

# Eternal punishment PSP guide

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## Changes from PSX version

- There are no fusion accidents
  - You always see what the outcome is in advance, to get the rare mutations you need to keep the common mutation result in your persona stock at the time when the mutation ability was unlocked, there is always a 1% of a persona gaining Poltergeist as its mutation but you will see it in advance and can just choose not to mutate it so you don't need to waste a persona slot on Poltergeist.
- The effects of fortune telling and aromatherapy can be seen from the menu, press triangle.
- The affinity for personas can be seen from the menu.
- Tatsuya's scenario has been added, the full version is only accessible on Nanjo's route.
- Combat speed: the combat is significantly faster. Even faster than Innocent Sin PSP. In fact it can be too fast, set it to Real for boss fights to make sure you actually have time to see what the enemy is doing. Otherwise you can keep it on simple.
- Max contract level is based on the highest level in your party, not the level of the person leading the contact, can be abused once Tatsuya joins the party to Estoma away lower level enemies and contract the higher level enemy you were seeking.
- You can set up multiple fusion spells in the same turn.
- Localization: Names of weapons, items, spells and characters have been changed to be in line with the modern persona games, for the full list of name changes see the appendix.
- Music: you can choose between the original and a remastered soundtrack. Gallery: You can view any unlocked cutscenes or soundtracks from the main menu rather than from clearing the EX dungeon and talking to Nameless.
- Imported data: if you import save data from Innocent Sin then Tatsuya and Apollo will retain their stats from that game (Apollo does not retain the extra resistances from fighting Shadow Tatsuya with Apollo equipped). Otherwise he starts Eternal Punishment at level 55. He also keeps the name you gave him and his family members' surname will change to reflect it. If you obtained the Karma ring from Alice in Innocent Sin then you will start the game with the ring in your inventory. Some dialogue will change depending on who Tatsuya romanced in the previous game. Romancing Maya or Jun will result in default dialogue being displayed and only minor changes occur if you try to pursue Eikichi. Most changes are found by romancing Lisa. The love flag only lasts on your first playthrough, if you import your Eternal Punishment save data to newgame+ then the flag will be removed and you will go back to the default state, i.e. romancing Jun/Maya. The fate of Yukino will affect some cutscenes. If you import data then almost all fusion spells will already be unlocked at the start of the game, it will unlock all fusion spells with a counterpart in IS even if you did not unlock that skill during your playthrough. New EP exclusive fusion spells will need to be discovered normally. Nekomata will remember how much money you gave her in IS and count that to her quest. Any fool cards and free cards in your inventory from IS will carry over. If Tatsuya joined the band group contact in IS then he will join the musical contact in EP without needing the dialogue trigger (first playthrough only).

## Intro

This is a guide for the fan-made PSP version of Eternal Punishment. If you are playing the PSX version of the game I suggest you use the excellent guide made by Yushiro on Gamefaqs. This is not a spoiler-free guide. This game is a sequel to Persona 2: Innocent Sin. You should play that one first. Then import your save data to this one. The guide is split into minimal requirements in **bold** and completionist instructions in *italics*, and standard playthrough instructions in plain text. The game comes with easy, medium and hard mode. If you want a difficulty akin to the original PSX version select normal, if you want to enjoy the story and complete the game without worrying about fusion then select easy. The health and stats remain the same across the difficulties, you deal 25% more damage and take 25% less damage in Easy, you deal 25% less damage and take 50% more damage in Hard. In hard mode you cannot escape from battles without using items/skills and you do not recover SP by walking. You can potentially end up in an unwinnable scenario on Hard. There is an invincible enemy in the final dungeon that you have to escape from until you solve a puzzle and if you lack Trafuri or escape items you will be stuck and have to reload a save. Always keep Open Sesames with you. You should always carry SP recovery items and use the healing services in town in hard mode. In easy mode escape is almost guaranteed so there is no need to learn Trafuri. Unlike Persona 1 there is no Traesto and if you run out of resources and need to exit the dungeon you have to walk all the way back. You should always have Disguise Kit/Estoma to reduce the encounter rate if you need to retreat and recover. This game features three campaigns. If you want to explore all the content then start by playing Elly's route, then import the data to a new game+ and play Nanjo's route. On this playthrough you should grind more so you can use the save data to load the other campaigns that are now unlocked, Tatsuya's scenario and the EX dungeon. If the EX dungeon does not interest you then play Nanjo's route only which will give you access to all three episodes of Tatsuya's scenario. Elly's route is not as plot-relevant as Nanjo's but she is a stronger party member with incredible persona affinity and a master demon negotiator.

## Localization notes

This is a very light localization that assumes you have some familiarity with Japanese culture. All references to Revelations: Persona have been removed, the story takes place in Japan and all the characters and places have their original Japanese names. In line with later persona games the honorifics are conserved in this translation. Japanese honorifics are added after the person's name and reflect the level of familiarity between the speakers. To omit an honorific entirely from one's address of another person suggests a close friendship between the two parties or extreme rudeness on the part of the speaker. The most common and neutral honorific is -san which is equivalent to Mr. or Ms. When referring to younger men it is more common to use -kun although people who are quite formal and professional use it to refer to young women as well. Young women are more commonly referred to using -chan, a diminutive, if the person wants to assert familiarity with them, or -san if the speaker wants more distance and formality. When expressing extreme formality and respect one can use the -sama honorific. Older people are usually referred to as -san. But if the person is only a few years older and you want to express closeness you can refer to them as nii-san or nee-san, literally older brother and older sister respectively, even if you have no blood relation. You can express more intimacy by using the diminutive nii-chan and nee-chan or express more politeness by calling them onii-san or onee-san. And to express almost reverential respect of a role model one could call them onii-sama or onee-sama.

## Preparing IS save data

If you have played Innocent Sin on the PSP there are a few things you may wish to get done first before importing your save. Start by dumping any remaining incenses on Tatsuya to raise his stats as high as possible. The higher the level he is the less work you'll need to do later to summon all the endgame personas in EP. Go down into the sewer of the abandoned factory and fight Alice to obtain a Karma Ring. It is way easier to obtain in IS than in EP. Finally throw any remaining money into the lucky cat statue at Kusunoha. This way you can basically carry some of your cash over if you put in enough money to almost immediately unlock Nekomata in EP. Check if you have the EU or NA version of IS and go into settings in Eternal Punishment and make sure your game is set to the correct region to import your save data.

## Mechanics

### Fusion spells

The best way to deal damage is to use fusion spells like in Innocent sin. Some of the fusion spells are different from innocent sin, see the fusion spell list for details. Fusion spells are triggered by persona skills being performed in a particular order and will be stronger than their individual parts. You can discover fusion spells by accident by combining skills in different orders, discover them systematically by equipping Orb of Solving on your party, or just read a guide. The strength of the spell is determined by the stats of the final caster in the chain, so use Katsuya or Nanjo as the final caster for physical fusions and Maya or Elly for magical fusions.

### Mutation

If a battle is won using a fusion spell, there is a chance that it will trigger a mutation. The fewer participants in the spell and the higher the affinity for the equipped persona the more likely a mutation is to occur. You can also equip mutation gear and use the Red Dragon fortune telling to increase the mutation rate. A mutation can result in increased persona stats, learning a hidden ability, awakening to unknown power or gaining the potential to mutate into a different persona. Each persona has a hidden skill only obtainable through mutation and their unknown power falls into six different categories: healing, attacking, buffing, shielding, reviving and insta-kill. To unlock the unknown power you must end the battle with an elemental fusion spell matching the persona's type or a non-elemental spell. For example, Maia is a water-type with affinity for water and ice, if you win the battle with Towering Inferno then it is impossible for Maia to obtain the unknown power through mutation at that moment. If you had performed Hydro Boost or Death's Roulette then she may awaken to the unknown power in a mutation event. The affinity groups are: fire-nuclear, water-ice, wind-electric, earth. You can see the elemental affinity from the analyze screen, the element is marked in color. Some personas are non-elemental and can only awaken to unknown powers using non-elemental fusion spells such as Pegasus strike. Personas can mutate into a higher-level persona within the same arcana, into a persona of the minor arcana (wand, swords, cups and coin) or into special personas that are not normally summonable. If you want to get through the game with minimal summoning, I recommend you use fusion spells with your starting personas frequently to raise their stats.

## Velvet Room

To summon personas in the velvet room you need tarot cards which you get by negotiating with demons and making them eager. If you make a demon happy, they will offer to form a pact and you can ask them for items, money and information. This is how you obtain demon rumors. If you make a contracted demon eager then you will also gain free tarot cards which can be used to summon the personas that don't have enemies belonging to their arcana like Priestess, Emperor, Empress, Hierophant, Justice and Sun, if you equip the Free Catcher accessory you will gain free cards without a pact. The only way to obtain cards of these rare arcana is to complete map-making quests and giving the correct answers in Tatsuya's scenario so if you want these personas, you'll need free cards. Give the free cards to the demon painter to turn them into other arcana. When you summon a persona in the velvet room you can add a skill card and an incense card. Skill cards are a great way to make sure you can perform your favorite fusion spells with your new persona and incense cards increase the base stats. You can get cards from enemies, either by defeating them or by asking a contracted demon to give you an item. You can also purchase and register cards at the time castle. Some personas require material cards to be summoned, these can be found in treasure chests or by defeating optional bosses. Personas do not level up in this game, they remain at their starting level forever. If you use a persona in battle it will rank up, they start at 1 and finish at 8. The persona only has a handful of skills at rank 1 but learns more as it ranks up. Equipping the persona to a character with good affinity for it and using fusion spells make them rank up faster. There is also an item called awaken which raises the rank of a persona by one. You can only hold a limited number of personas, the party can hold 9-11 personas and Igor can hold 24 for you. You should return personas you no longer need to Igor. If the persona is rank 8 when you return it then you will gain an item. It can be something simple like an Agi Skill Card, a weapon like the Cat Claws from Nekomata, a material card for a new persona or a unique item otherwise unobtainable in the game. Some skill cards are only obtainable by this method.

## Leveling up

When a party member levels up they gain 3 base stats + 1 attribute point from their equipped persona. Strength is only needed for physical fusion spells as weapon attacks, you will do the majority of your damage using magic so leveling up strength is not a priority. Vitality increases your HP and your defense. You gain some HP just from leveling up but everyone still needs to put some points in vitality, it never hurts. Dexterity is, despite its name, actually the magic stat in this game and the most valuable attribute. It increases your magical attack and defense. Agility affects evasion and your position in the turn order, it's a good idea to keep your party at similar agility scores so that you don't fall that far behind in the queue when you rearrange them to perform fusion spells. The luck stat has a slight effect on everything. It is not crucial to put any points into luck, you will get more attack power from a point in dexterity and more defense from a point in vitality. But luck also affects the sweepstakes lottery and the casino so it's useful for Maya to have a decent luck stat but you can just equip a rank 8 Pixie to raise your luck stat. Your effective stats will be the average of your base stats with your equipped persona so having a dump stat can be quite useful since you'll be able to get that stat raised for free with the persona. For Maya any persona that doesn't increase strength is good, but focus on dex. You cannot directly allocate stat points for your other party members but you can help them get more balanced stats through the persona level-up bonus. You should equip agility raising personas on Katsuya, Baofu and Nanjo when they're about to level up; vitality raising personas on Elly; Dex raising personas on Ulala and Tatsuya.



You can also equip attribute sources as an accessory to gain one extra attribute point when you level up. One of the earliest obtainable sources is acquired from returning a rank 8 Marduk (Emperor). So farm free cards, summon Marduk with a Dia skill card, go to Kasu High and set all party members to defend except the Marduk holder who will spam Dia, set the battle setting to repeat and go and make some tea. Return Marduk for the agility source, rinse and repeat until you have at least two (one for Baofu and one for Katsuya). If your party members' xp isn't perfectly synchronized, you can get by with a single source accessory for all party members by only equipping it as a character is about to level up and then switch it to the next character. The XP will get desynced as party members leave and return or when they get KO'd and gain no experience from a battle encounter. Unlike IS you cannot simply buy attribute sources from the casino at the start of the game. They all come from Mystic Change and from personas that are tricky to obtain. Health Source from Parvati (41 Priestess), Spirit Source Peri (40 Coin), Strength Source Mars (25 Justice), Vitality Source Ebisu (32 Coin), Dexterity Source Fuuma Kotarou (65 Fool), Agility Source Marduk (28 Emperor), Luck Source Fukurokuju (20 Coin). So you'll need a lot of free cards to repeatedly summon Marduk in the early game since you cannot easily unlock the mutation into Fukurokuju and Strength Source is almost useless.

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## Walkthrough

### 1. Seven Sisters High

You start the game in Kismet, pick any dialogue option. **Talk to everyone in the office to advance the story.** Ulala joins the party and you go to Sevens.

You can find 2 Energy Drinks in the item box near the western staircase on the second floor and 1200 yen in a box on the third floor near the eastern staircase.

You can optionally talk to Katsuya and the students in classrooms 3B. There are also students in classrooms 2A, 2C, 1D. **Go to the courtyard to advance the plot. Go to the principal's office, third floor west wing.** Choose whichever dialogue option you want with Ulala. Katsuya will join your party and enemies will start spawning. *If you imported data from IS then equip the Karma Ring on Katsuya.*

Enemy	Joy	Eager	Item
Devil 1 Ghost	Advise, Advise Special	Investigation	Antidote
Tower 1 Slime	Advise, Advise Special	Interview	Medicine
Lovers 2 Pixie	Persuade Special	Investigation (Scam)	Clean Salt
Devil 2 Poltergeist	N/A	Persuade Special	Medicine
Hanged Man 3 Xaphan	Radiant Women Unite	Investigation (Scam)	Antidote
Moon 3 Nightmare	N/A	Fortune Telling	Revival Bead
Hermit 4 Ratatoskr	Persuade	Women Wanting to Marry	Open Sesame Magna Card
Zombie 4 Zombie Schoolgirl	Can't contact	Can't contact	Medicine

Contacts available: Maya = Interview, Maya + Ulala = Radiant Women Unite, Maya + Katsuya = Advise, Maya + Ulala + Katsuya = Advise Special, Ulala = Fortune Telling, Ulala + Maya + Katsuya = Women Wanting to Marry, Katsuya = Investigation, Katsuya + Maya = Persuade, Katsuya + Maya + Ulala = Persuade Special, Katsuya + Ulala = Investigation (Scam)

You can clear this dungeon with starting personas and don't need to worry about tarot cards yet. Beware the Zombie Schoolgirl, she can KO a character in a single strike. Once Maia reaches rank 3 you can perform your first fusion spell Stone Rise: Aqua + Agi + Magna. Your personas will rank up much faster if you use fusion spells. And if you finish a battle with a fusion spell you can induce a mutation to gain more persona ranks, increase their stats or unlock hidden abilities. Note that Ratatoskr resists Earth but all other enemies can be taken out with this spell. Once Callisto learns Zan you can perform Atomic Destruction: Fire + Water + Almighty.

**Go to the Teacher's lounge to get the clock tower key**, you can get healed for free in the Janitor's room. **Enter the clock tower** for a boss fight against two Apep and one Empusa, use Stone Rise to kill the enemies. Start with the Empusa, she is weak to earth and will heal her allies if you don't take her out. Recommended level: 5-7.

Empusa	Level 4	HP 54		
St 4	Vi 4	Dx 5	Ag 8	Lu 6
Nulls: Light, Dark	Resist: Mind, Nerve	Repel:	Drain:	Weak: Earth
Skills: Bufu, Illuzone, Dia				

Illusion decreases your accuracy, use Helios' patra to cure it





2x Apep	Level 3	HP 68		
St 3	Vi 6	Dx 3	Ag 4	Lu 5
Nulls:	Resist: Mind, Nerve, Dark, Light, Water	Repel:	Drain:	Weak: Fire
Skills: Feral Bite (havoc type damage)				

Exp 100, yen 5000. If you're below level 7 you're guaranteed to level up and recover your HP and SP after the battle.

### Exploring Aoba and Rengedai

Feel free to explore the town and talk to NPCs. If your goal is to find every single line of dialogue from all the NPCs then follow these instructions, but you won't miss much if you just talk to your party members when you feel like it. I will mark the essential dialogue **in bold**. Every time you spread a rumor you can talk to every single NPC in the overworld maps to hear their opinions on the circulating rumor, I will not mark those dialogues since they're dependent on when you spread said rumors and aren't very interesting.

<i>Rengedai</i>	<i>Aoba</i>
<i>Map: everyone</i>	<i>Map: everyone</i>
<i>Alaya: everyone</i>	<i>Kismet: all in lobby, all in editorial dept, Mizuno in her office</i>
<i>Time castle: everyone</i>	<i>Double slash: everyone</i>
<i>Kaori: everyone</i>	<i>Parabellum: everyone</i>
<i>Gatten Sushi: everyone</i>	<i>Etheria: everyone</i>
<i>Satomi Tadashi: everyone</i>	<i>Rosa Candida: everyone</i>
	<i>Satomi Tadashi: everyone</i>

**Go to Kuzunoha detective agency to advance the plot.** Talk to everyone. You can unlock skill cards by obtaining the rumor from Toro in Gatten sushi. After spreading the rumor you can go back to Toro and get the skill card registration rumor from him.

*New Dialogue:*

<i>Rengedai</i>	<i>Aoba</i>
<i>Map: everyone</i>	<i>Map: everyone</i>
<i>Time Castle: shopkeeper, quiet gentleman</i>	
<i>Gatten Sushi: <b>Toro (2 rumors)</b></i>	

**Go to double slash to continue.** If you interact with the red computer again after the cutscene you can get a rumor about Rosa Candida selling armor. After a **cutscene in Parabellum** you'll regain control over your party. **Next stop is the velvet room**, talk to your party, several times. Leave the velvet room and re-enter to get more dialogue. Stock up on antidotes. *If you imported data from IS and already spent thousands on the lucky cat statue you can interact with it now and immediately unlock the rumormonger Nekomata who will give you the charm treatment and aromatherapy treatment rumors. If you're on new game+ then you will surely have enough money to max out the lucky cat now as well. If you're playing on new game then you will have to wait until the casino unlocks to get enough money for the cat.*

New dialogue:

<i>Rengedai</i>	<i>Aoba</i>
<i>Map: everyone</i>	<i>Map: everyone</i>
<i>Alaya: everyone</i>	<i>Kismet: everyone in lobby, everyone in ed dept except the rookie reporter</i>
<i>Time castle: everyone</i>	<i>Double slash: everyone, 1 rumor</i>
<i>Kaori: everyone</i>	<i>Parabellum: everyone</i>
<i>Gatten Sushi: everyone</i>	<i>Etheria: everyone</i>
<i>Satomi Tadashi: everyone except the shopkeeper</i>	<i>Rosa Candida: everyone except the shopkeeper</i>
	<i>Kusunoha: party</i>
	<i>Satomi Tadashi: everyone except the shopkeeper</i>

## 2. Mt Katatsumuri

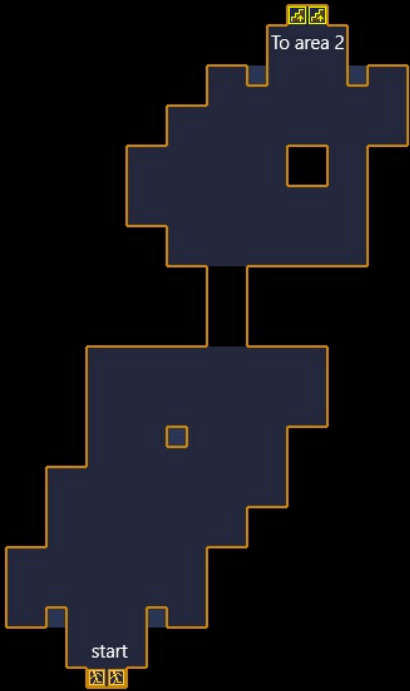
**Go down the trail and talk to the security guard. You'll be told to turn back and led to the side path into the forest.**

Proceed north to Area 2, find 3 Antidotes in the north-eastern part near the "stairs". As you enter Area 3 look to the north and go up the hidden path where there's a chest with an Aqua card. Return to the main path, head east, past a hidden path and north to find the stairs. You can head west through a hidden path to find 2 Ohnusa and 3 Snuff soul. Area 4 is small, head east and then north up the stairs to Area 5. Follow the river west and turn south back to Area 4 and pick up 1 Strength Card. Head back north to Area 5, cross the bridge and enter Area 6. Head east and then south to Area 5, go down to the river to find 1 Obsidian. Go back north and head into Area 7. Go up and take the south-eastern path to find 3 medicines. *Head further east until you collide into an invisible wall, go south, then east again and north until you emerge by the secret shrine. You can get clues about the secret shrine from Harpy. If you want to obtain the ancestor persona Junnosuke Kuroda donate 10.000 yen.* Return to the main path and go north. **Enter the sanitarium for a cutscene.**

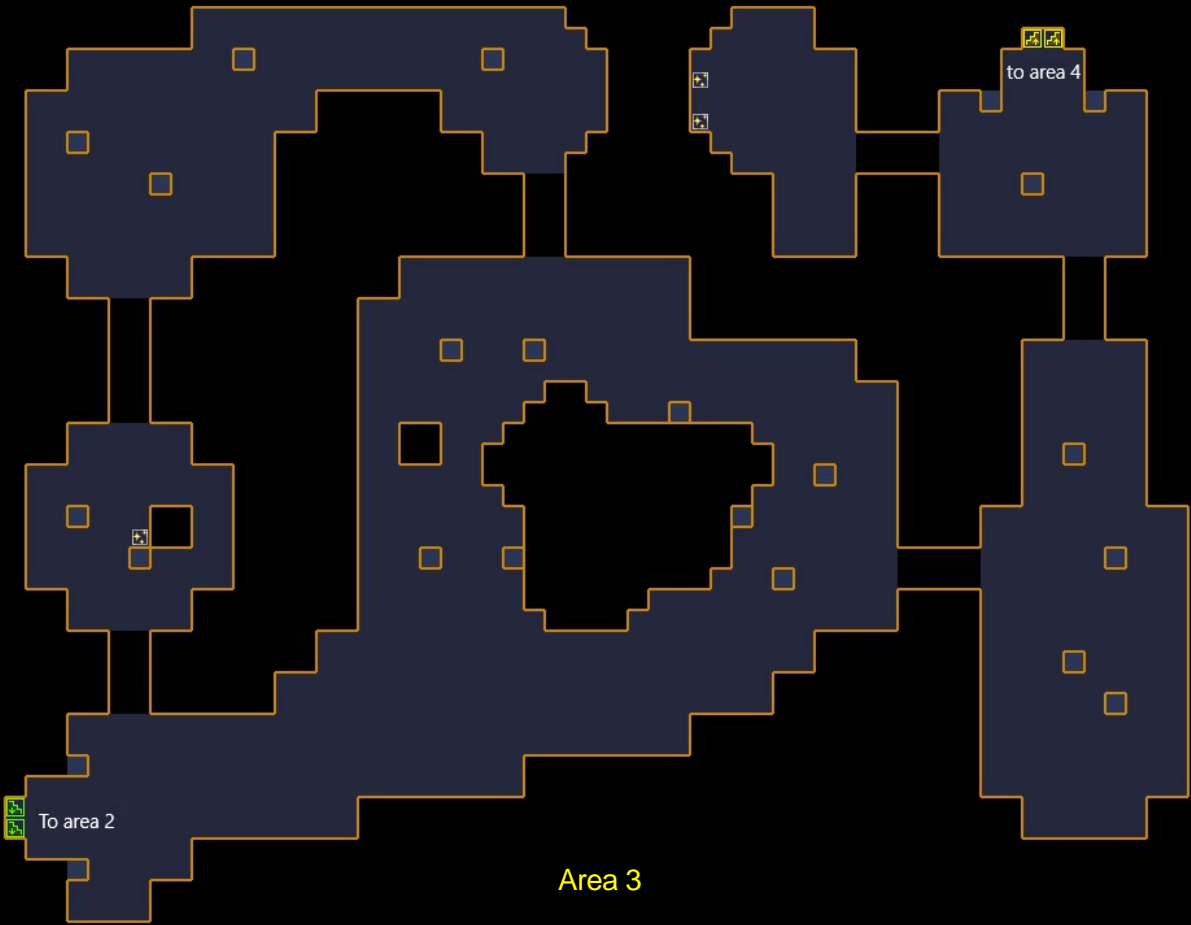
The zombies are pretty dangerous, the soldier can instantly KO a party member so if you're facing an entire party of Zombie Soldiers you may want to use an Open Sesame to retreat. *Non-demon enemies do not spawn in Kasu High, if you want to complete your demon analysis data then you need to attempt contact and fight the zombies here until they drop their items to fill out all the question marks in the compendium.*

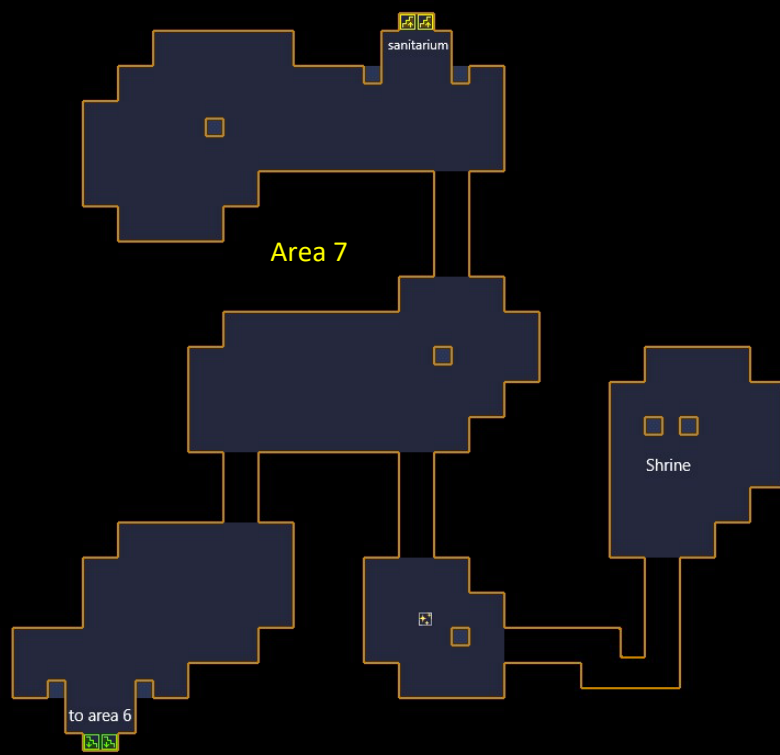
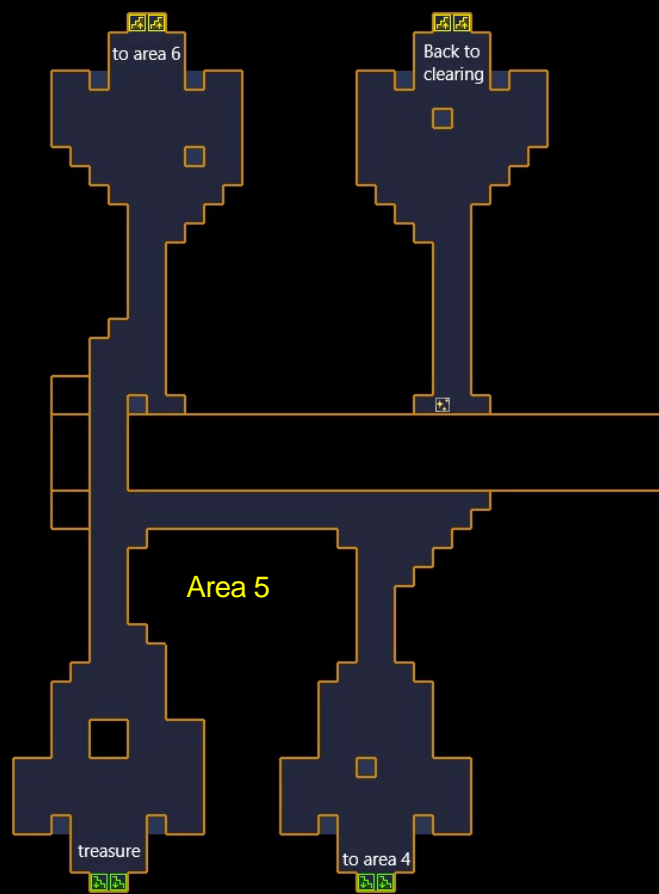
New contacts available: Maya + Katsuya + Baofu = Advise?, Ulala + Baofu = Costing a Fortune?!, Ulala + Maya + Baofu = Women Wanting to Marry, Katsuya + Maya + Baofu = Persuade?, Baofu = Wire Tapping, Baofu + Maya = Wire Tap Special, Baofu + Katsuya = Wire Tapping is a Crime

Area 1



Area 2





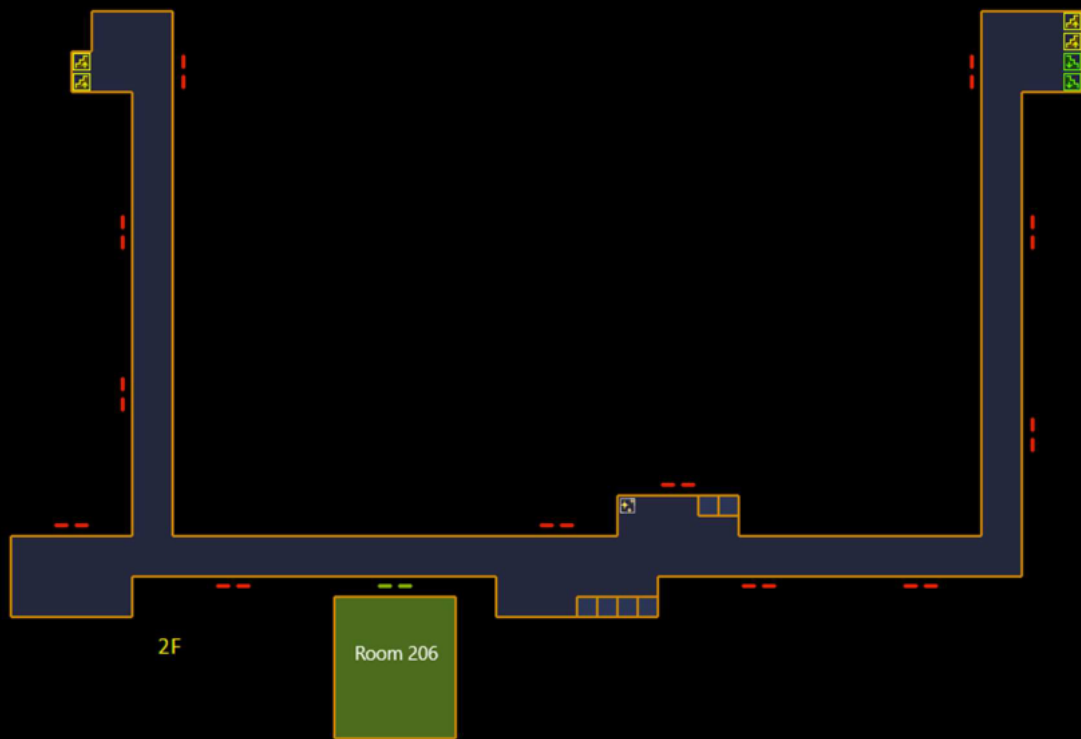
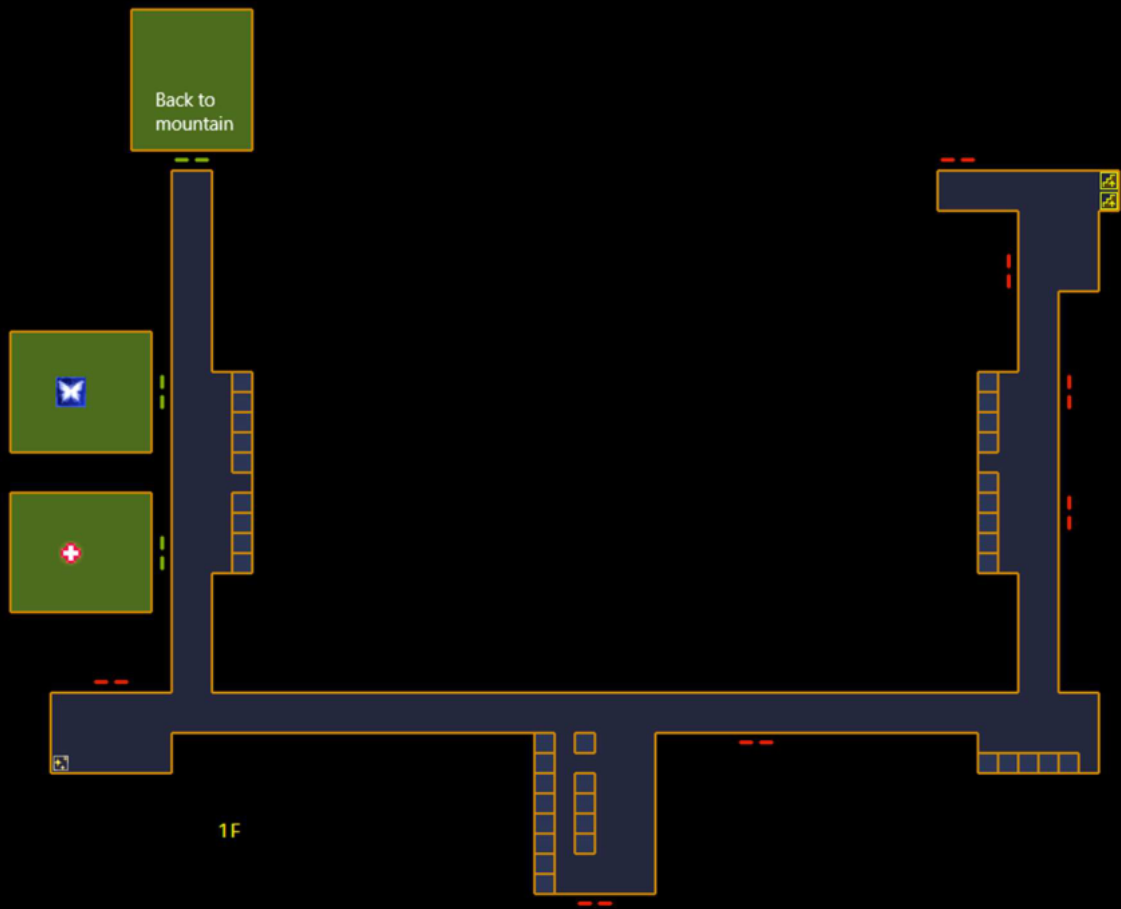
Enemy	Joy	Eager	Item
Hanged Man 3 Xaphan	Radiant Women Unite	Investigation (Scam)	Antidote
Moon 3 Nightmare	Advise?	Fortune Telling	Revival Bead
Temperance 4 Harpy	Persuade Special	Investigation	Tranquilizer Garu Card
Zombie 4 Zombie Schoolgirl	Can't contact	Can't contact	Medicine
Tower 5 Blob	Advise?	Costing a Fortune?!	Poisma Card
Lovers 6 Puck	Persuade Special	Wire Tap Special	Open Sesame Zan Card
Devil 6 Phantom	Persuade	Wire Tapping is a Crime	Energy Drink Zio Card
Zombie 7 Zombie Soldier	Can't contact	Can't contact	Rattle Drink
Area 5 onwards			
Magician 7 Empusa	Persuade Special	Wire Tap Special	Medicine Bufu Card
Chariot 8 Ogre	Persuade?	Interview	Medicine Rakukaja Card
Star 8 Agathion	Fortune Telling	Advise Special	Agi Card
Strength 9 Apep	Persuade Special	Wire Tapping	Bufu Card

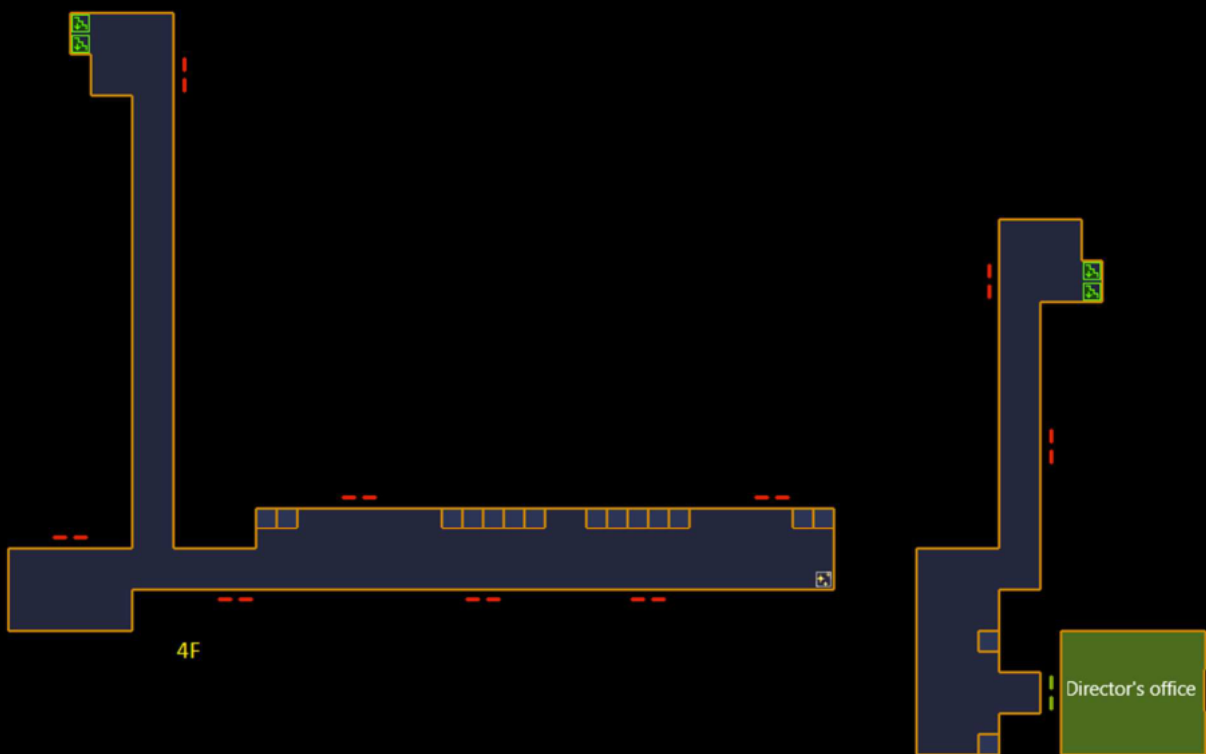
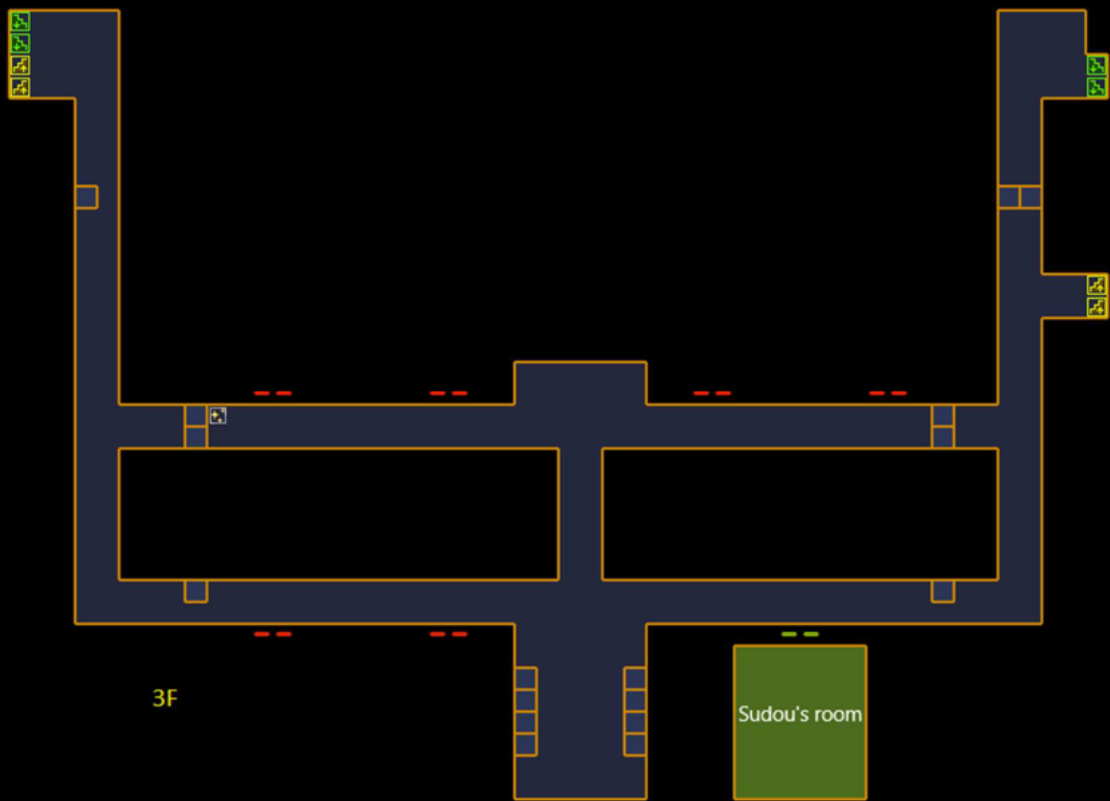
### 3. Sanitarium

After the cutscene you can enter the sanitarium. Baofu tells you this is your last chance to turn back but there is no reason to, you'll get a Velvet Room and a healing spring the moment you enter the hospital.

Enemy	Joy	Eager	Item
Magician 7 Empusa	Persuade Special	Wire Tap Special	Medicine Bufu Card
Chariot 8 Ogre	Persuade?	Interview	Medicine Rakukaja Card
Star 8 Agathion	Fortune Telling	Advise Special	Agi Card
Strength 9 Apep	Persuade Special	Investigation (Scam)	Bufu Card
World 11 Cockatrice	Advise?	Women Wanting to Marry	Balzac Card
3F onwards			
Zombie 9 Zombie Junkie	Can't contact	Can't contact	Energy Drink
Hanged Man 10 Nisroc	Persuade?	Advise?	Agi Card Agilao Card
Moon 10 Erinys	Costing a Fortune?!	Wire Tapping, Persuade?	Aques Card
Lovers 11 Robin Goodfellow	Advise Special	Women Wanting to Marry	Medicine Poisma Card
Temperance 12 Moh Shuvuu	Costing a Fortune?!	Investigation (scam)	Antidote Zan Card

Head south to pick up 3 Antidotes. The building is U-shaped, walk to the east wing and head up the stairs. You can go to the third floor but it's a dead end. From the second floor walk across to the west wing, you'll find 5000 yen in a box. **You can enter Room 206 and talk to a nurse.** Go up the stairs all the way to the fourth floor, walk east until you're at the end of the hallway and pick up Mithril Silver.







Go back to the third floor and walk through the open gate, ignore the closed gate facing the east and continue **down the hallway until you reach Sudou's room**. Go back to the central crossing and go north, go west at the next intersection and pick up 1 Agility Incense that you spotted through the fence earlier. Katsuya has abysmal agility and is easily the slowest character in your party so give all agility boosts to him. The eastern hallway is a dead end. Go back to the central crossing and follow the hallway east and then north to the stairs up to the fourth floor. **Enter the director's office for a cutscene and boss fight. Baofu will not participate in the battle.**

Hellhound	Level 13	HP 700		
St 16	Vi 15	Dx 11	Ag 18	Lu 13
Nulls: Nuclear	Resist: Physical, Light, Dark	Repel:	Drain: Fire	Weak: Water, Ice, Nerve, Mind
Skills: Agilao, Fire Breath, Venom Bite, Tackle				

Exp 500, yen 4500. If you're below level 11 you will almost certainly level up and recover.

Hellhound deals fire damage and is weak to water and ice. Maia will be your main damage dealer unless you've fused a lot of new personas. Katsuya's Helios nullifies fire damage so he will stay alive easily. If you want to make new personas Longma is a good choice for him, it resists fire and comes with water and ice spells, so you can perform Heavy Rain (water+water) with Maya. If you want Maya to focus on attacking you can use Kinnara on Ulala, it learns the highly effective spell Healing Melody and nullifies fire damage. Even though this is a boss it is susceptible to status ailments, you can even put it to sleep. Recommended level 6-10.

