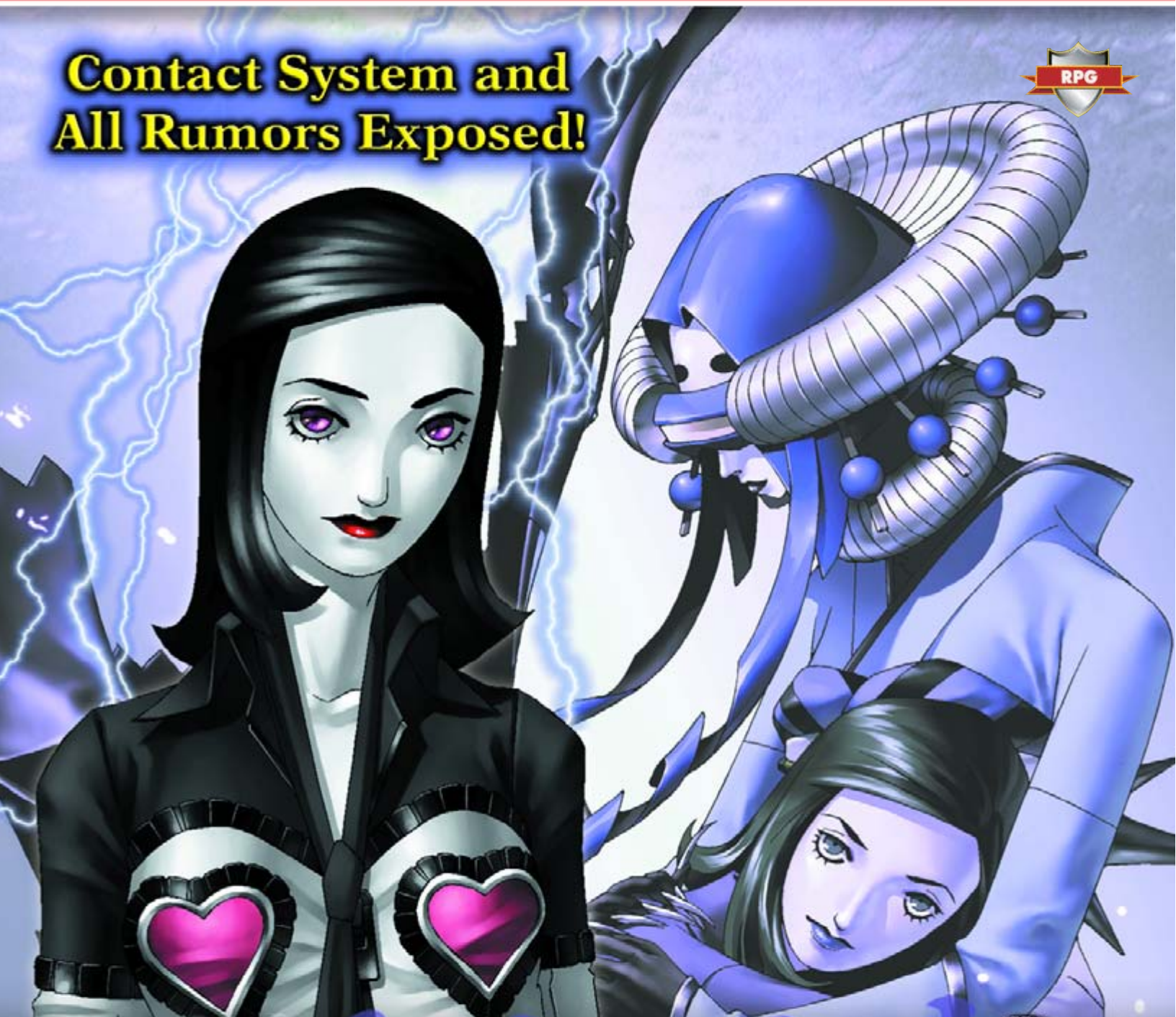


**Contact System and
All Rumors Exposed!**



PERSONA 2™

ETERNAL PUNISHMENT



John Shivers

primagames.com



PERSONA 2

ETERNAL PUNISHMENT

TM

Prima's Official Strategy Guide

John Shivers

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INTRODUCTION

Warning: The following contains extreme game spoilers!

PERSONA 2 BACKGROUND

Persona 2: Eternal Punishment is the second of two sequels to the original *Persona*, released in 1996 in Japan and 1997 in the U.S. The first of the two sequels was *Persona 2: Innocent Sin*, which was released only in Japan.

Many of the characters and locations are the same in all three games, and you can really see how the characters have evolved. Nate Nanjo, Ellen Kirishima, Yuki, Brad, Chris, and several others were all leads in the original *Persona*, and they can all be found within one of the versions of *Persona 2*. In the original, all the characters were young, still students or recent graduates. *Persona 2: Innocent Sin*'s main cast consisted of Tatsuya, Maya, Lisa Silverman, Jun Kashihara, and Eikichi, who fought against an evil organization, the Masquerade. As the sequel takes place several years later, the returning characters are all a bit older—though once again the main party are mostly students. *Persona 2: Eternal Punishment* focuses on an older group of heroes: Maya, Katsuya, Baofu, Ulala, and the grown-up Nate and Ellen.

Sin and Punishment

The idea is simple; everyone from *Innocent Sin* gave up their memories of the past to live in the world of *Eternal Punishment*. The two are alternate realities of the same world. Fate has a way of coming out on top though, as the peace does not last in this current reality. Heroes and villains alike show their face, and the world seems headed toward the same outcome.

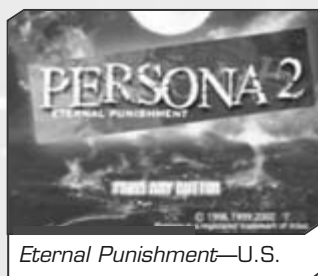
Many links can be seen to *Innocent Sin* throughout *Eternal Punishment*. Maya's flashbacks are all scenes from *Innocent Sin*, and she always has a feeling of déjà vu around the characters who were the main ones of *Innocent Sin*. She gets the same feeling when near the villains. Many dungeons are the same, or at least similar, such as Seven Sisters High School and Torifune. One of the more interesting, and obvious, cross-overs is the blimp battle with Tatsuya Sudou; late in this game you get to see the *Innocent Sin* version of this battle.



Innocent Sin



Eternal Punishment—Japan






Eternal Punishment—U.S.



CHARACTERS

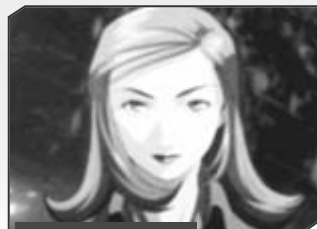
MAYA AMANO

Personal Statistics
 AGE: 23
 HEIGHT: 168 cm
 WEIGHT: 48 kg
 BLOOD TYPE: O
 PERSONA: Maia

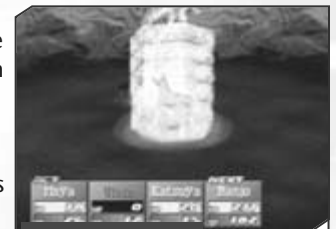
Persona Compatibility

MAGICIAN—Great	PRIESTESS—Great	EMPRESS—Great
EMPEROR—Average	HIEROPHANT—Average	LOVERS—Bad
CHARIOT—Average	STRENGTH—Can't Use	HERMIT—Great
FORTUNE—Great	JUSTICE—Average	HANGEDMAN—Average
DEATH—Average	TEMPERANCE—Great	DEVIL—Average
TOWER—Bad	STAR—Great	MOON—Great
SUN—Great	JUDGEMENT—Great	WORLD—Average
FOOL—Great	ROD—Great	CUP—Great
SWORD—Great	PENTACLE—Great	



Maya writes for the teen magazine *Coolest*. She often has feelings of intense déjà vu that she cannot explain. Her boss sends her to cover the JOKER murders, which opens the floodgates to another past and an uncertain future.

Maya's statistics are unique, as you can assign them whenever she rises a level. This allows you to build her up as you please, as either a fighter or a spell caster. The weapon she uses is a gun.






Maia is a great Persona to use as a backup healer because of its low SP cost.

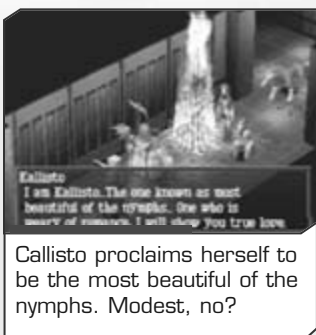
ULALA

Persona Compatibility

MAGICIAN—Bad	PRIESTESS—Great	EMPRESS—Great
EMPEROR—Bad	HIEROPHANT—Average	LOVERS—Great
CHARIOT—Average	STRENGTH—Average	HERMIT—Great
FORTUNE—Great	JUSTICE—Average	HANGEDMAN—Average
DEATH—Average	TEMPERANCE—Great	DEVIL—Average
TOWER—Bad	STAR—Great	MOON—Can't Use
SUN—Bad	JUDGEMENT—Great	WORLD—Average
FOOL—Great	ROD—Great	CUP—Great
SWORD—Great	PENTACLE—Great	

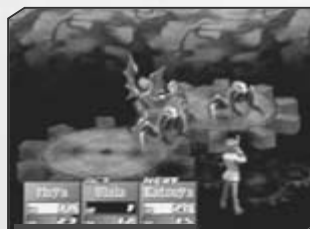
Personal Statistics
 AGE: 24
 HEIGHT: 165 cm
 WEIGHT: 52 kg
 BLOOD TYPE: A
 PERSONA: Callisto



Callisto proclaims herself to be the most beautiful of the nymphs. Modest, no?

Ulala has been friends with her roommate, Maya, for a long time. Ulala is friendly and energetic, but often mixes this with a brooding depression. She is a martial artist, and constantly trains at the local GOLD Fitness Club. She always complains about her love life, or lack thereof, which ties in with her depression.

Ulala is one of the fastest members of your group; otherwise her statistics tend toward average. When attacking without her Persona, she uses her hands.



If you let her go, she has a tendency to make a punching bag out of the enemy.

CHARACTERS

KATSUYA SUOU

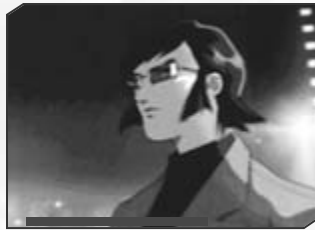


Personal Statistics

AGE: 25
 HEIGHT: 179 cm
 WEIGHT: 65 kg
 BLOOD TYPE: A
 PERSONA: Helios

Persona Compatibility

MAGICIAN—Can't Use	PRIESTESS—Bad	EMPRESS—Average
EMPEROR—Great	HIEROPHANT—Great	LOVERS—Average
CHARIOT—Great	STRENGTH—Great	HERMIT—Average
FORTUNE—Average	JUSTICE—Great	HANGEDMAN—Bad
DEATH—Bad	TEMPERANCE—Average	DEVIL—Average
TOWER—Average	STAR—Bad	MOON—Great
SUN—Great	JUDGEMENT—Average	WORLD—Great
FOOL—Great	ROD—Great	CUP—Great
SWORD—Great	PENTACLE—Great	



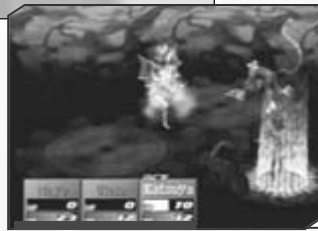
Katsuya is for the most part a typical police officer. He possesses a strong sense of duty and forever monitors the world around him for injustice. He loves his little brother Tatsuya, but has a hard time keeping him under control.

Katsuya is the out-and-out fighter of the group. His primary statistic is

strength, and given the right weapon he can do even more damage with physical attacks than with his spells.

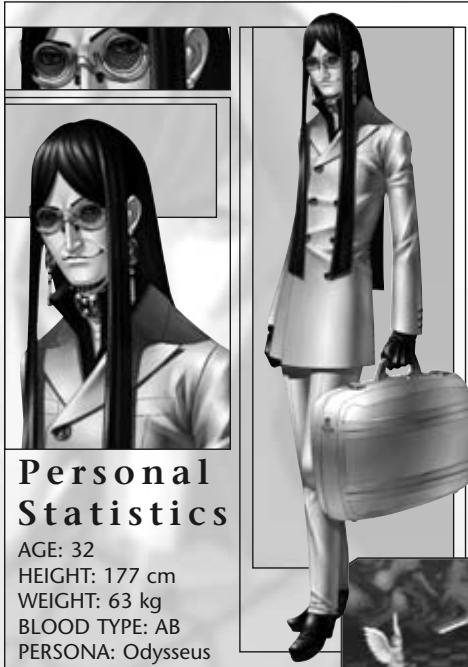


No target practice needed here! Katsuya is a deadly shot, and he's not afraid to use his weapon.



Helios provides your first glimpse at the power of fire in the game.

BAOFU



Personal Statistics

AGE: 32
 HEIGHT: 177 cm
 WEIGHT: 63 kg
 BLOOD TYPE: AB
 PERSONA: Odysseus

Persona Compatibility

MAGICIAN—Average	PRIESTESS—Bad	EMPRESS—Bad
EMPEROR—Great	HIEROPHANT—Bad	LOVERS—Can't Use
CHARIOT—Great	STRENGTH—Great	HERMIT—Average
FORTUNE—Average	JUSTICE—Bad	HANGEDMAN—Great
DEATH—Great	TEMPERANCE—Average	DEVIL—Great
TOWER—Great	STAR—Bad	MOON—Average
SUN—Bad	JUDGEMENT—Average	WORLD—Great
FOOL—Great	ROD—Great	CUP—Great
SWORD—Great	PENTACLE—Great	

Baofu is a hacker who keeps tabs on several key officials via wiretapping and maintains an Internet webpage full of rumors and other information. Baofu has the tendency to be somewhat snide, and because of their conflicting personalities he doesn't get along with Katsuya from day one. Baofu has a deeper secret to his past, though—one that will rock the foundation of the group.

While not as powerful as Katsuya, Baofu has high strength as well as vitality. His only weakness is tec.



Because it comes with Baofu, Odysseus is the last basic Persona obtained. It specializes in wind attacks.



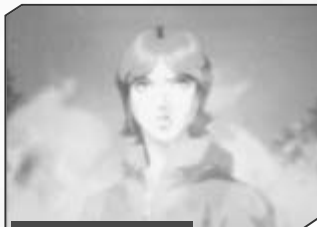
Attacking with money is a little weird, but Baofu seems quite skilled at it.

TATSUYA SUOU

Persona Compatibility

MAGICIAN—Average	PRIESTESS—Average	EMPRESS—Great
EMPEROR—Great	HIEROPHANT—Bad	LOVERS—Great
CHARIOT—Great	STRENGTH—Average	HERMIT—Average
FORTUNE—Average	JUSTICE—Great	HANGEDMAN—Great
DEATH—Bad	TEMPERANCE—Average	DEVIL—Average
TOWER—Average	STAR—Can't Use	MOON—Great
SUN—Great	JUDGEMENT—Average	WORLD—Great
FOOL—Great	ROD—Great	CUP—Great
SWORD—Great	PENTACLE—Great	

Tatsuya's past is well known, but at the same time shrouded in mystery. Katsuya knows that his brother doesn't have a sinister past because they grew up together, but Tatsuya is hiding something. He is unconcerned about school and other mundane things in life because of his secret, and he's always warning others not to get involved.



Tatsuya is gained late in the game, and he's quite a powerhouse when you get him. He possesses a powerful attack and powerful spells.



A master swordsman, Tatsuya easily slices and dices your foes.



Personal Statistics

AGE: 18
HEIGHT: 165 cm
WEIGHT: 52 kg
BLOOD TYPE: B
PERSONA: Apollo

NATE NANJO

Persona Compatibility

MAGICIAN—Great	PRIESTESS—Average	EMPRESS—Bad
EMPEROR—Great	HIEROPHANT—Great	LOVERS—Average
CHARIOT—Great	STRENGTH—Great	HERMIT—Average
FORTUNE—Average	JUSTICE—Great	HANGEDMAN—Great
DEATH—Bad	TEMPERANCE—Average	DEVIL—Average
TOWER—Average	STAR—Bad	MOON—Average
SUN—Average	JUDGEMENT—Average	WORLD—Great
FOOL—Great	ROD—Great	CUP—Great
SWORD—Great	PENTACLE—Great	



Nate Nanjo is the son of a very wealthy family. After what is referred to only as the "Sebec" incident, he has been investigating the reappearance of Guido Kandori—a man who supposedly died during "Sebec." His investigation of Kandori brought the New World Order to his attention, and he has since searched for allies to fight against it.

Nate's statistics are purely in the physical realm, with much higher strength, vitality, and agility than tec and luck. He shares weapons with Tatsuya, giving him access to many powerful swords.




Personal Statistics

AGE: 24
HEIGHT: 165 cm
WEIGHT: 52 kg
BLOOD TYPE: A
PERSONA: Aizen Myouou

CHARACTERS

ELLEN KRISHIMA





Personal Statistics

AGE: 24
 HEIGHT: 165 cm
 WEIGHT: 52 kg
 BLOOD TYPE: O
 PERSONA: Nike

Persona Compatibility		
MAGICIAN—Great	PRIESTESS—Great	EMPRESS—Great
EMPEROR—Bad	HIEROPHANT—Great	LOVERS—Great
CHARIOT—Can't Use	STRENGTH—Bad	HERMIT—Great
FORTUNE—Great	JUSTICE—Average	HANGEDMAN—Average
DEATH—Average	TEMPERANCE—Great	DEVIL—Average
TOWER—Bad	STAR—Great	MOON—Bad
SUN—Average	JUDGEMENT—Great	WORLD—Average
FOOL—Great	ROD—Great	CUP—Great
SWORD—Great	PENTACLE—Great	



Ellen is one of Nate's allies, and an old friend from St. Hermelin High School, from which they both graduated. She is a huge fan of the occult and has garnered an interest in Wang Long fortune telling and its involvement in recent events. This eventually leads her to Wang Long



Chizuru Ishigami, whom she believes to be tied in with the New World Order and JOKERs.

Ellen is one of the most powerful spell casters you have in your party. She has relatively low strength and vitality, but her agility and luck are quite good.

TATSUYA SUDOU



The son of a high-ranking politician, Tatsuya Sudou ironically shares the same name as one of the heroes of this story. Tatsuya Sudou, a twisted, emotionally scarred individual, has been a resident at the Morimoto Sanitarium for 10 years. He is thought to be connected to the murders at Seven Sisters High School, and quite possibly serial murders that occurred 10 years ago....

TATSUZOU SUDOU



Sudou is the embodiment of corruption. He has his hands in everything, possessing near limitless political and social clout.

???

This mysterious skeletal figure in samurai armor appears to be the object of worship by the mysterious cult. Little is known about him, or his motives

JOKER

JOKER has many incarnations, many followers, and seemingly limitless power. The first of his incarnations you meet is that of a paper-bag-wearing serial killer. There is much more to him than the flesh however, and in Maya's quest to combat JOKER she will see and experience things that would test the sanity and composure of even the most hardened warrior.

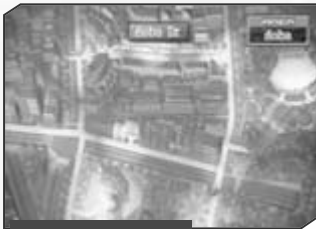
GAME MODES

LARGE MAP



This is an overview of Sumaru City, which is linked to several districts. This Map is invaluable because it allows you to move between the city districts.

MIDDLE MAP



Middle Maps are Maps of individual districts of the city. Each Middle Map links to a series of stores, dungeons, and Event Maps.

DUNGEONS

The dungeons spread throughout the city are the heart of the game; you spend most of your time working your way through them. You are also given an auto-drawing Map, which you can access with ▲. Nearly all combat in the game occurs in dungeons.

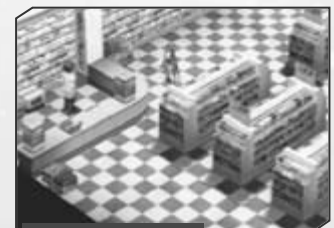


EVENT MAP

Event Maps are spread throughout the game and are the most common type of Map, containing everything from stores and buildings, to important screens in dungeons. Normal people are often the sole population of such Maps, and demons will not bother you in them. There are exceptions, however, as some pre-planned fights—most commonly boss battles—occur in Event Maps.



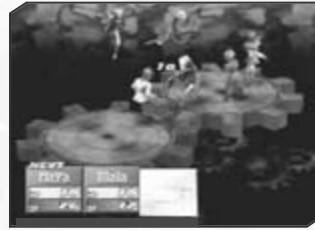
This is Kuzonoha, one of the most important Event Maps in the game.



GETTING STARTED

COMBAT

Almost all combat occurs in dungeons, but in some cases it occurs on Event Maps. A good portion of your game will be spent in combat.

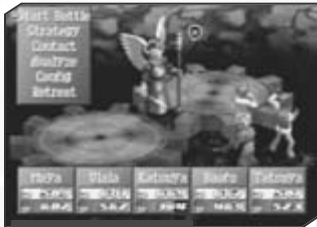


COMBAT

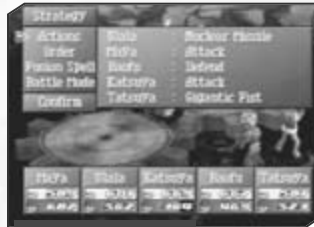
THE BATTLE SYSTEM

Persona 2 features a unique battle system. It removes most of the common "Attack this," "Cast this" level of tedium and repetition, yet without sacrificing any control over the character's action. You assign each of your characters a command, then when you start fighting, that character performs the same command repeatedly until you either change the command, he or she dies, or the enemy dies. You can change the character's command at any time by pressing **●**. This differs from the "auto modes" that some games feature. If the situation changes, you can adapt to it. It is a far more efficient method than pressing the same button over and over.

GIVING AND CHANGING COMMANDS



When you first enter combat, you are presented with several options. "Start Battle" starts fighting, and the second option, "Strategy," assigns commands.



You have several options from this menu. "Action" allows you to assign commands to each character.



"Order" allows you to rearrange your party. This is primarily used if you wish to arrange Fusion Spells.



"Fusion Spells" reassigns all existing commands to those needed to perform the Fusion Spell chosen from the list.



The fourth option switches between Normal and Single modes.

NORMAL MODE OR SINGLE MODE

This option can be changed under "Strategy" in the main combat menu. The game starts out in Normal mode, which is the semi-auto combat style of fighting. In Single mode, the command window is brought up after every turn—after everyone has attacked—instead of only when prompted. This allows for a more classic RPG approach to the game.

CONTACTING THE ENEMY

When you use Contact mode, you try to talk to the enemy, making it your friend and getting many key items from it, such as Tarot Cards. Success depends on which characters you speak with, how you answer questions, and the demon's attitude. A colored circle underneath the demon depicts the attitude of the demon you are contacting. The most common result is the enemy becoming enraged and gaining the chance for a preemptive attack.

The possible benefits far outweigh the possible consequences however. Contacting the enemy is the only way you can earn enough Tarot Cards to gain new Personas at the Velvet Room. And there are other benefits as well. Sometimes you may even befriend a demon, prompting it to give you items and tell you secrets. Befriending demons is an integral process to gaining some of the game's most important secrets.

Some enemies, however, cannot be contacted at all. Non-demon enemies such as Humans and Zombies are examples of these, as are Rumor and boss demons.



Creatures that cannot be contacted often taunt or ignore you.

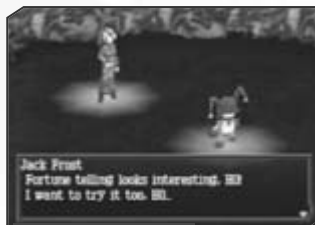
As mentioned before, colored circles appear underneath the demon after you speak with it. Each color means a different thing.



The Red circle is the most common. It indicates that what you said is making the demon angry. This is not the desired response, of course.



The Blue circle is uncommon, and it's arguably a neutral effect. It causes the demon to be sad and flee, and while it saves you from combat, it also prevents you from getting one of the two positive outcomes.



The Yellow circle is your desired effect of contact. It prompts the enemy to give you Tarot Cards matching the type of demon it is. If the demon is signed to a contract, it also gives Free Tarots.



The Green circle is hard to come by, but it's important. It allows you to sign a contract with the demon. See "Gaining Tarot Cards" for more information on this.



When you first speak with a demon, you are given a choice of characters to use. You may choose any combination of the characters in your party, up to three characters at once. The combination that prompts a certain response varies between demons.



In addition to the original effect your character choices bring, you may have to answer questions the way the demon likes. If you answer wrong, it's the same as picking the wrong combination of team members. It can provide the same positive effects as well though. Contact with that demon ends after you create the same color response three times.

Gaining Tarot Cards



You can gain Tarot Cards by prompting the Yellow circle response from demons during contact. The number of cards they give depends on the demons' levels. Higher level demons (those you find later in the game) give more than the first demons you encounter.

GETTING STARTED

Tarot Cards

Priestess
Empress
Emperor
Hierophant
Justice
Sun
Rod
Cup
Sword
Pentacle

In addition to the standard Tarot Cards, you can gain Free Cards from demons. To do so, you must first sign them to a contract with the Green circle response, then after battles, prompt the Yellow circle response to get cards. The same rules about the amounts given apply for Free Cards as for the standard Tarot Cards.



Some types of Tarot Cards cannot be gained from demons, and thus you must use Free Cards to summon Personas from that type. The following cards are not available from demons:

Demon Contracts

While you could go through the game without signing a single demon to a contract, it is not ideal for you to do so. Contracts are the only way you can gain some secrets, special spells, and numerous items.

The foremost use is items and money. First, sign a contract by achieving three Green responses. You are given a choice to contract with that particular demon.

NOTE

You can have only three demons signed to a contract at once. If you attempt to sign one while you have three already, you will be prompted to drop one of your current contracts.



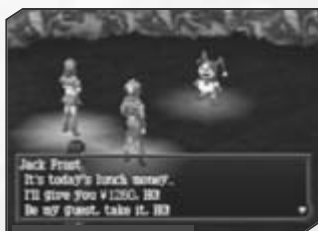
The next time you come across that demon, it will have a Blue icon underneath it. Speak to it again and get three Green responses to trigger a dialogue. You are given several choices of things to ask it for. The default three available are items, money, and information.



Asking for items gives you one of the two items you can also gain from defeating that demon. It is a great way to stock up on rarer items you would not normally be able to buy. Clean Salt is a good example.



Asking for money is exactly what it sounds like. The demon gives you a sum of cash—the same amount that you would get for defeating that demon in combat.



Information is the trickiest of the three basic choices. Often it provides nothing of any value, but sometimes it can provide integral bits of data. For example, in some dungeons there are secret rooms, and to access them you must ask the local demons for information. This information can be used to gain items needed to access the secret

areas or open up the paths to them.

Sometimes the information provided leads to the gaining of new special spells, or even information about legendary weapons.



Atomic Bufu is one of the secret spells available.

In addition to the three basic options, certain information may open up new choices. These new choices vary depending on the situation. Most commonly they are the end result of information gathering and contract signing that opens up secret areas.

FUSION SPELLS

About Fusion Spells

At times during combat, you are given the opportunity to perform a combination attack with two or more of your characters. When these chances come, you will be prompted to either go ahead with the attack, or to pass and continue doing single attacks. In general, Fusion Spells do far more damage than the attacks combined, but there are situations when combo attacks aren't called for. For example, if one of the participating attacks creates a certain status effect or a chance for an instant kill, such effects are often lost. Also, in cases where elemental defenses are involved, the combined attack may not do the damage equal to one specific attack.



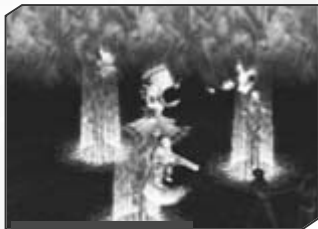
To make recalling combination attacks easier, an option under the "Strategy" command lists any Fusion Spells you have previously performed. When a Fusion Spell is chosen, your character's command is automatically set to whatever is necessary to perform that attack.



Using Fusion Spells

To actually use such an attack in combat, you must perform the spells involved in the attack in the correct order. The spells involved are not always individual spells, but most often just any spell from the general element.

Let's take the Hydro-Boost Fusion Spell as an example. It requires an earth spell, then a wind spell, and finally a water spell. As no specific individual spell is required, this combination attack could be done with something such as Magnus, then Garu, then Aqua. Fill in the spots with your own personal favorites or most powerful spells within the element, and it works just the same.



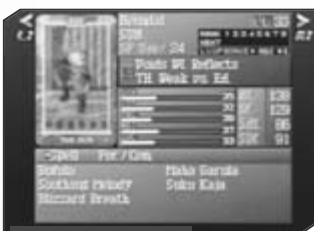
On the other hand some Fusion Spells require at least one set spell. Fire Burst is such an attack. It is done by using a fire spell, then Straight Slash. So any fire-based spell works fine for the first part, but the attack won't work without Straight Slash, and only Straight Slash, as the second part.

GAINING LEVELS AND RANKS

Character Levels

To be successful in any game, becoming stronger is necessary. As in the bulk of RPGs out there, levels are raised as you gain a certain amount of experience from fights.

Aside from the normal level gaining however, you gain statistic bonuses based on which Persona you have equipped. Some Personas may give an STR bonus, while others may give an AGI bonus. Such bonuses exist for all statistics.



Sun Personas give a boost to AGI.

Characters gain their basic statistic upgrades based on their level. Baofu may gain 1 STR, 1 TEC, and 1 LUC on one level for example, but he gains different statistics at the next level.

Maya is different from all the other characters. You can completely customize her statistical upgrades. You are given three points each level in addition to those gained from your Persona bonus, and you can assign these points to whichever statistics you want. Because of this, Maya can evolve into whatever style of character you wish.



Persona Ranks

Ranks are essentially the Persona equivalent of character levels. Each Persona can attain up to a Rank of eight, and as it gains Ranks, it gains new spells and higher statistical bonuses. Persona Ranks are just as important as the character levels—in some cases more so. No matter how powerful your character is, you can only go so far with physical attacks and Magna.

Personas don't gain experience points; they Rank up simply by being used in combat. The higher the Rank they are, the more use it takes to raise them to the next.



This is an example of a Rank 8 Persona.

GETTING STARTED

PERSONA OVERVIEW

There are many Personas in the game; utilize them to the best of your ability to defeat your foes. Each Persona has a number of unique statistics that distinguish it from others.

STATISTICS

Like characters, Personas also have a series of statistics including STR, VIT, TEC, AGI, and LUC. These always average out with your character's statistics to create the character's actual numbers. For example, say Katsuya has a STR of 20. If he equips a Persona with a STR of 30, he has an applied STR of 25. The STR of 25 is used in things such as battle calculations, not the 20 STR the character has alone.



COMPATIBILITY AND SP

Each Persona has a set cost for using the spells it has. This is called its SP usage. As you cast spells, your characters lose SP based on this number. After you run out of SP, you can cast no more spells until it regenerates.

Adding variety to this is the Persona compatibility. Some characters can better use certain types of Persona, while they may not use another well or even at all. When a character is adept with a certain type the SP usage decreases. If they handle the type poorly, the cost increases. Refer to the character biography section for compatibility lists.

ELEMENTS AND IMMUNITIES

Personas vary widely in their elemental strengths and weaknesses. Every spell and attack has a basic element: physical, fire, water, wind, earth, and so on. Personas can give your characters attributes that are targeted to a specific element. Beneficial effects include gaining increased defense against that element, outright immunity, or even absorption of the damage into life.

On the flip side, Personas often bring weaknesses. Such elemental weaknesses make you take significantly more damage than you would normally take from that particular element.



View the elemental strengths and weaknesses of a Persona in the data screen.



With Surya equipped, Katsuya reflects back to the enemy any fire damage done against him.



SPELLS

Spells make Personas useful. Each Persona has a unique set of spells, usually based on its general element type.

Many types of spells are available, and those spells vary in strength. You'll want to have different spells depending on the situation.



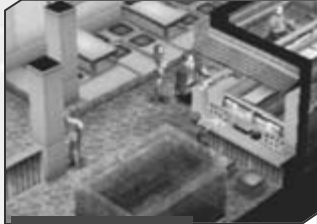
Kaimara is a fire-based Persona. He voids any fire damage, and his primary spells consist of fire spells such as Agi.

THE RUMOR SYSTEM

WHERE TO GET RUMORS

Places around the city give you rumors. There is generally one rumor source per district, except for Aoba District. Here is a brief overview of the usual suspects:

Chunky



Chunky is a patron of the Sushi Gatten in the Rengadi Ward. He gives quite a few rumors, and it's available early in the game.

Double Slash Cafe



When people fail, turn to machines...even if just to talk to more people. Such is the case when you log onto some message boards from this computer at the Double Slash Cafe to get the latest juicy gossip.

Johnny Roger Bartender



Bartenders have the edge when it comes to rumors in real life, and apparently in games too. Many rumors can be heard here.

Chika



Chika hangs out at the fast-food restaurant Peace Diner all the time, is a prime source of what's happening in Sumaru.

Toku



Shiraishi's resident gossiping bum is Toku, a strange little man who can give you some very juicy tidbits.

Ebony Bartender



The bartender at the Ebony bar is the last place you have easy access to rumors from. She gives you useful rumors that set you on the road to the ultimate Personas.

Nekomata



This lil' demoness is hidden away in the detective's office. After paying or identifying the Lucky Cat statue, Nekomata becomes available to you, and she gives you some unique rumors.



Quite a few random people on the street also pass along rumors. Keep an eye on sidebars while using the guide to know who they are and where to find them.

HOW TO USE RUMORS

After collecting a rumor, pay a visit to the Aoba District detective's office. Speak with the detective there, and he offers to spread the rumors you have learned. It generally costs about 3,000–5,000 Yen to spread a rumor.

RUMOR EFFECTS

Each rumor shows its effect differently. The most common effect is increasing a store's inventory or services. Access these new things by going to the affected store.

Other rumors are a bit more vague however. These type of effects do things such as make a certain demon available to be fought in dungeons or act as setups for secrets.

GETTING STARTED

Magazine Contest Rumors

You can obtain three multiple part rumors that allow you to win prizes from magazines. The various parts of the rumor affect which prizes you can win: most commonly weapons, armor, or items.

To enter the contests, first buy copies of the magazine from Satomi Tadashi stores. Then take the magazines to Tammy at the detective's office. She takes care of everything else and sends them to the magazines for you. You can send in up to 99 entries to each magazine at a single time, increasing your chance of winning.

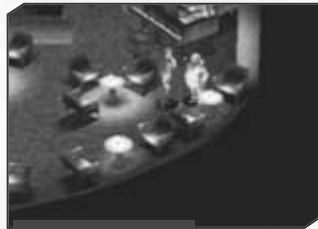
After you have entered, go out and do a few things to pass time. Generally, you want to complete a dungeon before the prize arrives. To pick up your prize, go to Kissmet Publishing. It will be upstairs by Maia's desk in the brown box on the floor.



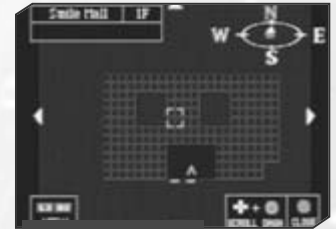
OTHER

MAP MAKING

After you spread the rumor about the Map-collecting billionaire, you can make Maps for him to earn Tarot Cards. The process is simple. Talk to Salam in the Ebony bar in the Narumi District, then ask for a Map.



To complete the Map in the dungeon, you must cover every single space on the Map. If you look at the auto-map, you see a grid in addition to the standard mapping. This grid shows where you still have to walk to complete the Map.

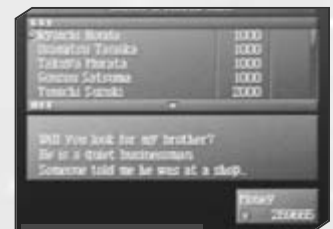


After you have completed the Map, just return it to Salam. He gives you a large number of Tarot Cards, some Maps, and even Fool Cards!

MAN SEARCHING

After spreading the rumor about the Shiraishi owner's former job, you can go to her and take on jobs to find people throughout the city. The process is simple, first you take a job and pay a deposit. Then look around the city, following the clues given, and try to find the person.

Once you speak to someone that you think is the right person, speak to him or her again and you are given an option to identify him or her. Just input the person's name and if you were right, he or she will say so. Then return to Shiraishi and collect your reward!



To get more clues about where to find people, speak with the security guard in Shiraishi. For 20 percent of your reward he tells you some important information about where the person might be found.



SECTION 1 : The Investigation

ARAYA SHRINE AND KISMET PUBLISHING

After a brief movie, the game starts with Tatsuya Suou, a student at the local Seven Sisters High School. He is speaking with an old woman at the Araya Shrine. The focus then moves over to a mysterious old man, who is worshipping at an altar in front of a dark figure.



Old Woman
I see... You didn't lose anything.
You found your memories.

The old woman's words are cryptic now but are explained in time.



Young Man
That's right. I remember now.
A gun that won't rust.
How do I store it?

Tatsuya's words are equally cryptic.



Unlabeled Old Man
We will now begin the
"Ritual of Exorcism"

It's obvious that this guy is up to no good.

Meet Maya Amano, an editor and writer at the popular magazine for teens, Coolest. As Maya walks into the office, her friend and writer Yuki hands her a letter with no return address. Inside is a note signed by "Joker" saying she is next.... Maya's Chief Editor then calls Maya into her office. Mizuno, the Chief Editor, tells Maya to go over to Seven Sisters High School. She wants Maya to investigate the rumor about "Joker," thinking it will make a big story.



Letter
YOU'RE NEXT...
JOKER

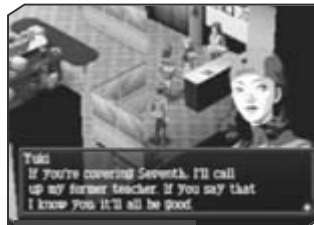
Letters like this rarely bring good news.



Chief Editor Mizuno
If you don't like it... quit.
We have plenty of replacements.
So shove off and go to it. I'm busy.

A kind-hearted woman, no?

Now that you are in control of Maya, take a second to familiarize yourself with the controls, particularly the camera angling. Nothing of value is in this room, so head out the door. Yuki says that a friend of yours called. Talk to Yuki at the desk on the other side of the room, and you are given another choice.



Yuki
If you're covering Seventh, I'll call
up my former teacher. If you say that
I know you it'll all be good.

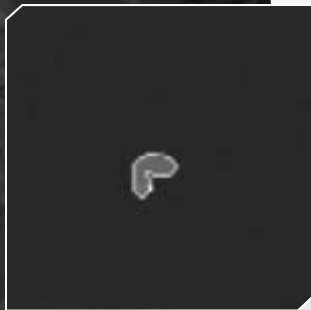
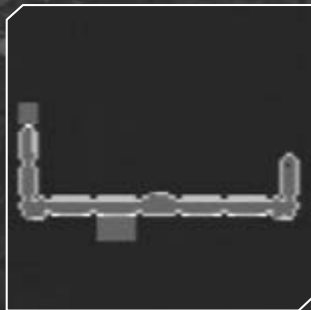
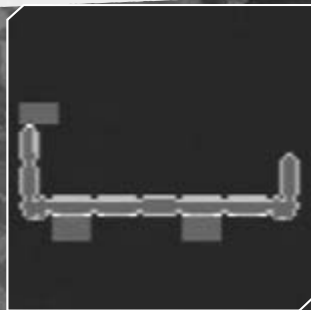
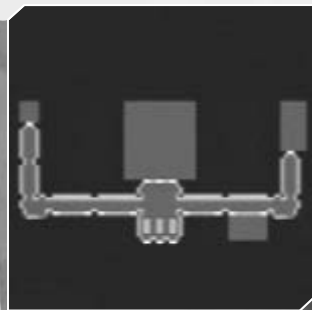
As Maya's friend, Yuki is determined to help out.

Talk to everyone in the room for information, then go over to the elevator near Yuki. After leaving the elevator, Maya walks to the cafe area, where she meets her friend Ulala. After their discussion ends, head outside via the rotating doors opposite the reception desk.



Ulala
Osu! Osu!
Let's go to it! We
we're getting ourselves some good news!

SEVEN SISTERS HIGH SCHOOL



WALKTHROUGH PART I

At the school, the pair walks in on a teacher being interviewed by Police Detective Katsuya Suou, a man you will soon know well. The two cops are speaking with the teacher about a girl named Anna, who is suspected to have some involvement in the "Joker" murder case. After the faceless officer leaves, the teacher speaks with Katsuya about his younger brother who has been skipping school and not coming home. Ulala and Maya speak with the teacher after Katsuya leaves, and she tells them what is going on. Apparently an odd rumor going around claims that the "Joker" will kill someone you dislike when you make a call to your own cellular phone. While here, speak with the man in the back, Kashihara. He is an integral part of future happenings.



Looks like the cops got here before you could.



Ah, brotherly love.

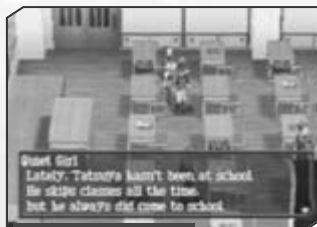


And people were worried about cell phones causing tumors.

Leave the classroom and enter the school hallway. Walk around the corner to reach a series of classrooms. Speak to the students and Ulala in 2A and 2C. The doors to 2B and 2D are locked, so just ignore them. Head down the stairs at the next corner, or back at the previous corner. The door opposite the eastern stairs leads to a bike parking area. There is nothing to see there, so stick to the classrooms. Only classroom 1D is unlocked on this floor. There is also a janitor's room you can check out, through the northwestern most door.



Talking to the students reveals key information.



You can learn more about Tatsuya from the senior class in 3B.

The glass doors in the middle of the hallway on the same side as the rooms and stairs lead out of the school, so are inaccessible for now. Go through the doors opposite them to go outside to a courtyard area, and you come upon the principal yelling at Anna, the girl the police are looking for. The young girl Noriko tries to stand up for Anna, but the principal insults the two and walks away. Afterward Ulala and Maya approach the two to speak with them, and Anna runs off.



The principal seems mad.



Anna appears rather apathetic.



This rock is rather interesting....



Leave this area, and head up to the third floor. Ulala wishes to complain to the principal about his actions in the courtyard. This is much like the second floor, except for a single set of stairs going up in the middle of the hallway. Head up to the northwest door, which leads to the principal's office. Maya's knock gets no answer, so she goes in on her own.



Inside she discovers the dead body of the principal!



Ulala, then Katsuya both come running in. Shortly after comes Anna, but she quickly flees, and Maya, Katsuya, and Ulala chase after her.



Before they even get down the length of the hallway, a demon suddenly comes around the corner!



After her harsh words moments earlier, Anna is shocked when she arrives.

Then a guy with a bloody paper bag on his head appears behind you....



The killer reveals himself....

Joker, the paper bag man, proceeds to summon another demon. Existing only to do his master's bidding, he attacks our heroes. Joker taunts the trio, warning them that they will die if they don't summon their Personas. Much to Katsuya's dismay, his pistol doesn't even faze the creature. Suddenly, a light envelops Katsuya and a being named Helios appears.



The same happens to both Ulala and Maya, with the Personas Callisto and Maia helping out the two respectively. After each of the three heroes has his or her Persona, Maya's Persona destroys Joker's summoned demon. Joker then strikes back with a powerful Persona attack of his own, rendering the three unconscious.



They awaken in a strange world and are spoken to by a being called Philemon.



Philemon tells you that he granted the power of the Personas. Then he explains what the Personas are. Speaking in broken sentences, Philemon asks you to save "this side." Saying something about rumors becoming reality, Philemon disappears, and the trio reawakens back at the school.



WALKTHROUGH PART I

The group discusses what they were told, and Katsuya calls for backup. The teacher approaches and wants to know what's going on.



The hallways are filled with demons, so be careful. There are quite a variety of demons, but Zombies are the only major threat. If you encounter any, run away at low levels, but if you feel strong enough to fight, hit them with your Persona attacks.

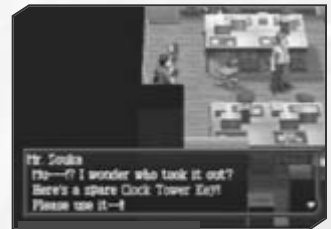


In your first encounter, a slime explains the contact system.

The classrooms are now all locked, except for the one you started in and the janitor's room. Go talk to the nurse and janitor in the first floor janitor's room.



Go to the faculty lounge—the starting room on the second floor—to get the clock tower key, then head up to the third floor.



Take the steps in the middle of the hallway up to the fourth floor. Along the way Katsuya stops and says that Joker is nearby. If you have a Dual Shock Controller it simulates a beating heart. On the fourth floor go through the lone door, which leads into the clock tower.



Katsuya leads the way into the tower.



Joker is here, walking toward Anna.

When Katsuya calls his attention to you, Joker sends out some minions to do battle.



Boss: Empusas and Apep (x2)

Empusas HP: 54
Apep HP: 68

This is the first fight of the game, and it pays to have the three Medicines you start with. You should have gone up several Ranks with your Persona and be at least level four. First, finish off the Empusas so she can't heal the two Apeps. If her Persona has attained a high enough Rank, Maya can heal the rest of your party cheaply, so cast Dia when you fall below 25 HP or so. Status-changing Persona attacks aren't a factor in this battle, so ignore them. Use the Fusion Spell Stone Rise, as it averages about 50 damage or more.



After the fight, you find that Joker used his time to get what he was after, then he proceeds to take your party out with a sleep spell.



Maya wakes up to find the person she calls "Déjà vu Boy" mysteriously coming to their rescue and attending to the fallen girl. He tosses Maya a copy of the School Emblem, then leaves the clock tower.



Items



Three "Awaken G's" are in the trash can between these staircases.



Find 1,200¥ in this can on the third floor.

Demons

GHOST

(DEVIL Lv. 1)
HP: 9, At: 10, Df: 7, SAt: 4, Sdf: 6
Green: Maya + Katsuya
Yellow: Ulala

SLIME

(TOWER Lv. 1)
HP: 8, At: 10, Df: 7, SAt: 6, Sdf: 8
Green: Maya + Katsuya
Yellow: Ulala

PIXIE

(LOVERS Lv. 2)
HP: 13, At: 8, Df: 8, SAt: 7, Sdf: 8
Green: Katsuya + Maya + Ulala
Yellow: Katsuya + Ulala

POLTERGEIST

(DEVIL Lv. 2)
HP: 12, At: 11, Df: 8, SAt: 7, Sdf: 8
Green: None
Yellow: Ulala

GUZZAN

(HANGEDMAN Lv. 3)
HP: 20, At: 12, Df: 9, SAt: 8, Sdf: 8
Green: Maya + Ulala
Yellow: Katsuya + Ulala

NIGHTMARE

(MOON Lv. 3)
HP: 24, At: 9, Df: 9, SAt: 6, Sdf: 6
Green: None
Yellow: Ulala

RATATOSK

(HERMIT Lv. 4)
HP: 24, At: 13, Df: 10, SAt: 9, Sdf: 8
Green: Katsuya + Maya
Yellow: Ulala

ZOMBIE SCHOOLGIRL

(ZOMBIE Lv. 4)
HP: 28, At: 16, Df: 13, SAt: 9, Sdf: 8

WALKTHROUGH PART I

THE RENGEDAI WARD



PLACES TO GO

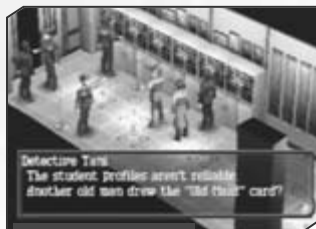
- Seven Sisters High School
- Araya Shrine
- Mt. Iwato
- Honmaru Park
- Sushi Gatten
- Time Castle
- Kaori
- Satomi Tadashi
- Velvet Room

SUSHI GATTEN MENU

Item	Cost	Attribute
Tuna	300¥	TEC +2
Squid	300¥	AGI +6
Sweet Shrimp	400¥	VIT +2
Eel	400¥	AGI +1
Sea Urchin	500¥	TEC +4
Salmon Roe	500¥	STR +4
Fish Fin	400¥	TEC +8
Fatty Tuna	400¥	VIT +1

NEW RUMORS

Throughout the game new rumors become available. Right now you only have the rumor about the School Emblem protecting you, and you cannot gain any more.



The police block off the school and discuss a course of action.



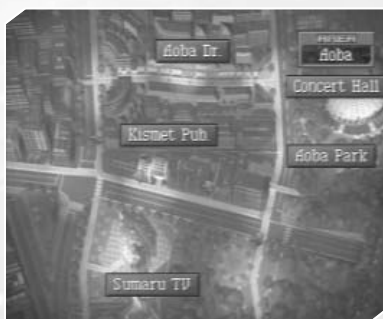
After explaining what happened, the captain in charge of the investigation kicks Katsuya off the team. After Katsuya speaks with Ulala and Maya again, you regain control of the characters.

Head to the end of the hallway and into the "blackness." It takes you outside to the City Map.

Go to one of the streets leading off the side of the Map to exit this section of the city. In the city overview, go to the only other location available, Aoba Ward.

SECTION 2 : Mysteries Abound

AOBA WARD



PLACES TO GO

- Kismet Publishing
- Sumaru TV
- Aoba Park
- Concert Hall
- Kuzonoha Detective Agency
- Double Slash Café
- Parabellum
- Satomi Tadashi
- Etheria
- Rosa-Candida
- Velvet Room

DOUBLE SLASH CAFÉ MENU

Item	Cost	Attribute
Coffee	350¥	TEC +5
Café Au Lait	400¥	STR +6
Milk Tea	300¥	AGI +2
Herb Tea	450¥	AGI +2
Double Sandwich	700¥	STR +8
Pizza Toast	600¥	VIT +1
Spaghetti	980¥	TEC +1
Curry Rice	700¥	TEC +7

PARABELLUM MENU

Item	Cost	Attribute
Revolver	800¥	AGI +2
Double Action	750¥	STR +6
Magnum	660¥	TEC +8
Bullet Core	820¥	STR +2
Browning Power	880¥	TEC +4
Angel Trigger	700¥	AGI +6
Tilt Barrel	500¥	VIT +8
Derringer	900¥	VIT +4

THE CAT STATUE



The Lucky Cat statue in the detective's office doesn't just look cute, it serves a valuable purpose. Deposit 100,000¥ into it at some time, and it opens the door in the back of the office, which leads to a Nekomata. Despite being a dangerous demon, this Nekomata is quite helpful and tells you all sorts of rumors, which may help you throughout the game.

THE INTERNET RUMOR MILL

You can get rumors and information from the orange computer at Double Slash. This is the second place to get rumors regularly.

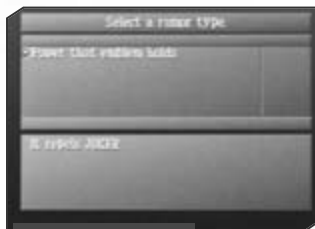
Enter the first area here to bring up a list of shops. Go into the first on the list, which is the detective's office. When you enter the store, the detective and his assistant introduce themselves.



After explaining the situation, he agrees to help you spread rumors.



Talk to him again and ask him to spread the emblem rumor that "Déjà vu Boy" gave you.



Stop talking to him to initiate a scene. Tammy suggests going to an "underground" website to get information about the rumors. You enter a chat room online with the mysterious Baofu. Baofu asks how you managed to survive a meeting with Joker and asks you to meet him at the Double Slash Café.



After that, leave the office. Go to the Double Slash Café—it is second on the list of stores. Maya walks up to the waiter at the bar, who tells the group to use the red computer.



Your party chats more with Baofu. To everyone's surprise, Baofu brings up their Personas, guessing correctly that the trio survived via their help.



Baofu then reveals himself, standing up from a nearby computer.



He takes you to the Parabellum bar to sit and talk. After Katsuya finishes relating what you know, Baofu speaks up.



WALKTHROUGH PART I

While what he says is a bit confusing at first, one name should stand out—Tatsuzou Sudou.



Baofu then tells a story about an old arson and murder case. Although it was never solved, it was suspected that Sudou's son was the perpetrator. Sudou used his power to get his son off the hook, and he wound up in a mental hospital outside of town. It is fairly obvious that Baofu and Katsuya won't get along too well. The group decides to go out to the hospital and find out what happened to Sudou's son. After testing if rumors really can come true, the group realizes that they can do nothing while Maya is still under protection of the rumor. Maya then decides to face this on her own, and burns the protective emblem!



