In-depth walkthroughs of all levels
Detailed lists and tables of rumors, monsters, and items
Stats for all Personas
Detailed maps of complex areas
Effective combat tactics

Contact System and All Rumors Exposed!

John Shivers
primagames.com
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.
Maya Amano 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.

**PERSONA Compatibility**

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<thead>
<tr>
<th>MAGICIAN—Great</th>
<th>PRIESTESS—Great</th>
<th>EMPRESS—Great</th>
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<tr>
<td>LOVERS—Bad</td>
<td>HERMIT—Great</td>
<td>MOON—Great</td>
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<td>HIEROPHANT—Average</td>
<td>STRENGTH—Can't Use</td>
<td>HANGEDMAN—Average</td>
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<td>JUSTICE—Average</td>
<td>TEMPERANCE—Great</td>
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<td>STAR—Great</td>
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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.

**PERSONA Compatibility**

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

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

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

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

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'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.

![Tatsuya Suou](image)

**Persona Compatibility**

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

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.

**Persona Compatibility**

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Nate Nanjo

![Nate Nanjo](image)

**Personal Statistics**

- **Age:** 24
- **Height:** 165 cm
- **Weight:** 52 kg
- **Blood Type:** A
- **Persona:** Aizen Myouou

**Personal Statistics**

- **Age:** 18
- **Height:** 165 cm
- **Weight:** 52 kg
- **Blood Type:** B
- **Persona:** Apollo
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.

Ellen Kirishima

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.
**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.
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.

**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.

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

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

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.
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.

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

**Creatures that cannot be contacted often taunt or ignore you.**

**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 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.**

**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.**

**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.
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:

<table>
<thead>
<tr>
<th>Tarot Cards</th>
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<tr>
<td>Priestess</td>
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<td>Emperor</td>
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<td>Hierophant</td>
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<td>Justice</td>
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<td>Sun</td>
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<td>Rod</td>
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<tr>
<td>Cup</td>
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<tr>
<td>Sword</td>
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<td>Pentacle</td>
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**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.

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.

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.

**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.
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.

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.
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.

**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.
**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

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.

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.

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.

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.
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.

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.

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.
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.

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!

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 envelopes 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.
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.

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.

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

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

This is the first big 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.
The police block off the school and discuss a course of action.

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.

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 Cafe
- Para-Bellum
- Satomi Tadashi
- Etheria
- Rosa-Candida
- Velvet Room

Sushi Gatten Menu
<table>
<thead>
<tr>
<th>Item</th>
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<td>Squid</td>
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<tr>
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<td>400¥</td>
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<td>Salmon Roe</td>
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Double Slash Cafe Menu
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<td>Herb Tea</td>
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<td>Double Sandwich</td>
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<tr>
<td>Pizza Toast</td>
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<tr>
<td>Spaghetti</td>
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Para-Bellum Menu
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<tr>
<td>Derringer</td>
<td>900¥</td>
<td>VIT +4</td>
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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.

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.

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

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

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

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

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

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**Sanitarium**
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.

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 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.

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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.

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 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.

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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.

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.

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.

**Boss: Hellhound**

| Hellhound | HP: 700 |

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.
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
- **Empusa** *(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
- **Erinyes** *(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
- **Nisroc** *(HANGEDMAN Lv. 10)*
  - HP: 73
  - At: 31
  - Df: 28
  - SAT: 30
  - SDf: 30
  - Green: Katsuya + Maya + Baofu
  - Yellow: Baofu
- **Agathion** *(STAR Lv. 8)*
  - HP: 58
  - At: 26
  - Df: 26
  - SAT: 20
  - SDf: 20
  - Green: Ulala + Baofu
  - Yellow: Katsuya
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.

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.
He says his name is Jun Kashihara, 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.

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

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.

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

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)**

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.
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.

After they finish talking, leave the room.

Everyone is gathered around a TV screen.
There is a show on about Chizuru, in which she says that she will reveal who Joker is.

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.

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.

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.

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

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

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.

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

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.

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

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.

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.

THE HIRASAKA WARD

PLACES TO GO

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

WALKTHROUGH PART I

SHIRAISHI MENU

<table>
<thead>
<tr>
<th>Item</th>
<th>Cost</th>
<th>Attribute</th>
</tr>
</thead>
<tbody>
<tr>
<td>Shoyu Ramen</td>
<td>230¥</td>
<td>AGI +5</td>
</tr>
<tr>
<td>Miso Ramen</td>
<td>400¥</td>
<td>VIT +2</td>
</tr>
<tr>
<td>Vegetable Ramen</td>
<td>500¥</td>
<td>TEC +1</td>
</tr>
<tr>
<td>Won ton Ramen</td>
<td>500¥</td>
<td>VIT +5</td>
</tr>
<tr>
<td>Ramen Set</td>
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<tr>
<td>Mix Ramen</td>
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<td>AGI +7</td>
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<tr>
<td>Hyper Spicy Ramen</td>
<td>500¥</td>
<td>STR +3</td>
</tr>
<tr>
<td>Shiraishi Ramen</td>
<td>500¥</td>
<td>VIT +8</td>
</tr>
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KASUGAYAMA HIGH SCHOOL

Peace Diner Menu

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<thead>
<tr>
<th>Item</th>
<th>Cost</th>
<th>Attribute</th>
</tr>
</thead>
<tbody>
<tr>
<td>Peace Burger</td>
<td>230¥</td>
<td>VIT +3</td>
</tr>
<tr>
<td>Chicken Burger</td>
<td>300¥</td>
<td>VIT +4</td>
</tr>
<tr>
<td>Grilled Burger</td>
<td>300¥</td>
<td>VIT +6</td>
</tr>
<tr>
<td>Double Peace Burger</td>
<td>350¥</td>
<td>TEC +3</td>
</tr>
<tr>
<td>Big Peace Burger</td>
<td>280¥</td>
<td>AGI +8</td>
</tr>
<tr>
<td>French Fries</td>
<td>270¥</td>
<td>AGI +4</td>
</tr>
<tr>
<td>Peace Shake</td>
<td>150¥</td>
<td>STR +5</td>
</tr>
<tr>
<td>Fresh Shake</td>
<td>700¥</td>
<td>STR +1</td>
</tr>
</tbody>
</table>

The Yumezaki Ward

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

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

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.

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

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

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!

The Man Searcher

After spreading the rumor about the manager at the Shiraishi 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.

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.
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 Gleam. 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 panty 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.

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**

During the fight with Joker Ulala, use earth elemental spells and nonelemental spells such as 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.

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**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.
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.

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

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.

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

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

**Boss: Joker Noriko, Ryuman (x2)**

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.
SECTION 6: Crossroads

**Aoba Park**

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 southwestern 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.

Demons

**PARIKER** (MOON Lv. 20)
- Green: Ulala + Baofu
- Yellow: Katsuya

**HEL** (DEATH Lv. 22)
- HP: 176, At: 70, Df: 64, SAT: 57, SDF: 57
- Green: Ulala + Baofu
- Yellow: Katsuya

**ARCHANGEL** (JUDGEMENT Lv. 21)
- HP: 168, At: 72, Df: 72, SAT: 50, SDF: 50
- Green: Katsuya + Maya
- Yellow: Ulala

**GANDHARVA** (STAR Lv. 23)
- HP: 184, At: 80, Df: 86, SAT: 52, SDF: 52
- Green: Ulala

**JACK FROST** (LOVERS Lv. 18)
- HP: 144, At: 63, Df: 54, SAT: 44, SDF: 43

**FEARAL** (TEMPERANCE Lv. 19)
- HP: 152, At: 64, Df: 55, SAT: 43, SDF: 41

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

**NATA** (JUSTICE Lv. 38)
- HP: 800, At: 158, Df: 128, SAT: 84, SDF: 82

Aoba Ward

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

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

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

Primagames.com
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!

Maya’s Chief Editor gets involved in the fray when Baofu won’t move out of the way of the door.

Maya and Katsuya are having a meeting with the man they were looking for, Nate Nanjo, and the woman, Ellen Kirishima.

Baofu and Ulala then join them after their "pretend" 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.
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.
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.

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.

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.
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.

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.
LUC 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.
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.

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.
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!

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

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

- **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: 55

- **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: 59
  - 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

- **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

- **Rasputin** (MAGICIAN Lv. 28)
  - HP: 224
  - At: 82
  - Df: 88
  - SAt: 86
  - SDf: 90
  - Green: Ulala + Baofu
  - Yellow: Katsuya

- **Principality** (JUDGEMENT Lv. 29)
  - HP: 232
  - At: 98
  - Df: 98
  - SAt: 69
  - SDf: 68
  - Green: Katsuya + Maya + Ulala
  - Yellow: Katsuya

---

Demons

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

The Onhalch 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.
SECTION 7b: Behind the Scenes

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

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

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.

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.

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

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.

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....

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.
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.

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!

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.

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.

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

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

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.
WALKTHROUGH PART II

Junko opts to deal with Tatsuya, while Chizuru fights you. But actually, he is. Again, the same battle strategies apply.

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.

Back in the real world, the taping of a television show is being done with Junko, the Muses, and Chizuru. As she is telling a fortune, Chizuru feels the defeat of the black cat—Shiki—and fumbles for a second.

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.

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.

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

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.

Junko opts to deal with Tatsuya, while Chizuru fights you.
**BOSS: Chizuru Ishigami, Shikigami (x4)**

Hit Chizuru once and she falls. She is not the true boss here, the Shikigamis 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 Maha Garula 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.
- To reach the Ogre Hand chest on the fourth floor, take the eastern set of stairs on the third floor.
- The chest on the second floor contains a Patra Card.
- A chest behind the main elevator on the second floor contains a Silver Manisha.
- The chest in the eastern hallway on the sixth floor is an SP Trap, and it can only be opened in the alternate world.
- 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.
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<tr>
<th>Demons</th>
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<tr>
<td><strong>Pariker</strong></td>
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<td>(JUDGEMENT Lv. 21)</td>
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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.

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.
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!

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.

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.

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.

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.

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

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

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

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.
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.

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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.
SAT Troopers suddenly storm the building, surrounding the group.

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.

**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**

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<th><strong>HUNTAU</strong></th>
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<td>Green: Katsuya + Maya</td>
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<td>Green: Baofu + Ulala</td>
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SECTION 10: Baofu’s Past

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

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

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.

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

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

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

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.

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

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.

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.

NOTE
The lockers take the place of treasure chests here.

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

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

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

<table>
<thead>
<tr>
<th><strong>Wanyuudo</strong></th>
<th><strong>Lilim</strong></th>
<th><strong>Agrippa</strong></th>
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<td><strong>Shoggoth</strong></td>
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<td>(STRENGTH Lv. 35)</td>
<td>(TOWER Lv. 35)</td>
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<td>Green: Katsuya + Maya + Ulala</td>
<td>Green: Katsuya + Maya</td>
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<td>Yellow: Maya</td>
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<td>(JUDGEMENT Lv. 36)</td>
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<td>Green: Katsuya + Maya + Baofu</td>
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<tr>
<td>Yellow: Ulala</td>
<td>Yellow: Katsuya + Baofu + Ulala</td>
</tr>
</tbody>
</table>

### 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.

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.

After a brief discussion, take the boat out to meet up with Sudou's cruise ship, the Nichirinmaru.
Explosions can still be felt, and bodies are all over the docks.

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

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

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.

**MINIBOSSES: 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.

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.

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

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.

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**

<table>
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<tr>
<th>Name</th>
<th>Level</th>
<th>HP</th>
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SECTION 12: Under the Sea

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.

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.

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.

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.
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.

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.

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

After a brief scene, if you have Nate in your party, Kandori and his X-2s attack. If you have Ellen, you battle Chizuru.
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.
These chests are the end result of the Pitfall Room. They contain a Medirama Card, a Divine Light Card, and an Orihalch.

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

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

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

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, Hihinokane, and Meteorite S.

### Demons

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<th>Name</th>
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<th>Type/Speciality</th>
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SECTION 13: Secrets Revealed

THE RENGE-DAI WARD

After you are in the city, take care of any necessary business. Head over to the Rengedai Ward. Go to Araya Shrine, as Tatsuya asked.

While there, Maya has one of her flashbacks, this one about the shrine burning and being terrorized by a face you should instantly recognize. Tatsuya runs off to Mt. Iwato, so follow him there.

MT. IWATO

When you first enter Mt. Iwato, follow the path around. Enter a screen. Tatsuya tells you that this place shows you your subconscious memories.

SECRET PERSONAS:
Artemis, Asteria, Hyperion, and Prometheus

To get these four Personas, collect the four Material Cards here in Mt. Iwato.

Continue along the path to a spring. Whichever you have, Nate or Ellen, has a flashback to the time when Nate left for England and had to leave his friends behind.
Ellen's flashback picks up where Nate's leaves off.

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....
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

Taksaka
(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-Kahish
(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

Hunahpu
(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
SECTION 14: RENGEDAI WARD

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.

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.

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.
Demons

**Vucub-Kakish** (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

**Tenchu Akatsuki** (HUMAN Lv. 52)
HP: 408, At: 184, Df: 178, SAT: 115, SDF: 113

**Pucel** (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)
Green: Maya + Ulala
Yellow: Katsuya + Ulala

**Ares** (CHARIOT Lv. 50)
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
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.
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."

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.

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.

Your party splits up to rest in the two places, while Tatsuya and Maya talk outside.

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.

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.

At the end of the hallway is a teleportation pad to Basement Level 5. There is a TEC Incense in the southwest, and an AGI Incense 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.

Keep heading west and come to a room littered with dead soldiers.
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.

Inside you notice it is made to look like Araya Shrine. The doppelgangers hope to kill Tatsuya with no struggle because of his guilt. 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.

**Boss: Metal Lisa, Metal Jun, and Metal Eikichi**

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**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 Mudoon 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!

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.
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.

He finds a man who has a slight pulse, and he asks what happened. The answer is less than encouraging....

...and a castle grows up out of the center of town! At the risk of stating the obvious, this ain’t good.

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 Tatsuzou 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.

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.

A Gem Ring is in the chest to the east of the lift from Basement Level 1 on Basement Level 2.

The second chest on Basement Level 6 has Scarlet Wings.

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 chest in the center of the southern portion of Basement Level 2 is a Combat Trap.