### Exploring Kounan

Your next location is the Aerospace museum but stop by Maya's and Ulala's apartment in Kounan first. **Talk to Ulala to get the first flamenco dance flag**. This will let you perform a new group contact later in the game. Go to Gatten Sushi in Rengedai, Double Slash in Aoba and Jolly Roger in Kounan to pick up sweepstakes rumors. The sweepstakes are a lottery, your chances of gaining items are based on Maya's luck stat and the amount of magazines you submitted at once. There are three different magazines and the rumor will give weapons, armor, spell cards, accessories or consumables. If you complete the map-making quests then obtaining and registering spell cards won't be an issue. You should be doing most of your damage with your personas rather than weapons so you won't need those either. I recommend getting armor from the Battle Master magazine, consumables from Miracle Magazine and accessories from Fantasy World Magazine. **Talk to the Sumaru Genie to trigger the rumor from the Master at the Jolly Roger**. After spreading this rumor you can use her fortune telling services. I recommend that you save-scam until you get the light dragon and use that one for most of the game. After the next dungeon you'll unlock the casino and money will become trivial, so you might as well double your xp gain. The red dragon increases mutation rate but is best used when you're going to Kasu High and spamming fusion spells against weak enemies to get as many battle encounters as possible within the time limit. The blue dragon can be used to contact enemies that you lack effective contacts for but if you imported data from IS then you are probably pretty close to unlocking charm treatments at Etheria which are more powerful (rumor from the lucky cat in Kuzunoha).

New dialogue:

<i>Rengedai</i>	<i>Kounan</i>
<i>Map: everyone</i>	<i>Map: everyone</i>
<i>Alaya: Katsuya</i>	<i>Luna Palace: everyone, (at least Ulala to unlock a contact!)</i>
<i>Time castle: middle-aged lady</i>	<i>Kounan PD: everyone</i>
<i>Kaori: everyone</i>	<i>Sumaru Genie: everyone, (at least the Sumaru Genie)</i>
<i>Gatten Sushi: Toro (1 rumor)</i>	<i>Jolly Roger: all, 2 rumors (after Sumaru genie trigger)</i>
<i>Satomi Tadashi: Baofu</i>	<i>Hiiragi: everyone</i>
<i>Velvet Room: party, Nameless, Belladonna</i>	<i>Satomi Tadashi: everyone</i>
	<i>Aoba</i>
	<i>Double Slash: 1 rumor</i>

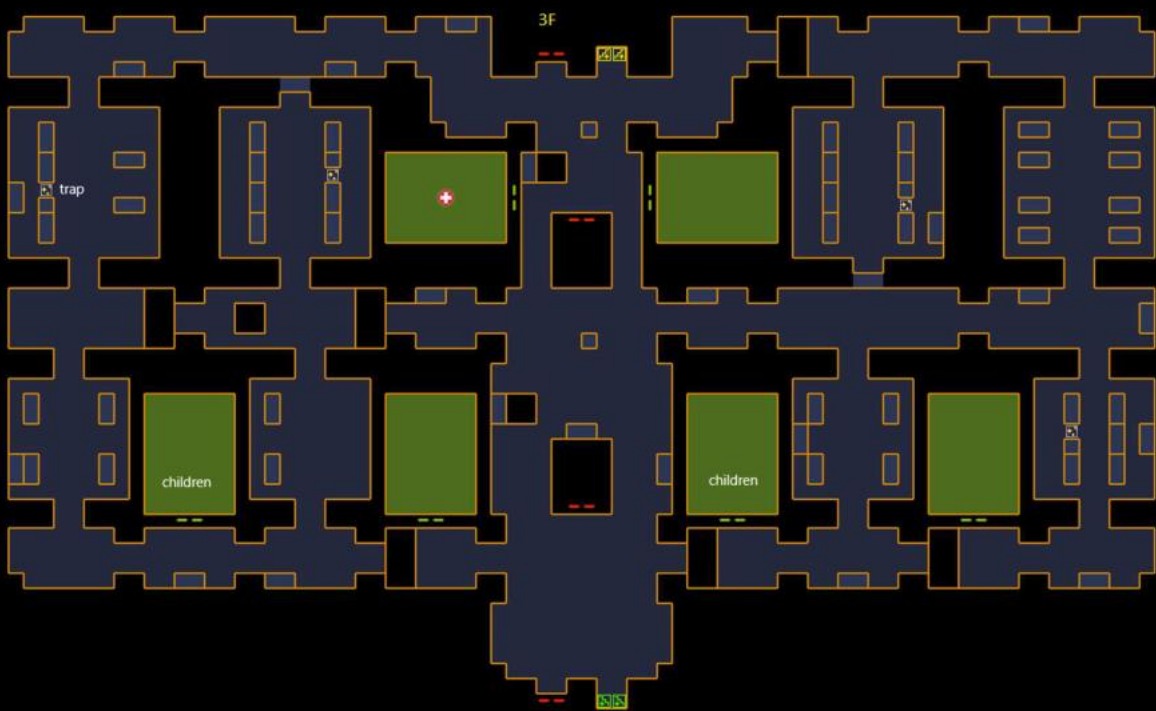
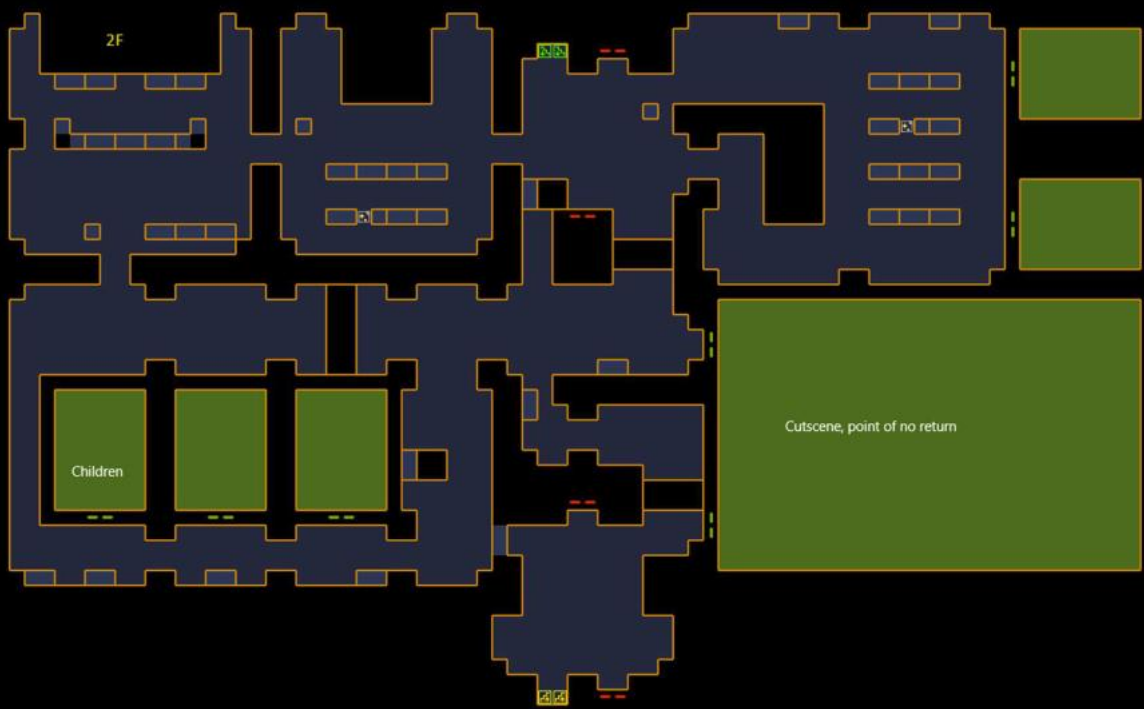
#### 4. Aerospace Museum

There is nothing on the first floor, no enemy encounters either. Go north until you hit a wall and then head west to find the stairs.

2F: Start by heading east to pick up medicine from an item box. In a mirrored room to the west you can pick up Revival Beads. Go south to find the exhibit rooms. **You can find a group of children in the exhibit room furthest to the southwest.** Go east past the other exhibit rooms and head north until you hit a wall. You'll find the next exhibit room of interest to the east. After a short cutscene harking back to IS you can exit the room next to the stairs, go up to the next floor.

3F: Go north to the central crossing, turn east and then take the first path south until you hit a wall, you'll find **more children in the exhibit room to your west.** Backtrack north and continue down the hallway east and take the next turn south where you'll find 2 Rattle Drinks in the display case. Go north past another display room and turn west until you find another display room with 1 Damascus Steel in a case. Backtrack to the central crossing and go north this time. Remember to step into **Trish's fountain and talk to your party members, then talk to Trish, and then to Baofu and Katsuya.** Go westward and pass through two display rooms. Ignore the chest, it's a trap. **Once you hit a wall turn east and enter the exhibit room to rescue more children.** Go north to find a Protection Magatama in a case. Backtrack to the stairs, Jun has now left and you can advance to the fourth floor.

4F: There will be demons here, use Estoma if you're short on time. Head south until you hit the second lift and enter the display room to your east to pick up 2 chewing souls. Go north to find a Balm of Life. Go southwest to find the staircase, but first you need to find one more group of **children in the exhibit room furthest west.** You can get information about the Masked Circle from Kinnara and Robin Goodfellow.



Enemy	Joy	Eager	Item
Lovers 11 Robin Goodfellow	Advise Special	Women Wanting to Marry	Medicine Poisma Card
World 11 Cockatrice	Advise?	Interview	Balzac Card
Temperance 12 Moh Shuvuu	Costing a Fortune?!	Investigation (Scam), Persuade?	Antidote, Zan Card
Star 12 Kinnara	Advise, Persuade?	Interview	Devil Capote Maragi Card
Death 13 Ixtab	Costing a Fortune?!	Investigation (Scam), Persuade?	Silver Manisha Gry Card
Tower 13 Ochre Jelly	Advise, Investigation	Radiant Women Unite, Fortune telling	Chewing Soul Damascus Steel

5F: Go up to the fifth floor to face the boss. Recommended level: 13. Your guest party member Tatsuya can solo this fight so focus on defense. Tatsuya is perfectly built for this battle, he is immune to Sudou's status ailments and has the spells needed to take down all the enemies. Sudou is quite docile as long as his demons are alive, start ranking up Apollo by killing the Shaxes first with fire spells. The Minotaurs are weak to magic, you can use Freila to hit them both at once. Hopefully you have now ranked up enough to use Gigantic Fist on Sudou. Once the demons are dead Sudou will start using the Joker spell. If it hits Tatsuya he will kill your entire party. The moment you see the Old Maid being cast press the circle button to interrupt all battle commands and set all party members to defend for one turn. A party member hit by the Joker curse will turn on the party but if they take the defend or use item action then they will not attack and we can bypass the curse. Katsuya can use Longma, Ulala can use Kinnara and act as the healer, Maya can stick with Maia since she is immune to mind and nerve and can perform Heavy Rain with Katsuya's Longma.

Tatsuya Sudou	Level 20	HP 1280		
St 22	Vi 19	Dx 15	Ag 20	Lu 16
Nulls:	Resist: Light, Dark, Mind, Nerve	Repel:	Drain: fire	Weak: Water
Skills: Agilao, Maragi, Pulinpa(panic), Hypnotic Waves (sleep), Sonic Punch, Old Maid				

You need Patra or Energy Drinks to counter the sleep ailment

2x Shax	Level 12	HP 350		
St 10	Vi 9	Dx 13	Ag 17	Lu 10
Nulls: water	Resist: sword, strike, havoc, light, dark, mind, nerve	Repel:	Drain:	Weak: ranged, fire, earth
Skills: Zio, Diarama				

2x Minotaur	Level 13	HP 420		
St 16	Vi 15	Dx 11	Ag 18	Lu 13
Nulls:	Resist: physical	Repel:	Drain:	Weak: magic
Skills: Sonic Punch, Tackle				

Exp 1208, yen 10480.

Once the battle is over your party disbands and you need to pick them up one by one.

## Exploring Hirasaka and Yumezaki

New dialogue:

<i>Rengedai</i>	<i>Aoba</i>	<i>Kounan</i>
<i>Map: Boy</i>	<i>Map: everyone</i>	<i>Map: dangerous man</i>
		<i>Kounan PD: all the police officers</i>
		<i>Jolly Roger: shopkeeper, the two men</i>
		<i>Sumaru Genie: Young man, Sumaru genie</i>
		<i>Satomi Tadashi: shopkeeper, middle-aged man</i>

**Go to Kismet to pick up Baofu.**

New dialogue:

<i>Aoba</i>	
<i>Map: everyone</i>	<i>Kismet: everyone in ed dept</i>
<i>Double Slash: everyone (not computer)</i>	<i>Kusunoha: everyone</i>
<i>Etheria: everyone</i>	<i>Rosa Candida: everyone</i>
<i>Parabellum: Baofu, mysterious woman, barkeeper</i>	<i>Satomi Tadashi: everyone</i>

**Go to the police station for Katsuya.** You will get a flashback to IS and your next goal is to find Makimura with the help of the Shiraishi shopkeeper. Go to Sumaru Prison and talk to Katsuya to unlock a group contact with Ulala.

New dialogue

<i>Rengedai</i>	<i>Hirasaka</i>	<i>Aoba</i>
<i>Map: everyone</i>	<i>Map: everyone</i>	<i>Kusunoha: party</i>
<i>Alaya: everyone</i>	<i>Toua Defense: everyone</i>	<i>Double Slash: party</i>
<i>Gatten Sushi: everyone</i>	<i>Tominaga: everyone</i>	<i>Etheria: party</i>
<i>Kaori: everyone, except the shopkeeper</i>	<i>Sumaru prison: everyone (at least Katsuya to unlock a contact!)</i>	<i>Parabellum: party + man of few words</i>
<i>Satomi Tadashi: everyone</i>	<i>Satomi Tadashi: everyone</i>	<i>Satomi Tadashi: party</i>
		<i>Rosa Candida: party</i>
		<i>Kismet: everyone in lobby</i>
<i>Kounan map: everyone</i>		

**Go to Izakaya Shiraishi. Talk to the lady to advance the plot.** She'll tell you to investigate **Parabellum**. Head to the bar for a scene, you'll pick up a tag-along party member that you can talk to in every location if you want more reasons to hate Makimura.

Dialogue choices: if you talk to Baofu at Alaya shrine you will be given a repeatable dialogue choice, pick whichever, it has no impact on the story. Likewise Makimura will give you a dialogue option if you talk to him at Maya's apartment.

**Your next goal is the gym Gold.** You'll unlock Yumezaki ward which comes with another rumor-monger, Chikarin. She'll give you rumors about Tony's shop, the casino and the sweepstakes. Go to

the Jolly Roger to pick up another rumor about Tony and one about Toua. The computer in Double Slash has a rumor about the Casino. Return to Shiraishi to get more rumors from Toku-san about the man search quests, sweepstakes, casino and Toua's. Go to Kuzunoha to spread all the rumors. As a nice callback to Devil Summoner you can interact with the bookcase near the chief to reveal a secret compartment, then pick up the Sumaru Magazine which gives you a rumor about Giga Macho. Giga Macho is currently selling their first album, Erste, but will sell you a bonus track, Secret CD1, if you spread this rumor. Parabellum and Rosa Candida have new stock.

After you spread a casino rumor, return to the arcade and talk to everyone again. You can now buy some basic skill cards from the manager and register them at Time Castle. If you are ever in need of money play the slots. Use the save state feature in adrenaline/PPSSP to extend the frame (5 star result), once the frame has reached its maximum length of 8 you get 100k coins every time you hit another 5 star result. You can improve your odds by equipping a rank 8 Pixie and a Miracle Object on Maya, should push her luck up to at least 60. Buy Disguise Kits from the manager and sell the stack of 99 for almost half a million yen at any shop. You can get more bang for your buck if you use the genie's affinity reading to get compatibility with the manager, this is unlocked after dungeon 16. With this easy source of income you can freely buy pricey skill cards from the Count and craft everything once you unlock the blacksmith.

After you spread the man search rumor you'll be given quests by the Ma'am. You can get a clue for the man-searches by talking to the bodyguard, but it'll cost you, although there is one man search later in the game that can't be completed without the bodyguard.

Name	Location	Reward
Ryoichi Honda	Time Castle	10k
Osamitsu Tanaka	Kismet Editorial	10k
Takuya Murata	Kaori	10k
Gonzo Satsuma	Mu Continent	10k
Yuuta Ikenaka	Sumaru Genie	20k

#### *New Dialogue:*

<i>Rengedai</i>	<i>Hirasaka</i>	<i>Yumezaki</i>
<i>Map: boy</i>	<i>Map: Old lady</i>	<i>Map: everyone</i>
<i>Alaya: everyone</i>	<i>Shiraishi: everyone, <b>3 rumors</b></i>	<i>Bikini Line: everyone</i>
<i>Time Castle: everyone</i>	<i>Tominaga: party + Makimura</i>	<i>Tony's: everyone</i>
<i>Kaori: everyone except the shopkeeper</i>	<i>Toua Defense: Katsuya, Makimura</i>	<i>Peace Diner: everyone, <b>3 rumors</b></i>
<i>Satomi Tadashi: Makimura, shopkeeper</i>	<i>Satomi Tadashi: party + Makimura</i>	<i>Satomi Tadashi: everyone</i>
<i>Gatten Sushi: everyone except president and count sushi</i>	<i>Sumaru prison: party + Makimura</i>	<i>Giga Macho: shopkeeper</i>
<i>Velvet Room: Katsuya, Makimura, Demon Painter</i>	<i>Kasu High: everyone on roof, party + Makimura in basement</i>	<i>Mu Continent: everyone (more dialogue if you turn it into a casino)</i>

<i>Aoba</i>	<i>Kounan</i>
<i>Map: everyone</i>	<i>Map: everyone</i>
<i>Kismet lobby: party + Makimura</i>	<i>Kounan PD: everyone</i>
<i>Kusunoha: party + Makimura</i>	<i>Lunar palace: Makimura, Katsuya</i>
<i>Double Slash: party + Makimura, 1 rumor</i>	<i>Jolly Roger: everyone, 2 rumors</i>
<i>Parabellum: party + Makimura</i>	<i>Hiiragi: everyone</i>
<i>Etheria: party + Makimura</i>	<i>Sumaru Genie: everyone except the cowardly man</i>
<i>Rosa Candida: party + Makimura</i>	
<i>Satomi Tadashi: party + Makimura</i>	<i>Satomi Tadashi: everyone</i>

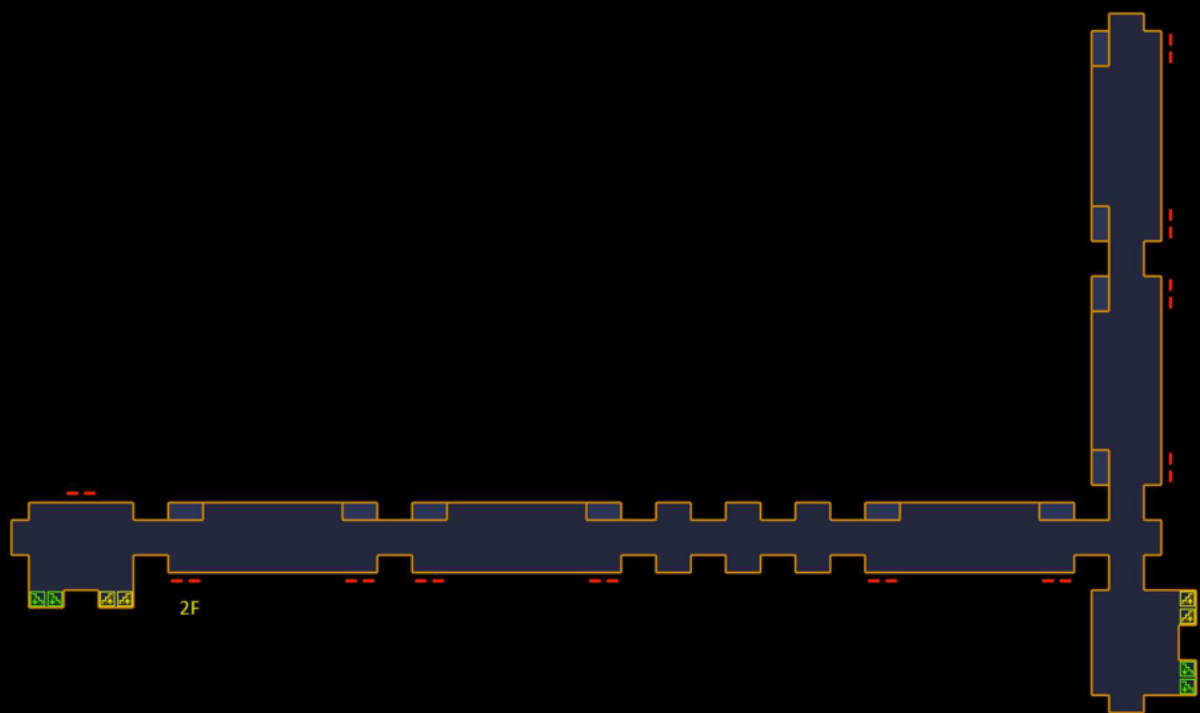
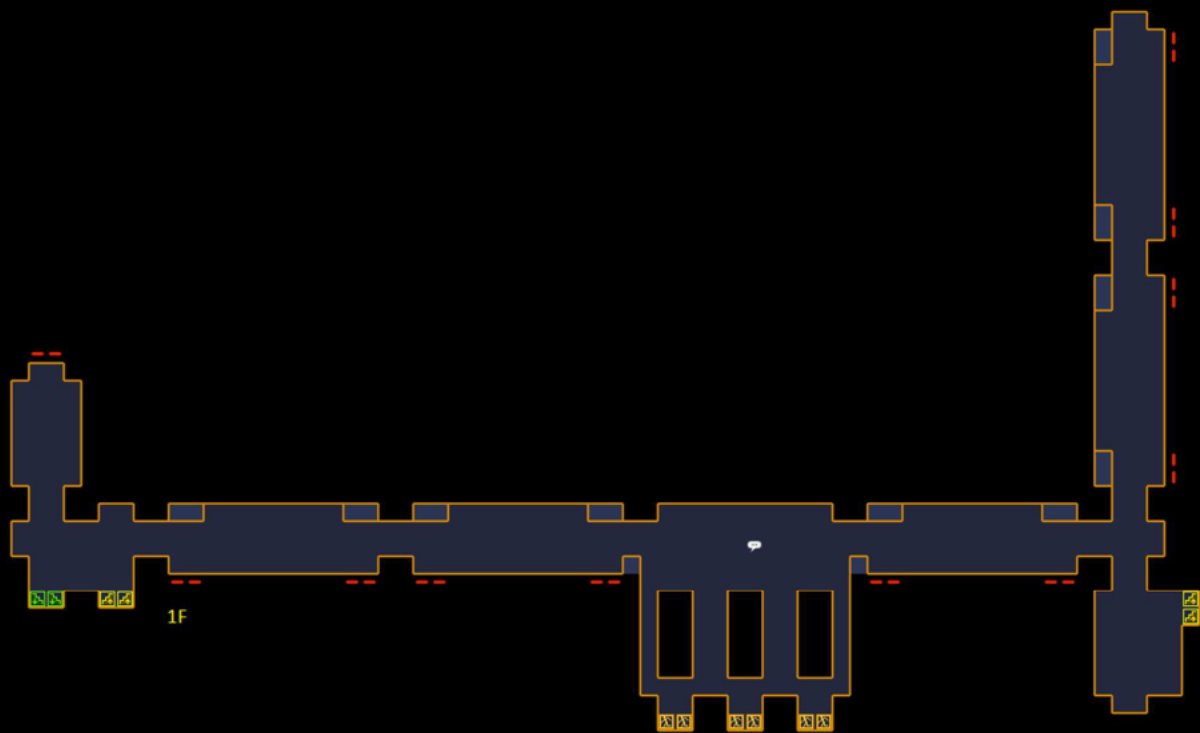
### Kasugayama High

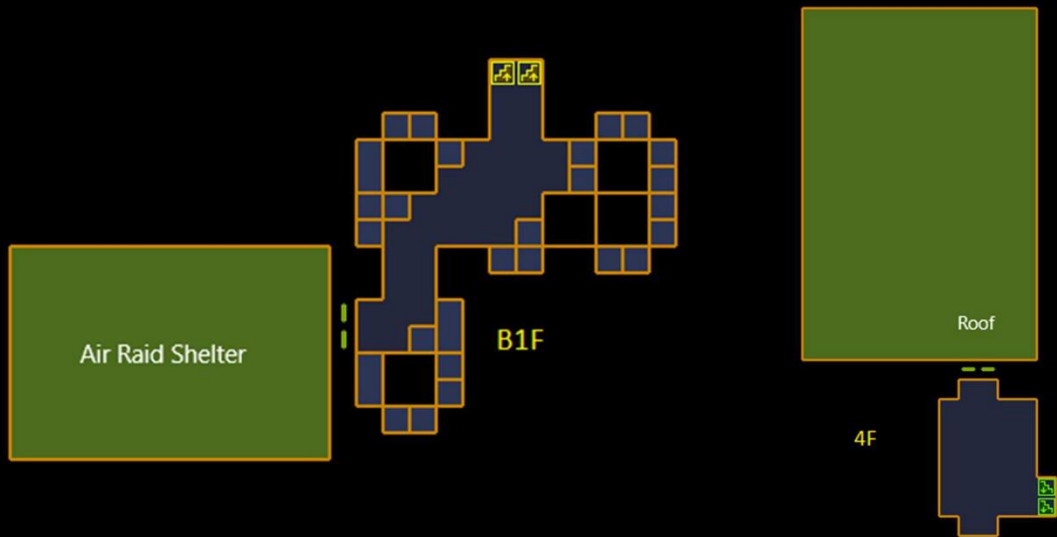
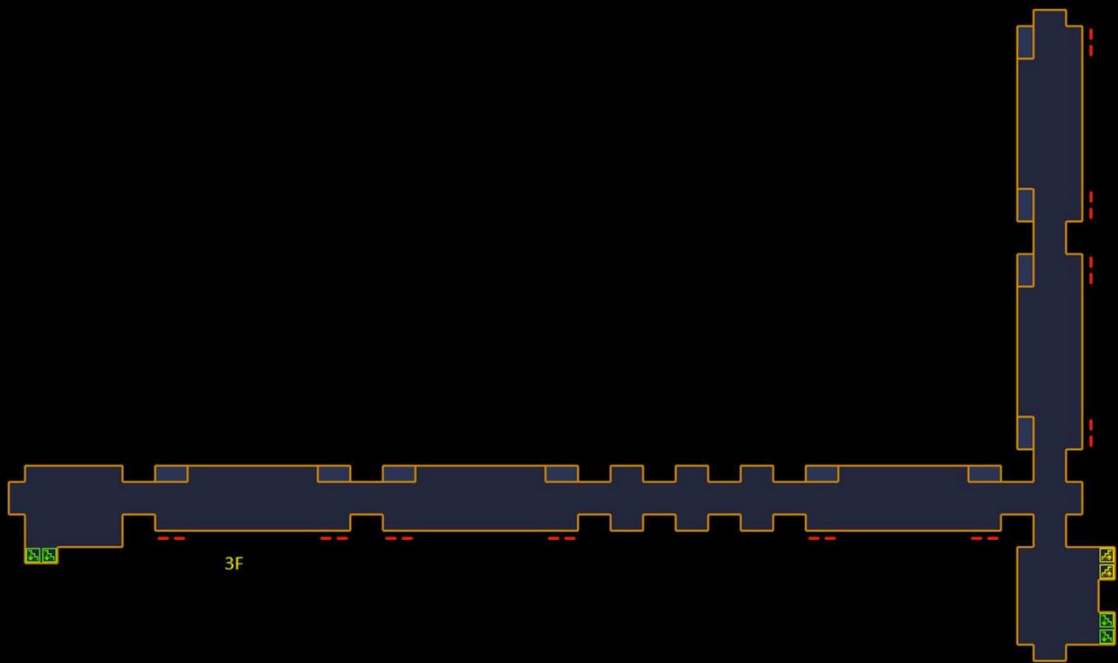
This is an optional dungeon like Abandoned Factory from IS, where you can encounter all demons available in the game plus some optional bosses. Non-demon enemies (Humans, zombies, maskists) will not spawn. Head in and you'll meet the son of the Head Monk of Mt. Katatsumuri from IS and demons will start appearing. You can talk to Yasuo from IS up on the roof if you want. Go down to the basement to talk to Sugimoto. You can return to this dungeon whenever you want to get tarot cards and experience. More and more areas of the basement will unlock as you progress the story.

Enemy B1, 1F, 2F, 4F	Joy	Eager	Item
Devil 1 Ghost	Advise	Investigation	Antidote
Tower 1 Slime	Advise	Interview	Medicine
Lovers 2 Pixie	Persuade Special*	Advise?	Clean Salt
Devil 2 Poltergeist	Advise?	Persuade	Medicine
Hanged Man 3 Xaphan	Radiant Women Unite*	Advise?	Antidote
Moon 3 Nightmare	Advise?	Persuade	Revival Bead
Hermit 4 Ratatoskr	Persuade	Wire Tapping is a Crime	Open Sesame Magna Card
Temperance 4 Harpy	Persuade	Wire Tapping is a Crime	Tranquilizer Garu Card
Tower 5 Blob	Advise?	Interview	Poisma Card
Lovers 6 Puck	Persuade Special*	Wire Tap Special	Open Sesame Zan Card
Devil 6 Phantom	Persuade	Investigation	Energy Drink Zio Card
Magician 7 Empusa	Persuade Special*	Wire Tap Special	Medicine Bufu Card
Chariot 8 Ogre	Persuade?	Interview	Medicine Rakukaja Card
Strength 9 Apep	Persuade Special*	Wire Tapping	Bufu Card

Beware the third floor, it has a completely different spawn pool. Nisroc and Robin Goodfellow have Hula of Misfortune which halves your money.







Enemy 3F	Joy	Eager	Item
Hanged Man 10 Nisroc	Persuade?	Advise?	Agi Card Agilao Card
Moon 10 Erinyes	Persuade Special*	Wire Tapping	Aques Card
Lovers 11 Robin Goodfellow	Advise	Interview	Medicine Poisma Card
World 11 Cockatrice	Advise?	Interview	Balzac Card
Temperance 12 Moh Shuvuu	Costing a Fortune!? *	Investigation	Antidote Zan Card
Star 12 Kinnara	Persuade?	Interview	Devil Capote Maragi Card
Death 13 Ixtab	Costing a Fortune!?!*	Persuade?	Silver Manisha Gry Car
Tower 13 Ochre Jelly	Advise	Investigation	Chewing Soul Damascus Steel

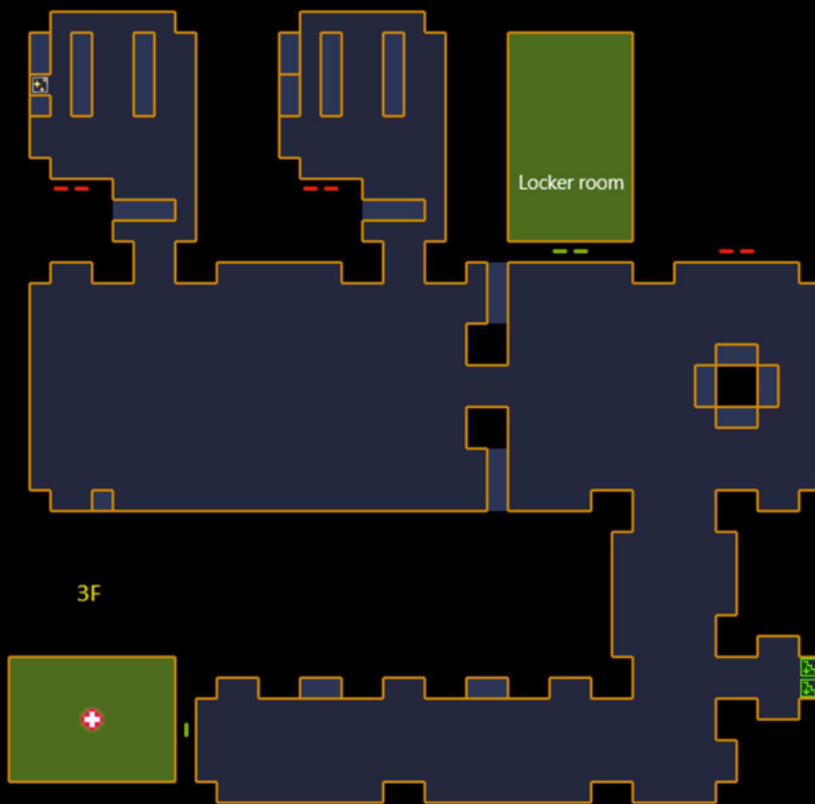
\*requires Ulala in your party

## 5. Gold gym

Enter the gym to advance the plot. It is a very short dungeon and you can leave whenever you want.

Enemy	Joy	Eager	Item
Star 12 Kinnara	Advise, Persuade?	Interview	Devil Capote Maragi Card
Death 13 Ixtab	N/A	Persuade?	Silver Manisha Gry Card
Tower 13 Ochre Jelly	Advise	Investigation	Chewing Soul Damascus Steel
Hermit 13 Nekomata	Persuade	Wire Tapping is a Crime	Rattle Drink
Judgement 14 Angel	Persuade	Wire Tapping is a Crime	Dia Card
Chariot 15 Minotaur	Persuade?	Interview	Rattle Drink Tarukaja Card
Magician 16 Tengu	Persuade	Wire Tapping is a Crime	Antidote Gry Card
Strength 17 Kiyohime	N/A	N/A	Antidote Marin Karin Card
2F and 3F			
Devil 16 Wraith	N/A	Investigation	Ohnusa Magnara Card
Hanged Man 17 Shax	N/A	Wire Tapping	Zio Card Zionga Card
Magician 22 Faust	Persuade	Investigation	Energy Drink Frei Card

Go north to the men's locker room to pick up the material card Rainbow Light. Go to the women's locker room for 1 Clean Salt.



**Go up to the second floor equipment room and talk to the staff member.** There's a healing fountain on the third floor. You can skip the men's locker room, in the ladies' room there's a box with 5 free cards. **You can enter another women's locker room to pick up the key from the staff member. You can now enter the gym where Ulala is waiting on the first floor.**

If you want to prepare a bit more you can buy the Fish Fin (Gatten Sushi) to increase the Dex of whoever is going to be the final caster for your fusion spells, probably Maya. Get Big Peace Burger (Peace Diner) to increase the speed of Katsuya and Baofu. Get the light dragon spell from the Sumaru Genie to maximise xp gain from the boss fight. Ulala uses wind spells, Tengu, Fjalar and Arianrhod can all learn Wall of Air. Start the fight by casting it, then spam Stone Rise (water + fire + earth) or Boulder Smash (Earth + Earth) with Maya as the magna user to take advantage of her stats. Recommended level 15-20, max 22 (to make rare demons easier to find with Estoma)!

When you enter the room Ulala will call for you, unless you want to take some damage choose the first option.

Joker Ulala	Level 20	HP 940		
St 19	Vi 21	Dx 15	Ag 23	Lu 13
Nulls:	Resist: Light, Dark, Mind, Nerve, Wind	Repel:	Drain:	Weak: Earth
Skills: Magaru, Magarula, Pulinpa(panic), Mirage(illusion), Gigantic Fist, Old Maid				
Exp 2000, 8000 yen.				

Recommended personas: Fjalar (Maya) with Magna Card, Kinich Kakmo (Katsuya), Shax (Baofu) with Aqua Card. These personas resist mind and strike, you don't need to worry about wind since Fjalar can cast Wall of Air. A couple of Stone Rises should be enough to take her down. If you wish to be more cautious: Give Baofu's Shax a Magna Card and use Boulder Smash with Maya while Katsuya is on healing duty with Kinnara.

**If you want to unlock Maya Prime you need to choose the second dialogue option after the fight.**

If you did not show compassion to Ulala then you will lose access to contacts combining Maya and Ulala: Radiant Women Unite, Women Wanting to Marry, Persuade Special, Advise Special. You can perform Persuade Special and Advise Special with Nanjo, Elly or Tatsuya substituting Ulala later in the game but will be unable to form a pact with Kiyohime and ask her for help in the next dungeon. I don't recommend doing this on a first playthrough. You will recover the group contacts between Maya and Ulala after dungeon 7.

### Air Raid shelter 1

Ulala returns to your party and you can side quest some more before Club Zodiac.

In Hirasaka ward talk to the Pathetic Loser on the map to pick up the Teke Teke side quest. I recommend that Maya is level 23 or lower. Spread the rumor at Kusunoha and go into Kasu High, you'll find the rumor demon spawning on the third floor. Use Estoma to prevent all other enemies except the boss from spawning, Teke Teke is level 24. If you still have Tengu, Arianrhod or Fjalar then cast Wall of Air at the start of the battle. Teke Teke only has 192 HP but resists all damage types, just form whatever fusion spell you can and it'll go down quickly. Return Teke Teke's name tag to the quest giver to get a Soma.

Teke Teke	Level 24	HP 192		
St 20	Vi 17	Dx 20	Ag 20	Lu 18
Nulls: light, dark, mind, nerve	Resist: physical, magic	Repel:	Drain:	Weak:
Skills: Magarula, Devil's Smile(fury), Poison Claw(poison)				

Exp 576, 2500 yen, Teke Teke's nametag.

You can also explore the first area of the shelter down in the basement. You cannot use the minimap until you've found the map in a treasure chest. Start by walking straight west to read Sachiko's first letter. Go back east and take the path north at the crossing with the trap floors. Take the first path east and walk until you hit the wall, you'll find the map tucked away in this corner. The door to the north leads to Area 2 and won't open until you advance the plot. You can obtain rumors about Jack Frost's special skill Atomic Bufula here. There are four versions of the rumor: the base spell, the weak version, the strong version and the fusion spell.

Enemy	Joy	Eager	Item
Lovers 11 Robin Goodfellow	Advise Special	Interview	Medicine Poisma Card
World 11 Cockatrice	Advise?	Interview	Balzac Card
Temperance 12 Moh Shuvuu	Costing a Fortune!?	Investigation	Antidote Zan Card
Star 12 Kinnara	Persuade?	Interview	Devil Capote Maragi Card
Death 13 Ixtab	Costing a Fortune!?	Persuade?	Silver Manisha Gry Card
Tower 13 Ochre Jelly	Advise	Investigation	Chewing Soul Damascus Steel
Judgement 14 Angel	Persuade	Wire Tapping is a Crime	Dia Card
Chariot 15 Minotaur	Persuade?	Interview	Rattle Drink Tarukaja Card
Magician 16 Tengu	Persuade	Wire Tapping is a Crime	Antidote Gry Card

*Assuming you've reached level 23 you can now spend some time on min-maxing your stats. Use free cards to summon Mars of the Justice arcana and Marduk of the Emperor arcana. Put Dia cards on both of them, you can buy them from the Time Count, go to the first floor of Kasu High and have Baofu wield Marduk and Katsuya use Mars, make them spam Dia until they run out of SP, set the other party members to guard, set the battle setting to normal rather than single and they will auto-battle. Once they've reached rank 8 return them for a Strength Source and Agility Source. Use the Strength Source on Ulala and the Agility Source on Katsuya. If you have the patience and cards then summon Marduk two more times to get an Agility Source for Baofu and Maya as well. Or if you've gotten lucky and mutated Fukurokuju from Pairika, Phaleg, Jack Frost, Shax or Fjalar then return that persona for a Luck Source that you can give to Maya instead. If you keep a close eye on your xp and your party members are de-synched in terms of when they level up then they can share a stat source that you equip on them as they're about to level up. But you will miss out on the stat gains from bosses that way, since they often award enough xp to make all party members level up. Assuming you do this straight away at level 23 and end the game at level 80 then you will have gained over 50 extra stat points for all your characters.*





I also recommend that you equip personas of the “wrong type” for your party members when they’re about to level up. Give Katsuya an agility or dexterity boosting persona to raise his dump stats. Give Elly vitality raising personas. Agility raising personas for Baofu and Nanjo. Maya and Tatsuya’s stats should be more optimal since you had direct control over them. Maya can get stats in everything except strength. A Tatsuya imported from IS is probably close to level 70 with most of his stats almost maxed if you dumped all your incenses into him before importing the data so it doesn’t really matter how you raise his stats. A default Tatsuya has balanced stats and starts with 50 in almost every stat, raise his Dex.

New Dialogue:

<i>Rengedai</i>	<i>Hirasaka</i>	<i>Aoba</i>	<i>Yumezaki</i>
<i>Map: everyone</i>	<i>Map: everyone, 1 rumor</i>	<i>Map: everyone</i>	<i>Map: everyone</i>
<i>Gatten Sushi: Ulala, Baofu, Count Sushi</i>	<i>Shiraishi: party + washout student</i>	<i>Kismet lobby: party</i>	<i>Peace Diner: party + shopkeeper</i>
<i>Time Castle: Ulala</i>	<i>Kasu High: party in basement</i>	<i>Kusunoha: party</i>	<i>Tony’s: party</i>
<i>Kaori: party + shopkeeper</i>		<i>Double Slash: party</i>	<i>Satomi Tadashi: party</i>
<i>Satomi Tadashi: Ulala</i>	<i>Kounan</i>	<i>Parabellum: party</i>	
<i>Alaya: party</i>	<i>Map: everyone</i>	<i>Etheria: party</i>	
<i>Velvet Room: everyone except Igor</i>	<i>Sumaru Genie: Ulala</i>	<i>Rosa Candida: party</i>	
		<i>Satomi Tadashi: party</i>	

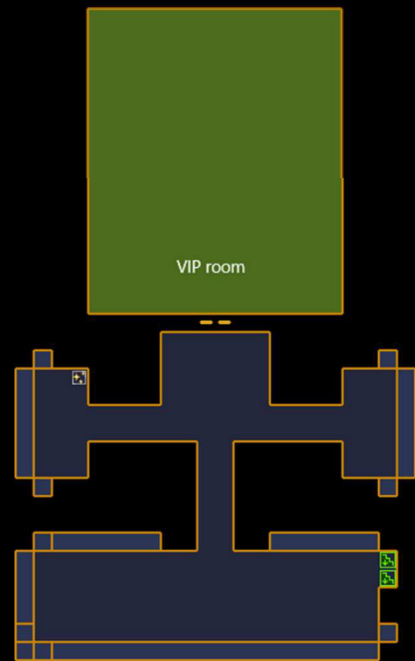
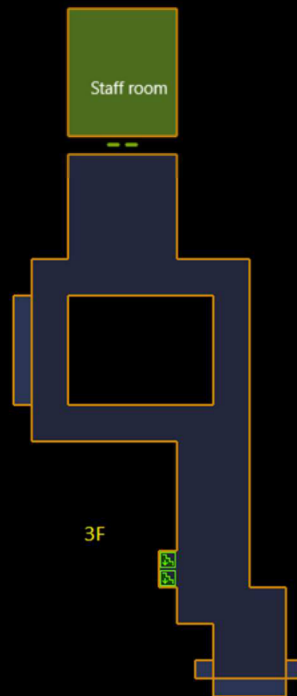
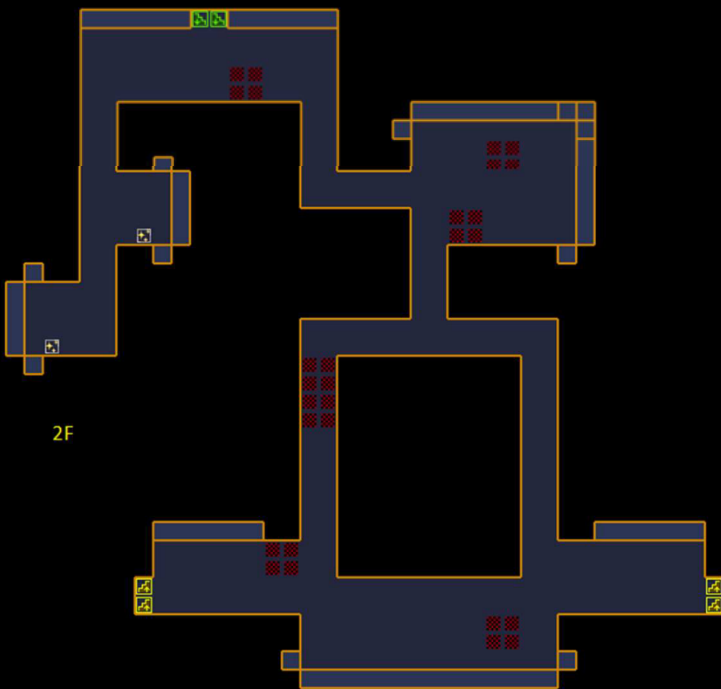
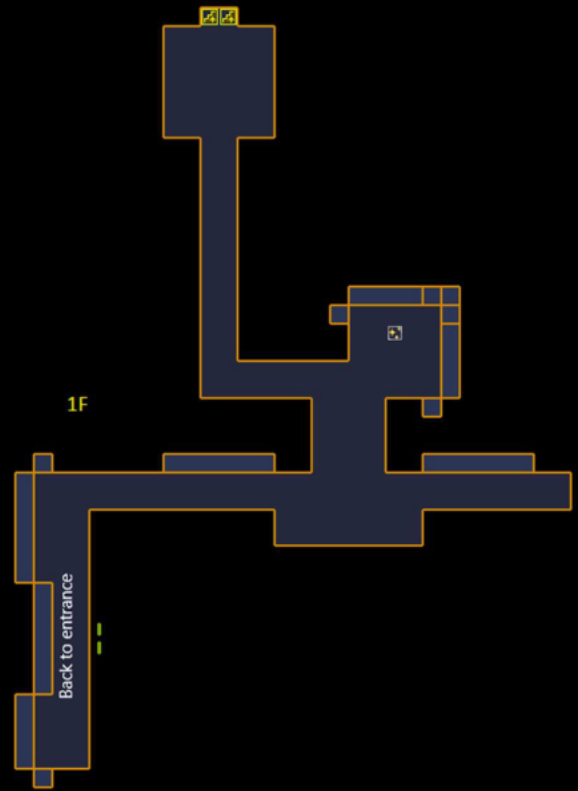
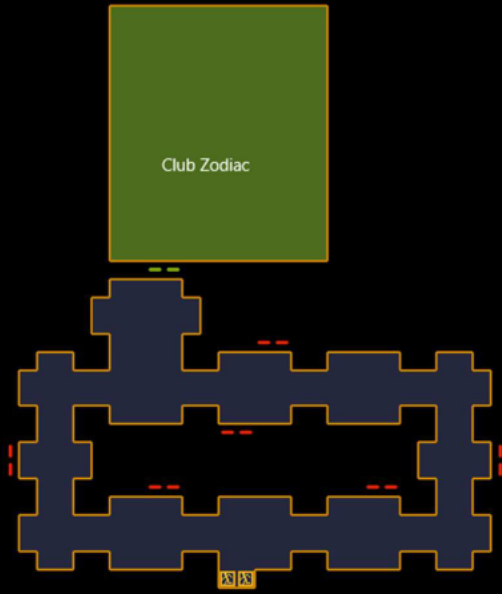
## Lone Shadow 1

Enter the Velvet Room after clearing Gold and Igor will invite you to play episode 1 of Tatsuya’s Scenario, see the map for the real club Zodiac as opposed to the maze version. You have to pick Nanjo’s route to unlock episode 2-3. Bring at least 10 Chewing Souls, 5 Antidotes and 2 Beads before you start the scenario. Tatsuya’s scenario is a visual novel with some combat segments. After a bunch of dialogue you will enter a boss fight against two Byakhees. Spam Gigantic Fist and heal with Beads if you get below 200 HP.

