Ikebukuro is the only one available. Free battles in Tokyo and Shiba Park (hard) will be available as well.

Ikebukuro/ Midori Battle

In this battle, you'll have to prevent Midori and any civilian from dying. You'll start from the far end corner of the field so it may be challenging to catch up with the civilians. Devil Speed will be an invaluable skill here. Midori will act on her own and will be engaging the nearest demons. Support her by sending somebody with healing skills to keep her group's HP up. You should bring demons with party healing skills here – you'll need them to keep the civilians alive. Later in the battle, the blue escape points will appear on the lower right of the screen. You must allow the civilians to escape. At this point, Midori will be surrounded but will still be stubborn enough to stand her ground and fight back. You must have at least one character to back her up while the others clear the path for the civilians to pass through. Once the last demon falls, do not celebrate yet. Belldr himself will appear; and you have no choice but to engage and attempt to defeat him.

Belldr is a LV30 demon capable of attacking all party members from afar, which makes this battle insanely hard. Your objective will be updated and the game will instruct you that all your teams and Midori must reach the escape points. Belldr will summon new demons as well but avoid engaging them since you'll be pretty much hurt and your demons' MP is low to use healing skills. However, if you have some good healing demons reserved then swap them to what you're using now and take care of the healing as well. Once your party reaches the blue escape tiles, select the RUN option from their menu in order to escape.

- [14:00] Only event available is in Shimagawa.
- [14:30] Character events available in Ikebukuro, Akihabara and Kudanshita. There is another event in Shibuya and information regarding the Devil's Fuge in Nagata-Cho. Check it out first then go to Suidobashi and select the other Devil's fuge info available there. Head to Kudanshita next and learn that your next stop is at the Diet Building in Nagata-cho at 17:00. There is a battle event in Suidobashi as well. Select one of the events available to proceed.
- [15:00] Battle event with Kaido and Honda will be available in Shibuya. New character event available in Suidobashi.
- [15:30] New character events available in Omotesando and Nagata-cho. The Midori battle event in Suidobashi will disappear if not triggered at this time.

Suidobashi / Midori battle

Like the previous battle, you'll need to make sure that Midori and the civilians survive. You'll start again in the far end corner of the field so you'll need to rush to Midori and the civilian's positions at the soonest time possible. Start by defeating the nearby demon then move your characters to the farthest distance they can reach. The Pyro Jack will serve as the demons' healer so make sure to take them out first. After a few turns, an escape line will appear in the other side of the field. Just allow the civilian to escape. At this point the demons will start surrounding Midori. Rush to her position and use long-ranged healing skills like Devotion and Affection. Mission completes after defeating all demons.

Shibuya / Kaido, Honda battle

This battle is like a contest. You must defeat more demons than Kaido's team; otherwise, you'll lose. If you have the skills Devil Speed or Phantasma, then you may have a good chance in this battle. If your party is strong enough to eliminate an enemy group in a single engagement, then send two of your groups to the lower streets to take care of the pyro jack and another demon that will appear there. Once you defeated more demons, Kaido will summon Pazuzu and will leave the stage along with Honda. Clean up the remaining demons to win the battle.

[16:00] Battle event available in Kudanshita (Bugeitan). Free (hard) battle will be available in Shiba Park as well. You can do any of the previous character events that you may have skipped a while ago.

Kudanshita / Bugeitan battle

Your enemies for this battle will be zealots instead of demons and they sure have a lot of skills to crack, including a couple of auto-skills. Later in the battle, the real shomonkai believers will join the party and your objectives will be updated; now you must not let any believer die. Mission completes after all zealots are defeated.

[16:30] Devil's fuge info available in Nagata-cho (battle)

Devil's Fuge/ Nagata-cho battle

In this battle, you must defeat all demons and prevent the hostile demon tamers from getting killed themselves. Once you destroyed the demon tamers' comps (defeat them in battle first), you must let them escape to the escape point in the lower right portion of the map. Don't worry about their HP as they'll have full HP after defeating them. Letting them escape is not a requirement to win this battle; you just need to defeat the last tamer to obtain the Devil's Fuge and win this fight.

[17:00] There will be no new events so you can check out the character events you have skipped or missed a while ago.

[17:30] The Aoyama Cemetery battle will be available. However, you can still view one more character event before the "main" event

[18:00] This is it. The arrival of Beldr. If you are unsure about your party's abilities, fight a few free battles to gain exp and macca, get some new demons and fuse them. Having a wide variety of skills will be the key to win any battle.

Aoyama / Cemetery battle

There will be new skills to crack so assign start assigning your teams. Unfortunately, some of the good skills are possessed by Beldr himself. Beldr's minions won't be that hard. Beldr can still attack and damage everybody using his Vampire Mist attack. Beldr will be immune to all attacks except the Devil's Fuge attack available to your hero. This is the only attack that can damage Beldr. To avoid giving him extra turns, order your team mates to guard against his attacks if ever he engages them. Do the same when you're attacking by ordering your demons to guard and you do the attack. It will take around 4-5 Devil's Fuge hits to take down Beldr. Mission will be completed after defeating him.