A Poison Trap.

A Combat Trap.

**Demons**

_Tenchu Hekiu_ (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

_Sekker_ (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
### 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.
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 northeastern 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.
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 northern 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 rightmost 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 teleportation pad back to the entrance.

Seventh Floor without Rumor

Once you enter the final point of light, you are in one of the variations of the seventh floor. This version 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 teleportation 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 to the door is Perseus.
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.

Then, the very fabric of the world itself is torn apart, as the dragons all converge upon and destroy the concentrated Kegare.

He asks Gozen to release the 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**

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!

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**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.

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After the battle is won, all hell really starts to break loose.
**Demons**

- **Phoenix**
  - (TEMPERANCE Lv. 54)

- **Mucalinda**
  - (WORLD Lv. 54)
  - HP: 432, At: 177, Df: 180, SAT: 141, SDF: 143

- **Mananan**
  - (MAGIAN Lv. 55)
  - HP: 604, At: 190, Df: 181, SAT: 154, SDF: 158

- **Kinich Ahau**
  - (HERMIT Lv. 56)
  - HP: 448, At: 203, Df: 185, SAT: 124, SDF: 121

- **Jahil**
  - (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)
  - Green: Tatsuya + Katsuya
  - Yellow: Katsuya

- **Girimekara**
  - (CHAIR Lv. 58)

- **Tezcatlipoca**
  - (TOWER Lv. 59)
  - HP: 472, At: 221, Df: 200, SAT: 135, SDF: 133
  - Green: Katsuya + Maya + Baofu
  - Yellow: Baofu

- **Kishin**
  - (DEATH Lv. 60)
  - Green: Tatsuya + Katsuya
  - Yellow: Katsuya

- **Uroboros**
  - (WORLD Lv. 62)
  - HP: 498, At: 206, Df: 227, SAT: 147, SDF: 149
  - Green: Tatsuya + Katsuya
  - Yellow: Katsuya

- **Ah Puch**
  - (DEATH Lv. 66)
  - HP: 528, At: 228, Df: 216, SAT: 172, SDF: 175
  - Green: Baofu + Ulala
  - Yellow: Katsuya

- **Rangda**
  - (MAGIAN Lv. 69)
  - HP: 1,500, At: 228, Df: 216, SAT: 197, SDF: 201
FINALE: Evil’s True Face

Monado Mondala

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.
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.
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!

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 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 Ulala and Maya talking in the Ebony bar. Ulala is telling Maya about her troubles with men and life in general, and Maya falls asleep during the conversation.

Shadow Ulala then appears, playing with Ulala’s sense of inadequacy and low self-esteem.

Ulala gets furious at Shadow Ulala, and you are given another important choice.

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.

- Stop it…Katsuya!
- I believe in you....
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!

The party stands defiant as the two doppelgangers attack!

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. Tatsuya runs up, only to be knocked back by Shadow Baofu and Shadow Maya!

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.

Nyarlathotep’s Lair

When you enter, Nyarlathotep congratulates you and shows you that Jun is hanging above the chamber.

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 Nyarlathotep’s speech, Baofu interrupts him, telling him to shut up. The group then all support Tatsuya, reassuring him that he is not to blame.

Nyarlathotep is less than pleased—to put it lightly....

NOTE

As with his lackeys, Nyarlathotep’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

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 three-way platform to 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.
**Demons**

**THRONINE**
-(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

**UR-UDOROS**
-(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

**APADSHA**
-(HERMIT Lv. 68)-
HP: 646, At: 251, Df: 215, SAT: 156, SDf: 151
Green: Baofu + Tatsuya
Yellow: Ulala

**TAULOS**
-(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

**AFZI**
-(STRENGTH Lv. 78)-
HP: 999, At: 273, Df: 282, SAT: 178, SDf: 179
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.

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.
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.

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 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.

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.

The true reward comes when you talk to the guard after successfully completing the mission. He gives you the Agility Source.

Return to the entrance for the same money reward, as well as an Akashic Ring.

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.

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.

Even more Medicine is north of the security guard on the fourth floor.
### Demons

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<tr>
<th>Demon</th>
<th>(Class)</th>
<th>HP</th>
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### The Seedy CD
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.

**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.
The chest to the right of the other chest on the fourth floor is a trap.
The chest on the western-most side of the fifth floor, in the upper portion, contains a Bead of Pressure.
This chest in the south-east 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

**Wrath**
(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

**Fearal**
(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

**Faust**
(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

**100km/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

**Taksaka**
(Strength Lv. 43)
HP: 604, At: 145, Df: 157, SAt: 102, SDf: 104

**200km/h Fogey**
(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.
**Demons**

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<td><strong>Nisroc</strong></td>
<td><strong>(Hangedman Lv. 10)</strong></td>
<td>73</td>
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<td><strong>Erinyes</strong></td>
<td><strong>(Moon Lv. 10)</strong></td>
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<td>28</td>
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<tr>
<td><strong>Robin</strong></td>
<td><strong>(Lovers Lv. 11)</strong></td>
<td>77</td>
<td>41</td>
<td>32</td>
<td>24</td>
<td>23</td>
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</tbody>
</table>

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.
The Underground Bomb Shelter

Area 1
• After GOLD

Area 2
• After Zodiac

Area 3
• After Science Lab or Sumaru TV

Area 4
• After Factory

Area 5
• After Nichinamaru and Ocean Ruins

Area 6
• After Subway and Tonitune

Area 7
• After Sumaru Castle

Area 8
• After Shadow Maya and Shadow Baofu

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.

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.
**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.

**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

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

- **NEKOMATA** (HERMIT Lv. 14)
  - HP: 112, At: 47, Df: 44, SAt: 31, SDf: 30

- **COCCHATRICE** (WORLD Lv. 11)
  - HP: 81, At: 44, Df: 35, SAt: 20m, SDf: 19

- **SHOBO** (TEMPERANCE Lv. 12)
  - HP: 88, At: 36, Df: 39, SAt: 25, SDf: 24

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

- **IXTAR’E** (DEATH Lv. 13)
  - HP: 65, At: 46, Df: 43, SAt: 36, SDf: 37

- **MINOTAUR** (CHARIOT Lv. 15)
  - HP: 120, At: 54, Df: 66, SAt: 32, SDf: 33

- **ANGEL** (JUDGEMENT Lv. 14)
  - HP: 112, At: 47, Df: 47, SAt: 33, SDf: 32

- **TEN’GU** (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: 43

Minotaur
(CHARIOT Lv. 15)
HP: 120, At: 54, Df: 66, SAt: 32, SDf: 33

Tengu
(MAGICKIAN Lv. 16)
HP: 128, At: 61, Df: 55, SAt: 50, SDf: 53

Kiyohime
(STRENGTH Lv. 17)
HP: 136, At: 47, Df: 56, SAt: 45, SDf: 46

MInotaur
(CHARIOT Lv. 15)
HP: 120, At: 54, Df: 66, SAt: 32, SDf: 33

Faust
(MAGICKIAN Lv. 22)
HP: 276, At: 70, Df: 67, SAt: 71

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

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

Shax
(HANGEDMAN Lv. 17)
HP: 136, At: 50, Df: 47, SAt: 47, SDf: 47

Shax
(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

Gandhara
(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

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

Jack
(LOVERS Lv. 26)
HP: 144, At: 63, Df: 54, SAt: 44, SDf: 43

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

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

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

Principalaty
(JUDGEMENT Lv. 29)
HP: 232, At: 98, Df: 98, SAt: 69, SDf: 68
**EXTRA DUNGEONS AND SECRETS**

**Area 4**

- **Kerepres**  
  (STRENGTH Lv. 29)  

- **Hunhau**  
  (DEATH Lv. 30)  
  HP: 240, At: 117, Df: 96, Sat: 60, SDef: 56

- **Picollus**  
  (STAR Lv. 30)  
  HP: 240, At: 93, Df: 80, Sat: 80, SDef: 80

- **Demeter**  
  (WORLD Lv. 31)  
  HP: 248, At: 91, Df: 94, Sat: 80, SDef: 80

- **Lilim**  
  (MOON Lv. 33)  
  HP: 264, At: 114, Df: 108, Sat: 94, SDef: 97

- **Python**  
  (STRENGTH Lv. 35)  
  HP: 280, At: 119, Df: 131, Sat: 82, SDef: 83

- **Power**  
  (JUDGEMENT Lv. 36)  
  HP: 288, At: 123, Df: 123, Sat: 84, SDef: 84

- **Stuparideth**  
  (TEMPERANCE Lv. 37)  
  HP: 296, At: 127, Df: 124, Sat: 105, SDef: 109

- **Leviathan**  
  (WORLD Lv. 39)  
  HP: 312, At: 135, Df: 147, Sat: 97, SDef: 100

- **Barbatos**  
  (HANGEDMAN Lv. 41)  
  HP: 328, At: 131, Df: 125, Sat: 108, SDef: 109

**Area 5**

- **Za-e-bott**  
  (HANGEDMAN Lv. 32)  
  HP: 256, At: 113, Df: 101, Sat: 85, SDef: 86

- **Hanyuudo**  
  (FORTUNE Lv. 33)  
  HP: 264, At: 126, Df: 111, Sat: 86, SDef: 83

- **Aghrippa**  
  (MAGICIAN Lv. 34)  
  HP: 272, At: 115, Df: 118, Sat: 97, SDef: 101

- **Dariooku Tenmaou**  
  (DEVIL Lv. 34)  
  HP: 272, At: 121, Df: 115, Sat: 83, SDef: 89

- **Orthros**  
  (FORTUNE Lv. 40)  
  HP: 320, At: 142, Df: 130, Sat: 89, SDef: 87

- **Satyrus**  
  (LOVERS Lv. 36)  
  HP: 288, At: 114, Df: 132, Sat: 86, SDef: 88

- **Power**  
  (JUDGEMENT Lv. 36)  
  HP: 288, At: 123, Df: 123, Sat: 84, SDef: 84

- **Biyarkey**  
  (DEVIL Lv. 42)  
  HP: 336, At: 150, Df: 147, Sat: 105, SDef: 107

- **Agrippa**  
  (MAGICIAN Lv. 34)  
  HP: 272, At: 115, Df: 118, Sat: 97, SDef: 101

- **Demeter**  
  (WORLD Lv. 31)  
  HP: 248, At: 91, Df: 94, Sat: 80, SDef: 80

- **Zaeboth**  
  (HANGEDMAN Lv. 32)  
  HP: 256, At: 113, Df: 101, Sat: 85, SDef: 86

- **Wanyuudo**  
  (FORTUNE Lv. 33)  
  HP: 264, At: 126, Df: 111, Sat: 86, SDef: 83

- **Taksaka**  
  (STRENGTH Lv. 43)  
  HP: 604, At: 145, Df: 157, Sat: 102, SDef: 104
### Area 6

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EXTRA DUNGEONS AND SECRETS

Area 8

Ah Puch
(DEATH Lv. 66)
HP: 528, At: 228, Df: 216,
SAt: 172, SDf: 175

Virocana
(SUN Lv. 73)
HP: 2,800, At: 229, Df: 238,
SAt: 196, SDf: 199

Valkyrie
(STAR Lv. 60)
HP: 480, At: 255, Df: 192,
SAt: 140, SDf: 137

Saji
(MAGICIAN Lv. 61)
HP: 488, At: 193, Df: 196, SAt: 168,
SDf: 172

Throne
(JUDGEMENT Lv. 57)
HP: 456, At: 195, Df: 192,
SAt: 137, SDf: 137

Talos
(CHARIOT Lv. 74)
HP: 592, At: 220, Df: 226, SAt: 149,
SDf: 149

Kau
(TEMPERANCE Lv. 62)
HP: 496, At: 212, Df: 200,
SAt: 145, SDf: 143

Apoplosa
(HERMIT Lv. 68)
HP: 646, At: 251, Df: 215,
SAt: 156, SDf: 151

Allos
(LOVERS Lv. 90)
HP: 2,500, At: 254, Df: 257,
SAt: 214, SDf: 216

Apollos
(LOVERS Lv. 81)
HP: 3,000, At: 261, Df: 258,
SAt: 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.
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.

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.

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.
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!
**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.
**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.

Nyarlathotep's Black Butterfly symbol is within the chest in the center of Basement Level 3.