2x Byakhee	Level 42	HP 336		
St 36	Vi 35	Dx 36	Ag 29	Lu 31
Nulls: Light, Dark, Mind, Nerve	Resist: Physical, Magic	Repel:	Drain:	Weak:
Skills: Photon Cannon, Life Drain				

Exp 2000, 2940 yen.

After the fight you can explore Zodiac freely. There will be random encounters, Tatsuya only has access to Apollo so he cannot cast Estoma or any support spells. Tatsuya’s only contact is If Looks Could Kill... so don’t bother negotiating. Basically all of them respond with anger.



Demons spawning:

Demons spawning	Weakness	Contact response
Strength 29 Culebre	Strike	Anger
Death 30 Hunhau	None	Anger+Eager
Star 30 Picollus	Fire	Anger
World 31 Demeter	None	Anger+Eager
Hanged Man 32 Zaebos	Light	Anger
Fortune 33 Wanyudo	Light	Eager
Moon 33 Lilim	Light	Anger
Magician 34 Agrippa	Sword, Strike	Anger

You can find 2 Ohnusa in a box to the southeast. If you walk all the way south there's a door that takes you back to the dance floor if you want to talk to more NPCs. Go up to the second floor, start by heading west to pick up 2 Chewing Souls and 10 Beads. Take the eastern path all the way south and start with the western staircase up to the third floor. Go into the staff room for a boss fight against Shub-Niggurath and get the key.

Shib-Niggurath	Level 64	HP 1000		
St 52	Vi 54	Dx 49	Ag 47	Lu 30
Nulls:	Resist:	Repel: Magic, Light, Dark, Nerve, Mind	Drain:	Weak: Physical
Skills: Tentacle(havoc dmg+shock), Turbid Mist(poison), Chaos Element(dark), Possession				

Exp 5000, 4480 yen.

It reflects magic but is weak to physical, Gigantic Fist all the way. Go back down and take the eastern staircase up. Open the chest in the west wing for 10 Rattle Drinks. Enter the VIP room for a scene and a boss fight.

Drunk Tatsuya Sudou	Level 65	HP 1800		
St 50	Vi 60	Dx 60	Ag 40	Lu 50
Nulls: dark, mind, nerve	Resist: sword	Repel:	Drain: fire	Weak:
Skills: Joker(almighty dmg), Venom Needle EX, Megido, Nova Kaiser, Pulinpa				

Exp 7000, 8000 yen.

Apollo nullifies mind damage and nuclear, so Pulinpa and Nova Kaiser do nothing to him. Use Antidotes if you get poisoned and Beads if your health drops below 200. Use Nova Kaiser if you've unlocked it, never use fire. Gigantic Fist and Freila will do neutral damage if you don't have Nova Kaiser yet. After the boss fight you will have a visual novel segment and return to the main story.

## 6. Zodiac

Enter the club for a cutscene then speak to the Young Girl in red to pick up a rumor. **Leave the dungeon and spread it at the detective agency to unlock the real dungeon.** If you don't spread the rumor you will have a very short dungeon with almost no treasure. Without the rumor you will see the same dungeon layout as in Tatsuya's scenario (see real Zodiac map) but all the treasure boxes will be empty (Tatsuya already looted them) except one box on the second floor where you will fight Faust for an Illuzone card. Once you enter the dungeon you may no longer spread the maze rumor. You have to leave immediately and head to the detective agency if you want the extended dungeon, see maze Zodiac map.

If you make pacts with the demons down here you can obtain the rumor about Jack Frost's special skill. You can get a dungeon specific rumor here from Jack Frost. I recommend that you contract a different demon first, obtain all the Jack Frost rumors and spread the one of your choice before contracting Jack himself, these special rumors seem to drop easier, even on the first contact, if you've exhausted all other rumors available. Make a pact with Jack Frost and ask for info and he will tell you about Kiyohime's cleanliness. Then form a contract with Kyohime and ask her to clean the floors and all the damage floors will be removed and you can explore freely. There is no Liftoma/Core Shield in this game but if your stats are high enough you can just tank the hits of damage floors if you don't want to get the dungeon rumor.

With Ulala back in your party you now have the group contacts Radiant Women Unite, Women wanting to marry, Investigation (Scam) and Flamenco de la Pasión (Ulala + Katsuya) if you hit both flags. If you did not forgive Ulala then she cannot perform any combos with Maya.

Enemy	Joy	Eager	Item
Magician 16 Tengu	Persuade	Wire Tapping is a Crime	Antidote Gry Card
Devil 16 Wraith	Costing a Fortune?!	Flamenco de la Pasión	Ohnusa Magnara Card
Strength 17 Kiyohime	Persuade Special	Fortune Telling	Antidote Marin Karin Card
Hanged Man 17 Shax	Persuade Special	Wire Tapping	Zio Card Zionga Card
Lovers 18 Jack Frost	Flamenco de la Pasión	Interview	Bufu Card
Human 18 Fang Leng	Can't contact	Can't contact	Miracle Soda
Temperance 19 Fjalar	Fortune Telling	Investigation	Revival Bead Balm of Life
Zombie 19 Zombie DJ	Can't contact	Can't contact	Revival Bead
Human 20 Ryuman	Can't contact	Can't contact	Medical powder
Magician 22 Faust	Persuade	Investigation	Energy Drink Frei Card

Start with the central staircase 1. Go up and pick up the Magical Guard from the box, head back down and take the western staircase 2. Go south to grab 2 Ohnusa, continue east to pick up the only Frei card in the whole game, you have to register it if you want to complete your collection at the time castle. Otherwise you need Police Gloves and a lot time spent reloading battles against Faust hoping that he'll drop one. Take the western staircase 3 up to the third floor, turn west to pick up a Sukukaja card. Go back down and take the eastern staircase 4. Go north and pick up a Battle Master magazine from the chest. Turn east and then north to enter the staff room to catch up with your teammates. Continue north and take stairs 5 down to the second floor. To the south there's a gun for Katsuya and to the west there's a media card. Avoid the trap floors and head south-west to get to stairs 6, go up the third floor **and approach the secret casino. Input any password attempt or bypass the next section by typing panther.** Return to the second floor and go up with stairs 5 again **to enter the staff room** for a scene that will give you the password. You can optionally head back down with stairs 5 and take stairs 7 down to the first floor and leave the dungeon to apply the light dragon blessing and food effects to your party members. **The fastest way back up is stairs 7 followed by stairs 6.**



I recommend you bring a Wall of Water user, Matsuo-sama is obtainable through mutation pretty early but if you're level 19 or higher you can summon Kabandha instead. Although Kabandha can't learn Dekaja so you'll just have to let Noriko buff herself. She is weak to fire so strong fire users like Pyro Jack can be used to cast Mega Blaze (fire+earth+maragion). Give Iris to Ulala(Magnara), Pyro Jack to Maya (Maragion), Kinich Kakmo to Katsuya (Fire Breath). Baofu can handle utility and cast Wall of Water and cure status ailments. Press circle every time she casts Old Maid and set the whole party to defend or spend the turn on utility tasks with items. Recommended level: 20-25. Max level 28.

Joker Noriko	Level 26	HP 1220		
St 22	Vi 18	Dx 25	Ag 29	Lu 21
Nulls:	Resist: Dark, Light, Nerve, Mind, Water	Repel:	Drain:	Weak: Fire
Skills: Malaques, Marin Karin(charm), Tarukaja, Rakukaja, Absolute Zero, Old Maid				
Use Energy Drinks to cure charm				

2x Ryuman	Level 20	HP 480		
St 18	Vi 16	Dx 12	Ag 18	Lu 15
Nulls: Light	Resist: Dark, Mind, Nerve	Repel:	Drain:	Weak:
Skills: Single Shot, Repeater				
Exp 2532, 7800 yen				

Your next stop is Aoba Park, the only dungeon you actually visit twice.

## Air Raid shelter 2

New dialogue

<i>Rengedai</i>	<i>Hirasaka</i>	<i>Yumezaki</i>
<i>Time Castle: everyone</i>	<i>Tominaga: everyone</i>	<i>Tony's: party + shopkeeper</i>
<i>Kaori: party + shopkeeper</i>	<i>Toua Defense: everyone</i>	<i>Satomi Tadashi: party</i>
<i>Satomi Tadashi: everyone except the shopkeeper</i>	<i>Kasu High: everyone except Ulala in basement, everyone on roof</i>	
<i>Velvet Room: everyone except Igor</i>	<i>Sumaru prison: everyone</i>	<i>Peace Diner: 1 rumor</i>
	<i>Satomi Tadashi: everyone</i>	
	<i>Gatten Sushi: 1 rumor</i>	

<i>Aoba</i>	<i>Kounan</i>
<i>Kismet: everyone in lobby, everyone in ed.dept, mizuno in her office</i>	<i>Sumaru Genie: everyone except the cowardly man</i>
<i>Kusunoha: everyone</i>	<i>Kounan PD: everyone except Baofu</i>
<i>Double Slash: everyone</i>	<i>Hiiragi: Ulala, Reiko, Maki</i>
<i>Parabellum: everyone</i>	<i>Jolly Roger: 1 rumor</i>
<i>Etheria: everyone</i>	
<i>Rosa Candida: everyone</i>	
<i>Satomi Tadashi: everyone</i>	

Another sweepstakes magazine is now available, you can get the rumors about Fantasy World from Toro, Chikarin and the Master. A new search quest is available.

Name	Location	Reward
Yuuichi Suzuki	Gatten Sushi	20k



A new part of the air raid shelter has now unlocked. Go to area 1 and head to the doors for area 2. Go west until the path turns south, ignore the hidden path to the west for now. Walk south until the path ends and then continue west into the hidden path, you'll find the map in this room. You can find Sachiko's second letter to the northwest. There's a door to area 3 to the northeast but it is still locked.

Enemy	Joy	Eager	Item
Judgement 14 Angel	Persuade	Wire Tapping is a Crime	Dia Card
Chariot 15 Minotaur	Persuade?	Interview	Rattle Drink Tarukaja Card
Magician 16 Tengu	Persuade	Wire Tapping is a Crime	Antidote Gry Card
Devil 16 Wraith	Costing a Fortune?!	Flamenco de la Pasión	Ohnusa Magnara Card
Strength 17 Kiyohime	Persuade Special	Fortune Telling	Antidote Marin Karin Card
Hanged Man 17 Shax	Persuade Special	Wire Tapping	Zio Card Zionga Card
Lovers 18 Jack Frost	Flamenco de la Pasión	Interview	Bufu Card
Temperance 19 Fjalar	Fortune Telling	Investigation	Revival Bead Balm of Life
Magician 22 Faust	Persuade	Investigation	Energy Drink Frei Card

You can also obtain a rumor about a shortcut to area 2 from demons with the Boyish tone, Robin Goodfellow, in area 1. The rumor is more likely to drop if you've already obtained all the Jack Frost rumors. The rare demon Sakya will spawn in Area 2. If you're below level 29 but higher than 22 you

can use Estoma to prevent all other demons except Sakya from spawning. You will still need to run back and forth a fair bit until he spawns. He is a tough opponent. You need a Mediarama user. If you made the right choice at Gold you can mutate Maia into Maia Prime, if you're level 22 then you can summon Tensen Nyannyan of the Priestess arcana. Any personas that resist electricity will help. Longma of the Strength arcana could perform Heavy Rain with Maia Prime. If you kept Odysseus and increased his stats with mutation then he's actually one of the few personas that nullify electricity. If you've gotten lucky with mutations then Shou Shen is an excellent choice. It has the powerful healing spell Shouchikubai, resists all magic and can cast Maragion. Culebre also has good resistances. Sakya will drop his material card, allowing you to summon him once in the Velvet Room.

Sakya	Level 29	HP 500		
St 21	Vi 22	Dx 32	Ag 24	Lu 28
Nulls: Light, Dark, Mind, Nerve	Resist: Magic, Physical	Repel:	Drain:	Weak:
Skills: Vile Thunderbolt, Nirvana (light), Hypnotic Waves				
Exp 280, 2030 yen				

## 7. Aoba Park, first visit

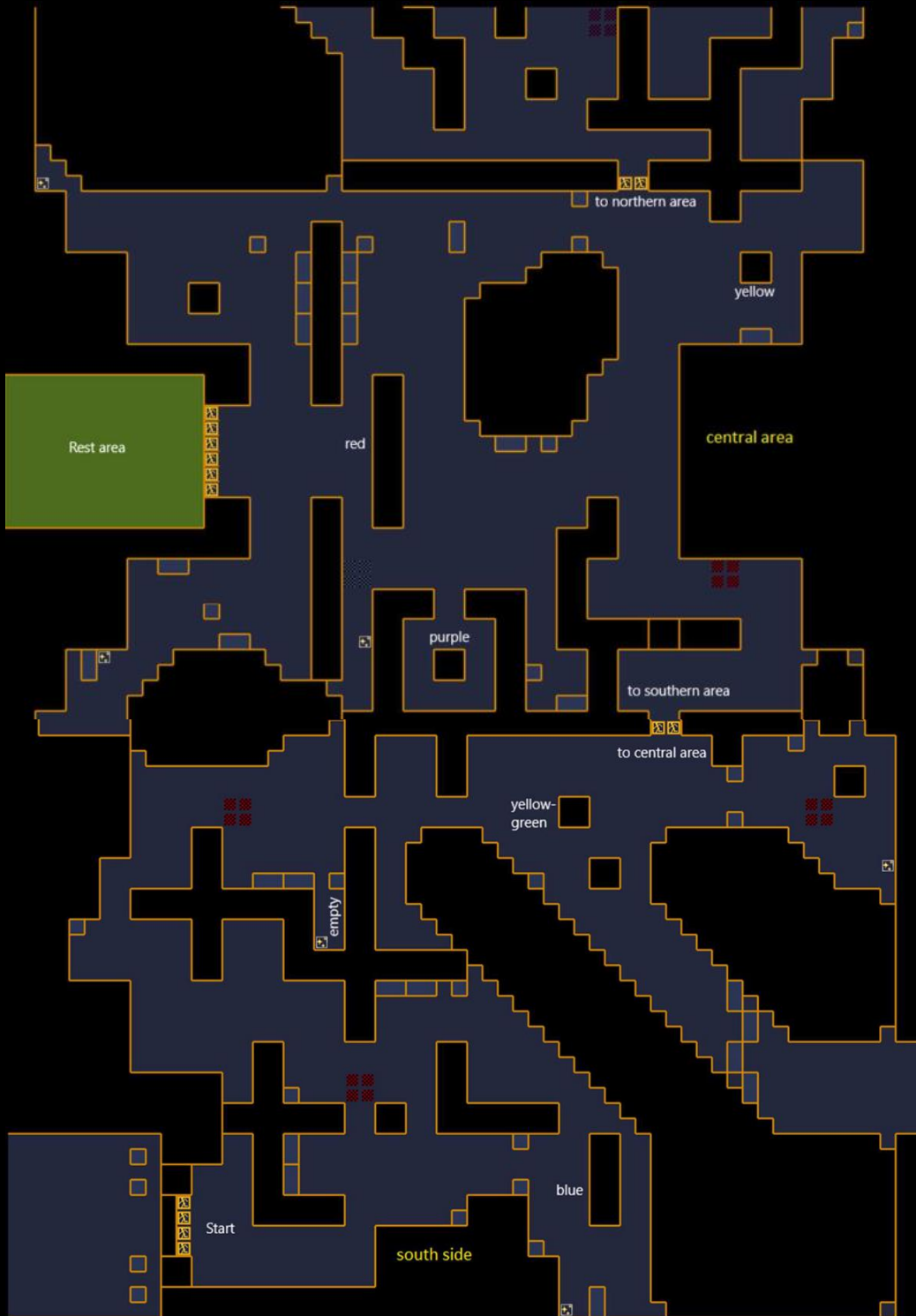
Talk to the old man near Aoba park to pick up the rumor about the talking flowers. Spread the rumor to unlock the side quest.

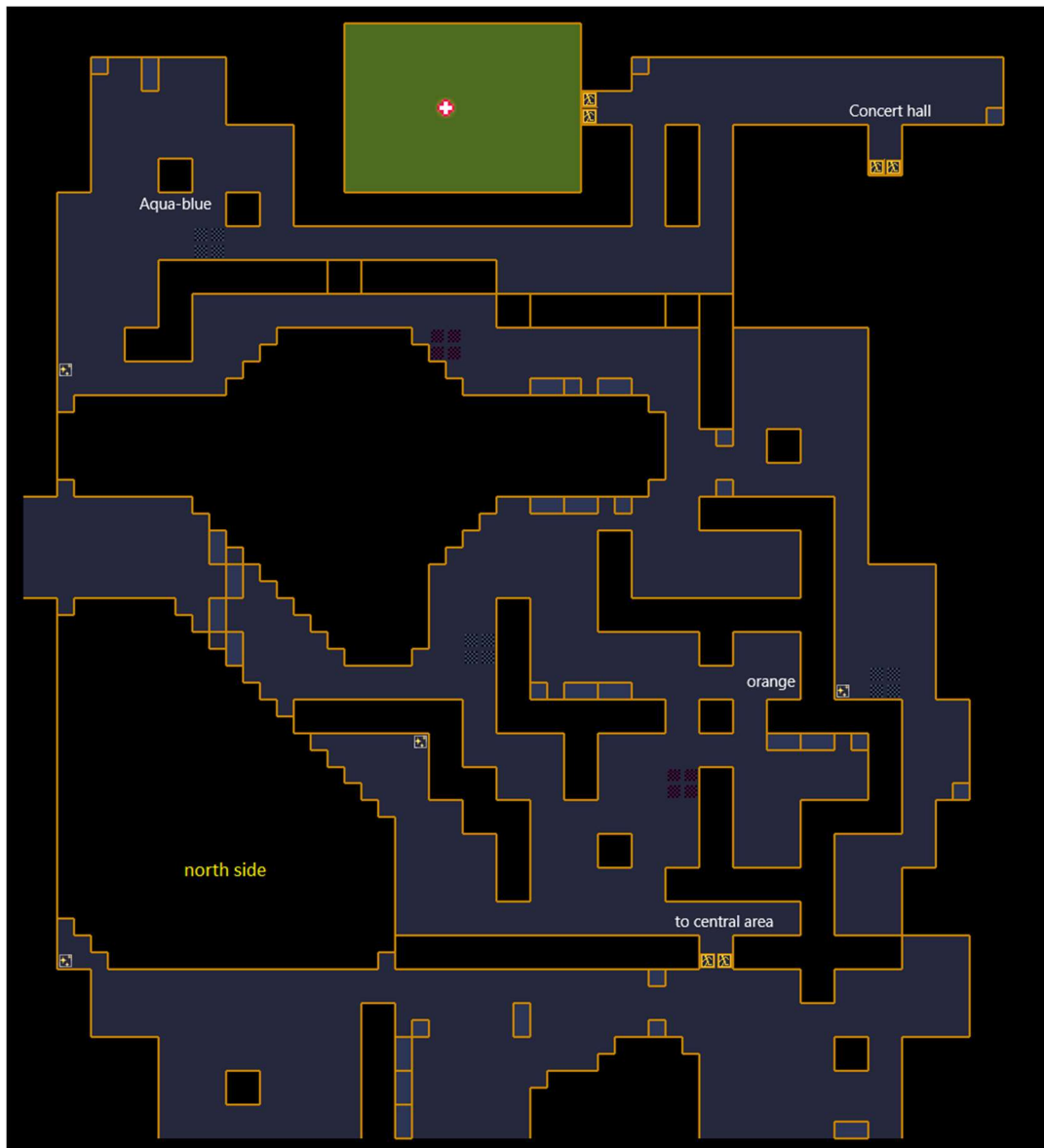
Enemy	Joy	Eager	Item
Lovers 18 Jack Frost	Flamenco de la Pasión	Interview	Bufu Card
Temperance 19 Fjalar	Fortune Telling	Investigation	Revival Bead Balm of Life
Moon 20 Pairika	Costing a Fortune?!	Flamenco de la Pasión	Medicine Garula Card
Judgement 21 Archangel	Persuade	Fortune Telling	Clean salt
Magician 22 Faust	Persuade	Investigation	Energy Drink Frei Card
Death 22 Hel	Costing a Fortune?!	Investigation	Magna Card Magnara Card
Star 23 Gandharva	Fortune Telling	Wire Tapping is a Crime	Silver Manisha Agilao Card

Start by heading east, picking up a White Bandana from a box. Speak to the Blue Flower here. Zig-zag north-west until the path turns east. Ignore the item box past the damage floor, it's empty. Speak to the Yellow-Green Flower near the gate. Go east to find a treasure chest containing Miracle Soda.

**Walk through the gate into the central part of the park.** Go north and speak with the Yellow Flower. Go ahead and pass through the gate to the north side. Our final destinations, the Purple Flower and the rest area are in the western part of the central area. Once you're in the north side go west to pick up a Muscle Drink. Go back to the gate and head straight north to find the Orange Flower. Navigate around the hedges to get further north and take the path east at the crossing, go south to pick up a Dx Incense. Go back north and go west. Here you'll find a treasure chest containing angels to fight and it awards you a Balzac Card. Continue north and speak with the Aqua-Blue Flower. If you walk past the SP trap east, you'll find Trish's fountain here next to the concert hall entrance. Go back down to the crossing and take the path southeast.







You can now return to the central area of the park. Head straight west to pick up a Vi Incense. Walk south, careful not to enter the rest area, and pick up St Incense. Go to the middle of this area and walk over the SP trap to reach a treasure chest with a Mechanical Hat. You'll keep this piece of equipment for the rest of the game. It nullifies critical hits. Equip it on Maia for now. Go and talk to the Red Flower near the trap. Now that you've spoken to all the flowers and picked up all the clues you can talk to the Purple Flower to the east of the SP trap. Save your game before you talk to it if you want to solve it yourself. The correct answer is Red. You'll receive an Akashic Ring as a reward, a rare item needed to craft legendary weapons. The rare demon Nezha can spawn in this park, if you manage to defeat it you'll get a material card. But you'll come back to the park later when you're higher level and can challenge it then. Nezha hits very hard but is weak to lightning. If you want to challenge it now then summon Arianrhod (Ulala), Sakya (Katsuya), Gullinbursti (Maya), Shax (Baofu). Cast double thunder blasts and switch to a mediarama user like Maia Prime or Tensen Nyannyan if your health is getting too low.

Nezha	Level 38	HP 800		
St 40	Vi 30	Dx 27	Ag 39	Lu 25
Nulls: Light, Dark, Mind, Nerve	Resist: Magic, Physical	Repel:	Drain:	Weak: Lightning
Skills: Tarukaja, Sonic Punch, Tackle				

Exp 481, 2660 yen

**Enter the rest area for a scene with your informant.** He will give you information about your next party member.

*New Dialogue*

<i>Aoba</i>	<i>Kounan</i>
<i>Kismet lobby: party</i>	<i>Kounan PD: Rookie Policeman</i>
<i>Double Slash: party</i>	<i>Velvet Room: party</i>
<i>Parabellum: party</i>	
<i>Etheria: party</i>	
<i>Rosa Candida: party</i>	
<i>Satomi Tadashi: party</i>	

### Route selection, exploring Narumi

**Next up is Kuzunoha's detective agency to pick a route.** If you support Ulala's idea at Parabellum then you'll pay 3000 yen for the rumor, if you doubt her then she'll give you the money for the rumor herself. After spreading the rumor about your fifth party member you can walk around the wards and talk to the NPCs on the map about the rumor. Rosa Candida has new armor in stock and Parabellum has new weapons.

**Go to parabellum for a cutscene.** Pick any option, it doesn't matter. The second question doesn't have any effect either.

You now have access to the sixth ward, Narumi. You can meet another rumor-monger at Ebony and gain a rumor about Clair De Lune, Padparacha and the Map-collector. Spread the rumor about the Map-Collector and accept his quest to map the TV Station/Lab. If you're on Nanjo's route then the adventurer on the Narumi map will give you a rumor about the Tsuchinoko spawning in the sewers. Toku-san at Shiraishi has a new rumor now. This is a random effect rumor, you need to save before you spread it to get the optimal outcome. The Shiraishi lady will either have new dialogue or sell a better food item. Toku-san will also give you a rumor about Clair de Lune. Go to Double Slash and use the computer to get a random effect rumor about Rosa Candida, the saleswoman will either be replaced by her sister or she will sell very powerful armor. If you have already unlocked Nekomata then she will give you a new rumor about Trish. It is a random effect rumor, she will either raise her prices and add new ice creams to her menu or lower her prices. The master will also give you a rumor about the Sumaru Genie, unlocking affinity readings. I suggest you do the reading and memorize which Satomi Sister you now have affinity with and do all your future shopping there.

**Nanjo's route: Talk to Baofu at Shiraishi to unlock a group contact.**

The Ma'am has 2 new quests for you.

Name	Location	Reward
Yayoi Kimura	Padparacha	20k
Humphrey	Parabellum	20k

After completing this search quest go and talk to Humphrey again, he will give you a random effect rumor about Parabellum, the owner will either increase his prices and sell you two new cocktails or he will sell you a very powerful gun.

You can enter Mizuno's office at Kismet, she'll ask you a question. To get the ancestor persona you have to answer "No, what are you talking about".

New dialogue:

<i>Rengedai</i>	<i>Hirasaka</i>	<i>Yumezaki</i>
<i>Map: everyone</i>	<i>Map: everyone</i>	<i>Map: everyone</i>
<i>Alaya: party</i>	<i>Shiraishi: everyone except bodyguard, 2 rumors, Nanjo!</i>	<i>Bikini Line: party</i>
<i>Time Castle: party</i>	<i>Tominaga: party</i>	<i>Mu Continent: party</i>
<i>Kaori: party + shopkeeper</i>	<i>Toua Defense: party + positive woman</i>	<i>Satomi Tadashi: party</i>
<i>Satomi Tadashi: party + man</i>	<i>Satomi Tadashi: party</i>	<i>Peace Diner: Baofu, Nanjo/Elly, shopkeeper, Chikarin</i>
<i>Gatten Sushi: everyone</i>	<i>Sumaru prison: everyone</i>	
<i>Velvet Room: everyone except Igor</i>	<i>Kasu High: party + male student in basement, everyone on roof</i>	

<i>Aoba</i>	<i>Kounan</i>	<i>Narumi</i>
<i>Map: everyone</i>	<i>Map: everyone</i>	<i>Map: businessman, adventurer (Nanjo)</i>
<i>Kismet lobby: party, mizuno in her office (say no!)</i>	<i>Kounan PD: party</i>	<i>Ebony: everyone, 3 rumors</i>
<i>Kusunoha: everyone, 1 rumor</i>	<i>Lunar palace: Ulala, Elly/Nanjo</i>	<i>Padparacha: everyone</i>
<i>Double Slash: party, 1 rumor</i>	<i>Jolly Roger: everyone, 1 rumors</i>	<i>Clair de Lune: everyone</i>
<i>Parabellum: party, 1 rumor</i>	<i>Hiiragi: party + shopkeeper</i>	
<i>Rosa Candida: party</i>	<i>Sumaru Genie: party + cowardly man</i>	
<i>Satomi Tadashi: party</i>	<i>Satomi Tadashi: Ulala, Katsuya, Nanjo/Elly</i>	

## 8. Route specific dungeon

### Elly: Sumaru TV

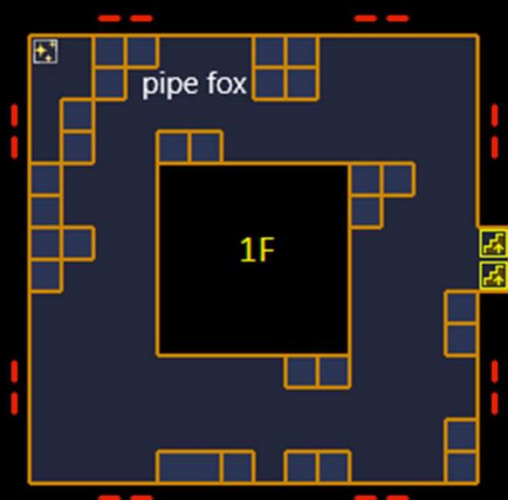
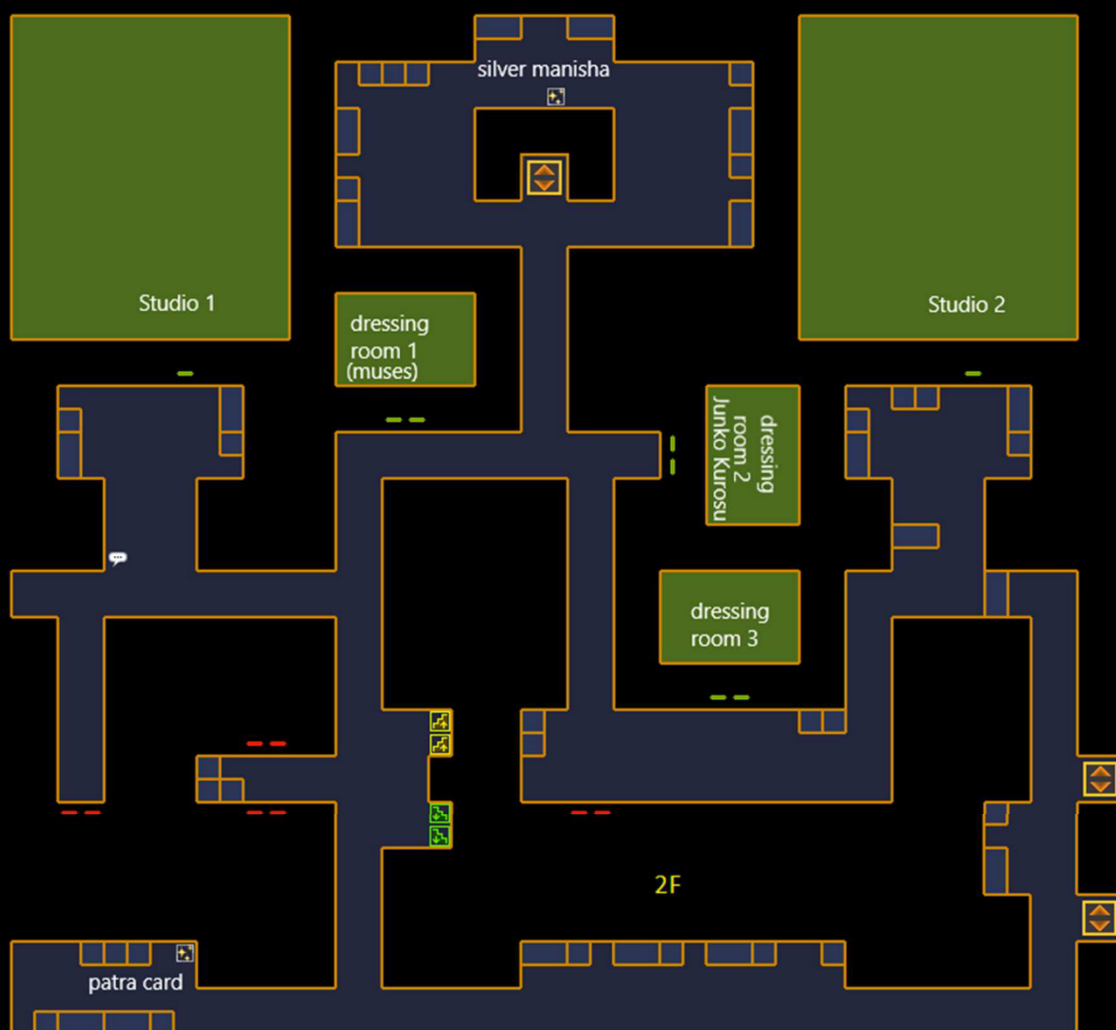
Talk to the frightened security guard to get a rumor about a rare demon, leave the tv station and spread it. Reiko Kashima is level 32, if you're between 24-31 you can Estoma away all enemies and wait for her to spawn before you enter the trap. Take the lift up to the dungeon proper, 2F. Head west to pick up a Patra Card. Go north past the stairs. You can go down to the first floor but you cannot access the treasure chest until you advance the plot. You may not go up to the third floor until you've found Chizuru's room and triggered the trap. Go all the way north behind the elevator

to pick up a Silver Manisha. You can enter dressing room 1 and 2 to meet some familiar faces, I recommend you wait until you've found Reiko before you enter dressing room 3 and advance the plot. Otherwise you'll have to come back after you've cleared the dungeon and talk to the security guard then.

With Elly in your party you get access to several new contacts: Maya + Katsuya + Elly = Advise Special, Maya + Elly = Special Report, Maya + Ulala + Elly in any order = Come on Baby!, Ulala + Elly = Horoscope Reading, Ulala + Elly + Baofu = Horoscope Reading Special, Elly = Fashion Show, Elly + Maya = Working Women, Elly + Maya + Baofu = Working Women?, Elly + Ulala = Men..., Ulala + Katsuya + Elly = Dance of Passion Special, Katsuya + Elly = Investigation (Pervert Special), Katsuya + Ulala + Elly = Investigation (Scam and Pervert), Katsuya + Maya + Elly = Persuade Special, Baofu + Ulala, Baofu + Ulala + Elly, Baofu + Ulala + Maya = Ah, Alcohol is my Life!

If you were cruel to Ulala at Gold and lost the group contacts then they will return now that things have cooled down between the two.

Enemy: Real world	Joy	Eager	Item
Moon 20 Pairika	Costing a Fortune?!	Flamenco de la Pasión	Medicine Garula Card
Judgement 21 Archangel	Persuade	Fortune Telling	Clean Salt
Magician 22 Faust	Persuade Special	Investigation	Energy Drink Frei Card
Death 22 Hel	Costing a Fortune?!	Investigation	Magna Card Magnara Card
Star 23 Gandharva	Fortune Telling	Wire Tapping is a Crime	Silver Manisha Agilao Card
Tower 24 Kanaloa	Advise Special	Working Women?	Dia Card Diarama Card
Mirrored world			
World 23 Kraken	Horoscope Reading	Working Women	Tranquilizer Aques Card
Hanged Man 24 Kabandha	Dance of Passion Special	Investigation (Pervert Special)	Magic Wall Magatama Magic Mirror Card
Devil 25 Lich	Come on Baby!	Investigation (Scam and Pervert)	Pulinpa Card
Lovers 26 Pyro Jack	Horoscope Reading	Working Women	Agi Card Agilao Card
Chariot 27 Taranis	Special Report	Fashion Show	Silver Manisha Garula Card
Hermit 27 Cwn Annwn	Special Report	Interview	Chewing Soul Poisma Card
Temperance 28 Camazotz	Ahh, Alcohol is my Life!	Dance of Passion Special	Chewing Soul Miracle Egg
Return to real world			
Magician 28 Rasputin	Horoscope Reading Special	Men...	Tranquilizer Garula Card
Judgement 29 Principality	Horoscope Reading Special	Investigation (Pervert Special)	Chewing Soul Magnara Card



Reiko Kashima	Level 32	HP 256		
St 25	Vi 23	Dx 27	Ag 29	Lu 23
Nulls: Light, Dark, Mind, Nerve	Resist: Magic, Physical	Repel:	Drain:	Weak:
Skills: Zandyne, Mamudo, Cursed Name, Dark Baptism(prevents healing)				

Exp 1024, 5000 yen, Reiko's umbrella

She isn't that dangerous. Just put up Tetraja and hit her with a fusion, she doesn't have that much HP. She will stop you from healing with spells with Dark Baptism but you can still use items. Return the umbrella to the guard for an incense card set.

**Enter dressing room 3 for a scene.** Once you've entered the mirror world head down to 1F, you can now access the treasure chest you saw earlier. Give the Pipe Fox to Maya, it boosts her magic attack. The lifts back to the lobby are now closed. You can go up to the third floor to access the velvet room and Trish's fountain, talk to all your party members here.

**Start with studio 1 on 2F. Then attempt to enter studio 2. It won't work,** if you make a pact with Pyro Jack he will give you a clue. The demons here also have the rumors about Pyro Jack's special skill. **Go to dressing room 4 on the third floor for more clues.** The Ba Gua letters are mirrored. The symmetrical talismans 1, 3, 6 and 8 are unaffected. The order is studio 1, studio 5, studio 3, studio 7, studio 2, studio 6, studio 4 and studio 8. You can also go to dressing room 4 and just ask Brown what the next room is each time and enjoy his puns.

1. III = 1. III

2. III = 5. III

3. III = 3. III

4. III = 7. III

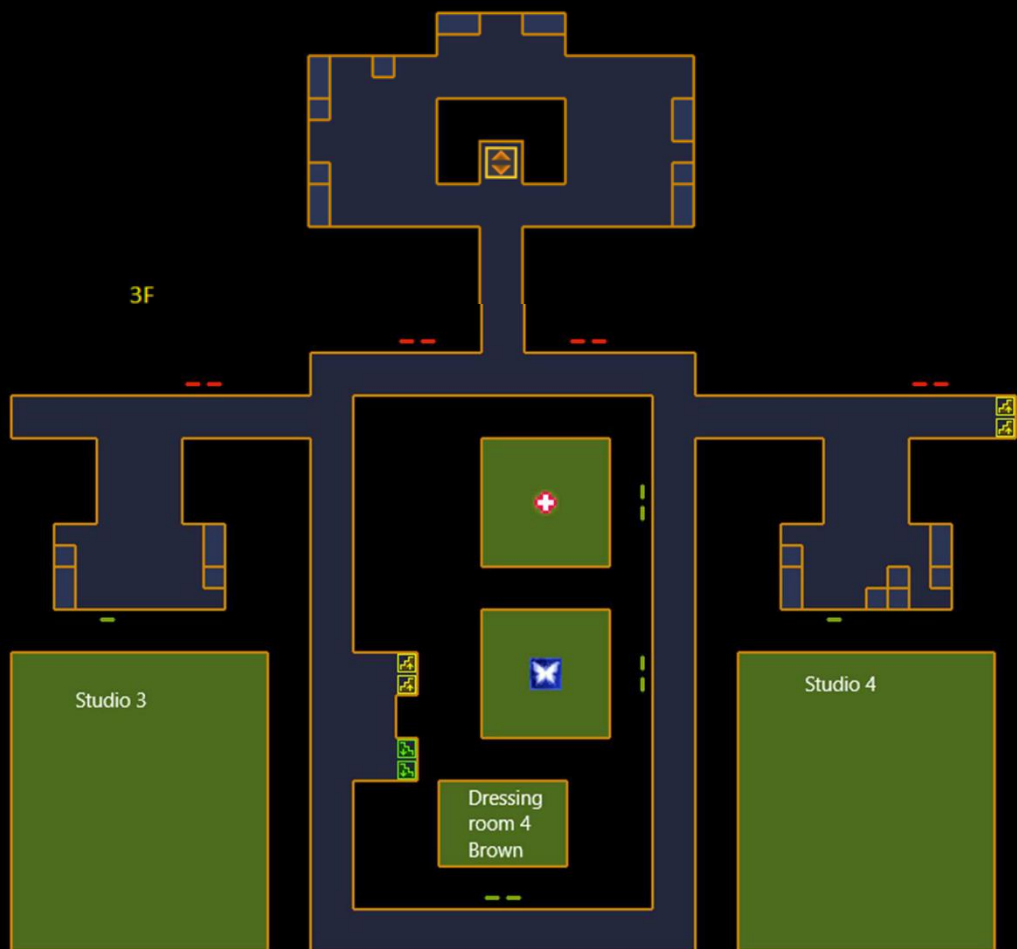
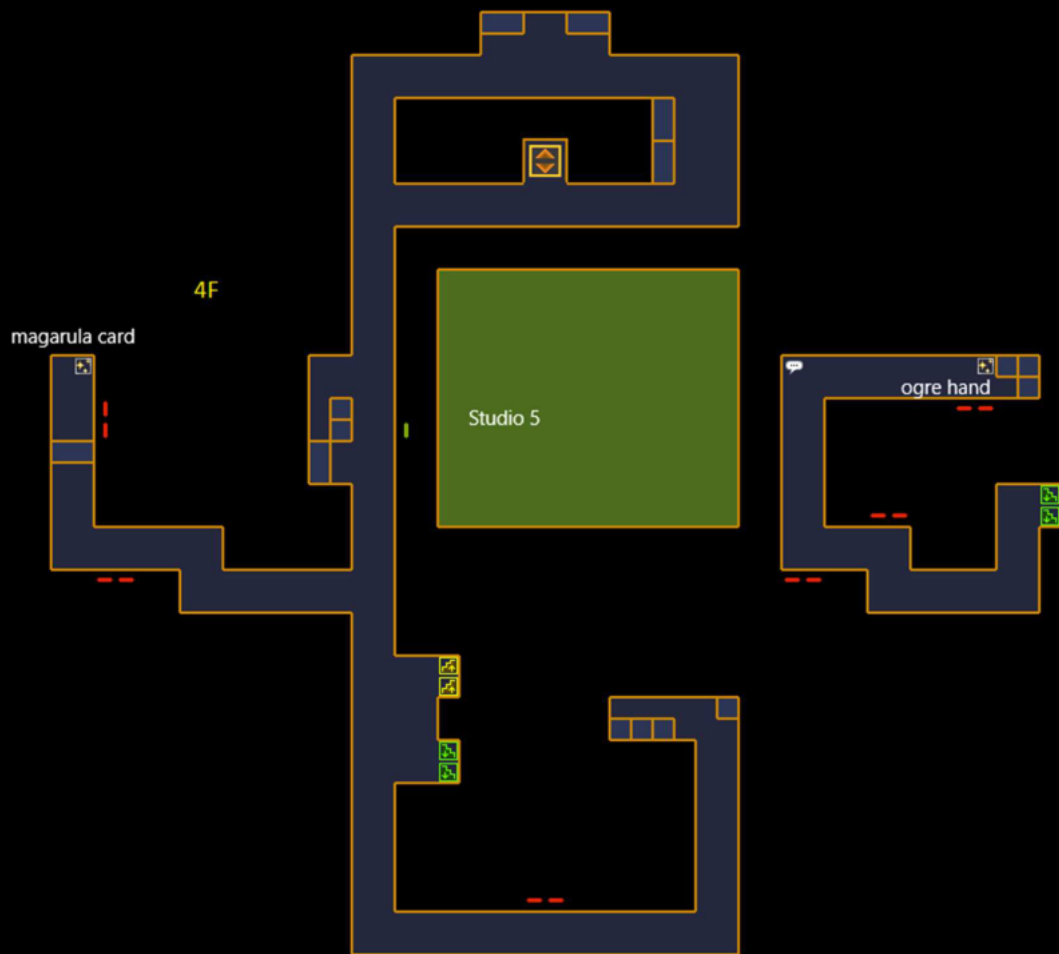
5. III = 2. III

6. III = 6. III

7. III = 4. III

8. III = 8. III

Take the eastern stairs up to the fourth floor to pick up the Ogre Hand for Ulala. Then take the central stairs to the fourth floor and you'll see a treasure chest beyond your reach, you'll gain access to it once you leave the mirror world. **Enter studio 5 as the second gate,** then go back to the third floor and enter **studio 3** for the first encounter with Elly's nemesis, he will be slightly more powerful each time but won't change his strategy. No particular strengths or weaknesses, if you still have Matsuo-sama you can cure the panic status ailments he inflicts. Assume Elly will be inflicted with madness for most of the fight and don't include her in your fusion spells, serenade of madness specifically targets Elly. Useful personas: Sakya, Tensen Nyannyan, Gullinbursti, Nemesis, Shax. By only performing 2-person lightning and ice fusions you're less likely to waste turns in case one of your party members get inflicted with a status ailment and you may get lucky and freeze/shock the boss and make him lose a turn. Keep Ulala on support duty with Tensen Nyannyan.