Now pay a visit to the final store on the list, the Velvet Room. Here you meet Igor.



You get to know this place quite well during the game. The whole theme here is Tarot Cards, so unless you managed to pick up quite a few at the school earlier, leave after talking to the people here. If you did manage to get some, summon any new Persona cards you can from Igor. Back on the street, exit the Area Map now.



NOTE

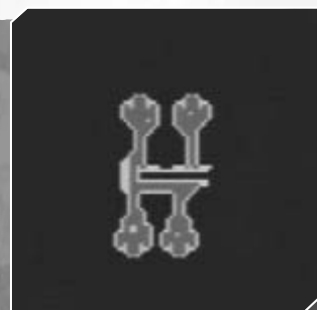
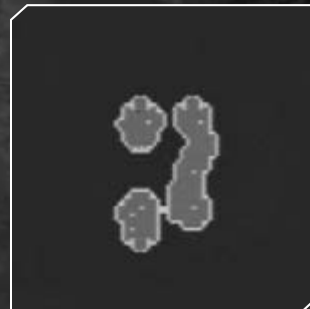
Many stores in the game serve no function integral to the story line, but offer wares or information that make your quest go a lot smoother. Pay attention to the icons on the top of the store's logo. They tell you what the store currently offers.

MT. MIFUNE

Back on the Large Map, go to the newly opened portion of the city, Mt. Mifune. Take the path up to the sanitarium, and a man blocks your way. After he tells you to get lost, go back up the path a little, and make a side turn into the mountain trail just above him.



MIFUNE TRAIL

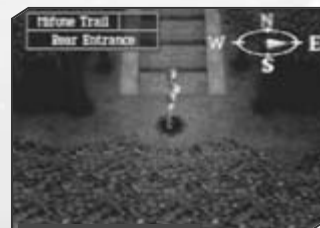


The path through the mountain forest can be rather confusing. It all blends together; don't get turned around. If you do, use your Map and compass to find the way back.

The first section of the forest lacks anything important, so head up to the second section. In the second section you find a chest containing some Antidotes. Keep going to the third section. Once there, go up immediately to find a covered trail that leads to an Aqua Card. Now go north through the second covered trail and around the corner. Another trail leads south to a loop stemming from the entrance. From here take the path under the trees to the east, then head north. Turn west just before the exit and you come across two chests. One contains three Snuff Souls, the other two Lucky Bags. Go back through the previous path, then north to the next screen.

Once to the fourth section of the forest, head east through the covered trail, then north to the exit. Upon entering the fifth section and walking north you hear running water. Continue north; the river is there. Head west along the river to the bridge, but don't cross it. Head south through the forest, and you return to another part of section four. There is an STR Card in the chest just below you. Proceed back north and cross the bridge. Keep going north to the sixth section of the forest. Head to the east via the narrow path, then south. When you reach an exit, take it, and you return to the fifth section of the forest. A chest south of you contains an Obsidian. Grab it, then head to section six. Head west through the narrow path, then turn north to continue to the seventh section of the forest. Go to the northeast and through the covered path here.

Head east farther along the tree line to another path. Take it south, and get the three Medicines in the chest. Go through the eastern covered path and around to the north. This path curves, so if you start hitting a wall, check the Map to know which way to walk. A small shrine and a donation box are here. Go back the way you came, and head north through the covered path up to the staircase.



WALKTHROUGH PART I

THE DONATION BOX



The donation box is very important. You have to fill it up with 10,000¥ to obtain one of the strongest Personas later in the game. This is your only chance in the entire game, so despite your low money, do this. It is worth it.



Items



In the north part of the second area are three Antidotes.



This chest, just north of the entrance to the third area, contains an Aqua Card.



Near the exit from the third area are two chests in the hidden side path. They contain three Snuff Souls and two Lucky Bags.



This chest is in the fourth area, but to get to it you have to come back south from an exit in the fifth area. It contains an STR Card.



To reach this chest across the river in the fifth area, go up to the sixth area. A side path runs into an exit back to the fifth area, taking you to the chest. Inside is an Obsidian.



In the seventh area, go to the southeastern hidden path to find this chest containing three Medicines. It's hard to see, so use the camera angles to help locate it.

Demons

GUZZAN

(HANGEDMAN Lv. 3)
HP: 20, At: 12, Df: 9, SAt: 8, Sdf: 8

NIGHTMARE

(MOON Lv. 3)
HP: 24, At: 9, Df: 9, SAt: 6, Sdf: 6

RATATOSK

(HERMIT Lv. 4)
HP: 24, At: 13, Df: 10, SAt: 9, Sdf: 8

ZOMBIE SCHOOLGIRL

(ZOMBIE Lv. 4)
HP: 28, At: 16, Df: 13, SAt: 9, Sdf: 8

BLOB

(TOWER Lv. 5)
HP: 40, At: 26, Df: 20, SAt: 14, Sdf: 14
Green: Maya + Katsuya
Yellow: Maya

HARPIE

(TEMPERANCE Lv. 5)
HP: 40, At: 17, Df: 14, SAt: 12, Sdf: 11
Green: Katsuya + Maya
Yellow: Katsuya

PUCK

(LOVERS Lv. 6)
HP: 48, At: 18, Df: 15, SAt: 12, Sdf: 11
Green: Maya + Ulala
Yellow: Baofu

PHANTOM

(DEVIL Lv. 6)
HP: 48, At: 27, Df: 21, SAt: 18, Sdf: 19
Green: Katsuya + Maya
Yellow: Ulala

ZOMBIE KAMIKAZE

(ZOMBIE Lv. 7)
HP: 56, At: 31, Df: 22, SAt: 11, Sdf: 9

EMPUSAS

(MAGICIAN Lv. 7)
HP: 56, At: 28, Df: 25, SAt: 25, Sdf: 28
Green: Katsuya + Maya + Ulala
Yellow: Baofu

AGATHION

(STAR Lv. 8)
HP: 58, At: 26, Df: 26, SAt: 20, Sdf: 20
Green: Ulala
Yellow: Maya + Katsuya

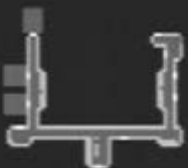
OGRE

(CHARIOT Lv. 8)
HP: 64, At: 32, Df: 29, SAt: 16, Sdf: 15
Green: Maya + Katsuya
Yellow: Maya

AFEP

(STRENGTH Lv. 9)
HP: 74, At: 27, Df: 33, SAt: 19, Sdf: 19
Green: Katsuya + Maya + Ulala
Yellow: Katsuya

SANITARIUM



WALKTHROUGH PART I



As soon as you walk in the entrance, your group spots dead bodies on the floor, bloody and brutalized.



The walls are torn up, and shattered glass is everywhere. Something big happened here, and you get one guess whose job it is to investigate. Maya and Baofu move to cover the door, while Katsuya checks on the bodies.



Baofu recognizes the men as members of the Taiwanese Mafia. Katsuya makes a crack about them being Baofu's buddies, and Baofu and Katsuya get in a brief spat, which you settle. Baofu explains that the Taiwanese Mafia is cozy with Tatsuzou Sudou, which

leads Katsuya to wonder why they would attack the hospital where Sudou's son is.



Head out the only door, and you are in a long hallway. Head forward, and a door to the west leads to the Velvet Room. Hang out around there for Tarot Card-related reasons. This location is for convenience if you to earn some Tarot

Cards. Also, south of the door to the Velvet Room you find another out-of-place location that takes you to see the fairy Trish. She can heal you for 6,000¥.



Back in the hallway, continue south until you reach the end of the hall. Go to the west to find a chest containing three Antidotes. Go east through the corridor, then north at the turn. Ignore the doors; all are locked. When you reach the staircase, ascend. Walk south to the end of

the hall, then turn west. Keep going to find a chest containing 5,000¥. Keep moving west and you reach a door that you can enter, Room 206. The nurse here tells you about the patient in Room 303 summoning the creatures that overran the building.



Leave the room and head west, then go north at the corner to a staircase going up. Use these stairs to head up to the third floor. Go up the stairs here again to the fourth floor, head south around the corner to the east, and grab the Mithril Silver. Go

back down the stairs to the third floor. Proceed south down the hall and east at the second corner. Keep heading east, and when you reach Room 303, Katsuya stops, and you automatically enter the room.



Upon entrance it is fairly obvious that someone...um, not quite right claimed residence here.



Katsuya then discovers some pictures on the wall, all victims from the Joker murders. Meanwhile, Maya is intent on a poem written on the wall, which is named after her Persona.

PERSONA 2

ETERNAL PUNISHMENT

PRIMA'S OFFICIAL STRATEGY GUIDE



Take a look around the walls to dig a bit deeper into the psyche of our insane friend, then head out into the hallway.

Go west and north down the center passage. Turn west and grab the

AGI Incense from the chest.

Head back south, then go east, and turn north at the corner. Once again the pounding of a heart sets the mood. Keep going north to reach another staircase to the fourth floor. Head south to a large oak door. Prepare, then go inside to face the boss of the dungeon.



Upon entering, you come across the "paper bag Joker," and former patient of this hospital, Tatsuya Sudou. He is looking into a mirror, with a demon sitting beside him and bodies on the floor.



Katsuya confronts him with the murders, and Tatsuya Sudou happily admits to them all.



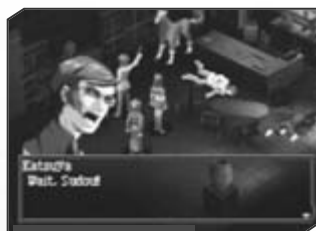
During the conversation, a dead man's cell phone starts ringing. Baofu looks out the window and sees a scarred man standing by a limousine, also on a cell phone and undoubtedly the man calling Sudou. Baofu recognizes him, then runs off in a rage to catch him before he leaves.



Boss: Hellhound

HELLHOUND

HP: 700



Sudou picks up the phone to taunt the scarred man, then goes back to speaking of the "Other Side." Sudou tells you to meet him at the Sky Museum, and then vanishes, leaving you to face his Hellhound.



Don't take the Hellhound lightly. Get a few more Personas before fighting this battle, as Katsuya can do little damage with his starting Persona because his primary attacks are all the wrong element. Use attacks such as Aqua or Magnus for best effect, and heal when you get low. Have Katsuya or Ulala use the healing items so Maya can keep using Aqua. Use the Fusion Spell Hydro Boost.



After the fight, your group heads down to join Baofu in the hospital driveway.

WALKTHROUGH PART I



When asked why he chased after the man, Baofu doesn't answer. After Katsuya finishes trying to call in a report to the police station, the group heads out. When back on the City Map, go to the new area, the Konan District.

Items



This chest containing three Antidotes is in the southwest corner of the first floor.



5,000¥ is in this chest in the middle of the southern hall on the second floor.



This chest containing a piece of Mithril Silver is on the fourth floor; take the western set of stairs up.



Find AGI Incense in this easy-to-reach chest on the third floor.

Demons

EMPUSAS

(MAGICIAN Lv. 7)
HP: 56, At: 28, Df: 25, SAt: 25,
Sdf: 28

OGRE

(CHARIOT Lv. 8)
HP: 64, At: 32, Df: 29, SAt: 16,
Sdf: 15

AGATHION

(STAR Lv. 8)
HP: 58, At: 26, Df: 26, SAt: 20, Sdf:
20

APEP

(STRENGTH Lv. 9)
HP: 74, At: 27, Df: 33, SAt: 19,
Sdf: 19

ZOMBIE JUNKIE

(ZOMBIE Lv. 9)
HP: 68, At: 39, Df: 36, SAt: 13,
Sdf: 11

NISROC

(HANGEDMAN Lv. 10)
HP: 73, At: 31, Df: 28, SAt: 30, Sdf: 30
Green: Katsuya + Maya + Baofu
Yellow: Baofu

ERINYS

(MOON Lv. 10)
HP: 72, At: 28, Df: 31, SAt: 26,
Sdf: 25
Green: Ulala + Baofu
Yellow: Katsuya

ROBIN GOODFELLOW

(LOVERS Lv. 11)
HP: 77, At: 41, Df: 32, SAt: 24,
Sdf: 23
Green: Maya + Katsuya
Yellow: Ulala

COCKATRICE

(WORLD Lv. 11)
HP: 81, At: 44, Df: 35, SAt: 20, Sdf: 19
Green: Maya + Katsuya
Yellow: Maya

MOU SHOBO

(TEMPERANCE Lv. 12)
HP: 88, At: 36, Df: 39, SAt: 25, Sdf: 24
Green: Ulala + Baofu
Yellow: Katsuya

SECTION 3: Eye of the Storm

THE KONAN WARD



PLACES TO GO

- Police Department
- Luna Palace
- Sky Museum
- Ebisu Beach
- Factory
- Johnny Roger's Restaurant
- Sumaru Genie
- Hiragi Therapy
- Satomi Tadashi
- Velvet Room

JOHNNY ROGER'S MENU

Item	Cost	Attribute
Blended Coffee	380¥	VIT +7
Blended Tea	350¥	AGI +1
Mix Juice	280¥	STR +2
Special Cocoa	320¥	STR +7
Baked Apple Pie	400¥	STR +1
Chocolate Cookie	420¥	AGI +3
Brown Rice Curry	700¥	TEC +6
Pirates' Set	900¥	TEC +2

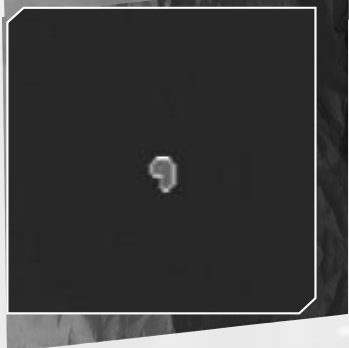
PO-PI

This cute lil' critter in the police department is Po-Pi. Give him 100,000¥ and you receive an item-making material!



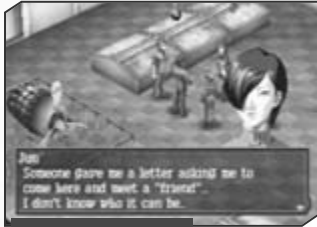
Welcome to the Konan Ward! There are several stores for your shopping pleasure at the Seaside Mall. Or you could pay a visit to the police department, or go to the Luna Palace apartment complex and drop by Maya's room. To proceed to the next dungeon of the game, go to the Sky Museum.

SKY MUSEUM



Once inside, Katsuya realizes that there must be a school field trip going on, as kids are everywhere. Then a familiar man talks to you.

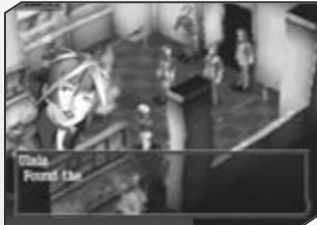
WALKTHROUGH PART I



He says his name is Jun Kashiwara, and he came to the museum because someone sent him a mysterious letter telling him to meet there.



Seconds later fire erupts along the nearby wall and Tatsuya Sudou's laughter comes out of nowhere. The museum quickly becomes ablaze, and all is being destroyed fast. You have 30 minutes to move through the building and rescue the children throughout!



On the first floor, head to the west until you reach the stairs, then go up. On the second floor head east to reach a chest with three Medicines. Go to the west past the descending stairs, then south in the next room to reach a chest containing two Balls of Returning. Head west, then go south in the next room.



In this hall, head west and south around the corner, then head east. Go inside the first of the three rooms to encounter some children.

After leaving the room, head east until you reach the end of the hallway. Go north, then east around the corner and you come to a doorway. Go inside, and you are in a large room. Maya walks out on to the balcony and looks around, then you all proceed.



Go up the stairs to the south to reach the third floor.

Head north, and take the second hallway to the east. Go south, then go through the room to the opposing hallway. Head west to reach a room with children in it. Go east, then north into the hallway. Head east from there. You can take both the southern and northern paths to get to two chests, containing two Gala-Gala Drinks and a piece of Damascus Steel respectively. Now head back the way you came into the main hallway, and head north until you reach the rooms just in front of the ascending stairs. Find Trish in the room on the western side if you need to heal. Otherwise, head west to the end of the hallway. Go south to a trapped chest. Head south, then turn east. The first door to the north leads to a room containing children. After getting them, head east, then turn north to reach a chest containing a Bead of Protection. Go back around to the stairs and head up.

After you come out onto the fourth floor, Tatsuya Sudou tells you that the area is now infested with demons.



No children are on the eastern half of the floor, but you can get two Chewing Souls and an Incense of Life there. To reach the final group of children, go south until you reach the third hallway going west. Head west, then turn south. At the end of the hall, go west to the doorway leading to the children. Head



to the stairs at the southern part of the main hall, and go up.

Once on the fifth floor, heal everyone before walking through the door. Go through and out onto the balcony.



When you escape the fire, you come out onto the roof to see Tatsuya Suou squaring off with Tatsuya Sudou, who is holding Jun hostage.



Still ranting about the "Other Side," Sudou speaks of forgotten memories that only he and Tatsuya seem to understand.



Sudou causes a large hole to appear in the floor.

Tatsuya Suou falls in, gripping the side. As Maya helps Tatsuya up, Sudou attempts to kill her, but Jun pushes him over the edge just in time.



With nowhere left to go, Tatsuya leads the group onto the blimp on the roof of the museum, and takes off just as the building collapses.



Their victory is not to last long however, as Sudou made it aboard as well, albeit worse for wear.

Boss: Tatsuya Sudou, Shax (x2), Minotaur (x2)

TATSUYA SUDOU, SHAX, MINOTAUR

Tatsuya Sudou's HP: 1,280
 Shax's HP: 350
 Minotaur's HP: 420



It's time to battle Tatsuya Sudou and his Joker Persona. Oh, and he has Shaxs and Minotaurs with him, too. Use combination attacks and Tatsuya's powerful Persona attacks to do the bulk of the damage. Take out the two Shaxs first, as they can heal the others. Tatsuya is virtually invincible. Unfortunately his more powerful Agidyne Persona attack is absorbed and heals Sudou, so you have to use Gigantic Fist to damage him. Old Maid is Sudou's only serious attack. It possesses one of your characters who breaks off his or her current attack, spell, and so on to do damage to the other party members. But because of Tatsuya's staying power, the only major problem is that you can get stuck in a virtually infinite loop of Old Maid against Tatsuya, the only character left alive.

Making a last ditch effort to escape from the crashing blimp, everyone jumps out into the water below.



The group, now minus Tatsuya, meets on the shore. After some harsh and weary words, the group splits up. Maya agrees to continue with Baofu to figure out what is going on, and they will meet up at his Lair later.

Items



This easy-to-reach chest on the second floor has two Balls of Returning.



To the east of the entrance to the second floor are three Medicines.



Two Gala-Gala Drinks are on the third floor. To reach them go down the second eastern path to the end of the hallway, and go south.



A piece of Damascus Steel can be had by taking the path north of the Gala-Gala Drinks.

WALKTHROUGH PART I



This chest on the third floor is a trap, so ignore it.



On the third floor, take the long path around where the western group of children is, then head north to the room shut off by the door and fires to reach this chest. Inside is a Bead of Protection.



This chest is hard to spot because it is different graphically from the others. Inside is Incense of Life.



Two Chewing Souls are in the chest in the room south of the Incense of Life.

Demons

ROBIN GOODFELLOW

(LOVERS Lv. 11)
HP: 77, At: 41, Df: 32, SAt: 24, SDF: 23

COCKATRICE

(WORLD Lv. 11)
HP: 81, At: 44, Df: 35, SAt: 20m, SDF: 19

MOU SHOBO

(TEMPERANCE Lv. 12)
HP: 88, At: 36, Df: 39, SAt: 25, SDF: 24

KIMNARA

(STAR Lv. 12)
HP: 96, At: 36, Df: 45, SAt: 29, SDF: 30
Green: Maya + Katsuya
Yellow: Maya

OCHRE JELLY

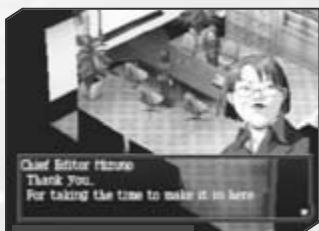
(TOWER Lv. 13)
HP: 84, At: 43, Df: 49, SAt: 28, SDF: 28
Green: Maya + Katsuya
Yellow: Baofu

IXTAB

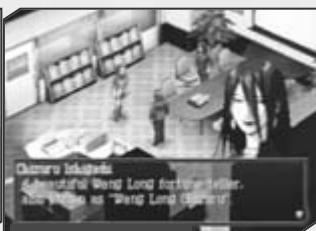
(DEATH Lv. 13)
HP: 65, At: 46, Df: 43, SAt: 36, SDF: 37
Green: Ulala + Baofu
Yellow: Katsuya

SECTION 4: The Worst Has Yet to Come

THE KONAN AND ROBA WARD



Chief Editor: Thank You. For taking the time to make it in here.



Chizuru Ishiguro: Adorable! Wang Long fortune teller. Always in "Wang Long"!

Maya is now alone. Do the basic tasks you need to take care of in the Konan Ward; healing, buying, eating, and the like. Then go over to Kismet Publishing.

Upon entering, Maya walks to the reception desk and is told that she is wanted in a meeting upstairs. Walking into the office, she finds her boss meeting with the famed fortune-teller, Wang Long Chizuru Ishigami.



Chief Editor: Where is the report? Get to work already!

After they finish talking, leave the room.

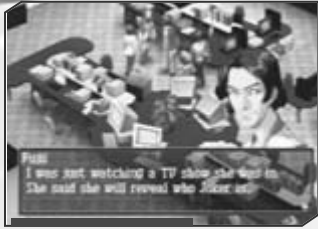


Everyone is gathered around a TV screen.

PERSONA 2

ETERNAL PUNISHMENT

PRIMA'S OFFICIAL STRATEGY GUIDE



There is a show on about Chizuru, in which she says that she will reveal who Joker is.



On the show, Chizuru explains the reasoning behind the Joker, and how it works. Essentially, there is no single Joker.



Now we are treated to a scene of Baofu working with his computers, listening to a phone tap. Tatsuzou Sudou is speaking with an unknown person on the other end of the line.



At the police station, the game shows Captain Shimazu speaking on the phone. It is obvious who is on the other end of that line.



Katsuya enters the office and begins arguing with his superiors. The captain is trying to cover up the truth, giving the cover story that the sanitarium was destroyed in a gas explosion.



The conspiracy begins to thicken, as the scarred man from the sanitarium is there as well....



Following up with the fourth member of the party, we now see Ulala training at the GOLD Boxing Gym when she overhears people talking about Chizuru's TV show.



Back in control of Maya, leave the floor. When the elevator doors open, Baofu is waiting for her. Maya tells Baofu what she heard on the news about the sanitarium explosion.



Go over to the police station to meet up with Katsuya. Katsuya gives an update.



Maya gets a call from Ulala on her cell phone, begging for help.



Leave the police station and go to the Large Map of the city. There is a new location available, the Hirasaka District, so head there.

WALKTHROUGH PART I

THE HIRASAKA WARD



PLACES TO GO

- Sumaru Prison
- Smile Mall
- Kasugayama High School
- Shiraishi
- Toa Armory
- T's Chiropractic
- Satomi Tadashi
- Velvet Room

SHIRAISHI MENU

Item	Cost	Attribute
Shoyu Ramen	230¥	AGI +5
Miso Ramen	400¥	VIT +2
Vegetable Ramen	500¥	TEC +1
Wonton Ramen	500¥	VIT +5
Ramen Set	400¥	STR +2
Mix Ramen	700¥	AGI +7
Hyper Spicy Ramen	500¥	STR +3
Shiraishi Ramen	500¥	VIT +8
([??]) Special	1,500¥	STR +15

KASUGAYAMA HIGH SCHOOL

While this high school serves no story function in this game, it is an extra dungeon. As you progress through the game, the doors in the basement unlock allowing you access to secret Personas, items, and more.



Go to the Shiraishi, and talk to the owner. She tells you about how she used to be a "man-searcher."



Leave this part of the city, and go to Aoba District. Go to the mall and the Parabellum restaurant.

At Parabellum, the party sits down at a table in the corner to wait for the con artist to show.



They overhear him talking to a woman at the bar, pulling another marriage con like he did to Ulala.



After convincing him to accompany the group for his own safety, leave Aoba District and head to the newly opened Yumezaki District.

THE YUMEZAKI WARD



PLACES TO GO

- GOLD
- Club Zodiac
- The Seedy CD
- Mu Continent
- Peace Diner
- Tony's Shop
- Bikini Line
- Satomi Tadashi
- Velvet Room

PEACE DINER MENU

Item	Cost	Attribute
Peace Burger	230¥	VIT +3
Chicken Burger	300¥	VIT +4
Grilled Burger	300¥	VIT +6
Double Peace Burger	350¥	TEC +3
Big Peace Burger	280¥	AGI +8
French Fries	270¥	AGI +4
Peace Shake	150¥	STR +5
Fresh Shake	700¥	STR +1

PERSONA 2

ETERNAL PUNISHMENT

PRIMA'S OFFICIAL STRATEGY GUIDE

TELLIN' IT LIKE IT IS



Chika, the girl standing by the counter in the Peace Diner, gives you many rumors, so check back often!

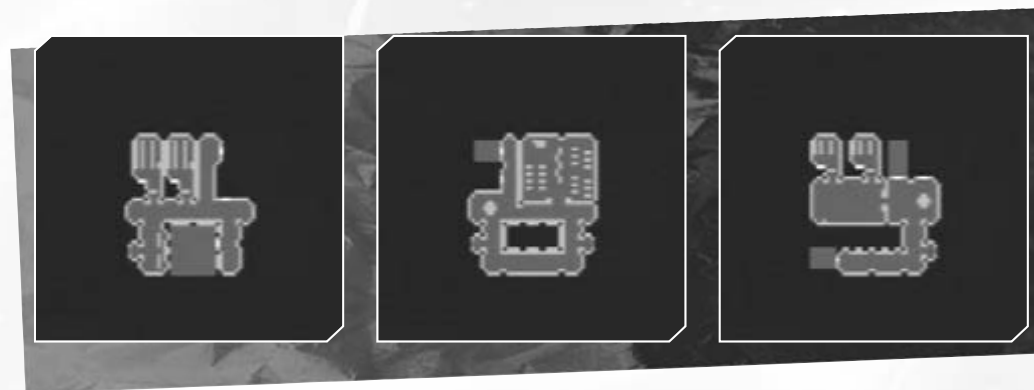
THE MAN SEARCHER



After spreading the rumor about the manager at the Shiraiishi being a man-searcher, speak with her. She hires you to find people throughout the city to give them messages. This pays quite a lot of money for little effort, so it's worth it!

Now that this district is open, a few rumors are available, so take some time out for those. Go to the GOLD gym.

GOLD



NOTE

If you are having problems with the enemies in GOLD, try getting all of the Pixie's—or a similar Persona's—spells. The Megido spell is invaluable here, and despite the Pixie's low level she uses it quite well. Fight at Kasugayama High School to level her up.

SECRET PERSONA: IRIS



The Rainbow Gleam is in the Men's Locker Room on the first floor of GOLD. It allows you to summon the Persona Iris!



When you enter the lobby, there is a commotion.

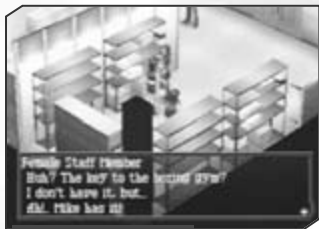


A woman (you know who) barricaded herself in the gym and won't come out.



Head through the doors out of the lobby into the hallway.

WALKTHROUGH PART I



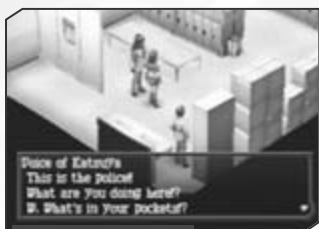
Turn north and go up until you reach the boxing gym door. Try to open it and you discover it is locked. Turn west and move past the hallway, then turn to the north to go into the Men's Locker Room. In the front locker on the eastern side of the room is the Rainbow Gloom. In a room to the west, the Women's Locker Room, you find Clean Salt. Head out of the locker room area and to the southeast. Take the stairs up to the second floor.

Head north to the far end of the hallway, and enter the room to the west. The female staff member here informs you that the boxing gym key is in one of the upstairs staff rooms.



Leave this door and go south, then turn east. The stairs up to the third floor are below the training room.

If you need to get healed, head to the west to Trish's Fountain. Otherwise head north and you arrive at the male and female staff rooms. Go into the female staff room, which is the westernmost of the two. Walk around the lockers and you catch a man in the middle of a party raid—seriously.



As a way to buy you off, he gives you the key to the gym. While leaving the room, talk to Katsuya. He asks if a woman gave the key to you. The question holds no lasting value, but Katsuya's reaction to the second answer is worth a laugh.



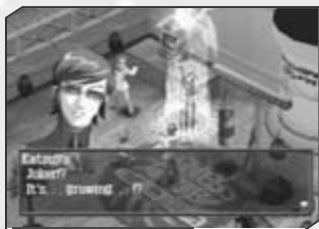
Before leaving this floor, head into the locker rooms to the north of the dance studio. The eastern of the pair is empty, but the other contains a set of five Free Tarot Cards in the locker on the far-west wall. Take the stairs back down to the first floor. Go to the boxing gym and unlock the door. Head inside.



When you enter, Ulala is mumbling to herself on the other side of the room. As your group approaches her, she speaks, and you are prompted for a reply.



If you choose the first answer, Maya cautiously walks up to Ulala, and Ulala then spins around revealing that she has been possessed by Joker. If you chose the second however, Maya walks up to Ulala to comfort her, and Ulala suddenly attacks her.



The new, evil Joker Ulala then laughs at Maya, and when the battle begins you have only half your life.



Boss: Joker Ulala

HELLHOUND

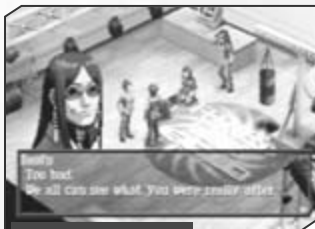
HP: 940



During the fight with Joker Ulala, use earth elemental spells and nonelemental spells such Megido, and always have someone casting Media or a similar spell to cure your party. When it's finished, reassign a spell to the person who used it. Her only troublesome attack is Old Maid. Aside from it, all she uses are status-effect spells, which do little real harm, and a rather weak Maha Garu.



After the fight Ulala goes back to normal. The con artist makes some mean remarks about Ulala, and you have a choice of what to reply.



If you choose "Shut up! I envy Ulala." it increases the relationship status between the characters and allows you access to a secret Persona, Maia Custom!

Baofu punches the con artist, then after a bit of threatening from Katsuya, the con artist runs off, promising to mend his ways.



Baofu has a sudden insight, realizing that Joker is nothing more than a Persona. The group now takes Ulala to the Velvet Room to see what they can do for her.



After Ulala is cured, Anna calls Maya on her cell phone, telling her that Noriko has suddenly become a Joker! And even more shocking, someone managed to kidnap her. The rumors say she is at Club Zodiac, so head there.

Items



On the first floor is the Material Card, Rainbow Gleam.



In the room west of the Rainbow Gleam is a Clean Salt in a locker.



In the very northwestern corner of the third floor are five Free Tarot cards.

WALKTHROUGH PART I

Demons

KIMNARRA

(STAR Lv. 12)
HP: 96, At: 36, Df: 45, SAt: 29,
SDf: 30

IXTAB

(DEATH Lv. 13)
HP: 65, At: 46, Df: 43, SAt: 36,
SDf: 37

OCHRE

JELLY
(TOWER Lv. 13)
HP: 84, At: 43, Df: 49, SAt: 28,
SDf: 28

NEKOMATA

(HERMIT Lv. 14)
HP: 112, At: 47, Df: 44, SAt: 31,
SDf: 30
Green: Katsuya + Maya
Yellow: Baofu + Katsuya

ANGEL

(JUDGEMENT Lv. 14)
HP: 112, At: 47, Df: 47, SAt: 33,
SDf: 32
Green: Katsuya + Maya
Yellow: Baofu + Katsuya

MINOTAUR

(CHARIOT Lv. 15)
HP: 120, At: 54, Df: 66, SAt: 32,
SDf: 33
Green: Maya + Katsuya
Yellow: Maya

TENGU

(MAGICIAN Lv. 16)
HP: 128, At: 61, Df: 55, SAt: 50,
SDf: 53
Green: Katsuya + Maya
Yellow: Katsuya

WRAITH

(DEVIL Lv. 16)
HP: 128, At: 52, Df: 55, SAt: 42,
SDf: 43
Green: None
Yellow: Baofu

KIYOHIME

(STRENGTH Lv. 17)
HP: 136, At: 47, Df: 56, SAt: 45,
SDf: 46
Green: None
Yellow: None

SHAX

(HANGEDMAN Lv. 17)
HP: 136, At: 50, Df: 47, SAt: 47,
SDf: 47
Green: None
Yellow: Baofu

FAUST

(MAGICIAN Lv. 22)
HP: 276, At: 70, Df: 76, SAt: 67,
SDf: 71
Green: Katsuya + Maya
Yellow: Katsuya

SECTION 5: The Nightclub Scene

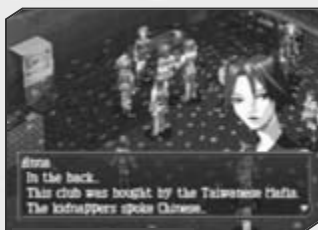
CLUB ZODIAC



Go to Club Zodiac. Walk around the entranceway; there is nothing here. Another door in the back is the entrance to the club. Go inside and meet Anna.



She thanks you, and then the subject of Tatsuya comes up, as Katsuya tries to get some clues to his whereabouts.



Anna mentions that the club was bought by the Taiwanese Mafia, and they must have been the kidnapers.

There are two layouts to the Club Zodiac dungeon. One is a very basic, extremely easy layout that is void of treasures. The other is a far more complicated version, but it's loaded with great things to find! The easier layout is used if you don't spread the rumor given to you by the dancing girl in the club, the harder version if you do spread the rumor. The choice is yours, so follow the guide and Map for the version you took.

NOTE

After you enter the dungeon without spreading the rumor, you cannot go back and spread it!

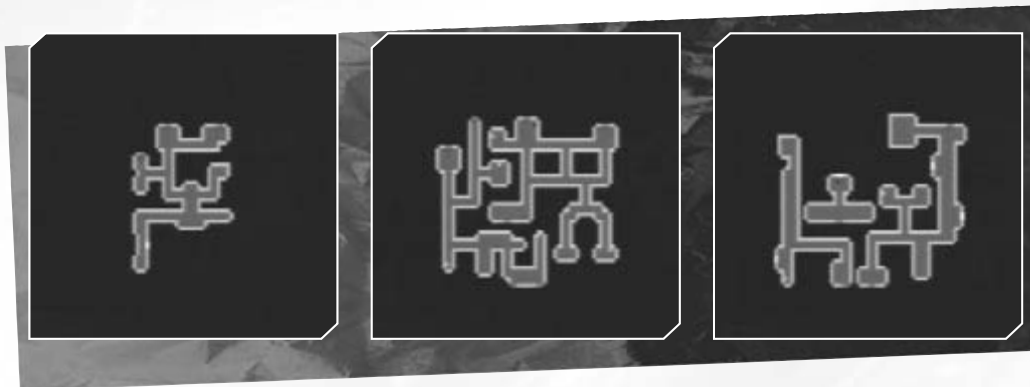
WITHOUT THE RUMOR



This dungeon is simple. Walk into the hallway from the club, then head north. Turn east around the corner, then back north. Go to the west, then north up to the stairs.

On the second floor, go to the east to reach a small room with floor traps. Head through the south exit, then take the east path here too. At the end of the hallway, go east to reach some stairs going up. There are stairs on the far western wall across from them as well. Ascend the first set of stairs, then go north around the corner to arrive at the casino entrance. The password is "Panther" (which you could have found out for yourself if you had taken the opposite set of stairs).

WITH THE RUMOR



This dungeon is complicated, so follow the walkthrough exactly and keep an eye on your Map. Go out of the club and into the Asian-style hallway.

Three sets of stairs on this floor are spread out along the north wall, all going up. Head north from the entrance. Turn east around the corner, then back north in the wide corridor. Take the western path from the corridor, then head north around the corner. Skip the western side path here, and you are near one of the staircases at the end of the hall. Ignore it, and go east. You reach a second staircase. Take it up to the second floor. Take the western path from this room, and get the Media Card from the chest. Go east into the room the stairs led to, and continue from its eastern exit. Turn south. When you hit a wall, go east, then south. At the crossroads here, take the eastern path. Open the chest to get an S&W Magma. The western path at the crossroads is empty so head north to the stairs you ascended. Go down them to the first floor.

Head to the west, then north to the center set of stairs. Go up to the second floor, and head south. Turn east and grab the Anti-Magic Bead from the chest. Go back west, and south at the corner. The puddles cause severe damage when you step on them. Heal after every other one, and walk to the west until you get into a clear hallway. Follow the path south, then east until you reach the end of the hall, then go around the corner. You are at two sets of stairs leading to the third floor. Before going up the stairs, walk north along the east wall and grab the Frei Card from the chest.

WALKTHROUGH PART I



Head to the stairs and go up to the third floor via the western set of stairs. Go north, then head west around the corner. Go south and grab the Suku Kaja Card from the chest. The path to the north is a dead end, so head down the stairs you ascended. Go into the stairs next to it, and you are on the third floor. Head north, then turn east. Turn north. To the west of this hallway is an issue of Battle Master magazine. Get it, then go south where you came from. Instead of taking the western path to the stairs, go east until you can turn north. Go up past the first door on the east, then go into the second door,

which is to the west. This is the staff room; the men here give you a password to the secret casino.

Leave this room and go north. When you reach the stairs, head down to the second floor. Move south until you reach the corner. Turn west, and keep moving past all turns until you come to a wall. Then turn south, and go west to arrive at another staircase. Go up the stairs, then walk north to arrive at the secret casino. The password is "Panther."



Once inside you notice the scarred man that you have previously encountered several times.



The man is Yung Pao. He is a powerful Mafia assassin, a fact that does not please Katsuya in the least.



It is obvious that he and Baofu have a history together. When Katsuya demands that Yung Pao release the kidnapped people, he summons his men,



That doesn't stop her from attacking though!

who bring out the new twisted Joker Noriko, heavily sedated.

Boss: Joker Noriko, Ryuman (x2)

Joker Noriko's HP: 1220
Ryuman's HP: 480



Use the S&W Magma if you got it earlier in the dungeon with Katsuya; it does an average of about 90 damage. Use high-power fire attacks. If you have no fire attacks handy, the battle is difficult. Do not bother with the henchmen, unless you have a spell such as Megido. It does a decent amount of damage on Joker Noriko, and eliminates the henchmen after a few turns. Joker Noriko's attacks are the standard fare for the Jokers, in addition to some high-power water attacks. Average a good bit of fire damage per turn, and she falls fast.



After the battle, Katsuya realizes that Yung Pao has already fled.



The group takes Noriko to the Velvet Room to be cured.



While there, Katsuya gets a call from a contact calling himself "Sneak," saying to meet him at the park, as he has important information for this case.

Items

Without Rumor



This chest on the first floor is empty.



These two chests are next to each other on the second floor, south of the stairs coming up from the first floor. The southernmost is a trap, and the other is empty.



The only chest on the third floor is also empty.

With Rumor



On the second floor, this Anti-Magic Bead is south of the middle staircase that ascends from the first floor.



Two Lucky Bags are in this chest at the southern end of the hallway on the second floor's far west side.



This chest is north of the staircase connecting the second floor's western half and the third floor's eastern third. A Frei Card is inside.



To reach this treasure, you must be in the eastern half of the second floor. It is next to the stairs leading down to the first floor. Inside is a Media Card.



This chest containing a S&W Magma is in the southeastern corner of the second floor.



Find an issue of Battle Master on the third floor, in a side hallway on the eastern half.



This chest is easy to find, in the southeastern corner of the third floor. It contains a Suku Kaja Card.

WALKTHROUGH PART I

Demons

TENGU

(MAGICIAN Lv. 16)
HP: 128, At: 61, Df: 55, SAT: 50,
SDF: 53

WRAITH

(DEVIL Lv. 16)
HP: 128, At: 52, Df: 55, SAT: 42,
SDF: 43

KIYO+HIME

(STRENGTH Lv. 17)
HP: 136, At: 47, Df: 56, SAT: 45,
SDF: 46
Green: Katsuya + Maya + Ulala
Yellow: Ulala

SHAX

(HANGEDMAN Lv. 17)
HP: 136, At: 50, Df: 47, SAT: 47,
SDF: 47
Green: Katsuya + Maya + Ulala
Yellow: Baofu

JACK FROST

(LOVERS Lv. 18)
HP: 144, At: 63, Df: 54, SAT: 44,
SDF: 43
Green: Maya + Katsuya
Yellow: Maya

FANG LENG

(HUMAN Lv. 18)
HP: 144, At: 59, Df: 60, SAT: 36,
SDF: 34

FERRAL

(TEMPERANCE Lv. 19)
HP: 152, At: 64, Df: 55, SAT: 43,
SDF: 41
Green: Ulala
Yellow: Katsuya

ZOMBIE DJ

(ZOMBIE Lv. 19)
HP: 152, At: 79, Df: 73, SAT: 21,
SDF: 16

RYUMAN

(HUMAN Lv. 20)
HP: 160, At: 74, Df: 68, SAT: 40,
SDF: 38

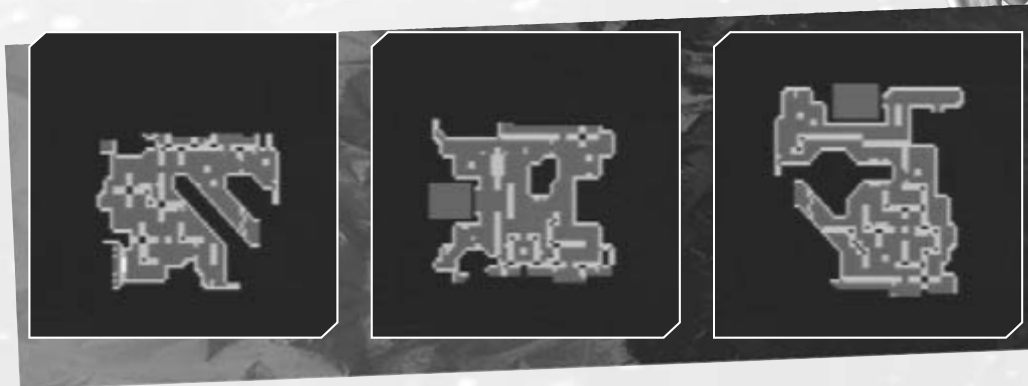
FAUST

(MAGICIAN Lv. 22)
HP: 276, At: 70, Df: 76, SAT: 67,
SDF: 71



SECTION 6: Crossroads

ROBA PARK



KASUGAYAMA HIGH SCHOOL

After you get through Club Zodiac, the second area of Kasugayama High School's basement opens up.

TALKING FLOWERS

Before entering the park, spread the rumor about talking flowers. Now while in the park you come across the talking flowers. They give you a riddle regarding compatibility between the flowers. When the Purple Flower asks with whom it is compatible, the answer is the Red Flower. Your reward is the Akashic Ring.



Go to Aoba Ward. Go to Aoba Park. Be careful! This may seem like a quiet place at first, but demons are crawling all over it.



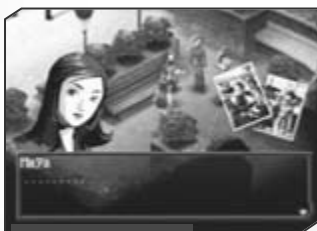
Head to the east. There is a White Bandana in a chest here. Take the path around to the northwest until you can't go any farther, then go straight east. The chest in the path to the south is empty, so ignore it and continue east until you reach the Yellow Flower. Speak to it if you are taking care of the talking flower rumor, then head east to get a Miracle Soda from another treasure chest. Head west, then north at the Yellow Flower. The gate here leads to the second area of the park. Go around the bend, and head north until you can go west. When you reach the wall

holding the Red Flower, turn south and get the Mechanical Hat. Go north to speak with the Red Flower, then start west again. The gate here takes you to a bench to meet Katsuya's contact. Before going in, grab the other items in the park. You get a chance to come back here later, so don't worry if you miss some.

After Sneak arrives he tells you about the conspiracy, and he tells Katsuya to keep digging.



The conspirators underestimate him, so he's in a prime position to take advantage of that.



He tells you a bit more and even brings up Katsuya's father. He says that there are others out there like your party, investigating and trying to fight the conspiracy. The informant leaves some pictures of them behind for you.

Ulala suggests spreading rumors about the pair, to locate them.

Items



A White Bandana is in the chest in the southeastern corner of the first area.



The second chest along the path through the first area is empty.



Find a Miracle Soda in the chest east of the exit to the second area.



In the chest to the west of the Purple Flower is a Mechanical Hat.

WALKTHROUGH PART I



STR Incense is south of the meeting spot in the south-western corner.



And VIT Incense is in the northwestern corner.



A chest with a Muscle Drink is to the west of the entrance to the third area.



This chest is on the other side of the bush holding the Orange Flower, and contains TEC Incense.



The chest on the path before the Concert Hall is trapped.

Demons

JACK FROST

(LOVERS Lv. 18)
HP: 144, At: 63, Df: 54, SAt: 44,
SDf: 43

FERRAL

(TEMPERANCE Lv. 19)
HP: 152, At: 64, Df: 55, SAt: 43,
SDf: 41

PARIKER

(MOON Lv. 20)
HP: 160, At: 62, Df: 65, SAt: 50,
SDf: 49
Green: Ulala + Baofu
Yellow: Katsuya

ARCHANGEL

(JUDGEMENT Lv. 21)
HP: 168, At: 72, Df: 72, SAt: 50,
SDf: 50
Green: Katsuya + Maya
Yellow: Ulala

FAUST

(MAGICIAN Lv. 22)
HP: 276, At: 70, Df: 76, SAt: 67,
SDf: 71

HEL

(DEATH Lv. 22)
HP: 176, At: 70, Df: 64, SAt: 57,
SDf: 57
Green: Ulala + Baofu
Yellow: Katsuya

GANDHARVA

(STAR Lv. 23)
HP: 184, At: 80, Df: 86, SAt: 52,
SDf: 52
Green: Ulala

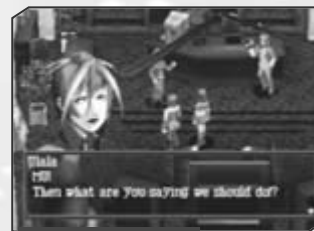
NATA

(JUSTICE Lv. 38)
HP: 800, At: 158, Df: 128, SAt: 84,
SDf: 82

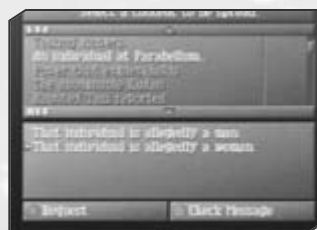
ROSA WARD



Head to the detective agency to spread rumors about the couple in the photos.



Ulala comes up with a plan. If you choose not to go along with it, she will pay for it herself.

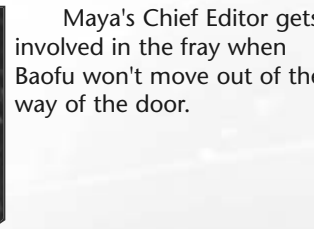
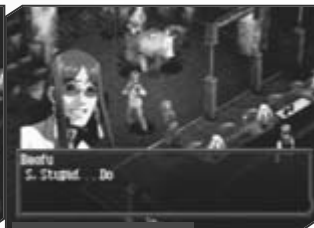


Speak with the detective and choose the rumor. Decide which of the two rumors to spread.

PERSONA 2

ETERNAL PUNISHMENT

PRIMA'S OFFICIAL STRATEGY GUIDE



This is the single most important decision in the game, and it not only affects which of two characters joins your party, but the progression of the rest of the game.

After you spread the rumor of your choice, head to Parabellum.

Ulala and Baofu are getting drunk at the bar, while Maya and Katsuya are talking outside of a bridal store, waiting for the man or woman.

Inside the store, the person shows up as Maya and Katsuya converse, then the game switches to Ulala and Baofu.

The two get into a "fake" argument to distract the media, and then suddenly Ulala lets fists fly—for real!



Baofu and Ulala then join them after their "pre-tend" scuffle is over.

Nate and Ellen explain what they know of the New World Order. Depending on your choice, one of the two joins your party.

Leave via the large double doors. You are in a new part of the city.

WALKTHROUGH PART I

THE NARUMI WARD



PLACES TO GO

- Hotel
- Yacht Harbor
- Science Lab
- Sewer
- Subway
- Ebony
- Cleir De Lune
- Padparacha
- Velvet Room

EBONY MENU

Item	Cost	Attribute
Soda	1,500¥	AGI +4
Stinger	1,600¥	TEC +6
Morning Fiz	1,700¥	AGI +8
Blue Lagoon	1,400¥	TEC +2
Green Eyes	1,400¥	VIT +6
Mockingbird	1,700¥	STR +8
Angel Kiss	1,300¥	VIT +2
Splitzer	1,800¥	STR +4

CLEIR DE LUNE MENU

Item	Cost	Attribute
Vichyssoise	1,000¥	VIT +1
Escabeche	1,000¥	TEC +2
Cassoulet	1,000¥	STR +8
Brochette	1,000¥	AGI +2
Brandade	1,000¥	VIT +5
Bouillabaisse	1,000¥	STR +3
Ballottine	1,000¥	AGI +4
Navarin	1,000¥	VIT +6

THE RUMOR MILL GROWS



The bartender at Ebony is another good source of rumors.

NOTE

The stores here are all accessible through the back entrance of the hotel; there is no other marker for them.

Spread some more rumors, and perform any other tasks you need to.

If you chose to spread the rumor about the man and Nanjo, go to section 8a.

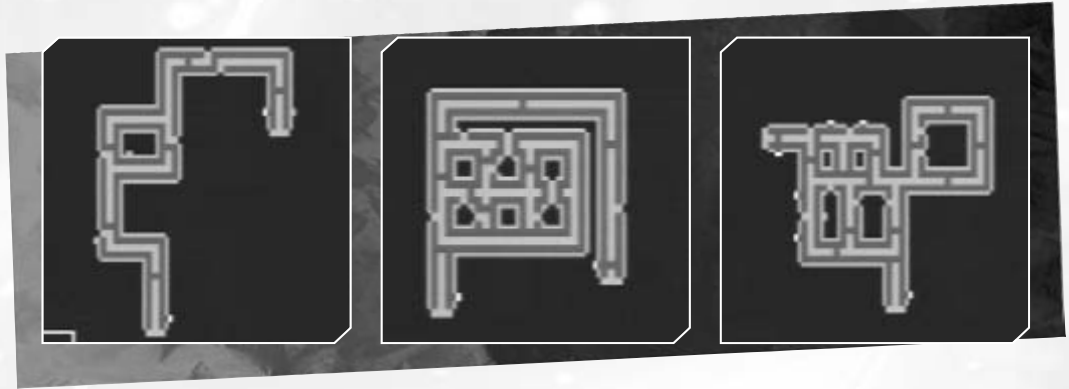
If you chose to spread the rumor about the woman and Ellen, go to section 8b.



SECTION 7a: Science Gone Wrong

THE SEWERS

A Route



B Route



RUMOR DEMON

Talk to the man near the sewers. He tells you the rumor about Tsuchinoko. After you spread the rumor, you have a chance to run into Tsuchinoko while in the underground tunnel. Defeat Tsuchinoko and take his dead body to the man, and he will give you an Item Breeder.



When you are ready to go on, head to the Science Lab. Instead of going in the front way, the group decides to take an underground tunnel. The tunnel is in the sewers to the southeast, along the coast.

When you enter the sewers, Nate explains what he knows of the system.



Two people must stay behind to work the lock mechanisms.



As the group tries to decide who should stay, two friends of Nate's show up, Chris and Mary.



They are tied in with Nate's efforts against the "New World Order" and came at Ellen's request.

WALKTHROUGH PART II



They agree to stay behind and work the locks.