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.
Q4: Eyes
Q5: All of them
Q6: Bee
Q7: Star
Q8: Yawn

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 Suou, 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**

<table>
<thead>
<tr>
<th>Persona</th>
<th>Material Card</th>
<th>Found</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rangda</td>
<td>Dancing Mask</td>
<td>Defeat Rangda</td>
</tr>
<tr>
<td>Lakshimi</td>
<td>Lotus Petal</td>
<td>Mu Continent</td>
</tr>
<tr>
<td>Izanami</td>
<td>Path to Hades</td>
<td>Defeat Izanami</td>
</tr>
<tr>
<td>Gaia</td>
<td>Cradle of Creation</td>
<td>Defeat Gaia</td>
</tr>
<tr>
<td>Kali</td>
<td>Necklace of Heads</td>
<td>Mu Continent</td>
</tr>
<tr>
<td>Vishnu</td>
<td>Avatarah</td>
<td>Return Item: Lakshimi</td>
</tr>
<tr>
<td>Odin</td>
<td>Runic Monument</td>
<td>Defeat Odin</td>
</tr>
<tr>
<td>Brahma</td>
<td>Eye Patch</td>
<td>Mu Continent</td>
</tr>
<tr>
<td>Alfred</td>
<td>Amber Eyeglasses</td>
<td>EX Dungeon</td>
</tr>
<tr>
<td>Shaka</td>
<td>Yuiga Dokuson</td>
<td>Defeat Shaka</td>
</tr>
<tr>
<td>Alice</td>
<td>Champion</td>
<td>Defeat Alice</td>
</tr>
<tr>
<td>Siva</td>
<td>Maximum Tempest</td>
<td>Return Item: Skanda</td>
</tr>
<tr>
<td>Skuld</td>
<td>Urdrarbrunn</td>
<td>Tonfune</td>
</tr>
<tr>
<td>Hyperion</td>
<td>Ancient Sun</td>
<td>Mt. Iwato</td>
</tr>
<tr>
<td>Bishamonten</td>
<td>Chess Piece</td>
<td>Mu Continent</td>
</tr>
<tr>
<td>Nata</td>
<td>Paopei</td>
<td>Aoba Park, Defeat Nata</td>
</tr>
<tr>
<td>Azazel</td>
<td>Black Goat</td>
<td>See the &quot;Azazel&quot; section</td>
</tr>
<tr>
<td>Prometheus</td>
<td>Bronze Ring</td>
<td>Mt. Iwato</td>
</tr>
<tr>
<td>Charon</td>
<td>Styx</td>
<td>Mu Continent</td>
</tr>
<tr>
<td>Suzaku</td>
<td>Scarlet Wings</td>
<td>Tonfune</td>
</tr>
<tr>
<td>Lucifer</td>
<td>Morning Star</td>
<td>Mu Continent</td>
</tr>
<tr>
<td>Hastur</td>
<td>King in Yellow</td>
<td>See the &quot;Hastur&quot; section</td>
</tr>
<tr>
<td>Astria</td>
<td>Ortby</td>
<td>Mt. Iwato</td>
</tr>
<tr>
<td>Iris</td>
<td>Rainbow Gleam</td>
<td>GOLD</td>
</tr>
<tr>
<td>Nannar</td>
<td>Moon of Ullr</td>
<td>Return Item: Tsukuyomi</td>
</tr>
<tr>
<td>Artemis</td>
<td>Silver Bow</td>
<td>Mt. Iwato</td>
</tr>
<tr>
<td>Virocana</td>
<td>1,000 Lotus Petals</td>
<td>Defeat Virocana</td>
</tr>
<tr>
<td>Il-Dana</td>
<td>Oui-Dauna's Oar</td>
<td>Nichinnamaru</td>
</tr>
<tr>
<td>Satan</td>
<td>Accuser's Diary</td>
<td>Mu Continent</td>
</tr>
<tr>
<td>Gabriel</td>
<td>Lily</td>
<td>EX Dungeon</td>
</tr>
<tr>
<td>Nyord</td>
<td>Noatun</td>
<td>Return Item: Grinbulsti</td>
</tr>
<tr>
<td>Fuuma Kotarou</td>
<td>Book of the Fuuma</td>
<td>Return Item: Tobi Katou</td>
</tr>
</tbody>
</table>

**Mutations**

<table>
<thead>
<tr>
<th>#</th>
<th>Persona</th>
<th>Mutates Into</th>
</tr>
</thead>
<tbody>
<tr>
<td>16</td>
<td>Rinok</td>
<td>Cu Chulainn</td>
</tr>
<tr>
<td>17</td>
<td>Seioubou</td>
<td>Galahad</td>
</tr>
<tr>
<td>18</td>
<td>Nemesis</td>
<td>Nankyoku Roujin</td>
</tr>
<tr>
<td>19</td>
<td>Arianhrod</td>
<td>Hotai</td>
</tr>
<tr>
<td>21</td>
<td>Lugh</td>
<td>Futsuno Mitama</td>
</tr>
<tr>
<td>22</td>
<td>Indra</td>
<td>Bacchus</td>
</tr>
<tr>
<td>24</td>
<td>Harukan</td>
<td>Cu Chulainn</td>
</tr>
<tr>
<td>25</td>
<td>Baal</td>
<td>Peri</td>
</tr>
<tr>
<td>26</td>
<td>Marduk</td>
<td>Nankyoku Roujin</td>
</tr>
<tr>
<td>27</td>
<td>Airgetlam</td>
<td>Matsuo-sama</td>
</tr>
<tr>
<td>30</td>
<td>Varuna</td>
<td>Dagda</td>
</tr>
<tr>
<td>31</td>
<td>Mithra</td>
<td>Arthur</td>
</tr>
<tr>
<td>32</td>
<td>Yama</td>
<td>Peri</td>
</tr>
<tr>
<td>34</td>
<td>Umayado No Duji</td>
<td>Kanshou</td>
</tr>
<tr>
<td>36</td>
<td>Genjo</td>
<td>Hotai</td>
</tr>
<tr>
<td>39</td>
<td>Jack O' Lantern</td>
<td>Nankyoku Roujin</td>
</tr>
<tr>
<td>40</td>
<td>Jack Frost</td>
<td>Fukurokuju</td>
</tr>
<tr>
<td>41</td>
<td>Robin Goodfellow</td>
<td>Matsuo-sama</td>
</tr>
<tr>
<td>42</td>
<td>Pixie</td>
<td>Matsuo-sama</td>
</tr>
<tr>
<td>44</td>
<td>Maha Kala</td>
<td>Quetzalcoatl</td>
</tr>
<tr>
<td>45</td>
<td>Ares</td>
<td>Bacchus</td>
</tr>
<tr>
<td>46</td>
<td>Susano-o</td>
<td>Nodens</td>
</tr>
<tr>
<td>47</td>
<td>Seiten Taisel</td>
<td>Galahad</td>
</tr>
<tr>
<td>48</td>
<td>Taranis</td>
<td>Nankyoku Roujin</td>
</tr>
<tr>
<td>49</td>
<td>Minotaur</td>
<td>Hotai</td>
</tr>
<tr>
<td>50</td>
<td>Wong Long</td>
<td>Dagda</td>
</tr>
<tr>
<td>51</td>
<td>Vrtra</td>
<td>Arthur</td>
</tr>
</tbody>
</table>
EXTRA DUNGEONS AND SECRETS

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.

NOTE

You must spread both the Padparacha makes weapons rumor and the Shiraishi man-search rumor.

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.
### 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

<table>
<thead>
<tr>
<th>Persona</th>
<th>Level</th>
<th>Cost</th>
<th>Item</th>
<th>Magic Card</th>
<th>Statistics</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bersac (2)</td>
<td>1</td>
<td>344</td>
<td>Maka Kaja</td>
<td>20</td>
<td>STR: 45</td>
</tr>
<tr>
<td>Aquadyne</td>
<td>3</td>
<td>248</td>
<td>Me Patra</td>
<td>20</td>
<td>STR: 45</td>
</tr>
<tr>
<td>Maha Kaja (4)</td>
<td>5</td>
<td>165</td>
<td>Medirama</td>
<td>20</td>
<td>STR: 45</td>
</tr>
<tr>
<td>Heat Wave (6)</td>
<td>7</td>
<td>120</td>
<td>Maha Agionn</td>
<td>20</td>
<td>STR: 45</td>
</tr>
<tr>
<td>Fear Torrent (8)</td>
<td>9</td>
<td>81</td>
<td>Maha Garu</td>
<td>20</td>
<td>STR: 45</td>
</tr>
</tbody>
</table>

### Priestess

<table>
<thead>
<tr>
<th>Persona</th>
<th>Level</th>
<th>Cost</th>
<th>Item</th>
<th>Avatarah Card</th>
<th>Statistics</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mananan (6)</td>
<td>49</td>
<td>165</td>
<td>Agidyne Card</td>
<td>20</td>
<td>STR: 45</td>
</tr>
<tr>
<td>Sama Recarm</td>
<td>51</td>
<td>123</td>
<td>Garudyne Card</td>
<td>20</td>
<td>STR: 45</td>
</tr>
</tbody>
</table>

### Empress

<table>
<thead>
<tr>
<th>Persona</th>
<th>Level</th>
<th>Cost</th>
<th>Item</th>
<th>Divine Light Card</th>
<th>Statistics</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tensen (7)</td>
<td>55</td>
<td>102</td>
<td>Tetraja Card</td>
<td>20</td>
<td>STR: 45</td>
</tr>
<tr>
<td>Nyan Nyan</td>
<td>51</td>
<td>123</td>
<td>Hit Point</td>
<td>20</td>
<td>STR: 45</td>
</tr>
<tr>
<td>Tensen (8)</td>
<td>55</td>
<td>102</td>
<td>Sacrifice Card</td>
<td>20</td>
<td>STR: 45</td>
</tr>
</tbody>
</table>
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**PRIMA’S OFFICIAL STRATEGY GUIDE**

**ETERNAL PUNISHMENT**

---

**39. JAKK O’ LANTERN**

**Level**: 26
**Cost**: 104
**Item**: Maha Agion Card

**Statistics**
- **Str**: 42
- **Vit**: 37
- **Tec**: 38
- **Agi**: 42
- **Luc**: 29
- **Sp**: 21

**Level Up Bonus**
- **Agi +1**
- **Weak vs. WA**

**Spells**
- Agion
- Dormina
- Maha Agion
- Devil’s Smile
- Maha Agion
- Frei

---

**40. JAKK FAST**

**Level**: 18
**Cost**: 72
**Item**: Buffala Card

**Statistics**
- **Str**: 39
- **Vit**: 34
- **Tec**: 31
- **Agi**: 38
- **Luc**: 29
- **Sp**: 19

**Level Up Bonus**
- **Agi +1**
- **Voids WA**
- **Absorb FA**

**Spells**
- Body Punch
- Patra
- Heat Wave
- Inferno
- Death Bane
- Frei

---

**41. ROBIN GOODFELLOW**

**Level**: 11
**Cost**: 44
**Item**: Maha Magnus Card

**Statistics**
- **Str**: 13
- **Vit**: 10
- **Tec**: 10
- **Agi**: 13
- **Luc**: 8
- **Sp**: 10

**Level Up Bonus**
- **Agi +1**
- **Strong vs. EA**
- **Weak vs. WA**

**Spells**
- Magnus
- Psisma
- Fata Morgana
- Poison
- Maha Magnus
- Magnus
PERSONA DATA

**FORTUNE**

63. **Gyoku Kyou**

**Joutei**

LEVEL 77
COST 295
ITEM: Torajara Card
Statistics
STR 85
VIT 62
TEC 70
AGI 57
LUC 72
SP 45

Level Up Bonus: LUC +1

- Voids: DK Weak vs. HO

Spells
- Mighty Swing
- Magic Seal
- Divine Judgment
- Whirlwind Blast
- Horror Glauppe

64. **Fenrir**

LEVEL 70
COST 261
ITEM: Annihilation Card
Statistics
STR 83
VIT 52
TEC 47
AGI 59
LUC 56
SP 42

Level Up Bonus: LUC +1

- Voids: FI/HE/HO

Spells
- Fire Breath
- Magic Seal
- Tetraja
- Affectionate Prayer
- Divine Judgment
- Whirlwind Blast
- Horror Glauppe

66. **Ceresius**

LEVEL 91
COST 244
ITEM: Recovery Card
Statistics
STR 89
VIT 57
TEC 83
AGI 62
LUC 58
SP 45

Level Up Bonus: LUC +1

Spells
- Fire Breath
- Shadow
- Bite
- Tackle
- Sama Recorn
- High Pressure
- Wall of Earth

67. **Uro**

LEVEL 64
COST 258
ITEM: Blessing Card
Statistics
STR 85
VIT 47
TEC 57
AGI 49
LUC 67
SP 40

Level Up Bonus: LUC +1

Spells
- Voids: HO Weak vs. DK

JUSTICE

68. **Bishamonten**

LEVEL 59
COST 177
ITEM: Azure Card
Statistics
STR 87
VIT 54
TEC 41
AGI 53
LUC 44
SP 37

Level Up Bonus: LUC +1

Spells
- Reflects FI
- Voids: HO Weak vs. WK

69. **Athena**

LEVEL 44
COST 139
ITEM: Maha Card
Statistics
STR 84
VIT 38
TEC 86
AGI 51
LUC 34
SP 30

Level Up Bonus: LUC +1

Spells
- Heat Wave
- Trial of Darkness
- Hypnosis
- Anger of the Earth
- Guillotine Favor
- Chaos Element

70. **Hyperion**

LEVEL 61
COST 189
ITEM: Flame Card
Statistics
STR 59
VIT 55
TEC 53
AGI 48
LUC 53
SP 39

Level Up Bonus: LUC +1

Spells
- Voids: FI/HE/HT Weak vs. HO

HANGEDMAN

71. **Gundara Muyu**

LEVEL 44
COST 233
ITEM: Anti-Force Card
Statistics
STR 69
VIT 57
TEC 63
AGI 62
LUC 58
SP 45

Level Up Bonus: LUC +1

Spells
- Voids: FI/HE/HT Weak vs. WK

72. **Mars**

LEVEL 99
COST 134
ITEM: Maha Aques Card
Statistics
STR 23
VIT 22
TEC 23
AGI 22
LUC 18
SP 20

Level Up Bonus: LUC +1

Spells
- Devil’s Smile
- Trial of Darkness
- Hypnosis
- Anger of the Earth
- Guillotine Favor
- Chaos Element

73. **Prometheus**

LEVEL 41
COST 144
ITEM: Blessing Card
Statistics
STR 48
VIT 30
TEC 27
AGI 39
LUC 25
SP 27

Level Up Bonus: LUC +1

Spells
- Sama Recorn
- Voids: HO Weak vs. TH

74. **Athena**

LEVEL 17
COST 88
ITEM: HP Incense Card
Statistics
STR 11
VIT 10
TEC 17
AGI 19
LUC 10
SP 15

Level Up Bonus: LUC +1

Spells
- Voids: HO Weak vs. SH/VIVA

DEATH

75. **Adramelech**

LEVEL 57
COST 228
ITEM: Dream Droplet Card
Statistics
STR 44
VIT 42
TEC 32
AGI 50
LUC 43
SP 36

Level Up Bonus: LUC +1

Spells
- Reflects HO
- Voids: WI

76. **Helios**

LEVEL 40
COST 198
ITEM: Maha Aques Card
Statistics
STR 17
VIT 21
TEC 23
AGI 18
LUC 16
SP 19

Level Up Bonus: LUC +1

Spells
- Maha Aques
- Sama Recorn
- Voids: HO Weak vs. WK

77. **Raziel**

LEVEL 30
COST 203
ITEM: All Card
Statistics
STR 75
VIT 71
TEC 74
AGI 72
LUC 67
SP 52

Level Up Bonus: LUC +1

Spells
- Heat Wave
- Devil’s Smile
- Trial of Darkness
- Hypnosis
- Anger of the Earth
- Guillotine Favor
- Chaos Element

78. **Skanda**

LEVEL 24
COST 98
ITEM: Maha Aques Card
Statistics
STR 43
VIT 38
TEC 38
AGI 35
LUC 34
SP 30