Stalker round 1	Level 30	HP 1200		
St 27	Vi 29	Dx 26	Ag 25	Lu 24
Nulls: Light	Resist: Dark, Mind, Nerve	Repel:	Drain:	Weak:
Skills: Stagnant Air(dark), Devil's Smile(fury), Serenade of Madness, Straight Slash				

Exp 1500, 3000 yen.

**Our next goal is studio 7** on the fifth floor. You can pick up an Absorblade for Elly near studio 6. Enter the studio for your second encounter with the stalker.

Stalker round 2	Level 30	HP 1800		
St 27	Vi 29	Dx 26	Ag 25	Lu 24
Nulls: Light	Resist: Dark, Mind, Nerve	Repel:	Drain:	Weak:
Skills: Stagnant Air, Marvelous Dance(panic), Serenade of Madness, Deathbound				

Exp 1500, 3000 yen.

He has been given a slight upgrade with Deathbound instead of straight slash and a bit more health. Other than that it's just the same fight again. Go down to the second floor and **enter studio 2**, then up to the fifth floor for **studio 6** to face the stalker one last time.

Stalker round 3	Level 30	HP 1900		
St 27	Vi 29	Dx 26	Ag 25	Lu 24
Nulls: Light	Resist: Dark, Mind, Nerve	Repel:	Drain:	Weak:
Skills: Gryva, Cursed Name, War Cry(fury), Serenade of Madness, Mighty Swing, Frenzy(havoc)				

Exp 1500, 3000 yen.

His moveset became more annoying with more status ailments. Don't bother healing the fury ailment since it boosts your attack.

Go back down to the third floor **and enter studio 4**. If you want to map this dungeon then make sure you've gone to the first floor and the area around the trap chest on the sixth floor since they won't be accessible after you enter the final gate in studio 8. You may want to enter the velvet room and switch to personas with physical attacks since the boss is completely immune to magic. Go up to the sixth floor, there's a chest with 3 chewing souls to the west and a trapped chest to the east. **Enter studio 8 for a boss fight.**

Black Cat	Level 35	HP 2200		
St 38	Vi 25	Dx 28	Ag 36	Lu 24
Nulls:	Resist:	Repel: Magic	Drain:	Weak: Physical
Skills: Fire Breath, Poison Claw, Stun Claw, Lightning Strike				

Exp 0, 0 yen.

Katsuya will do most of the work. Use a Sonic Punch user like Minotaur or Jack Frost and to cast Pegasus Strike. If you have Tarukaja then use it on Katsuya.

Now that you're back in the real world you can access the Magarula Card in the treasure chest on the fourth floor. You can get down to the lobby again but the security is no longer interested in Reiko's umbrella so I hope you already turned in the quest, otherwise you'll have to wait until you've beaten the dungeon. You can talk to your party and then make your way over to **studio 1**.

Tatsuya will battle Joker Junko and your party will take on Chizuru. It is a pathetically easy fight.

Chizuru Ishigami	Level 53	HP 1		
St 36	Vi 40	Dx 54	Ag 49	Lu 44
Nulls: mind, nerve	Resist: magic	Repel: light, dark	Drain:	Weak: physical
Skills: Cursed Name, Mirage, Fiendish Card				

This Chizuru is just a copy, a single hit will take her out. Her spirits pose a bigger threat.

Shikigami	Level 24	HP 1050		
St 24	Vi 20	Dx 20	Ag 20	Lu 20
Nulls:	Resist: Light, Dark, Mind, Nerve	Repel: own element	Drain:	Weak: opposite element
Fire elemental	AAAAAAAAAAAAAAHHHH!	Skills: Maragion, Agidyne, Tarukaja, Feral Claw		
Water elemental	AAAAAAAARRRRRGH!	Malaques, Aquadyne, Makakaja, Feral Claw		
Wind elemental	OOOOOOAAAAAAHHH!	Magarula, Garudyne, Samakaja, Feral Claw		
Earth elemental	WAAAAAAAAAAAAAAHHH!	Mamagnara, Magnadyne, Rakukaja, Feral Claw		

The elementals can be identified by their contact quote.

If you still have Matsuo-sama then you might as well cast wall of water and take that one last and apply Dekaja whenever they buff themselves. Start by tapping Chizuru and take her out. Personas like Hel are very useful since she can have all elements. You should cast single target elemental fusions using three party members. Even if each party member only has one of the four elements you can mix them into all four elemental fusion spells this way. Towering Inferno: Wind + Earth + Fire, Stone Rise: Water + Fire + Earth, Kamaitachi: Fire + Water + Wind, Hydro Boost: Earth + Wind + Water.

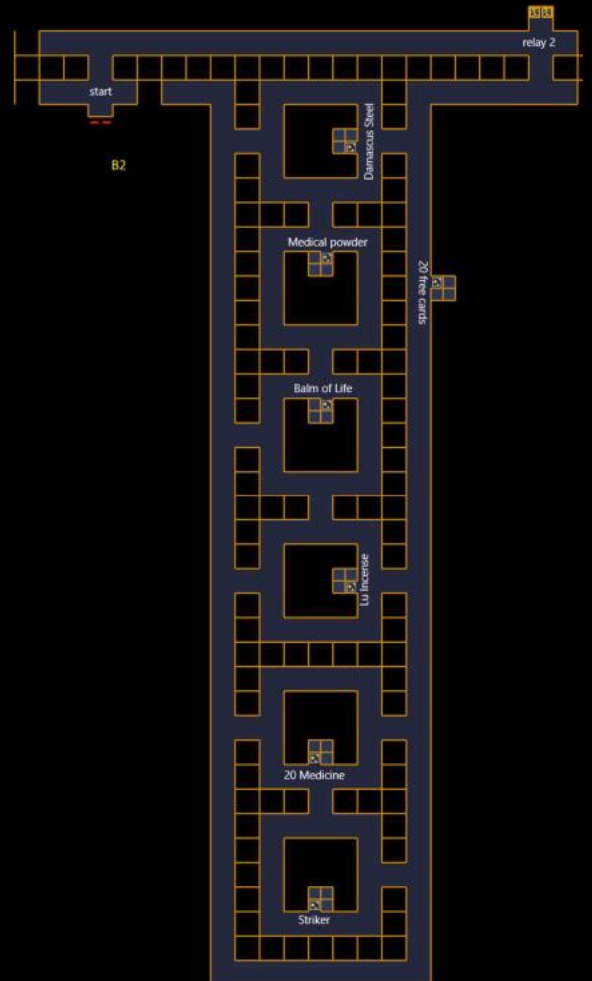
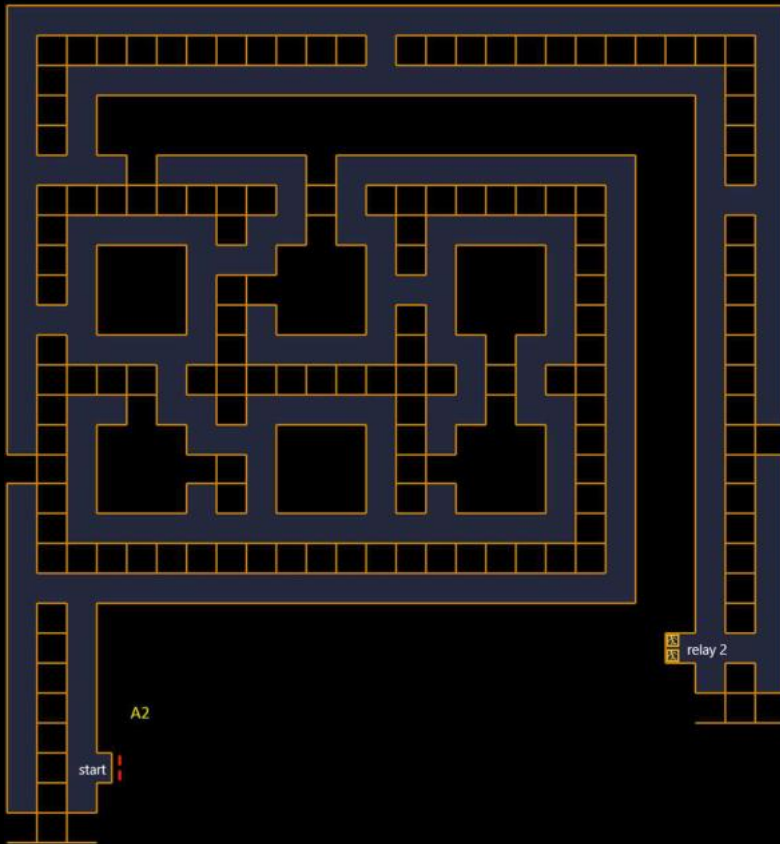
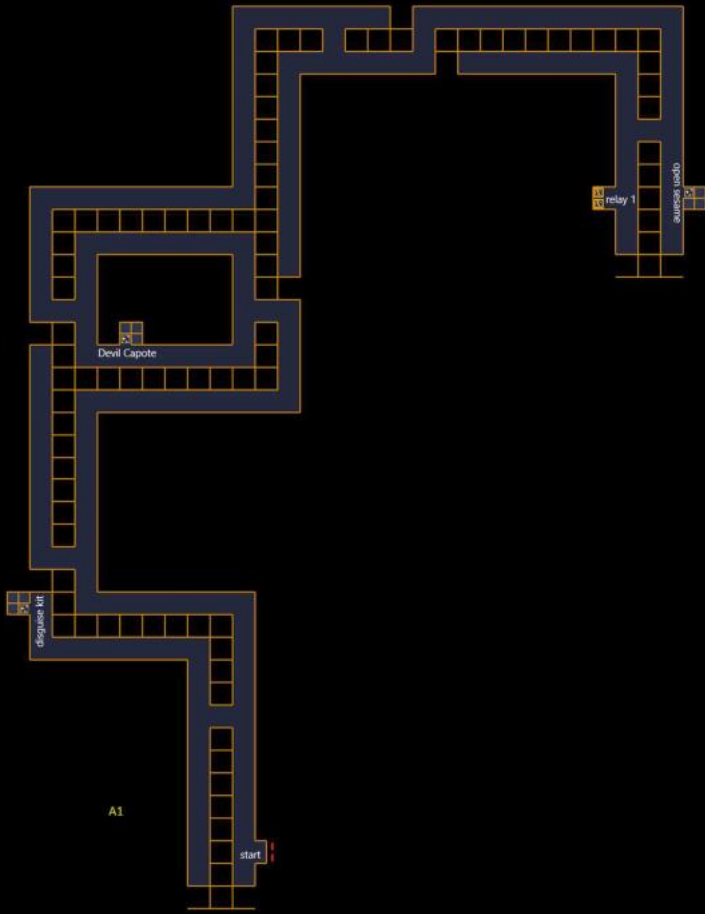
Exp 8000, 0 yen.

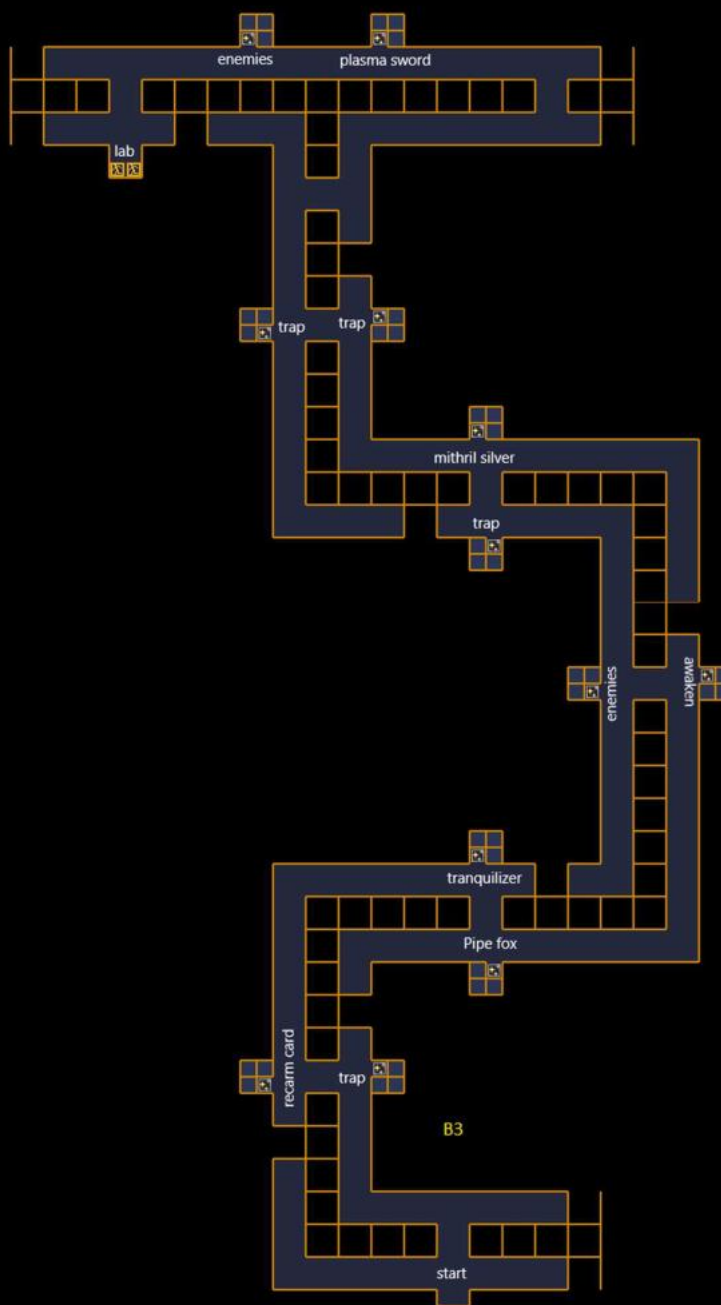
After the dungeon your party will reconvene in Baofu's lair.

### Nanjo: Sewers

I recommend you're between level 25-29. Then you can Estoma away all the normal enemies and freely look for treasure until the Tsuchinoko spawn. But you don't actually have to worry about the time limit, after every ten minutes you're thrown back to the entrance, but you can repeat that as many times as you want.

With Nanjo in your party you get access to a bunch of new group contacts: Maya + Katsuya + Nanjo = Advise Special, Maya + Nanjo = Special Report, Ulala + Maya + Nanjo = Women Wanting to Marry, Katsuya + Ulala + Nanjo = Investigation Special, Katsuya + Maya + Nanjo = Persuade Special, Katsuya + Nanjo = What is Justice, Baofu + Ulala, Baofu + Ulala + Maya, Baofu + Ulala + Nanjo = Ah, Alcohol is my Life!, Nanjo = Commenting on the country's future, Nanjo + Maya or Nanjo + Katsuya or Nanjo + Maya + Katsuya or Nanjo + Katsuya + Baofu or Nanjo + Maya + Baofu = Debate till Dawn, Nanjo + Katsuya + Ulala = Everyone Scolding





Enemy	Joy	Eager	Item
Lovers 18 Jack Frost	Advise Special	Women Wanting to Marry	Bufu Card
Moon 20 Pairika	Costing a Fortune?!	Debate till Dawn	Medicine Garula Card
Judgement 21 Archangel	Persuade	Women Wanting to Marry	Clean Salt
Magician 22 Faust	Persuade Special	Investigation	Energy Drink Frei Card
Death 22 Hel	Costing a Fortune?!	Commenting on the Country's Future	Magna Card Magnara Card
Star 23 Gandharva	Fortune Telling	Wire Tapping is a Crime	Silver Manisha Agilao Card
World 23 Kraken	Special Report	Investigation Special	Tranquilizer Aques Card
Tower 24 Kanaloa	Advise Special	Interview	Dia Card Diarama Card
A3/B3 onwards			
Hanged Man 24 Kabandha	Flamenco de la Pasión	Everyone Scolding	Magic Wall Magatama Magic Mirror Card
Devil 25 Lich	Ah, Alcohol is my Life!	What is Justice?	Pulinpa Card

**It doesn't matter if you pick A1 or B1**, they have the same items: Devil Capote, Disguise Kit and Open Sesame. **After this select B2 and B3** for the treasure. If you talk to the Vamp tone demons here, like Pairika, then you'll get advised to go down the B-path as there is more treasure there. You can also get rumors about Wondrous Aques and Dynamic Agilao. You'll find the next relay point almost immediately in B2, ignore it for now. In B2 you can find 20 Free cards, 1 Damascus Steel, 1 Medical Powder, 1 Balm of Life, 1 Lu Incense, 20 Medicine, 1 Striker. In B3 or A3 you can find the Tsuchinoko, it's level 29, if you're in the recommended level range then you should find it easily. It's weak to physical attacks, try Pegasus Strike with Nanjo. In B3 you can pick up Recarm Card, Pipe Fox, 1 Awaken, 1 Mithril Silver, 1 Plasma Sword. There's a chest containing 2 Kanaloa and 1 Kraken that awards a Tranquilizer.

Tsuchinoko	Level 29	HP 232		
St 24	Vi 26	Dx 17	Ag 27	Lu 21
Nulls: Dark, Light, Nerve, Mind	Resist: Magic	Repel:	Drain:	Weak: Physical
Skills: Stun Bite, Frenzy, Life Drain, Escape				

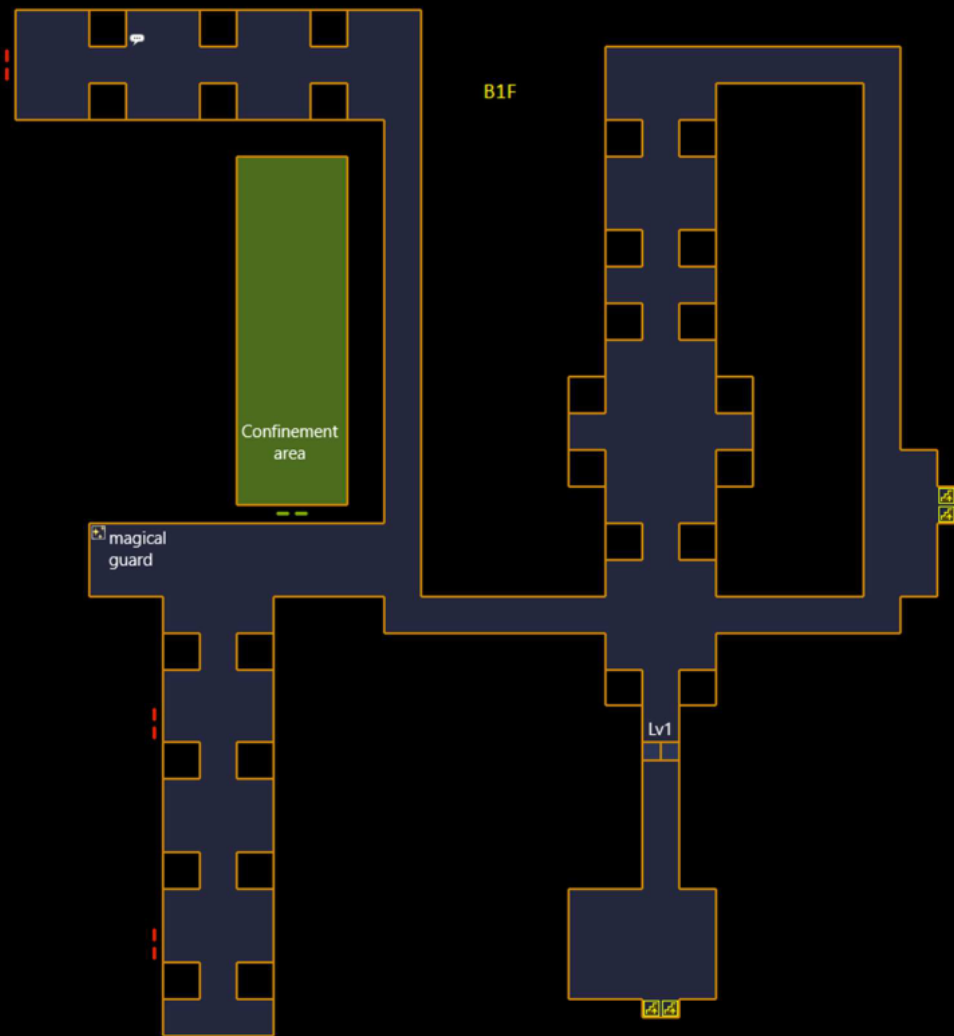
Exp 840, 4000 yen.

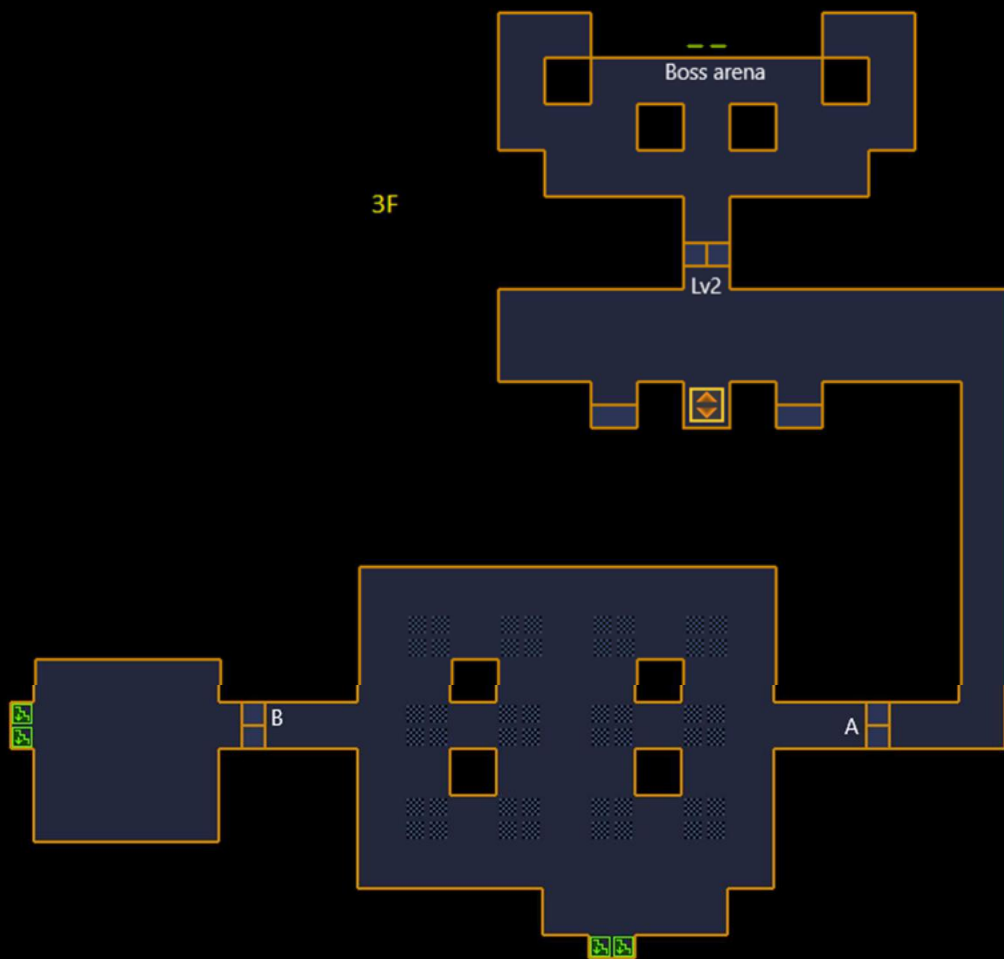
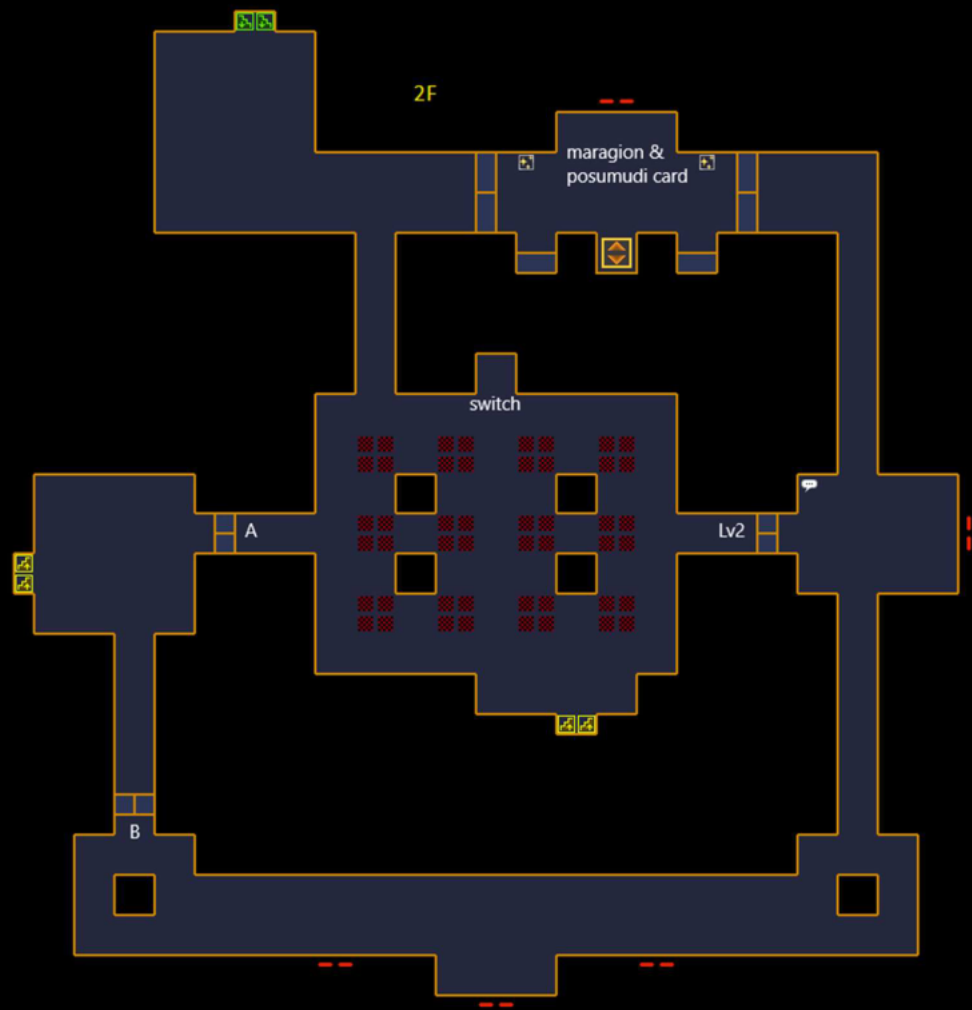
### Nanjo: Science Lab

You will have a boss fight against two humans, they're no stronger than the normal enemies. You will recruit Eikichi as a sidekick and start exploring the lab.

2x Red Beret	Level 28	HP 224		
St 23	Vi 23	Dx 21	Ag 22	Lu 22
Null: Light	Resist: Dark, Mind, Nerve	Repel:	Drain:	Weak:
Skills: Tranquilizer, Repeater				

Exp 522, 3920 yen, medicine.







Unlock the skill rumors if you haven't already and then make a contract with Rasputin and Kabandha to gain access to a treasure room. The elevator is not operational but if you ask a Kabandha for info it will tell you that Rasputin has the key to the fuse box. A pacted Rasputin will return the key to you granting you access to a new room with loot, there's a Maragion Card and a Posumudi Card, you have to unlock this room to complete the map.

Enemy	Joy	Eager	Item
Tower 24 Kanaloa	Advise Special	Interview	Dia Card Diarama Card
Hanged Man 24 Kabandha	Commenting on the Country's Future	Investigation Special	Magic Wall Magatama Magic Mirror Card
Devil 25 Lich	Ah, Alcohol is my Life!	What is Justice?	Pulinpa Card
Human 25 Garrison	Can't contact	Can't contact	Power Magatama
Chariot 27 Taranis	Special Report	Interview	Silver Manisha Garula Card
Hermit 27 Cwn Annwn	Persuade?	Advise?	Chewing Soul Poisma Card
Temperance 28 Camazotz	Ah, Alcohol is my Life!	Everyone Scolding	Chewing Soul Miracle Egg
2F and above			
Magician 28 Rasputin	Costing a Fortune?!	Debate till Dawn	Tranquilizer Garula Card
Judgement 29 Principality	Persuade Special	Investigation Special	Chewing Soul Magnara Card
Human 28 Red Beret	Can't contact	Can't contact	Protection Magatama

You'll run into a Velvet Room and Trish's Fountain straight away. **Take the stairs down.** Walk past the confinement area to pick up 1 Magical Guard. **In the northwestern corner of B1F you'll find a turncoat scientist who will give you a lvl1 card.** This lets you pass through the locked door to the south. You can't proceed to the next floor until you've **investigated the confinement area**. After a scene in the confinement area you can use the southern stairs to go back to the first floor. **Go up to the switch and set it to A.** Now return to the start of the dungeon up the stairs that drop you off near Trish's. You can now enter the previously inaccessible room to pick up one Orichalch, a crafting material. Now return to the room with the switch **and walk through door A.** Go to the southwestern corner to pick up an Explosive Magatama. Feel free to explore the second and third floor, if you're doing the mapping quest. **Otherwise switch to mode B on the second floor. Go west of the HP trap room, the shutters to the south are now open. Follow the path all the way to the east to meet another scientist and get the lvl 2 card. You can now pass through the barrier on the third floor and enter the lab for a cutscene.**

Devil Sugimoto	Level 35	HP 2800		
St 39	Vi 30	Dx 27	Ag 25	Lu 30
Null: Dark, Nerve, Mind	Resist: Physical	Repel:	Drain:	Weak: Fire, Light
Skills: War Cry, Ice Breath, Poison Claw, Tackle				

2x Red Beret	Level 28	HP 1050		
St 23	Vi 23	Dx 21	Ag 22	Lu 22
Null: Light	Resist: Dark, Mind, Nerve	Repel:	Drain:	Weak:
Skills: Tranquilizer, Repeater				

Exp 7022, 16920 yen.

The boss is weak to fire. I suggest you bring a Maragion user like Pyro Jack. Nanjo can supply the earth spell. Assign Maya as the healer with Maya Prime, or Ulala with Tensen Nyannyan. If you've gotten lucky and mutated Shou Shen then it has access to the powerful healing spell Shouichibai and fire spells.

After the dungeon your party will reconvene in Baofu's lair.

### Nanjo: Lone Shadow 2

If you're on Nanjo route you can now play Tatsuya's side of the science lab dungeon. There will be random encounters.

Demons	Weakness	Contact response
Tower 35 Shoggoth	Sword	Eager
Strength 35 Python	Strike	Eager
Judgement 36 Power	Dark	Anger
2F onwards		
Temperance 37 Stymphalides	Earth	Anger
Star 38 Hoenir	None	Fear
Chariot 39 Rakshasa	Magic	Anger

You have access to Trish's Fountain, same place as in the main game, but not the Velvet Room. Take the stairs down to B1F and head west. Walk past the confinement area and pick up 3 Ohnusa. Enter the confinement area for a scene. Now go back to the security room on the first floor. You'll have a boss fight against 2 Elite Berets.

2x Elite Beret	Level 30	HP 550		
St 30	Vi 30	Dx 30	Ag 20	Lu 50
Null: Light	Resist: Dark, Mind, Nerve	Repel:	Drain:	Weak:
Skills: Tranquilizer, Repeater, Flare Shot				

Exp 1500, 1800 yen

Just spam Maragidyne or Nova Kaiser. Go back to the basement. Go past the confinement room and walk south for another cutscene and two more Elite Berets. Go back to the confinement area, head east and enter the previously closed off area to the south. Take the stairs up and go and flip the switch to A. You can now backtrack, walk through the basement up the other stairs to F1 and enter the room to the southeast with a treasure chest. It contains 2 Beads. You can now go back to the area with the switch and take the eastern door, go south to loot another treasure chest for 3 Chewing Souls. Go back north and take the stairs up to the second floor. Enter the HP trap room and flip the switch to B. Take the stairs up to the SP trap room and go west. Take the stairs down and walk south. Follow the path until you reach another cutscene and two Elite Berets. Backtrack, through the SP trap room, down to the HP trap room and flip the switch to A. Go up to the SP trap

room again and take the path east to get to the elevator. Interact with the fusebox. Get ready for a triple boss fight, make sure you're at max health and SP and Apollo is at rank 8.

X-O	Level 50	HP 2000		
St 70	Vi 50	Dx 30	Ag 20	Lu 30
Null: Light, Dark, Mind, Nerve	Resist: Physical and Magic	Repel:	Drain:	Weak: Nuclear
Skills: M249MINIMI, 81mm Cannon L16, Muramasa Copy, Flare Shot				

Exp 4000, 5000 yen.

You'll face an X-O in a boss battle. It can cast the annoying skill Muramasa Copy which seals your persona, no status ailment healing item helps, you have to defend until it goes away. It is weak to nuclear so spam Nova Kaiser.

Wendigo	Level 68	HP 1999		
St 50	Vi 50	Dx 40	Ag 30	Lu 30
Null: mind	Resist:	Repel: wind	Drain: ice	Weak: fire, nerve
Skills: Diamond Dust, Killer Wind, Poison Claw, Life Drain				

Exp 5000, 5500 yen.

You'll have another boss battle without a chance to recover after this. The Wendigo is weak to fire but her ice moves are super effective against Tatsuya. If you have Magatamas or Magical Guards to buff yourself then use them. Ozuki, a cute reference to SMT If..., will help you calm Shiori.

You'll have some cutscenes and then a third boss battle without resting.

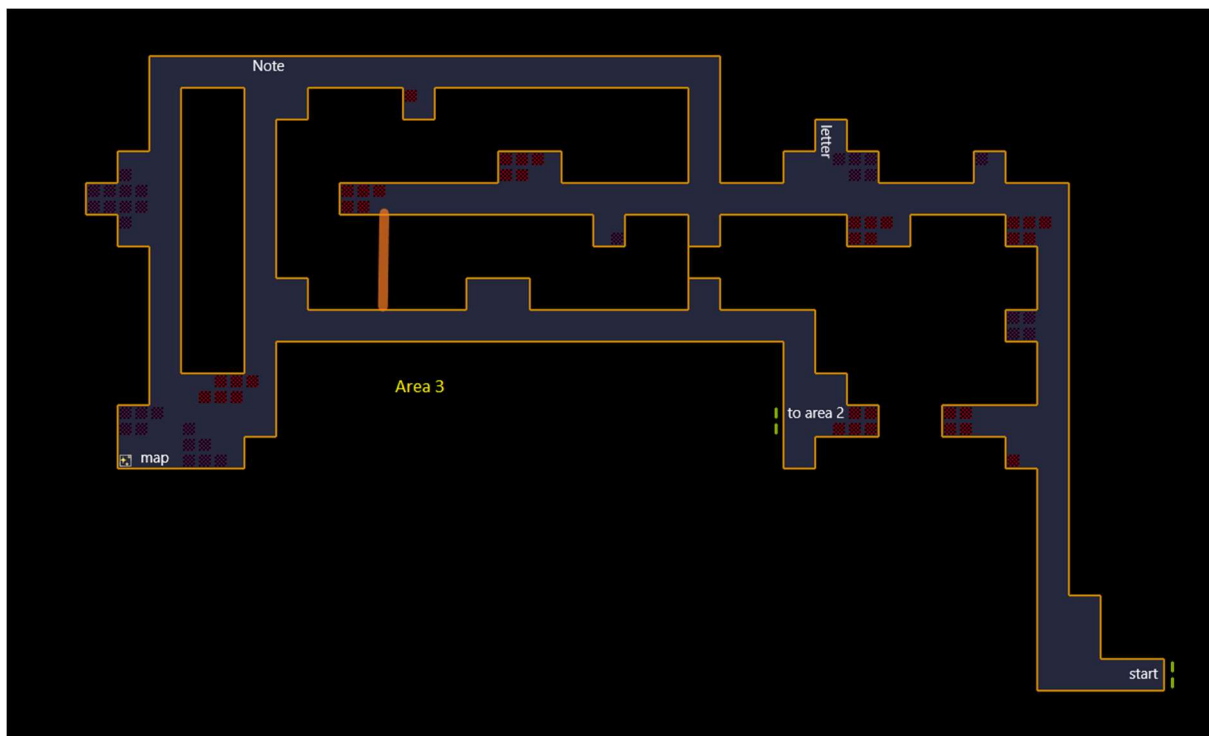
Playful Takahisa Kandori	Level 70	HP 2000		
St 50	Vi 50	Dx 50	Ag 45	Lu 30
Null: Mind, Nerve, Light, Dark	Resist: Magic, Sword, Ranged, Havoc, Thrown	Repel: Nuclear	Drain:	Weak:
Skills: Crawling Chaos, Eternal Black, Shadow Force, Myriad Arrows, Diarama				

Exp 8100, 7100 yen.

Kandori has Eternal Black, which halves your HP, but it can be nullified with Silver Manisha. He has Shadow Force which obscures your HP and SP, you will just have to count the damage to see how many more hits you can take before you need to heal, or just use a Bead when Tatsuya starts kneeling. Crawling Chaos does almighty damage and may inflict mute. Use Ohnusa when this happens. Myriad Arrows deals massive physical damage. He reflects nuclear and resists almost everything. Gigantic Fist is your best damaging move since strike and almighty are the only elements he takes neutral damage from. If you brought Protection and Power Magatamas then use them.

### Air Raid shelter 3

You can now enter the third area. You can obtain the Wondrous Aques and Dynamic Agilao rumors here. Any previous rumor spells are still obtainable. Head straight north to read another one of Sachiko's letters. Go west and take the first path north. This road turns west and you'll walk past a bulletin board. At the end the path turns south and you'll end up in the room containing the map.



Enemy	Joy	Eager	Item
Moon 20 Pairika	Costing a fortune?!	Flamenco de la Pasión	Medicine Garula Card
Judgement 21 Archangel	Persuade	Fortune Telling	Clean Salt
Magician 22 Faust	Persuade Special	Investigation	Energy Drink Frei Card
Death 22 Hel	Costing a Fortune?!	Investigation	Magna Card Magnara Card
Star 23 Gandharva	Fortune Telling	Wire Tapping is a Crime	Silver Manisha Agilao Card
World 23 Kraken	Special Report	Working Women / Everyone Scolding	Tranquilizer Aques Card
Tower 24 Kanaloa	Advise Special	Interview	Dia Card Diarama Card
Hanged Man 24 Kabandha	Radiant Women Unite	Special Report	Magic Wall Magatama Magic Mirror Card
Devil 25 Lich	Persuade Special	Persuade?	Pulinpa Card
Lovers 26 Pyro Jack	Flamenco de la Pasión	Interview	Agi Card Agilao Card
Chariot 27 Taranis	Special Report	Interview	Silver Manisha Garula Card
Hermit 27 Cwn Annwn	Special Report	Interview	Chewing Soul Poisma Card
Magician 28 Rasputin	Costing a Fortune?!	Investigation	Tranquilizer Garula Card
Temperance 28 Camazotz	Ahh, Alcohol is my Life!	Flamenco de la Pasión	Chewing Soul Miracle Egg
Judgement 29 Principality	Persuade Special	Investigation (Scam)	Chewing Soul Magnara Card

Other side quests:

- 3 new man searches
- The second album, Zweite, is now on sale at Giga Macho.
- Turn in the map to Salam and pick up the new map for the mall
- Nanjo: give the Tsuchinoko to the adventurer for an item breeder
- Talk to Nanjo at Sumaru TV to unlock a contact with Baofu
- Pick up a rumor from Yayoi Kimura at Padparacha (you must have completed her search quest first). It's a random effect rumor, Kaori will either expand her menu or nothing will happen.

Name	Location	Reward
Shizue Tanaka & Shoichi Shimizu	Tony's Shop	40k
Keiko Yokoyama	Satomi Tadashi Yumezaki	30k
Taichi Nagase	Tominaga's chiropractic	30k

*New dialogue:*

<i>Rengedai</i>	<i>Hirasaka</i>	<i>Yumezaki</i>
<i>Map: everyone</i>	<i>Map: everyone</i>	<i>Map: everyone</i>
<i>Alaya: everyone</i>	<i>Shiraishi: everyone</i>	<i>Bikini Line: everyone</i>
<i>Time Castle: party</i>	<i>Tominaga: everyone</i>	<i>Tony's: party + couple</i>
<i>Kaori: party + shopkeeper</i>	<i>Toua Defense: everyone</i>	<i>Peace Diner: everyone except Chikarin</i>
<i>Satomi Tadashi: party</i>	<i>Satomi Tadashi: everyone</i>	<i>Satomi Tadashi: party</i>
<i>Gatten Sushi: everyone</i>	<i>Sumaru prison: everyone</i>	<i>Mu Continent: party + young couple</i>
<i>Velvet Room: everyone</i>	<i>Kasu High: party in basement, everyone on roof</i>	
<i>Aoba</i>	<i>Kounan</i>	<i>Narumi</i>
<i>Map: everyone</i>	<i>Map: everyone</i>	<i>Map: everyone</i>
<i>Kismet: Yukino, Fujii</i>	<i>Jolly Roger: party</i>	<i>Ebony: everyone</i>
<i>Sumaru TV: everyone (at least Nanjo to unlock a contact!)</i>	<i>Kounan PD: whole party except Ulala</i>	<i>Clair de Lune: everyone</i>
<i>Kusunoha: Tamaki, Todoroki, Elly/Nanjo</i>	<i>Hiiragi: party, Maki, Reiko</i>	<i>Padparacha: everyone, 1 rumor</i>
<i>Etheria: party + middle-aged woman</i>	<i>Sumaru Genie: party</i>	
	<i>Satomi Tadashi: party</i>	

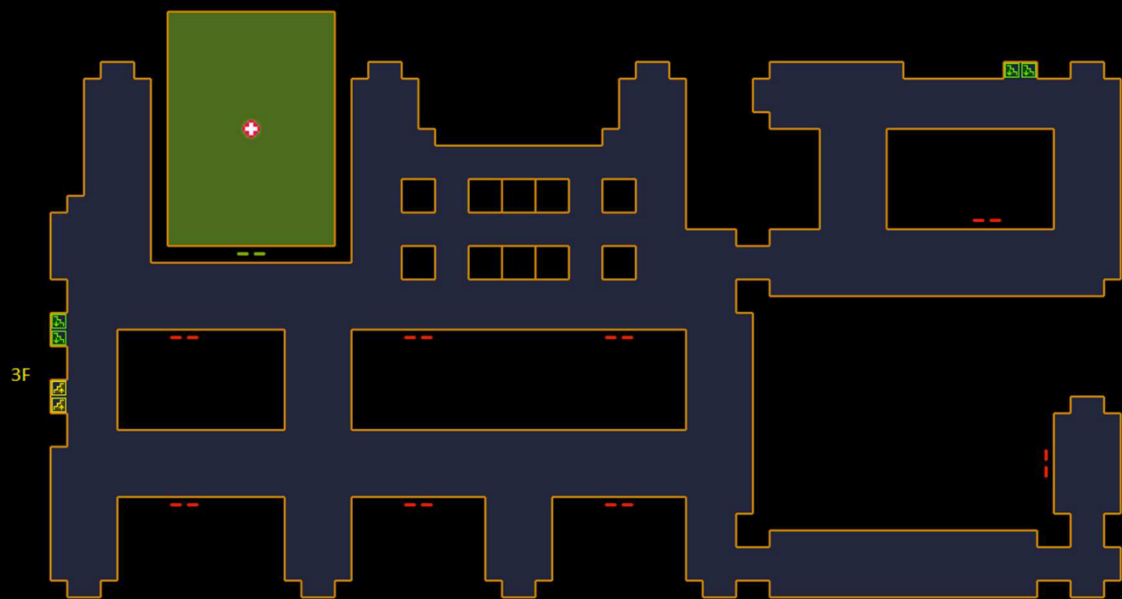
## 9. Smile Hirasaka

After clearing the route specific dungeon your next goal is the seminar at Smile Hirasaka. You can learn about Demeter's rumor skill Ultra Freila from the enemies here.