As Nate says, there are two routes to take through the sewers, and you must pick one of two routes. There is no compass, so look for the letters A and B next to the doors. The door opposite B is the exit, and the door opposite A is inaccessible. When you choose, you get a last chance to back out. Now you have 10 minutes to get through the route, either B1 or A1. The maps provided here will help you. After you make your way through the first route, you come to a room that once again branches off into A and B.



The same rules apply.

Items

Route A1



The chest in the dead-end opposite the entrance contains Disguise Goods.



The Devil's Capote is in the chest on the south wall of the large block in the map's center.



This chest across from the exit has a Seed of Escape.

Route B1



A Devil's Capote is in the chest opposite the entrance.



Disguise Goods can be found along the easternmost wall.



The chest containing a Seed of Escape is opposite the Disguise Goods.

Route B2



Twenty Free Tarot Cards are in the chest on the eastern wall.



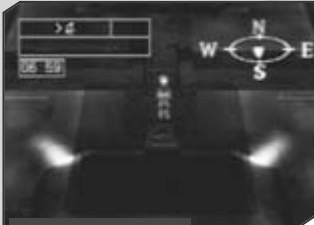
Damascus Steel is the top item found along the center.



Medical Powder is second from the top.



Route B2 (Continued)



An Incense of Life is the third treasure down.



LJC Incense is the third treasure from the bottom.



Twenty Medicines are just above the bottommost treasure.



A Striker is at the bottom of the center treasures.

Route A3



Find a Plasma Sword in the chest opposite the wall between the two exits on the western wall.

Route B3



The first chest along the path is an HP Damage Trap.



The chest opposite the first contains a Recarm Card.



The third accessible chest is empty.



The Pipe Fox is below the third chest.



The fifth chest along the path holds an Awaken.



Yet another empty chest is opposite the fifth one.



The next in line is a Poison Trap.



Mithril Silver can be found just north of the Poison Trap.



Both chests here are HP Damage Traps.



A Plasma Sword is in the second-to-last chest along the north wall.



The final chest is empty.

WALKTHROUGH PART II

Demons

JACK FROST

(LOVERS Lv. 18)
HP: 144, At: 63, Df: 54, SA: 44,
SDf: 43

PARIKER

(MOON Lv. 20)
HP: 160, At: 62, Df: 65, SA: 50,
SDf: 49

ARCHANGEL

(JUDGEMENT Lv. 21)
HP: 168, At: 72, Df: 72, SA: 50,
SDf: 50

FRUST

(MAGICIAN Lv. 22)
HP: 276, At: 70, Df: 76, SA: 67,
SDf: 71

HEL

(DEATH Lv. 22)
HP: 176, At: 70, Df: 64, SA: 57,
SDf: 57

GANDHARVA

(STAR Lv. 23)
HP: 184, At: 80, Df: 86, SA: 52,
SDf: 52

KRAKEN

(WORLD Lv. 23)
HP: 192, At: 77, Df: 92, SA: 48,
SDf: 48

Green: Nate
Yellow: Ulala

KABANDAR

(HANGEDMAN Lv. 24)
HP: 192, At: 75, Df: 87, SA: 65,
SDf: 67

Green: Nate
Yellow: Baofu

KANALOR

(TOWER Lv. 24)
HP: 192, At: 81, Df: 93, SA: 53,
SDf: 53

Green: Maya + Katsuya
Yellow: Maya

LICH

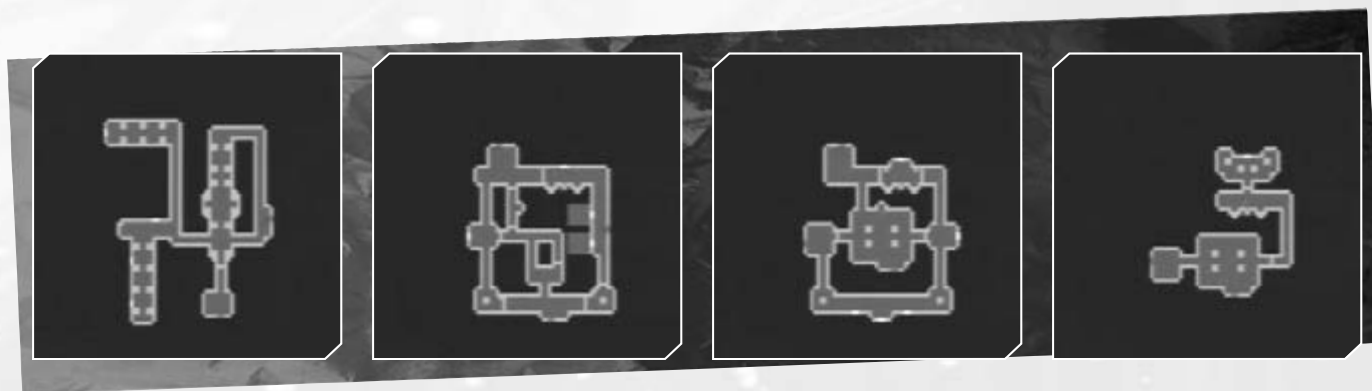
(DEVIL Lv. 25)
HP: 240, At: 79, Df: 79, SA: 70,
SDf: 71

Green: Baofu + Ulala
Yellow: Baofu

TSUCHINOKO

(RUMOR Lv. 29)
HP: 232, At: 101, Df: 107, SA: 57,
SDf: 55

SCIENCE LAB



When you finally get out of the sewers, you are in a parking garage.

Ulala wants to seduce the guard to get inside, but Baofu acts faster and puts the guard to sleep.

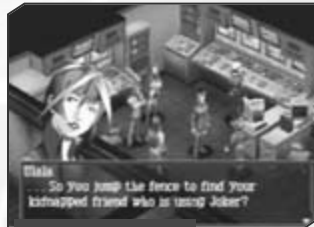
As you head inside the building, you overhear a guard interrogating someone.



Two guards are assaulting Eikichi, a young boy there to rescue a friend who is being experimented on.



As the guards prepare to take him away, you jump to his rescue.



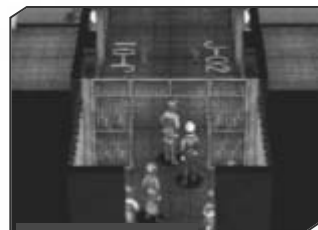
The two guards attack, but they are extremely easy. Afterwards Eikichi will explain why he is there.

After you leave the room, you're in the dungeon proper.

This is one of the more complex dungeons in the game. You must collect the key cards to open the shutters and gain access to the rest of the dungeon. It's harder than it sounds.

THE ELEVATOR

Taking the elevator opposite the entrance isn't required, but if you do, you get some treasures and complete the map for Salam. The elevator fuse box is locked, so you need the key. To obtain this key, speak with the demons and ask for information. It may take a while, but eventually they tell you about Rasputin finding the fuse box key. Rasputin's on the second floor, so wander around until you encounter him. After you do, sign a contract and ask for the key.



First, head east, then south. A door here leads to the Velvet Room. South of it is Trish's Fountain. Opposite the two doors are stairs going down. Take the stairs down, then head south to the corner. Now go west, past a locked gate, until you reach another corner. Go north, and you enter a hallway with pillars. Go west through it and you run into a scientist. Talk to him to get the Lv. 1 Card. Now go back east, and then back south at the corner. Turn west; there is a door on the north wall. Enter the door and you're in a prison.



This is where they keep JOKERS who are to be experimented on.



Eikichi looks around for Sugimoto, to no avail.



Once back in the hall, head to the west to get an Anti-Magic Bead.

Head east until you reach the southern path that leads to the locked gate. Go through the gate, courtesy of your new key card, and go south to the stairs here. Back on the first floor, go north through the narrow passage to find a switch. This switch controls the "A" and "B" Shutters. Only one set may be open at a time, so switch as needed to proceed through the lab.

WALKTHROUGH PART II



Flip the switch so that the "A" Shutters are open. Take the path leading north that's just to the east of the switch. Head west at the corner. Keep heading west, past the northern offshoot. When you exit the hallway, you're in a small room with a locked door. Ignore the unimportant door and head south to reach a chest containing an Explosive Bead. Now head back north, and enter the narrow hallway. This time take the northern offshoot, which leads past another switch. Don't use the switch; keep going until you reach a set of stairs. Take the stairs up to the second floor.

Head southeast from the stairs, and you are in a hallway heading south. Keep moving, and you reach a room full of HP Down Traps. On the northern wall of the room is a switch. Flip it to open all the "B" Shutters. Now go to the southern wall of this room to find stairs to the third floor. Once on the third floor, head west. Beware of the SP Down Traps on the floor in front of the stairs.



Keep moving west until you hit a second set of stairs. Take them back down to the second floor. Go south now, through the previously blocked hallway. Turn east at the corner, and keep moving past the three locked doors. At the next corner, go north until you reach another scientist. Talk to him to gain the Lv. 2 Card. Now open the Lv. 2 Shutter to the west, and go to the switch nearby to open the "A" Shutters. Go south to the stairs in this room, and head up to the third floor. Now take the path east, which winds north, then west. You arrive at an elevator and a Lv. 2 Shutter. Open the shutter and walk north. The door here leads to a laboratory.

Once inside, Baofu tries hacking into the lab's computer system for information.



They discover that Kandori is behind the experiments, working with Sudou, and that the purpose of the experiments is to "separate JOKERs."



While Baofu continues working, Ulala spots something in the adjoining room.



Nate runs to investigate.



Container after container of JOKER essence lines the walls!



Kandori's voice suddenly comes from the walkway above, and guards run in and surround your group, holding Eikichi hostage.



You finally meet Kandori face to face. He demands Baofu give him the data in exchange for Eikichi.





Nate agrees, and Baofu hands over the data, but Kandori tries to kill Eikichi anyway.



Tatsuya comes in at the last second, saving Eikichi from harm.



After a brief firefight, Maya and company get away as Tatsuya squares off with Kandori.



Kandori reveals that he has a deeper understanding of what is going on, the same as Katsuya, and they speak of "him."



The group makes it back out to the garage, when suddenly Eikichi's friend Sugimoto bursts out of the building after them. Unfortunately Kandori had already performed his experiments on him, and he is now an extremely large—and angry—demon.

BOSS: Devil Sugimoto, Red Beret (x2)

Devil Sugimoto's HP: 2,800
Red Beret's HP: 1,050



Equip a Persona that can absorb or nullify ice. The Jack Frost Persona is probably your best bet. Equip it to a character who can do a lot of damage with physical attacks, such as Katsuya. Use any group-targeting spells at first to take out the two Red Berets. They should die after a few turns. If it comes down to a one-on-one fight, Sugimoto's primary attacks can heal you. This isn't a difficult boss, so it probably won't come to that.



After the battle, Eikichi cries over his fallen friend and calls Nate a murderer.



Sugimoto is still alive however, so they take him to be cured with the others.



More guards are on the way, so the group steals a truck and flees.



They head back to Nate's hotel room, but upon arrival, they discover that someone has ransacked the place and murdered some of his men. The party then goes to regroup at Baofu's Lair, while he goes over the data he stole from the Science Lab computers.

WALKTHROUGH PART II

Items



An Anti-Magic Bead is in the chest on the basement level, on the far west side.



The Orihalch is difficult to get. First flip a switch so that "A" Shutters are up, then walk back around through the basement level and south from the Velvet Room hallway.



The Explosive Bead is in the southwest corner of the first floor.



A Maha Agionn Card and Posumudi Card are in the secret area the elevator takes you to on the second floor.

Demons

KASANDA

(HANGEDMAN Lv. 24)
HP: 192, At: 75, Df: 87, SAt: 65,
Sdf: 67

KANALOA

(TOWER Lv. 24)
HP: 192, At: 81, Df: 93, SAt: 53,
Sdf: 53

LICH

(DEVIL Lv. 25)
HP: 240, At: 79, Df: 79, SAt: 70,
Sdf: 71

GARRISON

(HUMAN Lv. 25)
HP: 200, At: 88, Df: 88, SAt: 56,
Sdf: 55

TARANIS

(CHARIOT Lv. 27)
HP: 216, At: 105, Df: 96, SAt: 59,
Sdf: 58
Green: Maya + Katsuya
Yellow: Maya

KUN ANUN

(HERMIT Lv. 27)
HP: 216, At: 96, Df: 84, SAt: 55,
Sdf: 51
Green: Katsuya + Maya + Baofu
Yellow: Maya

RASPUTIN

(MAGICIAN Lv. 28)
HP: 224, At: 82, Df: 88, SAt: 86,
Sdf: 90
Green: Ulala + Baofu
Yellow: Katsuya

KAMASOS

(TEMPERANCE Lv. 28)
HP: 208, At: 106, Df: 91, SAt: 52,
Sdf: 47
Green: Ulala + Baofu
Yellow: Baofu

RED BERET

(HUMAN Lv. 28)
HP: 224, At: 97, Df: 97, SAt: 64,
Sdf: 63

PRINCIPALITY

(JUDGEMENT Lv. 29)
HP: 232, At: 98, Df: 98, SAt: 69,
Sdf: 68
Green: Katsuya + Maya + Ulala
Yellow: Katsuya

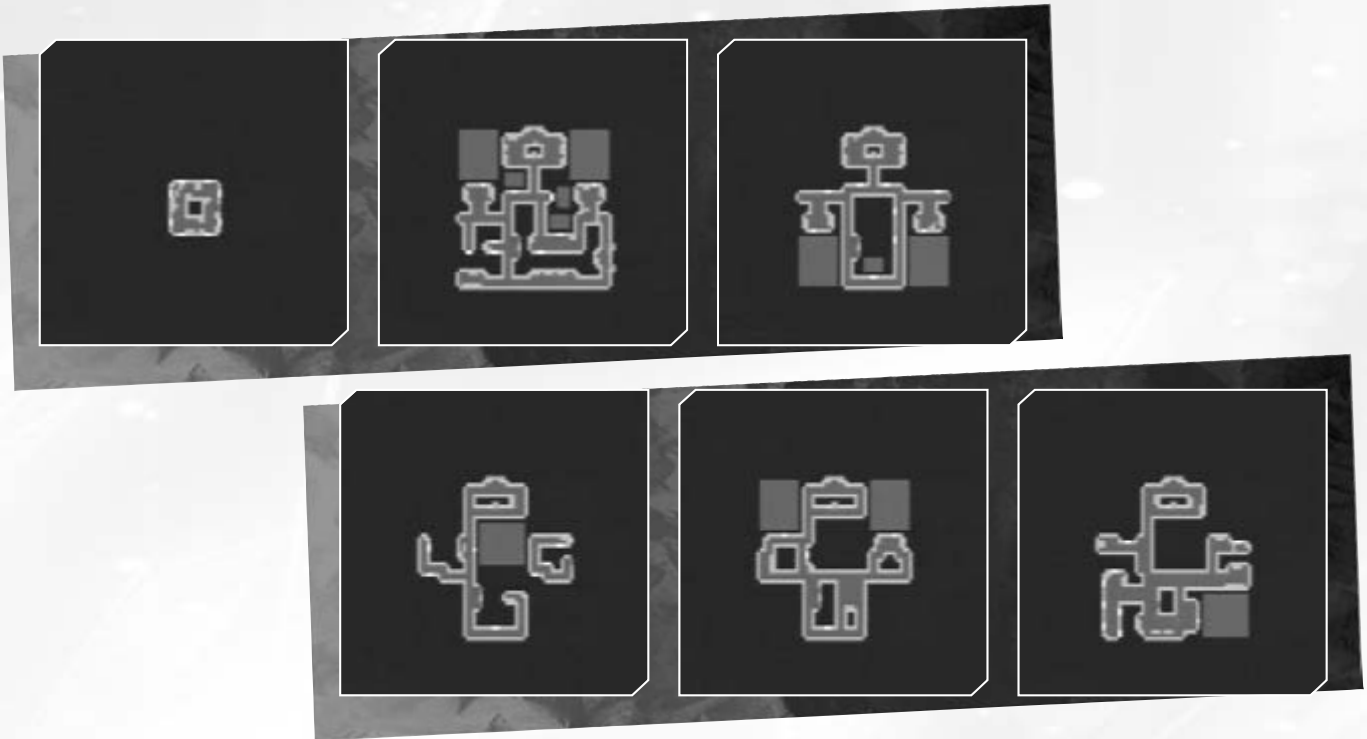


SECTION 7b: Behind the Scenes

THE Aoba Ward

Go over to the Aoba Ward. After you are ready, head into the now-open Sumaru TV Station.

SUMARU TV



RUMOR ALERT!

Talk to the guard to the left of the Sumaru TV entrance; he tells you about the monster Reiko Kashima. Go back to the detective's office and spread the rumor so that the monster will appear in the building!

NOTE

You must use *both* elevators again to complete the map for Salam.



When you walk in, you run into Yuki and a friend of Ellen's named Brad.



Brad tells you that Wang Long Chizuru is here, and they discuss whether or not she is a member or a pawn of the New World Order.



While speaking with them, a cat wanders up and watches you.

WALKTHROUGH PART II



Brad mentions that it looks like Chizuru's cat, then it walks off.



After the conversation is over, get the Reiko Kashima rumor, then head to the elevators.



Once upstairs, head west. After you reach the three-way intersection, go west to get a Patra Card, and north to reach the stairs. At the stairs, head north. You reach dressing room one. Inside is the singing group the Muses, and their producer Ginji Sasaki. Maya feels that she has met both Lisa and Ginji before....



Go outside into the hallway and head east. Go into dressing room two here, and you meet Junko Kurosu, mother of Jun—from the Sky Museum. She plays a key role in this dungeon.



Head around the corner to the south to reach dressing room three. This is Chizuru's room.



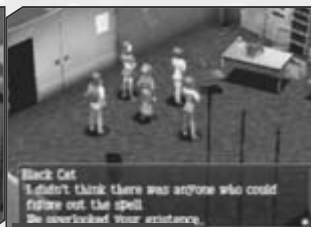
Inside you find her cat, but Chizuru herself is nowhere to be seen.



Suddenly the cat screeches, and everything turns black and white.



You are now in a parallel dimension! Ellen explains that you need to pass through eight gates to break the spell and get back to the real world.



Follow the cat outside, head west, then back north. The two other dressing rooms are now locked, so head west past them, then turn south down the hallway. Take the northwestern side path, then turn north. You arrive at Studio One; go inside. Once inside the studio you will find Chizuru's cat...and it begins talking. This is not a good sign.

PERSONA 2

ETERNAL PUNISHMENT

PRIMA'S OFFICIAL STRATEGY GUIDE



After it leaves, go outside, and head to the hallway that dressing room three is in. Go to the far east end of the hallway, and then north to Studio Two. Enter, but you get kicked back out into the hallway. Confused, Ellen suggests going to talk to Brad.



Contact him via the mirror in dressing room four, on the third floor. Go around to the stairs, and ascend. Go south and around the corner to arrive at the dressing room. Inside, it switches to a scene in the real world of Brad posing.



Ellen appears in the mirror behind him, and after the initial shock passes, Brad agrees to help.



The way the solution works is simple: The symbols in this dimension are reversed. This means that 2 and 5 are flipped, and 4 and 7 are flipped. All others are symmetrical, so are unchanged.



To pay a visit to Trish's Fountain or the Velvet Room, go to the east side of the floor to find the doors that take you to them. Now go up to the fourth floor, then north from the stairs to reach Studio Five. Go inside to break the seal. Leave, head back down to the third floor, and go west. Take the southern path here to reach Studio Three.

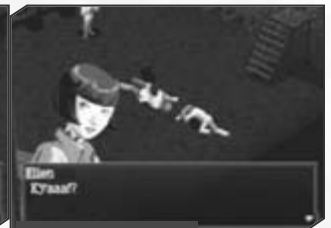
Enter, and once inside the party starts looking around. Suddenly camera flashes go off, and the group turns to see a deranged looking man—who has apparently been stalking Ellen for a long time and is planning to do something rather demented with a chain saw.



Battle time! The stalker has a lot of hit points, but overall he is very easy.



Pound on him with your strongest attacks, and he will fall within about 10 turns.



After the battle, go to the fifth floor. Go north, then turn east. Go north once more, and you arrive at Studio Seven. While you're looking around the studio, a light suddenly comes loose and almost drops on Ellen!



The stalker shows his face again, as he runs down the stairs from the producer's room.



Fight him again, using the same strategies as before.



After this fight, head to the second floor. Go to Studio Two—the one you couldn't enter earlier. It is empty though because you've broken the seal. Go to the next one. Go back to the fifth floor and to the west side to reach Studio Six. The group looks around to show Ellen that the stalker isn't here.

WALKTHROUGH PART II



Afterward, head down to the third floor, and go to the eastern side of the floor to Studio Four. Katsuya goes in first to make sure nothing is wrong, then the others follow. After Ellen tells the group about the mysterious "him" the stalker mentioned, head to the sixth floor, to Studio Eight.

But actually, he is. Again, the same battle strategies apply.



Studio Eight is in the southeast corner of the floor, on the opposite side of the loop from the stairs.

He taunts Ellen, throwing her own words to the stalker back at her. Katsuya shoots it.

And out pops a kitty! A rather angry and obviously evil kitty at that!

Of course, the whole time the stalker was really just Chizuru's demonic talking cat. The cat is infuriated, and in a last-ditch effort to take you out in this world, it attacks.

Once inside, an old friend of Ellen's appears. You may recognize him....

BOSS: Black Cat

HP: 2,200



This is a rather simple fight. Because he reflects magic, hit him with physical attacks. Use Personas that can protect you from his Fire Breath.

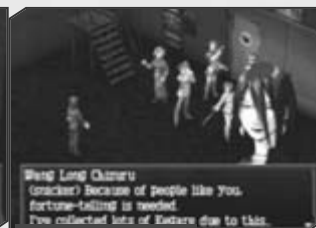


Back in the real world, the taping of a television show is being done with Junko, the Muses, and Chizuru.



Head to the fourth floor. In the northwest corner is a chest containing a Maha Garula Card that was inaccessible in the alternate world. Grab it, and get the map bit there. Head to Studio One. Inside, a JOKER-infested Junko is advancing on the three Muses, but just in time Tatsuya makes an appearance.

As she is telling a fortune, Chizuru feels the defeat of the black cat—Shiki—and fumbles for a second.



Junko opts to deal with Tatsuya, while Chizuru fights you.

BOSS: Chizuru Ishigami, Shikigami (x4)

Wang Long Chizuru's HP: 1
Shikigami's HP: 1,050



Hit Chizuru once and she falls. She is not the true boss here, the Shikigami are. Each Shikigami has a different elemental weakness, and it is impossible to tell which until you attack them. Use group elemental attacks such as Maha Magna and Maha Agi to determine which is strong and weak against which element. The first strategy you can use is to keep up with group attacks, damaging three at a time. You deal damage to yourself like this, but you can get around that by using Personas strong against their own magic. The second strategy is to concentrate on one at a time, using your highest-powered spells or Fusion Spells on the one weak against that element. Both strategies work well, though if you have Personas appropriate for the job, the first is better.



They return to Nate's suite to find it destroyed and Nate's men dead. The party decides to recuperate at Baofu's apartment.

After the fight, Tatsuya runs away, and Lisa says that he told them to take Junko to the Velvet Room.

Items



The Pipe Fox is in the chest on the first floor, but can only be reached in the alternate dimension.



The chest in the southwest corner of the second floor contains a Patra Card.



A chest behind the main elevator on the second floor contains a Silver Manisha.



To reach the Ogre Hand chest on the fourth floor, take the eastern set of stairs on the third floor.



The Maha Garuda Card is available on the fourth floor only in the normal world.



Three Chewing Souls are in the chest at the southwestern corner of the sixth floor.



The chest in the eastern hallway on the sixth floor is an SP Trap, and it can only be opened in the alternate world.

WALKTHROUGH PART II

Demons

PARIKER

(MOON Lv. 20)
HP: 160, At: 62, Df: 65, SAt: 50,
SDf: 49

ARCHANGEL

(JUDGEMENT Lv. 21)
HP: 168, At: 72, Df: 72, SAt: 50,
SDf: 50

FAUST

(MAGICIAN Lv. 22)
HP: 276, At: 70, Df: 76, SAt: 67,
SDf: 71

HEL

(DEATH Lv. 22)
HP: 176, At: 70, Df: 64, SAt: 57,
SDf: 57

GANDHARVA

(STAR Lv. 23)
HP: 184, At: 80, Df: 86, SAt: 52,
SDf: 52

KABANDA

(HANGEDMAN Lv. 24)
HP: 192, At: 75, Df: 87, SAt: 65,
SDf: 67

KANALOA

(TOWER Lv. 24)
HP: 192, At: 81, Df: 93, SAt: 53,
SDf: 53

LICH

(DEVIL Lv. 25)
HP: 240, At: 79, Df: 79, SAt: 70,
SDf: 71

JACK O' LANTERN

(LOVERS Lv. 26)
HP: 208, At: 80, Df: 92, SAt: 58,
SDf: 58
Green: Ulala + Ellen
Yellow: Ulala

TARRANIS

(CHARIOT Lv. 27)
HP: 216, At: 105, Df: 96, SAt: 59,
SDf: 58

KUN ANUN

(HERMIT Lv. 27)
HP: 216, At: 96, Df: 84, SAt: 55,
SDf: 51

RASPUTIN

(MAGICIAN Lv. 28)
HP: 224, At: 82, Df: 88, SAt: 86,
SDf: 90

KAMASOS

(TEMPERANCE Lv. 28)
HP: 208, At: 106, Df: 91, SAt: 52,
SDf: 47

PRINCIPALITY

(JUDGEMENT Lv. 29)
HP: 232, At: 98, Df: 98, SAt: 69,
SDf: 68

REIKO KASHIMA

(RUMOR Lv. 32)
HP: 256, At: 107, Df: 101, SAt: 79,
SDf: 78



SECTION 8: The Meeting

THE NARUMI DISTRICT

KASUGAYAMA HIGH SCHOOL

Now that either the Science Lab or Sumaru TV is complete, Area 3 of the Kasugayama High School basement is open.



At Baofu's Lair you learn a bit more about what is happening.

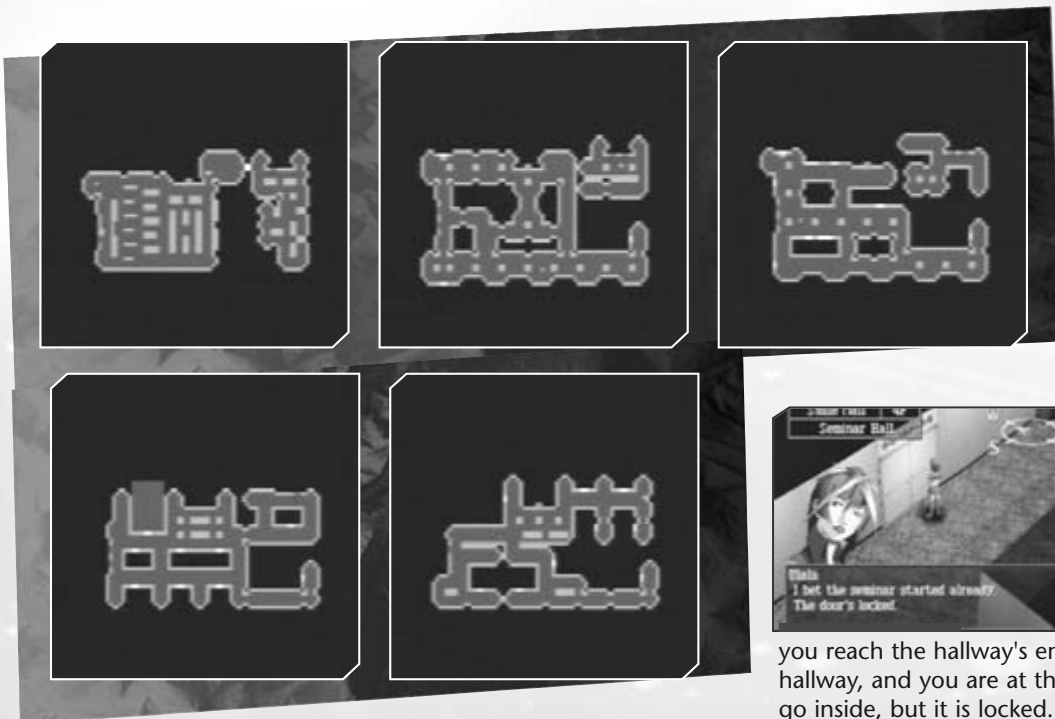


Kegare is apparently what the New World Order is after, and there will be a seminar at the Smile Mall to collect it.



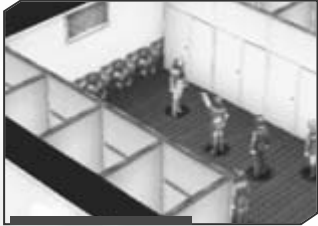
You can now access Baofu's Lair whenever you want. Head to the Hirasaka District and go to the Smile Mall.

SMILE MALL



This is a very easy dungeon, particularly if you don't do any of the extra things such as map-making. Walk to the north, and you arrive at two sets of stairs. Take the stairs up until you reach the fourth floor. Go north, then east until you reach the hallway's end. Go north straight out of the hallway, and you are at the Seminar Hall door. Attempt to go inside, but it is locked.

WALKTHROUGH PART II



Katsuya says to try to find an air duct to go through. Maya has one of her déjà vu flashbacks and says you can use the Women's Restroom to get in.



To get to the Women's Restroom, go south from this door until you can go no farther. Turn east and take the hallway, which turns south. Then head east all the way to the far end of this hall. Go north a little at the corner and you arrive at the Women's Restroom. Enter the room, and all the guys stay out front until Maya and Ulala make sure it is clear. The group then climbs into the air-conditioning vent to spy on the seminar.



Ginji Sasaki is speaking in front of a large group of people, telling them about the ability to remove sin from a person.



You notice two containers filled with the same JOKER "essence" that you saw back at the Science Lab if you took Nate's path. A man tries out the JOKER Separation Machine, and his Kegare is transferred into the jars.



The people in the room are obviously loaded with lies and propaganda.



Back in the Women's Restroom you are given a choice.



Regardless of which you choose, Maya lights a cigarette to set off the smoke detectors and cause a panic that gets the bystanders out of the building. Katsuya and Baofu go on ahead to get ready to charge in.



Now, with only three party members, head to the Seminar Hall. When you arrive, Katsuya and Baofu are there. Ginji warns you to go away or something terrible will happen.



Maya shoots the containers of the JOKERS. It turns out to be a mistake however, as the Kegare enters into Ginji... Joker Ginji is born!

BOSS: Joker Ginji, Shoggoth (Infinite)

Joker Ginji's HP: 2,600
Shoggoth's HP: 540



Don't worry about the Shoggoths; they aren't that powerful. Be wary of their self-destruct, which they use before you can kill them. Use wind attacks for the most damage on Ginji. His attacks consist mostly of healing and spawning new Shoggoths. His true attacks are things you have seen many times before, such as Old Maid. He also uses fire and lightning spells, so be able to absorb either. If you are low in levels, get three or four party members to use Media or higher at the same time. You do less damage, but it greatly increases your chance of surviving.



After the fight, the group realizes they won't get very far questioning more subordinates, and they decide to make the information about the New World Order public.



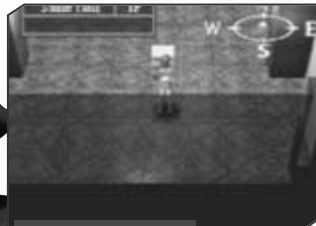
Katsuya gets another call from his informant, Sneak, asking to meet at the Concert Hall in Aoba Park. He goes to meet him.



After some scolding from Ulala, Baofu agrees to come with the group and go after Katsuya.



Items



A Precious Egg is in the chest to the east of the entrance.



Two Gems are north of the stairs in the basement.



The chest to the east of the stairs on the second floor is a TEC Card.



A chest containing a Bead of Power is in the northeast corner of the fourth floor.



The Leader's Manual is in the chest in the northeast area of the first floor. To reach it, descend the stairs in the northeast corner on the third floor.

WALKTHROUGH PART II

Demons

TARRANIS

(CHARIOT Lv. 27)
HP: 216, At: 105, Df: 96, SAt: 59,
Sdf: 58

RASPUTIN

(MAGICIAN Lv. 28)
HP: 224, At: 82, Df: 88, SAt: 86,
Sdf: 90

KEREPRES

(STRENGTH Lv. 29)
HP: 232, At: 101, Df: 107, SAt: 65,
Sdf: 65
Green: Maya + Nate/Maya + Ellen
Yellow: Baofu

PRINCIPALITY

(JUDGEMENT Lv. 29)
HP: 232, At: 98, Df: 98, SAt: 69,
Sdf: 68

HUNHAI

(DEATH Lv. 30)
HP: 240, At: 117, Df: 96, SAt: 60,
Sdf: 56
Green: Maya + Katsuya
Yellow: Baofu

PICOLLUS

(STAR Lv. 30)
HP: 240, At: 93, Df: 96, SAt: 80,
Sdf: 81
Green: Ulala + Katsuya
Yellow: Baofu

DEMETER

(WORLD Lv. 31)
HP: 248, At: 91, Df: 94, SAt: 80,
Sdf: 80
Green: Ulala
Yellow: Katsuya + Maya

ZAEBOH

(HANGEDMAN Lv. 32)
HP: 256, At: 113, Df: 101, SAt: 85,
Sdf: 86
Green: Ulala + Katsuya
Yellow: Baofu

SECTION 9: Concert in the Park

AOBA PARK



Back on the street in the Hirasaka Ward, take care of any business you need to. Head over to the Aoba Ward and go to Aoba Park.

Inside Aoba Park, head north past where you met Sneak the first time. All new monsters are here. Take the path north, and keep going until you reach the entrance to the Concert Hall. Trish's Fountain is to the west of the entrance.

Once inside the Concert Hall, Sneak reveals himself as Chief Togashi.



He explains the entire plan of the New World Order—to destroy the outside world and keep Sumaru safe by elevating it with an ancient spaceship, the Torifune.



Shimazu suddenly appears and mocks Katsuya and Togashi, telling Katsuya that Togashi was the man who betrayed Katsuya's father.



To make up for his crimes, he came to Katsuya with the information he needed.

PERSONA 2

ETERNAL PUNISHMENT

PRIMA'S OFFICIAL STRATEGY GUIDE



Togashi says that the New World Order is being made public knowledge, but Shimazu informs him that it was all part of the plan. He shoots Togashi for his betrayal, just as Maya and company arrives.

SAT Troopers suddenly storm the building, surrounding the group.



BOSS: Shimazu, SAT (x4)

Shimazu's HP: 2,360
SAT's HP: 912



The key to this fight is attacks that hit all enemies—or at least groups. If you have access to them, try throwing Fusion Spells. Take out the SAT Troopers first. Try to hit them with nonelemental spells. After they are dead, Shimazu is no challenge at all. The SAT Troopers are some of the hardest bosses in the game. They not only can put all of your party to sleep, they average about 150 damage and have an attack with a chance for automatic kill. Though group attacks may be your best friend, your second best would be a Persona with a form of Recarm. It greatly helps to have a way to bring your characters back to life.



Katsuya tells Togashi that he will stop them.



He asks Baofu why isn't he laughing since he fell into a trap. Baofu tells him that he respects Togashi for trying to right his wrongs.

Demons

KEREPRES

(STRENGTH Lv. 29)
HP: 232, At: 101, Df: 107, SAt: 65, Sdf: 65

HUNHAU

(DEATH Lv. 30)
HP: 240, At: 117, Df: 96, SAt: 60, Sdf: 56

DEMETER

(WORLD Lv. 31)
HP: 248, At: 91, Df: 94, SAt: 80, Sdf: 80

ZAEBOHH

(HANGEDMAN Lv. 32)
HP: 256, At: 113, Df: 101, SAt: 85, Sdf: 86

WANYUUDO

(FORTUNE Lv. 33)
HP: 264, At: 126, Df: 111, SAt: 66, Sdf: 63
Green: Katsuya + Maya
Yellow: Katsuya

LILIM

(MOON Lv. 33)
HP: 264, At: 114, Df: 108, SAt: 94, Sdf: 97
Green: Baofu + Ulala
Yellow: Baofu

NATA

(JUSTICE Lv. 38)
HP: 800, At: 158, Df: 128, SAt: 84, Sdf: 82

WALKTHROUGH PART II

SECTION 10: Baofu's Past

THE NARUMI WARD



Go back to Baofu's Lair. Baofu's equipment intercepted a call between Yung Pao and Sudou, discussing arrangements for payment.



Yung Pao tells Sudou to bring it to the Konan Factory.



Baofu then goes off on his own.



Leave the hideout and the game switches to a scene of the New World Order leaders' meeting.



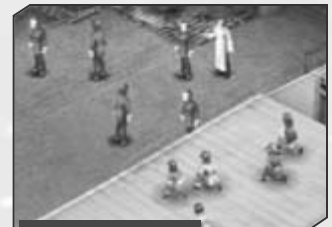
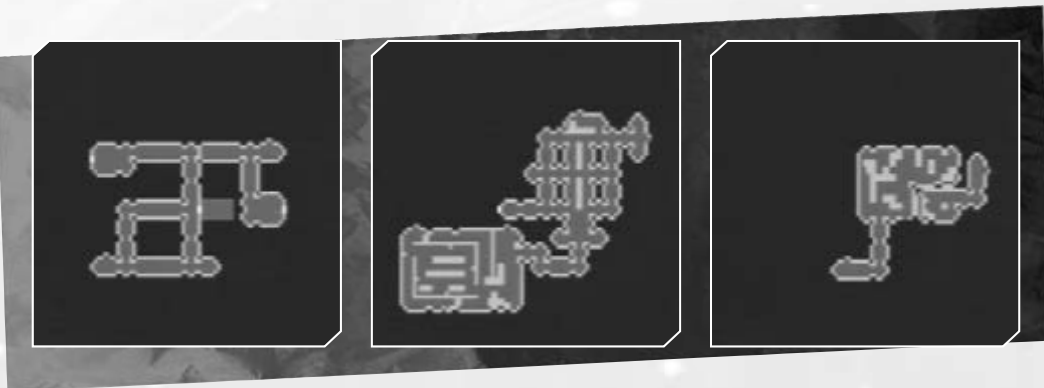
Tatsuzou Sudou and all of the key members are there. They discuss their plan and the threat that Tatsuya poses.



The members all leave save Kandori, and the camera pans up to reveal Gozen, the object of their worship.

Go to the Konan District. Go to the Factory in the northeast part of the map.

THE FACTORY



After you arrive, the Mafia is there, patrolling the grounds.



Before your team can act, however, a mech and a squadron of soldiers storm the entrance, killing most of the Mafia then turning their attention to you.



To escape the hail of bullets, your party jumps to the back of the crates.

PERSONA 2

ETERNAL PUNISHMENT

PRIMA'S OFFICIAL STRATEGY GUIDE



Once in the dungeon, walk east until you find a paper about the conveyor belts

Look at it, then run east. Take the corner south and you arrive at Trish's Fountain. Head south or west. Both meet and continue west to a staircase leading down. Take the stairs, and you arrive in the Basement Level 1.

Do not head directly south; it is a dead-end. Head east, then move south when necessary.

NOTE

The lockers take the place of treasure chests here.



There is a locker south of where you should be, but ignore it because it's a Poison Trap. Take the path around to the north, which turns back to the west, and you reach a locker with five Antidotes. Head south, and turn east. Keep moving east to another piece of paper, this one concerning the passwords.



The locker below the paper is empty.

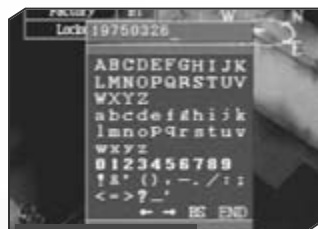
Go north and you reach a staircase and a locker. Get the Crisis Powder out of the locker, but don't use the stairs. Take the eastern hallway and follow it around when it turns north. You come to four conveyor belts. Two are moving south, and you can't board them.

Take the eastern belt, then the northern one it leads to. Take the next northern belt. Be careful not to go west from the end of this belt! There is a hole that drops you to Basement Level 2. Head east, and you reach a set of stairs that leads to an isolated portion of Basement Level 2.

Downstairs, go south, then west around the corner. You reach a desk with a piece of paper on it. Read the paper to get the door password. There is also an issue of Sumaru Magazine in the locker south of you.

NOTE

If you don't want to take the trip to Basement Level 2, the password is "19750326."



Go upstairs. You have to fall in the hole you've been warned about to get back to the other side of Basement Level 1. After you fall through, do not open the locker north of you—it's a trap. There's nothing here, so head south, then move west along the wall until you can go south again. At the end of the south hallway, turn west and you arrive at the stairs leading back to Basement Level 1. Head around to the conveyor belts and take the western one. Don't take the northern one after it, but keep heading west and you reach a door. Input the password to open the door.



Inside the room, look at the computers along the north wall to switch the conveyor belt direction. Go into the hallway, and take the conveyor belt east. Take one of the two center conveyor belts north, and then take one of the conveyor belts north again. Those link into a conveyor belt that drops you off on the western side of the floor pit. Remember that the pit is there, and don't step in it. Head north and around to the west to stairs leading to the first floor.

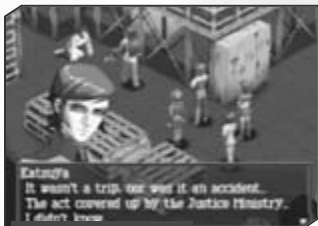
Back on the first floor, head west then turn south. You notice the all-too-familiar foreshadowing heartbeat. Go east to reach a door, and head inside.



When you walk inside, Baofu is crouched beside a locker.

He and Yung Pao attack each other, with Baofu coming out on top.

WALKTHROUGH PART II



Katsuya comes in yelling to Baofu. Katsuya then reveals the information he discovered about Baofu while performing a background check. Baofu is really an ex-police officer, Kaoru Saga.



He and his partner had both been badly wounded. Baofu's Persona awoke just in time to save his life, but his partner passed away. Since then Baofu has been trying to get revenge on those responsible. Back in the present, Baofu aims a gun at Katsuya, only to shoot a soldier coming up from behind. Behind the soldier is the large mech from earlier.

BOSS: X-1

HP: 3,000



Have a lot of lightning spells at your disposal. Nothing works quite as well as lightning when you need to kill pesky robots! Any weapons that do lightning damage work great as well. X-1 does mostly single-person attacks, averaging 100–150 damage. He also has a napalm-like attack that does about 100 damage to all of your characters, but he rarely uses it. His most annoying move disables your ability to cast spells, effectively putting any type of magic assaults to rest. Overall, X-1 is nothing compared to previous battles.



Once you defeat X-1, Yung Pao tells you Sudou is on his cruise ship Nichirinmaru.

Items



The locker in the middle of the southern wall on Basement Level 1 is a Poison Trap.



Five Antidotes are in the locker east of the stairs from the first floor to the first basement floor.



The chest in the southeast corner Basement Level 1's main room is empty.



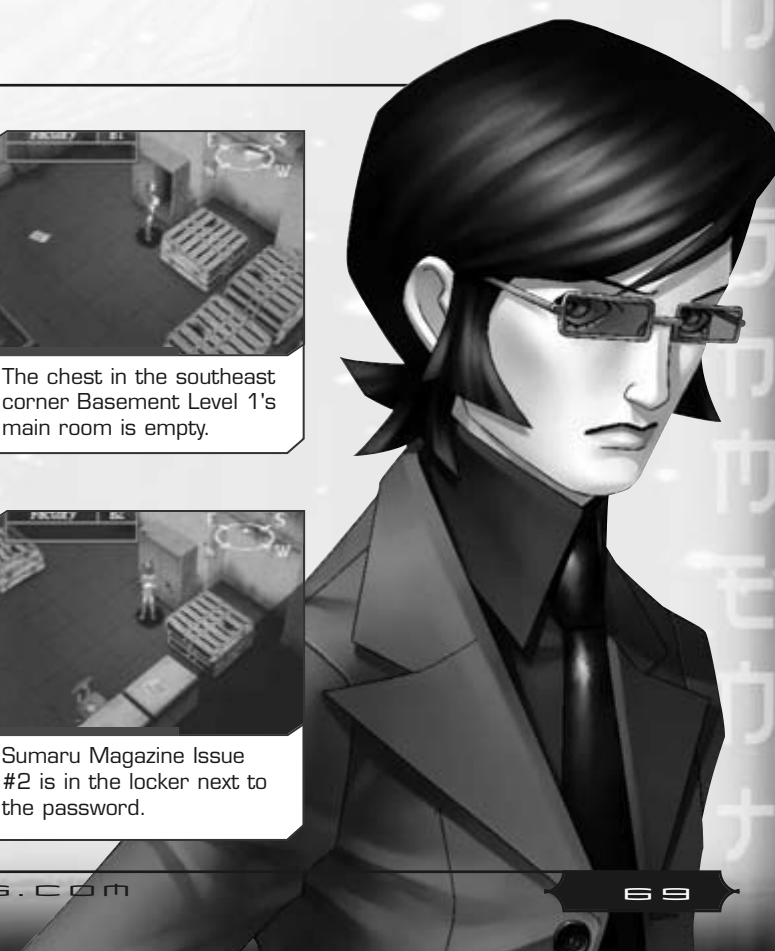
Crisis Powder is in the chest south of the stairs down to the Basement Level 2.



The chest in the western side of Basement Level 2 is a trap.



Sumaru Magazine Issue #2 is in the locker next to the password.



Demons

WANPUUDO

(FORTUNE Lv. 33)
HP: 264, At: 126, Df: 111, SAT: 66,
Sdf: 63

LILIM

(MOON Lv. 33)
HP: 264, At: 114, Df: 108, SAT: 94,
Sdf: 97

AGRIPPA

(MAGICIAN Lv. 34)
HP: 272, At: 115, Df: 118, SAT: 97,
Sdf: 101
Green: Katsuya + Maya + Ulala
Yellow: Ulala + Katsuya

DAIROKU TENMAOU

(DEVIL Lv. 34)
HP: 272, At: 121, Df: 115, SAT: 83,
Sdf: 83
Green: Maya + Katsuya
Yellow: Nate + Ulala + Katsuya/Ellen

PYTHON

(STRENGTH Lv. 35)
HP: 280, At: 119, Df: 131, SAT: 82,
Sdf: 83
Green: Katsuya + Maya + Ulala
Yellow: Maya

S+OGGOTT+

(TOWER Lv. 35)
HP: 270, At: 113, Df: 158, SAT: 52,
Sdf: 50
Green: Katsuya + Maya
Yellow: Maya + Ulala

SATYRUS

(LOVERS Lv. 36)
HP: 288, At: 114, Df: 132, SAT: 86,
Sdf: 88
Green: Maya + Ulala
Yellow: Ulala

POWER

(JUDGEMENT Lv. 36)
HP: 288, At: 123, Df: 123, SAT: 84,
Sdf: 84
Green: Katsuya + Maya + Baofu
Yellow: Katsuya + Baofu + Ulala

TENCHU HEKIUN

(HUMAN Lv. 37)
HP: 296, At: 127, Df: 127, SAT: 79,
Sdf: 77

SECTION 11: Out to Sea

KASUGAYAMA HIGH SCHOOL

The fourth area of Kasugayama High School's basement is now open for exploration.



Back in the city, numerous new things are now available. Check it out, and then when you are ready to proceed, head to the Yacht Harbor in the Narumi Ward.



After a brief discussion, take the boat out to meet up with Sudou's cruise ship, the Nichirinmaru.

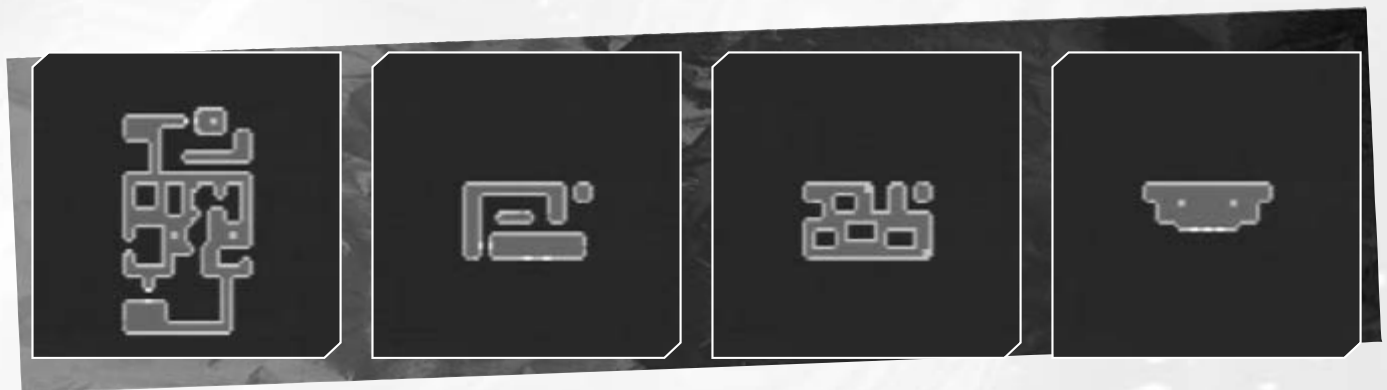
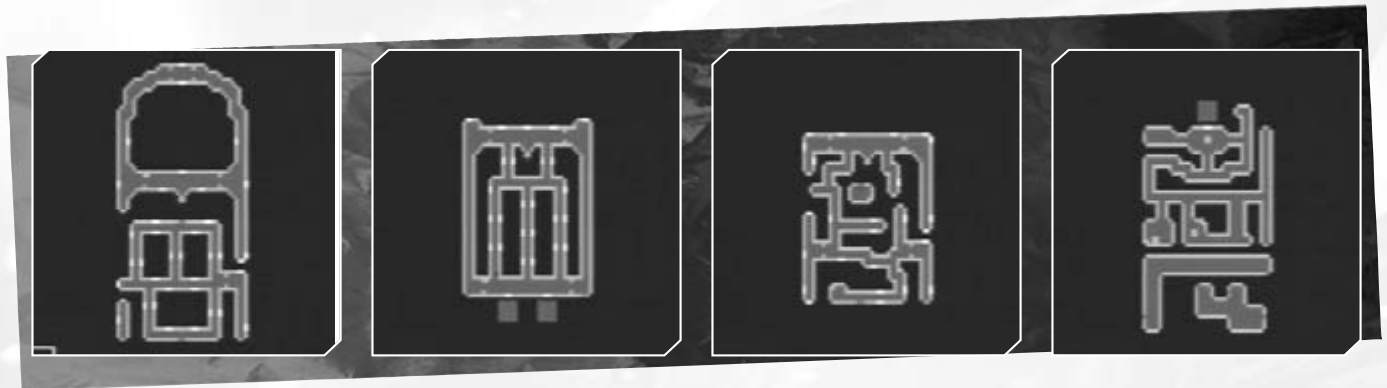


A scene is shown that takes place on the ship, with Kandori and Chizuru getting ready to board a submarine. As the nature of evil is to turn upon itself, Kandori and Chizuru's conversation turns to betraying the leaders—the "old folks" of the New World Order.

Just then explosions rock the ship, as Tatsuya has apparently arrived to raise some hell.

WALKTHROUGH PART II

NICHIRINMARU



You arrive at the ship with the battle already in full swing, thanks to Tatsuya.



Explosions can still be felt, and bodies are all over the docks.



Dispatch a few more of the guards, then it's time to enter the ship.



Just above Maya in this picture is the pit.

Once back in control of Maya, head inside the ship and you are on the first floor. Head to either side, then take the paths inward. Both paths lead to the same place. There is a Miracle Soda on the western side of the connecting passage. An elevator is in the center of the connecting hallway. Some great items are accessible from the second floor, as well as from the Velvet Room and Trish's Fountain.

If you want to skip the nonintegral stuff however, take the elevator to Basement Level 1. Take the path south to the west side of the elevator. When the path splits, go east then south again. Keep heading south past the next eastern offshoot until you hit a wall. Head east now and turn north when you hit a wall. A few steps north and you arrive at a path off to the east that turns south. Take it to the stairs to Basement Level 2.

Once down the stairs, head north until you can turn west. Keep heading west down this long hallway until you can go no farther. Follow the path north, which turns east. Go east. Near the center of the hall is a northern path. <|>Do not take it<|> It contains a Pit Trap. Instead, keep going east, follow the path north, then back to the west. This puts you on the other side of the pit.