Level Up Bonus: LUC +1

Spells
- Maha Aques
- Sama Recorn
- Voids: HO Weak vs. WK

80. **Barbatos**

LEVEL 61
COST 244
ITEM: Blessing Card
Statistics
STR 25
VIT 47
TEC 45
AGI 45
LUC 48
SP 38

Level Up Bonus: LUC +1

Spells
- Voids: FI/HE/HT Weak vs. HO

81. **Kabanda**

LEVEL 30
COST 233
ITEM: Anti-Force Card
Statistics
STR 69
VIT 57
TEC 63
AGI 62
LUC 58
SP 45

Level Up Bonus: LUC +1

Spells
- Voids: FI/HE/HT Weak vs. WK

82. **Shax**

LEVEL 44
COST 203
ITEM: Maha Aques Card
Statistics
STR 43
VIT 38
TEC 38
AGI 35
LUC 34
SP 30

Level Up Bonus: LUC +1

Spells
- Maha Aques
- Sama Recorn
- Voids: HO Weak vs. WK

84. **Mot**

LEVEL 17
COST 88
ITEM: HP Incense Card
Statistics
STR 11
VIT 10
TEC 17
AGI 19
LUC 10
SP 15

Level Up Bonus: LUC +1

Spells
- Maha Aques
- Sama Recorn
- Voids: HO Weak vs. WK

85. **Charon**

LEVEL 47
COST 188
ITEM: Shadow Card
Statistics
STR 30
VIT 34
TEC 45
AGI 35
LUC 34
SP 30

Level Up Bonus: LUC +1

Spells
- Maha Aques
- Sama Recorn
- Voids: HO Weak vs. WK

86. **Antou**

LEVEL 44
COST 176
ITEM: Shadow Card
Statistics
STR 37
VIT 33
TEC 36
AGI 35
LUC 30
SP 29

Level Up Bonus: LUC +1

Spells
- Maha Aques
- Sama Recorn
- Voids: HO Weak vs. WK
PERSONA DATA

111. KIMARI

LEVEL 12
COST 48
ITEM: Event Card
Statistics
STR: 8 VIT: 11
TEC: 10 AGI: 11
LUC: 7 SP: 12

Level Up Bonus: AGI +1

Spells
- Ag: Soothing Melody (3)
- Maha Agi (4)
- Hama (5)
- Trafuri (7)
- Aigro (8)
- Putfira (11)

112. CALISTO

LEVEL 1
COST -1
ITEM: AGI Inverse
Statistics
STR: 3 VIT: 3
TEC: 3 AGI: 4
LUC: 2 SP: 5

Level Up Bonus: AGI +1

Spells
- Ag: Soothing Melody (3)
- Maha Agi (4)
- Hama (5)
- Trafuri (7)
- Putfira (11)

113. NANNAR

LEVEL 73
COST 204
ITEM: Mars of Life
Statistics
STR: 52 VIT: 40
TEC: 38 AGI: 38
LUC: 40 SP: 33

Level Up Bonus: AGI +1

Spells
- Ag: Soothing Melody (3)
- Maha Agi (4)
- Hama (5)
- Soothing Melody (8)
- Maha Agi (9)

114. ARTIEMIS

LEVEL 31
COST —
ITEM: VII Card
Statistics
STR: 29 VIT: 21
TEC: 34 AGI: 24
LUC: 30 SP: 22

Level Up Bonus: AGI +1

Spells
- Ag: Soothing Melody (3)
- Maha Agi (4)
- Hama (5)
- Soothing Melody (8)
- Maha Agi (9)

115. MAHIME

LEVEL 54
COST 216
ITEM: TEC Card
Statistics
STR: 14 VIT: 15
TEC: 17 AGI: 16
LUC: 14 SP: 16

Level Up Bonus: AGI +1

Spells
- Ag: Soothing Melody (3)
- Maha Agi (4)
- Hama (5)
- Soothing Melody (8)
- Maha Agi (9)

116. TSUSHUHARU

LEVEL 51
COST 204
ITEM: Mars of Life
Statistics
STR: 42 VIT: 40
TEC: 30 AGI: 38
LUC: 40 SP: 33

Level Up Bonus: AGI +1

Spells
- Ag: Soothing Melody (3)
- Maha Agi (4)
- Hama (5)
- Soothing Melody (8)
- Maha Agi (9)

117. SUGCUSCUS

LEVEL 47
COST 188
ITEM: Mars of Life
Statistics
STR: 34 VIT: 34
TEC: 35 AGI: 38
LUC: 40 SP: 31

Level Up Bonus: AGI +1

Spells
- Ag: Soothing Melody (3)
- Maha Agi (4)
- Hama (5)
- Soothing Melody (8)
- Maha Agi (9)

118. MAIRA

LEVEL 3
COST —
ITEM: VII Card
Statistics
STR: 29 VIT: 21
TEC: 34 AGI: 24
LUC: 30 SP: 22

Level Up Bonus: AGI +1

Spells
- Ag: Soothing Melody (3)
- Maha Agi (4)
- Hama (5)
- Soothing Melody (8)
- Maha Agi (9)

119. MAIRA

LEVEL 62
COST —
ITEM: Free Card
Statistics
STR: 30 VIT: 45
TEC: 48 AGI: 48
LUC: 44 SP: 39

Level Up Bonus: AGI +1

Spells
- Ag: Soothing Melody (3)
- Maha Agi (4)
- Hama (5)
- Soothing Melody (8)
- Maha Agi (9)

120. APOLLO

LEVEL 20
COST 180
ITEM: TEC Card
Statistics
STR: 14 VIT: 15
TEC: 17 AGI: 16
LUC: 14 SP: 16

Level Up Bonus: AGI +1

Spells
- Ag: Soothing Melody (3)
- Maha Agi (4)
- Hama (5)
- Soothing Melody (8)
- Maha Agi (9)

121. VIREN

LEVEL 13
COST 174
ITEM: AGI Card
Statistics
STR: 70 VIT: 42
TEC: 32 AGI: 29
LUC: 50 SP: 36

Level Up Bonus: AGI +1

Spells
- Ag: Soothing Melody (3)
- Maha Agi (4)
- Hama (5)
- Soothing Melody (8)
- Maha Agi (9)

122. APOLLO

LEVEL 12
COST 204
ITEM: Free Card
Statistics
STR: 14 VIT: 15
TEC: 17 AGI: 16
LUC: 14 SP: 16

Level Up Bonus: AGI +1

Spells
- Ag: Soothing Melody (3)
- Maha Agi (4)
- Hama (5)
- Soothing Melody (8)
- Maha Agi (9)

123. BONBON

LEVEL 58
COST 216
ITEM: AGI Card
Statistics
STR: 62 VIT: 46
TEC: 48 AGI: 48
LUC: 48 SP: 39

Level Up Bonus: AGI +1

Spells
- Ag: Soothing Melody (3)
- Maha Agi (4)
- Hama (5)
- Soothing Melody (8)
- Maha Agi (9)

124. IL-DANA

LEVEL 46
COST 139
ITEM: Holy Card
Statistics
STR: 52 VIT: 52
TEC: 37 AGI: 37
LUC: 32 SP: 24

Level Up Bonus: AGI +1

Spells
- Ag: Soothing Melody (3)
- Maha Agi (4)
- Hama (5)
- Soothing Melody (8)
- Maha Agi (9)

125. KINICH

LEVEL 33
COST 128
ITEM: Me Patra Card
Statistics
STR: 30 VIT: 30
TEC: 40 AGI: 40
LUC: 32 SP: 24

Level Up Bonus: AGI +1

Spells
- Ag: Soothing Melody (3)
- Maha Agi (4)
- Hama (5)
- Soothing Melody (8)
- Maha Agi (9)

126. KINICH

LEVEL 21
COST 83
ITEM: Anti-Force Card
Statistics
STR: 59 VIT: 45
TEC: 48 AGI: 48
LUC: 44 SP: 39

Level Up Bonus: AGI +1

Spells
- Ag: Soothing Melody (3)
- Maha Agi (4)
- Hama (5)
- Soothing Melody (8)
- Maha Agi (9)

127. SURYA

LEVEL 76
COST 204
ITEM: Sacrifice Card
Statistics
STR: 63 VIT: 55
TEC: 51 AGI: 51
LUC: 59 SP: 35

Level Up Bonus: AGI +1

Spells
- Ag: Soothing Melody (3)
- Maha Agi (4)
- Hama (5)
- Soothing Melody (8)
- Maha Agi (9)

128. MELCHISEDÉC

LEVEL 32
COST 118
ITEM: Me Patra Card
Statistics
STR: 26 VIT: 26
TEC: 26 AGI: 26
LUC: 26 SP: 24

Level Up Bonus: AGI +1

Spells
- Ag: Soothing Melody (3)
- Maha Agi (4)
- Hama (5)
- Soothing Melody (8)
- Maha Agi (9)

129. MICHAEL

LEVEL 69
COST 276
ITEM: Holy Card
Statistics
STR: 55 VIT: 54
TEC: 40 AGI: 40
LUC: 40 SP: 32

Level Up Bonus: AGI +1

Spells
- Ag: Soothing Melody (3)
- Maha Agi (4)
- Hama (5)
- Soothing Melody (8)
- Maha Agi (9)

130. GABRIEL

LEVEL 76
COST 204
ITEM: Sacrifice Card
Statistics
STR: 63 VIT: 55
TEC: 41 AGI: 41
LUC: 49 SP: 42

Level Up Bonus: AGI +1

Spells
- Ag: Soothing Melody (3)
- Maha Agi (4)
- Hama (5)
- Soothing Melody (8)
- Maha Agi (9)

131. SARATRA

LEVEL 59
COST 276
ITEM: Holy Card
Statistics
STR: 55 VIT: 54
TEC: 40 AGI: 40
LUC: 40 SP: 32

Level Up Bonus: AGI +1

Spells
- Ag: Soothing Melody (3)
- Maha Agi (4)
- Hama (5)
- Soothing Melody (8)
- Maha Agi (9)
**WORLD**

**136. SHOKUHIN**

**Garudyne**
- Level: 54
- Statistics: STR 104, VIT 86, TEC 75, AGI 80, LUC 70, SP 50
- Spells:
  - Air
  - Double Thrust
  - Zip
  - Maha Aqua
  - Aqua
  - Prana (*)

**137. URIBOROS**

**Hunab Ku**
- Level: 48
- Statistics: STR 76, VIT 55, TEC 50, AGI 60, LUC 50, SP 30
- Spells:
  - Fire Breath
  - Poison Breath
  - Fire Breath (2)
  - Maha Kaja
  - Tackle
  - Fire Breath
  - Vital Thrust
  - VITAL THARD
  - Media (*)

**138. SEIRYU**

**Mucalinda**
- Level: 22
- Statistics: STR 25, VIT 20, TEC 25, AGI 20, LUC 25, SP 25
- Spells:
  - Aqua
  - Blizzade
  - Maka Kaja
  - Tackle
  - Tetrakarn
  - Vital Thrust
  - Maka Kaja

**139. MUCALINDA**

**Kotarou**
- Level: 36
- Statistics: STR 36, VIT 35, TEC 25, AGI 40, LUC 40, SP 35
- Spells:
  - Maka Kaja
  - Tackle
  - Tetrakarn
  - Vital Thrust
  - Maka Kaja
  - Fire Storm
  - Summon Spirit

**140. HUNAB-KU**

**Juuno**
- Level: 36
- Statistics: STR 25, VIT 20, TEC 25, AGI 25, LUC 25, SP 25
- Spells:
  - Maka Kaja
  - Tackle
  - Tetrakarn
  - Vital Thrust
  - Maka Kaja
  - Fire Storm
  - Summon Spirit

**141. NJORD**

**HAOTOU**
- Level: 50
- Statistics: STR 25, VIT 20, TEC 25, AGI 25, LUC 25, SP 25
- Spells:
  - Maka Kaja
  - Tackle
  - Tetrakarn
  - Vital Thrust
  - Maka Kaja
  - Fire Storm
  - Summon Spirit

**142. DEMETER**

**Tenkiku**
- Level: 35
- Statistics: STR 25, VIT 20, TEC 25, AGI 20, LUC 25, SP 25
- Spells:
  - Maka Kaja
  - Tackle
  - Tetrakarn
  - Vital Thrust
  - Maka Kaja
  - Fire Storm
  - Summon Spirit

**143. FUMA-HOTAROU**

**Sasuke**
- Level: 35
- Statistics: STR 25, VIT 20, TEC 25, AGI 25, LUC 25, SP 25
- Spells:
  - Maka Kaja
  - Tackle
  - Tetrakarn
  - Vital Thrust
  - Maka Kaja
  - Fire Storm
  - Summon Spirit

**144. JUNNOSUKE**

**HUNA**
- Level: 35
- Statistics: STR 25, VIT 20, TEC 25, AGI 25, LUC 25, SP 25
- Spells:
  - Maka Kaja
  - Tackle
  - Tetrakarn
  - Vital Thrust
  - Maka Kaja
  - Fire Storm
  - Summon Spirit

**145. TOBI**

**HATOU**
- Level: 50
- Statistics: STR 25, VIT 20, TEC 25, AGI 25, LUC 25, SP 25
- Spells:
  - Maka Kaja
  - Tackle
  - Tetrakarn
  - Vital Thrust
  - Maka Kaja
  - Fire Storm
  - Summon Spirit

**146. TENJIKU-TOKUGBEI**

**150. NANKYOKUHOKUSHIN**

**151. HOTEI**

**152. BACCHUS**

**153. BACCHUS**

**154. GALAHAD**

**PRIMA’S OFFICIAL STRATEGY GUIDE**

**PERSONA 2**

Eternal Punishment
PERSONA DATA

155. Matsuo-Sama
LEVEL: 12
ITEM: De Kaja Card
Statistics
STR: 155
VIT: 12
TEC: 10
AGI: 9
LUC: 11
SP: 12

Level Up Bonus: STR +1
Aborby WA Week vs. Fi
Spells
Maha Aqua
De Kaja (3)
Berce (4)
Invocation to Sleep (5)
Wall of Water (6)
Refresh Ring (8)
Media (1)

SWORD

156. Matsuno Mitama
LEVEL: 72
ITEM: Anti-Force Card
Statistics
STR: 70
VIT: 57
TEC: 54
AGI: 50
LUC: 56
SP: 43

Level Up Bonus: STR +1
Reflects PH Weak vs. magic
Spells
Mighty Swing
Blade of Fury (3)
Terror (4)
Death Bound (5)
Hansmon (7)
Alpha Blaster (8)
Freedyne (1)