New contacts for Nanjo: Baofu + Nanjo = Song for a baseball fanatic, Nanjo + Baofu = Cynical people, Katsuya + Nanjo + Baofu = Justice is only...

New contacts for Elly: Elly + Ulala + Baofu, Elly + Ulala + Katsuya, Elly + Baofu + Ulala, Elly + Katsuya + Ulala = 100 Stories (there are literally one hundred different stories)





Enemy	Joy	Eager	Item
Chariot 27 Taranis	Special Report	Interview	Silver Manisha Garula Card
Magician 28 Rasputin	Costing a fortune?!	Justice is only... / 100 Stories	Tranquilizer Garula Card
Strength 29 Culebre	Persuade Special	Justice is only... / 100 Stories	Bufu Card
Judgement 29 Principality	Persuade Special	Investigation Special / 100 Stories	Chewing Soul Magnara Card
Death 30 Hunhau	Advise Special	Cynical People / Working Women?	Rattle Drink
Star 30 Picollus	Persuade?	Song for a Baseball Fanatic / Wire Tapping	Open Sesame Aques Card
3F and above			
World 31 Demeter	What is Justice? / Horoscope Reading Special	Justice is only... / Special Report	Rattle Drink Diarama Card
Hanged Man 32 Zaebos	Flamenco de la Pasión	Working Women / Everyone Scolding	Aques Card Aquadyne Card

Go east from the entrance to pick up a Miracle Egg. Go north from here to find the elevator. The stairs are along the western wall. If you are doing the mapping quests then apply Estoma and walk through the entire dungeon first.

Take the stairs or the elevator down to B1F to pick up 2 Beads.

On the second floor you can find a Dx Card by the stairs. You can access the elevator from this floor.

The third floor is mostly empty space. You can find a healing space here and a staircase. If you're doing the mapping quest: Go up to the third floor to find the north-eastern staircase. The second floor and the basement floor are empty but you have to walk on every tile for the quest. If you're ignoring this quest then just take the eastern stairs to 1F to pick up a Leader's Manual accessory.

**On the fourth floor you can find the seminar hall near the elevator.** Unlike the PSX version you do not need to use the elevator to complete the map. There's a Power Magatama to the northeast. And the women's restroom to the southeast. Once you've completed the map and done whatever grinding you wanted then enter the seminar hall. **After the scene you'll be directed to the bathroom.** At this point your party will split up, apply Estoma to avoid enemies and keep your party around the same level. **Go back to the seminar room.**

For the boss fight I always put on the light dragon spell for extra xp, the Big Peace Burger for +8 agility for all party members so we get to go before the boss and stat increasing sources on all party members since everyone will level up. Bring a Wall of Fire or Wall of Earth user to nullify some of Ginji's attacks, Minotaur is an excellent choice, he has Kotoludi and Wall of Earth so he can be brought along as a support persona. Ginji can cast Samarecarm on the Shoggoths so there is very little point in targeting them. Cast wind spells that hit all targets and when one of the minions die you can waste one of Ginji's turns on casting Samarecarm. Press circle when he casts Old Maid and set all party members to defend. Suggested Personas: Pairika (Maya), Nezha (Katsuya), Hel with an aqua card (Baofu). By putting a water spell on Hel she has access to all four base elements and can



help fulfil fusion spells. Maxi Tempest: Wind + water + Magarula. Put Ulala on healing duty with Tensen Nyanyan.

Joker Ginji	Level 40	HP 2600		
St 35	Vi 33	Dx 36	Ag 35	Lu 32
Null:	Resist: Light, Dark, Mind, Nerve	Repel:	Drain: Earth	Weak: Wind
Skills: Mamagnara, Diarama Samarecarm, Fire Breath, Photon Cannon, Old Maid				

4x Shoggth	Level 35	HP 540		
St 26	Vi 41	Dx 12	Ag 34	Lu 26
Null: Dark, Mind, Nerve, Ranged, Strike, Thrown, Havoc	Resist:	Repel:	Drain:	Weak: Sword, Light
Skills: Poisma, Stagnant Air, Last Resort, Possession				

Exp 13632, 25800 yen.

Katsuya leaves your party after this boss fight. Your next destination is Aoba Park where you'll meet up with Katsuya again.

### Giga Macho, first visit

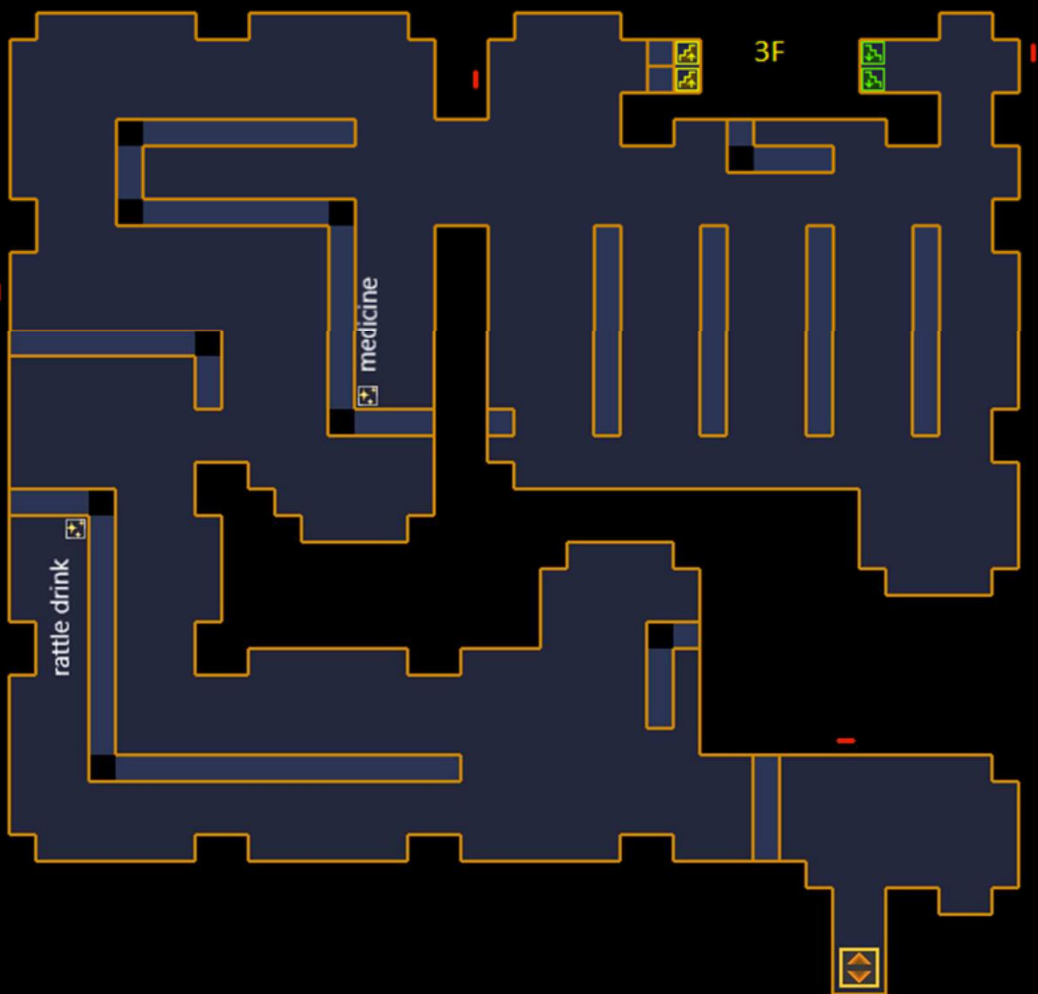
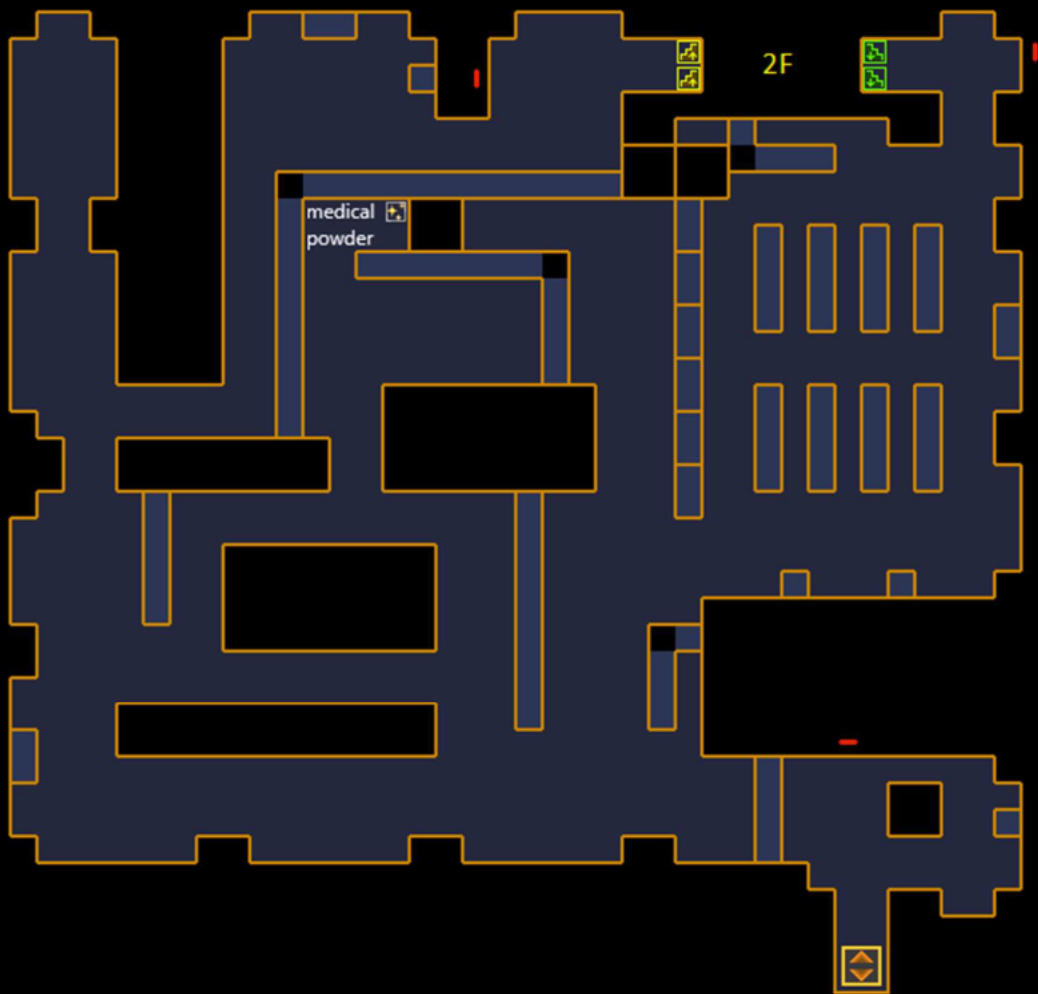
Side questing time. Go and turn in the map of the mall. Salam is not interested in mapping Aoba park. Rosa Candida, Parabellum and Tony's have updated their stock. There's a new search quest at Shiraishi.

Name	Location	Reward
Saori Kudou	Sumaru TV	30k

### New dialogue

<i>Rengedai</i>	<i>Yumezaki</i>	
<i>Map: all</i>	<i>Map: everyone</i>	
<i>Velvet Room: everyone</i>	<i>Giga Macho: shopkeeper, Ixquic</i>	
<i>Aoba</i>	<i>Kounan</i>	<i>Narumi</i>
<i>Map: walking woman, middle-aged businessman</i>	<i>Map: everyone</i>	<i>Map: businessman</i>
<i>Double Slash: party</i>	<i>Kounan PD: everyone except the policewomen</i>	<i>Baofu's lair: everyone</i>
<i>Kusunoha: party</i>		
<i>Satomi Tadashi: party + composer</i>		

Go to Giga Macho and talk to Ixquic. Spread the rumor about the 100km/h hag to open up the dungeon upstairs. If you're below level 37 then apply Estoma downstairs in the shop, walk up and enter the no-persona zone and wander around the third floor until the hag appears, she's level 37 but can use Escape. She has very low HP so even though she resists everything she'll go down quickly enough even though you can only attack with your weapons. There are item boxes, but they only contain useless items. On the second floor there's a box with Medical Powder, on the third floor there's a box hiding three wraiths and 1 Medicine and there's a Rattle Drink in the box to the west. Give the high speed title to Ixquic for an Incense set.



Enemy	Joy	Eager	Item
Devil 16 Wraith	Costing a Fortune?!	Flamenco de la Pasión	Ohnusa Magnara Card
Temperance 19 Fjalar	Fortune Telling	Investigation	Revival Bead Balm of Life
Zombie 19 Zombie DJ	Can't contact	Can't contact	Revival Bead
Magician 22 Faust	Persuade	Investigation	Energy Drink Frei Card
3F onwards			
Chariot 15 Minotaur	Persuade?	Interview	Rattle Drink Tarukaja Card
Strength 17 Kiyohime	Persuade Special	Fortune Telling	Antidote Marin Karin Card

100km/h Hag	Level 37	HP 296		
St 24	Vi 27	Dx 25	Ag 45	Lu 26
Null: Light, Dark, Mind, Nerve	Resist: Magic, Physical	Repel:	Drain:	Weak:
Skills: Mirage, Escape, Lightning Strike				

Exp 1370, 7500 yen, High-Speed Title.

## 10. Aoba Park, second visit

This is your second chance to complete the flower quest and fight Nezha. Otherwise it is the same dungeon, if you already looted everything **you can head straight to the concert hall**. *Without Katsuya in your party you lose out on a lot of contacts and cannot form a pact with Culebre unless you're on Elly's route. If you really want to form a contract with Culebre you can apply the blue dragon effect and use Special Report. The blue dragon will let you form a pact with Hunhau using Fortune telling and Zaebos with Costing a fortune?! But there aren't any new demon rumors in this dungeon so unless you're a completionist trying to fill all the demon analysis data there is no need to form a pact with all demons here.*

Enemy	Joy	Eager	Item
Strength 29 Culebre	Fashion Show N/A	Wire Tapping / 100 Stories	Bufu Card
Death 30 Hunhau	N/A	Cynical people / Working Women?	Rattle Drink
World 31 Demeter	Fortune Telling	Special Report	Rattle Drink Diarama Card
Hanged Man 32 Zaebos	N/A	Wire Tap Special	Aques Card Aquadyne Card
Fortune 33 Wanyudo	Special Report	Cynical People / Working Women?	Protection Magatama Agilao Card
Moon 33 Lilim	Costing a Fortune?!	Song for a Baseball Fanatic / 100 Stories	Bufula Card Magarula Card

If you did not fight Nezha last time then this is your second chance.

Nezha	Level 38	HP 800		
St 40	Vi 30	Dx 27	Ag 39	Lu 25
Nulls: Light, Dark, Mind, Nerve	Resist: Magic, Physical	Repel:	Drain:	Weak: Lightning
Skills: Tarukaja, Sonic Punch, Tackle				

Exp 481, 2660 yen, Pao-Pei.

Electricity users like Sif and Gullinbursti work well. After defeating Nezha make a run back to the Velvet Room and fuse the persona. I usually put a powerful elemental skill card on him to give him more flexibility in terms of fusion spells. Lilim gives the Bufula card, and you may have gotten lucky and obtained Aquadyne from Zaebos or Zionga from Shax.

Go to the concert area for a boss fight. Bring personas that null nerve damage such as Sakya, Nezha, Maya Prime, Tensen Nyannyan.

Captain Shimazu	Level 42	HP 2360		
St 37	Vi 34	Dx 35	Ag 36	Lu 37
Nulls: Nerve, Mind	Resist: Ranged	Repel:	Drain:	Weak:
Skills: Tranquilizer, Flare Shot, Repeater, Triple Down				

4x SAT	Level 38	HP 912		
St 39	Vi 30	Dx 30	Ag 35	Lu 29
Nulls: Nerve, Mind	Resist: Ranged, Strike, Thrown, Magic	Repel:	Drain:	Weak: Sword, Havoc
Skills: Hypnotic Waves, Single Shot, Sharpshoot				

Exp 9460, 30000 yen.

Katsuya rejoins your party.

*New dialogue:*

<i>Rengedai</i>	<i>Hirasaka</i>	<i>Yumezaki</i>
<i>Alaya: everyone</i>	<i>Shiraishi: party</i>	<i>Bikini Line: everyone</i>
<i>Time Castle: everyone</i>	<i>Tominaga: everyone</i>	<i>Tony's: everyone</i>
<i>Kaori: everyone</i>	<i>Toua Defense: everyone</i>	<i>Peace Diner: everyone</i>
<i>Satomi Tadashi: everyone</i>	<i>Satomi Tadashi: party</i>	<i>Satomi Tadashi: everyone</i>
<i>Gatten Sushi: everyone</i>	<i>Sumaru prison: everyone</i>	<i>Mu Continent: everyone</i>
<i>Velvet Room: everyone</i>	<i>Kasu High: party on roof</i>	

<i>Aoba</i>	<i>Kounan</i>	<i>Narumi</i>
<i>Sumaru TV: party</i>	<i>Kounan PD: Katsuya + the four policemen</i>	<i>Map: businessman</i>
<i>Kismet lobby: party</i>		<i>Ebony: everyone</i>
<i>Kusunoha: party</i>	<i>Lunar palace: Everyone</i>	<i>Padparacha: everyone</i>
<i>Double Slash: party</i>	<i>Jolly Roger: everyone</i>	<i>Clair de Lune: everyone</i>
<i>Parabellum: party + Matsuoka</i>	<i>Hiiragi: everyone</i>	
<i>Etheria: party</i>	<i>Sumaru Genie: everyone</i>	
<i>Rosa Candida: party</i>	<i>Satomi Tadashi: everyone</i>	
<i>Satomi Tadashi: party</i>		

### Baofu's Lair, Mu Continent, first visit

To advance the plot you need to **go to Baofu's place** and get a clue about the next dungeon. Baofu will leave your party and **head to the abandoned factory**. Before you follow him you can side quest if you wish. Pick up the new mapping quest from Salam. Toua has updated their stock.

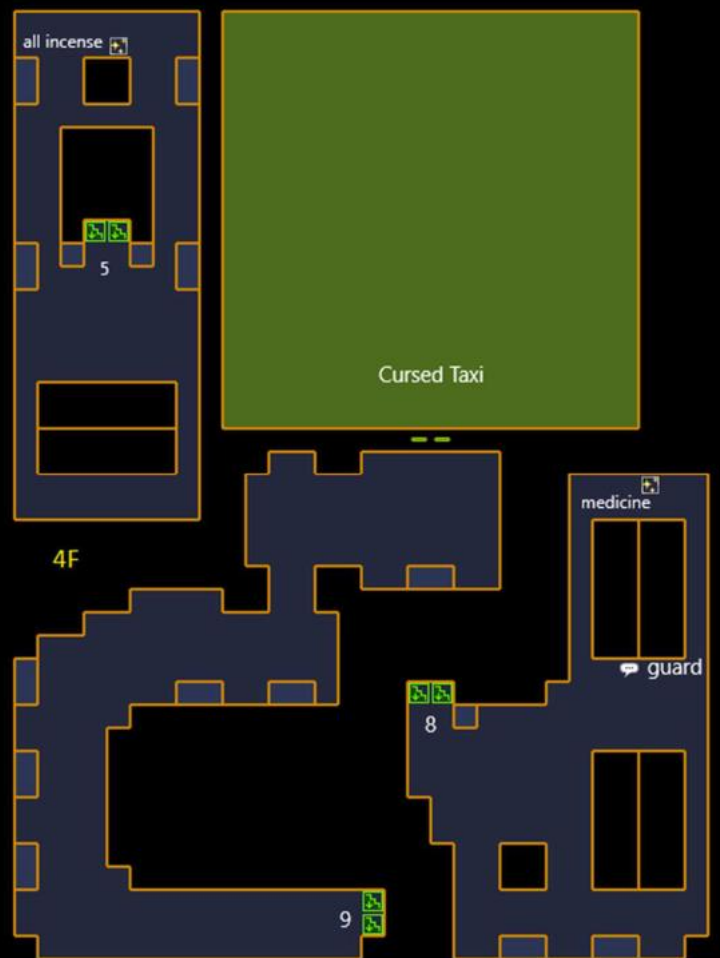
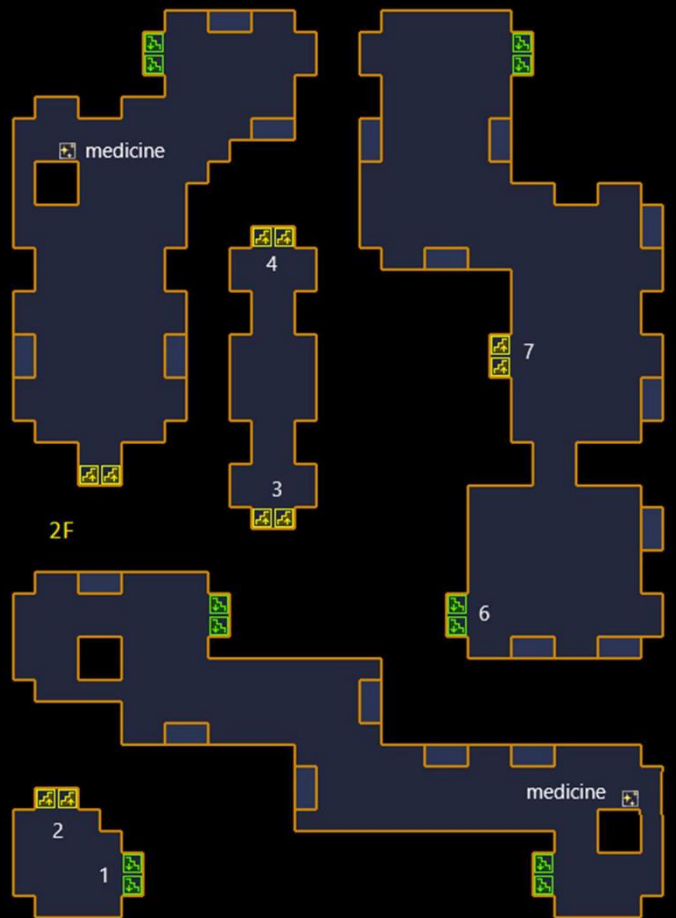
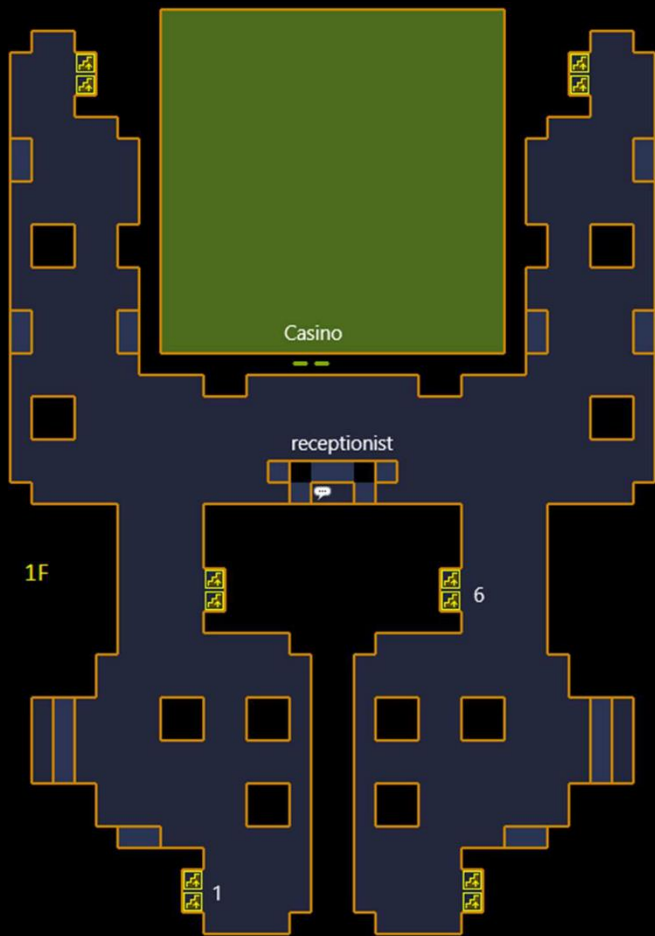
#### New dialogue

<i>Kounan</i>	<i>Narumi</i>	<i>Yumezaki</i>
<i>Kounan PD: party + the four policemen</i>	<i>Ebony: everyone</i>	<i>Mu Continent: Security guard, 1 rumor</i>
<i>Hiiragi: everyone</i>	<i>Padparacha: everyone</i>	
<i>Jolly Roger: everyone</i>	<i>Velvet room: everyone</i>	
<i>Sumaru Genie: everyone</i>		
<i>Satomi Tadashi: everyone, 1 rumor</i>		

After the scene at Baofu's you can pick up two new quests at Shiraishi's. After finding Satomi Iida, talk to her again to obtain a random effect rumor about Etheria. You may not want to spread this one. Charm effects are gender dependent. Either nothing will happen or the esthetician will expand her repertoire but only treat female party members. You will gain a charm treatment for the following tones: Old man, Beast, Sacred Beast, Hee-Ho, Slime, Lunatic but lose the following tones (the ones that require male party members): Girl, Gal, Lady, Vamp.

Name	Location	Reward
Satomi Iida	Satomi Tadashi Kounan	40k
Junji Kinoshita	Kasu High Basement	40k

You can pick up the rumor about Mussie from the security guard at Mu continent. I don't recommend clearing the dungeon yet, demons up to level 47 will be spawning and you have a time limit. It's best to clear it when you're higher level so you can Estoma your way through. And don't grind to level 47 now. There's a rare demon at level 45 or 46 in the Nichirinmaru and we want to stay below that level for now. I do recommend going there to encounter higher level demons to get more tarot cards from each contact so feel free to spread the rumor and keep the dungeon open. But if you're on Nanjo's route you'll have a much harder time making contacts without Baofu. You can re-enter and reset the 10 minute timer as many times as you want as long as you leave before the time is up. If you're still in the dungeon when the clock hits zero then you're ejected and may not re-enter or finish the quest.



Enemy	Joy	Eager	Item
Hanged Man 24 Kabandha	Persuade Special	Investigation (Special or Pervert Special)	Magic Wall Magatama Magic Mirror Card
Lovers 26 Pyro Jack	Persuade Special	Investigation (Scam)	Agi Card Agilao Card
Judgement 29 Principality	Persuade special	Investigation Special / 100 Stories	Chewing Soul Magnara Card
Death 30 Hunhau	Advise Special	Fashion Show / Wire Tapping*	Rattle Drink
Star 30 Picollus	Flamenco de la Pasión	Working Women / Wire Tapping*	Open Sesame Aques Card
3F onwards			
Lovers 36 Satyr	Flamenco de la Pasión	Interview	Chewing Soul Magnadyne Card
Temperance 37 Stympthalides	Fashion Show / Persuade?*	Working Women / Investigation of Terror*	Mafui Card Wavelength Card
Fortune 40 Orthrus	Special Report	Interview	St Card
Magician 41 Whateley	Fashion show N/A	Dance of Passion Special / Cynical People*	Silver Manisha
Hermit 42 Catoblepas	Horoscope Reading / Song for a Baseball Fanatic*	100 Stories / Persuade	Bead Magnadyne Card
Moon 47 Succubus	Radiant Women Unite	100 stories / Persuade Special	Open Sesame Thunderbolt Card

\*Requires Baofu

Treasure: northwest 3F medicine. Northwest 2F medicine. Southeast 2F medicine. 4F northeast medicine.

Walkthrough: go to the stairs to the southwest (1). You'll end up in a small room with stairs up to the third floor (2). It's a one-way path, follow it down to the 2<sup>nd</sup> floor (3), then back to the third floor (4). Follow the path east and then south to find Trish by some stairs to the fourth floor. Go back to the stairs you came from. The boss is in the room next to the stairs. You can also take the stairs up to the fourth floor to the west to pick up an All Incense (5). This is the only useful loot in this dungeon. You can explore but there's no associated mapping quest and all the other item boxes contain medicine.

Mussie	Level 41	HP 328		
St 38	Vi 43	Dx 25	Ag 31	Lu 26
Nulls: Mind, Nerve, Light, Dark	Resist: everything else	Repel:	Drain:	Weak: Electric
Skills: Ice Breath, Photon Cannon, Petrifying Glare				

Exp 1680, 8000 yen, Mussie's Fang.

Mussie is weak to lightning, use Sif. Bring the boss item to the security guard for an Agility Source, equip it on Nanjo/Elly.

## 11. Abandoned Factory

This time you'll have Katsuya back but Baofu has left the party. *All the contacts that please Power require Baofu in the party but if you really want to form a pact with it use the Iron charm treatment on a female party member.* You may leave the factory after the cutscenes so you can clear the

dungeon, exit to apply fortune telling and food effects and then make a beeline for the boss room. *If you leave after opening the dungeon then the following dialogues become available.*

*New Dialogue:*

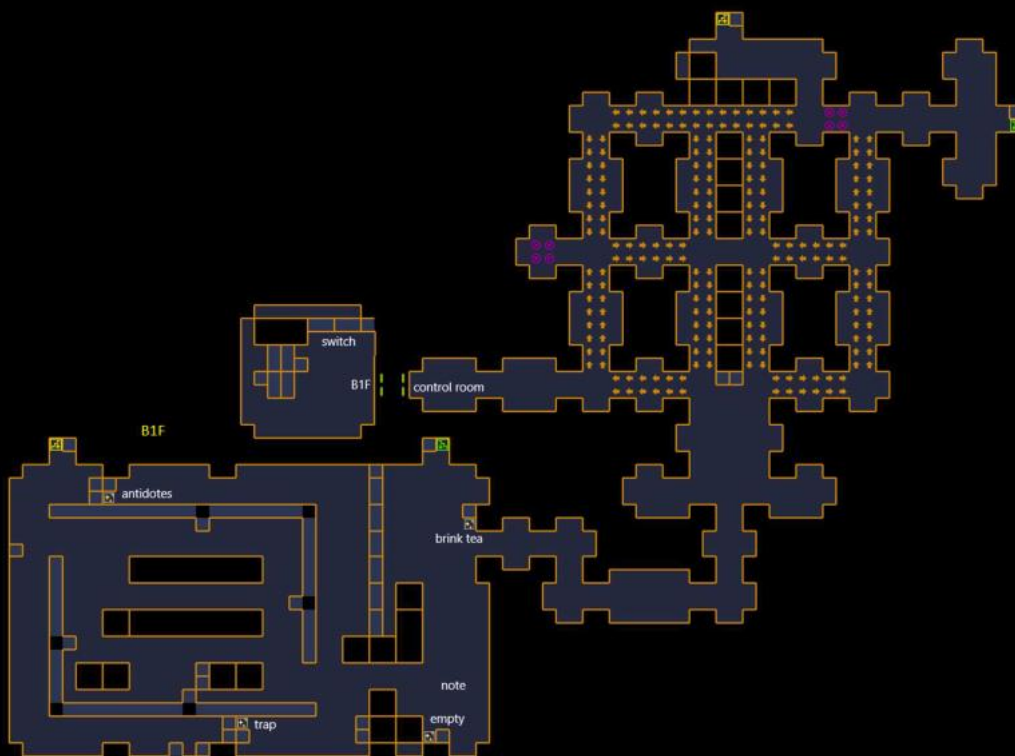
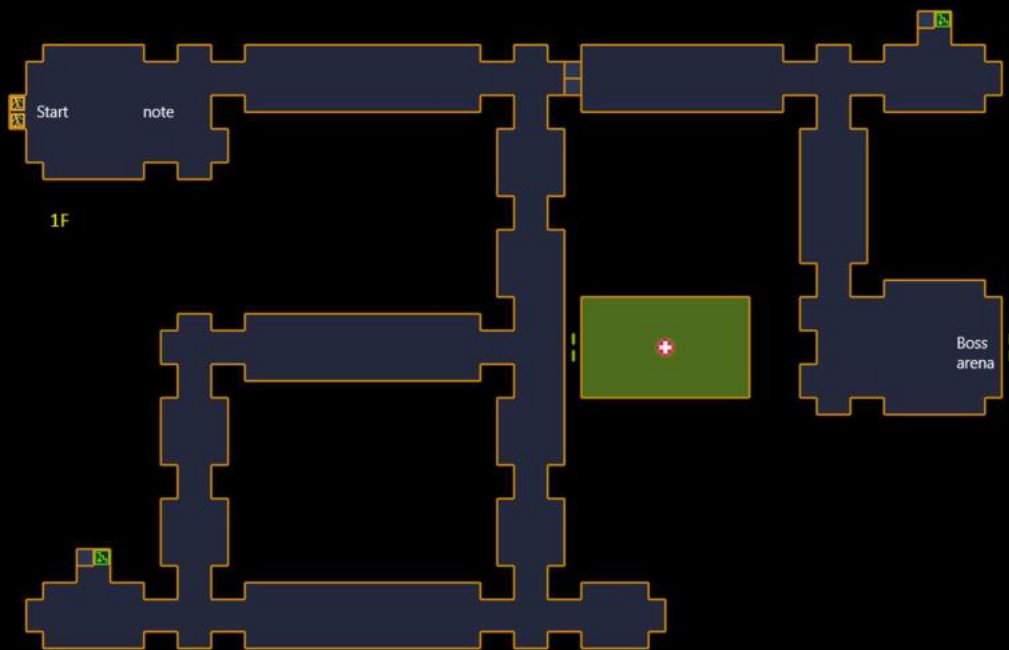
<i>Any</i>	<i>Kounan</i>	<i>Narumi</i>
<i>Velvet Room: Ulala</i>	<i>Sumaru Genie: Katsuya</i>	<i>Padparacha: Nanjo/Elly</i>

As you enter the dungeon you'll quickly find a healing spring. **Follow the path southwest to find the stairs down.** If you're mapping this dungeon then just apply Estoma and step on every tile. In the large room of B1F you can find 4 treasure chests. The one in the locker to the southwest just poisons you. The one to the north has 5 Antidotes. The one to the southeast is empty. To the northeast there's a locker with one Brink Tea. **Go east into the conveyor belt room.** Start by taking the path east if you want to make a full map. **Let the conveyor belts take you north and then head east down some stairs.** You'll find the password for the control room on the table here. It's **19750326**.

Enemy	Joy	Eager	Item
Fortune 33 Wanyudo	Special Report	Fortune Telling	Protection Magatama Agilao Card
Moon 33 Lilim	Persuade Special	What is justice? / 100 Stories	Bufula Card Magarula Card
Magician 34 Agrippa	What is Justice? / Fashion Show	Working Women / Investigation Special	Rattle Drink Zanma Card
Devil 34 Demon King	Advise Special	Fashion Show / N/A	Energy Drink Gryva Card
Strength 35 Python	Special Report	Women Wanting to Marry	Silver Manisha
Tower 35 Shoggoth	Horoscope Reading/ Debate till Dawn	Radiant Women Unite	Tranquilizer
Lovers 36 Satyr	Flamenco de la Pasión	Interview	Chewing Soul Magnadyne Card
Judgement 36 Power	N/A	N/A	Clean Salt
Human 37 Tenchu Hekiun	Can't contact	Can't contact	Magical Guard

Open the locker to find Sumaru Magazine 2 for another rumor about CDs. Go back up to the conveyor belt room and walk west. Let yourself fall down to B2. Open the locker that contains 2 Hoenir for a Zionga card. Map this basement carefully and take the stairs back up to B1. **Take the conveyor belt west this time and enter the control room.** Switch the conveyor belts to **pattern B**. Take a loop around the western conveyor belts to fall down another hole to B2 if you want to complete the map. You'll have to loop around three times to map every **conveyor belt going north** before taking the **stairs up to 1F. Enter the boss room.**





Lightning is your strongest weapon. Bring Sif for Ulala, Sakya for Katsuya. Maya can go on healing duty with Maia Prime. Loki and Hoenir are other good candidates.

X-1	Level 45	HP 3000		
St 42	Vi 41	Dx 30	Ag 39	Lu 38
Nulls: Mind, Nerve, Light, Dark	Resist: everything else	Repel:	Drain:	Weak: Electric
Skills: M249MINIMI, 81mm Cannon L16, Muramasa Copy				
Exp 6000.				

**Your next goal will be the cruise ship Nichirinmaru.** This is a double dungeon so you won't be able to return to the city for quite some time.

#### Air Raid shelter 4

Side Questing

- Turn in your map and pick up the new one for the Nichirinmaru, you don't need to map the Undersea Ruins.
- Talk to the tourist in Narumi to pick up the Red Cape/Blue Cape rumor and spread it.
- Spread the rumor about Secret CD2 and buy it from Giga Macho
- Legendary Blacksmith questline

Go to Alaya shrine and find the knowledgeable Dai hiding behind it. He'll put in a request at Shiraishi to find the blacksmith. Accept the quest and buy a clue from the bodyguard. Then spread his rumor at Kuzunoha. Go back to Alaya and talk to the blacksmith. His name is Takumi Asano. He will give you a secret document. Pass it on to the craftsman at Padparacha. Don't forget to officially turn in the search quest at Shiraishi. The craftsman can now create even more powerful weapons and armor, and legendary weapons. Although it is not until after the Undersea Ruins that you get access to your first Legenbright. Rosa Candida and Parabellum have updated their stock but Padparacha's items are superior if you have the materials.

*New dialogue*

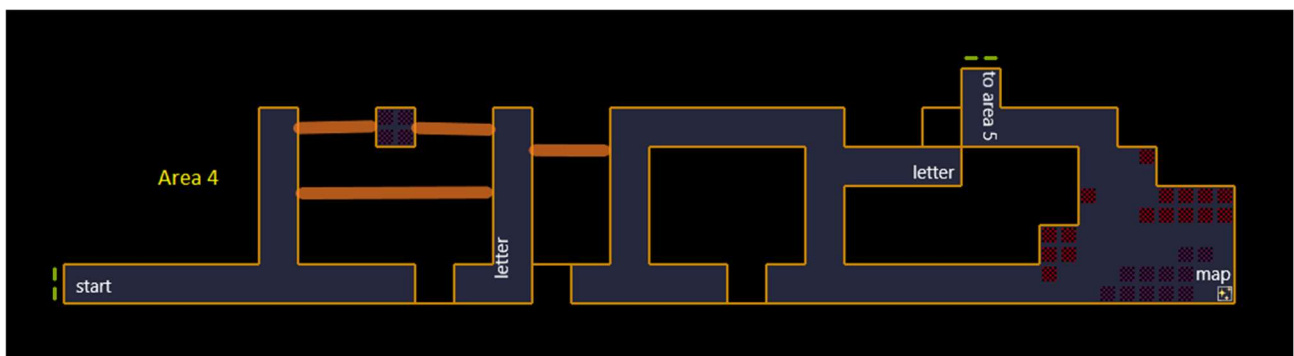
<i>Rengedai</i>	<i>Hirasaka</i>	<i>Yumezaki</i>
<i>Map: everyone</i>	<i>Map: everyone</i>	<i>Map: everyone</i>
<i>Alaya: everyone, Dai!</i>	<i>Shiraishi: everyone</i>	<i>Bikini Line: everyone</i>
<i>Time Castle: everyone</i>	<i>Tominaga: everyone</i>	<i>Tony's: everyone</i>
<i>Kaori: everyone</i>	<i>Toua Defense: everyone</i>	<i>Peace Diner: everyone</i>
<i>Satomi Tadashi: everyone</i>	<i>Satomi Tadashi: everyone</i>	<i>Satomi Tadashi: everyone</i>
<i>Gatten Sushi: everyone</i>	<i>Sumaru prison: everyone</i>	<i>Giga Macho: shopkeeper</i>
<i>Velvet Room: everyone</i>	<i>Kasu High: everyone in basement, everyone on roof</i>	<i>Mu Continent: everyone</i>

<i>Aoba</i>	<i>Kounan</i>	<i>Narumi</i>
<i>Map: everyone</i>	<i>Map: everyone</i>	<i>Map: Tourist, 1 rumor</i>
<i>Kismet lobby: everyone in lobby, everyone in ed dept.</i>	<i>Kounan PD: party + the four policemen</i>	<i>Ebony: party</i>
<i>Kuzunoha: everyone, including Nekomata</i>	<i>Lunar palace: everyone</i>	<i>Padparacha: party</i>
<i>Double Slash: everyone</i>	<i>Jolly Roger: everyone</i>	<i>Clair de Lune: everyone</i>

<i>Parabellum: everyone</i>	<i>Hiiragi: party, Reiko, Maki</i>	<i>Baofu's lair: everyone</i>
<i>Etheria: everyone</i>	<i>Sumaru Genie: party + young man</i>	
<i>Rosa Candida: everyone</i>		
<i>Satomi Tadashi: everyone</i>	<i>Satomi Tadashi: everyone</i>	

Area 4 of the shelter is now open. Take the first turn north and start walking east through the secret tunnels. You'll find two of Sachiko's letter on the way. Keep heading east until you find the box with the map. All 4 demon rumors are still available from here as well.