Enter this door. This is where all the ceremonies were held. There is nothing more to do here, so leave the room and head east the way you came.



In the hallway here, go north. You reach a dead-end with a Pit Trap; fall in. You end up on Basement Level 3, along with two chests. One contains a Dul-Dauna's Oar, the other a Me Patra Card. Go through the one-way door here then walk down the hallway until you can turn south. Go south until you reach the end of the hallway, and go east. When you hit the corner, go south. Follow this hallway; it is a single path except for one tiny dead-end that is no more than a few steps. You reach a set of stairs back up to Basement Level 2. Take them, then head north. At the corner, turn east to stairs to Basement Level 1. Take them, then go up the series of stairs that follow. You wind up on the second floor. Go around the corner and head south. Three doors are beneath you, all of which lead to the Heliport. Go through a door.

Once on the Heliport you see a scene of Sudou getting ready to escape on a helicopter just as Tatsuya jumps out, attacking Sudou's guards.



Tatsuya confronts Sudou, and Sudou offers to let Tatsuya join him.



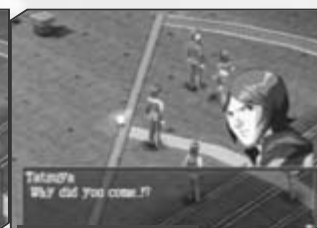
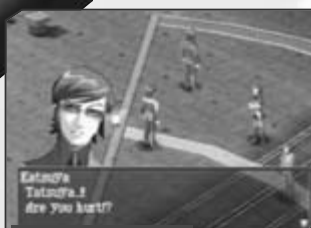
Tatsuya declines. You arrive just in time to aid Tatsuya in taking out the X-1s.

MINIBOSS: X-1 (x3)

HP: 3,000



If you found the previous X-1 battle easy, this is more of the same. Round up four Personas with attacks on them; go in pairs performing lightning Fusion Spells. Except for the group factor, the same strategies apply.



After the battle, Maya tries to talk to Tatsuya but he shoves her off. Tatsuya runs away from the Heliport.



WALKTHROUGH PART II

Leave the Heliport and go west. Some stairs are here. Take them to another section of the first floor. Head to the east to get three Twin Souls in the northern path, or go to the southwestern corner to take the stairs. On Basement Level 1 head north, then east. Go south to reach more stairs.

SECRET PERSONA: II DANA

Pick up the Material Card in the chest on Basement Level 3. You can now summon the Persona II-Dana!



On Basement Level 2 are three sets of stairs. One is the set you just came down, the set to the west leads to a small room on Basement Level 1 containing a trapped chest, and the set to the east leads to the submarine docks on Basement Level 1. Unless you are getting the full map, don't bother with the western stairs. Head to the east. Back on Basement Level 1, head west down the hall to southern doors leading out to the dock.

After you are on the dock, the ship starts sinking.



Tatsuya tells you all to get in the sub and get away.



Your party gets into the submarine then heads down to the Ocean Ruins just as the ship goes down.

Items



Miracle Soda is to the west of the elevator on the first floor.



The chest to the west of Trish's Fountain on the second floor has HP Incense.



If you take the northern set of stairs down from the first floor you come to the room containing a Magdyne Card.



The Bead of Magic Power is in the chest west of the southern set of ascending stairs on Basement Level 1.



This chest is empty. It's on the southern wall of Basement Level 2's northern half.



The chest in the southwest corner of Basement Level 2's northern half contains a Yamatano Drink.



These two chests are in the northeast room of Basement Level 3. They contain the Dul-Dauna's Oar and a Me Patra Card.



This chest along the western wall of Basement Level 3 contains a Bead of Shockwave.



Three Chewing Souls are in the northeast corner of the second first floor.



The chest in the small room north of the dock is a trap.

Demons

PYTHON

(STRENGTH Lv. 35)
HP: 280, At: 119, Df: 131, SAt: 82, SDF: 83

SHOGGOTH

(TOWER Lv. 35)
HP: 270, At: 113, Df: 158, SAt: 52, SDF: 50

SATYRUS

(LOVERS Lv. 36)
HP: 288, At: 114, Df: 132, SAt: 86, SDF: 88

POWER

(JUDGEMENT Lv. 36)
HP: 288, At: 123, Df: 123, SAt: 84, SDF: 84

TENCHU HEKIUN

(HUMAN Lv. 37)
HP: 296, At: 127, Df: 127, SAt: 79, SDF: 77

STUPRIDET

(TEMPERANCE Lv. 37)
HP: 296, At: 127, Df: 124, SAt: 105, SDF: 109
Green: Katsuya + Maya + Baofu
Yellow: Katsuya + Baofu

HEINIR

(STAR Lv. 38)
HP: 304, At: 122, Df: 128, SAt: 84, SDF: 82
Green: Maya + Ulala
Yellow: Maya + Nate/Maya + Ellen

RAKSHASA

(CHARIOT Lv. 39)
HP: 312, At: 150, Df: 129, SAt: 87, SDF: 85
Green: Katsuya + Maya + Baofu
Yellow: Katsuya + Baofu

LEVIATHAN

(WORLD Lv. 39)
HP: 312, At: 135, Df: 147, SAt: 97, SDF: 100
Green: Katsuya + Maya + Baofu
Yellow: Baofu

ORTHROS

(FORTUNE Lv. 40)
HP: 320, At: 142, Df: 130, SAt: 90, SDF: 87
Green: Katsuya + Maya + Baofu
Yellow: Katsuya + Baofu

TENCHU MOCHIZUKI

(HUMAN Lv. 40)
HP: 320, At: 136, Df: 142, SAt: 88, SDF: 87

BLUE CAPE

(RUMOR Lv. 45)
HP: 360, At: 129, Df: 117, SAt: 136, SDF: 137

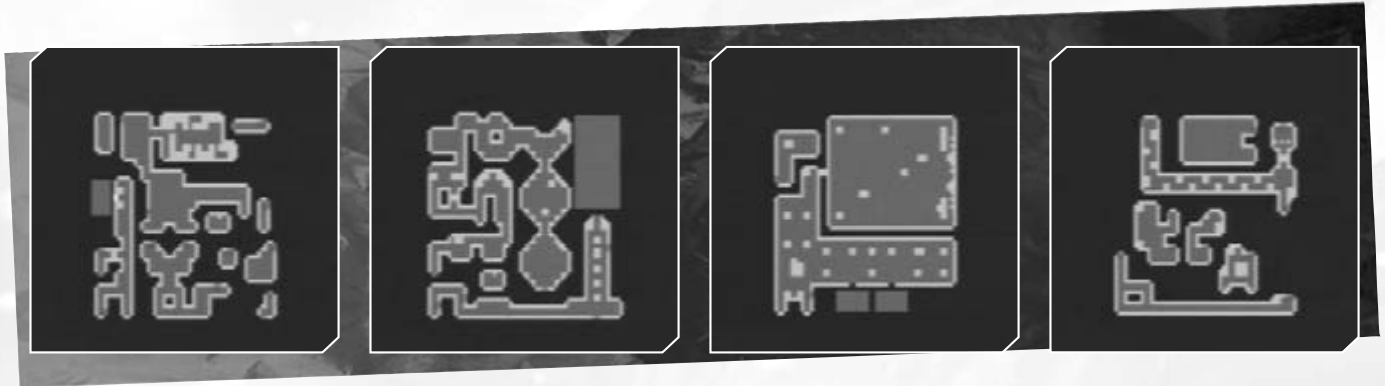
RED CAPE

(RUMOR Lv. 46)
HP: 368, At: 133, Df: 118, SAt: 140, SDF: 142

WALKTHROUGH PART II

SECTION 12: Under the Sea

OCEAN RUINS



PIRATE BOOTY!

There are numerous treasure-filled rooms around the dungeon, but you can't access the big one on Basement Level 3 without a bit of work. First, ask the Aeshma for information about the room. After you get it out of them, ask Leviathan to destroy the wall for you.



When you arrive, your party is standing outside on rocks where they landed their submarine.



Head inside; the music is rather ominous. This is a "nightmare dungeon." Difficult enemies, hard puzzles, and a massive area to cover all contribute to this beast.



The pit is above Maya in this image.

First, head south. You pass a western path blocked by debris; keep moving. When you reach the next western path take it. If you keep heading south, you reach a dead-end. Get to the stairs down to Basement Level 2. Once downstairs, head north then east around the corner. When you go south, you pass some stairs. Don't go down them; keep heading south then east. Along the hallway here is a treasure chest through a hole in the wall to the north. It is a trap, so don't bother with it. Keep moving east, and you come to a set of stairs going up. Take them back to Basement Level 1, and find another set of stairs to the first floor. Once there, take the path to the west, then turn north to arrive at another set of stairs. These take you down to Basement Level 1. Take the second set of stairs here down to Basement Level 2. Once downstairs, take the path north then turn east. Keep moving east. Go around the pitfall in the second room along the hallway.



This is one of the safe tiles.

Follow the path to the north, then west, then north again. Another set of stairs is here, but ignore them and continue. The path takes you to a room with more Pit Traps. You can cross the room only one way. The floor tiles are segmented. The segment on the far west and the two on the east side of the room are traps. Take either the second from the west or the center square to cross.



The tile between Maya and the chest is the pit.

Once through, you are on a path heading east. At the end of it is a large room to the south. Nothing is in this room; go south through it to reach another room like it. This one contains two Pit Traps, one west of the chest by the entrance, and the other one tile away from the stairs. Walk around the first pit and grab the Precious Eggs, then head south along one of the two side walls to reach the stairs. Only the center is a pit.



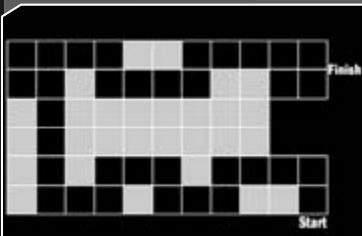
The tile just below Maya in this image is the pit.

Go up the stairs back to Basement Level 1. Take the path around to the west then north and you arrive at a crossroads. Both paths have stairs at the end. Ignore the eastern path: It leads to stairs that take you to an empty chest. Take the stairs up to the first floor. Head north around the corner and you arrive at more stairs.

Back on Basement Level 1, head north avoiding the SP and HP Down Traps. In the northwestern corner is another set of stairs and a side path holding a Gem Ring. Grab the Gem Ring, then go up the stairs. Take the hallway south, then east at the corner. Near the end of the hall is a hole in the wall to the north. This leads to the Pitfall Room, a really challenging puzzle that earns you some great items.

PITFALL ROOM

This room is filled with pits that drop you to the floor, causing you to have to walk up a rather long distance only to be dropped again. So, to prevent pain, here is a diagram of how the traps are laid out. The tiles that can be walked on correspond with the pillars in the room below.



Head down this hallway until the end, then go south. There are more stairs here leading to Basement Level 1. In this tiny isolated hall, walk to the southern part to fall to Basement Level 2. Go south to reach stairs that take you to an Item Breeder. Don't go too far; there are traps below the tiles in line with the stairs. When you are finished with the dungeon, head north to the room above.

Once inside the chamber, you see a scene of Tatsuya wreaking more havoc on soldiers and robots.



Kandori
You're a little late.
We just finished breaking the Seal.



Chizuru
Right now, Gomen and Hunter Tatsuzawa are headed towards Torifune.
You're late.

Kandori and Chizuru say you're too late and they've already broken the seal, releasing the final dragon.



Chizuru
I will get you for what happened last time.

After a brief scene, if you have Nate in your party, Kandori and his X-2s attack. If you have Ellen, you battle Chizuru.



WALKTHROUGH PART II

BOSS: Kandori, X-2 (x4)

Kandori's HP: 3,600
X-2's HP: 2,500



Use the same strategy as with the X-1s: lighting, and lots of it. Kandori is another matter entirely. He is strong against everything! Heal with two or three characters and slowly chip away at his life. Also, Fusion Spells do a good bit of damage, more than the sum of their parts.

BOSS: Chizuru Ishigami

HP: 3,200



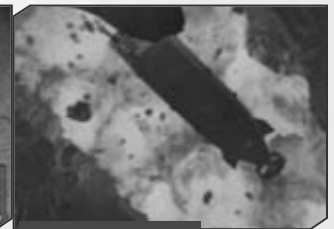
Chizuru mostly uses attacks that hit your entire party. Her most damaging one does around 150 damage. During the battle, she creates four clones of herself. The four reflect all attacks against them, so be careful and keep your life up constantly, as they have the same attacks as the real Chizuru. Keep attacking the real Chizuru with magic that targets only her and you should have no problems. When she is near death, the fake Chizurus all die. After that happens, she's finished.



After the boss is defeated, the ruins crumble.



Failing to convince Kandori or Chizuru to leave, the group runs to their submarine and escapes just as the ruins collapse.



Back at Yacht Harbor, Tatsuya agrees to tell everyone what is happening, in the hopes it will convince them to stop getting involved. He says to meet him at Araya Shrine.

Items



The first chest you come across on Basement Level 2 is trapped.



In the first of the diamond-shaped rooms on Basement Level 2, the chest is empty.



The chest in the second diamond-shaped room has five Precious Eggs.



This chest in the center of the first floor is empty.



This trapped chest is in the southeast corner of the big room on the floor trap-ridden Basement Level 1.



The side path beneath the stairs in the northwest corner of the floor trap room on Basement Level 1 contains the Gem Ring.



These chests are the end result of the Pitfall Room. They contain a Medirama Card, a Divine Light Card, and an Orihalch.



To reach the Item Breeder, first go to the end of the area before the boss chamber, then take the stairs south.



This trapped chest is to the east of the Item Breeder chest.



There are nine chests along the wall in the secret chamber on Basement Level 3. They contain: Torrent Card, Flame Card, Hurricane Card, Earthquake Card, Ice Card, Lightning Card, Torment Card, Hihi-irokane, and Meteorite S.

Demons

RAKSHASA

(STRENGTH Lv. 35)
HP: 280, At: 119, Df: 131, SA: 82, Sd: 83

LEVIATHAN

(WORLD Lv. 39)
HP: 312, At: 135, Df: 147, SA: 97, Sd: 100

ORTHROS

(FORTUNE Lv. 40)
HP: 320, At: 142, Df: 130, SA: 90, Sd: 87

TENCHU MOCHIZUKI

(HUMAN Lv. 40)
HP: 320, At: 136, Df: 142, SA: 88, Sd: 87

WAITRY

(MAGICIAN Lv. 41)
HP: 328, At: 125, Df: 155, SA: 120, Sd: 129
Green: Katsuya + Maya + Baofu
Yellow: Baofu

BARBATOS

(HANGEDMAN Lv. 41)
HP: 328, At: 131, Df: 125, SA: 108, Sd: 109
Green: Baofu + Ulala
Yellow: Baofu

CATOBLEPAS

(HERMIT Lv. 42)
HP: 336, At: 144, Df: 162, SA: 89, Sd: 90
Green: Ulala + Baofu
Yellow: Ulala

AESTHMA

(TOWER Lv. 42)
HP: 336, At: 132, Df: 141, SA: 109, Sd: 111
Green: Maya + Katsuya
Yellow: Maya

TAKSARA

(STRENGTH Lv. 43)
HP: 604, At: 145, Df: 157, SA: 102, Sd: 104
Green: Ulala + Baofu
Yellow: Baofu

TENCHU MYOJOU

(HUMAN Lv. 45)
HP: 360, At: 156, Df: 153, SA: 104, Sd: 103

PERSONA 2

ETERNAL PUNISHMENT

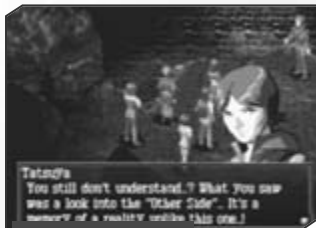
PRIMA'S OFFICIAL STRATEGY GUIDE



Ellen's flashback picks up where Nate's leaves off.



Leave the room to the east and keep going until you find a wooden plank. The plank acts as a doorway. Go across it to enter a room containing a treasure chest. Get the treasure—it is *very* important! Now leave this room and continue north along the path to reach another spring. This one shows you a glimpse from the "Other Side" of Tatsuya, Eikichi, and Lisa when they first met Maya there.



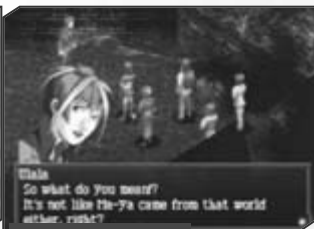
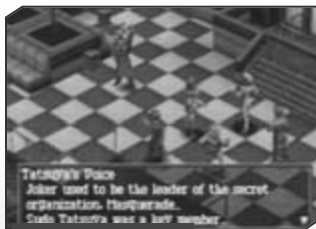
Afterward, it is said outright for the first time that these are glimpses into an alternate reality, the one that Tatsuya is really from.



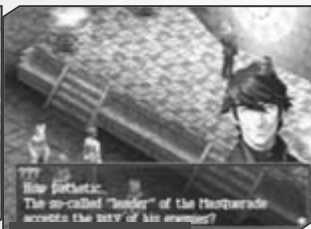
Leave the room and head south; you reach another plank bridge. Go into the room and get the Bronze Ring, another key item for later. Back in the hallway, keep going along the passage. Head to the west to another plank; this takes you to an SP Incense. Grab it, then go back out in the passage. Head northwest to find a set of stairs leading down.

On Basement Level 2 head to the east through the passage in the wall. Go northwest, and you walk by Trish's Fountain. Keep moving north and you come to a room containing pitfalls. Keep to the outer edge of the room to get by them. At the northern end of the room, head west to another spring.

This time the vision is of another battle with Tatsuya Sudou on a blimp, just like earlier.



People such as Sudou, Ginji, Junko, and—the much less likely suspect—Anna, among others, were all members of an organization called Masquerade on the "Other Side."



Leave here via the southern exit and keep heading south. Go south past the eastern offshoot to find another important Persona item, the Silver Bow. Go north up the path and take the eastern offshoot. It leads to stairs going down. On Basement Level 3, head east first and grab the final Persona item, the Ortyx. Head west, and follow the path north into another spring.

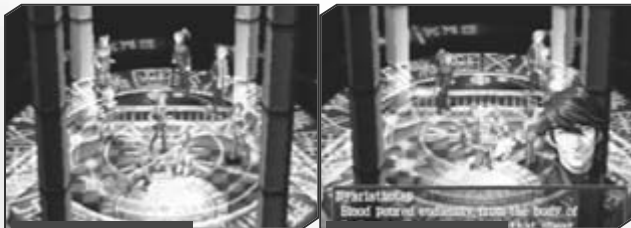
This spring's vision is the most revealing yet, showing that Jun was really the Joker on the "Other Side" and revealing that the mysterious "him" is Nyarlathotep....

WALKTHROUGH PART II

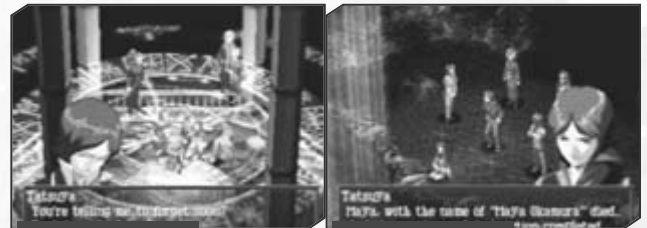


After the scene, go north and curve around the corner west and you arrive at stairs. Once down the stairs, head east around the U-turn and then north. You reach the final spring there.

This vision takes place in Philemon's world and shows the tragic happenings at the end of the "Other Side."



Maya was killed, and the world lost.



Tatsuya, Jun, Eikichi, and Lisa all traded their memories for the alternate reality, so that the world would be safe and Maya alive.



Tatsuya refused to relinquish his memories though, and that is why he is referred to as the Paradox.

Afterward, Nate or Ellen leave the party and Tatsuya joins.

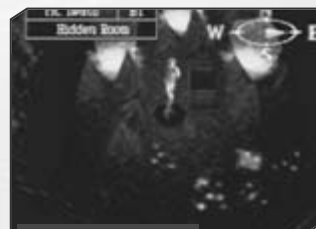
Items



The Ancient Sun is in the hidden room to the east of the first spring.



Find the Bronze Ring south of the second spring.



The SP Incense is west of the Bronze Ring.



The Silver Bow is south of the single spring on Basement Level 2.



This chest containing the Ortyx is east of the stairs that go from Basement Level 2 to Basement Level 3.

Demons

CATOBLEPAS

(HERMIT Lv. 42)
 HP: 336, At: 144, Df: 162, SAt: 89,
 Sdf: 90

AESHMA

(TOWER Lv. 42)
 HP: 336, At: 132, Df: 141, SAt:
 109, Sdf: 111

TAKSARA

(STRENGTH Lv. 43)
 HP: 604, At: 145, Df: 157, SAt:
 102, Sdf: 104

ANKOU

(DEATH Lv. 44)
 HP: 352, At: 155, Df: 143, SAt:
 107, Sdf: 106
 Green: Ellen
 Yellow: Baofu

VIRTUE

(JUDGEMENT Lv. 44)
 HP: 352, At: 149, Df: 149, SAt:
 105, Sdf: 104
 Green: Katsuya + Maya + Baofu
 Yellow: Katsuya + Baofu + Ulala

VUCUB-KAKISH

(TEMPERANCE Lv. 45)
 HP: 360, At: 150, Df: 171, SAt:
 100, Sdf: 101
 Green: Katsuya + Maya + Ulala
 Yellow: Baofu

LUCIFUGUS

(DEVIL Lv. 46)
 HP: 368, At: 148, Df: 151, SAt:
 124, Sdf: 127
 Green: Baofu + Ulala
 Yellow: Baofu + Katsuya + Maya

HUNAB-KU

(WORLD Lv. 46)
 HP: 368, At: 154, Df: 163, SAt:
 106, Sdf: 106
 Green: Katsuya + Ulala + Maya
 Yellow: Baofu + Ulala

SUCCUBUS

(MOON Lv. 47)
 HP: 376, At: 149, Df: 149, SAt:
 127, Sdf: 129
 Green: Baofu + Ulala
 Yellow: Katsuya + Maya + Ulala

CROWLEY

(MAGICIAN Lv. 49)
 HP: 480, At: 166, Df: 154, SAt:
 139, Sdf: 142
 Green: Ulala + Baofu
 Yellow: Baofu



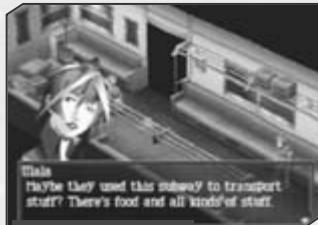
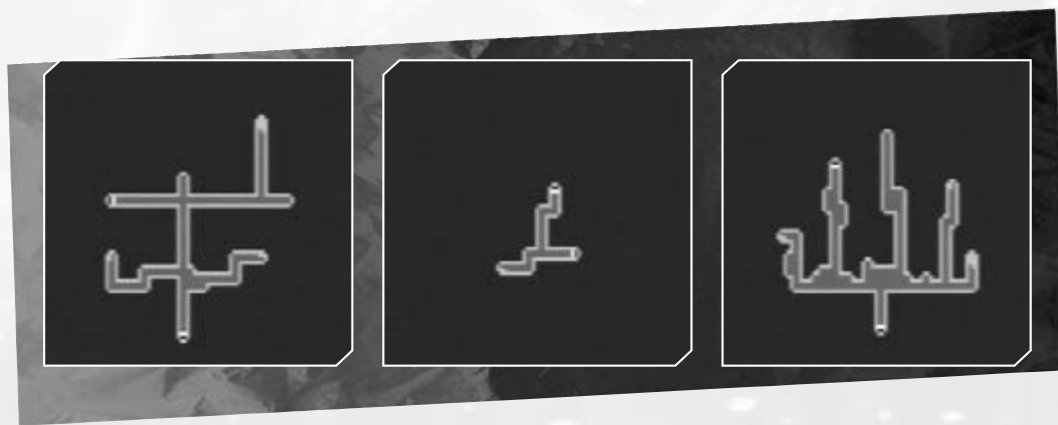
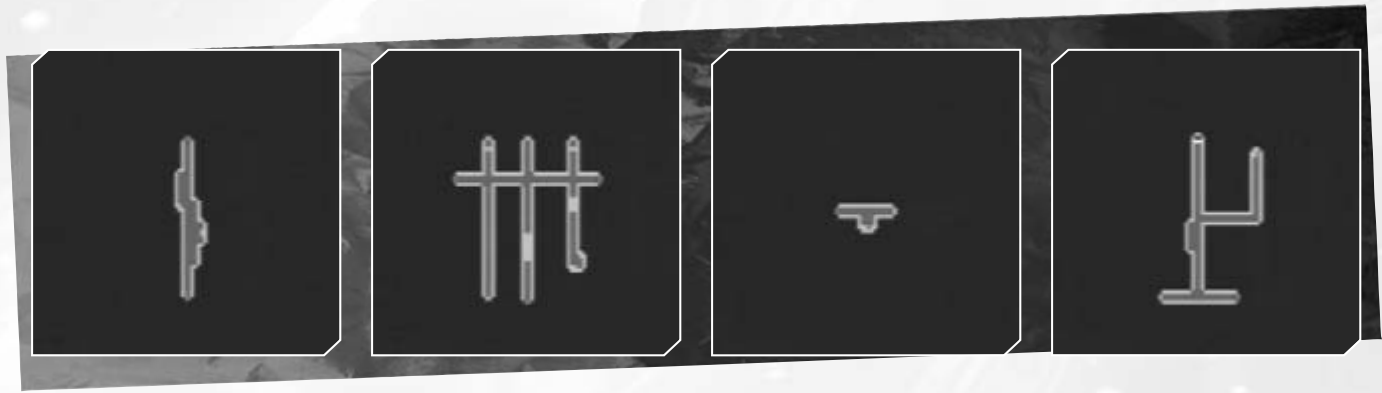
WALKTHROUGH PART III

SECTION 14: RENGEDAI WARD

THE RENGEDAI WARD AND MORE

A lot of new things are available at this point, so look over the rumors and stock up on weapons. Go to the Narumi Ward, and to the Subway Station.

SUBWAY TUNNEL



Arriving onboard the Subway train, the group settles down for the ride. Looking around, Ulala realizes that they must have been using the Subway to transport goods to Torifune. The topic turns to asking Tatsuya what everyone was like on the "Other Side," and the answer is that they were the same as they are here. When they reach the end of the tunnel, it's do or die. There's no turning back beyond this point.



In the tunnel, follow the path north. Along the way is a chest with an AGI Card. At the far end of the tunnel you reach a set of stairs descending. Downstairs you arrive in another passage. However, a raised bridge blocks your way. Look on the east wall near the stairs for a switch to lower it.

Head north through the passage to reach a four-way intersection. The eastern path leads to stairs and a chest containing the Estoma Card. An eastern path leads to another bridge blocking your path.

THE BLOCKED PATH

This bridge blocks your path, and while the path is not integral to the dungeon, it contains the rare Rainbow Fragment. Ask the demons for information. They tell you about Seker's powerful Maha Magdyne. Sign a contract with Seker and ask him to use it to shake down the bridge.



This is the final lift to Torifune.

From the original four-way intersection, head west. You reach another four-way; keep heading west. Both north and south are dead ends. You reach stairs going down; take them and you arrive in the fourth area. Head west until you reach the northern passage. Take it, and head north past the eastern passage farther up. A lift at the end takes you to Area 5. Head north all the way to the end of the passage, then west. You reach another lift. In the next area, head west, then turn north when you can. The lift here takes you to Area 7. Once there, head west, then turn north at the first chance. It takes you to the exit out to Torifune.

Items



The chest in the first area of the Subway has an AGI Card.



The Rainbow Fragment is in the secret area behind the bridge. See the sidebar for more information.



The Estoma Card is in Area 3's sole chest.

WALKTHROUGH PART III

Demons

VUCUB-KAKISHI

(TEMPERANCE Lv. 45)
HP: 360, At: 150, Df: 171, SAt:
100, SDf: 101

TENCHU MYOJOU

(HUMAN Lv. 45)
HP: 360, At: 156, Df: 153, SAt:
104, SDf: 103

LUCIFUGUS

(DEVIL Lv. 46)
HP: 368, At: 148, Df: 151, SAt:
124, SDf: 127

HUNAB KU

(WORLD Lv. 46)
HP: 368, At: 154, Df: 163, SAt:
106, SDf: 106

SUCCUBUS

(MOON Lv. 47)
HP: 376, At: 149, Df: 149, SAt:
127, SDf: 129

PUCCEL

(HANGEDMAN Lv. 48)
HP: 384, At: 171, Df: 147, SAt:
128, SDf: 128
Green: Katsuya + Maya + Ulala
Yellow: Katsuya

CROWLEY

(MAGICIAN Lv. 49)
HP: 480, At: 166, Df: 154, SAt:
139, SDf: 142

YAKSA

(STAR Lv. 49)
HP: 392, At: 193, Df: 157, SAt:
103, SDf: 98
Green: Maya + Ulala
Yellow: Katsuya + Ulala

ARES

(CHARIOT Lv. 50)
HP: 400, At: 194, Df: 170, SAt:
108, SDf: 105
Green: Katsuya + Maya + Baofu
Yellow: Baofu

SEKER

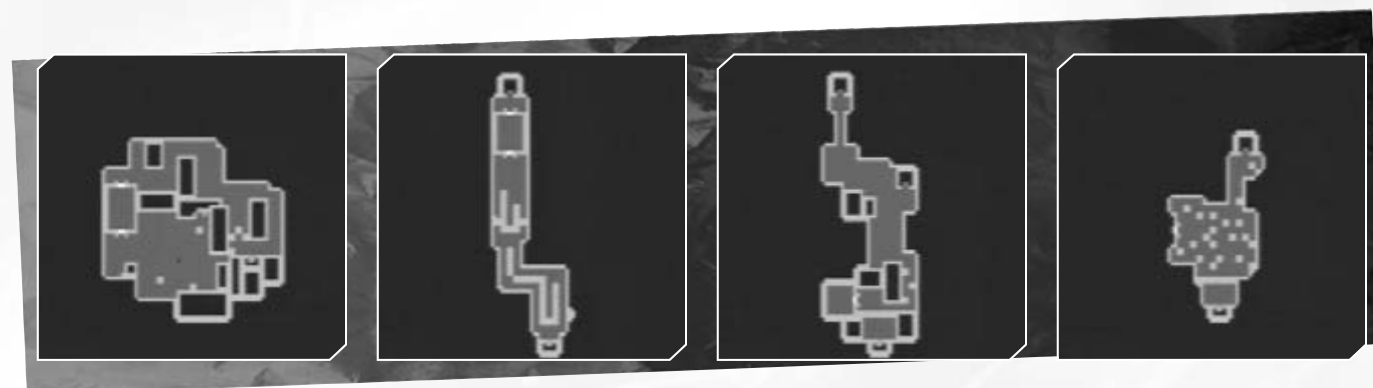
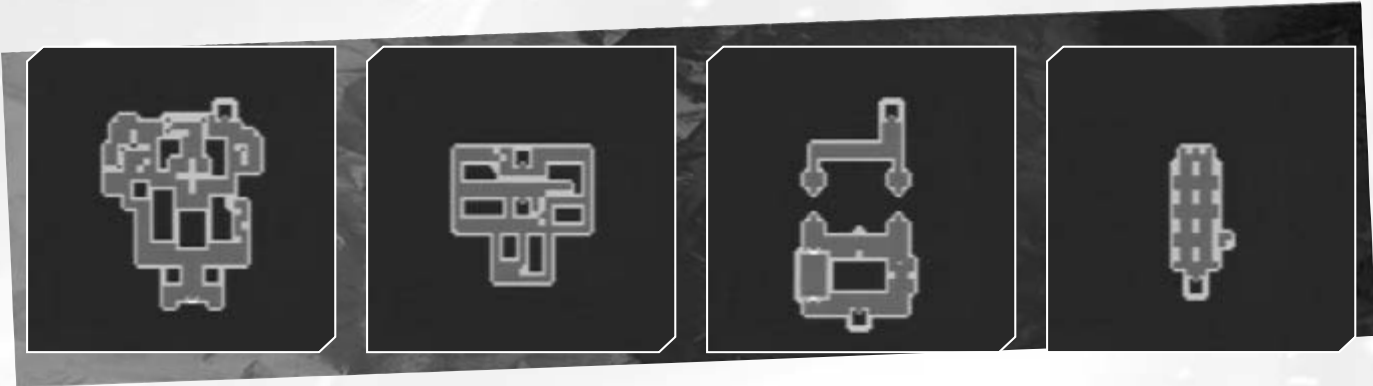
(TOWER Lv. 50)
HP: 400, At: 158, Df: 161, SAt:
124, SDf: 123
Green: Katsuya + Ulala + Maya
Yellow: Ulala

TENCHU AKATSUKI

(HUMAN Lv. 52)
HP: 408, At: 184, Df: 178, SAt:
115, SDf: 113



TORIFUNE



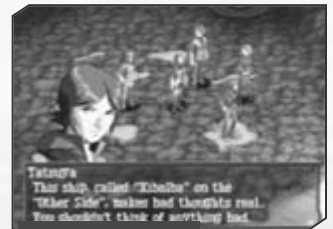
When you arrive, the game shows Sudou's army gathered together.



Tatsuzou Sudou is preaching to the soldiers, telling them that their day is at hand.



As Sudou is leaving, he informs General Sugawara that his request for immortality has been granted.



The game switches to your party standing at the gates. Tatsuya informs you that this place can make thoughts reality, so it's important not to think of anything.

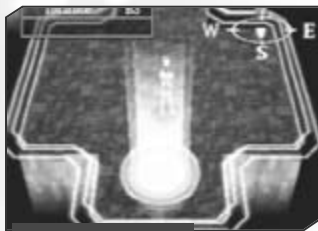
WALKTHROUGH PART III



They enter, and immediately fall into a trap. The passage is extremely hot, and it's the same trap Tatsuya's group fell into on the "Other Side."



Tatsuya tells them to think of being cold, and run through. They make it out the other side of the hall, but now there is no turning back.



First, go north to the crossroads. Take the western path around to the north, then turn east when you can. At the end of the northeastern path, at the crossroads, find Two Precious Eggs. The southeastern path leads around to the lift.

On Basement Level 2, the two southern chests are traps, so skip them. The chest next to the lift, behind a floor trap, contains a Gem Ring, so is worth picking up. Follow the path around to the back of the first lift, then head east. The path turns north, then back west, then you arrive at another lift going down to Basement Level 3. Once there, head south. You reach a teleportation device that takes you a bit to the south on another platform.



There, head south to find a chest with two Seeds of Escape in it. The path to the south closes when you walk near it, so head west. About halfway across, the western path closes behind you.



Keep heading west and come to a room littered with dead soldiers.



Leave via the southern exit, then go east to the lift. Basement Level 3 is a bit of a challenge. To get through the paths that close behind you, you must keep walking backward, then up to the other side if you run into a dead end. It is not too difficult, but it takes a minute to get the hang of, and it can get very annoying trying to get the whole Map of the area.



At the end of the hallway is a teleportation pad to Basement Level 5. There is a TEC Incentive in the southwest, and an AGI Incentive in the northeast. Get both, then go to the door in the northwest corner of the room.

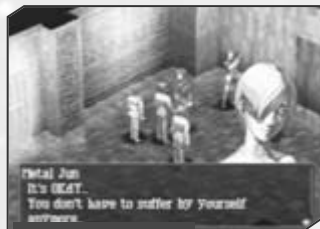
Inside, Ulala wants to rest for a minute. Toying with you, Nyarlathotep makes a Velvet Room and Trish's Fountain off to the sides of the room.



Your party splits up to rest in the two places, while Tatsuya and Maya talk outside.



Suddenly, from the side doors come three golden figures. Each is one of Tatsuya's colleagues from his former fight against Joker and Nyarlathotep, and all have helped on your quest at some time...doppelgangers of Lisa, Eikichi, and Jun.



The three were called here by Tatsuya's subconscious thoughts and feelings. They manipulate his feelings, and as they disappear, they take Tatsuya along with them.



Baofu, Katsuya, and Ulala then return, and wonder where he went. After Maya explains, you can visit Trish's Fountain and the Velvet Room.

Now leave the room through the northern door, then head west. Follow the path around the side of the area to reach an elevator. Well,

it's actually a black box that emits a green light, but it functions like a normal elevator.

Take the elevator down to Basement Level 6. There are two paths, west and east. Take the west path first and grab the chest; it contains an important Material Card! Now continue north to loop around into the east path. A teleportation pad takes you to the northern part of the floor.

Once there, Katsuya gets a feeling that Tatsuya is still alive. Grab the chest to the west—with another Material Card—and walk north. You reach a door that leads to the metal trio's chamber.



Inside you notice it is made to look like Araya Shrine. The doppelgangers hope to kill Tatsuya with no struggle because of his guilt.



At the last second, Tatsuya resists and your party arrives.

Boss: Metal Lisa, Metal Jun, and Metal Eikichi

Metal Jun's HP: 2,200
Metal Lisa's HP: 2,580
Metal Eikichi's HP: 3,080

METAL JUN:

Metal Jun absorbs wind, so be careful not to use any on him. Earth attacks are his weakness. Jun can heal the rest of the Metal Trio for about 200 hit points.

METAL LISA:

She uses earth attacks, such as Maha Magnus, and casts Taru Kaja on other characters. She is immune to earth spells herself, so its opposite (wind) is the way to go. Even the most basic wind attacks are great against her. Also, note that she is very fast and often goes first in combat.

METAL EIKICHI:

As the resident water and dark user, his main attack is Aquadyne. He uses the powerful Mudoonn to great effect. If you are weak against it, change your Persona, or you will need constant Recarm! But even worse, Eikichi is easily the most powerful of the three with his Bloody Divorce attack. It does about 250 damage, *and* has a chance to kill you instantly!



Concentrate on Eikichi first, then Jun. Lisa isn't quite as deadly as the other two. They don't have that many hit points compared to other bosses, so if you can average about 500 damage a turn it shouldn't take too long to kill one. Oh, and all three are immune to standard attacks, so don't even bother trying those.



After the battle, Katsuya bandages up Tatsuya, and they have a brief brotherly moment.

WALKTHROUGH PART III



Now, head out the back exit, then down the lift that waits. It takes you to Basement Level 7. Walk to the southern end of the floor to open up the path from the elevator. The room to the west of the elevator is a transportation device that takes you back to Sumaru City. Use it if you need to restock items, buy new weapons, or whatever, before the next fight.



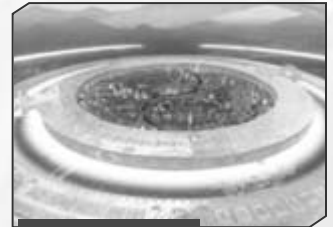
When you're ready to proceed, take the lift from Basement Level 7 down to Basement Level 8. Walk to the southern part of the floor to clear the path for the elevator. When you are ready, enter the room west of the elevator. Upon entering, Katsuya looks at the bodies on the ground.



He finds a man who has a slight pulse, and he asks what happened. The answer is less than encouraging....



The monstrous creature that was formerly General Sugawara comes down the stairs behind you, and the room starts reacting.



The entire city rises from the ground, perched on Torifune...



...and a castle grows up out of the center of town! At the risk of stating the obvious, this ain't good.



And if that isn't enough, the grotesque walking dragon head—well, that is what he is—attacks!

BOSS: Was Sugawara

HP: 6,200



There is one serious problem here: he regenerates 775 life per turn! So, you have to do some heavy damage to keep up. Stick to fire attacks for the most damage. Good fire Fusion Spells can easily do more than 1,000 damage. If you don't have the fire to go around, try doing other Fusion Spells that end up with fire damage. He doesn't do a lot of damage, but he can wear you down quickly. Try to stay at maximum hit points at all times.



After the fight Sugawara falls off the side of the structure.

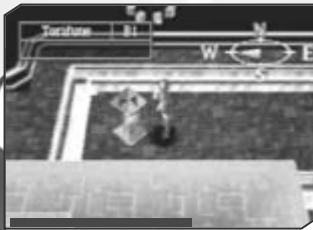


After examining the destroyed equipment, Baofu determines that it would be impossible to land Torifune at this point.



As a last ditch effort, the group heads back to the now flying city, to go to the castle and stop Tatsuza there.

Items



The sole chest on Basement Level 1 contains two Precious Eggs.



The chest in the southwest corner of the wide part of Basement Level 2 is a Poison Trap.



This chest in the center of the southern portion of Basement Level 2 is a Combat Trap.



A Gem Ring is in the chest to the east of the lift from Basement Level 1 on Basement Level 2.



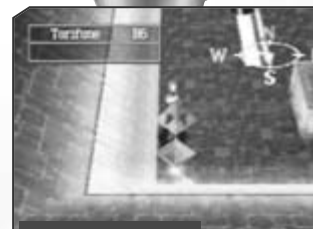
The chest here with two Seeds of Escape is only accessible if you take the western teleportation pad.



An AGI Incense is in the northeast corner of the first part of Basement Level 5.



And a TEC Incense is in the southwest corner of the first part of Basement Level 5.



In the chest to the western path of Basement Level 6 is the Material Card, Urdarbrunn.



The second chest on Basement Level 6 has Scarlet Wings.

Demons

TENCHU HEKIUN

(HUMAN Lv. 37)
HP: 296, At: 127, Df: 127, SAt: 79,
Sdf: 77

TENCHU MOCHIZUKI

(HUMAN Lv. 40)
HP: 320, At: 136, Df: 142, SAt: 88,
Sdf: 87

TENCHU MYOJOU

(HUMAN Lv. 45)
HP: 360, At: 156, Df: 153, SAt:
104, Sdf: 103

ARES

(CHARIOT Lv. 50)
HP: 400, At: 194, Df: 170, SAt:
108, Sdf: 105

SEKER

(TOWER Lv. 50)
HP: 400, At: 158, Df: 161, SAt:
124, Sdf: 123

CERBERUS

(FORTUNE Lv. 51)
HP: 408, At: 183, Df: 168, SAt:
118, Sdf: 116
Green: Katsuya + Maya + Ulala
Yellow: Baofu

WALKTHROUGH PART III

DOMINION

(JUDGEMENT Lv. 52)
HP: 416, At: 175, Df: 178, SAT:
125, SDF: 126
Green: Katsuya + Maya + Baofu
Yellow: Katsuya + Ulala + Baofu

TENCHU AKATSUKI

(HUMAN Lv. 52)
HP: 408, At: 184, Df: 178, SAT:
115, SDF: 113

FAFNIR

(STRENGTH Lv. 53)
HP: 424, At: 179, Df: 203, SAT:
120, SDF: 122
Green: Katsuya + Maya + Ulala
Yellow: Katsuya

PHOENIX

(TEMPERANCE Lv. 54)
HP: 432, At: 189, Df: 153, SAT:
129, SDF: 123
Green: Tatsuya + Katsuya
Yellow: Katsuya + Tatsuya

MUCALINDA

(WORLD Lv. 54)
HP: 432, At: 177, Df: 180, SAT:
141, SDF: 143
Green: Tatsuya + Baofu
Yellow: Katsuya

MANANAN

(MAGICIAN Lv. 55)
HP: 604, At: 190, Df: 181, SAT:
154, SDF: 158
Green: Katsuya + Maya + Ulala
Yellow: Katsuya

KINICHI AHAU

(HERMIT Lv. 56)
HP: 448, At: 203, Df: 185, SAT:
124, SDF: 121
Green: Baofu + Tatsuya
Yellow: Tatsuya

GIRIMEKARA

(CHARIOT Lv. 58)
HP: 464, At: 202, Df: 190, SAT:
128, SDF: 124
Green: Katsuya + Maya + Baofu
Yellow: Katsuya + Ulala + Baofu

Section 15: The Final Conflict?

THE RENGEDAI WARD

MAPPING

Salam's new location is at the Hirasaka Satomi Tadashi store.

THE LEGEND OF THE CASTLE

Go to Kismet Publishing, to your editor's office. Jun's father is there. Listen to his story about the castle, then ask the name of the samurai he brings up. He'll tell you a rumor about Tatsunoshin Suou.

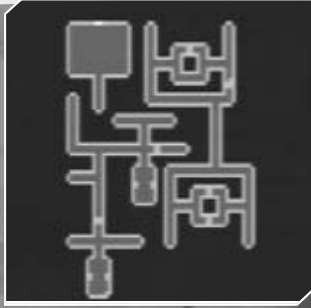
The next part is a bit trickier. First, if you have not already, take the job to find Setsu Nishitani at Shiraishi. Then go to Araya Shrine and identify her there. Collect your reward first, then speak with her at the temple and listen to her story. Ask the name of the princess, and hear the rumor about Maihime Amano.

Spreading the rumors causes the layout of the castle to change slightly. Then you can visit shrines for both Tatsunoshin and Maihime, and afterward be able to summon the two.

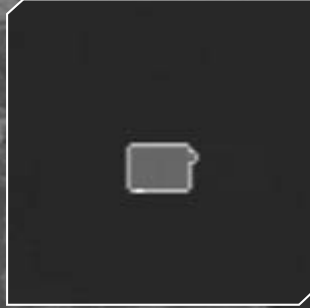
The last names of the two should sound familiar. They are the ancestors of Maya and Tatsuya—and Junnosuke is the ancestor of Jun.



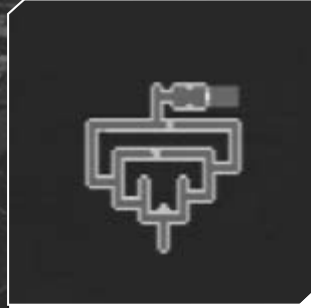
SUMARU CASTLE



3F with rumor



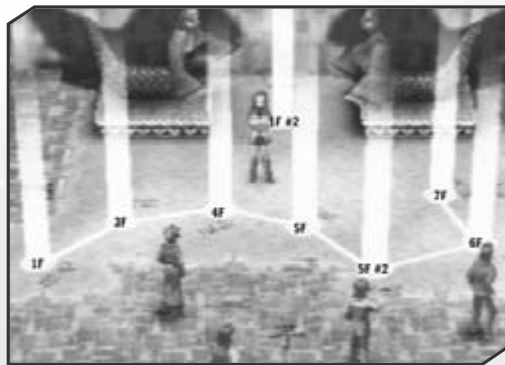
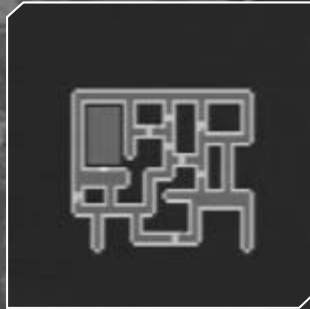
3F without rumor



7F with rumor

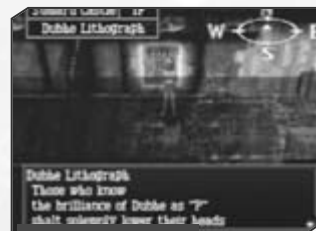


7F without rumor



on a plaque on that floor. Collect them all, then combine them to make the password. Look at the image to know which light takes you to which floor.

The entranceway to the castle is a small room with eight points of light. Each point takes you to a different floor, and the one in the back takes you to the boss. It requires a password gathered at the other floors first though. Each key letter is stored



First, take the leftmost point of light to the first area of the first floor. Head north, go past the western path, and take the eastern route at the three-way intersection ahead. Turn north when you can, then turn west to reach a teleportation pad. This takes you to the north-eastern portion of the floor. Go south to reach a Muscle Drink in a chest. Now go back north a bit to the western path, and go around the loop in it to the south. On the other side of the loop, head south again, then corner around to the west. Take the southern path at the next three-way intersection. At the end of the hall is yet another three-way intersection. The eastern path takes you to a teleportation pad that takes you to a chest with Beyondite, while the western path takes you to a pad that delivers you to the plaque on this floor. Now, go back the way you came, take the path west of where you were teleported, and you are taken back to the entranceway.

WALKTHROUGH PART III

Now, take the second from the left light, to arrive at the third floor. If you spread the rumor about Maihime Amano, this floor will be different than if you did not.

Third Floor without Rumor



If you did not spread the rumor, follow the path laid out here; if you did, skip to the "Third Floor with Rumor" section.

Go north, around to the east, then south. Skip the western path and keep moving south. From the corner there, go west. Do not turn south at the end of this hallway, instead look at the wall. It's labeled with question marks. Use the wall, and it spins around, allowing you to come out on the other side. Now head north, then around the corner to reach stairs going up.

On the fourth floor, follow the hallway around, and at the end a pitfall drops you down to a new area of the third floor. Go west a little to reach a small four-way intersection. To the north you see the plaque for this floor, to the south is a chest with a Megidola Card. The teleport pad back to the entrance is farther west.

Third Floor with Rumor



In this version of the floor, the plaque is very simple to find. head to the east, then take the northern offshoot that corners west. The plaque is at the end of the hallway.

To reach the Chamber of the Princess, where you can summon Maihime, go west from the start and hug the outside wall all the way around.

Fourth Floor



Back at the entrance, it's time for the third letter of the puzzle, so go into the light that's third from the left. This one is easy. Walk to the four-way intersection to the east, turn south, then go into the room to the east. The plaque is on the back wall. There is also an Incense of Life on this floor in the northwest room like this one. Otherwise, go back to the four-way intersection and go east to the teleporter back to the entrance.

Fifth Floor



Now go into the center light. Head north, turn east, then back north into the tunnel. At the top of the hall you find a door leading to the Kegare Chamber.



Check it out, then head back into the hallway. Go west now, and turn up around to the north, then back to the east. When you come to the teleportation pad, do not go in it yet. Take the southern path before it, and look on the eastern wall for the plaque. Then leave, turn the corner, and go into the teleportation pad.

Fifth Floor Part 2



The light that's third from the right takes you to the fifth floor as well. This is an easy one—head around the corner to the east and the plaque is on the north wall of the hallway between two north-ern halls.

Head west to go back to the entranceway, or northeast to take the hall up to an Awaken.

Sixth Floor

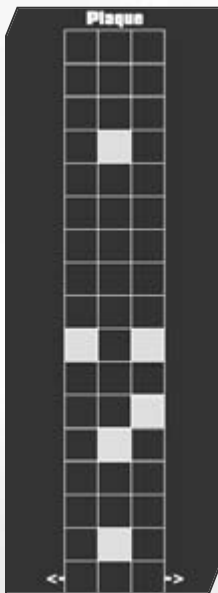


Back at the entrance, go in the right-most light. It may be the rightmost light, but it is second to last in the string, so it comes before the other area.

Head to the right, then turn down the southern hallway and go down the stairs off to the west of the hall. The plaque is right next to you.

Go up the stairs, go north, then turn east to the end of the hallway to reach the telepor-tation pad back to the entrance.

Seventh Floor without Rumor



Once you enter the final point of light, you are in one of the varia-tions of the seventh floor. This ver-sion can be tricky. There are pits all over the floor. Use this diagram to get by them.



The plaque is at the far end of the hall.

Seventh Floor with Rumor



Once you go in the final light, head to the end of the hallway past the SP Down Traps to reach the final plaque. Also on this floor are some worthwhile items in the side paths, as well as the shrine to Tatsunoshin. The telepor-tation pad back to the entrance is directly across from where you were teleported by the light.

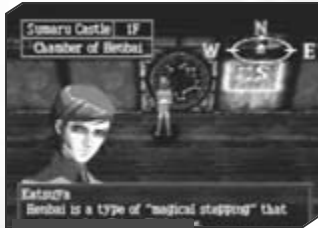
After Gaining the Password

Back at the entrance, now that you have the entire password, go into the point of light in the back. It takes you to a room on the first floor with SP Down Traps laying around. Go up the door on the north wall and input the password.

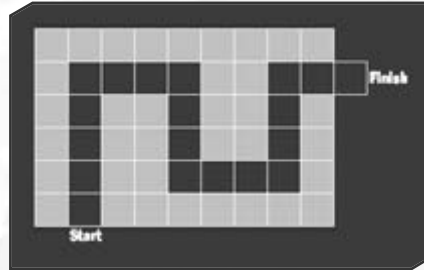
THE PASSWORD

If you weren't paying attention, forgot, or counted on this book to tell you, then you probably need the password. The password to the door is Perseus.

WALKTHROUGH PART III



When you input the password, Katsuya stops and explains what he knows of the reasoning behind it. He mentions that Perseus was the Greek hero who slew Medusa.