- [18:30] The event in Shinjuku is the only one available so select it.
- [19:00] Your team's pep session. Discussions about the events for the day.
- [22:00] Email reading time. Read and reply if you want to

4th Day **Crumbling Reason**

- [08:30] Laplace email for the day arrives. Read through more dialogues with your team. Keisuke will also leave the group.

Laplace Mail

At 11:00 in the Toyoshima-ku Ikebukuro underground walkway, a homicide will take place following public persecution against demon tamers. The victim will be Midori Komaki

At 17:00 outside the Shibuya Station, the Self-Defense Force will fatally shoot a popular rock singer. It is suspected that this is suicide.

Throughout the day, riots will increase in intensity as relations between demon tamers and civilians become increasingly strained

The number of suicides increases rapidly today as all social order breaks down.

- [09:00] Start your day by talking to the mysterious woman in Roppongi. There will be character events in Shiba Park, Omotesando, Akihabara and Ikebukuro. There is also a free (hard) battle in Shiba Park. Select any of the events to proceed. You can check the available events until 11:00.
- [10:30] New character event will be available in Azuma.
- [11:00] This is the exact time predicted in the Laplace email about Midori's death. Select the battle in Ikebukuro to proceed.

Ikebukuro / Midori battle

You'll be allowed to choose what objective you like to pursue before the battle starts. Don't go all out against the civilians; you must not kill any of them. Be careful with your attacks and just lower the civilian's HP. Once injured, an escape point will appear and they'll attempt to escape to it. Keisuke appears in a short while and summons the unique demon Yama. Keisuke will attempt to slaughter them all and it's your job to let them all escape. Midori and all the civilians must stay safe in the process. The civilians' new escape point will appear to the lower right of the screen. Two Loas will appear on that side as well. Quickly rush to the demons and defeat them. You'll need to send somebody towards Keisuke as well. Once Keisuke is defeated, he and Yama will fall back. Now concentrate in taking out the demons. The Loas will bind your characters and the civilians, limiting their movement range for a turn. Devil Speed will help you cancel this effect. After the last demon falls, this battle will be completed.

- [11:30] There are no new events at this time so view any event you like.
- [12:00] The only event available is in Shinjuku.
- [12:30] More events will be available. Select any of them.
- [13:00] The Midori event will be available in Omotesando. She'll join your party during this event. Free (hard) battle will be available in Ikebukuro
- [14:00] Character event with Atsuro available in Shibuya
- [14:30] Shinjuku battle available in Kannagi-cho, two character events available in Shibuya and Shimagawa. You can view both events
- [15:30] Shinjuku battle is the only available event.

Shinjuku battle

You must not let any civilian die in the battle. There should be at least a couple of new skills to crack so make sure to select it before deploying your team. Rush to the civilian's position and clear the enemy forces. When they're down to the last man, he will attempt to escape. You must not let the thug to escape; intercept his path and destroy his comp to end the battle.

- [16:00] There is a battle event with Kaido and Honda in Suidobashi and a character event in Kanda.
- [16:30] Battle event in Suidobashi is the only one available.

Suidobashi/ Kaido, Honda battle

You'll have to protect fragile civilians in this battle again. The only crackable skills available are possessed by Pazuzu. As soon as you get your turn, rush immediately to the civilians' position as Kaido will mercilessly attack them. Escape lines will appear and the civilians will run towards your positions. Fortunately, you can heal any injured civilians and Kaido and Honda's get their turns slower. Don't move all your characters in Kaido's location; send one or two of your characters to Honda by taking the center path and intercepting the escaping civilian. Honda will pursue her so you'll have an easier time engaging him. Mission completes as soon as you defeat them.

- [17:00] This is the time predicted in the Laplace email. Surely enough, there is an event with Haru in Shibuya, as well as Kaido's event. To prevent Haru's death, you must select her event. You just need to simply convince her with your cheesy dialogues and the prediction will be nulled.
- [17:30] The only event available is still in Shibuya. Select that.
- [18:00] Battle event is Shibuya becomes available. Since this is the only event, select it.

Shibuya/ Mari battle

You must ensure that Mari survives and escapes. If you're confident about your team's ability to fight and sustain themselves through self-healing, divide them to two groups; one will rush towards Mari's position, while the other pair circles around clear the path for her. Kudlak, the main demon in this battle will use Bind whenever he can to restrict Mari's movement. Fortunately, Mari can heal herself so don't worry that much about her and concentrate in taking out the demons. Mari will keep on reminding you not to kill Kudlak. I leave the choice to you. If you kill him now, you'll be rewarded with tons of experience. However, the repercussions won't be felt at this moment. If you opted not to kill him, then at least take out his two minions.

- [18:30] The battle event in Kudanshita is the only available. However, you can start looking for Mari's bag first. Save your game if you still haven't and go to Kanda. Look for Mari's bag. Next, go to Ueno and select the similar option. You'll easily retrieve the bag by doing this. Next, engage in the final battle for the day.

Kudanshita / Bugeikan battle

This time, police tamers will be your enemies. You'll need to ensure the survival of the civilians again. The good thing about this battle is that there will be several crackable skills that you may want to check out. The cop tamers will prioritize chasing after the civilians than dealing with you. What's more annoying is that they can use bind to restrict your character's movements. The battle ends after the last cop is down.