Enemy	Joy	Eager	Item
Strength 29 Culebre	Fashion Show / Persuade Special	Wire Tapping / 100 Stories	Bufu Card
Death 30 Hunhau	Persuade?	Cynical People / Working Women?	Rattle Drink
Star 30 Picollus	Persuade?	Song for a Baseball Fanatic / Wire Tapping	Open Sesame Aques Card
World 31 Demeter	Fortune Telling	Special Report	Rattle Drink Diarama Card
Hanged Man 32 Zaebos	Flamenco de la Pasión	Wire Tap Special	Aques Card Aquadyne Card
Fortune 33 Wanyudo	Special Report	Cynical People / Working Women?	Protection Magatama Agilao Card
Moon 33 Lilim	Costing a Fortune?!	Song for a Baseball Fanatic / 100 Stories	Bufula Card Magarula Card
Magician 34 Agrippa	What is Justice? / Fashion Show	Working Women / Investigation Special	Rattle Drink Zanma Card
Devil 34 Demon King	Advise Special	Everyone Scolding / Fashion Show	Energy Drink Gryva Card
Strength 35 Python	Special Report	Women Wanting to Marry	Silver Manisha
Tower 35 Shoggoth	Horoscope Reading / Debate till Dawn	Radiant Women Unite	Tranquilizer
Lovers 36 Satyr	Flamenco de la Pasión	Interview	Chewing Soul Magnadyne Card
Devil 42 Byakhee	Costing a Fortune!?	Working Women / Everyone Scolding	Open Sesame Open Door Card



## 12. Nichirinmaru

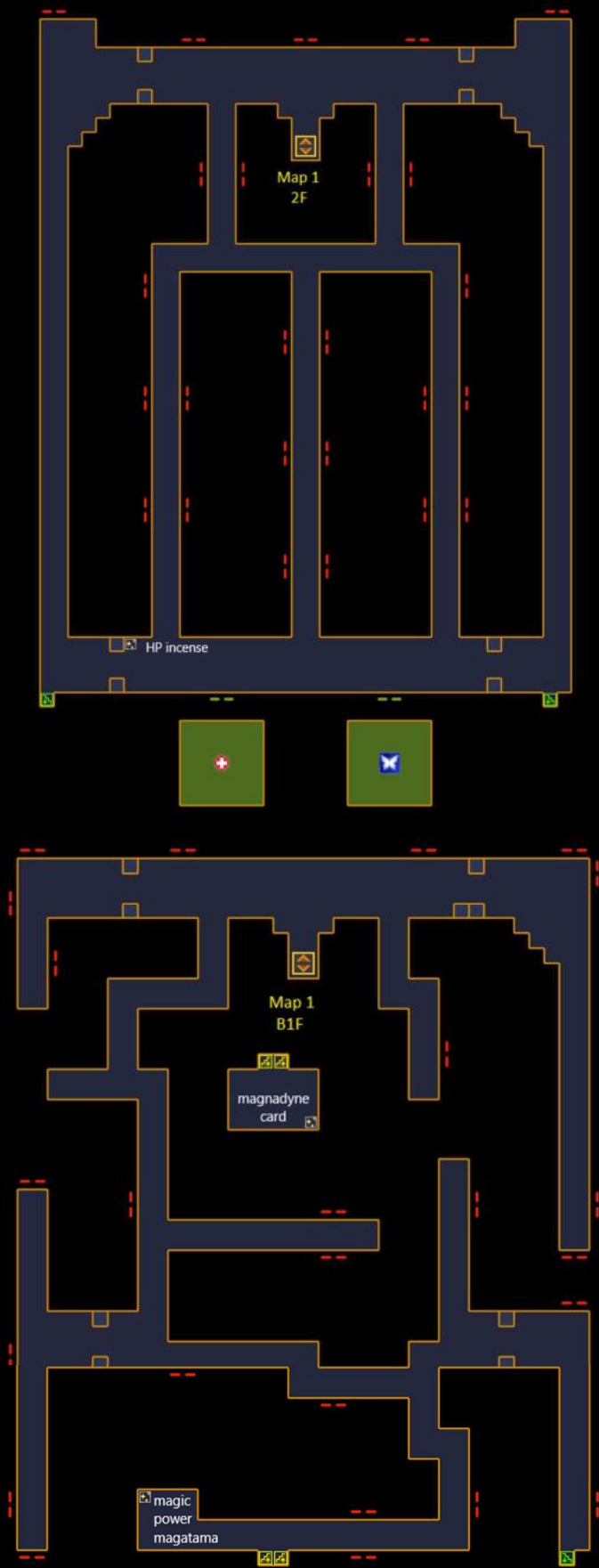
Enter the ship and start mapping the first floor if you're so inclined.

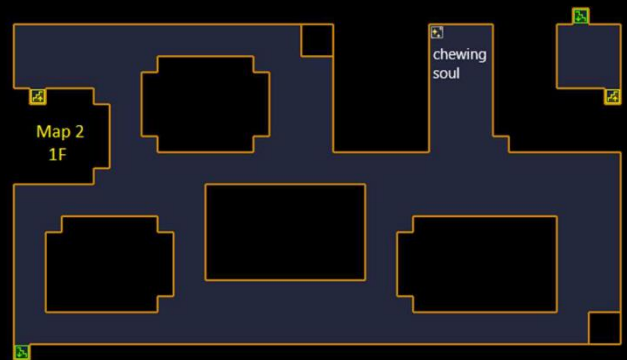
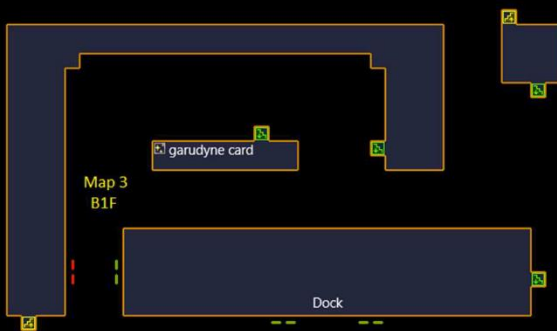
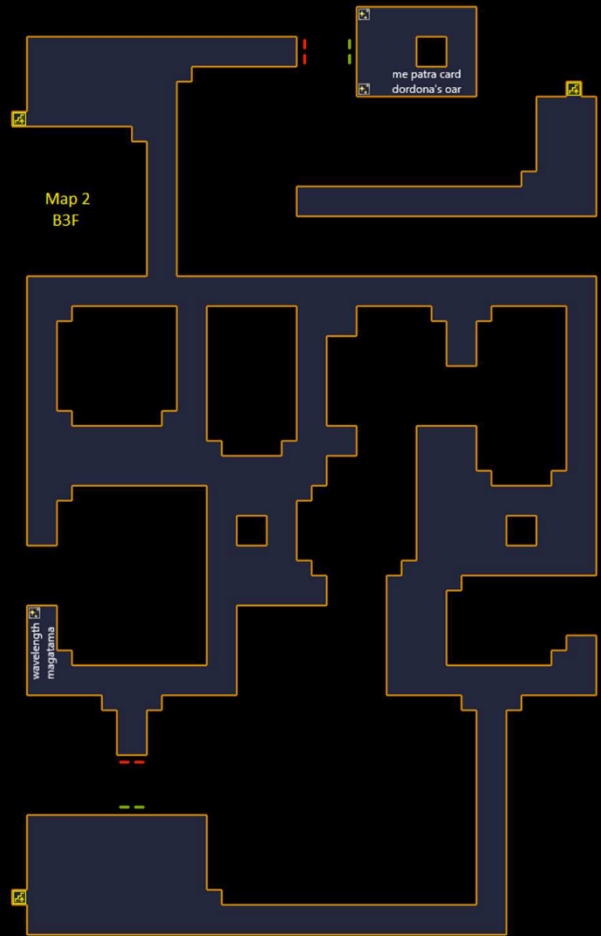
There's a Miracle Soda in the central wing near the elevator. Apply Estoma and map while you wait for Red/Blue Cape to appear, assuming you're below level 45. Take the elevator.

New contacts unlocked: Katsuya + Baofu = Investigation of Terror, Katsuya + Baofu + Ulala = Investigation of Terror (Scam Special), Katsuya + Baofu + Elly = Investigation of Terror (Pervert Special), Baofu + Ulala + Katsuya = Alcohol, tears, men and women, Justice is only... is no longer available and replaced with Investigation of Terror.

Enemy	Joy	Eager	Item
Strength 35 Python	Special Report	Women Wanting to Marry	Silver Manisha
Tower 35 Shoggoth	Horoscope Reading / Debate till Dawn	Radiant Women Unite	Tranquilizer
Lovers 36 Satyr	Flamenco de la Pasión	Interview	Chewing Soul Magnadyne Card
Judgement 36 Power	Alcohol, Tears, Men and Women	Investigation of Terror (Scam Special)	Clean Salt
Temperance 37 Stympthalides	Persuade?	Investigation of Terror (Scam or Pervert special)	Mafui Card Wavelength Card
Human 37 Tenchu Hekiun	Can't contact	Can't contact	Magical Guard
Star 38 Hoenir	Horoscope Reading / Debate till Dawn	Come on Baby / Special Report	Ohunsa Zionga Card
B2F and below			
Chariot 39 Rakshasa	Persuade?	Investigation of Terror	Protection Magatama Tarukaja Card
World 39 Leviathan	Special Report	Advise?	Devil Capote Clean Salt
Fortune 40 Orthrus	Persuade?	Everyone Scolding / Working Women	St Card
Human 40 Tenchu Mochizuki	Can't contact	Can't contact	Physical Guard

Go down to B1F and head southwest to find a Magic Power Magatama and stairs up. Walk around a block north and take the stairs to B1F to find a Magnadyne Card. Go back to the first floor and head east to the small stairs up to 2F. Here you'll find the Velvet Room, Trish's Spring and a box with an HP Incense. Talk to Nanjo/Elly in the velvet room. If you go north then you'll find the elevator again. If you walk southeast, then you'll find a path down to 1F. It's an empty room just for mapping. **Go back to the elevator and take it to B1F again. This time take the stairs down in the southeast corner.** Switch to the second map, Nichirinmaru part 2. You'll immediately see stairs down to B3F up north but head west first. Ignore the first treasure chest, it's empty, the one furthest west has a Yamatano Drink. Go north, turn east. Ignore the first turn north for now (it doesn't go anywhere, feel free to fall down and return up those stairs you first saw when you came to this floor if you're mapping). Head east and go north until the path ends to fall down into a treasure room on B3F. It contains a Me Patra card and Dordona's oar, a material card for Ildanach.





Exit through the one-way door and take the stairs up to the west. You can now fully explore room near the trap floors. It's the conference room. Go back down the stairs and walk south to pick up a Wavelength Magatama. Traverse the floor to get to the southwest end and take the stairs up to B2F. Walk through the L-shaped corridor and go up to B1F and then immediately up to 2F. You'll have some dialogue warning you that the boss fight is imminent. Bring Lightning.

3x X-1	Level 45	HP 3000		
St 42	Vi 41	Dx 30	Ag 39	Lu 38
Nulls: Mind, Nerve, Light, Dark	Resist: everything else	Repel:	Drain:	Weak: Electric
Skills: M249MINIMI, 81mm Cannon L16, Muramasa Copy, Last Resort				
Exp 18000.				

Same strategy as before, try to cast lightning fusion spells and bring a Mediarama user. Beware that they will self-destruct when close to death. If hit with Muramasa Copy then guard until it wears off.

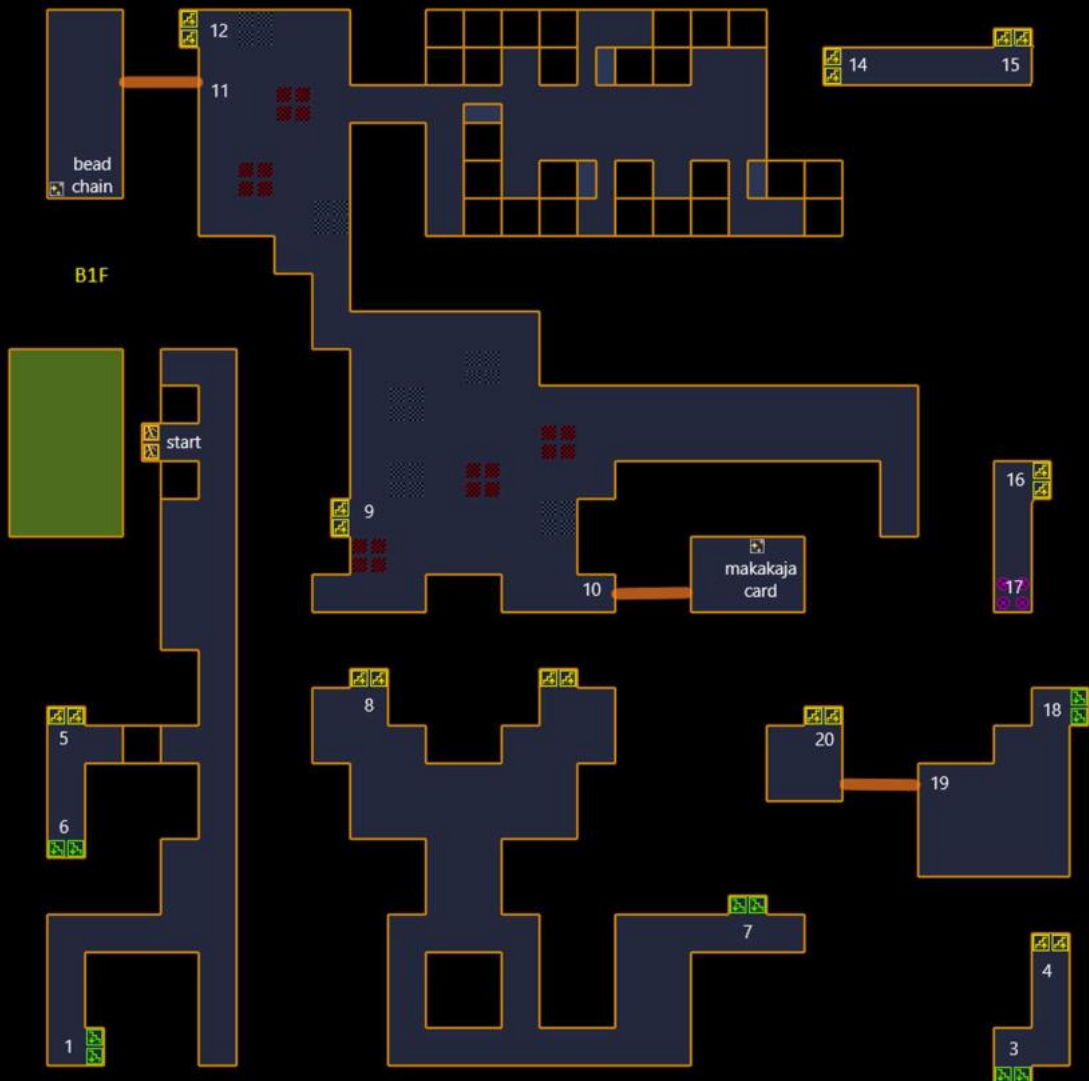
After the boss fight you can access the stairs blocked by the soldier from before. You'll end up on the first floor, go east to pick up 3 Chewing Souls. Go southwest down the stairs to B1F. Go down the L-shaped corridor and down to B2F. Start by going west and up the stairs to get to a small room on B1F with a box containing 5 Stymphalides and a Garudyne Card. Backtrack to B2F and take the eastern stairs up this time. You'll find yourself in the submarine dock, don't leave until you get the mapping complete message.

### 13. Undersea Ruins

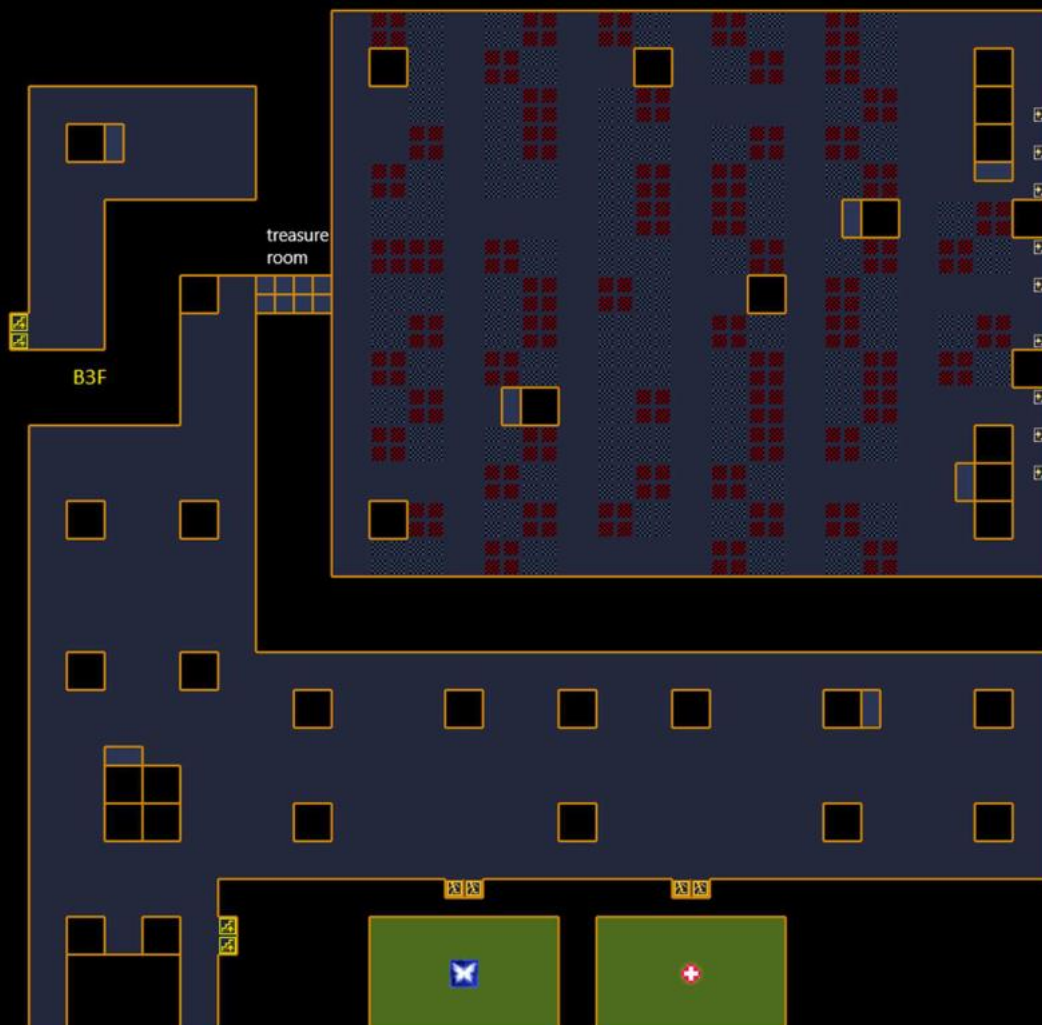
Enemy	Joy	Eager	Item
Chariot 39 Rakshasa	Persuade?	Investigation of Terror	Protection Magatama Tarukaja Card
World 39 Leviathan	Special Report	Advise?	Devil Capote Clean Salt
Fortune 40 Orthrus	Persuade?	Everyone Scolding / Working Women	St Card
Human 40 Tenchu Mochizuki	Can't contact	Can't contact	Physical Guard
Magician 41 Whateley	Fashion show N/A	Dance of Passion Special /Cynical People	Silver Manisha
Hanged Man 41 Barbatos	Ah, Alcohol is my Life!	Flamenco de la Pasión	Zanma Card Wavelength Card
Hermit 42 Catoblepas	Horoscope Reading / Song for a Baseball Fanatic	100 Stories / Persuade	Bead Magnadyne Card
Tower 42 Aeshma	Advise Special	Radiant Women Unite	Rattle Drink Freila Card
Strength 43 Takshaka	Come on Baby / Persuade Special	Investigation	Protection Magatama
Human 45 Tenchu Myojou	Can't contact	Can't contact	Speed Magatama

Nothing to see on B1F, **go down the stairs to B2F**, mark 1. If you take the first stairs down to B3F you can find a healing spring and a Velvet Room. The treasure room is down here in the large chamber.









If you want the loot then start by making a pact with a commonly spawning enemy and exhaust the rumors about Barbato's Magnara skill. Then make a pact with Aeshma and they'll give you a rumor about the treasure room. Contact them again to get the information about Leviathan opening a path. Make a pact with Leviathan and ask for assistance. The treasure room contains Meteorite S, Hihi-Irokane, Scorching Card, Thunderbolt Card, Frigid Card, Quake Card, Gale Card, Torrent Card, Inferno Card.

Go back up to B2F and **walk east**. There's a hole in the wall that leads to a hidden room, mark 2. Open the chest for a combat encounter and a Rakukaja Card. At the end of the hallway you can see the boss arena to the north, but the path is blocked off by pitfalls sending you back down to B3F. **Take the stairs up to B1F, follow the path up to 1F** and walk west and then north in the L-shaped corridor, take the **stairs down to B2F**, mark 5 and 6. As you walk east, beware that there's a trap on the northern side of the wall, hug the southern side until the path turns north. Follow the path until you see a set of stairs on your left, ignore them and enter the room up north, the path has a pitfall hugging the western wall, and two of them on the right side. You can go up on the left side, four squares from the wall. If you fall then you can get back up immediately using those stairs we walked past. Follow the path east until **you enter large chambers leading south**. Ignore the empty chest. Hug the walls in the second room, there are pitfalls. There's a chest here with 5 Miracle Eggs. Take the stairs up to B1F. The eastern staircase leads to a dead end and an empty chest. Take the western stairs, mark 8. Go down again to B1F. Head east into a hidden room to fight 2 Succubus and 1 Crowley for a Makakaja Card. Go north to find another hidden room by the stairs, mark 11, to pick up a Bead Chain. There's a room to your east with a clue as to how you should traverse the trap room above you. Take the stairs up. Follow the corridor of pillars until you find a hidden passage, mark 13. Check the location of the traps on the map and walk down the stairs to B1F. The brief corridor will take you back up to 1F. The treasure chests contain a Holylight Card, a Mediarama Card, 1 Orichalc. Backtrack to the main corridor and take **the stairs down at mark 16. Let yourself fall down the pit to B2F**. You'll find yourself by the boss arena but do not enter it yet. Go up the stairs at 18 and through the hidden passage. Take the stairs up to 1F, there are two treasure chests here, the eastern one is a trap, the western one has an Item Breeder. You can now return to the boss arena. If you're on Nanjo's route you will face Kandori, with Elly you will fight Chizuru.

Takahisa Kandori	Level 55	HP 3600		
St 45	Vi 42	Dx 50	Ag 48	Lu 46
Nulls: Mind, Nerve, Light, Dark	Resist: all	Repel:	Drain:	Weak:
Skills: Garudyne, Ziodyne, Zandyne, Wheel of Time, Eternal Black, Myriad Arrows				

5x X-2	Level 45	HP 2500		
St 42	Vi 35	Dx 34	Ag 40	Lu 39
Nulls: Mind, Nerve, Light, Dark	Resist: all	Repel:	Drain:	Weak: Electric
Skills: M61, Sea Sparrow, Muramasa Copy				

Exp 40000, 45000 yen.

Kandori is somehow weaker than when Tatsuya faced him earlier. Maybe his heart's not in this fight. You can counter Garudyne with Wall of Air, Eternal Black with Tetraja. Wheel of Time and Myriad Arrows deal huge damage to all characters, you need to have a Mediarama user. Bring Sakya, Nezha,

Hoenir, Aramaiti. Lightning fusion spells will take care of the robots and begin to whittle down Kandori's health.

Chizuru Ishigami	Level 53	HP 3200		
St 36	Vi 40	Dx 54	Ag 49	Lu 44
Nulls: Mind, Nerve	Resist: Magic	Repel: Light, Dark	Drain:	Weak: Physical
Skills: Cursed Name, Fiendish Card, Card of Binding, Earth's Anger, Myriad Arrows, Card of Protection				

4x Chizuru Ishigami (copy)	Level 53	HP 1		
St 36	Vi 40	Dx 54	Ag 49	Lu 44
Nulls:	Resist:	Repel: all	Drain:	Weak:
Skills: Cursed Name, Card of Binding				

Exp 18000, 50000 yen.

The copies are invulnerable but also won't bother you that much. You just need to keep an eye on their location. Start by setting each of your party members to perform a basic attack to a different Chizuru, one of them will hit the real Chizuru and reveal her location. Or if you have a persona with a ma- spell that nullifies its own element you can cast that and save some time. The real Chizuru is weak to physical so perform Pegasus Strike with Nezha on Katsuya, you can still use Hel to get the wind spell. Use Maia Prime or Tensen Nyannyan to heal. If you still have Minotaur then start the battle by casting Wall of Earth and then switch to a stronger persona. Or you can summon Genbu who comes with some nice resistances. A Refresh Ring user like Matsuo-sama or Parvati helps but you can also just let her inflict furious on your characters since it boosts their attacks and take her out with your weapons.

After defeating the boss Tatsuya will join as a tag-along party member. He will ask you to go to Alaya and Mt. Iwato with him. This will be your final dungeon with Elly/Nanjo but we can do some side-questing before we say goodbye to them. The sweepstakes have updated their prizes and Clair de Lune has new stock. Return the Red/Blue Cape trophy to the adventurer for your reward. For Nanjo you will get a sword, Aishu Masamune, you can pass it on to Tatsuya once Nanjo leaves. On Elly's route you get Woman Powered, a very good piece of armor for Maya or Ulala.

*New dialogue:*

<i>Rengedai</i>	<i>Hirasaka</i>	<i>Yumezaki</i>
<i>Time Castle: everyone</i>	<i>Map: everyone</i>	<i>Map: everyone</i>
<i>Kaori: everyone</i>	<i>Shiraishi: party</i>	<i>Bikini Line: everyone</i>
<i>Satomi Tadashi: everyone</i>	<i>Tominaga: party</i>	<i>Tony's: everyone</i>
<i>Gatten Sushi: everyone</i>	<i>Toua Defense: party</i>	<i>Peace Diner: everyone</i>
<i>Velvet Room: everyone</i>	<i>Satomi Tadashi: party</i>	<i>Satomi Tadashi: everyone</i>
	<i>Sumaru prison: party</i>	<i>Giga Macho: Ixquic,</i>
	<i>Kasu High: party in basement, party on roof</i>	<b>1 rumor</b>

<i>Aoba</i>	<i>Kounan</i>	<i>Narumi</i>
<i>Map: everyone</i>	<i>Map: everyone</i>	<i>Map: everyone</i>
<i>Kismet lobby: party</i>	<i>Kounan PD: party</i>	<i>Ebony: everyone</i>
<i>Kusunoha: party</i>	<i>Lunar palace: everyone</i>	<i>Padparacha: everyone</i>

Double Slash: party	Jolly Roger: party	Clair de Lune: party
Parabellum: party + Matsuoka	Hiiragi: party, Reiko, Maki	Baofu's lair: everyone
Etheria: party	Sumaru Genie: everyone	
Rosa Candida: party	Satomi Tadashi: party	
Satomi Tadashi: party		
Sumaru TV: everyone except Brown		

### Air Raid shelter 5

The entrance to area 5 is blocked by a rock but you can get in from area 4. You need to get help from Shoggoth to get access to the main door from the central room.

To get help from Shoggoth you need a demon rumor from a youth tone demon. Your options are Kinnara(area 1), Tengu(area2), Gandharva(area 3), Satyr(area 4). You can obtain the rumors about Stymphalides' and Barbatos' spells here, make sure you've exhausted the spell rumors first to increase the odds of the shortcut rumors dropping. Shoggoth spawns in area 4.

From the southern entrance of area 5 walk north until you get into a room littered with boulders on your left. Take the path northeast and then follow the path south until you find the map. There's a letter from Sachiko in this dungeon near the northwestern door in the boulder room.

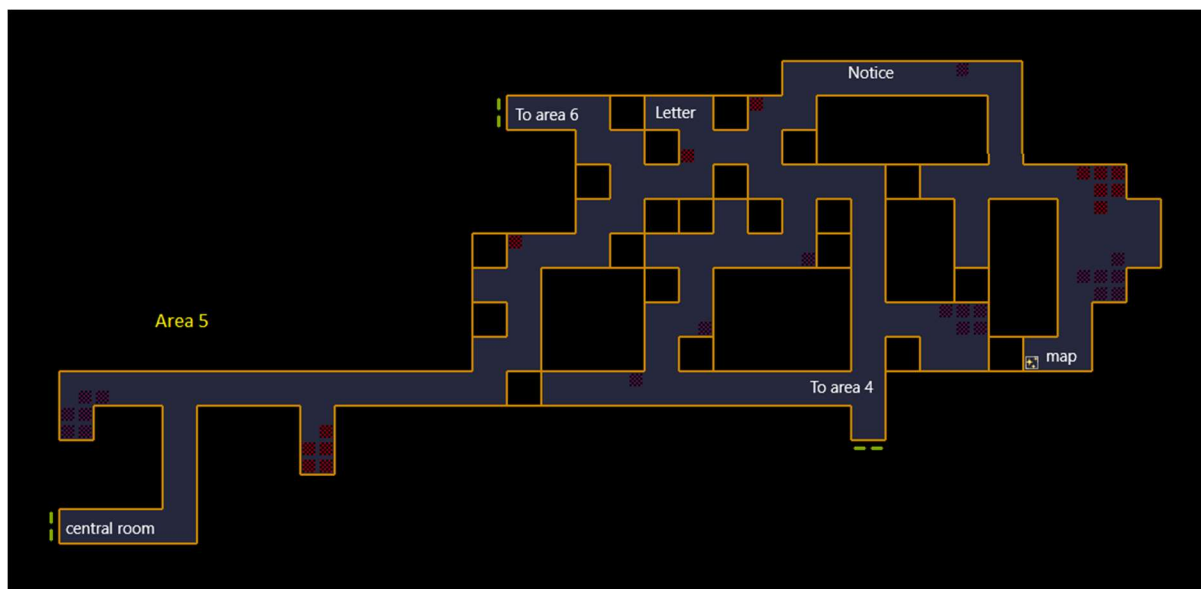
Enemy	Joy	Eager	Item
Temperance 37 Stymphalides	Persuade?	Investigation of Terror (Scam or Pervert special)	Mafui Card Wavelength Card
Star 38 Hoenir	Horoscope Reading / Debate till Dawn	Come on Baby / Special Report	Ohunsa Zionga Card
Chariot 39 Rakshasa	Persuade?	Investigation of Terror	Protection Magatama Tarukaja Card
World 39 Leviathan	Special Report	Advise?	Devil Capote Clean Salt
Fortune 40 Orthrus	Persuade?	Everyone Scolding / Working Women	St Card
Magician 41 Whateley	Fashion show N/A	Dance of Passion Special / Cynical People	Silver Manisha
Hanged Man 41 Barbatos	Ah, Alcohol is my Life!	Flamenco de la Pasi3n	Zanma Card Wavelength Card
Hermit 42 Catoblepas	Horoscope Reading / Song for a Baseball Fanatic	100 Stories / Persuade	Bead Magnadyne Card
Tower 42 Aeshma	Advise Special	Radiant Women Unite	Rattle Drink Freila Card
Strength 43 Takshaka	Come on Baby / Persuade Special	Investigation	Protection Magatama

Turn on Estoma and wait for Izanami to appear, if you're below level 51. She's pretty easy. Bring energy drinks to counter Marin Karin. Use any damage type except water. Izanami is an absolutely essential persona, one of the three personas that can learn Heartfelt Prayer which is needed for ma-kaja spells and mediamai. She's lowest level of the three, Gyokukou Joutei requires you to be level 72 to summon and Maihime Amano is missable if you make the wrong dialogue choices. So do not

miss Izanami. You can only summon her once since you need a material card so don't ever return her.

Izanami	Level 51	HP 1500		
St 33	Vi 38	Dx 56	Ag 45	Lu 43
Nulls: Light, Dark, Water	Resist: Mind, Nerve	Repel:	Drain:	Weak:
Skills: Marin Karin, Diamond Dust, Pressure Needle				

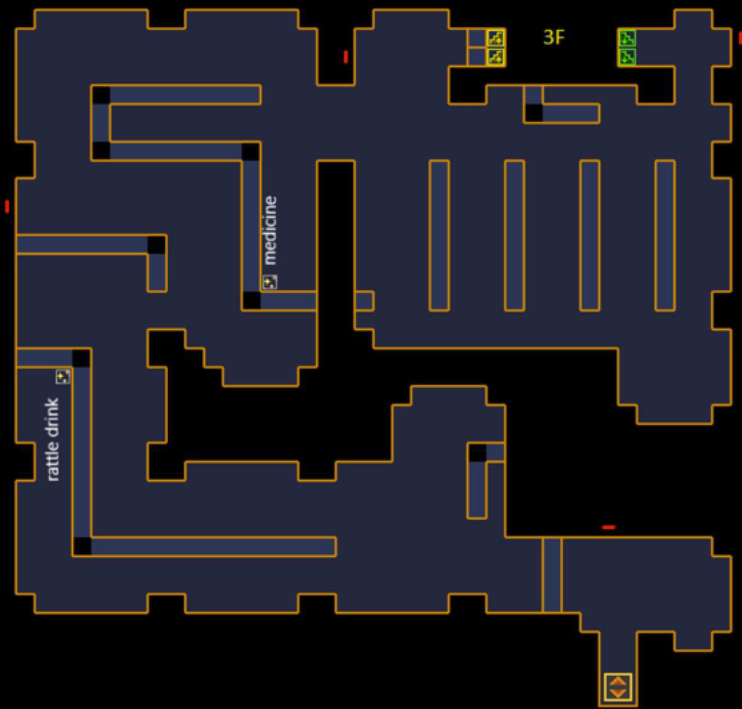
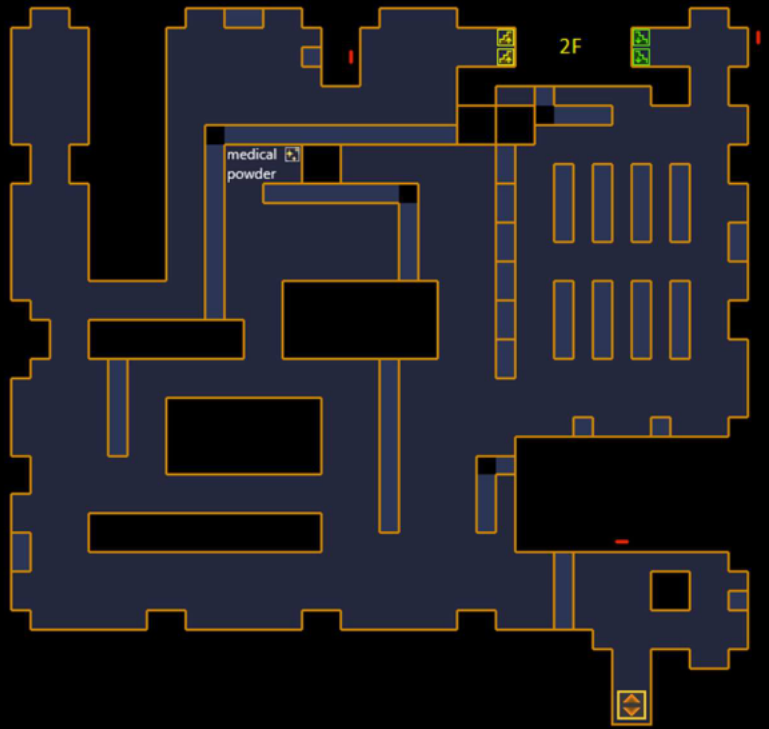
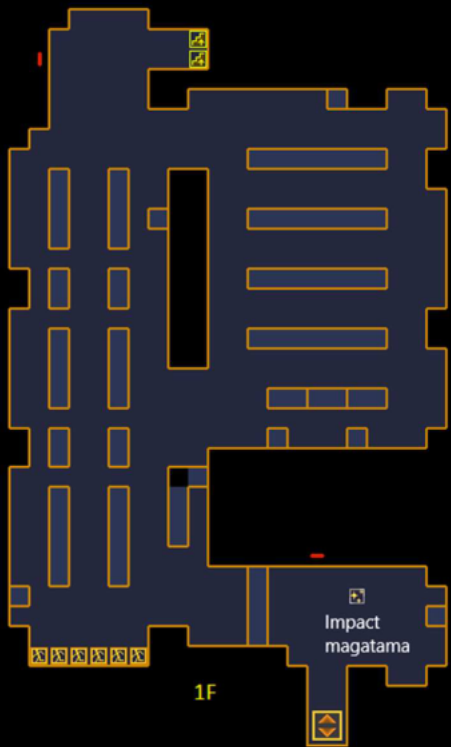
Exp 867, 3550 yen.



### Giga Macho, second visit

Go to Giga Macho. The third CD is on sale now. Talk to Ixquic to get another rumor demon. Spread the rumor at Kuzunoha. Once again the CD shop will turn into a dungeon where you cannot summon personas. The first three floors will have same incredibly weak enemies in them but from the fourth floor onwards you'll meet new faces.

Enemy 4F onwards	Joy	Eager	Item
Moon 33 Lilim	Persuade Special	What is Justice? / 100 Stories	Bufula Card Magarula Card
Devil 34 Demon King	Advise Special	Everyone Scolding / Fashion Show	Energy Drink Gryva Card
Tower 35 Shoggoth	Horoscope Reading / Debate till Dawn	Radiant Women Unite	Tranquilizer
Chariot 39 Rakshasa	Persuade?	Investigation of Terror	Protection Magatama Tarukaja Card
World 39 Leviathan	Special Report	Advise?	Devil capote Clean Salt
Strength 43 Takshaka	Come on Baby / Persuade Special	Investigation	Protection Magatama



Walk up to the fourth floor and take the elevator to 1F to pick up an Impact Magatama. Take the elevator up to the 5<sup>th</sup> floor and open a chest containing 5 Camazotz. It repels guns and thrown damage so only let Ulala and Nanjo/Elly attack unless you have crafted elemental weapons at Padparacha. You get a Yamatano Drink as a reward. Go back to the fourth floor, in the central room there's a box with a Rakshasa guarding a medicine and a box containing a Rattle Drink (the western box). If these rewards don't interest you then take the stairs up to the fifth floor and wander until the fogey appears.

200km/h fogey	Level 50	HP 400		
St 35	Vi 33	Dx 40	Ag 56	Lu 35
Null: Mind, Nerve, Light, Dark	Resist: all	Repel:	Drain:	Weak:
Skills: Magnadyne, Cursed Name, Lightning Strike				

Exp 2500, 7000 yen, Top speed title.

You can't use any personas so just attack with your weapons. Katsuya will do most of the work.

There's a treasure chest containing a Pressure Magatama in the western corner of this floor. Go back to Ixquic and trade the top speed title for your first Legenbright. You could start crafting legendary weapons now but I suggest you hold off for now. If you want to collect all the demon rumors I recommend you finish the skill rumors first, they are more difficult to get once you unlock weapon rumors. Once you enter Mt. Iwato you can obtain the last two rumor skills Hyper Zionga and Super Megido. After that you can craft the weapons and get the modifying rumors for them. There are four variants of the legendary weapons, the neutral version where they just do physical damage, the weakened version that demons will spread if you frighten them, the elemental version (dark power) and the magic attack boosting version (strongest). I recommend you spread the rumors that the weapons are the strongest since you should never be using your weapons to attack enemies anyway, you might as well get a +60 mAtt boost from them.

## Alaya Shrine

**Go to Alaya for a cutscene.** Talk to your party members. Iwato is the last dungeon for Elly/Nanjo, they will return all their equipment and their persona to the party when they leave. You can transfer their starting persona, if you're planning on using your current save file for the EX Dungeon then you'll receive a new copy of Aizen Myouou or Nike anyway if you wanted to continue using it. But I can't imagine why you would use the starters when you have access to their ultimate personas in the EX Dungeon. You can theoretically use Yamaoka/Gabriel now if you imported their material cards from the EX Dungeon and grind to level 70 but I don't recommend it, it'll make it harder to encounter the rare demons in later dungeons.

Turn in the mapping quest and pick up the next one for Mt. Iwato.

## New dialogue

<i>Rengedai</i>	<i>Hirasaka</i>	<i>Yumezaki</i>
<i>Map: everyone</i>	<i>Shiraishi: Tatsuya + Elly/Nanjo</i>	<i>Mu Continent: everyone, 1 rumor</i>
<i>Gatten Sushi:</i>	<i>Velvet Room: party</i>	
<i>Time Castle: Ulala, Katsuya</i>		<i>Narumi</i>
<i>Satomi Tadashi: party</i>		<i>Baofu's lair: Tatsuya</i>

### Mu Continent, second visit

If you go to Mu Continent now you can meet Fuyuko. Spread the rumor about the Cursed Taxi and return to the casino. Enter the dungeon. For the map see Baofu's Lair, Mu Continent, first visit. There won't be any new enemies. Talk to the receptionist, she'll tell you to find the security guard. Go up the stairs to the southeast of the receptionist (6). Go north and up the stairs to the third floor (7). Go through the small room and up to the fourth floor (8). You'll find the security guard here who will give you a clue about the password. To find the boss return to the stairs where Trish was waiting last time (9). Go up to the fourth floor and type in the password 1342 and fight the taxi. It is very weak.

Cursed Taxi	Level 52	HP 416		
St 40	Vi 45	Dx 37	Ag 45	Lu 40
Null: Mind, Nerve, Light, Dark	Resist:	Repel:	Drain:	Weak: Electricity
Skills: Tackle, Explosive Getaway				

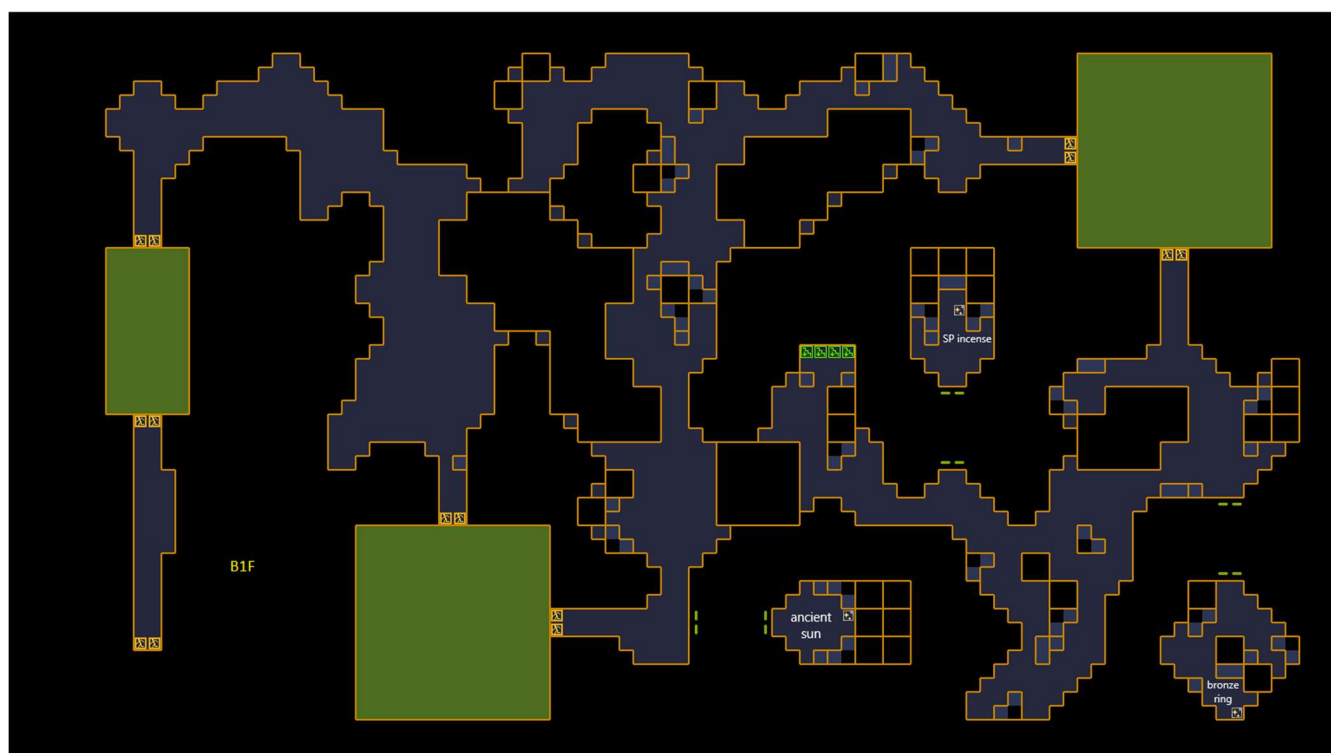
Exp 2704, 12000 yen, Cursed Taxi Hat

Return the boss trophy to Fuyuko for an Akashic Ring.