157. Arthur
LEVEL: 24
ITEM: Taru Kaja Card
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)
Tempa (6)
Sempu Jin (7)
Twin Slash (8)
Heros Gupama (1)

PENTACLE

158. Cu Chulainn
LEVEL: 48
ITEM: Shadowwane Card
Statistics
STR: 85
VIT: 40
TEC: 42
AGI: 44
LUC: 30
SP: 31

Level Up Bonus: STR +1
Reflects SW/AT
Voids HD/DX
Spells
Maha Wave
Garudyne (3)
Taru Kaja (4)
Zandyne (6)
Death Bound (7)
Grydine (8)
Estoma (1)

159. Kanshou
LEVEL: 24
ITEM: Taru Kaja Card
Statistics
STR: 85
VIT: 40
TEC: 48
AGI: 45
LUC: 43
SP: 36

Level Up Bonus: STR +1
Voids SW/AT
Spells
Straight Slash
Saku Kaja (5)
Blade of Fury (3)
Taru Kaja (4)
Fata Morgana (6)
Death Bound (8)
Tetradic (1)

160. Sarasvati
LEVEL: 64
ITEM: Hiranya
Statistics
STR: 44
VIT: 45
TEC: 48
AGI: 53
LUC: 74
SP: 39

Level Up Bonus: LUC +1
Voids HD Boots RE
Spells
Medirama
Sama Kaja (3)
Dream Needle (4)
Sama Arcana (6)
Magma Drop (8)
Cance of Bravery (1)

161. Peri
LEVEL: 40
ITEM: Spirit Source
Statistics
STR: 25
VIT: 29
TEC: 37
AGI: 33
LUC: 43
SP: 27

Level Up Bonus: LUC +1
Voids M/N/E
Spells
Agidyne
Kotokari (2)
Diarahan (4)
Refresh Ring (5)
Zodyne (7)
Maha Agidyne (8)
Estoma (1)

162. Yebisu
LEVEL: 32
ITEM: Vitality Source
Statistics
STR: 25
VIT: 29
TEC: 29
AGI: 24
LUC: 36
SP: 24

Level Up Bonus: LUC +1
Strong vs. magic
Weak vs. PH
Spells
Diarama
Raku Kaja (3)
Pine Bamboo Plum (5)
Mika Kaja (6)
Rock Fall (7)
Summon Spirit (8)
Makarakam (1)

163. Fukurokuju
LEVEL: 20
ITEM: Lucky Source
Statistics
STR: 16
VIT: 20
TEC: 13
AGI: 18
LUC: 22
SP: 18

Level Up Bonus: LUC +1
Reflects SA Week vs. W1
Spells
Media
Posumudi (2)
Magnus (3)
Me Patra (5)
Pulpa (6)
Pine Bamboo Plum (8)
Frei (1)
## Rumors

### After Seven Sisters High School Is Completed

<table>
<thead>
<tr>
<th>#</th>
<th>Name</th>
<th>Effect</th>
<th>Obtained From</th>
<th>Prerequisites</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Power that emblem holds</td>
<td>It repels JOKER</td>
<td>Automatic; from &quot;Déjà vu Boy&quot;</td>
<td>—</td>
</tr>
<tr>
<td>2</td>
<td>Time Castle sells mysterious items</td>
<td>Sells Spell Cards</td>
<td>Chunky</td>
<td>—</td>
</tr>
<tr>
<td>3</td>
<td>New service available at Time Castle</td>
<td>Duplicates Spell Cards</td>
<td>Chunky</td>
<td>Rumor #2</td>
</tr>
<tr>
<td>4</td>
<td>ROSA CANDIDA’s</td>
<td>unexpected merchandise</td>
<td>Sells real protective gear</td>
<td>Double Slash Cafe</td>
</tr>
</tbody>
</table>

### After Baofu Joins the Party

<table>
<thead>
<tr>
<th>#</th>
<th>Name</th>
<th>Effect</th>
<th>Obtained From</th>
<th>Prerequisites</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td>Parabellum’s unexpected merchandise</td>
<td>Sells real weapons</td>
<td>Automatic; from Baofu</td>
<td>—</td>
</tr>
<tr>
<td>6</td>
<td>Etheria’s new challenge</td>
<td>Started a new course</td>
<td>Nekomata</td>
<td>Lucky Cat filled up</td>
</tr>
<tr>
<td>7</td>
<td>Trish’s new service</td>
<td>Started selling ice cream</td>
<td>Nekomata</td>
<td>Lucky Cat filled up</td>
</tr>
<tr>
<td>8</td>
<td>KAORI’s new service</td>
<td>Started aromatherapy</td>
<td>Nekomata</td>
<td>Lucky Cat filled up</td>
</tr>
</tbody>
</table>

### After Sanitarium Is Completed and Katsuya Has Rejoined Party

<table>
<thead>
<tr>
<th>#</th>
<th>Name</th>
<th>Effect</th>
<th>Obtained From</th>
<th>Prerequisites</th>
</tr>
</thead>
<tbody>
<tr>
<td>9</td>
<td>Battle Master’s Prizes (1)</td>
<td>Win real weapons!</td>
<td>Chunky</td>
<td>—</td>
</tr>
<tr>
<td>10</td>
<td>Battle Master’s Prizes (2)</td>
<td>Win real protective gear!</td>
<td>Double Slash Cafe</td>
<td>—</td>
</tr>
<tr>
<td>11</td>
<td>Battle Master’s Prizes (3)</td>
<td>Win real accessories!</td>
<td>Johnny Roger</td>
<td>—</td>
</tr>
<tr>
<td>12</td>
<td>Sumaru Genie changed service</td>
<td>Started Wang Long fortune telling</td>
<td>Johnny Roger</td>
<td>Talk to Sumaru Genie</td>
</tr>
</tbody>
</table>

### After Sky Museum Is Completed and Katsuya Has Rejoined Party

<table>
<thead>
<tr>
<th>#</th>
<th>Name</th>
<th>Effect</th>
<th>Obtained From</th>
<th>Prerequisites</th>
</tr>
</thead>
<tbody>
<tr>
<td>13</td>
<td>Toa Armory’s unexpected merchandise (1)</td>
<td>Sells special weapons</td>
<td>Toku</td>
<td>—</td>
</tr>
<tr>
<td>14</td>
<td>Toa Armory’s unexpected merchandise (2)</td>
<td>Sells special protective gear</td>
<td>Johnny Roger</td>
<td>—</td>
</tr>
</tbody>
</table>

### After Parabellum Event with the Con Artist

<table>
<thead>
<tr>
<th>#</th>
<th>Name</th>
<th>Effect</th>
<th>Obtained From</th>
<th>Prerequisites</th>
</tr>
</thead>
<tbody>
<tr>
<td>15</td>
<td>Shirashi’s true occupation?</td>
<td>She was a search agent</td>
<td>Toku</td>
<td>—</td>
</tr>
<tr>
<td>16</td>
<td>Miracle Magazine’s prizes(1)</td>
<td>Win special items!</td>
<td>Toku</td>
<td>Rumors #9-11</td>
</tr>
<tr>
<td>17</td>
<td>Miracle Magazine’s prizes(2)</td>
<td>Win Spell Cards!</td>
<td>Chika</td>
<td>Rumors #9-11</td>
</tr>
<tr>
<td>18</td>
<td>Tony works for Mafia as a smuggler? (1)</td>
<td>Sells strange items</td>
<td>Johnny Roger</td>
<td>—</td>
</tr>
<tr>
<td>19</td>
<td>Tony works for Mafia as a smuggler? (2)</td>
<td>Sells special accessories</td>
<td>Chika</td>
<td>—</td>
</tr>
<tr>
<td>20</td>
<td>Mu Continent was a casino (1)</td>
<td>Slot machines are hot</td>
<td>Double Slash Café</td>
<td>—</td>
</tr>
<tr>
<td>21</td>
<td>Mu Continent was a casino (2)</td>
<td>Can win big on blackjack</td>
<td>Chika</td>
<td>—</td>
</tr>
<tr>
<td>22</td>
<td>Mu Continent was a casino (3)</td>
<td>Good chance of winning at poker</td>
<td>Toku</td>
<td>—</td>
</tr>
<tr>
<td>23</td>
<td>Rumored secret CD</td>
<td>Sold at the Seedy CD</td>
<td>Sumaru Magazine</td>
<td>Found in the cabinet behind detective</td>
</tr>
</tbody>
</table>
### After Cold is Completed

<table>
<thead>
<tr>
<th>#</th>
<th>Name</th>
<th>Effect</th>
<th>Obtained From</th>
<th>Prerequisites</th>
</tr>
</thead>
<tbody>
<tr>
<td>24</td>
<td>Tale of Tek Tek</td>
<td>Appears at Kasugayama High</td>
<td>Man on street in front of Kasugayama High School</td>
<td>—</td>
</tr>
</tbody>
</table>

### After You Have Met with Anna at Zodiac, Prior to Entering Zodiac Dungeon

<table>
<thead>
<tr>
<th>#</th>
<th>Name</th>
<th>Effect</th>
<th>Obtained From</th>
<th>Prerequisites</th>
</tr>
</thead>
<tbody>
<tr>
<td>25</td>
<td>Behind Club Zodiac...</td>
<td>...is like an intricate maze</td>
<td>Dancing girl in club</td>
<td>Do not enter Zodiac Dungeon</td>
</tr>
</tbody>
</table>

### After Zodiac is Completed

<table>
<thead>
<tr>
<th>#</th>
<th>Name</th>
<th>Effect</th>
<th>Obtained From</th>
<th>Prerequisites</th>
</tr>
</thead>
<tbody>
<tr>
<td>26</td>
<td>Talking flowers</td>
<td>Found at Aoba Park</td>
<td>Man on street in Aoba District</td>
<td>—</td>
</tr>
<tr>
<td>27</td>
<td>Fantasy World’s prizes (1)</td>
<td>Win real weapons!</td>
<td>Chunky</td>
<td>—</td>
</tr>
<tr>
<td>28</td>
<td>Fantasy World’s prizes (2)</td>
<td>Win real protective gear!</td>
<td>Toku</td>
<td>—</td>
</tr>
<tr>
<td>29</td>
<td>Fantasy World’s prizes (3)</td>
<td>Win real accessories!</td>
<td>Chika</td>
<td>—</td>
</tr>
<tr>
<td>30</td>
<td>Fantasy World’s prizes (4)</td>
<td>Win special items!</td>
<td>Double Slash Café</td>
<td>—</td>
</tr>
<tr>
<td>31</td>
<td>Fantasy World’s prizes (5)</td>
<td>Win Spell Cards!</td>
<td>Johnny Roger</td>
<td>—</td>
</tr>
</tbody>
</table>

### After Aoba Park First Visit is Completed

<table>
<thead>
<tr>
<th>#</th>
<th>Name</th>
<th>Effect</th>
<th>Obtained From</th>
<th>Prerequisites</th>
</tr>
</thead>
<tbody>
<tr>
<td>32</td>
<td>An individual at Parabellum... (1)</td>
<td>That individual is allegedly a man.</td>
<td>Automatic, Event at Aoba Park</td>
<td>—</td>
</tr>
<tr>
<td>33</td>
<td>An individual at Parabellum... (2)</td>
<td>That individual is allegedly a woman.</td>
<td>Automatic, Event at Aoba Park</td>
<td>—</td>
</tr>
<tr>
<td>34</td>
<td>ROSA CANDIDA’s owner swept away.</td>
<td>Owner was swept away at sea</td>
<td>Double Slash Café</td>
<td>Rumors #32–33</td>
</tr>
<tr>
<td>35</td>
<td>Shiraishi realized her dream!</td>
<td>They say she realized her dream</td>
<td>Toku</td>
<td>Rumors #32–33</td>
</tr>
</tbody>
</table>

### After Penthouse Event is Completed

<table>
<thead>
<tr>
<th>#</th>
<th>Name</th>
<th>Effect</th>
<th>Obtained From</th>
<th>Prerequisites</th>
</tr>
</thead>
<tbody>
<tr>
<td>36</td>
<td>Terror of Reiko Kashima</td>
<td>Appears at Sumaru TV station</td>
<td>Guard in Sumaru TV Lobby</td>
<td>Ellen Route</td>
</tr>
<tr>
<td>37</td>
<td>Tsuchinoko sighted</td>
<td>Appears in the sewers</td>
<td>Man in Narumi District</td>
<td>Nate Route</td>
</tr>
<tr>
<td>38</td>
<td>Cleir De Lune’s unexpected merchandise (1)</td>
<td>Sells strange weapons</td>
<td>Johnny Roger</td>
<td>—</td>
</tr>
<tr>
<td>39</td>
<td>Cleir De Lune’s Sells unexpected merchandise (2)</td>
<td>Strange protective gear</td>
<td>Toku</td>
<td>—</td>
</tr>
<tr>
<td>40</td>
<td>Moneygrubber reformed?</td>
<td>Trish decided to change her mind</td>
<td>Nekomata</td>
<td>Lucky Cat filled up</td>
</tr>
<tr>
<td>41</td>
<td>Suspicious movement within Parabellum</td>
<td>Hired a bouncer</td>
<td>Humphrey at Parabellum</td>
<td>Identify Humphrey from Man Search</td>
</tr>
<tr>
<td>42</td>
<td>Sumaru Genie’s new fortune-telling</td>
<td>Started compatibility check</td>
<td>Johnny Roger</td>
<td>Rumor #12</td>
</tr>
<tr>
<td>43</td>
<td>A map-collecting billionaire?</td>
<td>He is looking for rare maps</td>
<td>Ebony</td>
<td>—</td>
</tr>
<tr>
<td>44</td>
<td>Bus’ a Cap’s unexpected service</td>
<td>Develops weapons and protective gear</td>
<td>Ebony</td>
<td>—</td>
</tr>
</tbody>
</table>
### After Science Lab or Sumaru TV is completed