[19:00] Discussion with the team.

[22:00] Email reading time.

5th Day Revelations

[08:30] After a short discussion with your team mates, the Laplace email arrives.

Laplace Mail

12:00 Kudanshita Station: A body will be found drained of blood. Victim identified as Mari Mochizuki. Evidence of struggle.

13:00 Minato-ku Shiba by Tokyo Tower. More violence against demon tamers. Victim (dead): Keisuke Takashiro
Suspect: Tadashi Kaido

All day everywhere riots intensify. Demon tamers become more active. Objectives vary.

[09:00] There will be several events available at the moment.

- Battle in Sunset Boulevard
- Free battle in Aoyama and Akasaka (hard)
- Character events in Shimagawa, Shibuya, Omotesando, Kanda, Akihabara and Shinjuku.

You can start by talking to Azuma in Shimagawa to get Naoya's stuff. Or deliver the bag to Mari. You must do these two important events. You have free time until 12:00 so select any of the other events, including the battle in Sunset Boulevard.

Sunset Boulevard battle

You'll start the battle surrounded by SDF soldiers. There are new good skills to crack, especially the Auto-Healing skill from one of the younger soldiers. When the enemies are down to two, they'll attempt to escape to any of the two escape points that will appear. Block their path and intercept them. Don't let anybody escape.

[12:00] At this point, you'll have two more battle events available; Kudanshita and Shiba Park. Since this is the time the Laplace email predicted that Mari will die, select the Kudanshita battle event first.

Kudanshita/ Mari battle

As Mari/Kreshnik stated, she must deal the finishing blow to Kudlak. You must prevent Mari from dying. You can attack Kudlak and lower his HP but be very careful not to deal the finishing blow. Gang up on him if necessary. Once Kudlak is taken care of, you can now concentrate in taking out enemy forces.

Both Kudlak and Kreshnik can now be fused in Cathedral of Shadows afterwards.

[12:30] You can still view one event before the next laplace email event.

[13:00] Battle event in Shiba Park will be available. Like the email predicted, it will be between Kaido and Keisuke

Shiba Park / Kaido battle

After the little scene, you'll need to fight Kaido. Only Kaido and Pazuzu have crackable skills so make sure to defeat Pazuzu first once you engage them. Pazuzu has a long attack range so be careful and make sure your party are always at full HP. The battle will end as soon as you defeat Kaido so if you want to get more experience, kill all demons and defeat Pazuzu first before finishing Kaido off.

[13:30] Free battles available in Ueno and Shinjuku. Select any available event at this point.

[14:00] Battle event in Akasaka will be available.

Akasaka/ Izuna, Fushimi battle

A summoning comp will appear in the lower right. After a full turn rotation, Fushimi and Izuna will appear. They will try to enslave a Badb Catha so make sure to support them as well. Clear the area and send somebody to pick up the comp that has gone haywire. Let the spec ops to defeat Badb Catha and heal them if necessary.

[14:30] More character events becomes available. Its up to you to choose what events you'd like to view.

[15:30] Shibuya/ Miyashita Park battle becomes available. You don't need to fight this battle; you can still view other events, including an event with Amane which will shed a whole lot of light in your current situation.

[16:30] Shiba Park free battle becomes available. You should still have enough time to view some other events, including the one in the Shomonkai Facility where you can get more info from a defector.

[18:00] You'll be required to complete the battle event in Shibuya. Since its the only major event available, you don't really have a choice.

Shibuya/ Miyashita Park battle

You must protect the civilians and destroy the comps of the tamer thug. You can divide your team into two groups, two will approach the civilians and the other two will take care of the demons. The two teams that will engage the demons should have the strongest demons they can get, as well as healing skills. The civilians will run to the other side of the bridge, where the demons are heading. You'll need to move fast; use Devil Speed whenever necessary. After defeating the thug, he and the other civilians will follow the character that persuaded them. Now you must prevent the demons from attacking the civilians and escort them to the escape point. You can heal any damaged civilians if needed. Order your demon-hunting crew to return to stop pursuing the demons and have them return to the escape point to guard it. Two more demons will appear near the escape point.

[18:30] Save your game if you still haven't done so. There will be another major battle in Nagata-Cho. Select that when ready.

Nagata-cho / Naoya battle

Naoya will challenge you to defeat six demons in three turns. It will be easy since the demons are pretty much aggressive themselves and will attack you whenever they get the chance. If you successfully met his conditions, then he'll answer some of your questions.

[19:00] Discussion with team mates.

[22:00] Read and reply to some of your emails.

6th Day

The Decisive Moment

[08:30] You'll immediately get the Laplace email. There is only one prediction and probably the last one you'll get.

18:00 Chiyoda-ku Hibiya. Fire in outdoor concert hall, cause unknown. Victims killed in fire: Hero, Atsuro, Yuzu and many others.

[09:00] Free (hard) battle available in Aoyama and Ikebukuro, major battle event in Nagata-cho and several character events in other locations. You can save the major battle later and concentrate in getting more info by viewing the character events until 11:30

[11:30] The only event available will be the battle in Nagata-cho.