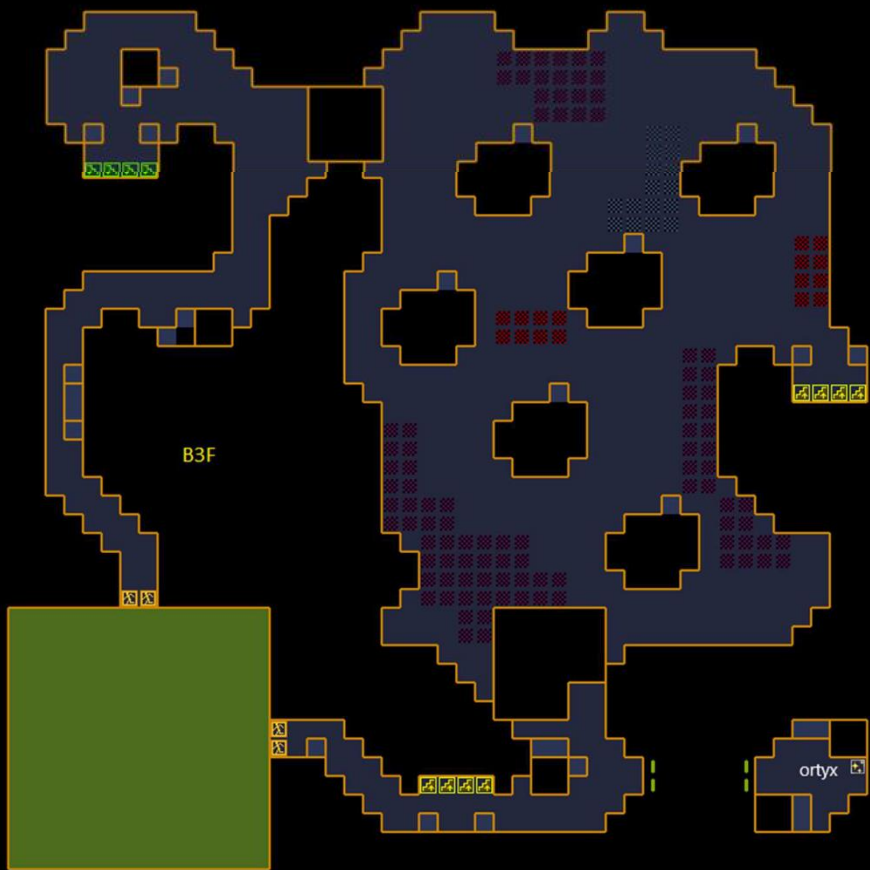
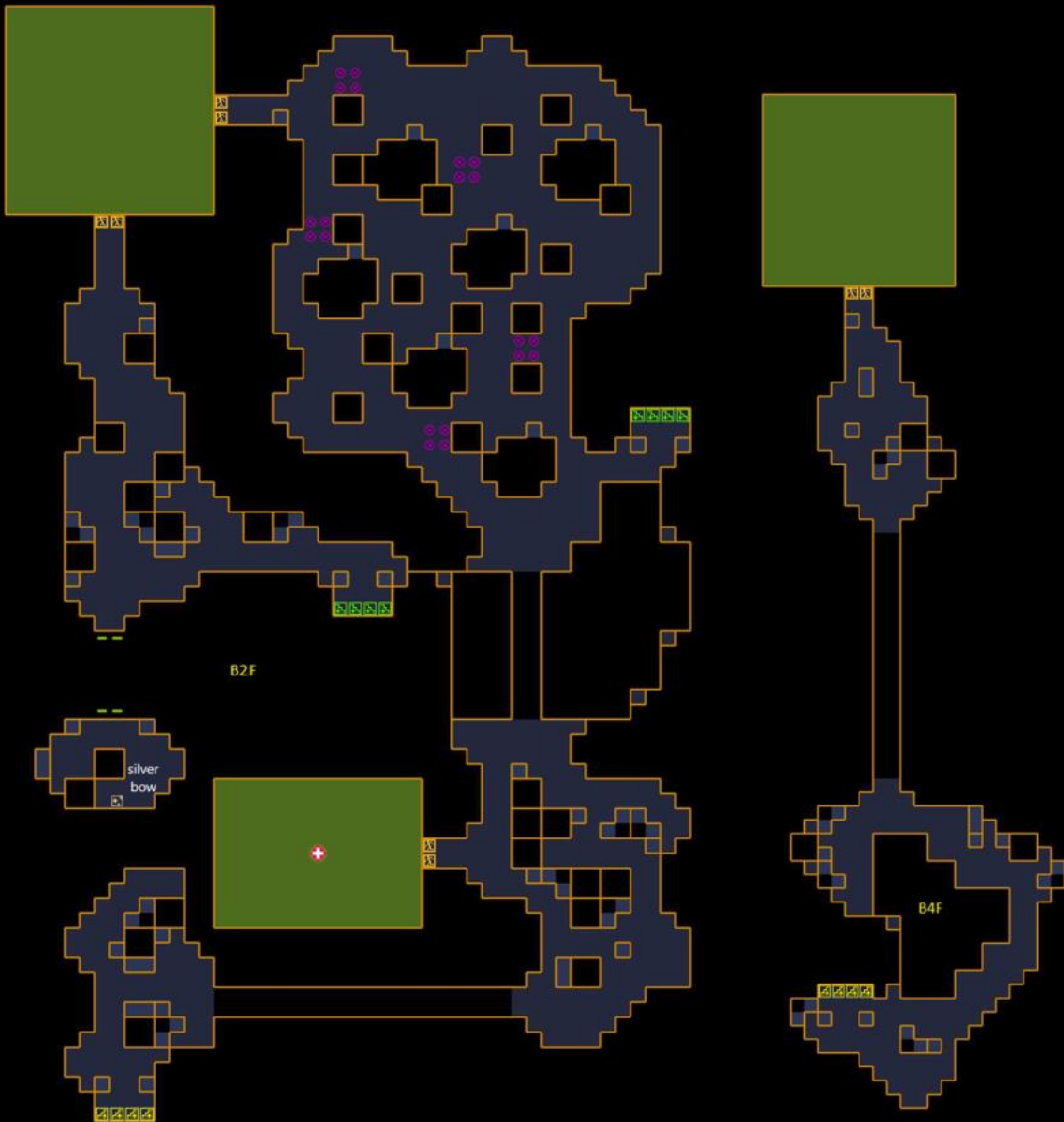
### 14. Mt Iwato

It's quite linear. You can obtain the skill rumors about Ankou's Hyper Zionga and Succubus' Super Megido here. After the spring of mirrors with Nanjo's or Elly's scene go into the little nook on your east to pick up the Ancient Sun material card. Follow the linear path to the next spring of mirrors for some scenes from IS. Enter the hidden room after the scene to pick up the Bronze Ring card. As you head west you'll find another hidden room with an SP Incense. Go down the slope to B2F. Follow the dark path east. You'll find a healing spring in the next cavern and a dark path leading north. You'll enter a cave filled with pitfalls. If you're mapping this dungeon then just systemically comb through the entire cavern and fall down every room. If you just want to progress then hug the right wall. Enter the next spring of mirrors with another hidden room after it, containing the Silver Bow card. Take the slope down to B3F, start by going east into a hidden room containing the Ortyx card. Then go west into the spring for another cutscene.

*You can only form a pact with Ankou on Elly's route, or by using the mercurius treatment at Etheria.*







Enemy	Joy	Eager	Item
Hermit 42 Catoblepas	Horoscope Reading / Song for a Baseball Fanatic	100 Stories / Persuade	Bead Magnadyne Card
Tower 42 Aeshma	Advise Special	Radiant Women Unite	Rattle Drink Freila Card
Strength 43 Takshaka	Come on Baby / Persuade Special	Investigation	Protection Magatama
Death 44 Ankou	Fashion Show N/A	Investigation of Terror	Dark Magatama
Judgement 44 Virtue	Alcohol, Tears, Men and Women	Alternate Investigation of Terror with the Scam Special variant	Revival Bead
Temperance 45 Vucub-Caquix	Fashion Show / What is Justice?	Flamenco de la Pasión	Garudyne Card
Devil 46 Lucifuge	Costing a Fortune?!	100 Stories / Investigation Special	Magic Wall Magatama Attack Mirror Card
World 46 Hunab Ku	Persuade Special	Ah, Alcohol is my Life!	Magnadyne Card
Moon 47 Succubus	Radiant Women Unite	100 Stories / Persuade Special	Open Sesame Thunderbolt Card
Magician 49 Crowley	Ah, Alcohol is my Life!	100 Stories / What is Justice?	Chewing Soul Megido Card

*New dialogue, unlocks after you view Nanjo's/Elly's scene and disappears after you clear the dungeon.*

<i>Rengedai</i>	<i>Hirasaka</i>	<i>Yumezaki</i>
<i>Alaya: Katsuya</i>	<i>Shiraishi: party</i>	<i>Tony's: Baofu + Nanjo/Elly</i>
<i>Time Castle: Katsuya</i>	<i>Satomi Tadashi: Katsuya</i>	<i>Mu Continent: Katsuya</i>
<i>Kaori: Katsuya</i>	<i>Velvet Room: party</i>	<i>Kounan</i>
<i>Gatten Sushi: Katsuya</i>	<i>Aoba</i>	<i>Sumaru Genie: Ulala + Katsuya</i>
<i>Satomi Tadashi: Baofu, Nanjo</i>	<i>Double Slash: Ulala, Katsuya</i>	<i>Lunar palace: Ulala, Nanjo/Elly, Tatsuya</i>

Go north to find the next slope down. Head north through a tunnel and enter the final spring of mirrors. Tatsuya will now permanently join the party and Elly/Nanjo departs. Tatsuya will tell you to enter the Torifune using the subway in Narumi.

### Air Raid shelter 6

Turn in the map of Mt. Iwato and pick up the map for the subway. You'll receive your first Fool Card, if you want to summon all three ancestor personas then do not use it yet. Talk to the Master of the Jolly Roger to pick up a rumor about the Sumaru Genie. The powered up affinity readings give you some fun dialogue from almost every named character in the game. You can use it to get a discount from shopkeepers (the Count and the craftsman in particular are useful), improve your damage output in combat by gaining affinity with a party member (boosts fusion spells between that character and Maya), gain an edge in boss battles by obtaining affinity with the boss although it's unlocked so late in the game that there are very few bosses left to use it on. Toua and Mu Continent

and have new stock. Speak to Tatsuya at Sumaru Prison to get him to join the flamenco contact (not necessary if Tatsuya played guitar in Innocent Sin).

#### New dialogue

<i>Rengedai</i>	<i>Hirasaka</i>	<i>Yumezaki</i>
<i>Map: housewife, boy</i>	<i>Map: college student, old lady</i>	<i>Map: young girl and flirtatious man</i>
<i>Alaya: Katsuya, Tatsuya, Baofu</i>	<i>Shiraishi: party</i>	<i>Bikini Line: party + pale girl</i>
<i>Time Castle: party</i>	<i>Tominaga: party</i>	<i>Tony's: party</i>
<i>Kaori: party + woman</i>	<i>Toua Defense: party</i>	<i>Peace Diner: party</i>
<i>Satomi Tadashi: party</i>	<i>Satomi Tadashi: party + businessman</i>	<i>Satomi Tadashi: Katsuya, Tatsuya</i>
<i>Gatten Sushi: party + count sushi</i>	<i>Sumaru prison: party (at least Tatsuya to unlock a contact!)</i>	<i>Mu Continent: party + shopkeeper</i>
<i>Velvet Room: everyone</i>	<i>Kasu High: party in basement +Yasuo for rumor, party on roof</i>	

Aoba	Kounan	Narumi
Map: walking woman, middle-aged businessman	Map: everyone	Map: businessman
Double Slash: party + middle-aged businessman	Kounan PD: party + hard-working policeman	Ebony: party
Kuzunoha: party	Lunar palace: everyone	Padparacha: party
Rosa Candida: party	Jolly Roger: party + the two men, 1 rumor	Clair de Lune: party
Parabellum: party + Matsuoka	Sumaru Genie: party	Baofu's lair: everyone
Etheria: party	Satomi Tadashi: middle-aged man	
Satomi Tadashi: party		
Kismet lobby: party		
Sumaru TV: party		

Go to Shiraishi to pick up three new search quests.

Name	Location	Reward
Setsu Nishitani	Alaya Shrine	40k
Kenichi Nakatani	Clair de Lune	50k
Jun Saito	Hiiragi	50k

With Tatsuya in your party you can now summon more powerful personas. At least level 60. If your Tatsuya is higher than the default level then go ahead and summon Hastur now. You can obtain Hastur's material card by talking to the Wang Long fanatic at Double Slash and typing in lalaHastur or HasturComeForth instead of your birth month. The input is not case-sensitive. Go to area 4 of the shelter and wait for a Byakhee to appear. They will give you the re-usable item Golden Honey that lets you turn off random encounters.

Enter and exit the subway dungeon to unlock area 6 of the shelter and unlock the final upgrade to Tony's, Parabellum and Rosa Candida. You can obtain the Hyper Zionsa and Super Megido rumors in area 6. Go to Kasu's basement and talk to Yasuo to pick up the Kudan rumor. Go and spread it and start exploring the dungeon. Odin can also spawn here.

With Tatsuya in your party you gain new contacts but also lose a bunch of them.

Maya + Katsuya + Tatsuya = Advise Special, Ulala + Katsuya + Tatsuya = Dance of Passion Special, Ulala + Maya + Tatsuya = Women wanting to marry, Katsuya + Tatsuya = Brother's Kindness, Baofu + Tatsuya = Adult's Excuse, Tatsuya = If looks could kill, Tatsuya + Maya = Prince, Tatsuya + Maya + Ulala = Prince (Envious Ulala), Tatsuya + Maya + Katsuya = Prince (Protective Katsuya), Tatsuya + Maya + Baofu = Prince (Irresponsible Baofu), Tatsuya + Baofu = Child's Claim

Enemy	Joy	Eager	Item
Death 44 Ankou Judgement 44 Virtue	Brother's Kindness Persuade?	Investigation of Terror Alternate investigation or terror with the scam Special variant	Revival Bead Dark Magatama
Temperance 45 Vucub-Caquix	Prince (Ulala or Baofu variant)	Dance of Passion Special variant	Garudyne Card
Devil 46 Lucifuge	Costing a Fortune?!	Women Wanting to Marry	Magic Wall Magatama Attack Mirror Card
World 46 Hunab Ku	Persuade Special	Ah, Alcohol is my Life!	Magnadyne Card
Moon 47 Succubus	Radiant Women Unite	Persuade Special	Open Sesame Thunderbolt Card
Hanged Man 48 Pucel	Adult's Excuse	Investigation	Bufula Card Frigid Card
Magician 49 Crowley	Child's Claim	Adult's Excuse	Chewing Soul Megido Card
Star 49 Yaksa	Persuade Special	Investigation (Scam)	Miracle Egg Tarukaja Card
Chariot 50 Ares	Dance of Passion Special	Wire Tapping	Muscle Drink Inferno Card
Tower 50 Seker	Brother's Kindness	Women Wanting to Marry	Brink Tea

If Maya is below level 62 you can Estoma away enemies to get the bosses to spawn. Kudan is level 63, Odin is 65 and the highest level enemy is Seker at level 50. Kudan can reset your persona growth back to rank 1 with Prophecy so make a save state at the start of the combat encounter.



Kudan	Level 63	HP 504		
St 46	Vi 50	Dx 60	Ag 52	Lu 43
Null: Light, Dark, Nerve, Mind	Resist: Magic	Repel:	Drain:	Weak: Physical
Skills: Diarama, High Pressure, Samsara (panic), Prophecy				

Exp 3936, 13200 yen, Kudan's Head

Kudan is quite weak, you can just use basic attacks to take it down or Pegasus Strike with Nezha. Give the monster trophy to Yasuo up on the roof for an accessory set. The mutation gear is especially useful if you want to unlock the hidden skills of your favorite personas.

Odin	Level 65	HP 2000		
St 52	Vi 54	Dx 60	Ag 55	Lu 50
Null: Light, Dark, Mind, Nerve, Magic	Resist:	Repel:	Drain:	Weak: Physical
Skills: Mudoon, Thunder Baptism, Deathbound				

Exp 1408, 4550 yen, Rune Monument.

Bring a Tetraja user, Sif is a good option since she doesn't take damage from electricity. You need to use physical attacks so Nezha is essential. Start by casting Tarukaja.

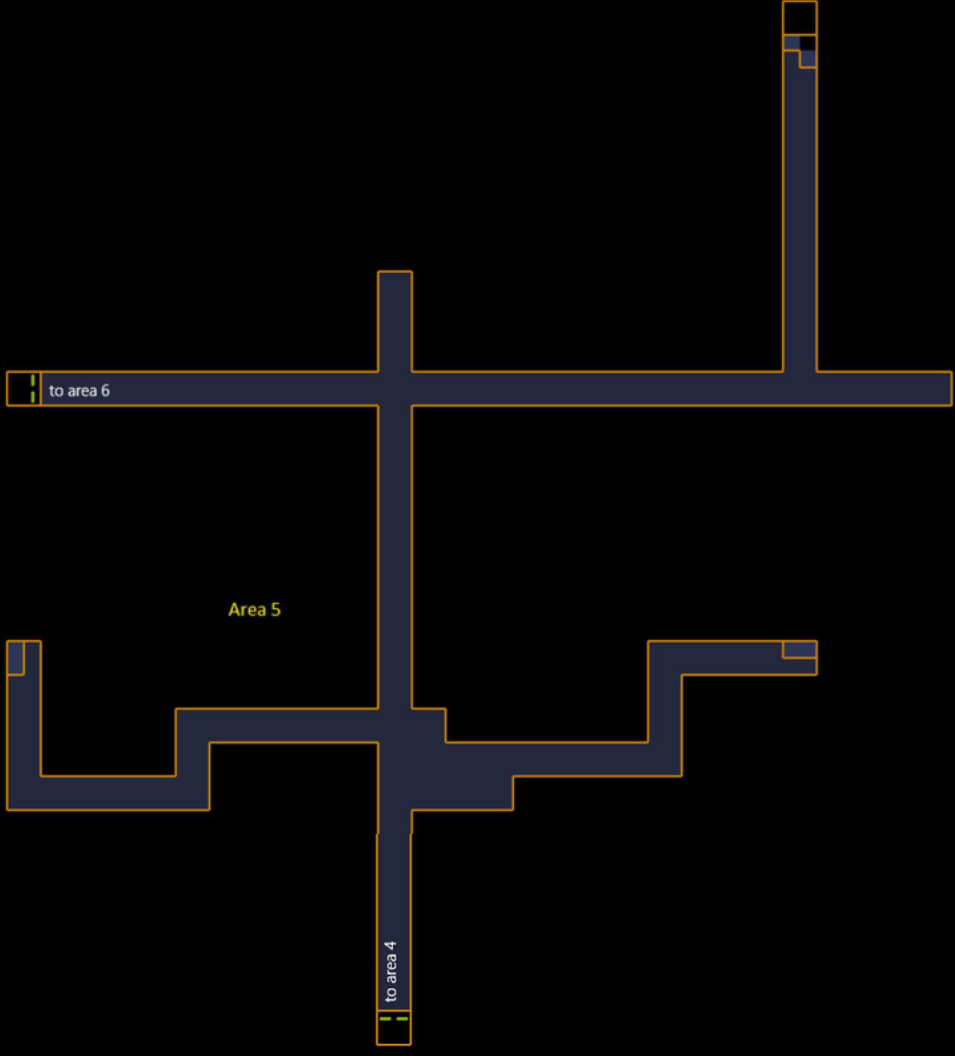
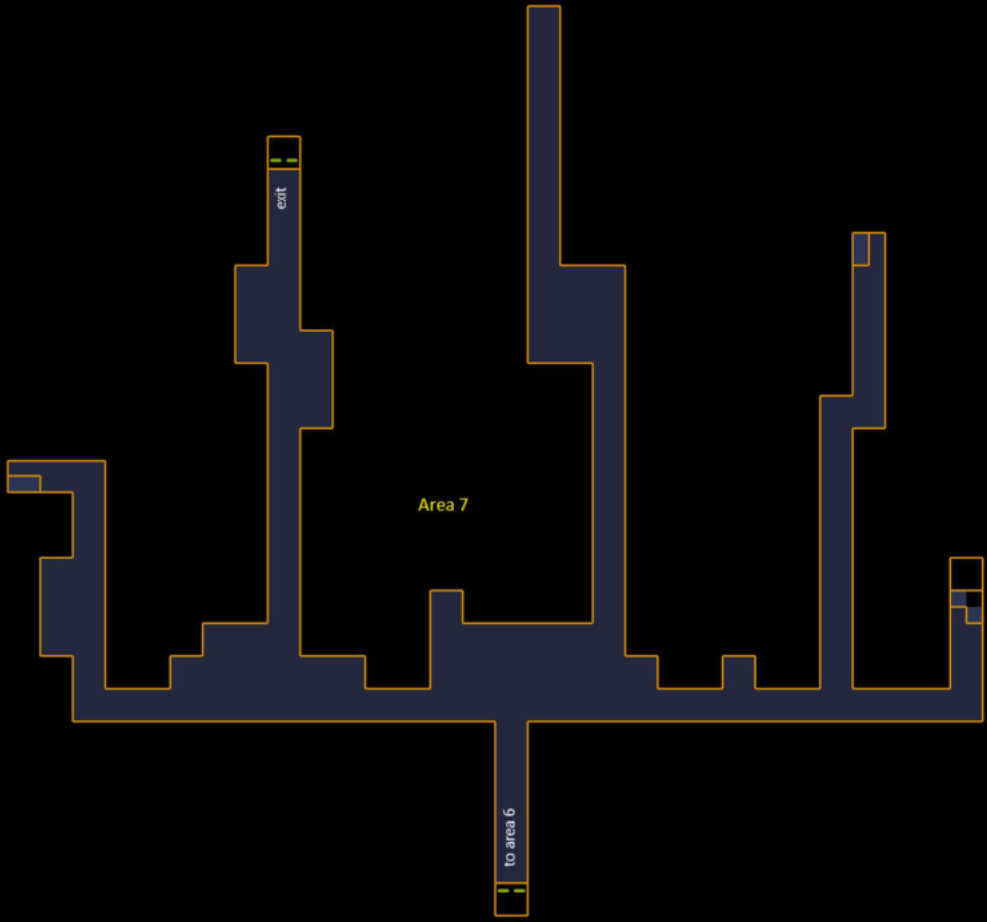
Near the door connecting it to area 5 you'll find another one of Sachiko's letters. If you make a pact with Ares here you can get the rumor about Girimehkala opening up a shortcut to area 8 even though that area won't become relevant for quite some time.

## 15. Subway Construction Site

Once you're done side questing return to the subway. It is a double dungeon, you won't be able to return to Sumaru for a while.

Enemy	Joy	Eager	Item
Temperance 45 Vucub-Caquix	Prince (Ulala or Baofu variant)	Flamenco de la Pasión	Garudyne Card
Human 45 Tenchu Myojou	Can't contact	Can't contact	Speed Magatama
Devil 46 Lucifuge	Costing a Fortune?!	Women Wanting to Marry	Magic Wall Magatama Attack mirror Card
World 46 Hunab Ku	Persuade Special	Brother's kindness	Magnadyne Card
Moon 47 Succubus	Radiant Women Unite	Persuade Special	Open Sesame Thunderbolt Card
Magician 49 Crowley	Child's Claim	Adult's Excuse	Chewing Soul Megido Card
Area 4 onwards			
Hanged Man 48 Pucel	Adult's Excuse	Investigation	Bufula Card Frigid Card
Star 49 Yaksa	Persuade Special	Investigation (Scam)	Miracle Egg Tarukaja Card
Chariot 50 Ares	Dance of Passion Special	Wire tapping	Muscle Drink Inferno Card
Tower 50 Seker	Brother's Kindness	Women Wanting to Marry	Brink Tea
Human 52 Tenchu Akatsuki	Can't contact	Can't contact	Magic Wall Magatama





Go north and pick up an Ag card. **Go up to area 2 and flip the switch to proceed.** Head east into area 3 for an Estoma card, this is the only Estoma card in the game, register it at the Time Castle! It's a dead end, return to area 2. You can see a blocked off area in the southeast, you need the help of demons to get there. Ask Hunab Ku for information and then form a pact with Seker and ask it to lower the bridge, there's a Rainbow Piece in a chest here. It's a very valuable crafting material. **Head west down the stairs to area 4. Go straight north to get to the lift to area 5. Head north in the first intersection and west in the second one to find the next lift to area 6. Go north to get to the next lift.** Area 7 is mostly dead ends and no loot, **go west and take the first turn north to get to the exit.** Once you leave the subway tunnels and enter the Ameno Torifune you can no longer return to the city.

## 16. Ameno Torifune

Enemy	Joy	Eager	Item
Human 37 Tenchu Hekiun	Can't contact	Can't contact	Magical Guard
Human 40 Tenchu Mochizuki	Can't contact	Can't contact	Physical Guard
Human 45 Tenchu Myojou	Can't contact	Can't contact	Speed Magatama
Chariot 50 Ares	Dance of Passion Special	Wire Tapping	Muscle Drink Inferno Card
Tower 50 Seker	Brother's Kindness	Women Wanting to Marry	Brink Tea
Fortune 51 Cerberus	Prince (Ulala or Baofu variant)	Dance of Passion Special	Agidyne Card
Judgement 52 Dominion	Persuade?	Investigation of Terror (Scam Special)	Clean Salt
Human 52 Tenchu Akatsuki	Can't contact	Can't contact	Magic Wall Magatama
B3F onwards			
Strength 53 Fafnir	Adult's Excuse	Investigation	Power Magatama
Temperance 54 Phoenix	N/A	Advise Special	Balm of Life Holylight Card
World 54 Mucalinda	Child's Claim	Prince (Katsuya variant)	Magic Mirror Card
B6F onwards			
Magician 55 Manannan	Adult's Excuse	Child's Claim	Revival Bead Aquadyne Card
Hermit 56 Kinich Ahau	Persuade Special	If Looks Could Kill...	Miracle Egg Agidyne Card
Chariot 58 Girimehkala	Persuade?	Investigation of Terror (Scam Special)	Protection Magatama Thunderbolt Card

**Turn west at the junction and follow the path.** Go past the hard light cross to pick up 2 Miracle Eggs. Go back to the cross and walk further east until the path turns north. **Go down the stairs to B2F.** Go south for a chest containing an Ah Puch and a Dekaja card. The chest furthest west on this floor is a trap. Go back to the center and turn east, go past some traps to get a Bead Chain. **Continue north to get to the stairs down to B3F. Go south to reach a warp zone, 1.** You'll get dropped off next a chest with 2 Open Sesames and turn west to get **to the room of insult for a cutscene. Take the stairs**



**down to B4F.** Take the right side and go north, go left and up three times to get to the teleporter 3. You'll end up in B5F. Go west to pick up a Dx Incense. Go to the north-eastern corner of the room to get an Ag Incense. If you're trying to map the dungeon then take the teleporter on the east side that takes you back to B4F, 4. **Enter the room of damnation** when you're ready. Tatsuya will leave your party and you will get a healing spring and a Velvet Room. Follow the path until you **get to the elevator.** **Go down to B6F,** unless you're mapping the place in which case stop by the other floors to map them. Manannan spawns here, if you have used Dordona's Oar to summon Ildanach then you can obtain a special rumor from Manannan that lets Ildanach mutate into the rare persona Lugh. Take the western path on B6F to pick up the material card Urdarbrunner. **Go north and pick the eastern** path south to get to the warp point, 5. It'll take you to the warp point further north. You'll see the **boss room to the north,** go west to pick up the material card Crimson Wing. If you touch the warp point again it will actually take you to the elevator rather than the warp that took you here. If you're level 58 or higher you can backtrack to the velvet room and summon Suzaku. You can use all four holy beasts to cast 28 mansions' protection to cheese the next boss fight. It can be a challenging fight with Lisa's charm and their healing spells. You can completely counter them with a Tetraja user like Sif, a Dekaja user like Hoenir and 28 mansions' protection from the four beasts.

Metal Lisa	Level 57	HP 2560		
St 49	Vi 52	Dx 48	Ag 53	Lu 37
Null: Mind, Nerve, Physical	Resist:	Repel:	Drain: earth	Weak: Wind
Skills: Mamagnadyne, Tarukaja, Blow a Kiss, Dark Foamy Lover				

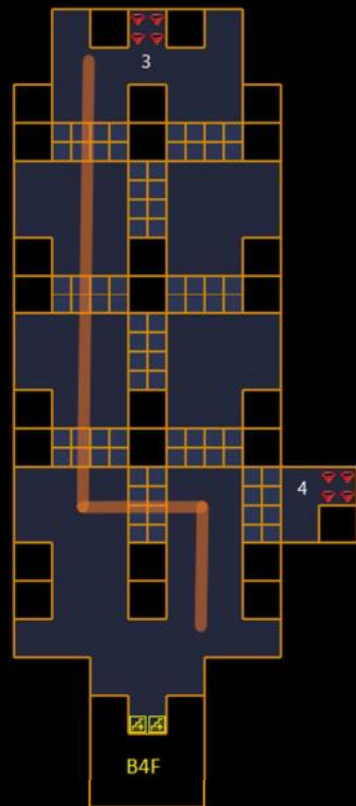
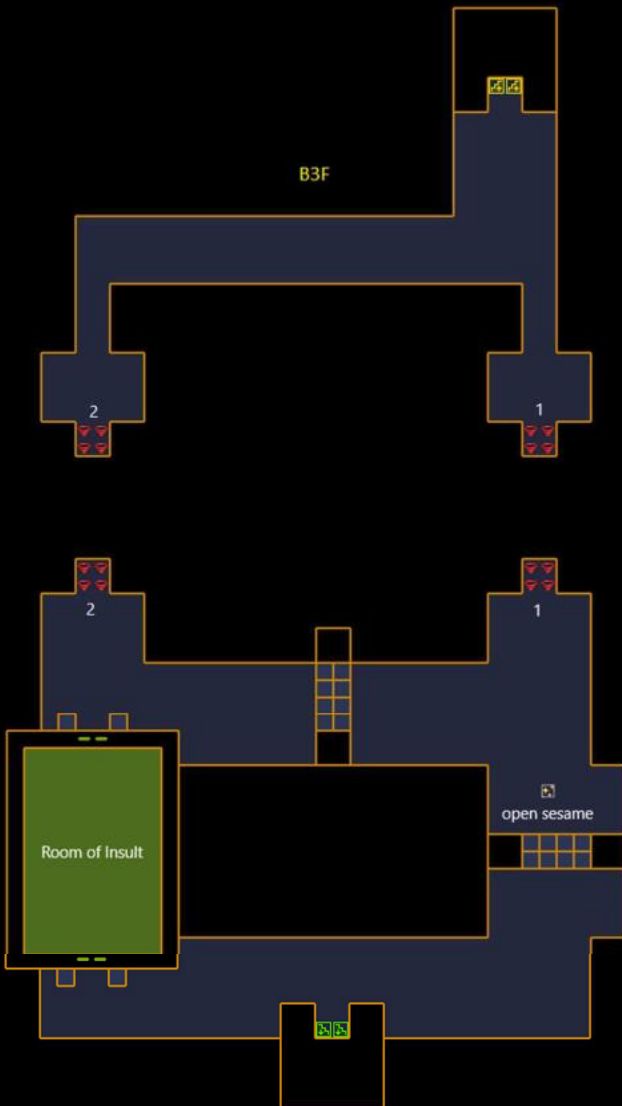
Metal Eikichi	Level 57	HP 3080		
St 48	Vi 56	Dx 42	Ag 39	Lu 54
Null: Mind, Nerve, Physical	Resist:	Repel:	Drain: water	Weak: Fire
Skills: Aquadyne, Mamudo, Bloody Divorce				

Metal Jun	Level 57	HP 2200		
St 46	Vi 50	Dx 55	Ag 48	Lu 40
Null: Mind, Nerve, Physical	Resist:	Repel:	Drain: wind	Weak: Earth
Skills: Mediarama, Dekaja, Terror Fortune, Wing Flap				

Exp 41000, 53000 yen.

Ginko is the biggest threat with her charm spell and needs to be taken out first. Eikichi can go last since he doesn't have any support spells. If you are only casting one elemental block then cast Wall of Water since Eikichi will stay in the battle the longest. You will probably need to re-cast Tetraja every turn and also cast Mediarama pretty often. Your remaining two party members will need to get a basic elemental fusion together to take out Lisa, then Jun and lastly Eikichi. Personas like Hel are very useful since she can have all the elements.

After the fight you get Tatsuya back to your party, **go down to B7F.** Keep walking south to get to the room of transport to return to Sumaru.





### New dialogue

Yumezaki	Kounan	Narumi
Peace Diner: Ulala, Katsuya, Baofu	Jolly Roger: Tatsuya	Baofu's lair: Ulala, Baofu
Aoba	Kounan PD: Tatsuya	
Parabellum: Matsuoka		

After restocking on items, applying food and fortune effects, return to Ameno Torifune and take the **stairs down to B8F**. The room with the boss fight against what was Sugawara is in the **control room to the west**.

What was Sugawara	Level 60	HP 6200		
St 55	Vi 65	Dx 35	Ag 46	Lu 49
Null: Mind, Nerve, Dark	Resist:	Repel:	Drain: Ranged, Strike	Weak: Fire
Skills: War Cry(rage), Stun Claw(strike+sleep), Frenzy, Tentacle(havoc+shock)				

Exp 58000, 40000 yen.

He hits hard with physical attacks. If he inflicts rage on Maya, Katsuya or Ulala then he can recover from their basic attacks, unless you've crafted elemental weapons. Bring Parvati or your preferred Refresh Ring user. Cast Meltdown (fire+earth+maragidyne) with Ildanach (Tatsuya), Linog (Ulala), Kinich Ahau (Maya). Use Izanami to cast Marakukaja with Genbu at the start of the battle.

Once the battle is over you will return to Sumaru, now sans Narumi. Go to Satomi Tadashi Hirasaka to find Salam. Turn in the map quest to get two more Fool Cards. If you filled the offertory box at Mt. Katatsumuri you can summon the ancestor persona Junnosuke Kuroda for 4 Fool Cards if you do some demon negotiation, see the appendix, or play episode 3 of Tatsuya's scenario now. If you obtain the rumors about Maihime and Tatsunoshin then you can obtain their personas in Sumaru castle and use their unique fusion spell against the upcoming boss.

### Nanjo: Gone without a trace

If you're playing on Nanjo's route then you will get access to the finale of Tatsuya's scenario. This quest line is very long and arduous. But you can quit and restart as many times as you want. You may want to start it and play until you get the Fool Cards and then quit until you're stronger. After some cutscenes you'll get a boss fight against 'Umr at-Tawil who is level 99.

### Trapezohedron 1 Knowledge

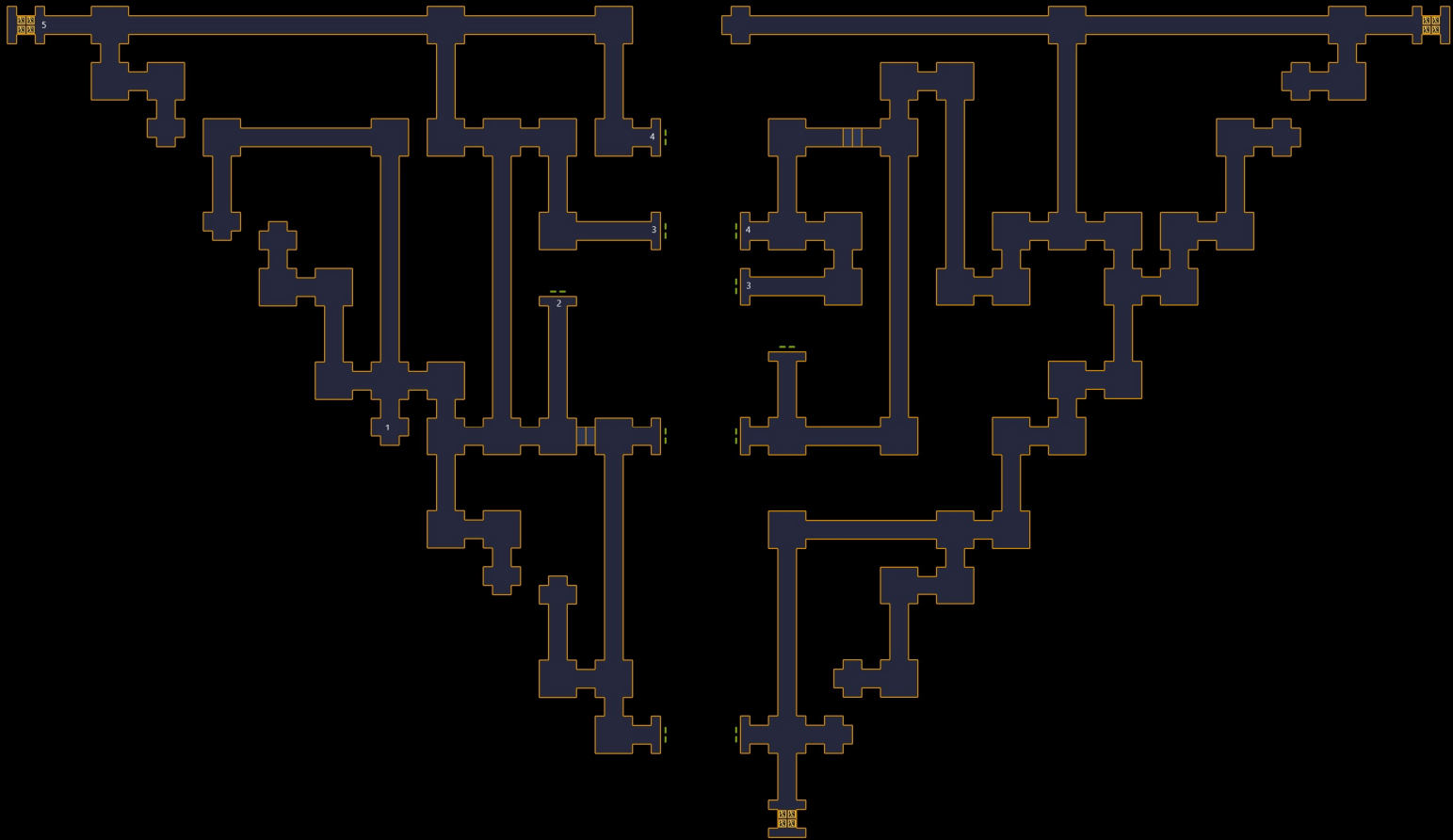
'Umr at-Tawil	Level 99	HP 12012		
St 60	Vi 40	Dx 70	Ag 30	Lu 50
Null: Physical, Nerve, Mind	Resist:	Repel:	Drain: Earth	Weak: Wind
Skills: Omni Dimension, Another Dimension, Asteroid Bomb, Eternal White, Armageddon R				

Exp 10100, money 12000, knowledge trapezohedron, 200 world cards.

Use Tetraja to counter the instakill and holy spells. That way you should only take damage from the almighty spell Asteroid Bomb. You cannot cheese this boss with Armageddon, it will retaliate with Armageddon R. It cannot cast Dekaja so abuse it by casting Masamakaja, Masukukaja, Mediamai, Mamakakaja. Attack with wind fusion spells, like Giga Cyclone (wind+water+magarudyne). Keep one party member on support for Tetraja/Mediamai. You need Izanami, Tsukuyomi is a good partner for her to set up the buffs. Hanuman is a good option for Ulala with Tetraja and Magarudyne. Baofu

can use the defensive persona Hastur to provide the water component of the fusion spell. Katsuya can use Nezha and provide the starting wind spell.

After the battle you will be given free reign over Kadath Mandala, unification of the ego. Head east and then north to find a Satomi Tadashi with its own funky music, 2. There are some doors on the east side of this map but the paths are closed off so they don't really lead anywhere right now, mark 3 and 4. Head northwest to the Tower of Reason, 5, to collect the next trapezohedron.



Enemies spawning	Joy	Eager	Item
Judgement 57 Throne	Persuade Special	Brother's Kindness	Bead Agidyne Card
Star 60 Valkyrie	Persuade Special	Investigation (Scam)	Bead Wavelength Card
Magician 61 Saji	Prince (Ulala or Baofu)	Wire Tapping	Balm of Life
Temperance 62 Kau	Fortune Telling	Child's Claim	Fire Magatama Inferno Magatama
World 62 Ouroboros	Persuade	Ah, Alcohol is my Life!	Open Sesame Sacrifice Card
Strength 63 Vasuki	Prince (Ulala or Baofu)	Flamenco de la Pasión	Disguise Kit Beyondite
Judgement 64 Cherub	Adult's Excuse	Investigation	Balm of Life Holylight Card
Tower 64 Shub-Niggurath	Alcohol, Tears, Men and Women	Radiant Women Unite	Scorching Magatama Scorching Card
Chariot 65 Berserker	Prince	Advise?	Bead Bead Chain
Death 66 Ah Puch	Costing a Fortune?!	Investigation (Scam)	Megido Card Annihilation Card
Hermit 68 Apaosha	Persuade	Fortune Telling	Brink Tea
Fortune 70 Fenrir	Alcohol, Tears, Men and Women	Investigation of Terror (Scam Special)	All Incense
Chariot 74 Talos	Advise Special	Prince	Awaken

### *Trapezohedron 2 Reason*

Enter the Tower of Reason for a scene with Virochana. If you pick the first dialogue option you will receive 200 sun cards and don't have to fight the boss.

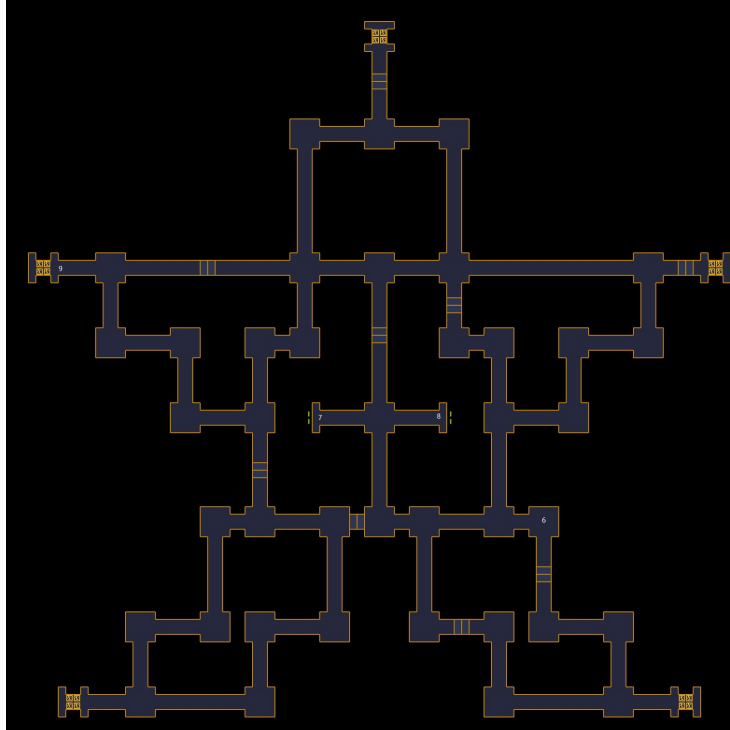
If you pick the second option you will battle against Virochana, level 73.

Virochana	Level 73	HP 3000		
St 52	Vi 55	Dx 69	Ag 62	Lu 59
Null: Dark, Nerve, Mind	Resist: Physical	Repel:	Drain: Fire, Nuclear, Light	Weak:
Skills: Mirage, Bright Judgement, Deadly Burn, Pralaya				

Exp 3100, 5100 yen, Reason Trapezohedron, 50 Magician Cards.

Tetraja protects against the light spell but Pralaya is a sword type insta-kill that you cannot nullify. Deadly burn is a fire type insta-kill. Mirage just inflicts illusion which can be easily remedied with items. Buff yourself with Izanami and Tsukuyomi. It doesn't have any particular weaknesses so you can continue with the same setup that you used against 'Umr at-Tawil.

After the encounter you will continue the exploration in Cognition of the Inner world, 6. Go west and then north to get access to a healing spring, 7, and a Velvet Room, 8. Get personas that resist mind and thunder if you want to fight the boss. Good options: Ouroboros, Hanuman, Apollo, Nezha, Izanami. Follow the map to traverse the pentagram until you reach the door, 9, to enter the Tower of Perseverance.



### *Trapezohedron 3 Perseverance*

You will meet Sakya, pick the second option to avoid battle and gain 200 hierophant cards.