The doorway is actually a set of stairs that takes you to the second floor. Similar to the Ocean Ruins room, this is a pitfall-filled room with only one safe path. This path is much easier though. Walk forward to the large circles, pivot to the right (east), go to the next circle, pivot right again (south), then keep going in the same fashion to the end of the chamber (see the diagram). The teleportation pad at the end of the path takes you to the eighth floor.



Head around to the north end of the floor. There is a door to the Chamber of Utena. A teleportation pad to the east takes you to the entrance.



When you enter the Chamber of Utena, Sudou is standing over his dead fellow cult members.



Sudou starts to rant about the decaying world and the people who live in it.



He asks Gozen to release the Kegare.



Then, the very fabric of the world itself is torn apart, as the dragons all converge upon and destroy the concentrated Kegare.



Then, after betraying so many, Sudou himself is betrayed by Gozen; he is transformed into a monster created solely to destroy you.

BOSS: Destested Hunter

HP: 5,500



The creature formerly known as Sudou absorbs wind, but ice is his worst enemy and can do massive damage. His attacks include Fire Breath, so make sure you are not weak against fire. If you're weak, he'll kill you in a single attack. Beware of his instant kill attacks, and try to use Personas strong against dark.

It isn't really a hard battle, but it is followed immediately by Gozen!

BOSS: Gozen



Beware of giant insects with samurai helmets. Gozen's attacks are simply devastating. Each can do 300 or more damage to your entire party. The best way to combat him is to have two or three people constantly healing, and to be equipped with Personas that reflect his attacks if possible.

Or...you could do it the easy way! If you collected Tatsunoshin, Maihime, and Junnosuke, they can cast a Fusion Spell that can wipe Gozen out with a single hit!

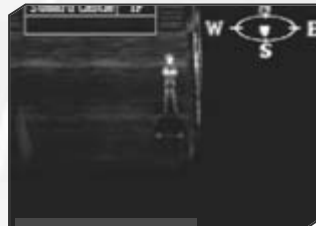


After the battle is won, all hell really starts to break loose.

Items



The chest on the first floor below the teleportation pad in the northeast corner has a Muscle Drink.



The chest in the southwest corner of the first floor contains Beyondite.



This Megidola Card can only be found on the rumor-less third floor, beneath the plaque.



This chest in the southwest corner of the fourth floor is empty.



An Incense of Life is in the northwest corner of the lower half of the fourth floor.



This empty chest is in the southwestern area of the fifth floor.



This chest with an Awaken is accessible from the second area of the fifth floor. It is in the northernmost spot in the area.



An ALL Card is in the chest in the southeast corner of the rumor version of the seventh floor.



In the southwest corner of the rumor version of the seventh floor is a Sama Kaja Card.



WALKTHROUGH PART III

Demons

PHOENIX

(TEMPERANCE Lv. 54)
HP: 432, At: 189, Df: 153, SAT:
129, SDF: 123

MUCALINDA

(WORLD Lv. 54)
HP: 432, At: 177, Df: 180, SAT:
141, SDF: 143

MANANAN

(MAGICIAN Lv. 55)
HP: 604, At: 190, Df: 181, SAT:
154, SDF: 158

KINICHA ATAU

(HERMIT Lv. 56)
HP: 448, At: 203, Df: 185, SAT:
124, SDF: 121

JAHH

(MOON Lv. 56)
HP: 448, At: 182, Df: 176, SAT:
150, SDF: 152
Green: Tatsuya + Katsuya
Yellow: Katsuya

ADRAMELECH

(HANGEDMAN Lv. 57)
HP: 456, At: 189, Df: 183, SAT:
149, SDF: 151
Green: Katsuya + Maya + Baofu
Yellow: Baofu

THRONE

(JUDGEMENT Lv. 57)
HP: 456, At: 195, Df: 192, SAT:
137, SDF: 137
Green: Tatsuya + Katsuya
Yellow: Katsuya

GIRIMEKARA

(CHARIOT Lv. 58)
HP: 464, At: 202, Df: 190, SAT:
128, SDF: 124

TZITZIMITL

(DEVIL Lv. 59)
HP: 472, At: 197, Df: 206, SAT:
149, SDF: 151
Green: Katsuya + Maya + Baofu
Yellow: Baofu

TEZCATLIPOCA

(TOWER Lv. 59)
HP: 472, At: 221, Df: 200, SAT:
135, SDF: 133
Green: Katsuya + Maya + Baofu
Yellow: Baofu

KISHIN

(DEATH Lv. 60)
HP: 480, At: 201, Df: 213, SAT:
134, SDF: 132
Green: Tatsuya + Katsuya
Yellow: Katsuya

UROBOROS

(WORLD Lv. 62)
HP: 496, At: 206, Df: 227, SAT:
147, SDF: 149
Green: Tatsuya + Katsuya
Yellow: Katsuya

ACH PUCH

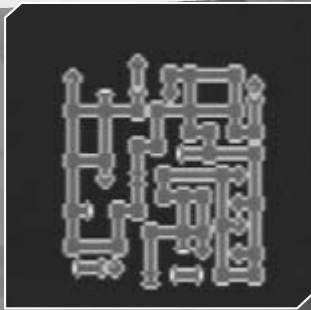
(DEATH Lv. 66)
HP: 528, At: 228, Df: 216, SAT:
172, SDF: 175
Green: Baofu + Ulala
Yellow: Katsuya

RANGOR

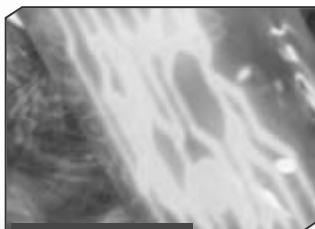
(MAGICIAN Lv. 69)
HP: 1,500, At: 228, Df: 216, SAT:
197, SDF: 201

FINALE: Evil's True Face

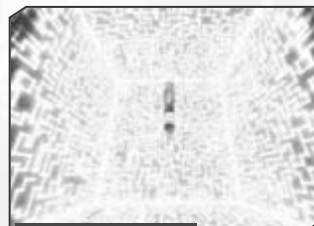
MONADO MONDOLA



A pillar of purple light appears in the center of the Chamber of Utena.



It is coming from a strange aberration in the sky above the city, a vortex of sorts. Sumaru City and the dragons start getting sucked into the vortex, warping and twisting as it pulls them in.



A strange tower floats in the void of this world, and your party is on the lowest level of it.



It is time to meet Nyarlathotep face to face...well, sort of anyway. He is actually using Tatsuya's face.



This is his domain, the Collective Unconsciousness. Nyarlathotep taunts Tatsuya using his own face then proceeds to appear in the visage of the others as well.

WALKTHROUGH PART III



Nyarlathotep explains how he feeds off the darker side of emotions: anger, vengeance, and so on.



Suddenly, Jun, Eikichi, and Lisa appear hanging from the ceiling. Nyarlathotep wishes to play one final "game," with Jun, Eikichi, and Lisa as the spoils.



If you can suppress the darker side of human nature, then the three do not regain their memories. If you cannot however, they will regain their memories one at a time. According to their previous deal, if all five—including Maya and Tatsuya—remember the "Other Side," then the reset will be annulled and the world will be in the destroyed state it was in prior to the reset.

After Nyarlathotep leaves, head through the door in front of you.

The Rest Area

While you will not enter into the Rest Area immediately from the entrance, every world in Monado Mandala links to the Rest Area. It is the hub. It also has doorways to the Velvet Room, Trish's Fountain, and back to Araya Shrine so you can, go to the city.

NOTE

If you want to get the final Map for Salam, go to the first Rest Area you can and visit him to receive the Map.

The World of Reason



This is the first of many "worlds" that make up Monado Mandala. The entrance leads to here.

First, head north then east around the corner. There are two paths to the north: the west one has a SP Down Trap, so take the east one even though it's a bit longer—SP Down Traps can do far more damage than a few extra steps. Now go around the U-turn to the west, so that you are moving back east, then go south at the next corner. Pick up the Devil's Capote off to the side near the middle of this path. Go around the turn at the southern end of the Map and you are heading back north. Turn west at the corner, but make sure not to go into the doorway straight ahead of you! It takes you back to the beginning of the area.

Head northwest to the four-way intersection. You can go through the trapped path to the east, or the long path to the north to get a Taru Kaja Card, or you can go to the west path to reach the Room of Reason. Going west, the path turns south, and midway through you reach a giant doorway to the Room of Reason.



There you see a scene of Katsuya in his school years, speaking with his teacher, whom you may recognize as Kashihara. Katsuya had given up his dream of being a cake maker to join the police force, hoping to avenge his father. Yes, a cake maker.



After the memory, Shadow Katsuya appears. He mocks Katsuya for losing his dream, but Katsuya says he regrets nothing.

PERSONA 2

ETERNAL PUNISHMENT

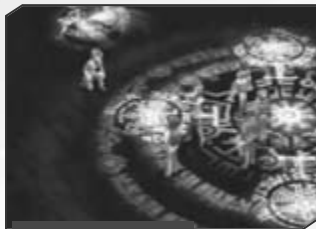
PRIMA'S OFFICIAL STRATEGY GUIDE



You have an important choice to make now that affects the ultimate outcome of the game.

Shadow Katsuya asks if he despises his father and brother for ruining that dream. Shockingly, Katsuya pulls his gun on Tatsuya!

- Stop it...Katsuya!
- I believe in you....



If you choose to stop Katsuya, Eikichi regains his memories. If you choose to trust him, and answer the next question correctly as well, he does not regain his memories.

Katsuya suddenly shoots backward, right at Shadow Katsuya. Shadow Katsuya then disappears. Katsuya apologizes for worrying everyone.



Regardless of your choice, continue with the dungeon. Go out the southern exit, and follow along the path southeast and turn north. After walking north a bit you reach an eastern side path with a door on it. Go through it to reach a trapped door and a Bead of Speed. Otherwise, keep heading north. The next eastern side path takes you through a Poison Floor Trap, or you can take

the long way around to the north. Head east and you reach a purple crystal to the south. Touch it to open the Rest Area for the World of Reason.

the long way around to the north. Head east and you reach a purple crystal to the south. Touch it to open the Rest Area for the World of Reason.

The World of Instinct



When you first enter, head north, then turn east. Turn back north, then take the U-turn around to the south. There are three paths to the east from this one. The northern one is empty, the southern has two Antidotes in a chest, and the middle takes you to a door. Take the door, then head north. At the far end of the path is a chest with a powerful Soma. Now go back south a bit and head east, then head around the corner here to another door. Go through it, then head east and turn south. You arrive in a hallway with four paths

going to the north, including the one you came from. The second path from the east takes you to the Room of Instinct.

In the room, you see a vision of Ula and Maya talking in the Ebony bar. Ula is telling Maya about her troubles with men and life in general, and Maya falls asleep during the conversation.



Shadow Ula then appears, playing with Ula's sense of inadequacy and low self-esteem.

Ula gets furious at Shadow Ula, and you are given another important choice.

- It's not up to me to answer....
- Ula already found herself!



The first choice is the one to go with if you do not want Eikichi's memories to return. The second will return his memories.

WALKTHROUGH PART III

Now head to the north exit, then go around to the east. Turn south and you arrive at a four-way intersection. First, go west to be taken to the path to this world's crystal, then go back to the four-way intersection. The east path takes you to the Rest Area, and the southern path takes you to the next world.

The World of Judgement



Head to the west, then go north. You reach three paths leading north: the west has an SP Down Trap, the center has a Poison Trap, and the east is the longest. Take whichever path you want, then head west. You reach two doors. The top door initiates a battle and the bottom is safe. Beyond those are two more doors. This time the bottom launches a battle and the top is safe. Head south from there.

Go around the corner to the east, and before the end of the path is one going north and one south. The north leads to the door to the Rest Area, and the south leads around to the Room of Judgment. Because you can't get the crystal yet, head around to the room. As you approach, Katsuya and Ulala both have a foreboding feeling and the heartbeat begins. Walk west into the chamber, and get ready.

When you walk in, Eikichi is hanging from the ceiling.



Depending on whether or not Eikichi's memories were restored, you fight the two at different levels. The easier versions are around level 60, and the harder versions—when Eikichi remembers—are around level 70. The only differences are statistics, not attacks and elemental strengths/weaknesses.

Shadow Katsuya and Shadow Ulala then appear and say that you have to take Eikichi by force.

Boss: Shadow Katsuya, Shadow Ulala

Lv. 62 Shadow Katsuya's HP: 3,950
Lv. 61 Shadow Ulala's HP: 3,880
Lv. 72 Shadow Katsuya's HP: 4,760
Lv. 71 Shadow Ulala's HP: 4,680



The two are equipped with Katsuya's and Ulala's Personas, Hyperion and Astria. As such, Shadow Katsuya is immune to nuclear and fire, and weak against water and ice. Shadow Ulala is immune to wind, and weak against earth. Use the other three party members' high-level final Persona attacks such as Maya's Crescent Mirror and Baofu's Wiseman Snap. If you missed those Personas in Mt. Iwato though, don't worry; the battle isn't too hard. It is but a primer for things to come...



After the fight, the scene is a bit different based on the choices you made, but in any case Philemon transports Eikichi to safety.

Now head out to the west, then turn north. When you reach the eastern side path, go across the Poison Trap to reach the crystal, then head back and go in the door. This takes you to the next world.

The World of Knowledge



This place is extremely confusing if you don't know where to go, but the required path is actually very short. The simplest way to explain it is to head north, go around the corner, then head back south. The Room of Knowledge is right there. Use the Map if you get lost.

When you enter the chamber, a twisted version of Baofu's Odysseus Persona is strangling an illusion of his deceased partner, Miki Asai.

He attempts to attack the illusion, and you have another choice to make.

- No!! You can't shoot it!!
-



Saying nothing—the second choice—returns Lisa's memories. The first choice results in Baofu admitting to himself that it was his fault that Miki died, and he has been blaming others the entire time.

Afterward, head south through the exit, then turn around the corner and go north. You reach a trapped door, but you have to go through it for the crystal. Once you get the crystal at the end of the path, head back to just south of where the door is, and you reach the doorway to the Rest Area. Then go back around to the southernmost path and head to the southwest corner. Go north, then east from there and you reach the doorway leading to the next world.

The World of Emotion

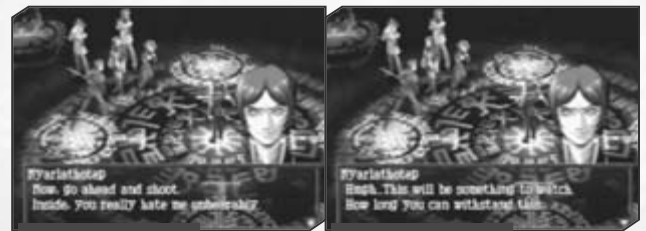
First go west to reach a four-way intersection. Go north to get a Disguise Goods, then head back down to the intersection. Now head either south or west—both lead to doors that take you to the same place. Go inward from the doors, then head west at the next intersection. You are taken to another cross-shaped platform. From the center of it, head west again. Head north to the next three-way intersection. Go to the east here for a Gem Ring, but beware the trapped door. Go north from the intersection to go to the next platform. Go north from this door too, then turn east. The door here takes you to the platform with the Room of Emotion. Head north to reach it.

Inside the chamber in this world, Maya confronts Nyarlathotep. You have two choices this time: the final choices you make to affect the outcome of your friends' lives.



- At you...!
- I'm ...very sad....

The first answer restores Lisa's memories, so don't choose it. The second answer allows you to continue on the correct path.



Nyarlathotep taunts you some more, and you are given the choice to shoot or not. Don't shoot if you do not wish to restore Lisa's memories.

North through the chamber's exit you find a western path that takes you to the crystal, as well as a trapped door. A very hard battle looms, so consider saving beforehand. Head straight north from the chamber to go to the next world.

WALKTHROUGH PART III

The World of Conviction

NOTE



A door on the far end of the outside path leads to a fight with a creature called Ahzi Dahaka, and you cannot damage him at all! To get past him, you must first have the Persona Fariedone. When you enter combat with Ahzi Dahaka, it speaks with him. From then on, you can do normal damage. Behind the door is Legenbright!



First head south, then west at the corner. Go through a doorway and keep heading west until you can turn north. Do so, then turn back to the east and take the path until it turns north. Go that way, and turn to the west whenever you choose—the three paths all meet.

Head south at the edge of the walkway and you come to another non-trapped door. At the southern end of this walkway is the Rest Area crystal to the east. The upper of the two eastern paths then loop around north to the final room, the Room of Conviction.

When you enter the room, Lisa is hanging by a rope. Tetsuya runs up, only to be knocked back by Shadow Baofu and Shadow Maya!



The party stands defiant as the two doppelgangers attack!

NOTE

The levels of Shadow Baofu and Shadow Maya are determined in the same fashion that Shadow Ulala and Shadow Katsuya's were. That is, if Lisa's memory was not returned, they are in the 60s, and if her memory was returned, they are in the 70s.

BOSS: Shadow Baofu, Shadow Maya

Lv. 63 Shadow Baofu's HP: 4,040
 Lv. 64 Shadow Maya's HP: 4,120
 Lv. 73 Shadow Baofu's HP: 4,840
 Lv. 74 Shadow Maya's HP: 4,920



As Shadow Maya reflects all magic attacks and Baofu can kill your entire party in one hit, this fight can get to be quite difficult. Concentrate on Shadow Baofu as much as possible first, then move on to physical attacks on the lone Shadow Maya. Shadow Baofu is weakest against lightning attacks.



After the fight, Philemon transports Lisa to safety as he did Eikichi.

Don't go through the door yet though!

Preparing for the Final Battle

This is your final chance to take care of any necessary arrangements. Here are some things that will help you out:

- Raise any Persona you are using to Rank 8.
- Return the Map to Salam.
- Visit the Kasugayama High School Basement.
- Make the Legendary Weapons.
- Buy the latest armor.
- Earn the powerful Personas from Mu Continent.



Be sure to take a well-balanced team of Personas. Any of the most powerful from Mu's Continent or the final five Personas will do nicely. Phoenix, or similar, is also great to have for bringing party members back to life. Also, buy *plenty of items!* Items have never been a big issue before in this game, but they are now. Items that return full health are invaluable, as anyone can use them. Definitely pick up some SP restoration items as well, as you're in trouble without SP. When you are ready, return to the Room of Conviction, and go in the portal.

Nyarlathep's Lair



When you enter, Nyarlathep congratulates you and shows you that Jun is hanging above the chamber.



Nyarlathep threatens to show everyone Tatsuya's secret....



A flashback is then shown of the final happenings on the "Other Side" after the incidents there. Philemon tells everyone—Tatsuya, Lisa, Eikichi, and Jun—that they must forget everything to "reset" the world.



Tatsuya refuses to give up his memories, and as a result he does not merge correctly with himself on "This Side." He becomes a rift between the two worlds—the sole reason the world is endangered now.



During Nyarlathep's speech, Baofu interrupts him, telling him to shut up. The group then all support Tatsuya, reassuring him that he is not to blame.



Nyarlathep is less than pleased—to put it lightly....



NOTE

As with his lackeys, Nyarlathep's level varies depending on the answers you gave. This only applies to his first form, as his second is always a daunting level 99.

If no one's memories were returned, you fight the level 77 version. If one person's were returned you fight the level 80 version. If both Eikichi and Lisa's memories were returned, you fight the level 82 version.

WALKTHROUGH PART III

FINAL BOSS: Nyarlathotep

First Form Lv. 77's HP: 8,160
 First Form Lv. 80's HP: 8,800
 First Form Lv. 82's HP: 9,560
 Second Form's HP: 18,000



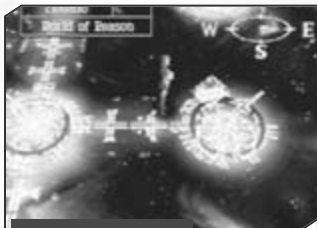
His first form is comparatively easy. He has several powerful attacks, but nothing any worse than you have dealt with before. Keep healing with as many characters as needed and wear him down with the remainder. He is weak against water and wind in his easiest version, wind in his moderate version, and nothing in his hardest version.

The second form switches gears entirely, as he moves to primarily physical attacks. He has quite a few attacks that, while not an instant kill, might as well be. The battle is a lot easier if you have Baofu's Prometheus. If you are using the final five Personas from Mt. Iwato, use Katsuya and Tatsuya's nuclear/nuclear combination with magic-power-increasing spells or items used on them for about 800–1,000 damage per turn.

Once you defeat him, you have won!

Items

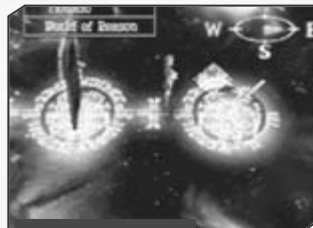
World of Reason



The Devil's Capote is in the first chest you go by.



A Taru Kaja Card is in the northeast corner.



The Bead of Speed is behind the door in the southwest corner.

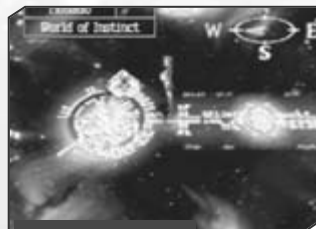


The chest in the northwest corner is a SP Trap.

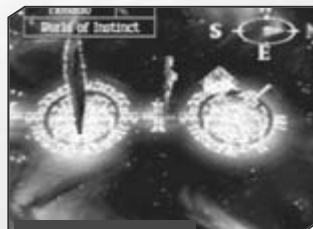
World of Instinct



Two Antidotes are in the southwest corner.



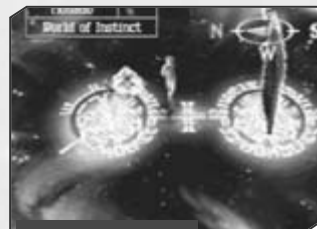
The chest on the U-shaped platform to the east of the entrance is a SP Damage Trap.



A Soma is in the northwest corner.



The doorway to the west of the Room of Instinct leads to an empty chest.



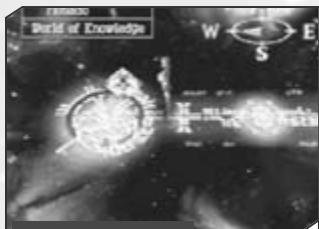
A Diarama Card is behind the door that the doorway to the east of the Room of Instinct leads to.



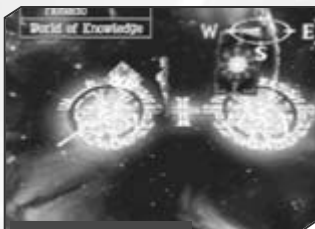
World of Judgment

None

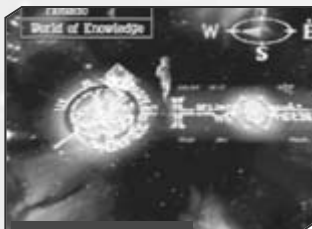
World of Knowledge



A chest containing a Sacrifice Card is in the southeast corner behind a trapped door.

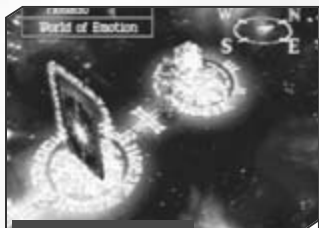


A Silver Manisha is behind the non-trapped door in the middle of the northern wall.

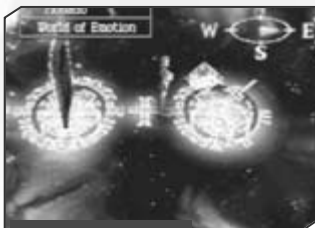


Three Precious Eggs are behind a non-trapped door in the northwest corner.

World of Emotion



Disguise Goods are in the chest behind the trapped door just north of the entrance.

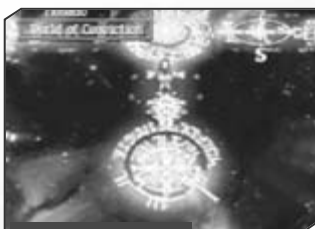


There is a Gem Ring behind another trapped door on the west side of the world.

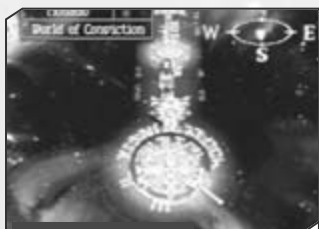
World of Conviction



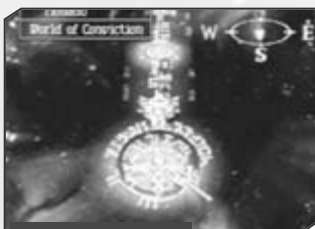
The chest above the entrance has a Bead of Devastation inside. To reach it, use the doorway on the far west side of the world.



This chest in the small path south of northwest corner is an SP Trap.



Legenbright is in the chest behind the trapped door containing Ahzi Dahaka. Refer to the guide for how to access it.



An Awaken is inside the sole chest within the "inner" part of the world.



WALKTHROUGH PART III

Demons

THRONE

(JUDGEMENT Lv. 57)
HP: 456, At: 195, Df: 192, SAt:
137, Sdf: 137

VALKYRIE

(STAR Lv. 60)
HP: 480, At: 225, Df: 192, SAt:
140, Sdf: 137
Green: Katsuya + Maya + Ulala
Yellow: Katsuya + Ulala

SAJI

(MAGICIAN Lv. 61)
HP: 488, At: 193, Df: 196, SAt:
168, Sdf: 172
Green: Katsuya + Ulala + Maya
Yellow: Baofu

KAU

(TEMPERANCE Lv. 62)
HP: 496, At: 212, Df: 200, SAt:
145, Sdf: 143
Green: Tatsuya + Katsuya
Yellow: Katsuya

UROBOROS

(WORLD Lv. 62)
HP: 496, At: 206, Df: 227, SAt:
147, Sdf: 149

VASUKI

(STRENGTH Lv. 63)
HP: 544, At: 213, Df: 240, SAt:
140, Sdf: 141
Green: Tatsuya + Baofu
Yellow: Baofu

SHUB- NIGGURATH

(TOWER Lv. 64)
HP: 512, At: 220, Df: 226, SAt:
149, Sdf: 149
Green: Katsuya + Maya + Baofu
Yellow: Maya + Ulala

CHERUB

(JUDGEMENT Lv. 64)
HP: 512, At: 217, Df: 217, SAt:
153, Sdf: 152
Green: Baofu + Tatsuya
Yellow: Katsuya

BERSERK

(CHARIOT Lv. 65)
HP: 520, At: 251, Df: 209, SAt:
142, Sdf: 136
Green: Katsuya + Baofu + Maya
Yellow: Baofu

AH PUCH

(DEATH Lv. 66)
HP: 528, At: 228, Df: 216, SAt:
172, Sdf: 175

APADHHA

(HERMIT Lv. 68)
HP: 646, At: 251, Df: 215, SAt:
156, Sdf: 151
Green: Baofu + Tatsuya
Yellow: Ulala

FENRIR

(FORTUNE Lv. 70)
HP: 560, At: 259, Df: 226, SAt:
150, Sdf: 143
Green: Katsuya + Maya + Baofu
Yellow: Katsuya + Ulala + Baofu

TALOS

(CHARIOT Lv. 74)
HP: 592, At: 284, Df: 257, SAt:
153, Sdf: 147
Green: Maya + Katsuya
Yellow: Maya

SHU

(DEVIL Lv. 76)
HP: 2,500, At: 268, Df: 256, SAt:
182, Sdf: 182

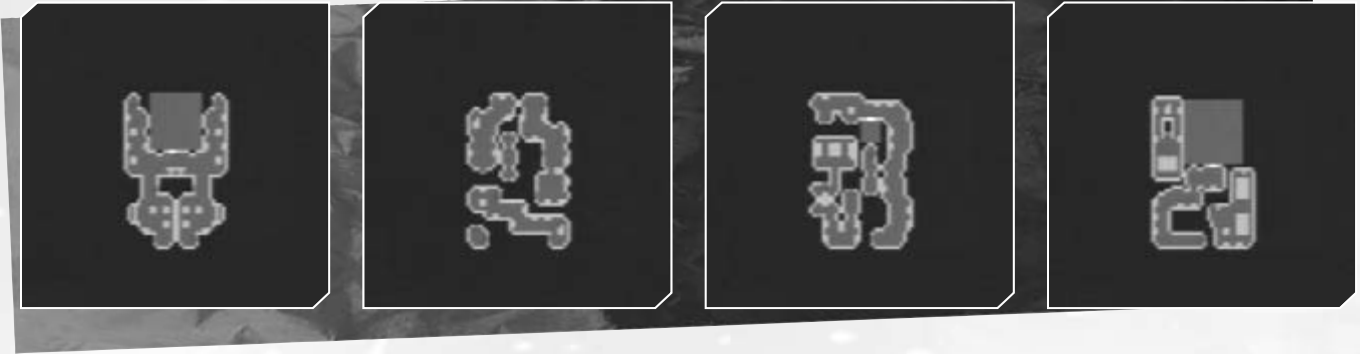
GAIA

(EMPRESS Lv. 78)
HP: 3,000, At: 258, Df: 300, SAt:
198, Sdf: 207

AHZI DAHAKA

(STRENGTH Lv. 78)
HP: 999, At: 273, Df: 282, SAt:
178, Sdf: 179

MU CONTINENT



CASINO OVERVIEW

Mu Continent doubles as both a casino and an extra dungeon. The casino is a great place to get rare items such as all-important Persona Material Cards, various magic cards, item-creation materials, rare accessories, and even some minor items.

Secret Personas



While it may be a mystery how its inhabitants got hold of them, Mu Continent is home to many Persona Material Cards. The only problem is that they take more than 10,000 coins apiece to purchase! Note that only Charon is available prior to defeating Torifune.

The Games

The games are simple to understand. If you don't mind "cheating," play Bingo for the maximum limit, and just reload after every loss. It has the highest bet, and thus highest earning, short of jackpot on the Slot Machines. The Slot Machines are the second best of the games—they have a very low cost and high payoff, so you are almost guaranteed to come out on top. Blackjack and Poker rarely have big payoffs and have high losses to boot, so unless you are playing for fun, stick to Bingo and the Slots.



Black Jack



Video Poker



Bingo



Slot Machine

THE BACK ROOM

Wonder what is behind that door the girl is guarding? To find out, speak to the security guard standing by the coin counter. He gives you a rumor about the demon Mussie—but only after the Factory is complete. Spread the rumor, then come back to Mu Continent. Talk to the girl in the back, and you get a chance to hunt down Mussie. There is a catch though, you only have 10 minutes! Estoma or Clean Salt help quite a bit.

EXTRA DUNGEONS AND SECRETS

The Hunt for Mussie



First, head to the southwest corner of the first floor. Take the stairs to the second floor, then go up the stairs next to you. Go southeast around the corner, then north to yet more stairs. These take you down a floor to a hallway that leads north; take it to reach some stairs leading up. Head to the east, and then south at the corner. At the southern end of the hallway you find Trish blocking some stairs. Talk to her and she tells you a demon is in her fountain.



Go north, and west a little to reach her fountain. Go inside and battle Mussie!



After the fight, run back down the way you came and out to the entrance to the back area. When you arrive, the girl at the door gives you a rather odd reward. You get the chance to rapidly press X to earn money. The faster and more times you press it, the more money you receive.

The true reward comes when you talk to the guard after successfully completing the mission. He gives you the Agility Source.

The Hunt for the Haunted Taxi



After taking care of Mussie, you can fight the Haunted Taxi. Speak with the girl in Mu Continent, and she gives you the rumor. Spread it, then return.

Return to the entrance for the same money reward, as well as an Akashic Ring.

Go inside, and head back to where Trish was at the staircase. Ascend the stairs and go around the corner to the north. You reach the game room. Input the password "1342" and the door opens, letting you fight the Haunted Taxi.

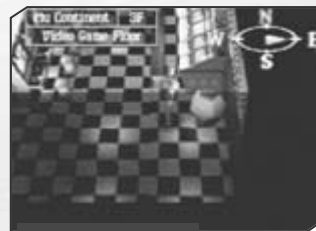
Items



This chest is on the second floor; reach it by taking the southeastern stairs on the first floor. It contains a Medicine.



Find this Medicine by taking the northwestern stairs on the first floor.



More Medicine is in this chest. Reach it by ascending the stairs south of the second chest.



Even more Medicine is north of the security guard on the fourth floor.



An ALL Incense is in the chest in the northwest corner of the fourth floor. To reach it, take the stairs to the far west of Trish's Fountain.



Demons

ARCHANGEL

(JUDGEMENT Lv. 21)
HP: 168, At: 72, Df: 72, SAt: 50,
Sdf: 50

KABANDIA

(HANGEDMAN Lv. 24)
HP: 192, At: 75, Df: 87, SAt: 65,
Sdf: 67

JACK O' LANTERN

(LOVERS Lv. 26)
HP: 208, At: 80, Df: 92, SAt: 58,
Sdf: 58

RASPUTIN

(MAGICIAN Lv. 28)
HP: 224, At: 82, Df: 88, SAt: 86,
Sdf: 90

PRINCIPALITY

(JUDGEMENT Lv. 29)
HP: 232, At: 98, Df: 98, SAt: 69,
Sdf: 68

HUNTAU

(DEATH Lv. 30)
HP: 240, At: 117, Df: 96, SAt: 60,
Sdf: 56

PICOLLUS

(STAR Lv. 30)
HP: 240, At: 93, Df: 96, SAt: 80,
Sdf: 81

SATYRUS

(LOVERS Lv. 36)
HP: 288, At: 114, Df: 132, SAt: 86,
Sdf: 88

STUPRIDETH

(TEMPERANCE Lv. 37)
HP: 296, At: 127, Df: 124, SAt: 105,
Sdf: 109

ORTHROS

(FORTUNE Lv. 40)
HP: 320, At: 142, Df: 130, SAt: 90,
Sdf: 87

WATRY

(MAGICIAN Lv. 41)
HP: 328, At: 125, Df: 155, SAt:
120, Sdf: 129

MUSSE

(RUMOR Lv. 41)
HP: 328, At: 155, Df: 170, SAt: 82,
Sdf: 83

CATOBLEPAS

(HERMIT Lv. 42)
HP: 336, At: 144, Df: 162, SAt: 89,
Sdf: 90

SUCCUBUS

(MOON Lv. 47)
HP: 376, At: 149, Df: 149, SAt: 127,
Sdf: 129

HAUNTED TAXI

(RUMOR Lv. 52)
HP: 416, At: 172, Df: 187, SAt: 115,
Sdf: 114

THE SEEDY CD



EXTRA DUNGEONS AND SECRETS

BUYING CDs



Throughout the game you have the chance to buy "CDs" at the Seedy CD, each featuring music tracks from the game, as well as two secret CDs with unique songs.

To gain the secret CDs, collect the rumors about them from Sumaru Magazine issues 1 and 2. Get Secret CD 1 just before entering GOLD. To get it, go to the detective's office. Look on the shelf to the side of the detective, and it slides away, revealing Sumaru Magazine Issue 1. Read the magazine in your inventory,

and then spread the rumor gained from it. Now the CD is available to purchase. Secret CD 2 is obtained in a similar fashion, but you find the magazine with the rumor about it in the Factory. Both Secret CDs are unique.



Listen to the CDs at Maya's Apartment in Lunar Palace.

The Hunt for the 100km/h Hag



After you enter the second floor of the Seedy CD, Jack Frost informs you that you cannot use spells here. Don't worry though; your enemies are a much lower level than you.

Follow the wall south, then to the west, and then south. Take one of the paths north—they converge just around a corner—from the southernmost wall and you come to a dead end with some Medical Powder. Keep moving west until you reach the wall. Turn north, and go up until you reach the path leading east. Go east to the stairs to the third floor.

Once on the third floor, wander around until you get into a fight with 100km/h Hag.

You can also get a Gala-Gala Drink on this floor while trying to encounter her. Afterward, go back and talk to Ixquic on the first floor. She gives you an Incense Set.

The Hunt for the 200km/h Fogey



After you obtain the rumor and have defeated the 100km/h Hag, try to defeat the 200km/h Fogey.

First go up to the fourth floor. A set of stairs to the west takes you up to the fifth floor. Find an item by going up the stairs, around to the west, then south. Take the second western side path for a Bead of Pressure. Ignore the western of the two northern halls, and head back to the stairs.

Back on the fourth floor, go west and follow the winding hall along to the south until you reach the elevator. Along the way, there is a trapped chest. You can take the elevator down to the first floor to get a Bead of Impact, or up to the fifth floor. The chest that's to the east of the elevator is a trap that earns you a Yamatano Drink. You can find 200km/h Fogey in either section of the fifth floor.

The reward for defeating Fogey is one of the Legendary Materials, Legenbright.

Items



Medical Powder is in the chest near the center of the second floor.



This chest is around the corner to the southwest of the stairs on the third floor. It is a Battle Trap.



This chest, above the southwest corner of the third floor, contains a Gala-Gala Drink.



A Gala-Gala Drink is in one of the two chests in the fourth floor's center.

PERSONA 2

ETERNAL PUNISHMENT

PRIMA'S OFFICIAL STRATEGY GUIDE



The chest to the right of the other chest on the fourth floor is a trap.



The chest on the westernmost side of the fifth floor, in the upper portion, contains a Bead of Pressure.



This chest in the southeast corner of the fifth floor is a trap.



To reach this Bead of Impact on the first floor, take the elevator down from the fourth floor.

Demons

MINOTAUR

[CHARIOT Lv. 15]
HP: 120, At: 54, Df: 66, SAt: 32,
Sdf: 33

WRAITH

[DEVIL Lv. 16]
HP: 128, At: 52, Df: 55, SAt: 42,
Sdf: 43

KIYOHIME

[STRENGTH Lv. 17]
HP: 136, At: 47, Df: 56, SAt: 45,
Sdf: 46

FEARFUL

[TEMPERANCE Lv. 19]
HP: 152, At: 64, Df: 55, SAt: 43,
Sdf: 41

ZOMBIE DJ

[ZOMBIE Lv. 19]
HP: 152, At: 79, Df: 73, SAt: 21,
Sdf: 16

FRUSTR

[MAGICIAN Lv. 22]
HP: 276, At: 70, Df: 76, SAt: 67,
Sdf: 71

LILIM

[MOON Lv. 33]
HP: 264, At: 114, Df: 108, SAt: 94,
Sdf: 97

DAIROKU TENMAOU

[DEVIL Lv. 34]
HP: 272, At: 121, Df: 115, SAt: 83,
Sdf: 83

SHOGGOTH

[TOWER Lv. 35]
HP: 270, At: 113, Df: 158, SAt: 52,
Sdf: 50

TOOKM/H HAG

[RUMOR Lv. 37]
HP: 296, At: 109, Df: 118, SAt: 79,
Sdf: 75

RAKSHASA

[CHARIOT Lv. 39]
HP: 312, At: 150, Df: 129, SAt: 87,
Sdf: 85

LEVIATHAN

[WORLD Lv. 39]
HP: 312, At: 135, Df: 147, SAt: 97,
Sdf: 100

TAKSARA

[STRENGTH Lv. 43]
HP: 604, At: 145, Df: 157,
SAt: 102, Sdf: 104

TOOKM/H FOG-EY

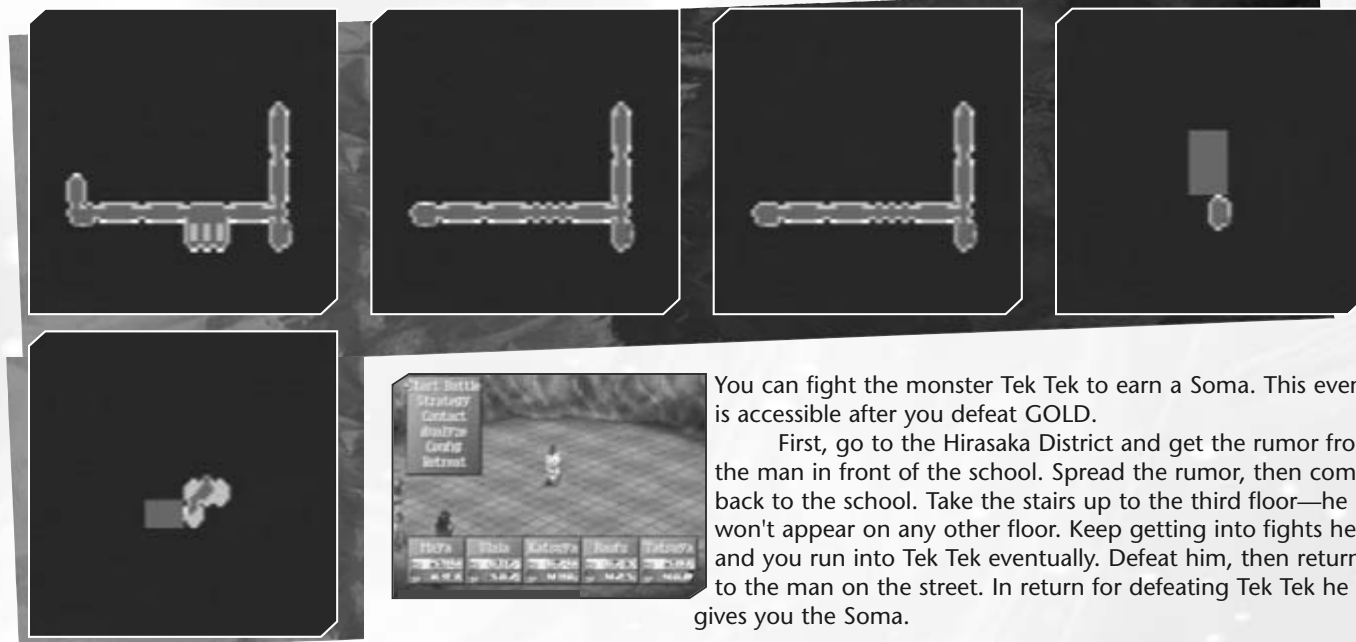
[RUMOR Lv. 50]
HP: 400, At: 155, Df: 149,
SAt: 120, Sdf: 116

KASUGAYAMA HIGH SCHOOL

This is the largest of the extra dungeons you can visit during the game—the EX Dungeon is larger but only can be visited after the game is finished. The school is void of almost anything important, but the bomb shelter is home to many a secret.

EXTRA DUNGEONS AND SECRETS

FLOORS 1-4



You can fight the monster Tek Tek to earn a Soma. This event is accessible after you defeat GOLD.

First, go to the Hirasaka District and get the rumor from the man in front of the school. Spread the rumor, then come back to the school. Take the stairs up to the third floor—he won't appear on any other floor. Keep getting into fights here and you run into Tek Tek eventually. Defeat him, then return to the man on the street. In return for defeating Tek Tek he gives you the Soma.

Demons

GHOST (DEVIL Lv. 1) HP: 9, At: 10, Df: 7, SA: 4, Sdf: 6	SLIME (TOWER Lv. 1) HP: 8, At: 10, Df: 7, SA: 6, Sdf: 8	PIXIE (LOVERS Lv. 2) HP: 13, At: 8, Df: 8, SA: 7, Sdf: 8
POLTERGEIST (DEVIL Lv. 2) HP: 12, At: 11, Df: 8, SA: 7, Sdf: 8	GUZZAN (HANGEDMAN Lv. 3) HP: 20, At: 12, Df: 9, SA: 8, Sdf: 8	NIGHTMARE (MOON Lv. 3) HP: 24, At: 9, Df: 9, SA: 6, Sdf: 6
RATATOSK (HERMIT Lv. 4) HP: 24, At: 13, Df: 10, SA: 9, Sdf: 8	BLOB (TOWER Lv. 5) HP: 40, At: 26, Df: 20, SA: 14, Sdf: 14	HARPIE (TEMPERANCE Lv. 5) HP: 40, At: 17, Df: 14, SA: 12, Sdf: 11
PUCK (LOVERS Lv. 6) HP: 48, At: 18, Df: 15, SA: 12, Sdf: 11	PHANTOM (TOWER Lv. 5) HP: 40, At: 26, Df: 20, SA: 14, Sdf: 14	EMPUSAS (MAGICIAN Lv. 7) HP: 56, At: 28, Df: 25, SA: 25, Sdf: 28
AGATHION (STAR Lv. 8) HP: 58, At: 26, Df: 26, SA: 20, Sdf: 20	OGRE (CHARIOT Lv. 8) HP: 64, At: 32, Df: 29, SA: 16, Sdf: 15	APEP (STRENGTH Lv. 9) HP: 74, At: 27, Df: 33, SA: 19, Sdf: 19
NISROC (HANGEDMAN Lv. 10) HP: 73, At: 31, Df: 28, SA: 30, Sdf: 30	ERINYS (MOON Lv. 10) HP: 72, At: 28, Df: 31, SA: 26, Sdf: 25	ROBIN GOODFELLOW (LOVERS Lv. 11) HP: 77, At: 41, Df: 32, SA: 24, Sdf: 23

COCKATRICE

(WORLD Lv. 11)
HP: 81, At: 44, Df: 35, SAt: 20,
SDf: 19

MOU SHOBO

(TEMPERANCE Lv. 12)
HP: 88, At: 36, Df: 39, SAt: 25,
SDf: 24

KIMNARA

(STAR Lv. 12)
HP: 96, At: 36, Df: 45, SAt: 29,
SDf: 30

OCYRE JELLY

(TOWER Lv. 13)
HP: 84, At: 43, Df: 49, SAt: 28,
SDf: 28

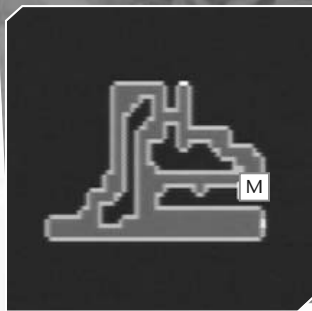
IXTAB

(DEATH Lv. 13)
HP: 65, At: 46, Df: 43, SAt: 36,
SDf: 37

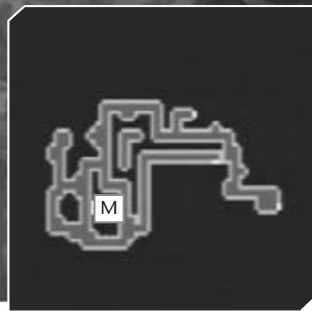
TEK TEK

(RUMOR Lv. 24)
HP: 192, At: 84, Df: 75, SAt: 59,
SDf: 58

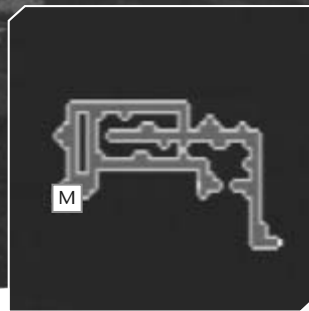
THE UNDERGROUND BOMB SHELTER



Area 1



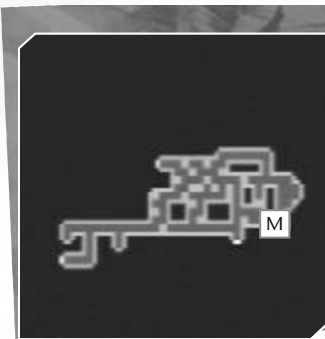
Area 2



Area 3



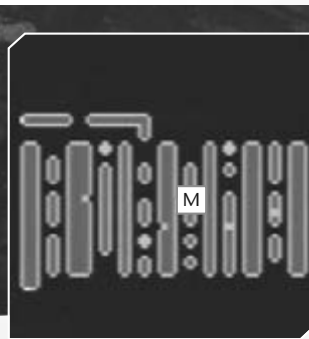
Area 4



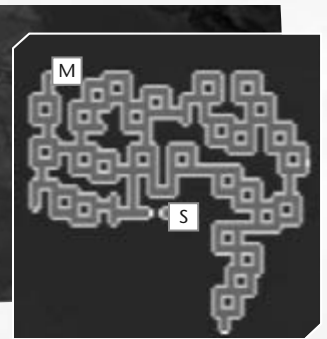
Area 5



Area 6



Area 7



Area 8

MAP KEY

M: Chest with Map
S: Sachiko's Room

To get there, head west from the entrance, then take the stairs down. The basement consists of eight areas, and each area opens only after a certain event in the game. Here is list of when each will open.

- Area 1—After GOLD
- Area 2—After Zodiac
- Area 3—After Science Lab or Sumaru TV
- Area 4—After Factory
- Area 5—After Nichirinmaru and Ocean Ruins
- Area 6—After Subway and Torifune
- Area 7—After Sumaru Castle
- Area 8—After Shadow Maya and Shadow Baofu

Unlike other parts of the game, there is no auto-map. Collect the Maps from the dungeons as you would an item, and then you automatically gain the whole area.

In addition to the doors from the main corridor, doors link between sections directly. To move the boulders and obstacles out of the way, contact the enemies within the dungeon and ask them to do so for you.

EXTRA DUNGEONS AND SECRETS

Sachiko's Room



Sachiko's Room

Throughout the dungeon are papers and posts that give hints about how to enter Sachiko's Room. When you reach it in Area 8, input a four-digit password: "3341." Within the chamber is Legenbright, the metal for making Legendary Weapons.

Rare Personas

Some of the areas contain rare Personas. Defeat them and you gain their Material Card!

All can be fought in random combat, with the exception of Alice. To encounter her, you must first have the Karma Ring accessory.

KASU HS BOMB
SHELTER RARE
PERSONAS

Area	Persona
Area 1	—
Area 2	Shaka
Area 3	—
Area 4	—
Area 5	Izanami
Area 6	—
Area 7	Virocana
Area 8	Alice

Kudan

After you spread the rumor about Kudan, he appears in Area 6 of the bomb shelter. After you defeat him, return to Yasuo, who gave the rumor, for a reward.

Items



A Tenshou Coin is in the southwest corner of Area 8. This is the only item aside from Sachiko's treasure and the Area Maps.