Nagata-cho / Contamination Area battle.

The soldiers will attempt to escape to the lower left escape points. Obviously, you must prevent any of them from escaping. After defeating the first soldier, the captain will activate and throw away the comps, creating open waypoints for demons. You must send your characters to the portals and pick up the comps. The captain's auto-revive skill is pretty annoying, not to mention that his Berserker minions are already dangerous enough. You may need to gang up on him to prevent him from escaping and defeating him.

[12:00] More character events will emerge. There is an "unknown" battle event in Shinjuku, major battle event in Suidobashi/ Tokyo Dome, and another one in Roppongi with Gin and Azuma. I suggest checking out the battle event with Gin and Azuma.

Roppongi / Gin, Azuma battle

You must defeat all enemies and don't let Gin die in the process. Skill-wise, there are a LOT of them available for cracking here. Unfortunately, you can only assign for characters for each skill. To avoid wasting your skill cracking assignment, don't attempt to crack the skill of the enemy nearest to Gin since he can defeat it before your assigned character can reach it. Gin is pretty much powerful on his own but Azuma is no pushover either. Gin can hold off a few attacks, even when surrounded – just don't leave him on his own.

As an additional reward for this battle, Take-Mikazuchi is now available through fusion.

[12:30] You can view other events or if you're craving for battle, you may tackle the battle events in Shinjuku and Suidobashi

Shinjuku/ ???? battle

The black frost that will appear will be pretty familiar, especially with Midori. You can help the demons or wipe them out. If you decide to help the demons, then the humans will ignore you and will target them instead. Be careful though since the demons are very fragile; they can die randomly from a single hit so prevent any humans from reaching them.

[16:00] You can check out all the available events until this time, where the battle in Tokyo Dome is the only one available.

Suidobashi/ Tokyo Tower

The two groups of demon tamers will be fighting each other and you'll get thrown in the fray. This battle isn't that hard really; since the opposing demon tamers are fighting for the comps, they'll just make the battle a bit faster by damaging each other.

[16:30] More events available. I suggest training with free battles because your fight with Belial is just a few hours away. Another major battle in Ueno becomes available. Check out the other events first before finally selecting this battle.

Ueno/ Honda battle

You'll have three options for this battle: Assist the demons, assist the angels or defeat both. If you sided with the angels, you'll need to make sure that the civilians survive while you help the angels defeat the demons. Later in the battle, more demons will appear to the rear. Also later in the battle, the civilians will attempt to escape to the escape point. As an additional objective, you must not let any civilians escape so you'll have no choice but to engage the humans. Remember that if the angels land the finishing blow to the civilians, they'll die. To avoid that, make sure you land the finishing blow. Don't worry about the angels too much since they have healing and revival skills. Once you defeated all the demons, the battle will end.

If you decided to turn against the angels instead, there won't be any demon reinforcements to the rear but angel reinforcements will appear ahead instead. The objective will stay the same; and the demons will still try to kill the humans. You must be careful since you can't heal demons and they don't have healing/revival skills unlike the angels.

If you decided to fight them both, then it will be a free for all battle. Just make sure to send at least two of your characters to protect the civilians. Later on the objective will be updated as the civilians will attempt to make it to the escape point. "Save" them by defeating them both and destroying their comps. This option will give you the best experience boost, obviously. Since both sides will summon reinforcements.

[18:00] This is the time of reckoning, as predicted in the laplace email. Go to Tokyo and participate in the battle event there.

Tokyo/ Belial battle

There are lot of skills available for cracking again. High level -zyne skills can be cracked here, including the ever-so-potent Megido. You'll need to make sure that Haru survives, as part of your objective. If your individual teams can handle their own alone, then pursuing your skill cracking targets should be easier. Start off by heading to the directions of your targets. Once they've cracked the skills you want, have them converge towards Belial, and make sure they are healed.

Belial is strong against the other elements and can nullify fire and mystic attacks. Fortunately, he is still weak against ice attacks so make use of Ice Dance (recommended) and Bufudyne skills if you have them. What makes him so dangerous is that he can attack 2-3 times a turn. Also, he has Life Aid, which recovers 10% of his HP after every turn. Since he recovers around 230+ HP after each turn, it is safe to estimate that his max HP is around 2300+. Keep everybody healed and abusing your Ice attacks against this fire demon. After a while, Belial will summon more demons from the rear. Do what you can to defeat Belial at the soonest time possible or you'll be in a world of pain.

[18:30] You can select one more event before the discussion with your team. If you want, you can tackle the event battle in Tokyo Tower.

Tokyo Tower battle

You must defeat the Sage of Time without letting any civilians get harmed. Start by approaching the nearest civilian and standing beside her. Wake her up from one of your menu options and escape points will appear in three parts of the field. The other two civilians are already standing on their respective escape points but they won't escape unless you wake them up. Like before, Devil Speed will help you a lot in reaching the civilians quickly. Though the demons will ignore the civilians, they'll walk towards the sage of time while in trance. Over time, more civilians will appear as the Sage's spell continues to take effect. Another problem that you'll need to face is that more demons will appear from the portal beside the sage. The important place where you should place at least two of your characters is the path leading to the sage himself. By guarding these spots, you can intercept civilians and engage any demons that will appear from the portal. Once the initial wave of demons are defeated, move your characters towards the sage and surround him.