<table>
<thead>
<tr>
<th>#</th>
<th>Name</th>
<th>Effect</th>
<th>Obtained From</th>
<th>Prerequisites</th>
</tr>
</thead>
<tbody>
<tr>
<td>45</td>
<td>KAORI</td>
<td>temporarily out of business</td>
<td>Yayoi Kimura at Padparacha</td>
<td>Identify Yayoi Kimura</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Was closed for a while, but...</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### After Smile Mall is completed

<table>
<thead>
<tr>
<th>#</th>
<th>Name</th>
<th>Effect</th>
<th>Obtained From</th>
<th>Prerequisites</th>
</tr>
</thead>
<tbody>
<tr>
<td>46</td>
<td>Super-fast</td>
<td>Appears at the Seedy CD</td>
<td>Ixquic at the Seedy CD</td>
<td>—</td>
</tr>
<tr>
<td></td>
<td>100km/h Hag</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### After visiting Baofu's Lair

<table>
<thead>
<tr>
<th>#</th>
<th>Name</th>
<th>Effect</th>
<th>Obtained From</th>
<th>Prerequisites</th>
</tr>
</thead>
<tbody>
<tr>
<td>47</td>
<td>Shocking news of Mussie</td>
<td>Appears at Mu Continent</td>
<td>Mu Continent</td>
<td>—</td>
</tr>
<tr>
<td>48</td>
<td>Etheria's challenge continues</td>
<td>Now different from other shops</td>
<td>Satomi Iida in</td>
<td>Identify</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Satomi Tadashi</td>
<td>Satomi Iida</td>
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</table>

### During Factory

<table>
<thead>
<tr>
<th>#</th>
<th>Name</th>
<th>Effect</th>
<th>Obtained From</th>
<th>Prerequisites</th>
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</thead>
<tbody>
<tr>
<td>49</td>
<td>Rumored secret CD #2</td>
<td>Sold at the Seedy CD</td>
<td>Sumaru Magazine</td>
<td>Get the magazine from locker</td>
</tr>
</tbody>
</table>

### After Factory is completed

<table>
<thead>
<tr>
<th>#</th>
<th>Name</th>
<th>Effect</th>
<th>Obtained From</th>
<th>Prerequisites</th>
</tr>
</thead>
<tbody>
<tr>
<td>50</td>
<td>Legendary weaponsmith existed</td>
<td>Appears at Araya Shrine</td>
<td>Man in Shiraishi</td>
<td>Take the man</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>search to find Takumi Asano</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Rumor #44</td>
</tr>
<tr>
<td>51</td>
<td>Fearful Red Cape</td>
<td>Appears on a ship off the shore</td>
<td>Man in Narumi District</td>
<td>Ellen Route</td>
</tr>
<tr>
<td>52</td>
<td>Fearful Blue Cape</td>
<td>Appears on a ship off the shore</td>
<td>Man in Narumi District</td>
<td>Nate Route</td>
</tr>
</tbody>
</table>

### After Ocean Ruins is completed

<table>
<thead>
<tr>
<th>#</th>
<th>Name</th>
<th>Effect</th>
<th>Obtained From</th>
<th>Prerequisites</th>
</tr>
</thead>
<tbody>
<tr>
<td>53</td>
<td>Ultra-fast 200km/h Fogie</td>
<td>Appears at the Seedy CD</td>
<td>Ixquic at the Seedy CD</td>
<td>100 km/h Hag defeated</td>
</tr>
</tbody>
</table>

### After Araya Temple Event

<table>
<thead>
<tr>
<th>#</th>
<th>Name</th>
<th>Effect</th>
<th>Obtained From</th>
<th>Prerequisites</th>
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</thead>
<tbody>
<tr>
<td>54</td>
<td>Haunted Taxi reported</td>
<td>Appears at Mu Continent</td>
<td>Mu Continent</td>
<td>Mussie defeated</td>
</tr>
</tbody>
</table>

### After Subway is completed

<table>
<thead>
<tr>
<th>#</th>
<th>Name</th>
<th>Effect</th>
<th>Obtained From</th>
<th>Prerequisites</th>
</tr>
</thead>
<tbody>
<tr>
<td>55</td>
<td>The abominable Kudan</td>
<td>Appears in the shelter beneath</td>
<td>Man in Kasugayama High</td>
<td>—</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Kasugayama High</td>
<td></td>
<td></td>
</tr>
<tr>
<td>56</td>
<td>Sumaru Genie powered up!</td>
<td>Compatibility check powered up</td>
<td>Johnny Roger</td>
<td>Rumor #42</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
After Torifune is completed

<table>
<thead>
<tr>
<th>#</th>
<th>Name</th>
<th>Effect</th>
<th>Obtained From</th>
<th>Prerequisites</th>
</tr>
</thead>
<tbody>
<tr>
<td>57</td>
<td>Kiyotada Sumaru was slain by...</td>
<td>...a young warrior named Tatsunoshin</td>
<td>Kashihara at Kissmet Publishing</td>
<td>See &quot;Secret Persona&quot; section</td>
</tr>
<tr>
<td>58</td>
<td>Another heroine</td>
<td>Her name is Maihime</td>
<td>Setsu Nishitani at Araya Shrine</td>
<td>Identify Setsu Nishitani, Rumor #57, See &quot;Secret Persona&quot; section</td>
</tr>
<tr>
<td>59</td>
<td>Cleir De Lune was safe?</td>
<td>Moved to Aoba Ward</td>
<td>Double Slash Cafe</td>
<td>Rumor #39</td>
</tr>
<tr>
<td>60</td>
<td>Bus’ a Cap’ was safe!?</td>
<td>Moved to Konan Ward</td>
<td>Johnny Roger</td>
<td>Rumor #44</td>
</tr>
</tbody>
</table>

People Locations

<table>
<thead>
<tr>
<th>Person</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ryoichi Honda</td>
<td>Time Castle</td>
</tr>
<tr>
<td>Osamitsu Tanaka</td>
<td>Kissmet Publishing</td>
</tr>
<tr>
<td>Takuya Murata</td>
<td>KADŌRI</td>
</tr>
<tr>
<td>Gonzou Satsuma</td>
<td>Mu Continent</td>
</tr>
<tr>
<td>Yuiuchi Suzuki</td>
<td>Sushi Gatten</td>
</tr>
<tr>
<td>Yuuta Ikenaka</td>
<td>Sumaru Genie</td>
</tr>
<tr>
<td>Yayoi Kimura</td>
<td>Padparacha</td>
</tr>
<tr>
<td>Humphrey</td>
<td>Parabellum</td>
</tr>
<tr>
<td>Shoichi and Shizue</td>
<td>Tony’s Shop</td>
</tr>
<tr>
<td>Taichi Nagase</td>
<td>Chiropractic</td>
</tr>
<tr>
<td>Keiko Yokoyama</td>
<td>Yumezaki Satomi Tadashi</td>
</tr>
<tr>
<td>Soai Kudou</td>
<td>Sumaru TV</td>
</tr>
<tr>
<td>Nekomata</td>
<td>Kuzunoha Detective’s Office</td>
</tr>
<tr>
<td>Satomi Iida</td>
<td>Konan’s Satomi Tadashi</td>
</tr>
<tr>
<td>Junji Kinoshita</td>
<td>Kasugayama High School Basement</td>
</tr>
<tr>
<td>Setsu Nishitani</td>
<td>Araya Shrine</td>
</tr>
<tr>
<td>Kenichi Nakatani</td>
<td>Cleir De Lune</td>
</tr>
<tr>
<td>Jun Saito</td>
<td>Psychotherapy</td>
</tr>
<tr>
<td>Hiroshi Matsushita</td>
<td>Toa Armory</td>
</tr>
<tr>
<td>Junko Ikeda</td>
<td>Bikini Line</td>
</tr>
</tbody>
</table>

Healing Items

<table>
<thead>
<tr>
<th>Item Name</th>
<th>Effect</th>
<th>Target</th>
<th>Used In</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Medicine</td>
<td>Restores 30 HP</td>
<td>Single</td>
<td>Anywhere</td>
<td>100 ¥</td>
</tr>
<tr>
<td>Medical Powder</td>
<td>Restores 30 HP</td>
<td>All</td>
<td>Anywhere</td>
<td>—</td>
</tr>
<tr>
<td>4D Eraser</td>
<td>Restores 30 HP</td>
<td>Single</td>
<td>Battle</td>
<td>—</td>
</tr>
<tr>
<td>Gala-Gala Drink</td>
<td>Restores 200 HP</td>
<td>Single</td>
<td>Anywhere</td>
<td>—</td>
</tr>
<tr>
<td>Yamatano Drink</td>
<td>Restores 200 HP</td>
<td>Single</td>
<td>Anywhere</td>
<td>—</td>
</tr>
<tr>
<td>Mystic Peach</td>
<td>Restores 200 HP</td>
<td>All</td>
<td>Anywhere</td>
<td>—</td>
</tr>
<tr>
<td>Gem</td>
<td>Restores Max HP</td>
<td>Single</td>
<td>Anywhere</td>
<td>—</td>
</tr>
<tr>
<td>Gemini</td>
<td>Restores Max HP</td>
<td>All</td>
<td>Anywhere</td>
<td>—</td>
</tr>
<tr>
<td>Snuff Soul</td>
<td>Restores 30 SP</td>
<td>Single</td>
<td>Battle</td>
<td>—</td>
</tr>
<tr>
<td>Soul Forever</td>
<td>Restores 30 SP</td>
<td>Single</td>
<td>Anywhere</td>
<td>—</td>
</tr>
<tr>
<td>Chewing Soul</td>
<td>Restores 100 SP</td>
<td>Single</td>
<td>Anywhere</td>
<td>1500 ¥</td>
</tr>
<tr>
<td>Limitless Soul</td>
<td>Restores 100 SP</td>
<td>Single</td>
<td>Battle</td>
<td>—</td>
</tr>
<tr>
<td>Precious Egg</td>
<td>Restores 400 SP</td>
<td>Single</td>
<td>Anywhere</td>
<td>—</td>
</tr>
<tr>
<td>Hiranya</td>
<td>Restores 25 percent HP and SP</td>
<td>Single</td>
<td>Battle</td>
<td>—</td>
</tr>
<tr>
<td>Ball of Returning</td>
<td>Brings back an Unconscious character with some HP</td>
<td>Single</td>
<td>Battle</td>
<td>1800 ¥</td>
</tr>
<tr>
<td>Incense of Life</td>
<td>Brings back an Unconscious character with Max HP</td>
<td>Single</td>
<td>Battle</td>
<td>8800 ¥</td>
</tr>
<tr>
<td>Crisis Powder</td>
<td>Brings back all Unconscious characters, user then becomes Unconscious</td>
<td>All</td>
<td>Battle</td>
<td>—</td>
</tr>
<tr>
<td>Do or Die</td>
<td>Brings back Unconscious character with some HP, can be reused</td>
<td>Single</td>
<td>Battle</td>
<td>—</td>
</tr>
</tbody>
</table>
### Healing Items

<table>
<thead>
<tr>
<th>Item Name</th>
<th>Effect</th>
<th>Target</th>
<th>Used In</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Antidote</td>
<td>Cures Poison</td>
<td>Single</td>
<td>Anywhere</td>
<td>200 ¥</td>
</tr>
<tr>
<td>Sedative</td>
<td>Cures Furious</td>
<td>Single</td>
<td>Battle</td>
<td>200 ¥</td>
</tr>
<tr>
<td>Awaken G</td>
<td>Cures Sleep and Illusion</td>
<td>Single</td>
<td>Battle</td>
<td>350 ¥</td>
</tr>
<tr>
<td>Lucky Bag</td>
<td>Cures Possession</td>
<td>Single</td>
<td>Anywhere</td>
<td>300 ¥</td>
</tr>
<tr>
<td>Miracle Soda</td>
<td>Cures Poison, Furious, Illusion, and Sleep</td>
<td>Single</td>
<td>Anywhere</td>
<td>—</td>
</tr>
<tr>
<td>Soma</td>
<td>Restore Max HP and SP and Cures all status ailments</td>
<td>All</td>
<td>Anywhere</td>
<td>—</td>
</tr>
<tr>
<td>Muscle Drink</td>
<td>Temporarily Increase Max HP by 25 percent and Restores Max HP</td>
<td>Single</td>
<td>Battle</td>
<td>—</td>
</tr>
<tr>
<td>Bacchus Drink</td>
<td>Temporarily Increase Max HP by 25 percent and Restores Max HP, can be re-used</td>
<td>Single</td>
<td>Battle</td>
<td>—</td>
</tr>
<tr>
<td>Eternal Desire</td>
<td>Recovers Unconscious characters, can be re-used</td>
<td>All</td>
<td>Battle</td>
<td>—</td>
</tr>
</tbody>
</table>

### Statistic Up Items

<table>
<thead>
<tr>
<th>Item Name</th>
<th>Effect</th>
<th>Target</th>
<th>Used In</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>STR Incense</td>
<td>Raises a character's STR by 2</td>
<td>Single</td>
<td>Field</td>
<td>—</td>
</tr>
<tr>
<td>VIT Incense</td>
<td>Raises a character’s VIT by 2</td>
<td>Single</td>
<td>Field</td>
<td>—</td>
</tr>
<tr>
<td>TEC Incense</td>
<td>Raises a character’s TEC by 2</td>
<td>Single</td>
<td>Field</td>
<td>—</td>
</tr>
<tr>
<td>AGI Incense</td>
<td>Raises a character’s AGI by 2</td>
<td>Single</td>
<td>Field</td>
<td>—</td>
</tr>
<tr>
<td>LUC Incense</td>
<td>Raises a character’s LUC by 2</td>
<td>Single</td>
<td>Field</td>
<td>—</td>
</tr>
<tr>
<td>HP Incense</td>
<td>Raises a character’s HP by 10</td>
<td>Single</td>
<td>Field</td>
<td>—</td>
</tr>
<tr>
<td>SP Incense</td>
<td>Raises a character’s SP by 10</td>
<td>Single</td>
<td>Field</td>
<td>—</td>
</tr>
<tr>
<td>ALL Incense</td>
<td>Raises a character’s STR, VIT, TEC, AGI, and LUC by 2</td>
<td>Single</td>
<td>Field</td>
<td>—</td>
</tr>
<tr>
<td>Growth Hammer</td>
<td>Raises a character’s STR, VIT, TEC, AGI, and LUC by 4</td>
<td>Single</td>
<td>Field</td>
<td>—</td>
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</tbody>
</table>