Demons

Area 1

**ROBIN
GOODFELLOW**
(LOVERS Lv. 11)
HP: 77, At: 41, Df: 32, SAt: 24,
SDf: 23

COCKATRICE
(WORLD Lv. 11)
HP: 81, At: 44, Df: 35, SAt: 20m,
SDf: 19

**MOU
SHOBO**
(TEMPERANCE Lv. 12)
HP: 88, At: 36, Df: 39, SAt: 25, SDf: 24

KIMNARA
(STAR Lv. 12)
HP: 96, At: 36, Df: 45, SAt: 29,
SDf: 30

**OGRE
JELLY**
(TOWER Lv. 13)
HP: 84, At: 43, Df: 49, SAt: 28,
SDf: 28

IXTAS
(DEATH Lv. 13)
HP: 65, At: 46, Df: 43, SAt: 36, SDf: 37

NEKOMATA
(HERMIT Lv. 14)
HP: 112, At: 47, Df: 44, SAt: 31,
SDf: 30

ANGEL
(JUDGEMENT Lv. 14)
HP: 112, At: 47, Df: 47, SAt: 33,
SDf: 32

MINOTAUR
(CHARIOT Lv. 15)
HP: 120, At: 54, Df: 66, SAt: 32,
SDf: 33

TENGU
(MAGICIAN Lv. 16)
HP: 128, At: 61, Df: 55, SAt: 50,
SDf: 53

Area 2

NEKOMATA

(HERMIT Lv. 14)
HP: 112, At: 47, Df: 44, SAt: 31,
Sdf: 30

ANGEL

(JUDGEMENT Lv. 14)
HP: 112, At: 47, Df: 47, SAt: 33,
Sdf: 32

MINOTAUR

(CHARIOT Lv. 15)
HP: 120, At: 54, Df: 66, SAt: 32,
Sdf: 33

TENGU

(MAGICIAN Lv. 16)
HP: 128, At: 61, Df: 55, SAt: 50,
Sdf: 53

WRAITH

(DEVIL Lv. 16)
HP: 128, At: 52, Df: 55, SAt: 42,
Sdf: 43

KIYOHIME

(STRENGTH Lv. 17)
HP: 136, At: 47, Df: 56, SAt: 45,
Sdf: 46

SHAX

(HANGEDMAN Lv. 17)
HP: 136, At: 50, Df: 47, SAt: 47,
Sdf: 47

FRUST

(MAGICIAN Lv. 22)
HP: 276, At: 70, Df: 76, SAt: 67,
Sdf: 71

JACK

FROST
(LOVERS Lv. 18)
HP: 144, At: 63, Df: 54, SAt: 44,
Sdf: 43

FERRAL

(TEMPERANCE Lv. 19)
HP: 152, At: 64, Df: 55, SAt: 43,
Sdf: 41

SHAKA

(HIEROPHANT Lv. 29)
HP: 500, At: 92, Df: 95, SAt: 87,
Sdf: 91

Area 3

PARIKER

(MOON Lv. 20)
HP: 160, At: 62, Df: 65, SAt: 50,
Sdf: 49

ARCHANGEL

(JUDGEMENT Lv. 21)
HP: 168, At: 72, Df: 72, SAt: 50,
Sdf: 50

HEL

(DEATH Lv. 22)
HP: 176, At: 70, Df: 64, SAt: 57,
Sdf: 57

GANDHARVA

(STAR Lv. 23)
HP: 184, At: 80, Df: 86, SAt: 52,
Sdf: 52

KRAKEN

(WORLD Lv. 23)
HP: 192, At: 77, Df: 92, SAt: 48,
Sdf: 48

KABANDU

(HANGEDMAN Lv. 24)
HP: 192, At: 75, Df: 87, SAt: 65,
Sdf: 67

KANALOR

(TOWER Lv. 24)
HP: 192, At: 81, Df: 93, SAt: 53,
Sdf: 53

LICH

(DEVIL Lv. 25)
HP: 240, At: 79, Df: 79, SAt: 70,
Sdf: 71

JACK

O' LANTERN
(LOVERS Lv. 26)
HP: 208, At: 80, Df: 92, SAt: 58,
Sdf: 58

TARANIS

(CHARIOT Lv. 27)
HP: 216, At: 105, Df: 96, SAt: 59,
Sdf: 58

KUN

ANUN
(HERMIT Lv. 27)
HP: 216, At: 96, Df: 84, SAt: 55,
Sdf: 51

RASPUTIN

(MAGICIAN Lv. 28)
HP: 224, At: 82, Df: 88, SAt: 86,
Sdf: 90

KAMASOS

(TEMPERANCE Lv. 28)
HP: 208, At: 106, Df: 91, SAt: 52,
Sdf: 47

PRINCIPALITY

(JUDGEMENT Lv. 29)
HP: 232, At: 98, Df: 98, SAt: 69,
Sdf: 68

EXTRA DUNGEONS AND SECRETS

Area 4

KEREPPRES

(STRENGTH Lv. 29)
HP: 232, At: 101, Df: 107, SAt: 65,
Sdf: 65

HUNTAU

(DEATH Lv. 30)
HP: 240, At: 117, Df: 96, SAt: 60,
Sdf: 56

PICOLLUS

(STAR Lv. 30)
HP: 240, At: 93, Df: 96, SAt: 80,
Sdf: 81

DEMETER

(WORLD Lv. 31)
HP: 248, At: 91, Df: 94, SAt: 80,
Sdf: 80

ZAEBOH

(HANGEDMAN Lv. 32)
HP: 256, At: 113, Df: 101, SAt: 85,
Sdf: 86

WANYUDDO

(FORTUNE Lv. 33)
HP: 264, At: 126, Df: 111, SAt: 66,
Sdf: 63

LILIM

(MOON Lv. 33)
HP: 264, At: 114, Df: 108, SAt: 94,
Sdf: 97

AGRIPPA

(MAGICIAN Lv. 34)
HP: 272, At: 115, Df: 118, SAt: 97,
Sdf: 101

DAIROKU TENMAOU

(DEVIL Lv. 34)
HP: 272, At: 121, Df: 115, SAt: 83,
Sdf: 83

PYTHON

(STRENGTH Lv. 35)
HP: 280, At: 119, Df: 131, SAt: 82,
Sdf: 83

SHOGGOTH

(TOWER Lv. 35)
HP: 270, At: 113, Df: 158, SAt: 52,
Sdf: 50

SATYRUS

(LOVERS Lv. 36)
HP: 288, At: 114, Df: 132, SAt: 86,
Sdf: 88

POWER

(JUDGEMENT Lv. 36)
HP: 288, At: 123, Df: 123, SAt: 84,
Sdf: 84

BIYARKY

(DEVIL Lv. 42)
HP: 336, At: 150, Df: 147, SAt: 105,
Sdf: 107

Area 5

STUPRIDETH

(TEMPERANCE Lv. 37)
HP: 296, At: 127, Df: 124, SAt: 105,
Sdf: 109

HEINIA

(STAR Lv. 38)
HP: 304, At: 122, Df: 128, SAt: 84,
Sdf: 82

RAKSHASA

(CHARIOT Lv. 39)
HP: 312, At: 150, Df: 129, SAt: 87,
Sdf: 85

LEVIATHAN

(WORLD Lv. 39)
HP: 312, At: 135, Df: 147, SAt: 97,
Sdf: 100

ORTHROS

(FORTUNE Lv. 40)
HP: 320, At: 142, Df: 130, SAt: 90,
Sdf: 87

WAITRY

(MAGICIAN Lv. 41)
HP: 328, At: 125, Df: 155, SAt: 120,
Sdf: 129

BARBATOS

(HANGEDMAN Lv. 41)
HP: 328, At: 131, Df: 125, SAt: 108,
Sdf: 109

CATOBLEPAS

(HERMIT Lv. 42)
HP: 336, At: 144, Df: 162, SAt: 89,
Sdf: 90

AESHMA

(TOWER Lv. 42)
HP: 336, At: 132, Df: 141, SAt: 109,
Sdf: 111

TAKSARA

(STRENGTH Lv. 43)
HP: 604, At: 145, Df: 157, SAt: 102,
Sdf: 104

IZANAMI

(PRIESTESS Lv. 51)
HP: 1500, At: 150, Df: 165, SAt: 152,
Sdf: 159

Area 6

ANKOU

(DEATH Lv. 44)
HP: 352, At: 155, Df: 143,
SAAt: 107, Sdf: 106

VIRTUE

(JUDGEMENT Lv. 44)
HP: 352, At: 149, Df: 149,
SAAt: 105, Sdf: 104

VUCUB- KAKIST

(TEMPERANCE Lv. 45)
HP: 360, At: 150, Df: 171,
SAAt: 100, Sdf: 101

LUCIFUGUS

(DEVIL Lv. 46)
HP: 368, At: 148, Df: 151,
SAAt: 124, Sdf: 127

HUNAB KU

(WORLD Lv. 46)
HP: 368, At: 154, Df: 163,
SAAt: 106, Sdf: 106

SUCCUBUS

(MOON Lv. 47)
HP: 376, At: 149, Df: 149,
SAAt: 127, Sdf: 129

PUCEL

(HANGEDMAN Lv. 48)
HP: 384, At: 171, Df: 147,
SAAt: 128, Sdf: 128

CROWLEY

(MAGICIAN Lv. 49)
HP: 480, At: 166, Df: 154,
SAAt: 139, Sdf: 142

YAKSA

(STAR Lv. 49)
HP: 392, At: 193, Df: 157,
SAAt: 103, Sdf: 98

ARES

(CHARIOT Lv. 50)
HP: 400, At: 194, Df: 170,
SAAt: 108, Sdf: 105

SEKER

(TOWER Lv. 50)
HP: 400, At: 158, Df: 161,
SAAt: 124, Sdf: 123

KUDAN

(RUMOR Lv. 63)
HP: 504, At: 201, Df: 213,
SAAt: 170, Sdf: 175

ODIN

(EMPEROR Lv. 65)
HP: 2,000, At: 221, Df: 227,
SAAt: 172, Sdf: 177

Area 7

CERBERUS

(FORTUNE Lv. 51)
HP: 408, At: 183, Df: 168,
SAAt: 118, Sdf: 116

DOMINION

(JUDGEMENT Lv. 52)
HP: 416, At: 175, Df: 178,
SAAt: 125, Sdf: 126

FAFNIR

(STRENGTH Lv. 53)
HP: 424, At: 179, Df: 203, SAAt: 120,
Sdf: 122

PHOENIX

(TEMPERANCE Lv. 54)
HP: 432, At: 189, Df: 153,
SAAt: 129, Sdf: 123

MUCALINDA

(WORLD Lv. 54)
HP: 432, At: 177, Df: 180,
SAAt: 141, Sdf: 143

MANANAN

(MAGICIAN Lv. 55)
HP: 604, At: 190, Df: 181, SAAt: 154,
Sdf: 158

KINICH AHAU

(HERMIT Lv. 56)
HP: 448, At: 203, Df: 185, SAAt: 124,
Sdf: 121

JAHH

(MOON Lv. 56)
HP: 448, At: 182, Df: 176,
SAAt: 150, Sdf: 152

ADARMELECH

(HANGEDMAN Lv. 57)
HP: 456, At: 189, Df: 183,
SAAt: 149, Sdf: 151

THRONE

(JUDGEMENT Lv. 57)
HP: 456, At: 195, Df: 192,
SAAt: 137, Sdf: 137

GIRIMEKARA

(CHARIOT Lv. 58)
HP: 464, At: 202, Df: 190,
SAAt: 128, Sdf: 124

TZITZIMITL

(DEVIL Lv. 59)
HP: 472, At: 197, Df: 206,
SAAt: 149, Sdf: 151

TEZCATLIPOCA

(TOWER Lv. 59)
HP: 472, At: 221, Df: 200,
SAAt: 135, Sdf: 133

KISHIN

(DEATH Lv. 60)
HP: 480, At: 201, Df: 213,
SAAt: 134, Sdf: 132

UROBOROS

(WORLD Lv. 62)
HP: 496, At: 206, Df: 227,
SAAt: 147, Sdf: 149

EXTRA DUNGEONS AND SECRETS

AH PUCH

(DEATH Lv. 66)
HP: 528, At: 228, Df: 216,
SA: 172, SDF: 175

VIROCANA

(SUN Lv. 73)
HP: 2,800, At: 229, Df: 238,
SA: 196, SDF: 199

Area 8

THRONE

(JUDGEMENT Lv. 57)
HP: 456, At: 195, Df: 192,
SA: 137, SDF: 137

VALKYRIE

(STAR Lv. 60)
HP: 480, At: 225, Df: 192,
SA: 140, SDF: 137

SAJI

(MAGICIAN Lv. 61)
HP: 488, At: 193, Df: 196, SA: 168,
SDF: 172

KAU

(TEMPERANCE Lv. 62)
HP: 496, At: 212, Df: 200,
SA: 145, SDF: 143

UROBOROS

(WORLD Lv. 62)
HP: 496, At: 206, Df: 227,
SA: 147, SDF: 149

VASUKI

(STRENGTH Lv. 63)
HP: 544, At: 213, Df: 240, SA: 140,
SDF: 141

SHUB-NIGGURATH

(TOWER Lv. 64)
HP: 512, At: 220, Df: 226, SA: 149,
SDF: 149

CHERUB

(JUDGEMENT Lv. 64)
HP: 512, At: 217, Df: 217,
SA: 153, SDF: 152

BERSERK

(CHARIOT Lv. 65)
HP: 520, At: 251, Df: 209,
SA: 142, SDF: 136

AH PUCH

(DEATH Lv. 66)
HP: 528, At: 228, Df: 216,
SA: 172, SDF: 175

APADHHA

(HERMIT Lv. 68)
HP: 646, At: 251, Df: 215,
SA: 156, SDF: 151

FENRIR

(FORTUNE Lv. 70)
HP: 560, At: 259, Df: 226,
SA: 150, SDF: 143

TALOS

(CHARIOT Lv. 74)
HP: 592, At: 284, Df: 257,
SA: 153, SDF: 147

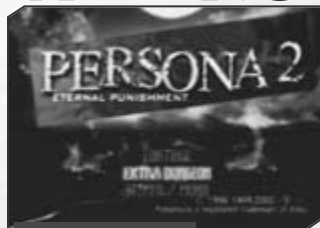
ALICE

(LOVERS Lv. 80)
HP: 2,500, At: 254, Df: 257,
SA: 214, SDF: 216

DARK ALICE

(LOVERS Lv. 81)
HP: 3,000, At: 261, Df: 258,
SA: 216, SDF: 219

EX DUNGEON



The EX Dungeon is accessible after you have completed both Ellen and Nate's routes through the game. The option shows up on the title screen, just beneath "Continue."



When you first choose the option, you go to the Velvet Room. Egor explains that Philemon created this dungeon to test people.

The dungeon is a variation of Seven Sisters High School. Each classroom is a "mini-dungeon" that adds up to a massive world. You must go from classroom to classroom, and complete each to move on to the next.

To complete an area of the dungeon, you must reach the goal.

CHOOSING YOUR CHARACTERS



Unlike the "real" game, the EX Dungeon allows you to choose your party. You can have previously unavailable combinations of characters—such as Nate, Ellen, and Tatsuya all at once. All characters are at the levels they were during the full game.

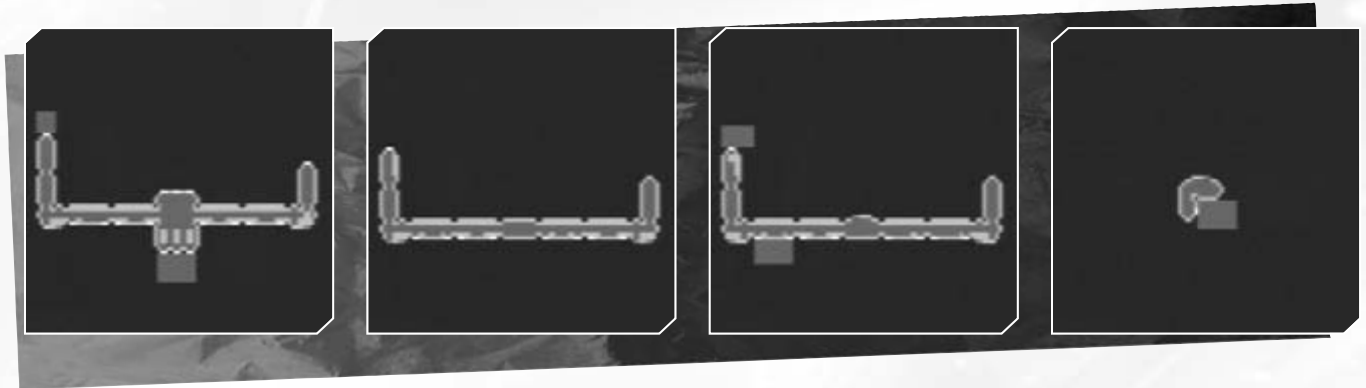


If the person is a member of the current party, you get the option to leave him or her behind. This allows you to take fewer than five people if you want.

To choose a character, walk up and speak to him or her. The game presents you with one of two options depending on if they are in your current party.

If the member is not in your party, ask to take him or her with you. If you have a spot open, the character joins. If not, a screen comes up asking you to remove a current character.

MAIN FLOORS



AREA 1-A

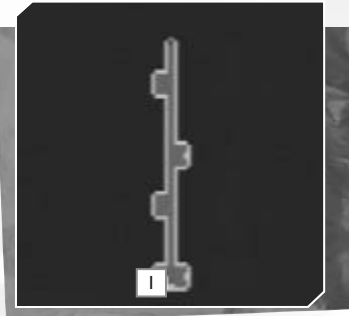


MAP KEY

- G : Goal
- I : Item

EXTRA DUNGEONS AND SECRETS

AREA 1-B

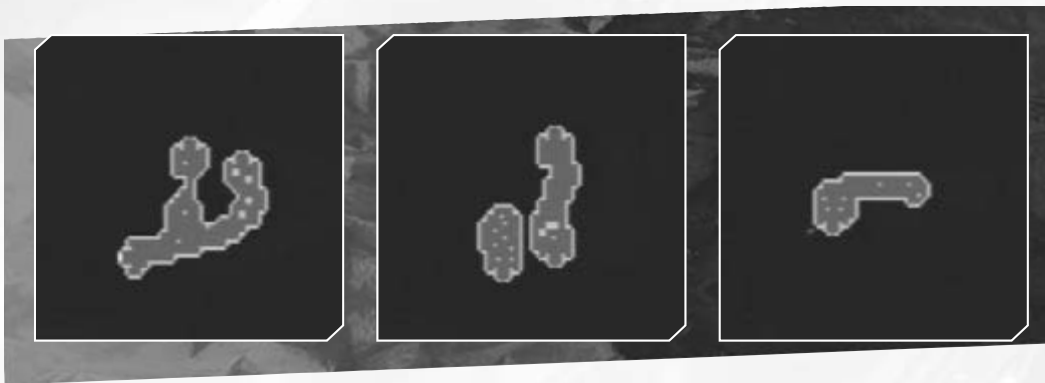


Items

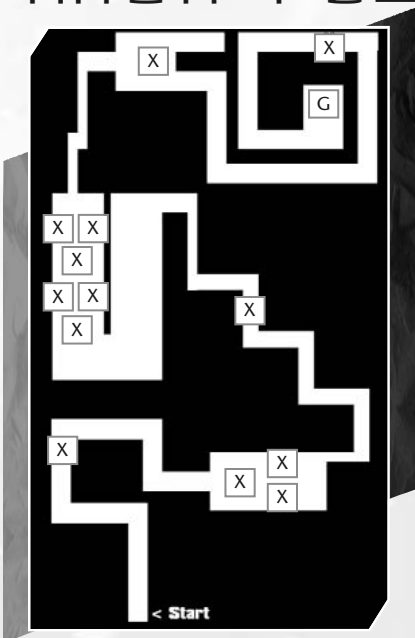


The chest at the southern end of the hall is the symbol of Philemon, the Golden Butterfly.

AREA 1-C



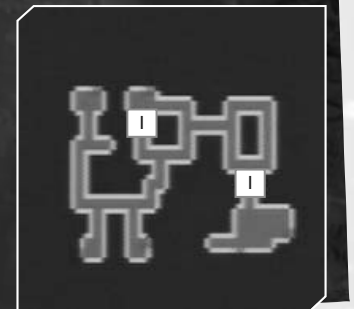
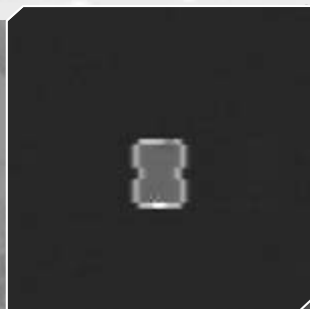
AREA 1-D

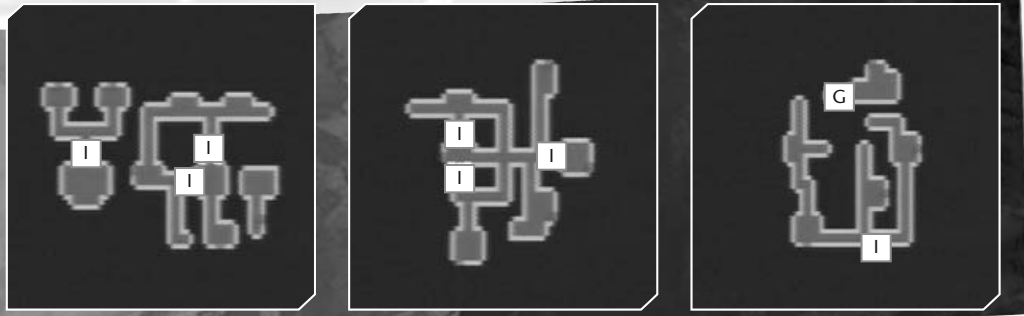


This area is unique. You always move forward, and you cannot control yourself. Rotate the screen by using the top buttons, and your character moves in the rotation. There is no way to stop; you just keep on running.

Traps are spread around the area, and if you hit one, you go back to the beginning. In addition, you have only a three-minute time limit to reach the goal!

AREA 2-A





Items



This chest containing a Gem is unavoidable, blocking the hallway on Basement Level 1.



The northern of the two chests on Basement Level 2 contains a Gem.



The southern of the two chests on Basement Level 2 is empty.



A Gem is in the chest in the western section of Basement Level 3.



This chest in the center section of Basement Level 3 is empty...



...and so is this chest right next to it.



There is a chest containing a Gem to the eastern side of Basement Level 4.



The Material Card Lily is in the northern of the two chests in Basement Level 4's west side.

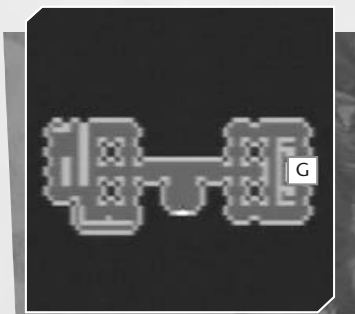


The chest below the Lily contains a Gem.



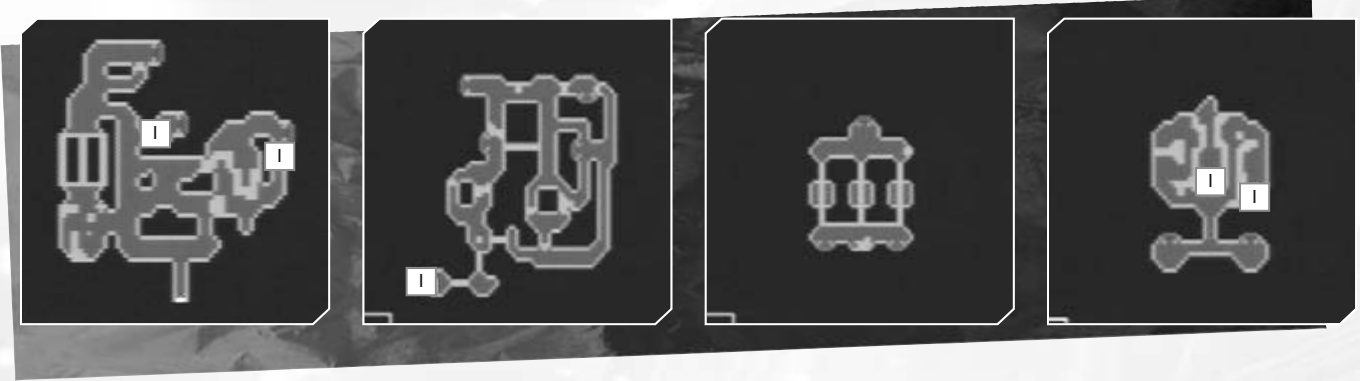
A final Gem is in the chest on Basement Level 5.

AREA 2-B



EXTRA DUNGEONS AND SECRETS

AREA 2-C



Items



To reach this chest with the Amber Eyeglasses, take the teleportation pad in the southwest corner.



The first of several important items, the In Rakech, is in the other chest on the first floor.



Another event item, the Black Lighter, is in the southwest corner of Basement Level 1.

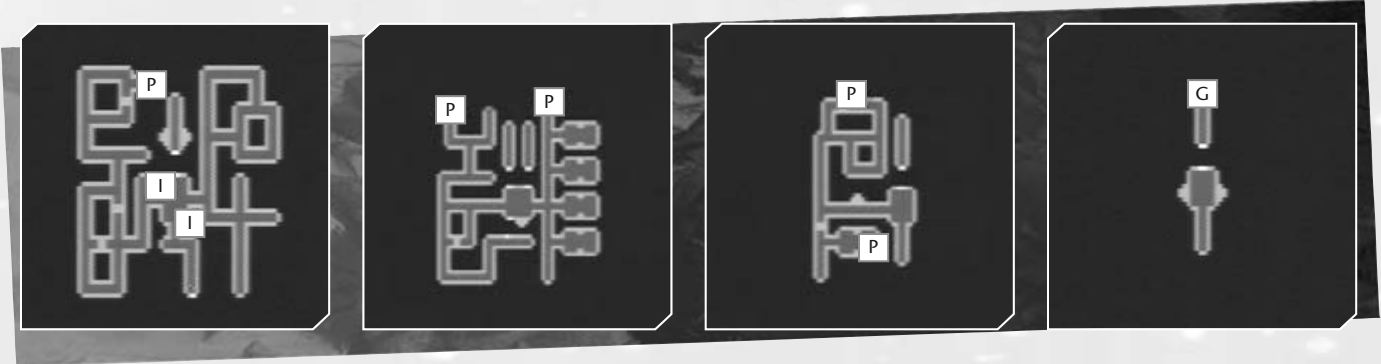


A third event item, the Knife, is to the eastern side of Basement Level 3.



Nyarlathep's Black Butterfly symbol is within the chest in the center of Basement Level 3.

AREA 3-C



To complete this area, answer quiz questions about the game. Plaques around the area give you hints.

Persona Quiz Answers

GATE 1: Tatsuya Sudou said the word "voices" 31 times during the game.

GATE 2: Maya's Chief Editor's last name is "Mizuno."

GATE 3: Maya's favorite food is "Canned Crab."

GATE 4: The other rumor demon at Mu Continent was "Mussie."

GATE 5: There were "7" flowers at Aoba Park.

Jack Frost and the Fires

To access the next area, you must put out some of the fires. To do so, you must enlist the aid of Jack Frost.

First, speak with Jack O' Lantern, sign a contract, and ask for information. He tells you about his friend Jack Frost being able to extinguish fires. Sign a contract with Jack Frost, and he offers to put out the fires for you. Do this with four Jack Frosts—and get a fifth one a different way—so that there are enough to put the blazes out.

The second one asks you quiz questions. The answers are:

- Q1: Eyes
- Q2: All of them
- Q3: Bee
- Q4: Star
- Q5: Yawn

The third must be contacted without having any of the men in your party. Use the team of Ulala and Ellen to contact Jack Frost.

The fourth asks a few more questions.

The correct answers are:

- Q1: Don't know.
- Q2: I hate building snowmen.
- Q3: I forgot.

The fifth Jack Frost requires less work. Go into the main hallway of the EX Dungeon containing the Jack Frosts, and go to the 3-D door. Keep attempting to open it, and eventually the Jack Frost comes out and helps put the fires out.

Items

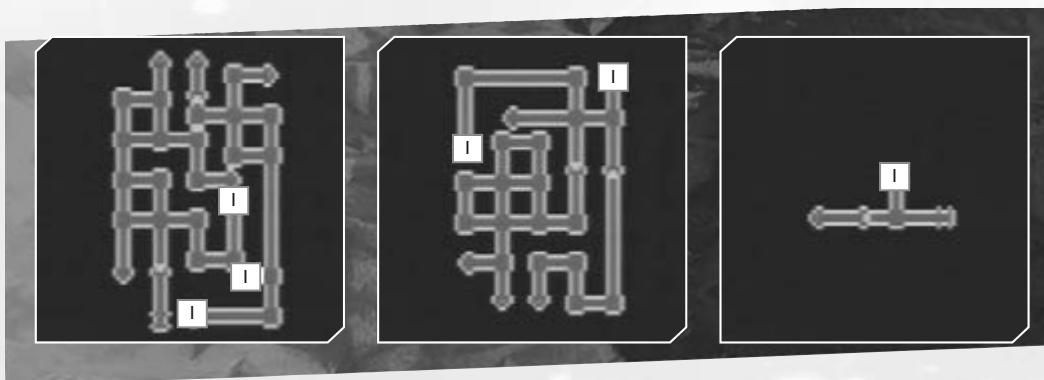


The northern chest in front of Gate 1 contains a Soma.



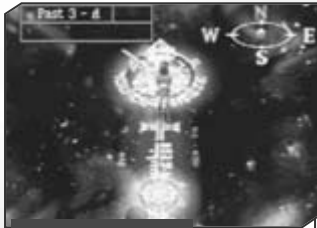
The southern chest in front of Gate 1 contains five Incenses of Life.

PAST 3-A

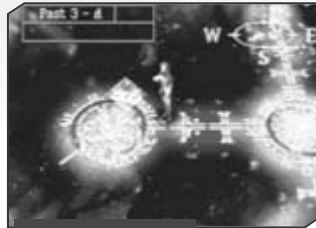


EXTRA DUNGEONS AND SECRETS

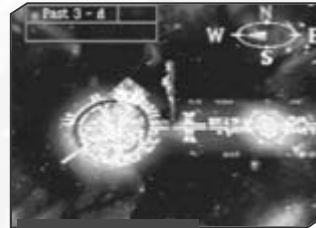
Items



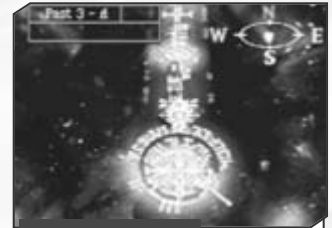
The first Tenshou Coin is at the end of the eastern path from the first walkway.



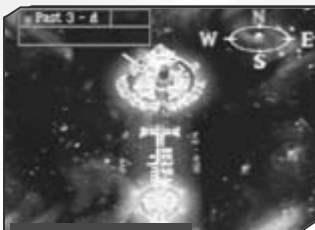
A Tenshou Coin is in the chest above the southeast corner of the first area.



A third Tenshou Coin is in the chest at the end of the western walkway, from the southeast corner of Area 1.



Another Tenshou Coin is here, in the path below the northwest corner of Area 2.



Another Tenshou Coin is in the northeast corner of Area 2.



The final item, the White Butterfly, is in the chest behind Area 3's door.

SECRET AND RARE PERSONA

MAIA CUSTOM

Maia can mutate into Maia Custom. You must have answered that you envy Ulala after defeating JOKER Ulala at GOLD for this to happen.

TATSUNOSHIN SUDOU, MAIHIME AMANO, AND JUNNOSUKE KURODA

These Personas are the three most difficult to obtain, but are most definitely worth it. The three have a Fusion Spell that can instantly kill Gozen!

During the Mifune Trail fill up the donation box in the last area. This box is a requirement for only Junnosuke.

After obtaining Nate or Ellen, visit Kismet Publishing and speak with the Chief Editor. Answer "no" to her question.

After Torifune is completed, go back to the Chief Editor's office. Kashihara is there, and he tells you about a Castle legend. Ask about the samurai, and he tells you his name, Tatsunoshin, and gives you a rumor about him.

From there, head to Shiraishi, and take the man-search job for Setsu Nishitani. Go to Araya Shrine, speak with the old woman there, and identify her as Setsu Nishitani. Speak with her, and she tells you about Maihime Amano. Spread both the rumors, and then enter the Castle. The third and seventh floors' layouts are changed, and both have shrines in them. On the third floor is the Maihime Shrine; when you go there, it allows you to summon her in the Velvet Room. Visit the Tatsunoshin Shrine on the seventh floor to summon him as well.

If you filled up the donation box at Mifune Trail, Junnosuke automatically comes along with Tatsunoshin.

HASTUR



The method to obtain Hastur is simple. Go to Double Slash Café and speak with the "Wang Long Fortune Maniac." She asks what month you were born, but type in "HASTUR-COMEFORTH" instead.



Go to Kismet Publishing and look by your desk. There is a package containing the King in Yellow Material Card.

LUGH

After you have Il-Dana he can mutate into Lugh. First speak with the demon Mananan and ask for information. He tells you about Lugh. Afterward, Il-Dana mutates like any other Persona.

ALICE

Alice is found in Area 8 of the Kasugayama High School Bomb Shelter. Before you encounter her, you must have a Karma Ring. To obtain one, return the Rank 8 Persona Junnosuke Kuroda.

After you defeat Alice, you encounter Dark Alice in the same area.

AZAZEL

Azazel is in the last section of the EX Dungeon. To get his Material Card, equip the Personas Barbatos, Adramelech, and Shax. When you enter combat, they speak with Azazel one at a time.

If the same Persona keeps speaking with him, unequip it and use only those who have not.

MATERIAL CARDS

Persona	Material Card	Found
Rangda	Dancing Mask	Defeat Rangda
Lakshimi	Lotus Petal	Mu Continent
Izanami	Path to Hades	Defeat Izanami
Gaia	Cradle of Creation	Defeat Gaia
Kali	Necklace of Heads	Mu Continent
Vishnu	Avatarah	Return Item: Lakshimi
Odin	Runic Monument	Defeat Odin
Brahma	Eye Patch	Mu Continent
Alfred	Amber Eyeglasses	EX Dungeon
Shaka	Yuiga Dokuson	Defeat Shaka
Alice	Champion	Defeat Alice
Siva	Maximum Tempest	Return Item: Skanda
Skuld	Urdarbrunn	Torifune
Hyperion	Ancient Sun	Mt. Iwato
Bishamonten	Chess Piece	Mu Continent
Nata	Paopei	Aoba Park, Defeat Nata
Azazel	Black Goat	See the "Azazel" section
Prometheus	Bronze Ring	Mt. Iwato
Charon	Styx	Mu Continent
Suzaku	Scarlet Wings	Torifune
Lucifer	Morning Star	Mu Continent
Hastur	King in Yellow	See the "Hastur" section
Astria	Ortyx	Mt. Iwato
Iris	Rainbow Gleam	GOLD
Nannar	Moon of Ullr	Return Item: Tsukuyomi
Artemis	Silver Bow	Mt. Iwato
Virocana	1,000 Lotus Petals	Defeat Virocana
Il-Dana	Dul-Dauna's Oar	Nichirinmaru
Satan	Accuser's Diary	Mu Continent
Gabriel	Lily	EX Dungeon
Njord	Noatun	Return Item: Grinbulsti
Fuuma Kotarou	Book of the Fuuma	Return Item: Tobi Katou

MUTATIONS

#	Persona	Mutates Into
2	Isis	Sarasvati
3	Mananan	Arthur
4	Abeno Seimei	Bacchus
5	Agrippa	Galahad
6	Tengu	Hotei
8	Scathach	Sarasvati
9	Hathor	Arthur
11	Parvati	Nodens
12	Sif	Galahad
13	Tensen Nyan Nyan	Nankyoku Roujin
16	Rinok	Cu Chulainn
17	Seioubou	Galahad
18	Nemesis	Nankyoku Roujin
19	Arianrhod	Hotei
21	Lugh	Futsuno Mitama
23	Indra	Bacchus
24	Hurakan	Cu Chulainn
25	Baal	Peri
26	Marduk	Nankyoku Roujin
27	Airgetlam	Matsuo-sama
30	Varuna	Dagda
31	Mithra	Arthur
32	Yama	Peri
34	Umayado No Uji	Kanshou
36	Genjo	Hotei
39	Jack O' Lantern	Nankyoku Roujin
40	Jack Frost	Fukurokuju
41	Robin Goodfellow	Matsuo-sama
42	Pixie	Matsuo-sama
44	Maha Kala	Quetzalcoatl
45	Ares	Bacchus
46	Susano-o	Nodens
47	Seiten Taisei	Galahad
48	Taranis	Nankyoku Roujin
49	Minotaur	Hotei
50	Wong Long	Dagda
51	Vritra	Arthur

EXTRA DUNGEONS AND SECRETS

#	Persona	Mutates Into
52	Taksaka	Nodens
53	Kerepres	Yebisu
54	Otohime	Kanshou
55	Ryume	Matsuo-sama
56	Tishtoriya	Futsuno Mitama
57	Kinich Ahau	Arthur
58	Genbu	Peri
59	Byakko	Galahad
60	Grinbulsti Nankyoku	Roujin
61	Tenhou Gensui	Kanshou
62	Nekomata	Hotei
72	Skanda	Bacchus
73	Gundari Myouou	Nodens
75	Mars	Nankyoku Roujin
79	Adamelech	Quetzalcoatl
80	Barbatos	Nodens
81	Kabanda	Nankyoku Roujin
82	Shax	Fukurokuju
86	Ankou	Nodens
87	Hel	Kanshou
89	Phoenix	Arthur
90	Stuparideth	Peri
91	Fearal	Fukurokuju
92	Harpie	Matsuo-sama
94	Beelzebub	Sarasvati
95	Surt	Peri
96	Poltergeist	Matsuo-sama

#	Persona	Mutates Into
97	Seth	Dagda
99	Seker	Bacchus
100	Aeshma	Nodens
101	Loki	Galahad
102	Kanaloa	Kanshou
103	Fariedone	Futsuno Mitama
104	Hanuman	Dagda
106	Valkyrie	Quetzalcoatl
107	Heinir	Peri
108	Kenren Taishou	Yebisu
109	Gandharva	Kanshou
111	Kimnara	Matsuo-sama
116	Tsukuyomi	Bacchus
117	Succubus	Cu Chulainn
119	Pariker	Kanshou
120	Maia	Maia Custom
125	Heimdall	Galahad
126	Kinich Kakmo	Kanshou
127	Surya	Hotei
131	AmurtartFutsuno	Mitama
132	Armati	Cu Chulainn
135	Phaleg	Fukurokuju
137	Uroboros	Sarasvati
138	Seiryu	Quetzalcoatl
139	Mucalinda	Arthur
140	Hunab Ku	Cu Chulainn
142	Demeter	Yebisu

LOOSE ENDS

THE LUCKY CAT STATUE



Give 100,000¥ to the Lucky Cat statue to open the bathroom door at the detective's office. Inside is a Nekomata demon who gives you rumors.

If you prefer not to pay out 100,000¥, you can wait until later in the game when you can do a man-search for "Nekomata." Go to the Lucky Cat after taking on the job and identify it as "Nekomata." You actually get paid for opening the door!

PO-PI-STATUE



Give 100,000¥ to the Po-Pi- statue in the police station and you receive a Hihi-irokane.

THE LEGENDARY WEAPONS

After the Factory, return to Araya Shrine and go around to the back. A kid there tells you about the weapon maker.

Now go to Shiraishi and take on the new job to find Takumi Asano. Talk to the security guard standing near the bar at Shiraishi, and he gives you a rumor about Takumi Asano being at Araya Shrine. Spread the rumor, then head to the shrine. He is there, so you just need to identify him. He gives you a document. Give it to the clerk at Padparacha and you can make the Legendary Weapons...provided you have the necessary materials.

There are three variations of each Legendary Weapon. Speak with demons, and they give rumors about the weapons, usually along the lines of the weapon has a dark power or is unusually strong. Spread the rumors with other demons to gain the powers of the new versions.

NOTE

You must spread both the Padparacha makes weapons rumor and the Shiraishi man-search rumor.

EXPLANATION

LEVEL: This is the Persona's level.

COST: This is the cost in Tarot Cards to summon the Persona.

ITEM: This is the return item given once you bring a Rank 8 Persona to the Velvet Room.

STR, VIT, TEC, AGI, and LUC: These are the Persona's basic statistics.

SP: This is the cost of casting a spell with the Persona.

Level Up Bonus: Based on the Persona you have equipped, you gain a bonus point in a statistic designated by this when you gain a level.

Absorbs/Reflects/Voids/Strong/Weak: Each Persona has strengths or weaknesses against different elements or types of attacks. If a Persona can absorb a certain type of damage, then instead of taking damage, the same amount is returned to the character's HP. "Reflect" means that any damage you would have taken is instead thrown back at the enemy. "Void" simply makes the attack do no damage. "Strong" halves damage done by the attack or element, and "weak" doubles the damage.

Spells: These are the Persona's various spells. The number in parenthesis is the Rank at which the skill is earned. An asterisk means that the spell is gained through mutation.

MAGICIAN

1. RANGDA

LEVEL: 69
COST: 276
ITEM: Sacrifice Card
Statistics
STR: 53 VIT: 49
TEC: 71 AGI: 62
LUC: 52 SP: 42

Level Up Bonus: TEC +1
Reflects PH Weak vs. HO

Spells

Scratch
Marin Karin (2) Megidola (3)
Medirama (5) Mudoonn (6)
Recarm Dora (8) Tetrakarn (*)

2. ISIS

LEVEL: 62
COST: 248
ITEM: Megidola Card
Statistics
STR: 46 VIT: 48
TEC: 61 AGI: 54
LUC: 50 SP: 39

Level Up Bonus: TEC +1
Reflects magic Weak vs. PH

Spells

Magdyne
Me Patra (2) Makarakarn (3)
Ziodyne (5) Maha Magdyne (6)
Freidyne (8) Magma Drop (*)

3. MANANAN

LEVEL: 55
COST: 220
ITEM: Maka Kaja Card
Statistics
STR: 45 VIT: 42
TEC: 55 AGI: 46
LUC: 43 SP: 34

Level Up Bonus: TEC +1
Reflects WA Weak vs. FI

Spells

Aquadyne
Bersac (2) Maka Kaja (4)
Heat Wave (6)
Fear Torrent (8)
Divine Judgment (*)

4. ABENO

SEIMEI

LEVEL: 49
COST: 196
ITEM: Agidyne Card
Statistics
STR: 40 VIT: 38
TEC: 49 AGI: 41
LUC: 39 SP: 31

Level Up Bonus: TEC +1
Reflects magic Weak vs. PH

Spells

Dream Needle
Card of Binding (3)
Hamaonn (5)
Sama Kaja (6)
Grydyne (7)
Summon Spirit (8)
Deadly Needle (*)

PRIESTESS

7. LAKSHMI

LEVEL: 71
COST: 213
ITEM: Avatarah
Statistics
STR: 46 VIT: 53
TEC: 61 AGI: 58
LUC: 77 SP: 43

Level Up Bonus: VIT +1
Voids HO Boosts RE

Spells

Djarahan
Raku Kaja (2)
Zandyne (3)
Sama Recarm (5)
Trafuri (7)
Dance of Bravery (8)
Mediarahan (*)

10. IZANAMI

LEVEL: 51
COST: 153
ITEM: Sacrifice Card
Statistics
STR: 33 VIT: 38
TEC: 56 AGI: 45
LUC: 43 SP: 33

Level Up Bonus: VIT +1
Voids WA/HO/DK

Spells

Marin Karin
Affectionate Prayer (3)
Fata Morgana (4)
Maha Aquadyne (5)
Deadly Needle (7)
Diamond Dust (8)
Dance of Protection (*)

13. TENSEN

LEVEL: 27
COST: 81
ITEM: Medirama Card
Statistics
STR: 22 VIT: 20
TEC: 27 AGI: 24

Level Up Bonus: VIT +1
Reflects MI/NE

Spells

Ninety Nine Needles
Me Patra (3)
Fata Morgana (4)
Dream Needle (6)
Marin Karin (7)
Medirama (8)
Recarm (*)

5. AGRIPPA

LEVEL: 34
COST: 136
ITEM: Maha Agjonn Card
Statistics
STR: 27 VIT: 28
TEC: 35 AGI: 28
LUC: 29 SP: 24

Level Up Bonus: TEC +1
Strong vs. magic Weak vs. PH

Spells

Poisma
Agilao (2)
Curse (5)
Megido (6)
Agidyne (8)
Summon Spirit (*)

8. SCATHACH

LEVEL: 64
COST: 192
ITEM: Garudyne Card
Statistics
STR: 56 VIT: 50
TEC: 54 AGI: 55
LUC: 52 SP: 39

Level Up Bonus: VIT +1
Reflects SW/AT Voids HO/DK

Spells

Garudyne
Wall of Air (2) Tetraja (3)
Spiral Shot (5) Me Patra (6)
Senpu Jin (8) Heat Wave (*)

11. PARVATI

LEVEL: 41
COST: 123
ITEM: Hit Point Source
Statistics
STR: 34 VIT: 30
TEC: 41 AGI: 37

LUC: 33SP: 28
Level Up Bonus: VIT +1
Voids HO Weak vs. DK

Spells

Maha Aques
Kotoludi (2)
Wall of Water (4)
Refresh Ring (5)
Recarm (6)
Bufudyne (8)
Mahanma (*)

EMPRESS

14. GAIA

LEVEL: 78
COST: 234
ITEM: Divine Light Card
Statistics
STR: 60 VIT: 74
TEC: 68 AGI: 63

LUC: 58 SP: 46
Level Up Bonus: VIT +1
Voids EA/HO/DK

Spells

Magdyne
Freidyne (2)
Wall of Earth (4)
Tetrakarn (5)
Rain of Arrows (7)
Anger of the Earth (8)
Diarama (*)

6. TENGU

LEVEL: 16
COST: 64
ITEM: Maha Garu Card
Statistics
STR: 15 VIT: 13
TEC: 19 AGI: 17
LUC: 11 SP: 15

Level Up Bonus: TEC +1
Voids WI Weak vs. EA

Spells

Maha Garu
Gry (2) Iluzone (3)
Wall of Air (5) Recarm (7)
Blade of Fury (8) Killer Wind (*)

9. HATHOR

LEVEL: 55
COST: 165
ITEM: Patra Card
Statistics
STR: 44 VIT: 47
TEC: 51 AGI: 46
LUC: 43 SP: 34

Level Up Bonus: VIT +1
Voids HO/DK

Spells

Gryva
Alluring Mazurka (2)
Medirama (4)
High Pressure (6)
Estoma (8)
Makarakarn (*)

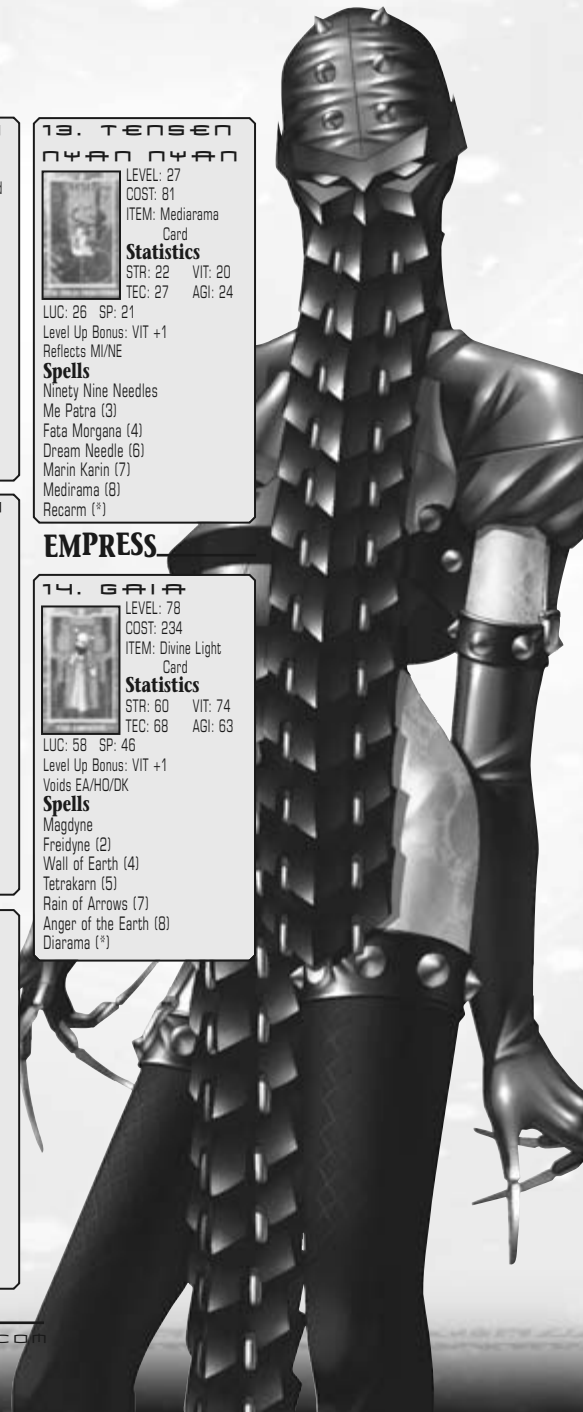
12. SIF

LEVEL: 34
COST: 102
ITEM: Tetraja Card
Statistics
STR: 29 VIT: 26
TEC: 30 AGI: 33
LUC: 29 SP: 24

Level Up Bonus: VIT +1
Voids WI Reflects TH
Weak vs. EA

Spells

Zionga
Tetraja (2)
Diarama (4)
Kotoludi (5)
Hypnotic Wave (6)
Vile Thunderbolt (8)
Taru Kaja (*)



PERSONA DATA

15. KALI
 LEVEL: 61
 COST: 183
 ITEM: Hurricane Card
Statistics
 STR: 60 VIT: 51
 TEC: 44 AGI: 57
 LUC: 43 SP: 37
 Level Up Bonus: VIT +1
 Absorbs FI Voids HE/HO
 Weak vs WA/FR
Spells
 Blade of Fury
 Curse (2)
 Grydyne (3)
 Diarahan (5)
 Death Bound (6)
 Heat Kaiser (8)
 Mudoonn (*)

19. ARIANROD
 LEVEL: 15
 COST: 45
 ITEM: Damascus Silver
Statistics
 STR: 18 VIT: 13
 TEC: 12 AGI: 15
 LUC: 13 SP: 14
 Level Up Bonus: VIT +1
 Strong vs. PH Weak vs. magic
Spells
 Zan
 Straight Slash (2)
 Hama (3)
 Dia (5)
 Wall of Air (6)
 Zionga (8)
 Mahanma (*)

23. INDRĀ
 LEVEL: 52
 COST: 156
 ITEM: Soma (x10)
Statistics
 STR: 49 VIT: 42
 TEC: 45 AGI: 43
 LUC: 40 SP: 33
 Level Up Bonus: TEC +1
 Voids WI Reflects TH
 Weak vs. EA
Spells
 Blade of Fury
 Zionga (2)
 Wall of Air (4)
 Maha Garudyne (5)
 Raku Kaja (6)
 Ziodyne (8)
 Baptism by Thunder (*)

27. AIRGETLAM
 LEVEL: 9
 COST: 27
 ITEM: Soldier's Manual
Statistics
 STR: 11 VIT: 9
 TEC: 10 AGI: 9
 LUC: 8 SP: 9
 Level Up Bonus: TEC +1
 Strong vs. EA Weak vs. WI
Spells
 Magna
 Kotoludi (3)
 Straight Slash (4)
 Tetraja (5)
 Pulpina (7)
 Maha Magna (8)
 Magnus (*)

31. MITRĀ
 LEVEL: 53
 COST: 159
 ITEM: Maha Agionn Card
Statistics
 STR: 45 VIT: 48
 TEC: 43 AGI: 43
 LUC: 44 SP: 34
 Level Up Bonus: STR +1
 Absorbs WA Weak vs. FI
Spells
 Poisonous Bite
 Pulpina (2)
 Fear Torrent (4)
 Megidola (6)
 Photon Cannon (8)
 Trafuri (*)

35. AIZEN MYOJOU
 LEVEL: 20
 COST: —
 ITEM: Maha Magnus Card
Statistics
 STR: 20 VIT: 18
 TEC: 18 AGI: 20
 LUC: 16 SP: 18
 Level Up Bonus: STR +1
 Voids EA/HO/DK
Spells
 Hama
 Sonic Punch (3)
 Suku Kaja (4)
 Holy Light (6)
 Maha Magnus (8)
 Maka Kaja (*)

16. AINOX
 LEVEL: 48
 COST: 144
 ITEM: STR Card
Statistics
 STR: 44 VIT: 46
 TEC: 37 AGI: 40
 LUC: 36 SP: 31
 Level Up Bonus: VIT +1
 Absorbs EA Weak vs. WI
Spells
 Maha Magnus
 Fata Morgana (2)
 Straight Slash (4)
 Refresh Ring (5)
 Wall of Earth (6)
 Magma Drop (8)
 Baptism by Thunder (*)

EMPEROR
20. VISHNU
 LEVEL: 86
 COST: 258
 ITEM: Soma (x10)
Statistics
 STR: 73 VIT: 69
 TEC: 75 AGI: 68
 LUC: 70 SP: 51
 Level Up Bonus: TEC +1
 Strong vs. ALL
Spells
 Bufudyne
 Diarahan (2)
 Maha Agidyne (4)
 Blade of Fury (5)
 Hamaonn (6)
 Megidolaonn (8)
 Sthiti (*)

24. HURAKAN
 LEVEL: 45
 COST: 135
 ITEM: Sacrifice Card
Statistics
 STR: 40 VIT: 38
 TEC: 41 AGI: 35
 LUC: 37 SP: 30
 Level Up Bonus: TEC +1
 Absorbs WI Weak vs. EA
Spells
 Straight Slash
 Pulpina (2)
 De Kaja (3)
 Heat Wave (5)
 Senpu Jin (7)
 Taru Kaja (8)
 Sama Recarm (*)

HIEROPHANT
28. BRAHMA
 LEVEL: 82
 COST: 246
 ITEM: Flame Card
Statistics
 STR: 60 VIT: 58
 TEC: 82 AGI: 67
 LUC: 72 SP: 48
 Level Up Bonus: STR +1
 Reflects magic Weak vs. PH
Spells
 Grydyne
 Circular Reasoning (2)
 Sama Recarm (4)
 Sama Kaja (5)
 Megidolaonn (7)
 Alpha Blaster (8)
 Sristi (*)

32. YAMA
 LEVEL: 39
 COST: 117
 ITEM: Maha Aques Card
Statistics
 STR: 35 VIT: 33
 TEC: 38 AGI: 32
 LUC: 29 SP: 27
 Level Up Bonus: STR +1
 Voids EA/HO/DK
Spells
 Blade of Fury
 Kotoludi (2)
 Mahanma (4)
 Maha Mudo (5)
 Posumudi (6)
 Trial of Darkness (8)
 Taru Kaja (*)

36. GENJO
 LEVEL: 14
 COST: 42
 ITEM: Mafui Card
Statistics
 STR: 10 VIT: 14
 TEC: 18 AGI: 15
 LUC: 10 SP: 13
 Level Up Bonus: STR +1
 Voids MI/NE
Spells
 Zan
 Iluzone (3)
 Media (4)
 Mafui (5)
 Me Patra (6)
 Holy Light (8)
 Diarama (*)

17. SEIDOUSO
 LEVEL: 36
 COST: 108
 ITEM: Mystic Peach
Statistics
 STR: 27 VIT: 31
 TEC: 35 AGI: 29
 LUC: 33 SP: 25
 Level Up Bonus: VIT +1
 Strong vs. magic Weak vs. PH
Spells
 Holy Light
 Dream Needle (2)
 Zanma (3)
 Taru Kaja (6)
 Megido (7)
 Whirlwind Blast (8)
 Soothing Melody (*)

21. LUGH
 LEVEL: 72
 COST: 216
 ITEM: De Kaja Card
Statistics
 STR: 64 VIT: 58
 TEC: 62 AGI: 56
 LUC: 59 SP: 43
 Level Up Bonus: TEC +1
 Reflects SW/AT Voids HO/DK
Spells
 Straight Slash
 Maha Garudyne (3)
 De Kaja (4)
 Death Bound (7)
 Divine Judgment (8)
 Hieros Glupaine (*)

25. BAAL
 LEVEL: 37
 COST: 111
 ITEM: Recarm Card
Statistics
 STR: 24 VIT: 28
 TEC: 47 AGI: 31
 LUC: 29 SP: 25
 Level Up Bonus: TEC +1
 Absorbs WA Weak vs. FI
Spells
 Aques
 Recarm (3)
 Medirama (5)
 Blizzard Breath (6)
 Acid Rain (7)
 Megidola (8)
 Photon Cannon (*)

29. ALFRED
 LEVEL: 75
 COST: 225
 ITEM: Recovery Card
Statistics
 STR: 56 VIT: 54
 TEC: 72 AGI: 63
 LUC: 66 SP: 45
 Level Up Bonus: STR +1
 Voids WA/TH/HO/MI/NE
Spells
 Zandyne
 Hypnotic Wave (2)
 Rain of Arrows (3)
 Diarahan (4)
 Mahanma (5)
 Guardian Hammer (8)
 Makarakam (*)

33. SHAKA
 LEVEL: 29
 COST: 87
 ITEM: Recarm Card
Statistics
 STR: 21 VIT: 22
 TEC: 32 AGI: 24
 LUC: 28 SP: 23
 Level Up Bonus: STR +1
 Strong vs. ALL
Spells
 Holy Light
 Recarm (3)
 Mafui (4)
 Hypnotic Wave (5)
 Nirvana (7)
 Vile Thunderbolt (8)
 Refresh Ring (*)

LOVERS
37. ALICE
 LEVEL: 80
 COST: 320
 ITEM: Annihilation Card
Statistics
 STR: 58 VIT: 59
 TEC: 75 AGI: 72
 LUC: 67 SP: 48
 Level Up Bonus: AGI +1
 Strong vs. ALL
Spells
 Scratch
 Mediarahan (2)
 Hypnotic Wave (3)
 Makarakam (5)
 Omega Cluster (6)
 Megidolaonn (8)
 Another Dimension (*)

18. NEMESIS
 LEVEL: 26
 COST: 78
 ITEM: Aques Card
Statistics
 STR: 20 VIT: 26
 TEC: 22 AGI: 23
 LUC: 24 SP: 21
 Level Up Bonus: VIT +1
 Voids MI/NE
Spells
 Aques
 Marvelous Dance (3)
 Triple Down (5)
 Mudo (6)
 Media (7)
 Absolute Zero (8)
 Estoma (*)

22. OGIN
 LEVEL: 65
 COST: 195
 ITEM: Pressure Card
Statistics
 STR: 52 VIT: 54
 TEC: 60 AGI: 55
 LUC: 50 SP: 40
 Level Up Bonus: TEC +1
 Voids magic Weak vs. PH
Spells
 Grydyne
 Maka Kaja (2)
 Baptism by Thunder (4)
 Mudoonn (5)
 Death Bound (7)
 Trial of Darkness (8)
 Omega Cluster (*)

26. MAROUK
 LEVEL: 28
 COST: 84
 ITEM: Agility Source
Statistics
 STR: 29 VIT: 27
 TEC: 20 AGI: 23
 LUC: 24 SP: 21
 Level Up Bonus: TEC +1
 Voids FI Weak vs. WA
Spells
 Agilao
 Posumudi (3)
 Bersac (4)
 Twin Slash (6)
 Maha Agionn (8)
 Freila (*)

30. VARUNA
 LEVEL: 67
 COST: 201
 ITEM: Agidyne Card
Statistics
 STR: 51 VIT: 53
 TEC: 61 AGI: 59
 LUC: 55 SP: 40
 Level Up Bonus: STR +1
 Voids WA/HO/DK
Spells
 Dormina
 Tetraja (2)
 Maha Aquadyne (3)
 Circular Reasoning (5)
 Spiral Shot (6)
 Aquary Tide (8)
 Medirama (*)

34. UMAPADO NO OUI
 LEVEL: 23
 COST: 69
 ITEM: LUC Card
Statistics
 STR: 18 VIT: 18
 TEC: 22 AGI: 19
 LUC: 26 SP: 19
 Level Up Bonus: STR +1
 Reflects SH/TW
Spells
 Dormina
 Scratch (2)
 Pulpina (4)
 Diarama (5)
 Trafuri (7)
 Estoma (8)
 Paralyzing Scratch (*)

38. VIVIAN
 LEVEL: 42
 COST: 168
 ITEM: Torrent Card
Statistics
 STR: 33 VIT: 31
 TEC: 41 AGI: 36
 LUC: 38 SP: 28
 Level Up Bonus: AGI +1
 Voids WA Weak vs. FI
Spells
 Diarama
 Alluring Mazurka (2)
 Posumudi (4)
 Bufudyne (5)
 Hypnotic Wave (6)
 Maha Aquadyne (8)
 Guardian Hammer (*)

PERSONA DATA

FORTUNE

63.