The sage can attack thrice per turn and his ordinary attack can damage everybody. If your teams are adequately leveled, then they should be able to endure the sage's attacks. The sage's combo is simple; it will attempt to petrify your team and attack. Remember that if attacked, a petrified demon or character will be defeated instantly.

[19:00] Team discussion. After reading your emails, the same gigolo you've met before will approach you. You'll be asked what path will you take. This is not the moment of truth though; he'll just explain each option available to you.

[19:30] You can select three locations where the people that invited you are located. Their choices or opinions on what they want you to do should be pretty clear now. Save your game first if you want then select which person you'd like to go with.

(Amane's Path)

[19:30] After agreeing to become the Messiah, Mari will arrive. You'll have the option to bring her as well.

Last Day **Kingdom of Saints**

[09:00] Prepare for the battle in Shibuya. Try to fight a few free battles if you want then fuse some new demons in the cathedral of shadows if you can. Select the battle event to face Jezebel.

Shibuya/ Jezebel battle

In this battle, you should defeat Jezebel while keeping Amane alive. In order to face Jezebel, you'll need to place your characters over the glowing lava, which will damage them at the end of their turns. Whenever you attack Jezebel, Amane takes damage. To prevent her from dying, you'll need to send someone to heal her. Don't rush towards Jezebel's position unless you already positioned your characters near Amane and you've already cleared the demons. Jezebel has a long and wide attack range, not to mention the lava damage your party will take if you rush to her recklessly.

Once you've dealt critical damage to Jezebel, Amane will regain her consciousness. Jezebel however, will release three more copies of Amane in an attempt to possess her. You don't need to worry about the lava damage anymore. Heal your team and engage Jezebel. Remember that you only need to defeat her. Since her HP will still be low at the moment, order your team to attack her and give her all you've got. Just ignore the copies since they'll just disappear once Jezebel is defeated.

[09:30] You'll need to fight the remaining Devas as part of Remiel's plan and your first step to become overlord. Select the battle event in Ikebukuro once you're ready.

Ikebukuro/ Bishamon battle

Start off by taking out the initial wave of enemies. Don't approach Bishamon or he'll engage you. Just take the enemies one step at a time. And if possible, avoid using physical-oriented demons here as they'll prove useless against the reflective defense of the Rangdas against physical attacks. Bishamon can move and attack twice, making it easy for him to take out your team mates almost effortlessly. He can also use Hassohappa (phys), Maragidyne and Megido. You can't do anything to resist the damage from Megido but at least you can defend yourself against fire and physical attacks. Bishamon is also weak against Ice attacks so using Ice Dance and Bufudyne against him will help you a lot in speeding up the battle. Later in the fight, Yaksa will appear as reinforcement. You don't need to engage him, especially if Bishamon has already targeted one of your team mates. Concentrate on defeating Bishamon and Yaksa will simply disappear.

After the battle, Bishamon can now be fused in the Cathedral of Shadows option in your COMP menu.

[10:00] Next battle is in Shimagawa. Prepare your team and head out.

Sengakuji / Zouchou, Koumoku battle

You'll face two Devas in this battle at once so if you ever find yourself having troubles in this battle, then by all means, fight some free battles to earn some EXP and macca, and fuse yourself some good, high-levelled demons. You'll be surrounded at the start of the battle and diving your team into two will be the worst move you can possibly do (unless that they're really powerful and can easily sustain themselves) You may defeat first the enemies on the rear since their guards' levels are fairly lower than Zouchou's side of the field. Zouchou's level is lower than Koumoku's but since you'll need to defeat the minions first, it will be to your tactical advantage to attack Koumoku's group.

Zouchou and Koumoku will be both available through fusion after the battle.

[10:30] Next battle is in Roppongi

Roppongi/ Roppongi Hills battle

Carefully move and defeat the nearest demons you can reach. After defeating two of them, Belzaboul will turn the remaining demons to LV60 Maggots. These little buggers can lay eggs to your party, seal your character/demon's abilities and resist all types of damage (except almighty). Immediately cure this since if the eggs hatch in a few turns, it will deal great damage to the "host" and it will spawn more bugs. Unfortunately, Belzaboul has a very long attack range so expect to be damaged without any chance to retaliate (unless the attacked team has a demon with Evil Wave or Chaos Wave skills). Keep your party's HP up and rush to his position. Belzaboul can also recover 10% of his HP after every turn so make sure to deal as much damage as possible whenever you get the chance.

[11:00] There will two free (hard) battles in Roppongi and Shiba park where you can train since the following battles are pretty intense and challenging. Remember that once you select this, you won't have any chance of going back down so make sure to train as much as you can before proceeding.

[11:30] Watch a few more scenes, and the next battle will trigger.