### Spell Casting Items

<table>
<thead>
<tr>
<th>Item Name</th>
<th>Effect</th>
<th>Target</th>
<th>Used In</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bead of Fire</td>
<td>Casts Agidyne</td>
<td>Single</td>
<td>Battle</td>
<td>1,200 ¥</td>
</tr>
<tr>
<td>Bead of Flame</td>
<td>Casts Maha Agidyne</td>
<td>Group</td>
<td>Battle</td>
<td>20,000 ¥</td>
</tr>
<tr>
<td>Bead of Water</td>
<td>Casts Aquadyne</td>
<td>Single</td>
<td>Battle</td>
<td>12,000 ¥</td>
</tr>
<tr>
<td>Bead of Torrent</td>
<td>Casts Maha Aquadyne</td>
<td>Group</td>
<td>Battle</td>
<td>20,000 ¥</td>
</tr>
<tr>
<td>Bead of Wind</td>
<td>Casts Garudyne</td>
<td>Single</td>
<td>Battle</td>
<td>12,000 ¥</td>
</tr>
<tr>
<td>Bead of Hurricane</td>
<td>Casts Maha Garudyne</td>
<td>Group</td>
<td>Battle</td>
<td>20,000 ¥</td>
</tr>
<tr>
<td>Bead of Earth</td>
<td>Casts Magdyne</td>
<td>Single</td>
<td>Battle</td>
<td>12,000 ¥</td>
</tr>
<tr>
<td>Bead of Earthquake</td>
<td>Casts Maha Magdyne</td>
<td>Group</td>
<td>Battle</td>
<td>20,000 ¥</td>
</tr>
<tr>
<td>Bead of Ice</td>
<td>Casts Bufudyne</td>
<td>Single</td>
<td>Battle</td>
<td>20,000 ¥</td>
</tr>
<tr>
<td>Bead of Lightning</td>
<td>Casts Zodyne</td>
<td>Single</td>
<td>Battle</td>
<td>20,000 ¥</td>
</tr>
<tr>
<td>Bead of Heat</td>
<td>Casts Frei</td>
<td>Group</td>
<td>Battle</td>
<td>2,000 ¥</td>
</tr>
<tr>
<td>Bead of Impact</td>
<td>Casts Freila</td>
<td>Group</td>
<td>Battle</td>
<td>10,000 ¥</td>
</tr>
<tr>
<td>Bead of Torment</td>
<td>Casts Freidyne</td>
<td>Group</td>
<td>Battle</td>
<td>23,000 ¥</td>
</tr>
<tr>
<td>Bead of Shockwave</td>
<td>Casts Zandyne</td>
<td>Single</td>
<td>Battle</td>
<td>15,000 ¥</td>
</tr>
<tr>
<td>Bead of Pressure</td>
<td>Casts Grydyne</td>
<td>Group</td>
<td>Battle</td>
<td>20,000 ¥</td>
</tr>
<tr>
<td>Explosive Bead</td>
<td>Casts Megido</td>
<td>All</td>
<td>Battle</td>
<td>10,000 ¥</td>
</tr>
<tr>
<td>Bead of Devastation</td>
<td>Casts Megiddola</td>
<td>All</td>
<td>Battle</td>
<td>23,000 ¥</td>
</tr>
<tr>
<td>Bead of Annihilation</td>
<td>Casts Megidolaann</td>
<td>All</td>
<td>Battle</td>
<td>—</td>
</tr>
<tr>
<td>Bead of Holiness</td>
<td>Casts Hamaonn</td>
<td>All</td>
<td>Battle</td>
<td>—</td>
</tr>
<tr>
<td>Bead of Darkness</td>
<td>Casts Mudoonn</td>
<td>All</td>
<td>Battle</td>
<td>—</td>
</tr>
<tr>
<td>Bead of Power</td>
<td>Casts Taru Kaja</td>
<td>Single</td>
<td>Battle</td>
<td>3,000 ¥</td>
</tr>
<tr>
<td>Bead of Protection</td>
<td>Casts Raku Kaja</td>
<td>Single</td>
<td>Battle</td>
<td>3,000 ¥</td>
</tr>
<tr>
<td>Bead of Magic Power</td>
<td>Casts Maka Kaja</td>
<td>Single</td>
<td>Battle</td>
<td>3,000 ¥</td>
</tr>
<tr>
<td>Bead of Magic Wall</td>
<td>Casts Sama Kaja</td>
<td>Single</td>
<td>Battle</td>
<td>3,000 ¥</td>
</tr>
<tr>
<td>Bead of Speed</td>
<td>Casts Suku Kaja</td>
<td>Single</td>
<td>Battle</td>
<td>3,000 ¥</td>
</tr>
<tr>
<td>Anti-Force Bead</td>
<td>Casts Tetrakarn</td>
<td>Single</td>
<td>Battle</td>
<td>8,000 ¥</td>
</tr>
<tr>
<td>Anti-Magic Bead</td>
<td>Casts Makarakarn</td>
<td>Single</td>
<td>Battle</td>
<td>8,000 ¥</td>
</tr>
</tbody>
</table>
# QUICK REFERENCE

## OTHER ITEMS

<table>
<thead>
<tr>
<th>Item Name</th>
<th>Effect</th>
<th>Target</th>
<th>Used In</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Seed of Escape</td>
<td>Retreat from battle</td>
<td>—</td>
<td>Battle</td>
<td>—</td>
</tr>
<tr>
<td>Run Away</td>
<td>Retreat from battle</td>
<td>—</td>
<td>Battle</td>
<td>—</td>
</tr>
<tr>
<td>Silver Manisha</td>
<td>Nullify one holy or dark attack</td>
<td>All</td>
<td>Battle</td>
<td>—</td>
</tr>
<tr>
<td>Awaken</td>
<td>Persona Rank Up 1</td>
<td>Single</td>
<td>Field</td>
<td>—</td>
</tr>
</tbody>
</table>

## SPELLS

### OFFENSIVE SPELLS

<table>
<thead>
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<td>—</td>
<td>Single</td>
<td>Cures Poison</td>
</tr>
<tr>
<td>Kotoludi</td>
<td>None</td>
<td>—</td>
<td>Single</td>
<td>Cures Possessed</td>
</tr>
<tr>
<td>Patra</td>
<td>None</td>
<td>—</td>
<td>Single</td>
<td>Cures Sleep and Illusion</td>
</tr>
<tr>
<td>Me Patra</td>
<td>None</td>
<td>—</td>
<td>All</td>
<td>Cures Sleep and Illusion</td>
</tr>
<tr>
<td>Recarm</td>
<td>None</td>
<td>—</td>
<td>Single</td>
<td>Recovers a defeated character with 25 percent HP</td>
</tr>
<tr>
<td>Sama Recarm</td>
<td>None</td>
<td>—</td>
<td>Single</td>
<td>Recovers a defeated character with maximum HP</td>
</tr>
<tr>
<td>Recarm Dora</td>
<td>None</td>
<td>—</td>
<td>All</td>
<td>Recovers defeated characters with maximum HP</td>
</tr>
<tr>
<td>Soothing Melody</td>
<td>None</td>
<td>—</td>
<td>All</td>
<td>Restores a few HP</td>
</tr>
<tr>
<td>Affectionate Prayer</td>
<td>None</td>
<td>—</td>
<td>All</td>
<td>Restores a lot of HP</td>
</tr>
<tr>
<td>Pine Bamboo Plum</td>
<td>None</td>
<td>—</td>
<td>All</td>
<td>Restores random HP</td>
</tr>
<tr>
<td>Sthti</td>
<td>None</td>
<td>—</td>
<td>Single</td>
<td>Restores maximum HP, Cures status conditions</td>
</tr>
<tr>
<td>Sristi</td>
<td>None</td>
<td>—</td>
<td>All</td>
<td>Recovers defeated characters with maximum HP</td>
</tr>
<tr>
<td>Refresh Ring</td>
<td>None</td>
<td>—</td>
<td>Single</td>
<td>Cures status conditions</td>
</tr>
<tr>
<td>Straight Slash</td>
<td>Sword</td>
<td>Low</td>
<td>Single</td>
<td>—</td>
</tr>
<tr>
<td>Mighty Swing</td>
<td>Sword</td>
<td>Medium</td>
<td>Single</td>
<td>—</td>
</tr>
<tr>
<td>Double Thrust</td>
<td>Sword</td>
<td>High</td>
<td>Single</td>
<td>—</td>
</tr>
<tr>
<td>Twin Slash</td>
<td>Sword</td>
<td>Huge</td>
<td>Single</td>
<td>—</td>
</tr>
<tr>
<td>Blade of Fury</td>
<td>Sword</td>
<td>Low</td>
<td>Group</td>
<td>—</td>
</tr>
<tr>
<td>Heat Wave</td>
<td>Sword</td>
<td>Low</td>
<td>Group</td>
<td>—</td>
</tr>
<tr>
<td>Death Bound</td>
<td>Sword</td>
<td>Low</td>
<td>All</td>
<td>—</td>
</tr>
<tr>
<td>Guillotine Fake</td>
<td>Sword</td>
<td>Low</td>
<td>All</td>
<td>36 percent chance the targets are killed</td>
</tr>
<tr>
<td>Pururaya</td>
<td>Sword</td>
<td>—</td>
<td>All</td>
<td>1-3 enemies killed at random</td>
</tr>
<tr>
<td>Single Shot</td>
<td>Shot</td>
<td>Low</td>
<td>Single</td>
<td>—</td>
</tr>
<tr>
<td>Flare Shot</td>
<td>Shot/Almighty</td>
<td>Low</td>
<td>Single</td>
<td>68 percent chance target is under an Illusion</td>
</tr>
<tr>
<td>Triple Down</td>
<td>Shot</td>
<td>Huge</td>
<td>Single</td>
<td>—</td>
</tr>
<tr>
<td>Aimed Shot</td>
<td>Shot</td>
<td>—</td>
<td>Single</td>
<td>20 percent chance target is killed</td>
</tr>
<tr>
<td>Rain of Arrows</td>
<td>Shot</td>
<td>High</td>
<td>All</td>
<td>—</td>
</tr>
<tr>
<td>Justice Shot</td>
<td>Shot</td>
<td>—</td>
<td>Single</td>
<td>48 percent chance of reducing target’s HP to 1</td>
</tr>
<tr>
<td>Scratch</td>
<td>Strike</td>
<td>Low</td>
<td>Single</td>
<td>—</td>
</tr>
<tr>
<td>Poisonous Scratch</td>
<td>Strike/Almighty</td>
<td>Low</td>
<td>Single</td>
<td>58 percent chance target is Poisoned</td>
</tr>
<tr>
<td>Paralyzing Scratch</td>
<td>Strike/Nerve</td>
<td>Low</td>
<td>Single</td>
<td>42 percent chance target is put to Sleep</td>
</tr>
<tr>
<td>Sonic Punch</td>
<td>Strike</td>
<td>Medium</td>
<td>Single</td>
<td>—</td>
</tr>
<tr>
<td>Gigantic Fist</td>
<td>Strike</td>
<td>High</td>
<td>Single</td>
<td>—</td>
</tr>
<tr>
<td>Brain Shake</td>
<td>Strike</td>
<td>Medium</td>
<td>Single</td>
<td>32 percent chance target is Confused</td>
</tr>
<tr>
<td>Viper Smash</td>
<td>Strike</td>
<td>Huge</td>
<td>Single</td>
<td>—</td>
</tr>
<tr>
<td>Vital Thrust</td>
<td>Strike</td>
<td>—</td>
<td>Single</td>
<td>20 percent chance target is killed</td>
</tr>
<tr>
<td>Ninety Nine Needles</td>
<td>Throw</td>
<td>Low</td>
<td>Single</td>
<td>—</td>
</tr>
<tr>
<td>Poison Needle</td>
<td>Throw/Almighty</td>
<td>—</td>
<td>Single</td>
<td>58 percent chance target is Poisoned</td>
</tr>
<tr>
<td>Dream Needle</td>
<td>Throw/Nerve</td>
<td>Low</td>
<td>Single</td>
<td>42 percent chance target is put to Sleep</td>
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</table>
### Offensive Spells

<table>
<thead>
<tr>
<th>Spell Name</th>
<th>Element</th>
<th>Damage</th>
<th>Target</th>
<th>Added Effects</th>
</tr>
</thead>
<tbody>
<tr>
<td>Card of Binding</td>
<td>Throw/Almighty</td>
<td>Low</td>
<td>Single</td>
<td>32 percent chance target is Muted</td>
</tr>
<tr>
<td>Wiseman Snap</td>
<td>Throw</td>
<td>Huge</td>
<td>Single</td>
<td></td>
</tr>
<tr>
<td>Deadly Needle</td>
<td>Throw</td>
<td>—</td>
<td>Single</td>
<td>20 percent chance target is killed</td>
</tr>
<tr>
<td>Spiral Shot</td>
<td>Throw</td>
<td>Low</td>
<td>All</td>
<td></td>
</tr>
<tr>
<td>Whirlwind Blast</td>
<td>Throw</td>
<td>Medium</td>
<td>All</td>
<td></td>
</tr>
<tr>
<td>Corrosive Fluid</td>
<td>Attack/Almighty</td>
<td>Low</td>
<td>Single</td>
<td>28 percent chance target is Poisoned</td>
</tr>
<tr>
<td>Bite</td>
<td>Attack</td>
<td>Low</td>
<td>Single</td>
<td>58 percent chance target is Poisoned</td>
</tr>
<tr>
<td>Paralyzing Bite</td>
<td>Attack/Nerve</td>
<td>Low</td>
<td>Single</td>
<td>42 percent chance target is put to Sleep</td>
</tr>
<tr>
<td>Tackle</td>
<td>Attack</td>
<td>Medium</td>
<td>Single</td>
<td></td>
</tr>
<tr>
<td>Assault Dive</td>
<td>Attack</td>
<td>Medium</td>
<td>Single</td>
<td>20 percent chance target is killed</td>
</tr>
<tr>
<td>Transfixion</td>
<td>Attack</td>
<td>Medium</td>
<td>Single</td>
<td>50 percent chance target is Electrified</td>
</tr>
<tr>
<td>Wingbeat</td>
<td>Attack</td>
<td>Low</td>
<td>All</td>
<td></td>
</tr>
<tr>
<td>Lightning Strike</td>
<td>Attack/Lightning</td>
<td>Low</td>
<td>All</td>
<td></td>
</tr>
<tr>
<td>Violent Rage</td>
<td>Attack</td>
<td>Medium</td>
<td>All</td>
<td></td>
</tr>
<tr>
<td>Photon Cannon</td>
<td>Attack</td>
<td>High</td>
<td>All</td>
<td></td>
</tr>
<tr>
<td>Megaton Press</td>
<td>Attack</td>
<td>Huge</td>
<td>All</td>
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### Secret Spells