GYOKUKOU

JOUTEI



LEVEL: 77
COST: 308
ITEM: Tetraja Card
Statistics
STR: 58 VIT: 62
TEC: 70 AGI: 57
LUC: 72 SP: 46

Level Up Bonus: LUC +1
Strong vs. magic Weak vs. PH

Spells

Mighty Swing
Magic Seal (3)
Tetraja (4)
Affectionate Prayer (5)
Divine Judgment (6)
Whirlwind Blast (8)
Hieros Glupaine (*)

64. **FENRIR**



LEVEL: 70
COST: 280
ITEM: Annihilation Card
Statistics
STR: 63 VIT: 52
TEC: 47 AGI: 59
LUC: 58 SP: 42

Level Up Bonus: LUC +1
Voids FI/HO/DK

Spells

Poison Breath
Paralyzing Bite (3)
Tackle (4)
Roar (5)
Deadly Burn (6)
Violent Rage (8)
Raku Kaja (*)

65. **SKULD**



LEVEL: 66
COST: 264
ITEM: Kotoludi Card
Statistics
STR: 35 VIT: 55
TEC: 56 AGI: 49
LUC: 67 SP: 40

Level Up Bonus: LUC +1
Voids HO/DK

Spells

Freidyne
Kotoludi (2)
Dormina (3)
Makarankarn (5)
Hieros Glupaine (7)
Medirama (8)
Multi Dimension (*)

66. **VERDANDI**



LEVEL: 65
COST: 260
ITEM: Pressure Card
Statistics
STR: 35 VIT: 51
TEC: 57 AGI: 49
LUC: 67 SP: 40

Level Up Bonus: LUC +1
Voids DK Weak vs. HO

Spells

Grydyne
Diarahan (2)
Posumudi (3)
Pulimpa (5)
Maka Kaja (7)
Divine Judgment (8)
Hamaonn (*)

67. **URD**



LEVEL: 64
COST: 256
ITEM: Blessing Card
Statistics
STR: 35 VIT: 47
TEC: 57 AGI: 49
LUC: 67 SP: 40

Level Up Bonus: LUC +1
Voids HO Weak vs. DK

Spells

Zandyne
Sama Recarm (2)
Me Patra (3)
Marin Karin (5)
Sama Kaja (6)
Trial of Darkness (8)
Mudoonn (*)

68. **CERBERUS**



LEVEL: 51
COST: 204
ITEM: Recovery Card
Statistics
STR: 44 VIT: 39
TEC: 39 AGI: 40
LUC: 41 SP: 32

Level Up Bonus: LUC +1
Voids EA Weak vs. WI

Reflects FI/TH/HO

Spells

Fire Breath
Diarahan (2)
Bite (4)
Tackle (5)
Sama Recarm (6)
High Pressure (8)
Wall of Earth (*)

JUSTICE

69.

PALLAS

ATHENA



LEVEL: 45
COST: 222
ITEM: Anti-Force Card
Statistics
STR: 69 VIT: 57
TEC: 63 AGI: 62
LUC: 56 SP: 45

Level Up Bonus: STR +1
Reflects SW/AT Voids HO/DK

Spells

Zandyne
Mighty Swing (3)
Taru Kaja (4)
Tetrakarn (5)
Deadly Burn (7)
Death Bound (8)
Divine Judgment (*)

70. **HYPERION**



LEVEL: 63
COST: 189
ITEM: Flame Card
Statistics
STR: 59 VIT: 55
TEC: 50 AGI: 46
LUC: 53 SP: 39

Level Up Bonus: STR +1
Voids FI/HE/HO

Weak vs. WA/FR

Spells

Flare Shot
Fata Morgana (2)
Maha Agidyne (3)
Triple Down (5)
Heat Kaiser (7)
Justice Shot (8)
Mahanma (*)

71.

BISHAMONTEN



LEVEL: 59
COST: 177
ITEM: Agidyne Card
Statistics
STR: 67 VIT: 54
TEC: 41 AGI: 53
LUC: 44 SP: 37

Level Up Bonus: STR +1
Reflects FI Weak vs. WA

Spells

Agidyne
Blade of Fury (2)
Maha Agidyne (4)
Heat Wave (5)
Grydyne (6)
Maha Mudo (8)
Alpha Blaster (*)

72. **SKANDA**



LEVEL: 52
COST: 156
ITEM: Maximum Tempest
Statistics
STR: 52 VIT: 35
TEC: 36 AGI: 54
LUC: 38 SP: 33

Level Up Bonus: STR +1
Strong vs. PH Weak vs. magic

Spells

Mighty Swing
Suku Kaja (3)
Blade of Fury (4)
Tetrakarn (6)
Maha Agidyne (8)
Tetraja (*)

73.

GUNDARI

MYDOUU



LEVEL: 44
COST: 132
ITEM: Megidola Card
Statistics
STR: 43 VIT: 38
TEC: 38 AGI: 34
LUC: 34 SP: 30

Level Up Bonus: STR +1
Voids FI/HE Weak vs. WA

Spells

Agilao
Dormina (3)
Heat Wave (5)
Megidola (6)
Spiral Shot (8)
Maha Agidyne (*)

74. **NATA**



LEVEL: 38
COST: 114
ITEM: Akashic Ring
Statistics
STR: 40 VIT: 30
TEC: 27 AGI: 39
LUC: 25 SP: 27

Level Up Bonus: STR +1
Voids MI/NE Weak vs. TH

Spells

Sonic Punch
Taru Kaja (3)
Tackle (4)
Killer Wind (5)
Brain Shake (6)
Tetrakarn (8)
Kotoludi (*)

75. **MARS**



LEVEL: 25
COST: 75
ITEM: Strength Source
Statistics
STR: 23 VIT: 22
TEC: 25 AGI: 23
LUC: 18 SP: 20

Level Up Bonus: STR +1
Strong vs. FI Weak vs. WA

Spells

Agilao
Straight Slash (2)
Hama (4)
Media (6)
Twin Slash (8)
Fire Storm (*)

76. **HELIOS**



LEVEL: 1
COST: —
ITEM: STR Incentive
Statistics
STR: 4 VIT: 3
TEC: 3 AGI: 2
LUC: 3 SP: 5

Level Up Bonus: STR +1
Voids FI Weak vs. WA

Spells

Single Shot (2)
Patra (4)
Scratch (5)
Maha Agi (8)
Zio (*)

HANGEDMAN

77. **AZAZEL**



LEVEL: 90
COST: 360
ITEM: ALL Card
Statistics
STR: 75 VIT: 71
TEC: 74 AGI: 72
LUC: 67 SP: 52

Level Up Bonus: LUC +1
Absorbs magic Voids MI/NE

Spells

Heat Wave
Devil's Smile (2)
Trial of Darkness (4)
Hypnotic Wave (5)
Anger of the Earth (6)
Guillotine Fake (8)
Chaos Element (*)

78.

PROMETHEUS



LEVEL: 61
COST: 244
ITEM: Shockwave Card
Statistics
STR: 48 VIT: 55
TEC: 54 AGI: 45
LUC: 48 SP: 38

Level Up Bonus: LUC +1
Strong vs. PH Weak vs. TH

Spells

Zandyne
Magic Seal (3)
Ninety Nine Needles (4)
Maka Kaja (6)
Baptism by Thunder (7)
Wiseman Snap (8)
Magdyne (*)

79.

ADAM-ELECH



LEVEL: 57
COST: 228
ITEM: Dream Droplet
Statistics
STR: 44 VIT: 42
TEC: 52 AGI: 50
LUC: 43 SP: 36

Level Up Bonus: LUC +1
Reflects DK Weak vs. HO

Spells

Scratch
Posumudi (2)
Throw a Kiss (3)
Maha Grydyne (5)
Grydyne (6)
Trial of Darkness (8)
Megidola (*)

80. **BARBATOS**



LEVEL: 41
COST: 164
ITEM: Pulimpa Card
Statistics
STR: 30 VIT: 28
TEC: 38 AGI: 33
LUC: 34 SP: 28

Level Up Bonus: LUC +1
Reflects EA Weak vs. WI

Spells

Zanma
Devil's Smile (3)
Magdyne (4)
Triple Down (6)
Magma Drop (8)
Aimed Shot (*)

81. **KABANDA**



LEVEL: 24
COST: 96
ITEM: Maha Aques Card
Statistics
STR: 17 VIT: 21
TEC: 23 AGI: 18
LUC: 16 SP: 19

Level Up Bonus: LUC +1
Voids WA Weak vs. FI

Spells

Aqua
Bite (2)
Aques (4)
Wall of Water (5)
Maha Aques (6)
Tackle (8)
Acid Rain (*)

82. **SIFAX**



LEVEL: 17
COST: 68
ITEM: HP Incentive (x2)
Statistics
STR: 11 VIT: 10
TEC: 17 AGI: 19
LUC: 10 SP: 15

Level Up Bonus: LUC +1
Voids WA Strong vs. SW/AT

Spells

Bufu
Zio (2)
Roar (4)
Fata Morgana (5)
Bufula (8)
Zionga (*)

83. **DIOSKOURI**



LEVEL: 6
COST: —
ITEM: TEC Incentive
Statistics
STR: 9 VIT: 5
TEC: 7 AGI: 8
LUC: 6 SP: 8

Level Up Bonus: LUC +1
Voids WI/TH Weak vs. EA

Spells

Garu
Iluzone (3)
Ninety Nine Needles (4)
Invitation to Sleep (6)
Maha Garu (8)
Soothing Melody (*)

DEATH

84. **MOT**



LEVEL: 74
COST: 296
ITEM: Annihilation Card
Statistics
STR: 61 VIT: 58
TEC: 74 AGI: 56
LUC: 58 SP: 44

Level Up Bonus: STR +1
Reflects HO/DK

Spells

Magdyne
Mudoonn (2)
Mighty Swing (3)
Megidola (5)
Death Bound (6)
Omega Cluster (8)
Megidolaonn (*)

85. **CHARON**



LEVEL: 47
COST: 188
ITEM: Shockwave Card
Statistics
STR: 30 VIT: 34
TEC: 45 AGI: 35
LUC: 43 SP: 31

Level Up Bonus: STR +1
Reflects DK Weak vs. HO

Spells

Zandyne
Mahanma (3)
Maha Mudo (4)
Grydyne (6)
Magic Seal (8)
Megidola (*)

86. **ANKOU**



LEVEL: 44
COST: 176
ITEM: Obsidian
Statistics
STR: 37 VIT: 33
TEC: 36 AGI: 35
LUC: 30 SP: 29

Level Up Bonus: STR +1
Voids HO/DK

Spells

Mighty Swing
Maha Mudo (2)
Ziodyne (4)
Heat Wave (6)
Senpu Jin (8)
Curse (*)

87. HEL
 LEVEL: 22
 COST: 88
 ITEM: TEC Card
Statistics
 STR: 16 VIT: 14
 TEC: 20 AGI: 16
 LUC: 17 SP: 18

Level Up Bonus: STR +1
 Voids HO/DK

Spells
 Mudo
 Magnus (3)
 Frei (5)
 Bufula (6)
 Maha Garula (7)
 Fire Storm (8)
 Acid Rain (*)

91. FEARAL
 LEVEL: 19
 COST: 76
 ITEM: Maha Garu Card
Statistics
 STR: 15 VIT: 12
 TEC: 14 AGI: 20
 LUC: 14 SP: 16

Level Up Bonus: LUC +1
 Strong vs. SW/AT
 Weak vs. SH/EA

Spells
 Maha Garu
 Tackle (3)
 Garula (4)
 Roar (5)
 Wingbeat (6)
 Wall of Air (8)
 Maha Garula (*)

95. SURT
 LEVEL: 39
 COST: 156
 ITEM: War God's Manual
Statistics
 STR: 39 VIT: 33
 TEC: 18 AGI: 34
 LUC: 31 SP: 27

Level Up Bonus: STR +1
 Reflects FI Weak vs. WA

Spells
 Straight Slash
 Patra (3)
 Maha Agionn (4)
 Heat Wave (6)
 Wall of Flame (7)
 Agidyne (8)
 Maha Mudo (*)

99. SEKER
 LEVEL: 50
 COST: 200
 ITEM: Earthquake Card
Statistics
 STR: 36 VIT: 37
 TEC: 42 AGI: 45
 LUC: 39 SP: 33

Level Up Bonus: VIT +1
 Voids DA Strong vs. SW/AT
 Weak vs. SH/EA

Spells
 Magdyne
 Stagnant Air (2)
 Assault Dive (4)
 Wingbeat (5)
 Maha Magdyne (8)
 Magma Drop (*)

STAR
103. FARRIEDONE
 LEVEL: 70
 COST: 280
 ITEM: Lightning Card
Statistics
 STR: 64 VIT: 53
 TEC: 57 AGI: 55
 LUC: 54 SP: 42

Level Up Bonus: AGI +1
 Reflects WI Weak vs. EA

Spells
 Ziodyne
 Recarm (3)
 Twin Slash (4)
 Refresh Ring (6)
 Senpu Jin (7)
 Alpha Blaster (8)
 Whirlwind Blast (*)

107. HEINIR
 LEVEL: 38
 COST: 152
 ITEM: Obsidian
Statistics
 STR: 28 VIT: 30
 TEC: 27 AGI: 28
 LUC: 38 SP: 27

Level Up Bonus: AGI +1
 Reflects SH/TW

Spells
 Garula
 De Kaja (3)
 Straight Slash (4)
 Ziongga (6)
 Garudyne (7)
 Twin Slash (8)
 Killer Wind (*)

TEMPERANCE

88. SUZAKU
 LEVEL: 63
 COST: 252
 ITEM: Legenbright
Statistics
 STR: 45 VIT: 38
 TEC: 52 AGI: 56
 LUC: 44 SP: 39

Level Up Bonus: LUC +1
 Voids FI Strong vs. SW/AT
 Weak vs. SH/WA/EA

Spells
 Agidyne
 Wingbeat (2)
 Fire Breath (4)
 Mahanma (5)
 Hieros Glupaine (7)
 Inferno (8)
 Wall of Fire (*)

92. HARPIE
 LEVEL: 5
 COST: 20
 ITEM: Free Tarot (x10)
Statistics
 STR: 4 VIT: 3
 TEC: 4 AGI: 5
 LUC: 3 SP: 7

Level Up Bonus: LUC +1
 Strong vs. SW/AT
 Weak vs. SH/EA

Spells
 Scratch
 Garu (2)
 Zan (4)
 Maha Garu (5)
 Kotoludi (6)
 Paralyzing Scratch (8)
 Dia (*)

96. POLTERGEIST
 LEVEL: 2
 COST: 8
 ITEM: Posumudi Card
Statistics
 STR: 3 VIT: 2
 TEC: 3 AGI: 4
 LUC: 3 SP: 4

Level Up Bonus: STR +1
 Voids DK Weak vs. HO

Spells
 Magna
 Posumudi (2)
 Zan (4)
 Sonic Punch (6)
 Gry (8)
 Maha Magna (*)

100. AESHMA
 LEVEL: 42
 COST: 168
 ITEM: Bersac Card
Statistics
 STR: 30 VIT: 33
 TEC: 38 AGI: 32
 LUC: 34 SP: 28

Level Up Bonus: VIT +1
 Voids HO/DK

Spells
 Maha Aques
 Bersac (2)
 Aquadyne (3)
 Magic Seal (5)
 Fata Morgana (6)
 Maha Aquadyne (8)
 Maha Mudo (*)

104. HANUMAN
 LEVEL: 66
 COST: 264
 ITEM: Obsidian
Statistics
 STR: 60 VIT: 49
 TEC: 45 AGI: 57
 LUC: 52 SP: 40

Level Up Bonus: AGI +1
 Voids WI Absorbs TH
 Weak vs. EA

Spells
 Poisonous Scratch
 Garudyne (3)
 Raku Kaja (4)
 Maha Garudyne (5)
 Tetraja (6)
 Whirlwind Blast (8)
 Taru Kaja (*)

108. KENREN
TAISHOU
 LEVEL: 30
 COST: 120
 ITEM: Meteorite S
Statistics
 STR: 22 VIT: 19
 TEC: 22 AGI: 20
 LUC: 19 SP: 22

Level Up Bonus: AGI +1
 Voids WA Absorbs FR
 Weak vs. FI

Spells
 Aques
 Double Thrust (2)
 Maha Mudo (4)
 Maha Aques (5)
 Tetraja (6)
 Acid Rain (8)
 Wall of Water (*)

DEVIL

89. PHOENIX
 LEVEL: 54
 COST: 216
 ITEM: Eternal Desire
Statistics
 STR: 45 VIT: 33
 TEC: 43 AGI: 52
 LUC: 42 SP: 34

Level Up Bonus: LUC +1
 Voids FI/HO/DK

Spells
 Fire Breath
 Sama Recarm (2)
 Wingbeat (4)
 Assault Dive (6)
 Recarm Dora (8)
 Estoma (*)

93. LUCIFER
 LEVEL: 99
 COST: 396
 ITEM: Gun of Might
Statistics
 STR: 82 VIT: 81
 TEC: 87 AGI: 80
 LUC: 77 SP: 66

Level Up Bonus: STR +1
 Strong vs. ALL

Spells
 Trial of Darkness
 Photon Cannon (2)
 Omega Cluster (3)
 Megidolaonn (4)
 Another Dimension (8)
 Chaos Element (*)

TOWER

97. SETH
 LEVEL: 68
 COST: 272
 ITEM: Lightning Card
Statistics
 STR: 49 VIT: 62
 TEC: 66 AGI: 50
 LUC: 44 SP: 42

Level Up Bonus: VIT +1
 Voids WA/HO/DK

Spells
 Straight Slash
 Aquadyne (2)
 Mudonn (4)
 Maka Kaja (5)
 Death Bound (6)
 Aquary Tide (8)
 Trial of Darkness (*)

101. LOHI
 LEVEL: 36
 COST: 144
 ITEM: ALL Card
Statistics
 STR: 27 VIT: 24
 TEC: 29 AGI: 36
 LUC: 27 SP: 25

Level Up Bonus: VIT +1
 Reflects SW/AT Voids HO/DK

Spells
 Ziongga
 Bufula (2)
 Hypnotic Wave (3)
 Pulinga (5)
 Poison Needle (6)
 Absolute Zero (8)
 Alluring Mazurka (*)

105. ASTRIA
 LEVEL: 62
 COST: 148
 ITEM: Me Patra Card
Statistics
 STR: 51 VIT: 46
 TEC: 54 AGI: 53
 LUC: 49 SP: 38

Level Up Bonus: AGI +1
 Voids WV/HO Reflects MI/NE
 Weak vs. EA

Spells
 Garudyne
 Alluring Mazurka (3)
 Dream Needle (5)
 Me Patra (6)
 Twinkle Nebula (8)
 De Kaja (*)

109. GANDHARVA
 LEVEL: 23
 COST: 92
 ITEM: Agilao Card
Statistics
 STR: 19 VIT: 21
 TEC: 17 AGI: 18
 LUC: 16 SP: 19

Level Up Bonus: AGI +1
 Absorbs FI Weak vs. WA

Spells
 Agi
 Maha Agi (2)
 Marvelous Dance (5)
 Agilao (6)
 Soothing Melody (8)
 Mudo (*)

90. STUPPIDETH
 LEVEL: 37
 COST: 148
 ITEM: Gryva Card
Statistics
 STR: 30 VIT: 29
 TEC: 38 AGI: 24
 LUC: 26 SP: 26

Level Up Bonus: LUC +1
 Strong vs. SW/AT
 Weak vs. SH/EA

Spells
 Zanma
 Pulinga (3)
 Mafui (5)
 Roar (6)
 Gryva (8)
 Trafuri (*)

94. BEELZEBUB
 LEVEL: 61
 COST: 244
 ITEM: Megidola Card
Statistics
 STR: 43 VIT: 63
 TEC: 58 AGI: 42
 LUC: 49 SP: 37

Level Up Bonus: STR +1
 Reflects DK Weak vs. HO

Spells
 Ziodyne
 Grydyne (2)
 Maha Mudo (3)
 Megidola (5)
 Petrifying Glare (6)
 Chaos Element (8)
 Baptism by Thunder (*)

98. HASTUR
 LEVEL: 62
 COST: 248
 ITEM: ALL Incentive
Statistics
 STR: 39 VIT: 60
 TEC: 64 AGI: 48
 LUC: 41 SP: 39

Level Up Bonus: VIT +1
 Reflects magic Weak vs. PH

Spells
 Stagnant Air
 Curse (2)
 Mudonn (3)
 Trial of Darkness (5)
 Omega Cluster (7)
 Aquary Tide (8)
 Chaos Element (*)

102. KANALOA
 LEVEL: 24
 COST: 96
 ITEM: Media Card
Statistics
 STR: 19 VIT: 23
 TEC: 17 AGI: 16
 LUC: 20 SP: 20

Level Up Bonus: VIT +1
 Voids WA/HO/DK

Spells
 Ninety Nine Needles
 Mudo (3)
 Media (4)
 Turbid Mist (5)
 Maha Aques (8)
 Transfixion (*)

106. VALKYRIE
 LEVEL: 60
 COST: 140
 ITEM: Meteorite S
Statistics
 STR: 55 VIT: 44
 TEC: 46 AGI: 52
 LUC: 42 SP: 37

Level Up Bonus: AGI +1
 Strong vs. PH Weak vs. magic


Spells
 Straight Slash
 Zandyne (4)
 Mighty Swing (6)
 High Pressure (7)
 Heat Wave (8)
 Hameonn (*)


110. IRIS
 LEVEL: 18
 COST: 72
 ITEM: Magnus Card
Statistics
 STR: 9 VIT: 12
 TEC: 21 AGI: 20
 LUC: 9 SP: 16


Level Up Bonus: AGI +1
 Absorbs EA Weak vs. WI


Spells
 Maha Magna
 Scratch (2)
 Throw a Kiss (4)
 Magnus (5)
 Media (6)
 Maha Magnus (8)
 Ziongga (*)


PERSONA DATA


111. KIMNARA

 LEVEL: 12
 COST: 48
 ITEM: Escape Card
Statistics
 STR: 8 VIT: 11
 TEC: 10 AGI: 11
 LUC: 7 SP: 12
 Level Up Bonus: AGI +1
 Voids FI Weak vs. WA
Spells
 Agi
 Soothing Melody (3)
 Maha Agi (4)
 Hama (5)
 Trafuri (7)
 Agilao (8)
 Pulpina (*)


115. MAITIME

ARAMO
 LEVEL: 54
 COST: 216
 ITEM: TEC Card
Statistics
 STR: 25 VIT: 32
 TEC: 70 AGI: 46
 LUC: 42 SP: 35
 Level Up Bonus: AGI +1
 Voids WA/HO/DK
Spells
 Affectionate Prayer
 Dance of Protection (8)


119. PARIKER

 LEVEL: 20
 COST: 80
 ITEM: Obsidian
Statistics
 STR: 14 VIT: 15
 TEC: 17 AGI: 19
 LUC: 14 SP: 18
 Level Up Bonus: AGI +1
 Voids all PH except SW
 Weak vs. SW/HO
Spells
 Zan
 Bersac (3)
 Maha Garu (5)
 Paralyzing Scratch (6)
 Maha Garula (8)
 Zanma (*)


123. TATSUNOSHIN

SUOU
 LEVEL: 58
 COST: 174
 ITEM: ALL Card
Statistics
 STR: 70 VIT: 42
 TEC: 32 AGI: 29
 LUC: 50 SP: 36
 Level Up Bonus: AGI +1
 Voids FI/HO/DK
Spells
 Straight Slash
 Mighty Swing (8)


127. SURYA

 LEVEL: 13
 COST: 39
 ITEM: Maha Agi Card
Statistics
 STR: 15 VIT: 12
 TEC: 10 AGI: 13
 LUC: 13 SP: 12
 Level Up Bonus: AGI +1
 Reflects FI Weak vs. WA
Spells
 Agi
 Maha Agi (2)
 Maha Garu (4)
 Spiral Shot (6)
 Tetraja (7)
 Agilao (8)
 Garula (*)


131. AMURTART

 LEVEL: 69
 COST: 276
 ITEM: Ice Card
Statistics
 STR: 55 VIT: 54
 TEC: 61 AGI: 54
 LUC: 51 SP: 42
 Level Up Bonus: TEC +1
 Reflects HO Weak vs. DK
Spells
 Megidola
 Hamaonn (3)
 Diarahan (4)
 Maka Kaja (5)
 Sama Kaja (6)
 Divine Judgment (8)
 Magic Seal (*)


112. CALLISTO

 LEVEL: 1
 COST: —
 ITEM: AGI Incentive
Statistics
 STR: 3 VIT: 3
 TEC: 3 AGI: 4
 LUC: 2 SP: 5
 Level Up Bonus: AGI +1
 Strong vs. EA Weak vs. WI
Spells
 Magna
 Poisma (3)
 Zan (4)
 Marin Karin (6)
 Magnus (8)
 Mafui (*)


116. TSUKUYOMI

 LEVEL: 51
 COST: 204
 ITEM: Moon of Ullr
Statistics
 STR: 42 VIT: 40
 TEC: 55 AGI: 38
 LUC: 40 SP: 33
 Level Up Bonus: AGI +1
 Voids EA/HO/DK
Spells
 Poison Needle
 Sama Kaja (3)
 Maka Kaja (4)
 Zandyne (5)
 Magic Seal (6)
 Mudoonn (8)
 Trial of Darkness (*)

120. MAIA

 LEVEL: 3
 COST: —
 ITEM: VIT Incentive
Statistics
 STR: 3 VIT: 4
 TEC: 5 AGI: 5
 LUC: 4 SP: 5
 Level Up Bonus: AGI +1
 Voids HO/DK/M/N/E
Spells
 Hama
 Dia (2)
 Aqua (3)
 Media (6)
 Multi Dimension (8)
 Diarama (*)

124. IL-DANA

 LEVEL: 46
 COST: 138
 ITEM: Flame Card
Statistics
 STR: 42 VIT: 40
 TEC: 41 AGI: 34
 LUC: 38 SP: 30
 Level Up Bonus: AGI +1
 Reflects HO Weak vs. DK
Spells
 Agilao
 Nirvana (3)
 Maha Agidyne (5)
 Death Bound (7)
 Divine Judgment (8)
 Mahanma (*)

JUDGEMENT

128. SATAN
 LEVEL: 96
 COST: 384
 ITEM: Guzei Armor
Statistics
 STR: 90 VIT: 84
 TEC: 70 AGI: 76
 LUC: 75 SP: 56
 Level Up Bonus: TEC +1
 Reflects PH Weak vs. magic
Spells
 Divine Judgment
 Photon Cannon (3)
 Alpha Blaster (5)
 Megidolaonn (6)
 Nuclear Missile (8)
 Asteroid Bomb (*)

132. ARMATI

 LEVEL: 48
 COST: 192
 ITEM: Megidola Card
Statistics
 STR: 33 VIT: 36
 TEC: 48 AGI: 39
 LUC: 35 SP: 31
 Level Up Bonus: TEC +1
 Reflects HO Weak vs. DK
Spells
 Agidyne
 Medirama (3)
 Tackle (4)
 Lightning Strike (6)
 Bufudyne (7)
 Megidola (8)
 Sama Kaja (*)


MOON

113. DANBAR
 LEVEL: 73
 COST: 292
 ITEM: Blessing Card
Statistics
 STR: 51 VIT: 54
 TEC: 64 AGI: 66
 LUC: 56 SP: 43
 Level Up Bonus: AGI +1
 Reflects DK Weak vs. HO
Spells
 Gryva
 Maha Agidyne (3)
 Maha Aquadyne (4)
 Maha Garudyne (5)
 Maha Magdyne (6)
 Mediarahan (8)
 Trafuri (*)


117. SUCCUBUS


 LEVEL: 47
 COST: 188
 ITEM: Marin Karin Card
Statistics
 STR: 34 VIT: 34
 TEC: 45 AGI: 38
 LUC: 40 SP: 31
 Level Up Bonus: AGI +1
 Strong vs. magic
 Weak vs. PH
Spells
 Dormina
 Marin Karin (3)
 Zidyne (4)
 Hypnotic Wave (6)
 Diamond Dust (8)
 Mudoonn (*)


SUN


121. VIROCANA
 LEVEL: 73
 COST: 219
 ITEM: Akashic Ring
Statistics
 STR: 52 VIT: 55
 TEC: 69 AGI: 62
 LUC: 59 SP: 43
 Level Up Bonus: AGI +1
 Voids FI/HO/DK
Spells
 Agidyne
 Magic Seal (2)
 Divine Judgment (4)
 Rain of Arrows (5)
 Freidyne (7)
 Deadly Burn (8)
 Hieros Glupaine (*)


125. HEIMDAL

 LEVEL: 33
 COST: 99
 ITEM: Suku Kaja Card
Statistics
 STR: 35 VIT: 32
 TEC: 30 AGI: 37
 LUC: 33 SP: 24
 Level Up Bonus: AGI +1
 Voids WI Reflects TH
 Weak vs. EA
Spells
 Bufula
 Maha Garula (2)
 Soothing Melody (4)
 Suku Kaja (6)
 Blizzard Breath (8)
 Killer Wind (*)


129. MICHAEL

 LEVEL: 83
 COST: 332
 ITEM: Annihilation Card
Statistics
 STR: 74 VIT: 61
 TEC: 76 AGI: 64
 LUC: 68 SP: 49
 Level Up Bonus: TEC +1
 Reflects magic Weak vs. PH
Spells
 Hamaonn
 Multi Dimension (2)
 Sama Recarm (4)
 Hieros Glupaine (6)
 Megidolaonn (8)
 Nuclear Missile (*)


133. MELCHSEDEC

 LEVEL: 32
 COST: 128
 ITEM: Me Patra Card
Statistics
 STR: 28 VIT: 29
 TEC: 28 AGI: 28
 LUC: 28 SP: 24
 Level Up Bonus: TEC +1
 Reflects HO Weak vs. DK
Spells
 Double Thrust
 Garula (2)
 Maha Garula (4)
 Media (6)
 Mahanma (7)
 Twin Slash (8)
 Killer Wind (*)


114. ARTEMIS

 LEVEL: 63
 COST: 252
 ITEM: Sacrifice Card
Statistics
 STR: 56 VIT: 42
 TEC: 49 AGI: 47
 LUC: 53 SP: 39
 Level Up Bonus: AGI +1
 Reflects magic Weak vs. PH
Spells
 Bufudyne
 Hypnotic Wave (3)
 Absolute Zero (4)
 Diarahan (6)
 Crescent Mirror (8)
 Diamond Dust (*)

118. MAIA

CUSTOM
 LEVEL: 31
 COST: —
 ITEM: VIT Card
Statistics
 STR: 26 VIT: 21
 TEC: 34 AGI: 24
 LUC: 30 SP: 22
 Level Up Bonus: AGI +1
 Voids HO/DK/M/N/E
Spells
 Hama
 Invitation to Sleep (2)
 Scratch (3)
 Maha Aques (5)
 Medirama (6)
 Multi Dimension (8)
 Recarm (*)

122. APOLLO

 LEVEL: 62
 COST: —
 ITEM: Freila Card
Statistics
 STR: 50 VIT: 45
 TEC: 48 AGI: 46
 LUC: 44 SP: 39
 Level Up Bonus: AGI +1
 Voids FI/HE/HO
 Weak vs. WA/FR
Spells
 Agidyne
 Gigantic Fist (2)
 De Kaja (4)
 Freila (5)
 Maha Agidyne (6)
 Nova Cyther (8)
 Kaiser (*)

126. KINICHA

KAKMO
 LEVEL: 21
 COST: 63
 ITEM: Anti-Force Card
Statistics
 STR: 16 VIT: 19
 TEC: 17 AGI: 23
 LUC: 16 SP: 18
 Level Up Bonus: AGI +1
 Voids FI Strong vs. SW/AT
 Weak vs. SH/WA/EA
Spells
 Fire Breath
 Mirage Breath (3)
 Wingbeat (5)
 Tetraja (6)
 Mahanma (8)
 Frei (*)

130. GABRIEL

 LEVEL: 76
 COST: 304
 ITEM: Sacrifice Card
Statistics
 STR: 60 VIT: 55
 TEC: 71 AGI: 61
 LUC: 68 SP: 45
 Level Up Bonus: TEC +1
 Voids FR/HO Weak vs. HE/DK
Spells
 Aquadyne
 Refresh Ring (2)
 Divine Judgment (4)
 Summon Spirit (5)
 Recarm Dora (6)
 Release Jail (8)
 Heat Wave (*)

134. NIKE

 LEVEL: 23
 COST: —
 ITEM: Raku Kaja Card
Statistics
 STR: 21 VIT: 15
 TEC: 25 AGI: 24
 LUC: 18 SP: 19
 Level Up Bonus: TEC +1
 Voids FI/HO
 Weak vs. WA/F/DK
Spells
 Maha Garu
 Diarama (2)
 Holy Light (4)
 Mafui (5)
 Raku Kaja (7)
 Maha Garula (8)
 Hama (*)

135. PHALG



LEVEL: 17
COST: 68
ITEM: Dia Card (x2)
Statistics
STR: 14 VIT: 14
TEC: 14 AGI: 14
LUC: 15 SP: 15
Level Up Bonus: TEC +1
Voids HO Weak vs. DK
Spells
Aqua
Double Thrust (3)
Zio (4)
Maha Aqua (5)
Aques (8)
Patra (*)

WORLD

136. SHOKUIN



LEVEL: 88
COST: 352
ITEM: ALL Card
Statistics
STR: 72 VIT: 79
TEC: 76 AGI: 57
LUC: 71 SP: 51
Level Up Bonus: TEC +1
Voids EA Weak vs. WI
Reflect FI/TH/HO
Spells
Poison Breath
Fire Breath (2)
Mirage Breath (3)
Blizzard Breath (4)
Megaton Press (8)
Wall of Earth (*)

137. UROBOROS



LEVEL: 62
COST: 248
ITEM: Torrent Card
Statistics
STR: 48 VIT: 55
TEC: 49 AGI: 48
LUC: 47 SP: 39
Level Up Bonus: TEC +1
Strong vs. FI/TH/HO
Weak vs. PH/AT
Spells
Mirage Breath
Transfixion (2)
Poison Breath (3)
Hieros Glupaine (5)
Recarm Dora (7)
Violent Rage (8)
Wall of Earth (*)

138. SEIRYU



LEVEL: 58
COST: 232
ITEM: Hurricane Card
Statistics
STR: 43 VIT: 52
TEC: 49 AGI: 42
LUC: 45 SP: 36
Level Up Bonus: TEC +1
Voids WI Reflects TH
Weak vs. EA
Spells
Bite
Garudyne (2)
Maha Garudyne (4)
Wall of Air (6)
Senpu Jin (8)
Maka Kaja (*)

139. MUCALINDA



LEVEL: 54
COST: 216
ITEM: Divine Light Card
Statistics
STR: 41 VIT: 42
TEC: 49 AGI: 44
LUC: 39 SP: 34
Level Up Bonus: TEC +1
Strong vs. magic
Weak vs. PH
Spells
Aquadyne
Blizzard Breath (2)
Makarakarn (4)
Megidola (5)
Maha Aquadyne (6)
Sama Recarm (8)
Trafuri (*)

140. HUNABIKU



LEVEL: 46
COST: 184
ITEM: Bersac Card
Statistics
STR: 36 VIT: 39
TEC: 35 AGI: 37
LUC: 36 SP: 30
Level Up Bonus: TEC +1
Voids EA Weak vs. WI
Strong vs. FI/TH/HO
Spells
Magdyne
Bersac (2)
Maha Magdyne (4)
Magic Seal (6)
Diarahan (7)
Magma Drop (8)
Estoma (*)

141. NJORD



LEVEL: 38
COST: 152
ITEM: Me Patra Card
Statistics
STR: 31 VIT: 31
TEC: 26 AGI: 27
LUC: 36 SP: 27
Level Up Bonus: TEC +1
Strong vs. PH Weak vs. magic
Spells
Garula
Dormina (3)
Me Patra (4)
Recarm (5)
Gryva (6)
Twin Slash (8)
Freila (*)

142. DEMETER



LEVEL: 31
COST: 124
ITEM: Anti-Force Card
Statistics
STR: 20 VIT: 21
TEC: 28 AGI: 27
LUC: 26 SP: 23
Level Up Bonus: TEC +1
Voids HO/DK
Spells
Ninety Nine Needles
Diarhama (2)
Maha Magnus (4)
Fata Morgana (6)
Marin Karin (8)
Magdyne (*)

FOOL

143. FUUMA KOTAROU



LEVEL: 65
COST: 5
ITEM: Technique Card
Statistics
STR: 56 VIT: 52
TEC: 52 AGI: 55
LUC: 48 SP: 65
Level Up Bonus: LUC +1
Voids TW/AT/HD/DK/MI/NE
Spells
Fata Morgana
Mighty Swing (2)
Blade of Fury (4)
Vital Thrust (5)
Curse (6)
Death Bound (8)
Baptism by Thunder (*)

144. JUNNOSUKE KURODA



LEVEL: 55
COST: 4
ITEM: Karma Ring
Statistics
STR: 48 VIT: 37
TEC: 25 AGI: 47
LUC: 67 SP: 55
Level Up Bonus: LUC +1
Voids TW/AT/HD/DK/MI/NE
Spells
Poison Needle
Deadly Needle (8)

145. TOBI KATOU



LEVEL: 50
COST: 3
ITEM: Book of the Fuma
Statistics
STR: 42 VIT: 35
TEC: 38 AGI: 55
LUC: 34 SP: 50
Level Up Bonus: LUC +1
Voids TW/AT/HD/DK/MI/NE
Spells
Blade of Fury
Suku Kaja (3)
Inferno (4)
Makarakarn (6)
Vital Thrust (8)
Senpu Jin (*)

146. TENJIKU TOKUSEI



LEVEL: 35
COST: 2
ITEM: Free Catch
Statistics
STR: 31 VIT: 33
TEC: 29 AGI: 27
LUC: 24 SP: 35
Level Up Bonus: LUC +1
Voids TW/AT/HD/DK/MI/NE
Spells
Maha Magnus
Fire Breath (3)
Maka Kaja (5)
Tackle (6)
Tetrakarn (7)
Vital Thrust (8)
Sama Recarm (*)

147. SARUTOSI SASUKE



LEVEL: 20
COST: 1
ITEM: Run Away
Statistics
STR: 18 VIT: 15
TEC: 17 AGI: 19
LUC: 15 SP: 20
Level Up Bonus: LUC +1
Voids TW/AT/HD/DK/MI/NE
Spells
Maha Aqua
Poison Needle (2)
Maha Magnus (4)
Spiral Shot (6)
Freila (8)
Deadly Needle (8)
Media (*)

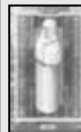
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148. QUETZALCOATL



LEVEL: 60
COST: —
ITEM: Limitless Soul
Statistics
STR: 51 VIT: 46
TEC: 57 AGI: 46
LUC: 49 SP: 37
Level Up Bonus: TEC +1
Reflects magic Weak vs. PH
Spells
Maha Agidyne
Hypnotic Wave (3)
Baptism by Thunder (4)
Heat Wave (5)
Deadly Burn (8)
Makarakarn (*)

149. NODENS



LEVEL: 44
COST: —
ITEM: Soul Forever
Statistics
STR: 37 VIT: 32
TEC: 46 AGI: 36
LUC: 33 SP: 30
Level Up Bonus: TEC +1
Strong vs. magic
Weak vs. PH
Spells
Makarakarn (6)
Omega Cluster (2)
Turbid Mist (4)
Inferno (6)
High Pressure (8)
Mudoonn (*)

150. NANKYOKU ROUJIN



LEVEL: 28
COST: —
ITEM: Maha Agionn Card
Statistics
STR: 22 VIT: 24
TEC: 30 AGI: 20
LUC: 25 SP: 21
Level Up Bonus: TEC +1
Strong vs. magic
Weak vs. PH
Spells
Fata Morgana
Fire Breath (2)
Pine Bamboo Plum (5)
Maha Agionn (6)
Fire Storm (8)
Summon Spirit (*)

151. HOTELI



LEVEL: 16
COST: —
ITEM: ALL Card
Statistics
STR: 13 VIT: 15
TEC: 17 AGI: 15
LUC: 13 SP: 15
Level Up Bonus: TEC +1
Voids FI Reflects HE
Weak vs. WA
Spells
Maha Agi
Dream Needle (3)
Hama (4)
Estoma (5)
Agliao (6)
Freila (8)
Recarm (*)

CUP

152. DAGDA



LEVEL: 68
COST: —
ITEM: Earthquake Card
Statistics
STR: 57 VIT: 60
TEC: 49 AGI: 64
LUC: 52 SP: 42
Level Up Bonus: VIT +1
Strong vs. PH Weak vs. magic
Spells
Gigantic Fist
Raku Kaja (3)
Maha Aquadyne (4)
Roar (5)
Viper Smash (6)
Aquary Tide (8)
Diarhama (*)

153. BACCHUS



LEVEL: 52
COST: —
ITEM: Bacchus Drink
Statistics
STR: 43 VIT: 48
TEC: 45 AGI: 41
LUC: 39 SP: 33
Level Up Bonus: VIT +1
Absorbs WA Weak vs. FI
Spells
Illuzone
Taru Kaja (2)
Bersac (3)
Megidola (5)
De Kaja (6)
Fear Torrent (8)
Mediarama (*)

154. GALAHAD



LEVEL: 36
COST: —
ITEM: ALL Incense
Statistics
STR: 28 VIT: 32
TEC: 28 AGI: 34
LUC: 28 SP: 26
Level Up Bonus: VIT +1
Reflects HO/DK
Spells
Maha Aques
Pulinpa (3)
Poisma (4)
Twin Slash (6)
Heat Wave (8)
Diarhama (*)

PERSONA DATA

155. MATSUO-SAMA



LEVEL: 12
COST: —
ITEM: De Kaja Card
Statistics
STR: 9 VIT: 12
TEC: 10 AGI: 9
LUC: 11 SP: 12

Level Up Bonus: VIT +1
Absorbs WA Weak vs. FI

Spells

Maha Aqua
De Kaja (3)
Bersac (4)
Invitation to Sleep (5)
Wall of Water (6)
Refresh Ring (8)
Media (*)

SWORD

156. FUTSUNO MITAMA



LEVEL: 72
COST: —
ITEM: Anti-Force Card
Statistics
STR: 70 VIT: 57
TEC: 54 AGI: 60
LUC: 56 SP: 43

Level Up Bonus: STR +1
Reflects PH Weak vs. magic

Spells

Mighty Swing
Blade of Fury (3)
Tetrakarn (4)
Death Bound (5)
Hamaonn (7)
Alpha Blaster (8)
Freidyne (*)

157. ARTHUR



LEVEL: 56
COST: —
ITEM: Onihalc
Statistics
STR: 53 VIT: 45
TEC: 48 AGI: 45
LUC: 43 SP: 36

Level Up Bonus: STR +1
Strong vs. PH Weak vs. magic

Spells

Double Thrust
Holy Light (3)
Heat Wave (4)
Tetraja (6)
Senpu Jin (7)
Twin Slash (8)
Hieros Glupaine (*)

158. CU CHULAINN



LEVEL: 48
COST: —
ITEM: Shockwave Card
Statistics
STR: 45 VIT: 40
TEC: 42 AGI: 44
LUC: 30 SP: 31

Level Up Bonus: STR +1

Reflects SW/AT

Voids HO/DK

Spells

Heat Wave
Garudyne (3)
Taru Kaja (4)
Zandyne (6)
Death Bound (7)
Grydyne (8)
Estoma (*)

161. PERI



LEVEL: 40
COST: —
ITEM: Spirit Source
Statistics
STR: 26 VIT: 29
TEC: 37 AGI: 33
LUC: 43 SP: 27

Level Up Bonus: LUC +1

Voids MI/NE

Spells

Agidyne
Kotoludi (2)
Diarahan (4)
Refresh Ring (5)
Ziodyne (7)
Maha Agidyne (8)
Estoma (*)

162. YEBEISU



LEVEL: 32
COST: —
ITEM: Vitality Source
Statistics
STR: 23 VIT: 26
TEC: 29 AGI: 24
LUC: 35 SP: 24

Level Up Bonus: LUC +1

Strong vs. magic

Weak vs. PH

Spells

Diarama
Raku Kaja (3)
Pine Bamboo Plum (5)
Maka Kaja (6)
Rock Fall (7)
Summon Spirit (8)
Makarakarn (*)

163. FUKUROKUJU



LEVEL: 20
COST: —
ITEM: Lucky Source
Statistics
STR: 16 VIT: 20
TEC: 13 AGI: 18
LUC: 22 SP: 18

Level Up Bonus: LUC +1

Reflects EA

Weak vs. WI

Spells

Media
Posumudi (2)
Magnus (3)
Me Patra (5)
Pulimpa (6)
Pine Bamboo Plum (8)
Frei (*)

159. KANSHOU



LEVEL: 24
COST: —
ITEM: Taru Kaja Card
Statistics
STR: 25 VIT: 20
TEC: 18 AGI: 16
LUC: 20 SP: 19

Level Up Bonus: STR +1

Voids SW/AT

Spells

Straight Slash
Suku Kaja (2)
Blade of Fury (3)
Taru Kaja (5)
Fata Morgana (6)
Death Bound (8)
Tetrakarn (*)

PENTACLE

160. SARASVATI



LEVEL: 64
COST: —
ITEM: Hiranya
Statistics
STR: 44 VIT: 45
TEC: 49 AGI: 53
LUC: 74 SP: 39

Level Up Bonus: LUC +1

Voids HD

Boosts RE

Spells

Medirama
Sama Kaja (3)
Dream Needle (4)
Sama Recarm (6)
Magma Drop (8)
Dance of Bravery (*)