Roppongi/ Founder battle

To reach Belberith, you'll need to defeat the two Shomonkai believers guarding the switches. Atsuro/Yuzu will tell you about this at the start of the battle. You can send two characters to defeat the believers guarding the switches then the other two to deal with the believers guarding the two paths leading to Belberith. Remember that the two switches must be operated by two people at the same time. After defeating the believers guarding the paths, they'll leave their COMPs behind and will summon Murmurs immediately. There will also be two more portals beside Belberith which will summon demons. What makes matters worst is that Belberith's attack range can almost reach anybody in the field so keep your party's HP full always. The Ganeshas that will appear from the portals in Belberith's side of the field have the Phantasma ability, capable of bypassing through impassable areas. They'll attempt to operate the switches again to lower the platforms so you must station at least one of your characters there to block one of the switches and fight the Ganeshas while the others rush towards Belberith. You must prioritize turning off the comps first, especially the ones beside Belberith since it can summon more demons in short intervals. Belberith also has Victory Cry, a very useful skill which enables him to recover both HP and MP after every turn. Make sure to crack this skill if you haven't acquired it yet. Fortunately, Belberith is weak against force (wind) attacks, so spam him with Force Dances and Mazandynes. Just surround him and keep pummeling him and he should go down in no time.

[12:00] Select the battle event when ready.

Top Floor/ Naoya battle

In this battle, you'll need to face Naoya. Your priority will stay the same: pick up the haywire comps to close the summoning portals. After a few turns, Loki will appear in the northern corner of the map. Loki is really dangerous, as he can use Megidolaon. You'll need to surround him with at least two people and keep healing yourselves during the battles or turns. Once you've dealt critical damage to Loki, he'll heal himself completely using Diarahan, and will create multiple copies of himself. Continue dealing with the demons and the portals. After closing a few of them, Naoya will create more, making your job a lot harder. Just take the enemies one by one and prioritize closing those damn portals. You'll need to defeat Loki in one turn since he'll just use Diarahan to replenish all his HP. Not to mention that he has the Mana Aid skill, making him recover some MP after every turn.

Loki can now be fused in the Cathedral of Shadows

[12:30] Finally the final battle. Make your final preparations and save your game.

Top Floor/ Babel battle

You'll need to divide your team into two groups. Clear out the demons as you make your way towards Babel. Unfortunately, demon reinforcements will appear from the circular platforms on each corner of the map, with no way of stopping it. Just make sure to wait for all your team mates to congregate near Babel's position and take out any demons that will approach you. Keep everybody healed, then gang up on Babel. Babel's attack range is only limited on the ramp so as long as you don't get near it while regrouping, you should be safe from Babel's dangerous attacks. Gang up on Babel once you have regrouped and end the battle.

The second phase of the battle will start, with Babel revealing its true form. You'll need to fight Beldr and Belial again, but their levels should be lower than yours if you have been diligently training from free battles. The bad news is that your HP and MP won't be recovered at the start of the battle so you'll pretty much continue where you left off. Belial will use Fire of Sodom, which deals damage to everybody, anywhere in the field. He is still weak against Ice attacks so spam him with Bufudyne and Ice Dance skills. Beldr has an Immortal skill, making him invulnerable from attacks except from your Hero's Devil's Fuge attack. (This option will only be available if your hero is attacking Beldr) It should take around 3-4 hits to take out Beldr using this. Beldr will also use Vampire Mist, his own version of Belial's Fire of Sodom. During their turns, Beldr and Belial will just continue using their special attacks. Beldr is probably the most annoying since he can recover a bit of his HP from the damage dealt by his Vampire Mist.

After defeating the two demons, the ramp leading to Babel will appear along with Jezebel. Since you can only place three characters in front of the following bosses, a character with Evil Wave or Chaos Wave can be conveniently placed behind the frontlines to attack from afar. You'll need to go through her in order to fight Babel. Jezebel has the same ability as before, and her primary attacks will be Judgment and Holy Dance, both are really hard to defend against. After defeating her, Belzaboul will appear in her place. You'll need to take him out too to win. Finally, after dealing with Belzaboul, Belberith will also appear in his place. His annoying Victory Cry skill is still intact so deal as much damage as you can for your every turn. After defeating Belberith, it is finally Babel's turn to be attacked.

Move your characters near Babel's location and start attacking it. It has weakness against electricity so exploit it with Elec Dances and Ziodynes. You can also use Tetrakarn to deflect its physical attacks. Later in the battle, it will use Calamity of Babylon which damages everybody and mutes your characters and demons. Fortunately, the big guy doesn't have any recovery skills so it is just a battle of endurance and survival. Just continue attacking and healing.

Watch the ending scenes.

Metatron can now be fused in the Cathedral of Shadows. Save your game to carry over some of your stuff when you start a new game.

(Naoya's path)

[19:30] Midori and Yuzu leaves the party. Kaido will join the party. Pazuzu can also be fused in the cathedral.

Last Day **King of Demons**

[08:30] Learn that the deadline has been moved till noon. Mari arrives and will ask to join your party. Black Frost will also join your party.

[09:00] The main event is a battle against Amane in Shiba Park. Good thing that you have two free battles here where you can train in case you need to boost some levels. Before engaging, make sure to set Mari, Black Frost (yes, he's a leader), Naoya and Kaido's skills, as well as their assigned demons. You can only bring four characters so you'll need to choose the two.