<table>
<thead>
<tr>
<th>Spell Name</th>
<th>Element</th>
<th>Target</th>
<th>Added Effects</th>
<th>Persona</th>
<th>Obtained</th>
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<tbody>
<tr>
<td>Atomic Bufula</td>
<td>Ice</td>
<td>Single</td>
<td>50 percent chance target is Frozen</td>
<td>Jack Frost</td>
<td>Zodiac</td>
</tr>
<tr>
<td>Dangerous Garula</td>
<td>Wind</td>
<td>Single</td>
<td></td>
<td>Stuparideth</td>
<td>Nichrinmaru</td>
</tr>
<tr>
<td>Dynamic Agilao</td>
<td>Fire</td>
<td>Single</td>
<td></td>
<td>Jack O’ Lantern</td>
<td>Sumaru TV station</td>
</tr>
<tr>
<td>Great Magnus</td>
<td>Earth</td>
<td>Single</td>
<td></td>
<td>Barbatos</td>
<td>Ocean Ruins</td>
</tr>
<tr>
<td>Hyper Zionga</td>
<td>Lightning</td>
<td>Single</td>
<td>50 percent chance target is Electrified</td>
<td>Ankou</td>
<td>Mt. Iwato</td>
</tr>
<tr>
<td>Super Megido</td>
<td>Almighty</td>
<td>All</td>
<td></td>
<td>Succubus</td>
<td>Mt. Iwato</td>
</tr>
<tr>
<td>Ultra Freila</td>
<td>Nuclear</td>
<td>Group</td>
<td></td>
<td>Demeter</td>
<td>Smile Mall</td>
</tr>
<tr>
<td>Wonderful Aques</td>
<td>Water</td>
<td>Single</td>
<td></td>
<td>Kanaloa</td>
<td>Subway</td>
</tr>
</tbody>
</table>

**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

<table>
<thead>
<tr>
<th>Spell Name</th>
<th>Order</th>
</tr>
</thead>
<tbody>
<tr>
<td>Blazing Hell</td>
<td>Fire, Fire</td>
</tr>
<tr>
<td>Tower Inferno</td>
<td>Wind, Earth, Fire</td>
</tr>
<tr>
<td>L’Oiseau Du Feu</td>
<td>Fire, Earth, Maha Agi</td>
</tr>
<tr>
<td>Mega Blaze</td>
<td>Fire, Earth, Maha Agionn</td>
</tr>
<tr>
<td>Meltdown</td>
<td>Fire, Earth, Maha Agidyne</td>
</tr>
<tr>
<td>Megalo-Fire</td>
<td>Fire, Almighty, Deadly Bum</td>
</tr>
<tr>
<td>Ominous Waterfall</td>
<td>Water, Water</td>
</tr>
<tr>
<td>Hydro-Boost</td>
<td>Earth, Wind, Water</td>
</tr>
<tr>
<td>Shikku Suisouha</td>
<td>Water, Wind, Maha Aqua</td>
</tr>
<tr>
<td>Tidku Wave</td>
<td>Water, Wind, Maha Aques</td>
</tr>
<tr>
<td>Vain Splash</td>
<td>Water, Wind, Maha Aquadyne</td>
</tr>
<tr>
<td>Maelstrom</td>
<td>Water, Almighty, Aquary Tide</td>
</tr>
<tr>
<td>Ryuhi Tensho</td>
<td>Wind, Wind</td>
</tr>
<tr>
<td>Wind Cutter</td>
<td>Fire, Water, Wind</td>
</tr>
<tr>
<td>Cyclone Slash</td>
<td>Wind, Water, Maha Guru</td>
</tr>
<tr>
<td>Maximum Tempest</td>
<td>Wind, Water, Maha Garu</td>
</tr>
<tr>
<td>Giga Cyclone</td>
<td>Wind, Water, Maha Garudyne</td>
</tr>
<tr>
<td>Storm Nightmare</td>
<td>Wind, Almighty, Twinkle Nebula</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Spell Name</th>
<th>Order</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sharp Boulder</td>
<td>Earth, Earth</td>
</tr>
<tr>
<td>Stone Rise</td>
<td>Water, Fire, Earth</td>
</tr>
<tr>
<td>Land Spark</td>
<td>Earth, Fire, Maha Magna</td>
</tr>
<tr>
<td>Crag Fang</td>
<td>Earth, Fire, Maha Magnus</td>
</tr>
<tr>
<td>Last Quake</td>
<td>Earth, Fire, Maha Magdyne</td>
</tr>
<tr>
<td>Hell Desert</td>
<td>Earth, Almighty, Anger of the Earth</td>
</tr>
<tr>
<td>Ice Blast</td>
<td>Ice, Ice</td>
</tr>
<tr>
<td>Ice Crush</td>
<td>Ice, Almighty, Diamond Dust</td>
</tr>
<tr>
<td>Ice Jihad</td>
<td>Ice, Almighty, Release Jail</td>
</tr>
<tr>
<td>Lightning Blast</td>
<td>Lightning, Lightning</td>
</tr>
<tr>
<td>Lightning Crush</td>
<td>Lightning, Almighty, Baptism by Thunder</td>
</tr>
<tr>
<td>Lightning Jihad</td>
<td>Lightning, Almighty, Guardian Hammer</td>
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<tr>
<td>Nuclear Blast</td>
<td>Nuclear, Nuclear</td>
</tr>
<tr>
<td>Nuclear Crush</td>
<td>Nuclear, Almighty, Heat Kaiser</td>
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<tr>
<td>Nuclear Jihad</td>
<td>Nuclear, Almighty, Nuclear Missile</td>
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<tr>
<td>God’s Hand</td>
<td>Almighty, High Pressure</td>
</tr>
<tr>
<td>Dragon Cross</td>
<td>Prometheus, Wiseman Snap, Astria:</td>
</tr>
<tr>
<td></td>
<td>Twinkle Nebula, Artemis: Crescent</td>
</tr>
<tr>
<td></td>
<td>Mirror, Hyperion: Justice Shot, Apollo: Nova Gyther</td>
</tr>
</tbody>
</table>
### Fusion Spells

<table>
<thead>
<tr>
<th>Spell Name</th>
<th>Order</th>
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</thead>
<tbody>
<tr>
<td>Meteor Crush</td>
<td>Fire, Earth, Asteroid Bomb</td>
</tr>
<tr>
<td>Pantheon</td>
<td>Holy, Almighty, Hieros Glupaine</td>
</tr>
<tr>
<td>Pentaemonium</td>
<td>Dark, Almighty, Chaos Element</td>
</tr>
<tr>
<td>Great War of Hell</td>
<td>Poltergeist: Gyr, Surt: Agidyne, Beelzebub: Chaos Element, Lucifer: Another Dimension</td>
</tr>
<tr>
<td>Aum</td>
<td>Siva: Puraraya, Vishnu: Sthti, Brahma: Shti</td>
</tr>
<tr>
<td>Salamander</td>
<td>Dynamic Agilao, Summon Spirit</td>
</tr>
<tr>
<td>Undine</td>
<td>Wonderful Aques, Summon Spirit</td>
</tr>
<tr>
<td>Sylph</td>
<td>Dangerous Garula, Summon Spirit</td>
</tr>
<tr>
<td>Gnome</td>
<td>Great Magnus, Summon Spirit</td>
</tr>
<tr>
<td>King Frost</td>
<td>Atomic Bufala, Summon Spirit</td>
</tr>
<tr>
<td>Takemikazuchi</td>
<td>Hyper Zionsa, Summon Spirit</td>
</tr>
<tr>
<td>Hinokagutsuchi</td>
<td>Ultra Freila, Summon Spirit</td>
</tr>
<tr>
<td>Hachiman</td>
<td>Super Megido, Summon Spirit</td>
</tr>
<tr>
<td>Atomic Destruction</td>
<td>Fire, Water, Almighty</td>
</tr>
<tr>
<td>Black Hole</td>
<td>Wind, Dark, Grydyne</td>
</tr>
<tr>
<td>Gin’ninga Gap</td>
<td>Fire, Ice, Anger of the Earth</td>
</tr>
<tr>
<td>Triniurgi</td>
<td>Siva: Nuclear Missile, Vishnu: Megidolaonn, Brahma: Alpha Blaster</td>
</tr>
<tr>
<td>Armageddon</td>
<td>Lucifer: Omega Cluster, Satan: Alpha Blaster</td>
</tr>
<tr>
<td>Devil’s Slot</td>
<td>Trial of Darkness, Divine Judgment, Devil’s Smile</td>
</tr>
<tr>
<td>Death’s Roulette</td>
<td>Holy, Dark</td>
</tr>
<tr>
<td>All ’1</td>
<td>Mudoonn, Hamaonn</td>
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<tr>
<td>Low-End Breaker</td>
<td>Zanma, Holy</td>
</tr>
<tr>
<td>High-End Crush</td>
<td>Zanma, Dark</td>
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<tr>
<td>Normal’s Twinkles</td>
<td>Skuld: Hieros Glupaine, Verandi: Divine Judgment, Unh: Trial of Darkness</td>
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<tr>
<td>Wonder Story</td>
<td>Trafuri, Dark</td>
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<tr>
<td>Classic Melody</td>
<td>Domina, Soothing Melody</td>
</tr>
<tr>
<td>Melody of Seduction</td>
<td>Minn Karin, Soothing Melody</td>
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<tr>
<td>Furious Melody</td>
<td>Bersac, Soothing Melody</td>
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<tr>
<td>Maha Taru Kaja</td>
<td>Taru Kaja, Affectionate Prayer</td>
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<tr>
<td>Maha Raku Kaja</td>
<td>Raku Kaja, Affectionate Prayer</td>
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<tr>
<td>Maha Maka Kaja</td>
<td>Maka Kaja, Affectionate Prayer</td>
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<tr>
<td>Maha Sama Kaja</td>
<td>Sama Kaja, Affectionate Prayer</td>
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<tr>
<td>Maha Suku Kaja</td>
<td>Suku Kaja, Affectionate Prayer</td>
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<tr>
<td>Sindu Mystery</td>
<td>Genjo: Holy Light, Seiten Taisho: Sama Kaja, Tenhou Gensui: Raku Kaja, Kenren Taishou: Tetraja, Ryume: Mirage Breath</td>
</tr>
<tr>
<td>Celestial Veil</td>
<td>Seiryu: Wall of Air, Suzaku: Wall of Flame, Genbu: Wall of Earth, Byakko: Wall of Water</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Spell Name</th>
<th>Order</th>
</tr>
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<tbody>
<tr>
<td>Diamai</td>
<td>Dia, Affectionate Prayer</td>
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<td>Mediamai</td>
<td>Media, Affectionate Prayer</td>
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<tr>
<td>Blessing of Panacea</td>
<td>Patra, Dia, Recarm</td>
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<tr>
<td>First Aid</td>
<td>Refresh Ring, Recarm Dora</td>
</tr>
<tr>
<td>Fire Burst</td>
<td>Fire, Straight Slash</td>
</tr>
<tr>
<td>Conflagrant</td>
<td>Wraith, Fire, Blade of Fury</td>
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<tr>
<td>Wind Slash</td>
<td>Wind, Straight Slash</td>
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<tr>
<td>Typhonic Wrath</td>
<td>Wind, Blade of Fury</td>
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<tr>
<td>Ice Blade</td>
<td>Ice, Mighty Swing</td>
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<tr>
<td>Frigid Wrath</td>
<td>Ice, Heat, Wave</td>
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<tr>
<td>Lightning Strike</td>
<td>Lightning, Mighty Swing</td>
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<tr>
<td>Galvanic Wrath</td>
<td>Lightning, Heat Wave</td>
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<tr>
<td>Light Smasher</td>
<td>Holy, Sword</td>
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<td>Dark Saber</td>
<td>Dark, Sword</td>
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<tr>
<td>Tendhu-Satsu</td>
<td>Junnosuke Kuroda: Deadly Needle, Mahime Arman: Dance of Protection, Tatsunoshin Suou: Mighty Swing</td>
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<tr>
<td>Quadr-Termination</td>
<td>Indra: Blade of Fury, Varuna: Spiral Shot, Bishamonten: Blade of Fury, Yama: Blade of Fury</td>
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<td>Muzzle Shoot</td>
<td>Mafui, Shot</td>
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<tr>
<td>Honeycomb</td>
<td>Shot, Shot, Shot</td>
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<td>Venomous Scratch</td>
<td>Poisma, Scratch</td>
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<td>Intoxicating Scratch</td>
<td>Domina, Scratch</td>
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<td>Ryusei Rekken</td>
<td>Wind, Sonic Punch</td>
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<td>Octopacy Fist</td>
<td>Strike, Strike, Strike</td>
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<td>Tackle, Tackle, Tackle</td>
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<td>Tir Na Nogg</td>
<td>Cu Chulainn: Heat Wave, Scathach: Spiral Shot, Lugh: Death Bound</td>
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## Equipment

### Weapons

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### Weapons

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### Armor

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### Helmets

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### Greaves

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<td>Synchronize Gear</td>
<td>Persona Ranks Up Faster</td>
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<td>Reduce MP Cost</td>
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<td>Free Catch</td>
<td>Demons without contracts will give Free Tarots</td>
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<td>Return Item: Tenjiku Tokubei</td>
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<td>Police Glove</td>
<td>Increase chance of acquiring items after battle</td>
<td>—</td>
<td>Magazine Prize</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Emerald Ring</td>
<td>AGI +1</td>
<td>100,000 ¥</td>
<td>Padparacha</td>
<td></td>
<td></td>
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<tr>
<td>Crystal Ring</td>
<td>TEC +1</td>
<td>100,000 ¥</td>
<td>Padparacha</td>
<td></td>
<td></td>
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