RUMORS

AFTER SEVEN SISTERS HIGH SCHOOL IS COMPLETED

#	Name	Effect	Obtained From	Prerequisites
1	Power that emblem holds	It repels JOKER	Automatic; from "Déjà vu Boy"	—
2	Time Castle sells mysterious items	Sells Spell Cards	Chunky	—
3	New service available at Time Castle	Duplicates Spell Cards	Chunky	Rumor #2
4	ROSA CANDIDA's	unexpected merchandise	Sells real protective gear	Double Slash Cafe

AFTER BAOFU JOINS THE PARTY

#	Name	Effect	Obtained From	Prerequisites
5	Parabellum's unexpected merchandise	Sells real weapons	Automatic; from Baofu	—
6	Etheria's new challenge	Started a new course	Nekomata	Lucky Cat filled up
7	Trish's new service	Started selling ice cream	Nekomata	Lucky Cat filled up
8	KAORI's new service	Started aromatherapy	Nekomata	Lucky Cat filled up

AFTER SANITARIUM IS COMPLETED

#	Name	Effect	Obtained From	Prerequisites
9	Battle Master's Prizes (1)	Win real weapons!	Chunky	—
10	Battle Master's Prizes (2)	Win real protective gear!	Double Slash Cafe	—
11	Battle Master's Prizes (3)	Win real accessories!	Johnny Roger	—
12	Sumaru Genie changed service	Started Wang Long fortune telling	Johnny Roger	Talk to Sumaru Genie

AFTER SKY MUSEUM IS COMPLETED AND KATSUYA HAS REJOINED PARTY

#	Name	Effect	Obtained From	Prerequisites
13	Toa Armory's unexpected merchandise (1)	Sells special weapons	Toku	—
14	Toa Armory's unexpected merchandise (2)	Sells special protective gear	Johnny Roger	—

AFTER PARABELLUM EVENT WITH THE CON ARTIST

#	Name	Effect	Obtained From	Prerequisites
15	Shiraishi's true occupation?	She was a search agent	Toku	—
16	Miracle Magazine's prizes(1)	Win special items!	Toku	Rumors #9-11
17	Miracle Magazine's prizes(2)	Win Spell Cards!	Chika	Rumors #9-11
18	Tony works for Mafia as a smuggler? (1)	Sells strange items	Johnny Roger	—
19	Tony works for Mafia as a smuggler? (2)	Sells special accessories	Chika	—
20	Mu Continent was a casino (1)	Slot machines are hot	Double Slash Café	—
21	Mu Continent was a casino (2)	Can win big on blackjack	Chika	—
22	Mu Continent was a casino (3)	Good chance of winning at poker	Toku	—
23	Rumored secret CD	Sold at the Seedy CD		Sumaru Magazine Found in the cabinet behind detective

QUICK REFERENCE

AFTER COLD IS COMPLETED

#	Name	Effect	Obtained From	Prerequisites
24	Tale of Tek Tek	Appears at Kasugayama High	Man on street in front of Kasugayama High School	—

AFTER YOU HAVE MET WITH ANNA AT ZODIAC, PRIOR TO ENTERING ZODIAC DUNGEON

#	Name	Effect	Obtained From	Prerequisites
25	Behind Club Zodiac...	...is like an intricate maze	Dancing girl in club	Do not enter Zodiac Dungeon

AFTER ZODIAC IS COMPLETED

#	Name	Effect	Obtained From	Prerequisites
26	Talking flowers	Found at Aoba Park	Man on street in Aoba District	—
27	Fantasy World's prizes (1)	Win real weapons!	Chunky	—
28	Fantasy World's prizes (2)	Win real protective gear!	Toku	—
29	Fantasy World's prizes (3)	Win real accessories!	Chika	—
30	Fantasy World's prizes (4)	Win special items!	Double Slash Café	—
31	Fantasy World's prizes (5)	Win Spell Cards!	Johnny Roger	—

AFTER AOBA PARK FIRST VISIT IS COMPLETED

#	Name	Effect	Obtained From	Prerequisites
32	An individual at Parabellum... (1)	That individual is allegedly a man.	Automatic; Event at Aoba Park	—
33	An individual at Parabellum... (2)	That individual is allegedly a woman.	Automatic; Event at Aoba Park	—
34	ROSA CANDIDA's owner swept away...	Owner was swept away at sea	Double Slash Cafe	Rumors #32-33
35	Shiraishi realized her dream!	They say she realized her dream	Toku	Rumors #32-33

AFTER PENTHOUSE EVENT IS COMPLETED

#	Name	Effect	Obtained From	Prerequisites
36	Terror of Reiko Kashima	Appears at Sumaru TV station	Guard in Sumaru TV Lobby	Ellen Route
37	Tsuchinoko sighted	Appears in the sewers	Man in Narumi District	Nate Route
38	Cleir De Lune's unexpected merchandise (1)	Sells strange weapons	Johnny Roger	—
39	Cleir De Lune's unexpected merchandise (2)	Strange protective gear	Toku	—
40	Moneygrubber reformed?	Trish decided to change her mind	Nekomata	Lucky Cat filled up
41	Suspicious movement within Parabellum	Hired a bouncer	Humphrey at Parabellum	Identify Humphrey from Man Search Rumor #12
42	Sumaru Genie's new fortune-telling	Started compatibility check	Johnny Roger	—
43	A map-collecting billionaire?	He is looking for rare maps	Ebony	—
44	Bus' a Cap's unexpected service	Develops weapons and protective gear	Ebony	—

AFTER SCIENCE LAB OR SUMARU TV IS COMPLETED

#	Name	Effect	Obtained From	Prerequisites
45	KAORI	temporarily out of business Was closed for a while, but...	Yayoi Kimura at Padparacha	Identify Yayoi Kimura

AFTER SMILE MALL IS COMPLETED

#	Name	Effect	Obtained From	Prerequisites
46	Super-fast 100km/h Hag	Appears at the Seedy CD	Ixquic at the Seedy CD	—

AFTER VISITING BAOFU'S LAIR

#	Name	Effect	Obtained From	Prerequisites
47	Shocking news of Mussie	Appears at Mu Continent	Mu Continent	—
48	Etheria's challenge continues	Now different from other shops	Satomi Iida in Satomi Tadashi	Identify Satomi Iida

DURING FACTORY

#	Name	Effect	Obtained From	Prerequisites
49	Rumored secret CD #2	Sold at the Seedy CD	Sumaru Magazine	Get the magazine from locker

AFTER FACTORY IS COMPLETED

#	Name	Effect	Obtained From	Prerequisites
50	Legendary weaponsmith existed	Appears at Araya Shrine	Man in Shiraishi	Take the man search to find Takumi Asano, Rumor #44
51	Fearful Red Cape	Appears on a ship off the shore	Man in Narumi District	Ellen Route
52	Fearful Blue Cape	Appears on a ship off the shore	Man in Narumi District	Nate Route

AFTER OCEAN RUINS IS COMPLETED

#	Name	Effect	Obtained From	Prerequisites
53	Ultra-fast 200km/h Fogie	Appears at the Seedy CD	Ixquic at the Seedy CD	100 km/h Hag defeated

AFTER ARAYA TEMPLE EVENT

#	Name	Effect	Obtained From	Prerequisites
54	Haunted Taxi reported	Appears at Mu Continent	Mu Continent	Mussie defeated

AFTER SUBWAY IS COMPLETED

#	Name	Effect	Obtained From	Prerequisites
55	The abominable Kudan	Appears in the shelter beneath Kasugayama High	Man in Kasugayama High School basement	—
56	Sumaru Genie powered up!	Compatibility check powered up	Johnny Roger	Rumor #42

QUICK REFERENCE

AFTER TORIFUNE IS COMPLETED

#	Name	Effect	Obtained From	Prerequisites
57	Kiyotada Sumaru was slain by..	...a young warrior named Tatsunoshin	Kashihara at Kissmet Publishing	See "Secret Persona" section
58	Another heroine	Her name is Maihime	Setsu Nishitani at Araya Shrine	Identify Setsu Nishitani, Rumor #57, See "Secret Persona" section
59	Cleir De Lune was safe?	Moved to Aoba Ward	Double Slash Cafe	Rumor #39
60	Bus' a Cap' was safe!?	Moved to Konan Ward	Johnny Roger	Rumor #44

MAN SEARCH

PEOPLE LOCATIONS

Person	Location
Ryoichi Honda	Time Castle
Osamitsu Tanaka	Kissmet Publishing
Takuya Murata	KAORI
Gonzou Satsuma	Mu Continent
Yuuichi Suzuki	Sushi Gatten
Yuuta Ikenaka	Sumaru Genie
Yayoi Kimura	Padparacha
Humphrey	Parabellum
Shoichi and Shizue	Tony's Shop
Taichi Nagase	Chiropractic

Person	Location
Keiko Yokoyama	Yumezaki Satomi Tadashi
Saori Kudou	Sumaru TV
Nekomata	Kuzunoha Detective's Office
Satomi Iida	Konan's Satomi Tadashi
Junji Kinoshita	Kasugayama High School Basement
Setsu Nishitani	Araya Shrine
Kenichi Nakatani	Cleir De Lune
Jun Saito	Psychotherapy
Hiromi Matushita	Toa Armory
Junko Ikeda	Bikini Line

ITEMS

HEALING ITEMS

Item Name	Effect	Target	Used In	Cost
Medicine	Restores 30 HP	Single	Anywhere	100 ¥
Medical Powder	Restores 30 HP	All	Anywhere	—
4D Eraser	Restores 30 HP	Single	Battle	—
Gala-Gala Drink	Restores 200 HP	Single	Anywhere	500 ¥
Yamatano Drink	Restores 200 HP	All	Anywhere	—
Mystic Peach	Restores 200 HP	Single	Battle	—
Gem	Restores Max HP	Single	Anywhere	2,000 ¥
Gem Ring	Restores Max HP	All	Anywhere	—
Snuff Soul	Restores 30 SP	Single	Anywhere	400 ¥
Soul Forever	Restores 30 SP	Single	Battle	—
Chewing Soul	Restores 100 SP	Single	Anywhere	1500 ¥
Limitless Soul	Restores 100 SP	Single	Battle	—
Precious Egg	Restores 400 SP	Single	Anywhere	—
Hiranya	Restores 25 percent HP and SP	Single	Battle	—
Ball of Returning	Brings back an Unconscious character with some HP	Single	Battle	1600 ¥
Incense of Life	Brings back an Unconscious character with Max HP	Single	Battle	8800 ¥
Crisis Powder	Brings back all Unconscious characters, user then becomes Unconscious	All	Battle	—
Do or Die	Brings back Unconscious character with some HP, can be reused	Single	Battle	—

HEALING ITEMS

Item Name	Effect	Target	Used In	Cost
Antidote	Cures Poison	Single	Anywhere	200 ¥
Sedative	Cures Furious	Single	Battle	200 ¥
Awaken G	Cures Sleep and Illusion	Single	Battle	350 ¥
Lucky Bag	Cures Possession	Single	Anywhere	300 ¥
Miracle Soda	Cures Poison, Furious, Illusion, and Sleep	Single	Anywhere	—
Soma	Restore Max HP and SP and Cures all status ailments	All	Anywhere	—
Muscle Drink	Temporarily Increase Max HP by 25 percent and Restores Max HP	Single	Battle	—
Bacchus Drink	Temporarily Increase Max HP by 25 percent and Restores Max HP, can be re-used	Single	Battle	—
Eternal Desire	Recovers Unconscious characters, can be re-used	All	Battle	—

STATISTIC UP ITEMS

Item Name	Effect	Target	Used In	Cost
STR Incense	Raises a character's STR by 2	Single	Field	—
VIT Incense	Raises a character's VIT by 2	Single	Field	—
TEC Incense	Raises a character's TEC by 2	Single	Field	—
AGI Incense	Raises a character's AGI by 2	Single	Field	—
LUC Incense	Raises a character's LUC by 2	Single	Field	—
HP Incense	Raises a character's HP by 10	Single	Field	—
SP Incense	Raises a character's SP by 10	Single	Field	—
ALL Incense	Raises a character's STR, VIT, TEC, AGI, and LUC by 2	Single	Field	—
Growth Hammer	Raises a character's STR, VIT, TEC, AGI, and LUC by 4	Single	Field	—

SPELL CASTING ITEMS

Item Name	Effect	Target	Used In	Cost
Bead of Fire	Casts Agidyne	Single	Battle	1,200 ¥
Bead of Flame	Casts Maha Agidyne	Group	Battle	20,000 ¥
Bead of Water	Casts Aquadyne	Single	Battle	12,000 ¥
Bead of Torrent	Casts Maha Aquadyne	Group	Battle	20,000 ¥
Bead of Wind	Casts Garudyne	Single	Battle	12,000 ¥
Bead of Hurricane	Casts Maha Garudyne	Group	Battle	20,000 ¥
Bead of Earth	Casts Magdyne	Single	Battle	12,000 ¥
Bead of Earthquake	Casts Maha Magdyne	Group	Battle	20,000 ¥
Bead of Ice	Casts Bufudyne	Single	Battle	20,000 ¥
Bead of Lightning	Casts Ziodyne	Single	Battle	20,000 ¥
Bead of Heat	Casts Frei	Group	Battle	2,000 ¥
Bead of Impact	Casts Freila	Group	Battle	10,000 ¥
Bead of Torment	Casts Freidyne	Group	Battle	23,000 ¥
Bead of Shockwave	Casts Zandyne	Single	Battle	15,000 ¥
Bead of Pressure	Casts Grydyne	Group	Battle	20,000 ¥
Explosive Bead	Casts Megido	All	Battle	10,000 ¥
Bead of Devastation	Casts Megidola	All	Battle	23,000 ¥
Bead of Annihilation	Casts Megidolaonn	All	Battle	—
Bead of Holiness	Casts Hamaonn	All	Battle	—
Bead of Darkness	Casts Mudoonn	All	Battle	—
Bead of Power	Casts Taru Kaja	Single	Battle	3,000 ¥
Bead of Protection	Casts Raku Kaja	Single	Battle	3,000 ¥
Bead of Magic Power	Casts Maka Kaja	Single	Battle	3,000 ¥
Bead of Magic Wall	Casts Sama Kaja	Single	Battle	3,000 ¥
Bead of Speed	Casts Suku Kaja	Single	Battle	3,000 ¥
Anti-Force Bead	Casts Tetrakarn	Single	Battle	8,000 ¥
Anti-Magic Bead	Casts Makarakarn	Single	Battle	8,000 ¥

QUICK REFERENCE

OTHER ITEMS

Item Name	Effect	Target	Used In	Cost
Seed of Escape	Retreat from battle	—	Battle	—
Run Away	Retreat from battle	—	Battle	—
Silver Manisha	Nullify one holy or dark attack	All	Battle	—
Awaken	Persona Rank Up 1	Single	Field	—

SPELLS

OFFENSIVE SPELLS

Spell Name	Element	Damage	Target	Added Effects
Agi	Fire	Low	Single	—
Agilao	Fire	Medium	Single	—
Agidyne	Fire	High	Single	—
Maha Agi	Fire	Low	Group	—
Maha Agionn	Fire	Medium	Group	—
Maha Agidyne	Fire	High	Group	—
Fire Storm	Fire	Medium	All	—
Inferno	Fire	High	All	—
Deadly Burn	Fire	Huge	All	—
Fire Breath	Fire	Varies	All	—
Aqua	Water	Low	Single	—
Aques	Water	Medium	Single	—
Aquadyne	Water	High	Single	—
Maha Aqua	Water	Low	Group	—
Maha Aques	Water	Medium	Group	—
Maha Aquadyne	Water	High	Group	—
Acid Rain	Water	Medium	All	—
Fear Torrent	Water	High	All	—
Aquary Tide	Water	Huge	All	—
Garu	Wind	Low	Single	—
Garula	Wind	Medium	Single	—
Garudyne	Wind	High	Single	—
Maha Garu	Wind	Low	Group	—
Maha Garula	Wind	Medium	Group	—
Maha Garudyne	Wind	High	Group	—
Killer Wind	Wind	Medium	All	—
Senpu Jin	Wind	High	All	—
Twinkle Nebula	Wind	Huge	All	—
Magna	Earth	Low	Single	—
Magnus	Earth	Medium	Single	—
Magdyne	Earth	High	Single	—
Maha Magna	Earth	Low	Group	—
Maha Magnus	Earth	Medium	Group	—
Maha Magdyne	Earth	High	Group	—
Rock Fall	Earth	Medium	All	—
Magma Drop	Earth	High	All	—
Anger of the Earth	Earth	Huge	All	—
Bufu	Ice	Low	Single	50 percent chance target is Frozen
Bufula	Ice	Medium	Single	50 percent chance target is Frozen
Bufudyne	Ice	High	Single	50 percent chance target is Frozen
Absolute Zero	Ice	Medium	Group	30 percent chance target is Frozen
Diamond Dust	Ice	High	Group	30 percent chance target is Frozen
Release Jail	Ice	Huge	Group	30 percent chance target is Frozen
Blizzard Breath	Ice	Varies	All	30 percent chance target is Frozen
Zio	Lightning	Low	Single	50 percent chance target is Electrified
Zionga	Lightning	Medium	Single	50 percent chance target is Electrified
Ziodyne	Lightning	High	Single	50 percent chance target is Electrified
Vile Thunderbolt	Lightning	Medium	Group	30 percent chance target is Electrified
Baptism by Thunder	Lightning	Large	Group	30 percent chance target is Electrified

OFFENSIVE SPELLS

Spell Name	Element	Damage	Target	Added Effects
Guardian Hammer	Lightning	Huge	Group	30 percent chance target is Electrified
Frei	Nuclear	Low	Group	—
Freila	Nuclear	Medium	Group	—
Freidyne	Nuclear	High	Group	—
Nova Cyther	Nuclear	Huge	Single	—
Heat Kaiser	Nuclear	Huge	Group	—
Nuclear Missile	Nuclear	Huge	All	—
Zan	Almighty	Low	Single	—
Zanma	Almighty	Medium	Single	—
Zandyne	Almighty	High	Single	—
Gry	Almighty	Low	Group	—
Gryva	Almighty	Medium	Group	—
Grydyne	Almighty	High	Group	—
Megido	Almighty	Medium	All	—
Megidola	Almighty	High	All	—
Megidolaonn	Almighty	Huge	All	—
Poisma	Almighty	—	Single	24 percent chance target is Poisoned
Mafui	Almighty	—	Single	24 percent chance target is Muted
Bersac	Almighty	—	Single	24 percent chance target is Furious
Iluzone	Almighty	—	Single	52 percent chance target is under an Illusion
De Kaja	Almighty	—	Single	Cancels out target's Kaja spells
High Pressure	Almighty	High	All	—
Crescent Mirror	Almighty	Huge	All	—
Asteroid Bomb	Almighty	Huge	All	—
Poison Breath	Almighty	—	All	20 percent chance target is Poisoned
Turbid Mist	Almighty	—	Group	20 percent chance target is Poisoned
Magic Seal	Almighty	—	Group	24 percent chance target is Muted
Summon Spirit	Almighty	—	All	20 percent chance target is Muted
Devil's Smile	Almighty	—	Group	24 percent chance target is Furious
Roar	Almighty	—	All	20 percent chance target is Furious
Fata Morgana	Almighty	—	Group	52 percent chance target is under an Illusion
Mirage Breath	Almighty	—	All	44 percent chance target is under an Illusion
Hama	Holy	—	Single	36 percent chance target is killed
Mahanma	Holy	—	Group	42 percent chance target is killed
Hamaonn	Holy	—	All	48 percent chance target is killed
Holy Light	Holy	Low	All	—
Nirvana	Holy	Medium	All	—
Divine Judgment	Holy	High	All	50 percent chance target is killed
Alpha Blaster	Holy	Varies	All	—
Hieros Glupaine	Holy	Varies	All	—
Mudo	Dark	—	Single	36 percent chance the target is killed
Maha Mudo	Dark	—	Group	42 percent chance the target is killed
Mudoonn	Dark	—	All	48 percent chance the target is killed
Stagnant Air	Dark	Low	All	—
Curse	Dark	Medium	All	—
Trial of Darkness	Dark	High	All	50 percent chance the target is killed
Omega Cluster	Dark	—	All	Variable chance the target is killed
Chaos Element	Dark	Varies	All	—
Dormina	Nerve	—	Single	52 percent chance the target is put to Sleep
Invitation to Sleep	Nerve	—	Group	52 percent chance the target is put to Sleep
Hypnotic Wave	Nerve	—	All	44 percent chance the target is put to Sleep
Pulinpa	Mind	—	Single	52 percent chance the target is Confused
Marin Karin	Mind	—	Single	52 percent chance the target is Charmed
Marvelous Dance	Mind	—	Group	52 percent chance the target is Confused
Circular Reasoning	Mind	—	All	44 percent chance the target is Confused
Throw a Kiss	Mind	—	Group	52 percent chance the target is Charmed
Alluring Mazurka	Mind	—	All	44 percent chance the target is Charmed
Multi Dimension	None	—	Single	20 percent chance target is killed
Petrifying Glare	None	—	Single	40 percent chance target is killed
Another Dimension	None	—	All	40 percent chance target is killed
Taru Kaja	None	—	Single	Increase target's attack

QUICK REFERENCE

OFFENSIVE SPELLS

Spell Name	Element	Damage	Target	Added Effects
Raku Kaja	None	—	Single	Increase target's defense
Maka Kaja	None	—	Single	Increase target's special attack
Sama Kaja	None	—	Single	Increase target's special defense
Suku Kaja	None	—	Single	Increase target's agility
Tetraja	None	—	All	Target will reflect one Holy or Dark attack
Tetrakarn	None	—	Single	Target will reflect on physical attack
Makarakarn	None	—	Single	Target will reflect one magic attack
Trafuri	None	—	All	Retreat from combat
Estoma	None	—	All	Lower level demons will not fight you
Dance of Bravery	None	—	Single	Increase target's attack and special attack
Dance of Protection	None	—	Single	Increase target's defense and special defense
Wall of Flame	None	—	All	Nullifies fire attacks
Wall of Water	None	—	All	Nullifies water attacks
Wall of Air	None	—	All	Nullifies wind attacks
Wall of Earth	None	—	All	Nullifies earth attacks
Dia	None	—	Single	Recovers a few HP
Diarama	None	—	Single	Recovers a lot of HP
Diarahan	None	—	Single	Recovers maximum HP
Media	None	—	All	Recovers a few HP
Medirama	None	—	All	Recovers a lot of HP
Mediarahan	None	—	All	Recovers maximum HP
Posumudi	None	—	Single	Cures Poison
Kotoludi	None	—	Single	Cures Possessed
Patra	None	—	Single	Cures Sleep and Illusion
Me Patra	None	—	All	Cures Sleep and Illusion
Recarm	None	—	Single	Recovers a defeated character with 25 percent HP
Sama Recarm	None	—	Single	Recovers a defeated character with maximum HP
Recarm Dora	None	—	All	Recovers defeated characters with maximum HP, and then the user is killed
Soothing Melody	None	—	All	Restores a few HP
Affectionate Prayer	None	—	All	Restores a lot of HP
Pine Bamboo Plum	None	—	All	Restores random HP
Sthiti	None	—	Single	Restores maximum HP. Cures status conditions
Sristi	None	—	All	Recovers defeated characters with maximum HP
Refresh Ring	None	—	Single	Cures status conditions
Straight Slash	Sword	Low	Single	—
Mighty Swing	Sword	Medium	Single	—
Double Thrust	Sword	High	Single	—
Twin Slash	Sword	Huge	Single	—
Blade of Fury	Sword	Low	Group	—
Heat Wave	Sword	Low	Group	—
Death Bound	Sword	Low	All	—
Guillotine Fake	Sword	Low	All	36 percent chance the targets are killed
Puraraya	Sword	—	All	1-3 enemies killed at random
Single Shot	Shot	Low	Single	—
Flare Shot	Shot/Almighty	Low	Single	68 percent chance target is under an Illusion
Triple Down	Shot	Huge	Single	—
Aimed Shot	Shot	—	Single	20 percent chance target is killed
Rain of Arrows	Shot	High	All	—
Justice Shot	Shot	—	Single	48 percent chance of reducing target's HP to 1
Scratch	Strike	Low	Single	—
Poisonous Scratch	Strike/Almighty	Low	Single	58 percent chance target is Poisoned
Paralyzing Scratch	Strike/Nerve	Low	Single	42 percent chance target is put to Sleep
Sonic Punch	Strike	Medium	Single	—
Gigantic Fist	Strike	High	Single	—
Brain Shake	Strike/Mind	Medium	Single	32 percent chance target is Confused
Viper Smash	Strike	Huge	Single	—
Vital Thrust	Strike	—	Single	20 percent chance target is killed
Ninety Nine Needles	Throw	Low	Single	—
Poison Needle	Throw/Almighty	—	Single	58 percent chance target is Poisoned
Dream Needle	Throw/Nerve	Low	Single	42 percent chance target is put to Sleep

OFFENSIVE SPELLS

Spell Name	Element	Damage	Target	Added Effects
Card of Binding	Throw/Almighty	Low	Single	32 percent chance target is Muted
Wiseman Snap	Throw	Huge	Single	—
Deadly Needle	Throw	—	Single	20 percent chance target is killed
Spiral Shot	Throw	Low	All	—
Whirlwind Blast	Throw	Medium	All	—
Corrosive Fluid	Attack/Almighty	Low	Single	28 percent chance target is Poisoned
Bite	Attack	Low	Single	—
Poisonous Bite	Attack/Almighty	Low	Single	58 percent chance target is Poisoned
Paralyzing Bite	Attack/Nerve	Low	Single	42 percent chance target is put to Sleep
Tackle	Attack	Medium	Single	—
Assault Dive	Attack	Medium	Single	—
Transfixion	Attack	Medium	Single	20 percent chance target is killed
Wingbeat	Attack	Low	All	—
Lightning Strike	Attack/Lightning	Low	All	50 percent chance target is Electrified
Violent Rage	Attack	Medium	All	—
Photon Cannon	Attack	High	All	—
Megaton Press	Attack	Huge	All	—

SECRET SPELLS

Spell Name	Element	Target	Added Effects	Persona	Obtained
Atomic Bufula	Ice	Single	50 percent chance target is Frozen	Jack Frost	Zodiac
Dangerous Garula	Wind	Single	—	Stuparideth	Nichirinmaru
Dynamic Agilao	Fire	Single	—	Jack O' Lantern	Sumaru TV station
Great Magnus	Earth	Single	—	Barbatos	Ocean Ruins
Hyper Zionga	Lightning	Single	50 percent chance target is Electrified	Ankou	Mt. Iwato
Super Megido	Almighty	All	—	Succubus	Mt. Iwato
Ultra Freila	Nuclear	Group	—	Demeter	Smile Mall
Wonderful Aques	Water	Single	—	Kanaloa	Subway

NOTE: Damage is random for all.

To obtain a secret spell, you must first sign contracts with and ask information from various demons in the dungeon listed. They give you a rumor about the Persona using the spell. Then speak with the demons again to spread the rumor.

FUSION SPELLS

Spell Name	Order
Blazing Hell	Fire, Fire
Tower Inferno	Wind, Earth, Fire
L'Oiseau Du Feu	Fire, Earth, Maha Agi
Mega Blaze	Fire, Earth, Maha Agionn
Meltdown	Fire, Earth, Maha Agidyne
Megalo-Fire	Fire, Almighty, Deadly Burn
Ominous Waterfall	Water, Water
Hydro-Boost	Earth, Wind, Water
Shikku Suisouha	Water, Wind, Maha Aqua
Tidal Wave	Water, Wind, Maha Aques
Vain Splash	Water, Wind, Maha Aquadyne
Maelstrom	Water, Almighty, Aquary Tide
Ryuh Tensho	Wind, Wind
Wind Cutter	Fire, Water, Wind
Cyclone Slash	Wind, Water, Maha Garu
Maximum Tempest	Wind, Water, Maha Garula
Giga Cyclone	Wind, Water, Maha Garudyne
Storm Nightmare	Wind, Almighty, Twinkle Nebula

Spell Name	Order
Sharp Boulder	Earth, Earth
Stone Rise	Water, Fire, Earth
Land Spark	Earth, Fire, Maha Magna
Crag Fang	Earth, Fire, Maha Magdya
Last Quake	Earth, Fire, Maha Magdyne
Hell Desert	Earth, Almighty, Anger of the Earth
Ice Blast	Ice, Ice
Ice Crush	Ice, Almighty, Diamond Dust
Ice Jihad	Ice, Almighty, Release Jail
Lightning Blast	Lightning, Lightning
Lightning Crush	Lightning, Almighty, Baptism by Thunder
Lightning Jihad	Lightning, Almighty, Guardian Hammer
Nuclear Blast	Nuclear, Nuclear
Nuclear Crush	Nuclear, Almighty, Heat Kaiser
Nuclear Jihad	Nuclear, Almighty, Nuclear Missile
God's Hand	Almighty, High Pressure
Dragon Cross	Prometheus: Wiseman Snap, Astria: Twinkle Nebula, Artemis: Crescent Mirror, Hyperion: Justice Shot, Apollo: Nova Cyther

QUICK REFERENCE

FUSION SPELLS

Spell Name	Order
Meteor Crush	Fire, Earth, Asteroid Bomb
Pantheon	Holy, Almighty, Hieros Glupaine
Pandaemonium	Dark, Almighty, Chaos Element
Great War of Hell	Poltergeist: Gry, Surt: Agidyne, Beelzebub: Chaos Element, Lucifer: Another Dimension
Aum	Siva: Puraraya, Vishnu: Sthiti, Brahma: Sristi
Salamander	Dynamic Agilao, Summon Spirit
Undine	Wonderful Aques, Summon Spirit
Sylph	Dangerous Garula, Summon Spirit
Gnome	Great Magnus, Summon Spirit
King Frost	Atomic Bufula, Summon Spirit
Takemikazuchi	Hyper Zionga, Summon Spirit
Hinokagutsuchi	Ultra Freila, Summon Spirit
Hachiman	Super Megido, Summon Spirit
Summon	ShikigamiSuzaku: Fire, Seiryu: Wind, Genbu: Earth, Byakko: Water, Abeno Seimei: Summon Spirit
Atomic Destruction	Fire, Water, Almighty
Black Hole	Wind, Dark, Grydyne
Gin'nunga Gap	Fire, Ice, Anger of the Earth
Ragnarok	Heimdall: Maha Garula, Surt: Agidyne, Loki: Alluring Mazurka, Fenrir: Violent Rage, Odin: Baptism by Thunder
Trimurti	Siva: Nuclear Missile, Vishnu: Megidolaonn, Brahma: Alpha Blaster
Armageddon	Lucifer: Omega Cluster, Satan: Alpha Blaster
Devil's Slot	Trial of Darkness, Divine Judgment, Devil's Smile
Death's Roulette	Holy, Dark
All 1	Mudoonn, Hamaonn
Low-End Breaker	Zanma, Holy
High-End Crush	Zanma, Dark
Norn's Twinkles	Skuld: Hieros Glupaine, Verdandi: Divine Judgment, Urd: Trial of Darkness
Wonder Story	Trafuri, Dark
Classic Melody	Dormina, Soothing Melody
Melody of Seduction	Marin Karin, Soothing Melody
Furious Melody	Bersac, Soothing Melody
Maha Taru Kaja	Taru Kaja, Affectionate Prayer
Maha Raku Kaja	Raku Kaja, Affectionate Prayer
Maha Maka Kaja	Maka Kaja, Affectionate Prayer
Maha Sama Kaja	Sama Kaja, Affectionate Prayer
Maha Suku Kaja	Suku Kaja, Affectionate Prayer
Sindu Mystery	Genjo: Holy Light, Seiten Taisei: Sama Kaja, Tenhou Gensui: Raku Kaja, Kenren Taishou: Tetraja, Ryume: Mirage Breath
Celestial Veil	Seiryu: Wall of Air, Suzaku: Wall of Flame, Genbu: Wall of Earth, Byakko: Wall of Water

Spell Name	Order
Diamai	Dia, Affectionate Prayer
Mediamai	Media, Affectionate Prayer
Blessing of Panacea	Patra, Dia, Recarm
First Aid	Refresh Ring, Recarm Dora
Fire Burst	Fire, Straight Slash
Conflagrant	Wraith, Fire, Blade of Fury
Wind Slash	Wind, Straight Slash
Typhonic Wrath	Wind, Blade of Fury
Ice Blade	Ice, Mighty Swing
Frigid Wrath	Ice, Heat Wave
Lightning Strike	Lightning, Mighty Swing
Galvanic Wrath	Lightning, Heat Wave
Light Smasher	Holy, Sword
Dark Saber	Dark, Sword
Tendhu-Satsu	Junnosuke Kuroda: Deadly Needle, Maihime Amano: Dance of Protection, Tatsunoshin Suou: Mighty Swing
Quadra-Termination	Indra: Blade of Fury, Varuna: Spiral Shot, Bishamonten: Blade of Fury, Yama: Blade of Fury
Muzzle Shoot	Mafui, Shot
Honeycomb	Shot, Shot, Shot
Venomous Scratch	Poisma, Scratch
Intoxicating Scratch	Dormina, Scratch
Ryusei Rekken	Wind, Sonic Punch
Octopacy Fist	Strike, Strike, Strike
Venomous Needle	Poisma, Ninety Nine Needles
Reverie Needle	Dormina, Ninety Nine Needles
Venomous Bite	Poisma, Bite
Intoxicating Bite	Dormina, Bite
Triple Charge	Tackle, Tackle, Tackle
Tir Na Nogg	Cu Chulainn: Heat Wave, Scathach: Spiral Shot, Lugh: Death Bound



EQUIPMENT

WEAPONS

Weapon	Attack	Cost	Found	User(s)	Extra Effects
\$1 Coin	4	—	Baofu's Starting Weapon	Baofu	—
Absorblade	56	—	Dungeon: Sumaru TV station	Ellen	HP Absorption: Fair
AMT Hardballer	64	76,800 ¥	Parabellum	Maya, Katsuya	—
Angel Robe	30	42,000 ¥	Cleir De Lune	Women	SDf: 10
Astral Falcon	12	2,700 ¥	Parabellum	Maya, Katsuya	—
AutoMag Five	80	12,000 ¥	Parabellum	Maya, Katsuya	—
Beat Device	96	18,000 ¥	Parabellum	Ulala	—
Beretta M93R	32	19,200 ¥	Parabellum	Maya, Katsuya	—
Billion Maka Coin	128	380,000 ¥	Cleir De Lune	Baofu	Nuclear SAT: 40, Hit Rate: Fair
Black Unicorn	60	84,300 ¥	Cleir De Lune	Maya, Katsuya	Hit Rate: Fair
Blue Panther	108	273,000 ¥	Toa Defense	Maya, Katsuya	Hit Rate: Fair, Critical Rate: Good
Boxing Glove	5	950 ¥	Parabellum	Ulala	—
Burning Knuckle	40	38,000 ¥	Toa Defense	Ulala	Hit Rate: Fair, Critical Rate: Good
Buster Shot	96	172,800 ¥	Parabellum	Maya, Katsuya	—
Coin the Great	64	77,800 ¥	Parabellum	Baofu	—
Colt Pony	4	750 ¥	Parabellum	Maya, Katsuya	—
Core Hand	108	270,000 ¥	Toa Defense	Ulala	Hit Rate: Fair, Critical Rate: Good
Cross Medal	74	120,000 ¥	Toa Defense	Baofu	Hit Rate: Fair, Critical Rate: Good
Damascus Hand	75	16,500 ¥	Padparacha	Ulala	Critical Rate: Good
Damascus Sword	70	16,250 ¥	Padparacha	Tatsuya, Nate	Hit Rate: Good, Critical Rate: Good
Dark Side	40	37,500 ¥	Toa Defense	Maya, Katsuya	Hit Rate: Fair, Critical Rate: Good
Dash Knuckle	74	125,000 ¥	Toa Defense	Ulala	Hit Rate: Fair, Critical Rate: Good
Delta Knuckle	60	83,800 ¥	Cleir De Lune	Ulala	Cause Frozen: Fair, Hit Rate: Fair
Dragoon	110	220,000 ¥	Parabellum	Maya, Katsuya	Cause Mute: Good
Eighty Eight Lords	74	123,000 ¥	Toa Defense	Tatsuya, Nate	Hit Rate: Fair, Critical Rate: Good
Epee Rapier	46	—	Ellen's Starting Weapon	Ellen	—
Filangi	96	174,000 ¥	Parabellum	Ellen	—
Future Coin	12	2,900 ¥	Parabellum	Baofu	—
Future War	140	—	Magazine Prize	Maya, Katsuya	Enables counterattack, Critical Rate: Good
Gambler	200	—	Magazine Prize	Baofu	Hit Rate: Extremely Poor
Game Coin	8	880 ¥	Parabellum	Baofu	—
Give and Break	92	—	Magazine Prize	Maya, Katsuya	Cause Charmed: Good, Critical Rate: Good
Grim Reaper	128	384,000 ¥	Cleir De Lune	Maya, Katsuya	Ice SAT: 40, Cause Frozen: Fair, Hit Rate: Fair
Guardian Knuckle	48	43,500 ¥	Parabellum	Ulala	—
Gun of Might	250	—	Return Item: Lucifer	Maya, Katsuya	—
Greedy	46	—	Magazine Prize	Baofu	Cause Confused: Good, Critical Rate: Good

QUICK REFERENCE

WEAPONS

Weapon	Attack	Cost	Found	User(s)	Extra Effects
Kakyte	16	2,800 ¥	Parabellum	Ulala	—
Kamudo no Tsurugi	108	268,000 ¥	Toa Defense	Tatsuya, Nate	Hit Rate: Fair, Critical Rate: Good
Karasu Tengu Maru	49	—	Nate's Starting Weapon	Tatsuya, Nate	—
Karula Claw	94	206,000 ¥	Cleir De Lune	Ulala	Hit Rate: Fair
Kotetsu	64	77,600 ¥	Parabellum	Tatsuya, Nate	—
Kusanagi no Tsurugi	134	50,000 ¥	Padparacha	Tatsuya, Nate	Cause Mute: Good
Legendary Coin	160	100,000 ¥	Padparacha	Baofu	—
Legendary Glove	160	100,000 ¥	Padparacha	Ulala	—
Legendary Handgun	140	100,000 ¥	Padparacha	Maya, Katsuya	—
Legendary Katana	140	100,000 ¥	Padparacha	Tatsuya, Nate	—
Legendary Rapier	160	—	Padparacha	Ellen	—
Life Force	46	—	Magazine Prize	Ulala	HP Absorption: Good, Hit Rate: Fair
Luna Hand	134	50,000 ¥	Padparacha	Ulala	Cause Unconscious: Great
Lunar Blade	94	209,000 ¥	Cleir De Lune	Ellen	Lightning SAT: 30, Cause Electrified: Fair, Hit Rate: Fair
Magical Coin	60	88,800 ¥	Cleir De Lune	Baofu	Wind SAT: 20, Hit Rate: Fair
Mail Piercing	64	75,000 ¥	Parabellum	Ellen	—
Mandlar	80	117,000 ¥	Parabellum	Baofu	—
Meow Claw	40	—	Return Item: Nekomata	Ulala	Cause Charmed: Great
Metal Glove	32	19,000 ¥	Parabellum	Ulala	—
Metal Snake	74	128,000 ¥	Toa Defense	Maya, Katsuya	Hit Rate: Fair, Critical Rate: Good
Meteor Dragoon	155	75,000 ¥	Padparacha	Maya, Katsuya	Cause Mute: Great
Micro Chakram	150	63,500 ¥	Padparacha	Baofu	Almighty Damage, Cause Sleep: Great
Musou Ken	150	50,000 ¥	Padparacha	Tatsuya, Nate	HP Absorption: Great, Critical Rate: Fair
Myohou Muramasa	140	—	Magazine Prize	Tatsuya, Nate	—
New Nanbu	6	900 ¥	Parabellum	Maya, Katsuya	—
Ogre Hand	56	—	Dungeon: Sumaru TV	Ulala	Cause Confused: Fair
Orihalch Coin	134	62,500 ¥	Padparacha	Baofu	HP Absorption: Good, Hit Rate: Fair
Penta-Spirit	70	14,250 ¥	Padparacha	Maya, Katsuya	Cause Electrified: Good
Plasma Sword	56	—	Dungeon: Subway	Tatsuya, Nate	Cause Electrified: Fair
Pipe Fox	56	—	Dungeon: Sewers	Maya, Katsuya	Cause Illusion: Fair
Raitel Pallasch	80	127,000 ¥	Parabellum	Ellen	—
Round Edge	40	39,300 ¥	Toa Defense	Baofu	Hit Rate: Fair, Critical Rate: Good
S&W Magma	43	—	Dungeon: Zodiac	Maya, Katsuya	—
Sauer P229	48	43,200 ¥	Parabellum	Maya, Katsuya	—
Shamsheer	74	124,000 ¥	Toa Defense	Ellen	Hit Rate: Fair, Critical Rate: Good
Shichisei Sword	96	173,000 ¥	Parabellum	Tatsuya, Nate	—
Shining Coin	70	14,300 ¥	Padparacha	Baofu	Lightning Damage, Cause Electrified: Good

WEAPONS

Weapon	Attack	Cost	Found	User(s)	Extra Effects
Sol Hand	150	63,000 ¥	Padparacha	Ulala	HP Absorption: Great
Soshu Masamune	115	—	Rumor: Defeat Red Cape	Tatsuya, Nate	Hit Rate: Good
Star Freezer	134	53,500 ¥	Padparacha	Ellen	Cause Frozen: Great
Star Medal	94	205,000 ¥	Cleir De Lune	Baofu	Earth SAT: 30, Hit Rate: Fair
Striker	56	—	Dungeon: Sewers	Baofu	Critical Rate: Good
Super Nova	134	52,000 ¥	Padparacha	Maya, Katsuya	Critical Rate: Good
Spinning	108	263,000 ¥	Toa Defense	Baofu	Hit Rate: Fair, Critical Rate: Good
Spiral Nemesis	138	—	Magazine Prize	Ulala	Enables counterattack, Hit Rate: Fair
Sword Breaker	65	15,000 ¥	Padparacha	Ellen	SAT: 20
Sword of Sage	94	208,000 ¥	Cleir De Lune	Tatsuya, Nate	Water SAT: 30
Taping	1	—	Ulala's Starting Weapon	Ulala	—
Totsuka no Tsurugi	128	382,000 ¥	Cleir De Lune	Tatsuya, Nate	Lightning SAT: 40, Cause Electrified: Fair, Hit Rate: Fair
Vampire	138	—	Magazine Prize	Maya, Katsuya	HP Absorption: Good, Critical Rate: Good
Viper	92	—	Magazine Prize	Ulala	Cause Poisoned: Good, Hit Rate: Fair
Yaminade Glove	80	115,000 ¥	Parabellum	Ulala	—
Zweihander	80	130,000 ¥	Parabellum	Tatsuya, Nate	—

ARMOR

Armor	Defence	Cost	Found	User(s)	Extra Effects
Aurora Armor	69	—	Magazine Prize	Women	SDf: 40, Nullifies Critical Hits
Best Dresser	55	—	ROSA CANDIDA	Both	Nullifies Critical Hits
Brigandine	24	21,600 ¥	ROSA CANDIDA	Both	—
Casual Shirt	1	2,000 ¥	ROSA CANDIDA	Both	Evade Rate: Fair
Chain Mail	16	9,600 ¥	ROSA CANDIDA	Both	—
Dark Suit	2	—	Katsuya's Starting Armor	Men	—
Drunkard Suit	20	18,750 ¥	Toa Defense	Men	Evade Rate: Good
Genji Armor	48	86,400 ¥	ROSA CANDIDA	Both	—
Gesetsusan	64	192,000 ¥	Cleir De Lune	Men	SDf: 20
Gold Suit	4	—	Baofu's Starting Armor	Men	—
Golden White Armor	32	38,400 ¥	ROSA CANDIDA	Both	—
Guzei Armor	125	—	Return Item: Satan	Both	—
Hard Jacket	6	1,350 ¥	ROSA CANDIDA	Both	—
Hide Cloak	23	—	Magazine Prize	Both	Evade Rate: Great
Hihi-irokane Armor	67	32,000 ¥	Padparacha	Both	SDf: 50, Evade Rate: Good
Maximilian	54	136,000 ¥	Toa Defense	Both	Evade Rate: Good
Mithril Armor	27	10,000 ¥	Padparacha	Both	SDf: 40, Evade Rate: Fair
Nature's Cloak	46	—	Magazine Prize	Both	ALL +9
Novel Armor	47	103,000 ¥	Cleir De Lune	Both	SDf: 15
Sage's Cloak	40	60,000 ¥	ROSA CANDIDA	Both	—
Sexy Suit	2	—	Maya's Starting Armor	Women	—
Silver Dress	2	5,000 ¥	ROSA CANDIDA	Women	LUC +1
The Gorgeous	75	35,000 ¥	Padparacha	Both	TEC +5, LUC +5, Nullifies Critical Hits
Velour Two-Piece	2	—	Ulala's Starting Armor	Women	—
Woman Powered	60	—	Rumor: Defeat Blue Cape	Women	Evade Rate: Good
Yama Dress	37	65,000 ¥	Toa Defense	Women	Evade Rate: Good

QUICK REFERENCE

HELMETS

Helmets	Defence	Cost	Found	User(s)	Extra Effects
Cowboy Hat	3	670 ¥	ROSA CANDIDA	Both	—
Chain Coif	8	4,800 ¥	ROSA CANDIDA	Both	—
Full-Face	10	9,400 ¥	Toa Defense	Both	Evade Rate: Good
Gale Gear	19	34000 ¥	Toa Defense	Both	Evade Rate: Good
Genji Helmet	24	43,200 ¥	ROSA CANDIDA	Both	—
Glistening Mane	28	—	Magazine Prize	Both	SDf: 120
Helmet of Eternity	38	20,000 ¥	Padparacha	Both	Evade Rate: Good
Magical Hair Piece	32	96,000 ¥	Cleir De Lune	Women	SDf: 15
Mechanical Hat	11	—	Dungeon: Aoba Park	Both	Nullifies Critical Hits
Mystique Helmet	12	21,000 ¥	Cleir De Lune	Both	SDf: 5
Princess Crown	27	68,000 ¥	Toa Defense	Women	Evade Rate: Good
Shinshuku Helmet	20	30,000 ¥	ROSA CANDIDA	Both	—
Spangenhelm	12	10,800 ¥	ROSA CANDIDA	Both	—
Star-White Helmet	16	19,200 ¥	ROSA CANDIDA	Both	—
Training Helmet	24	54,000 ¥	Cleir De Lune	Men	SDf: 12
Wind Reading Helmet	35	—	Magazine Prize	Men	Evade Rate: Good

GREAVES

Greaves	Defence	Cost	Found	User(s)	Extra Effects
Achilles' Greaves	25	—	Magazine Prize	Men	Evade Rate: Fair SDf: 30,
Angel Leg	25	—	Magazine Prize	Women	Evade Rate: Fair LUC +10,
Benkei's Greaves	19	35,000 ¥	Toa Defense	Men	Evade Rate: Good
Black Leg Guards	27	68,500 ¥	Toa Defense	Men	Evade Rate: Good
Cowboy Boots	3	700 ¥	ROSA CANDIDA	Both	—
Fluted Leg	20	31,500 ¥	ROSA CANDIDA	Both	—
Genji Leg Guards	24	42,800 ¥	ROSA CANDIDA	Both	—
Goddess Leg	24	53,000 ¥	Cleir De Lune	Women	SDf: 12
Half Boots	1	—	Katsuya's Starting Greaves	Men	—
Leather Boots	1	—	Baofu's Starting Greaves	Men	—
Long Boots	1	—	Maya's Starting Greaves	Women	—
Mesh Stockings	8	4,700 ¥	ROSA CANDIDA	Both	—
Parade Boots	16	20,000 ¥	ROSA CANDIDA	Both	—
Protect Boots	12	10,000 ¥	ROSA CANDIDA	Both	—
Quick Pumps	10	9,300 ¥	Toa Defense	Women	Evade Rate: Good
Suede Boots	1	—	Ulala's Starting Greaves	Women	—
Tengu's Clogs	32	97,000 ¥	Cleir De Lune	Both	SDf: 15
Thule Greaves	39	20,000 ¥	Padparacha	Both	SDf: 40
Wizard's Sandals	15	22,000 ¥	Cleir De Lune	Men	SDf: 5

OPTIONS

Options	Effect	Cost	Found
Good Luck Bunny	LUC +1	—	Starting Option
Sunglasses	Increases hit rate	—	Katsuya's and Baofu's Starting Option
Dragon Charm	Increases evade rate	—	Ulala's Starting Option
Silver Earring	LUC +1	5,000 ¥	Tony's Shop
Protector	Df: 3	4,500 ¥	Toa Defense
Diamond Ring	VIT +1	100,000 ¥	Padparacha
Magenta Choker	STR +2	2,400 ¥	Tony's Shop
Crimson Choker	STR +4	9,600 ¥	Tony's Shop
Power Bracelet	STR +8	3,8400 ¥	Tony's Shop
Strength Bracelet	STR +12	86,400 ¥	Tony's Shop
Karma Ring	STR +15	—	Return Item: Junnosuke Kuroda
Saffron Earring	VIT +2	2,300 ¥	Tony's Shop
Tangerine Earring	VIT +4	9,000 ¥	Tony's Shop
Stamina Ring	VIT +8	39,000 ¥	Tony's Shop
Amulet	VIT +12	84,000 ¥	Tony's Shop
Ring of Admirer	VIT +15	—	Magazine Prize
Orchid Lariette	TEC +2	2,200 ¥	Tony's Shop
Iris Lariette	TEC +4	9,800 ¥	Tony's Shop
Skill Earring	TEC +8	37,000 ¥	Tony's Shop
Technical Earring	TEC +12	85,000 ¥	Tony's Shop
Master Earring	TEC +15	—	Magazine Prize
Sky Baletta	AGI +2	2,500 ¥	Tony's Shop
Navy Blue Ornament	AGI +4	10,000 ¥	Tony's Shop
Speed Anklet	AGI +8	35,000 ¥	Tony's Shop
High Speed Anklet	AGI +12	90,000 ¥	Tony's Shop
Anotheright	AGI +15	—	Magazine Prize
White Bandana	LUC +2	—	Dungeon: Aoba Park
Pure White Bandana	LUC +4	—	Magazine Prize
Happy Pendant	LUC +8	—	Magazine Prize
Hadda Pendant	LUC +12	—	Magazine Prize
Miracle Object	LUC +15	—	Casino
Go Go Tasuki	STR +1, AGI +1	2,250 ¥	Tony's Shop
Panther Choker	STR +2, AGI +2	9,800 ¥	Tony's Shop
Falcon Choker	STR +4, AGI +4	36,500 ¥	Tony's Shop
Dragon Choker	STR +8, AGI +8	153,600 ¥	Tony's Shop
Soldier's Manual	STR +1, VIT +1, AGI +1	—	Return Item: Airgetlam
Leader's Manual	STR +2, VIT +2, AGI +2	—	Dungeon: Smile Mall
Warlord's Manual	STR +3, VIT +3, AGI +3	—	Return Item: Minotaur
War God's Manual	STR +4, VIT +4, AGI +4	—	Return Item: Surt
Strength Source	Level up bonus STR +1	—	Return Item: Mars
Vitality Source	Level up bonus VIT +1	—	Return Item: Yebisu
Technique Source	Level up bonus TEC +1	—	Return Item: Fuuma Kotarou
Agility Source	Level up bonus AGI +1	—	Return Item: Marduk, Defeat Mussie
Lucky Source	Level up bonus LUC +1	—	Return Item: Fukurokuju
Hit Point Source	Level up bonus HP +5	—	Return Item: Parvati
Spirit Source	Level up bonus SP +5	—	Return Item: Peri, Magazine Prize
All-Round Earring	ALL +15	—	Magazine Prize
Synchronize Gear	Persona Ranks Up Faster	—	Magazine Prize
Mutation Gear	Increases Persona's chance of mutation	—	Magazine Prize
Adjustment Gear	Reduce SP Cost	—	Magazine Prize
Solving Orb	Shows parts of unknown Fusion Spells	—	Casino, Magazine Prize
Free Catch	Demons without contracts will give Free Tarots	—	Return Item: Tenjiku Tokubei
Police Glove	Increase chance of acquiring items after battle	—	Magazine Prize
Emerald Ring	AGI +1	100,000 ¥	Padparacha
Crystal Ring	TEC +1	100,000 ¥	Padparacha