Shiba Park/ Amane battle

This battle isn't that hard. Just avoid rushing towards Amane. You can divide your team to two and take out the believers on either side. Amane won't move until she's the only one left so take your time in dealing with the believers. Amane's team isn't that hard; just remember to concentrate taking out her demons first so that you easily pummel her and defeat her.

[09:30] Battle event in Nagata-cho

Cartesian Garden/ Jezebel battle

In this battle, you should defeat Jezebel while keeping Amane and Naoya alive. In order to face Jezebel, you'll need to place your characters over the glowing lava, which will damage them at the end of their turns. Whenever you attack Jezebel, Amane takes damage. To prevent her from dying, you'll need to send someone to heal her. Don't rush towards Jezebel's position unless you already positioned your characters near Amane and you've already cleared the demons. Jezebel has a long and wide attack range, not to mention the lava damage your party will take if you rush to her recklessly.

Once you've dealt critical damage to Jezebel, Amane will regain her consciousness. Jezebel however, will release three more copies of Amane in an attempt to possess her. You don't need to worry about the lava damage anymore. Heal your team and engage Jezebel. Remember that you only need to defeat her. Since her HP will still be low at the moment, order your team to attack her and give her all you've got. Just ignore the copies since they'll just disappear once Jezebel is defeated.

[10:00] Battle event in Ikebukuro. As discussed, you'll need to defeat the Devas in order to access the server. The first one unfortunately, is the strongest of the Devas: Bishamon.

Ikebukuro/ Bishamon battle

Start off by taking out the initial wave of enemies. Don't approach Bishamon or he'll engage you. Just take the enemies one step at a time. And if possible, avoid using physical-oriented demons here as they'll prove useless against the reflective defense of the Rangdas against physical attacks. Bishamon can move and attack twice, making it easy for him to take out your team mates almost effortlessly. He can also use Hassohappa (phys), Maragidyne and Megido. You can't do anything to resist the damage from Megido but at least you can defend yourself against fire and physical attacks. Bishamon is also weak against Ice attacks so using Ice Dance and Bufudyne against him will help you a lot in speeding up the battle. Later in the fight, Yaksa will appear as reinforcement. You don't need to engage him, especially if Bishamon has already targeted one of your team mates. Concentrate on defeating Bishamon and Yaksa will simply disappear.

After the battle, Bishamon can now be fused in the Cathedral of Shadows option in your COMP menu.

[10:30] Battle event in Shimagawa

Sengakuji / Zouchou, Koumoku battle

You'll face two Devas in this battle at once so if you ever find yourself having troubles in this battle, then by all means, fight some free battles to earn some EXP and macca, and fuse yourself some good, high-levelled demons. You'll be surrounded at the start of the battle and diving your team into two will be the worst move you can possibly do (unless that they're really powerful and can easily sustain themselves) You may defeat first the enemies on the rear since their guards' levels are fairly lower than Zouchou's side of the field. Zouchou's level is lower than Koumoku's but since you'll need to defeat the minions first, it will be to your tactical advantage to attack Koumoku's group.

Zouchou and Koumoku will be both available through fusion.

[11:00] Head to Akasaka and select the event with Izuna and Fushimi

[11:30] Go to Roppongi next and select the battle in Roppongi Hills. Again, you should be prepared by training and getting new powerful demons if possible.

Roppongi/ Roppongi Hills battle

Carefully move and defeat the nearest demons you can reach. After defeating two of them, Belzaboul will turn the remaining demons to LV60 Maggots. These little buggers can lay eggs to your party, seal your character/demon's abilities and resist all types of damage (except almighty), Unfortunately, Belzaboul has a very long attack range so expect to be damaged without any chance to retaliate (unless the attacked team has a demon with Evil Wave or Chaos Wave skills). Keep your party's HP up and rush to his position. Belzaboul can also recover 10% of his HP after every turn so make sure to deal as much damage as possible whenever you get the chance.

After the battle, watch the conversation. The deadline will be extended for two more hours.

[12:00] Battle event in Roppongi Hills available.

The angels Sariel and Anael will be your opponents here. First, take out the demons on both sides of the field before facing the two "angels". Sariel is capable of using Purging light which drains a bit of MP out of any of your party members, regardless of their location in the field. Just gang up either Sariel or Anael and take them out one at a time. Killing the other nearby angels will prevent them from using healing skills, which can be a problem if you're having a hard time dealing damage to the main angels themselves.

[12:30] Battle event in Roppongi

Roppongi/ Founder battle

To reach Belberith, you'll need to defeat the two Shomonkai believers guarding the switches. Atsuro will tell you about this at the start of the battle. You can send two characters to defeat the believers guarding the switches then the other two to deal with the believers guarding the two paths leading to Belberith. Remember that the two switches must be operated by two people at the same time. After defeating the believers guarding the paths, they'll leave their COMPs behind and will summon Murmurs immediately. There will also be two more portals beside Belberith which will summon demons. What makes matters worst is that Belberith's attack range can almost reach anybody in the field so keep your party's HP full always. The Ganeshas that will appear from the portals in Belberith's side of the field have the Phantasma ability, capable of bypassing through impassable areas. They'll attempt to operate the switches again to lower the platforms so you must station at least one of your characters there to block one of the switches and fight the Ganeshas while the others rush towards Belberith. You must prioritize turning off the comps first, especially the ones beside Belberith since it can summon more demons in short intervals. Belberith also has Victory Cry, a very useful skill which enables him to recover both HP and MP after every turn. Make sure to crack this skill if you haven't acquired it yet. Fortunately, Belberith is weak against force (wind) attacks, so spam him with Force Dances and Mazandynes. Just surround him and keep pummeling him and he should go down in no time.

[01:00] This is the final battle. Save your game and fight a few free battles if you want. Make sure to get all the most powerful demons you can afford and fuse at this point – you'll need them. Don't also forget to assign new skills to your party members, especially Victory Cry from Belberith. Enter the battle against Babel when ready.

Top Floor/ Babel battle

You'll need to divide your team into two groups. Clear out the demons as you make your way towards Babel. Unfortunately, demon reinforcements will appear from the circular platforms on each corner of the map, with no way of stopping it. Just make sure to wait for all your team mates to congregate near Babel's position and take out any demons that will approach you. Keep everybody healed, then gang up on Babel. Babel's attack range is only limited on the ramp so as long as you don't get near it while regrouping, you should be safe from Babel's dangerous attacks. Gang up on Babel once you have regrouped and end the battle.

The second phase of the battle will start, with Babel revealing its true form. You'll need to fight Beldr and Belial again, but their levels should be lower than yours if you have been diligently training from free battles. The bad news is that your HP and MP won't be recovered at the start of the battle so you'll pretty much continue where you left off. Belial will use Fire of Sodom, which deals damage to everybody, anywhere in the field. He is still weak against Ice attacks so spam him with Bufudyne and Ice Dance skills. Beldr has an Immortal skill, making him invulnerable from attacks except from your Hero's Devil's Fuge attack. (This option will only be available if your hero is attacking Beldr) It should take around 3-4 hits to take out Beldr using this. Beldr will also use Vampire Mist, his own version of Belial's Fire of Sodom. During their turns, Beldr and Belial will just continue using their special attacks. Beldr is probably the most annoying since he can recover a bit of his HP from the damage dealt by his Vampire Mist.

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Watch the ending scenes.

(Yuzu's path)

Last Day Desperate Escape

[08:30] Midori leaves.

[09:00] You'll need to check the blockade on every major location. There is only one character event with Kaido and a free (hard) battle in Shimagawa. Start checking all individual sites.

[13:30] The blockade in Ikebukuro becomes available to be checked. Select it and watch the event. You'll need to find an accomplice by 16:00. You have Gin, Kaido and Midori as your prospects. Gin will probably decline your offer.

[15:30] Select the battle event in Shinjuku. You'll fight Loki and his demons. Don't forget to save and set Midori's skills prior to the fight.

Shinjuku battle

This battle is really hard. Laksmis will continuously heal and revive allies so they could be a pain. The Yaksa's have really high attack speed and critical damage. The Rangdas can heal and attack at a distance. Not to mention that Loki can make up to four copies of his self. More reinforcements will appear afterwards. The real loki can heal and recover his MP. Just keep your team's HP up and gang up on him to defeat him.

After the battle, you may now fuse Loki in the Cathedral.

[16:00] It's time for Naoya's plan to be put in action. You'll learn your battle plan here.

[16:30] Start your mission in Shibuya.

Shibuya battle

Start by eliminating the nearby angels. Seriel's Purging Light will rob your team of their MP, anywhere in the field. After a short while, Amane and Izuna will join the battle... as enemies. Amane has the capability to fully revive fallen enemies so you may want to target her. Izuna's team is no different; expect to fight for your life here. Izuna has Life Lift and Healing skills, making her quite resilient and difficult to defeat. Amane will continuously revive fallen enemies until you defeat her. Unfortunately, she has a lot of MP so don't wait for her to run low on it or you'll end up getting swarmed by enemies. And she does recover a bit of it after battle. Amane also has resistances to all damage so expect this battle to take a while. It will be a lot easier once you surround her and kill her minions off. Amane can also use Megidolaon, a very powerful almighty attack capable of ignoring your defenses and Judgement, an attack that can halve your team's current HP. Amane's HP isn't that large however, her Grace auto-skill fully recovers her HP. Your best bet is to defeat her in one turn – which is pretty difficult if you don't have demons that can boost their attack powers. One good way to defeat her is to seal/ mute her abilities then use Aggravate and have your physical-oriented demons do the attacking. Landing critical hits on her removes her extra turn and enables you to attack again – which is very crucial if you want to defeat her. Counterattacks, -karn skills will also help you reflect some of the damage to her.

Watch the ending scenes.

After the credits, you'll get a message that Remiel can now be fused. You'll also get a prompt to save your game to carry over your demons, macca and skills when you start a new game.

Last Day Credits

- Thanks to Atlus for another great SMT title. Can't wait for any of your future releases!
- Thanks to IGN for giving me a chance to write another exclusive for one of my favorite game series.
- To my friends online and in real life. You know who you are guys
- To Eelco of Chaptercheats.com

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