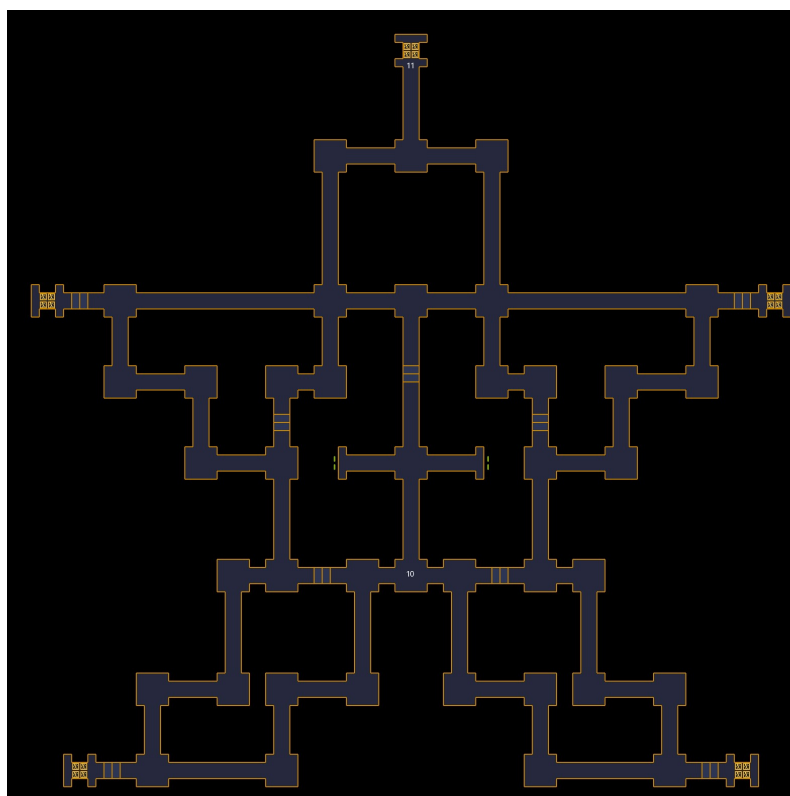
If you pick the first option you will face Sakya, level 70.

Sakya	Level 70	HP 3000		
St 41	Vi 42	Dx 52	Ag 44	Lu 48
Null: Dark, Nerve, Mind	Resist: Magic	Repel:	Drain: Light	Weak:
Skills: Samsara, Nirvana, Thunder Baptism, Magic Seal				

Xp 2100, 5100 yen, Perseverance Trapezohedron, 50 Moon Cards.

Physical attacks are the only real way of damaging it. Get yourself buffed with Izanami and Tsukuyomi. Then switch to Nezha and Hanuman to cast Pegasus Strike.

You will continue in the cognition of inner world, 10. You're in the same pentagram as before but the invisible walls have moved. You still have access to Trish and the Velvet Room in the center like before. This time the open door is in the northern point of the star, 11. Enter the tower of drive to



meet Azazel. You cannot avoid combat this time.

### *Trapezohedron 4 Drive*

Azazel	Level 90	HP 3000		
St 75	Vi 71	Dx 74	Ag 72	Lu 67
Null: Mind, Nerve	Resist:	Repel:	Drain: Magic, Light, Dark	Weak:
Skills: Alluring Mazurka, Guillotine Fake, Eternal Black, Pandaemonium				

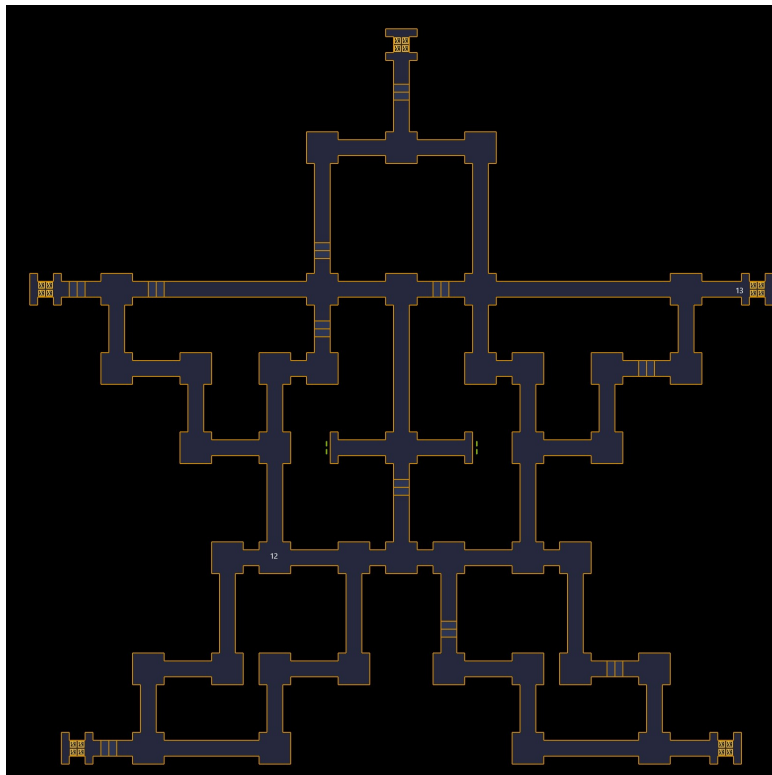
Exp 9100, 9100 yen, Drive Trapezohedron.

Use personas that resist mind, cast Tetraja to nullify the dark spell. Apply Matarukaja and use physical attacks. Recommended personas: Izanami, Nezha, Hanuman, Apollo, Ouroboros.

If you pick the first dialogue option you get 50 Hanged Man cards and Katsuya's judgement.

If you pick the second option you get 200 Temperance cards.

You will return to cognition of the inner world, 12. This time you cannot access the Velvet Room at the center of the pentagram. The next encounter is in the northeastern point of the star, 13.



### *Trapezohedron 5 Emotion*

Enter the tower of emotion to meet Izanami. Pick the second option to avoid combat and gain 200 Lovers Cards.

If you picked the first option then you'll fight Izanami, level 71.

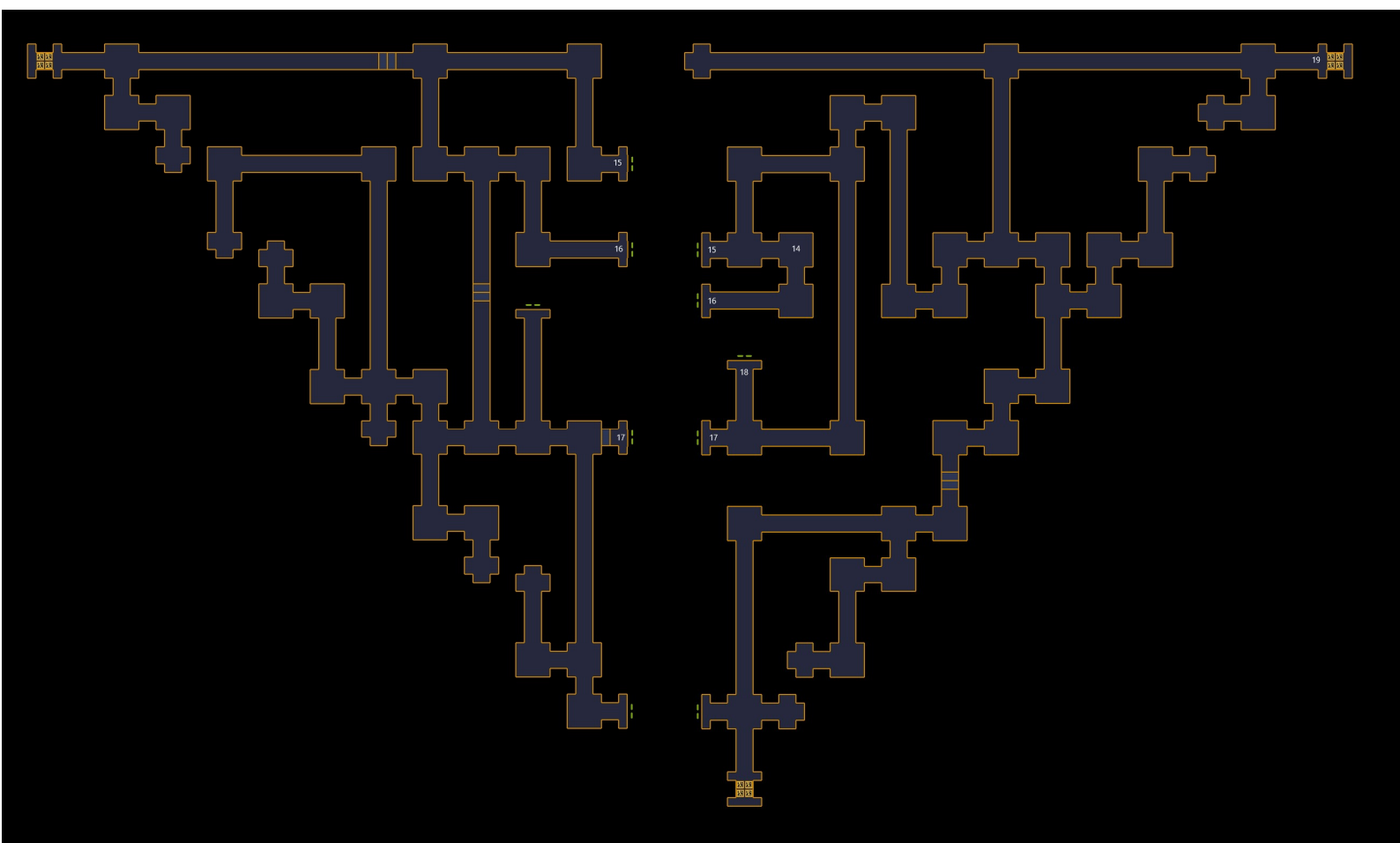


Izanami	Level 71	HP 3000		
St 43	Vi 48	Dx 66	Ag 55	Lu 53
Null: Water, Light, Mind, Nerve	Resist:	Repel:	Drain: Electric, Dark	Weak:
Skills: Rotten Flesh, Cursed Name, Thunder Crush, Diarama				

Xp 2100, 5100 yen, Emotion Trapezohedron, 50 Empress Cards.

Rotten Flesh deals physical damage, put up Marakukaja. You need personas that resist electricity so you won't get shocked all the time. Recommended personas: Apollo, Hanuman, Hyperion.

After the encounter you will appear in unification of the ego, 14. The doors west will just loop around and not lead anywhere, mark 15-16. If you go south you can find a Velvet Room and a door that leads to a dead end, mark 17-18. Head to the northeastern point, 19, to enter the Tower of Ethics.



### *Trapezohedron 6 Ethics*

You will meet Angra Mainyu, pick the first dialogue option to avoid battle and gain 2 Fool Cards. You may wish to quit the scenario here and come back later since the final boss is quite a challenge, and you now have enough Fool Cards to summon Junnosuke Kuroda. Repeating the encounter with Angra Mainyu will award 200 Justice Cards instead.

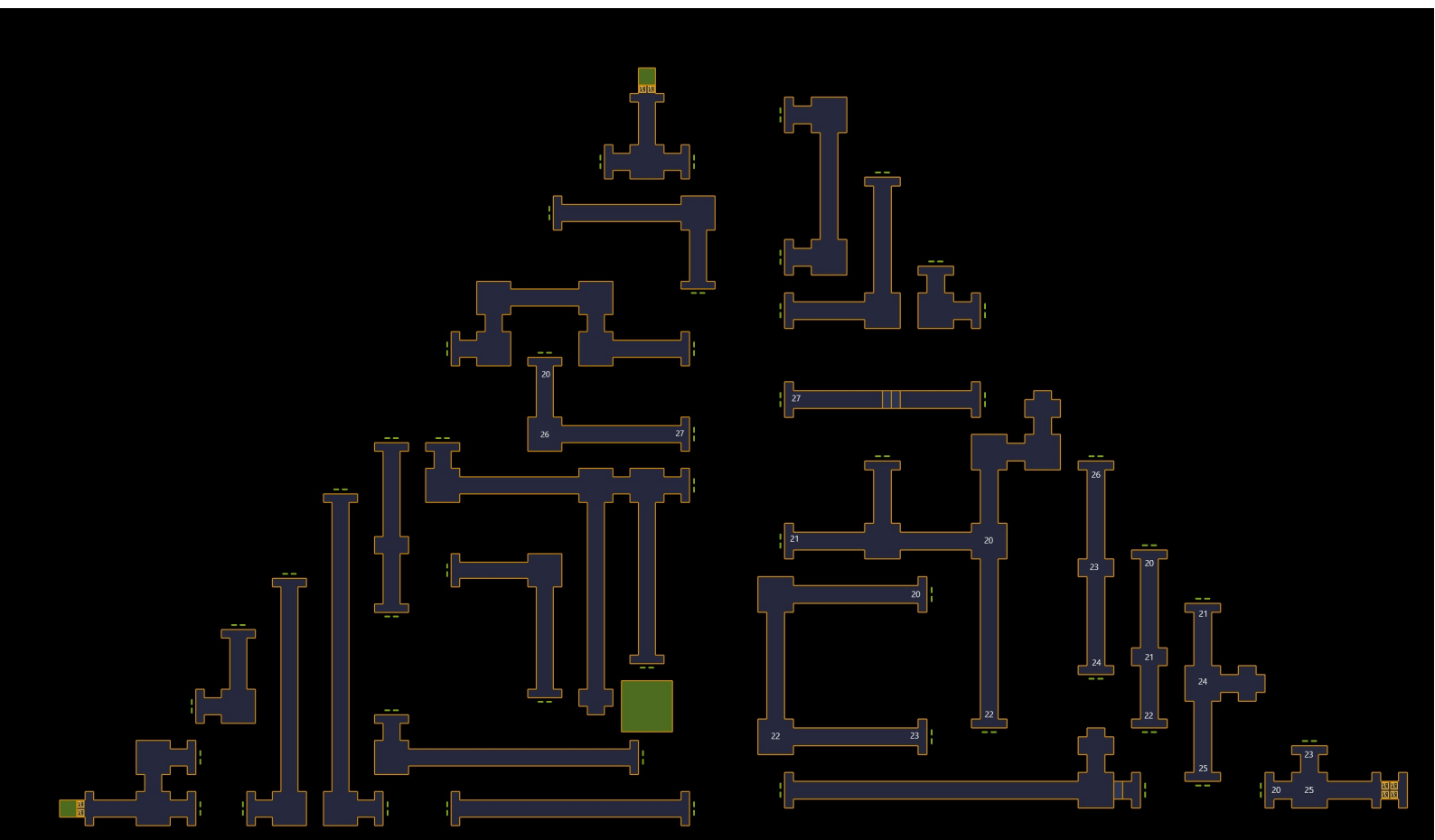
If you pick the second option you will fight Angra Mainyu, level 99.

Angra Mainyu	Level 99	HP 3000		
St 99	Vi 73	Dx 78	Ag 82	Lu 85
Null: Mind, Nerve, Light, Dark	Resist: Physical, Magic	Repel:	Drain:	Weak:
Skills: Mephistopheles, Dark Baptism, Eternal Black, Dark Verdict, Sonic Bullet				

Exp 11100, 11100 yen, Ethics Trapezohedron, 50 Justice Cards.

Cast Tetraja every turn and make sure your party members at least resist mind damage, but almighty resistance is an advantage to prevent mute. Sakya and Nezha, are good options. You need a Refresh Ring user like Parvati. There are no weaknesses to exploit, just bring the strongest personas you have that can perform simple fusions since you will spend a lot of the battle under the influence of various status ailments.

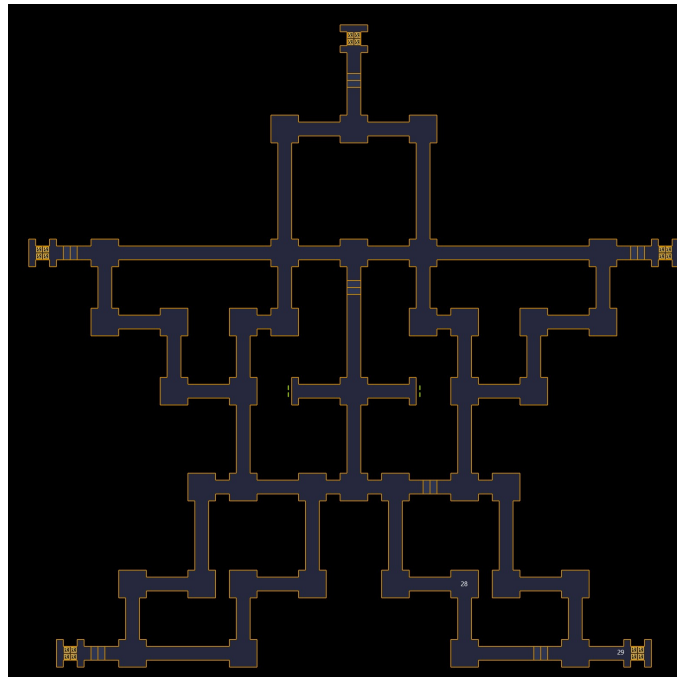
After dealing with Angra Mainyu you will appear in Perception of the Outside world, mark 20. Go south to mark 22, then east to mark 23, then south to mark 24, south again to mark 25 to appear next to the Tower of Memory. There are plenty of other warps in this area but there are no treasure chests so there is little point in traversing the entire area.



### *Trapezohedron 7 Memory*

You will meet Nodens, a friendly god. If you pick the first dialogue option you get 200 Hermit Cards. For the second option you get 50 Death Cards. Nodens will give you the Trapezohedron of Memory and send you on your way.

You will teleport to the cognition of the inner world again, mark 28. There's a Velvet Room and a fountain in the usual spot in the center. Traverse the pentagram to mark 29 and enter the Tower of Wisdom. Save before entering!



### *Trapezohedron 8 Wisdom*

You will meet an elder god, choose the first option to avoid combat and gain 200 Priestess Cards.

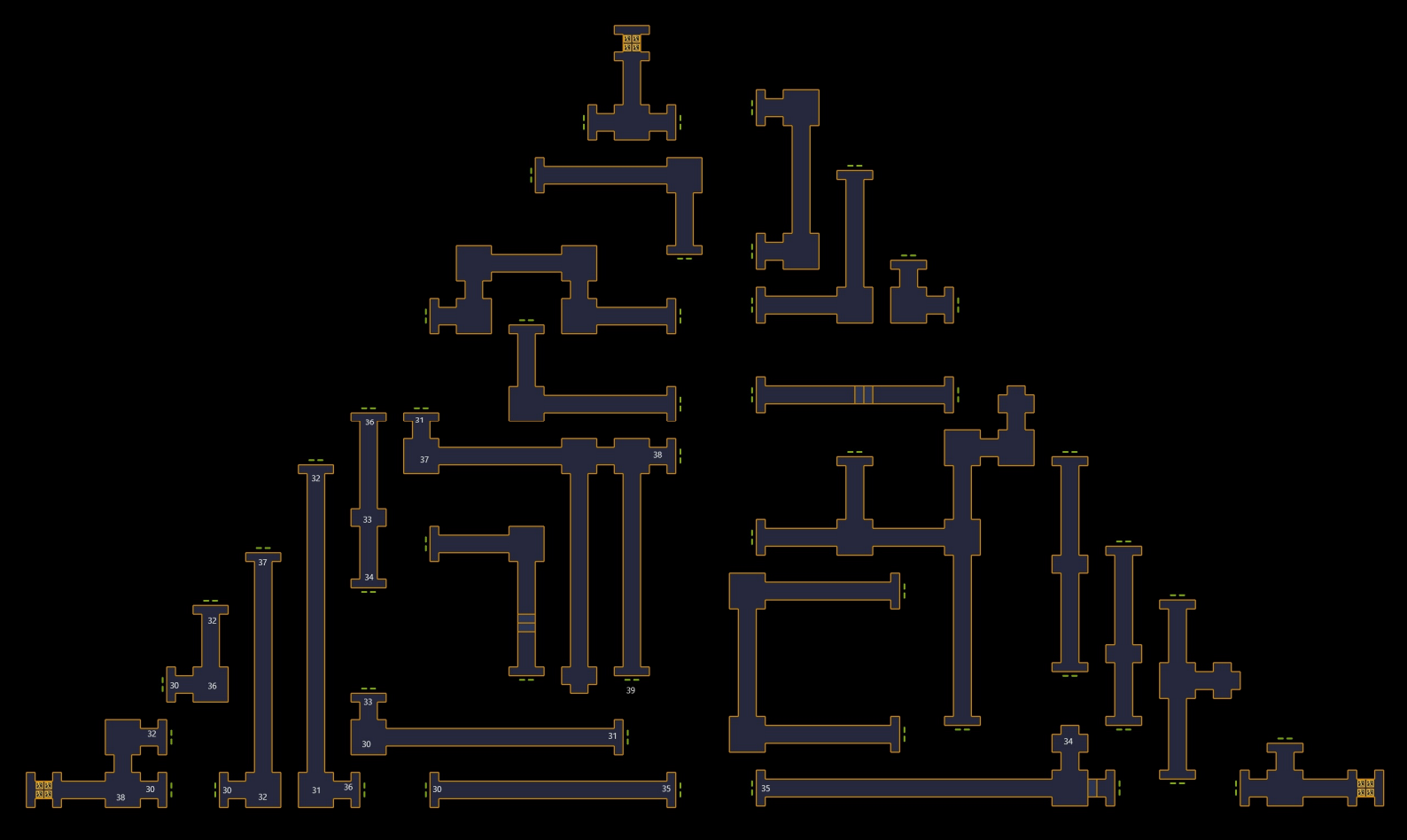
If you picked the second option you will fight the Old One, level 70.

Old One	Level 70	HP 4000		
St 65	Vi 50	Dx 50	Ag 40	Lu 30
Null: Mind, Nerve	Resist:	Repel:	Drain:	Weak: Ice
Skills: Hula of Misfortune, Photon Cannon, Nuclear Missile, Poison Claw EX, Stun Claw				

Exp 6100, 7100 yen, Wisdom Trapezohedron, 50 Star Cards.

Beware Hula of Misfortune. Spam ice fusion spells. Recommended personas: Izanami, Hyperion, Apollo, Parvati.

You will go to the perception of the outer world again. Mark 30. You have access to a Satomi Tadashi at mark 39 but no Velvet Eoom. Head east to mark 31, go north to point 32, go north again to 37, head east and either take the warp point 38 to the boss door or go south to mark 39 and do some shopping.



### *Trapezohedron 9 Perception*

Enter the Tower of Perception and meet Dagon, there is no way to avoid combat.

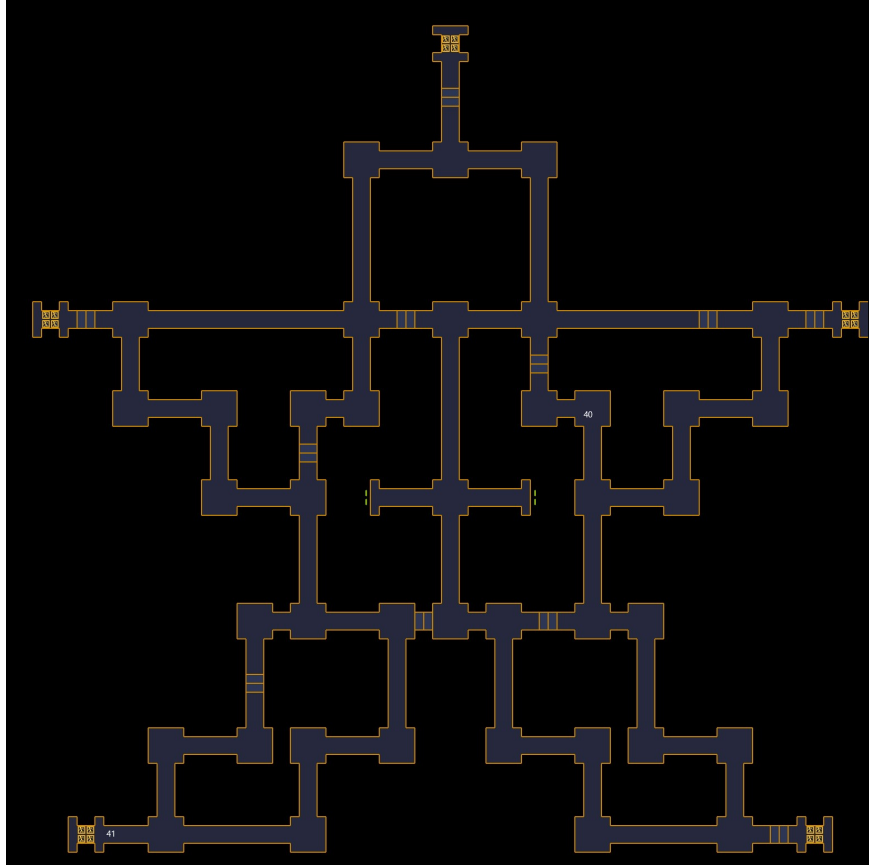
Dagon	Level 80	HP 6000		
St 70	Vi 60	Dx 50	Ag 50	Lu 50
Null: Mind, Nerve	Resist: Ice	Repel: Water	Drain: Dark	Weak: Fire
Skills: Furious Melody, Charming Melody, Poison Claw EX, Aquary Tide				

Exp 10100 8100 yen, Perception Trapezohedron.

Recommended personas: Izanami, Hyperion, Apollo

First dialogue option awards 50 chariot cards. Second option gives 50 devil cards.

You'll go to the cognition of the inner world, mark 40. You'll have access to the Velvet Room and healing spring again. The Tower of Will is in the southwestern point of the star, mark 41.



### *Trapezohedron 10 Will*

Enter the Tower of Will to meet the Great Cthulhu, level 99. You cannot avoid this battle.

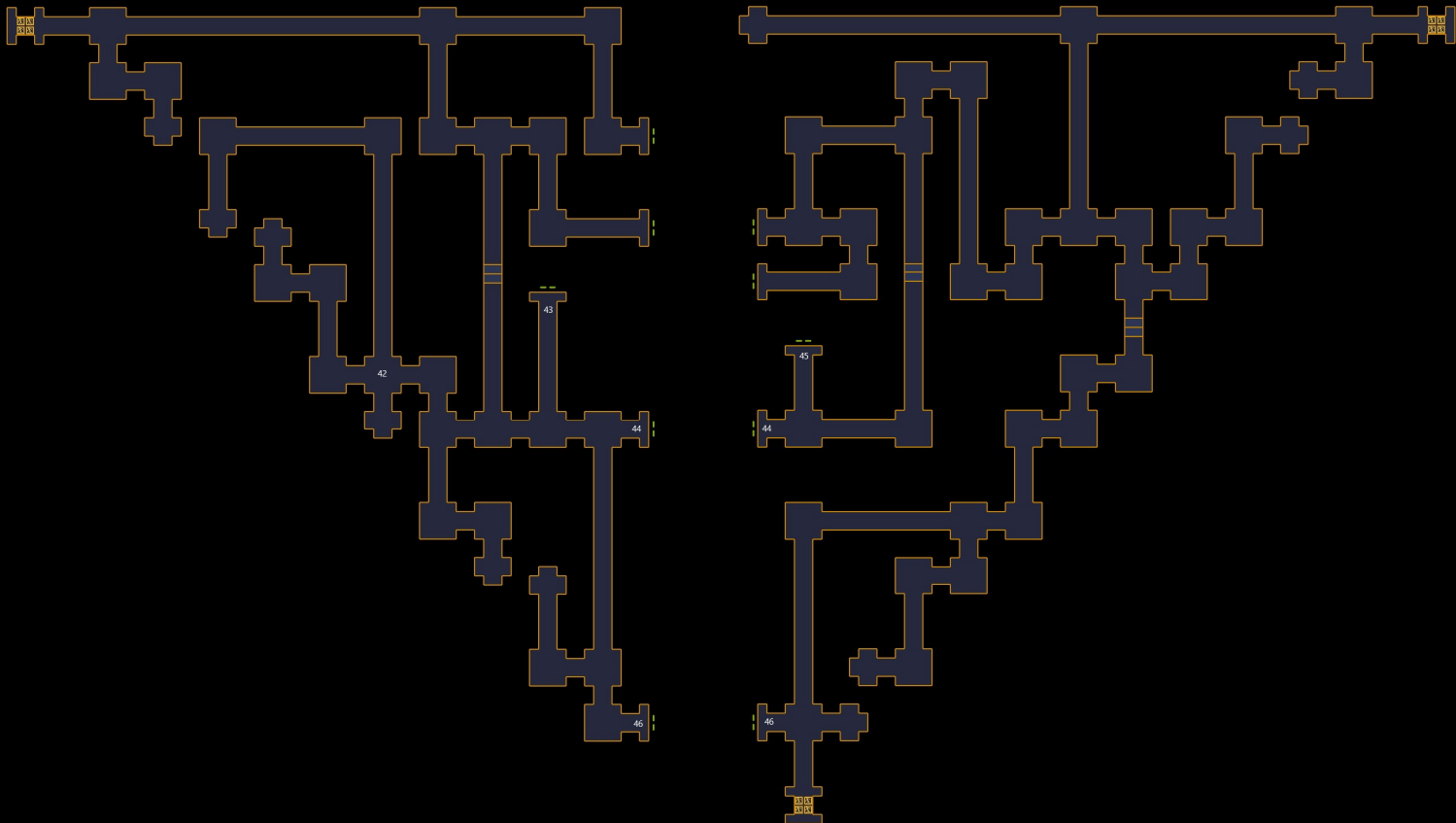
Great Cthulhu	Level 99	HP 10000		
St 50	Vi 60	Dx 70	Ag 50	Lu 50
Null: Mind, Nerve	Resist: Physical, Ice	Repel: Dark	Drain: Water, Nuclear	Weak:
Skills: Maelstrom, Tentacle, Octopacy Fist, Dark Baptism, Transient Ripple, Armageddon R				

Xp 12100, 30100 yen.

This boss will remove your buffs with transient ripple, don't waste too much time buffing. Cast Wall of Water and Mamakakaja and then spam Meltdown. Recommended personas: Izanami, Hyperion, Apollo, Parvati, Genbu

First dialogue option: 200 Strength Cards. Second dialogue option: 50 Emperor Cards.

You will go to the unification of the ego for the final piece, mark 42. You can visit Satomi Tadashi, 43. East of the store you can pass through a door, 44, to get to the eastern side of the map and reach the Velvet Room, 45. Go back to the western side and take the door to the south, 46, and you'll find the Tower of Reflection just south of you.



### Trapezohedron 11 Reflection

Get ready for one of the harder bosses of the game. Tatsuya will not participate in this battle.

Faceless God	Level 99	HP 14000		
St 70	Vi 70	Dx 70	Ag 50	Lu 50
Null: Mind, Nerve	Resist:	Repel:	Drain: Dark	Weak:
Skills: Crawling Chaos, Wheel of Fortune, Asteroid Bomb, Dark Verdict, Transient Ripple, Armageddon R				

Exp 21100, 4564 yen, trapezohedron of reflection 200 fortune, tower and judgement cards.

Crawling Chaos does almighty damage to everyone with a chance of inflicting mute. Wheel of Fortune prevents you from switching personas. Asteroid Bomb deals almighty damage. Dark Verdict is a dark based insta-kill that can be prevented with Tetraja. Transient Ripple removes all buffs so don't waste too much time buffing. You're better off playing with defensive personas. Since you may be prevented from switching personas at any time you should just use one persona per person.

Recommended personas: Isis (with Mediarama card or bring a dedicated healer), Odin, Nezha, Hastur, Artemis. Nyarlathotep's gimmick is almighty damage and these personas all resist or repel it so you will be damaging him instead.

After the battle you will get an epilogue scene with Shiori and then return to the velvet room.

### Before Sumaru Castle

*Before you tackle Sumaru Castle you may wish to prepare the ancestor personas for the boss fight. Go to Mizuno's office. To obtain the rumors about the ancestor personas you must talk to her after Ameno Torifune but before clearing Sumaru Castle, specifically before you open Schrödinger's box and determine the layout of the 3F and 7F. Talk to Kashihara and listen to his story. Ask for the*

rebel's name to get the rumor. Now go to Alaya Shrine and talk to Setsu Nishitani to get the rumor about Maihime. You have to have completed her search-quest first. Ask her to tell her story and ask for the heroine's name. Spread the rumors at Kuzunoha and you will now have special scenes in Sumaru Castle that unlocks the personas. Go to Double Slash to pick up the rumor that Clair de Lune moved to Aoba. Talk to the master of the Jolly Roger to get the rumor that Padparacha moved to Kounan.

New man-search quests available:

Name	Location	Reward
Hiromi Matsushita	Toua Defense	50k
Junko Ikeda	Bikini Line	50k

New dialogue

<i>Rengedai</i>	<i>Hirasaka</i>	<i>Yumezaki</i>
<i>Map: everyone</i>	<i>Map: everyone</i>	<i>Map: everyone</i>
<i>Alaya: party + old woman</i>	<i>Shiraishi: everyone</i>	<i>Bikini Line: everyone</i>
<i>Velvet Room: everyone</i>	<i>Tominaga: everyone</i>	<i>Tony's: everyone</i>
<i>Kaori: everyone</i>	<i>Toua Defense:</i>	<i>Peace Diner: everyone</i>
<i>Satomi Tadashi: everyone</i>	<i>Satomi Tadashi: everyone</i>	<i>Satomi Tadashi: everyone</i>
<i>Gatten Sushi: everyone</i>	<i>Sumaru prison: everyone</i>	<i>Giga Macho: shopkeeper</i>
<i>Time Castle: everyone, talk to the count!</i>	<i>Kasu High: everyone in basement, everyone on roof</i>	<i>Mu Continent: everyone</i>
<i>Aoba</i>	<i>Kounan</i>	
<i>Map: everyone</i>	<i>Map: everyone</i>	
<i>Kismet: everyone in lobby, everyone in ed dept, Mizuno and Kashihara in the office</i>	<i>Kounan PD: everyone</i>	
<i>Kuzunoha: everyone, including Nekomata</i>	<i>Lunar palace: everyone</i>	
<i>Double Slash: everyone, 1 rumor</i>	<i>Jolly Roger: everyone, 1 rumor</i>	
<i>Parabellum: everyone</i>	<i>Hiiragi: everyone</i>	
<i>Etheria: everyone</i>	<i>Sumaru Genie: everyone</i>	
<i>Rosa Candida: everyone</i>	<i>Padparacha: everyone</i>	
<i>Satomi Tadashi: everyone</i>	<i>Satomi Tadashi: everyone</i>	
<i>Sumaru TV: everyone</i>		
<i>Clair de Lune: everyone</i>		

## 17. Sumaru Castle

Max level 68, the rare demon Rangda spawns in this castle. It is level 69 and seems more likely to spawn the higher the floor you're on. You can actually skip this dungeon if you want, you can head straight to the final warp point by the statues and input the password Perseus. If you want to walk through the dungeon, then follow the big dipper lights on the floor and start from the left. You can encounter Manannan in this dungeon, make a pact and he'll tell you about Ildanach's secret mutation.

New Contacts: Tatsuya + Katsuya = Comparing Heights, Tatsuya + Katsuya + Baofu = Passionate Gaze

Enemy	Joy	Eager	Item		
Temperance 54 Phoenix	Comparing Heights	Prince (Katsuya variant)	Balm of Life Holylight Card		
World 54 Mucalinda	Child’s Claim	Prince (Katsuya variant)	Magic Mirror Card		
Magician 55 Manannan	Adult’s Excuse	Child’s Claim	Revival Bead Aquadyne Card		
Hermit 56 Kinich Ahau	Persuade Special	If Looks Could Kill...	Miracle Egg Agidyne Card		
Moon 56 Jahi	Persuade	Wire Tapping is a Crime	Wavelength Card		
Hanged Man 57 Adramelech	Persuade?	Dance of Passion Special	Gryva Card Pressure Card		
Judgement 57 Throne	Persuade Special	Brother’s Kindness	Bead Agidyne Card		
Chariot 58 Girimehkala	Persuade?	Investigation of Terror (Scam Special)	Protection Magatama Thunderbolt Card		
Death 60 Kisin	Costing a Fortune?!	Wire Tapping is a Crime	Garula Card Garudyne Card		
4F and above					
Tower 59 Tezcatlipoca	Persuade?	Passionate Gaze	Magnadyne Card		
Devil 59 Tzitzimitl	Prince (Ulala, Katsuya or Baofu variant)	Radiant Women Unite	Ohnusa Frigid Card		
6F and above					
World 62 Ouroboros	Persuade	Ah, Alcohol is my Life!	Open Sesame Sacrifice Card		
Death 66 Ah Puch	Costing a Fortune?!	Investigation (Scam)	Megido Card Annihilation Card		
Rangda		Level 69	HP 1500		
St 53		Vi 49	Dx 71	Ag 62	Lu 52
Null: Mind, Nerve, Dark		Resist: Magic	Repel: Physical	Drain:	Weak: Light
Skills: Megidola, Mudoon, Marin Karin, Feral Claw					

Exp 1587, 4830 yen, Dancing Mask.

Use Sakya and Ouroboros to counter her. This is one of the strongest defensive personas in the game so add an elemental skill card to get more utility out of her in terms of fusion spells.

Warp 1: You'll find yourself on F1. If you want to leave you can get back at the ursa major warp, first left. Turn right at the crossing, then turn north. Take either warp 1 or 2, they both lead to the same part of the dungeon. I suggest warp 1 since it is closer to the treasure chest with the Muscle Drink. Head south and start with the eastern warp number 3. Go down to the large room to pick up a Beyondite. Go back through the warp and pick the western path this time, go through warp 4 and read the plaque for a clue to the password. Now backtrack to the ursa major warp.

Warp 2: You'll get transported to 3F. Start by heading up the eastern path to read the lithograph for the next letter of the password. Then go back to the starting point, walk past the ursa major warp and walk up the western path. Ignore the treasure chest on this path, it's empty. Go north to the burial chamber to have a scene with Maihime Amano. You can now summon her as a persona, she's one of three personas that can learn Heartfelt Prayer. The stairs at mark 5 don't go anywhere. You'll



end up at the 4F and fall back down to the third floor using the pitfall at 6. Go back to the ursa major warp.

Variant: if you didn't spread the rumor about the princess look at the alternative map, you start in the center, there's a warp back to the entrance if you head east and then turn into the western corridor. If you take the second turn west you will find a mysterious wall with a hidden door, take it and go up the stairs to the fourth floor, follow the hallway and let yourself fall down to the northern part of 3F where a Megidola Card awaits you.

Warp 3: You'll start at 4F. Enter the north-western chamber for a Balm of Life. Ignore the chest in the southwestern chamber, it's empty. Go to the south-eastern chamber for the next lithograph. Return with the ursa major warp.

Warp 4: You'll start at 5F. Ignore the chest on the left-hand path, it's empty. Take the first path north, you can completely ignore the eastern path, it's a dead end. Enter the kegare chamber to talk to your party. Go north-east and read the lithograph near the ursa major warp.

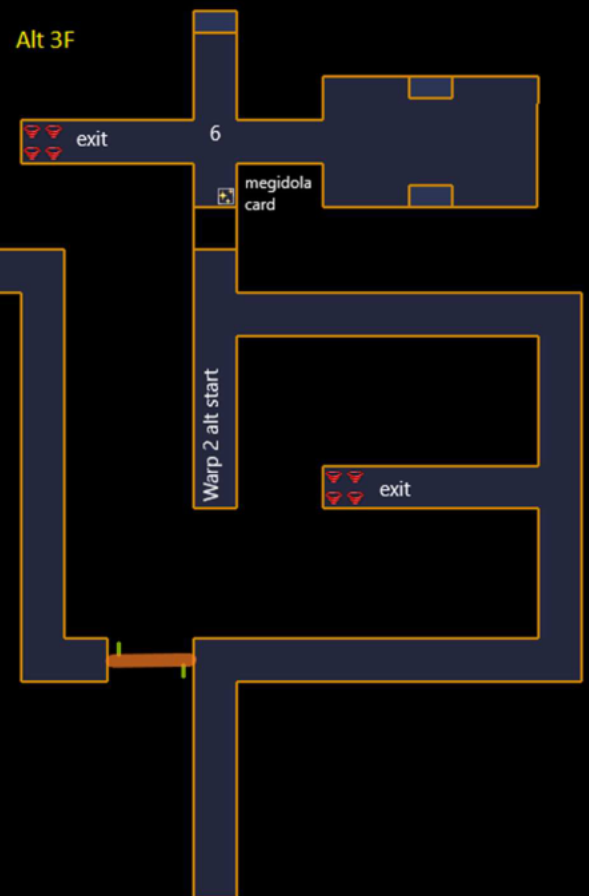
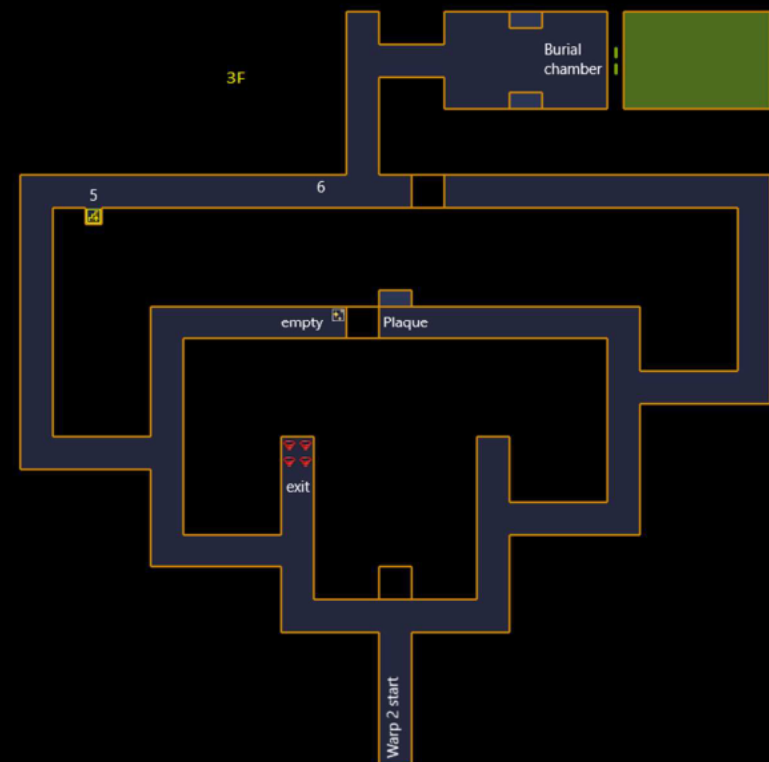
Warp 5: You'll get warped to a different part of 5F. Go north and read the lithograph. Continue north to pick up an Awaken. Go back south and take the stairs at mark 7 to 6F. Go north to pick a Dark Magatama from the treasure chest. Go back down the stairs. Return to the main room with the ursa major warp.

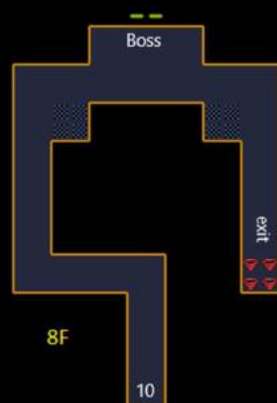
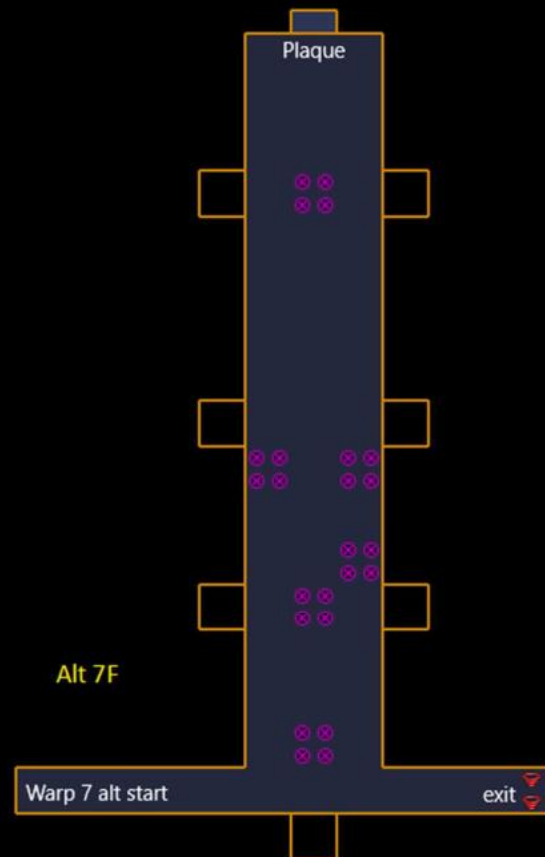
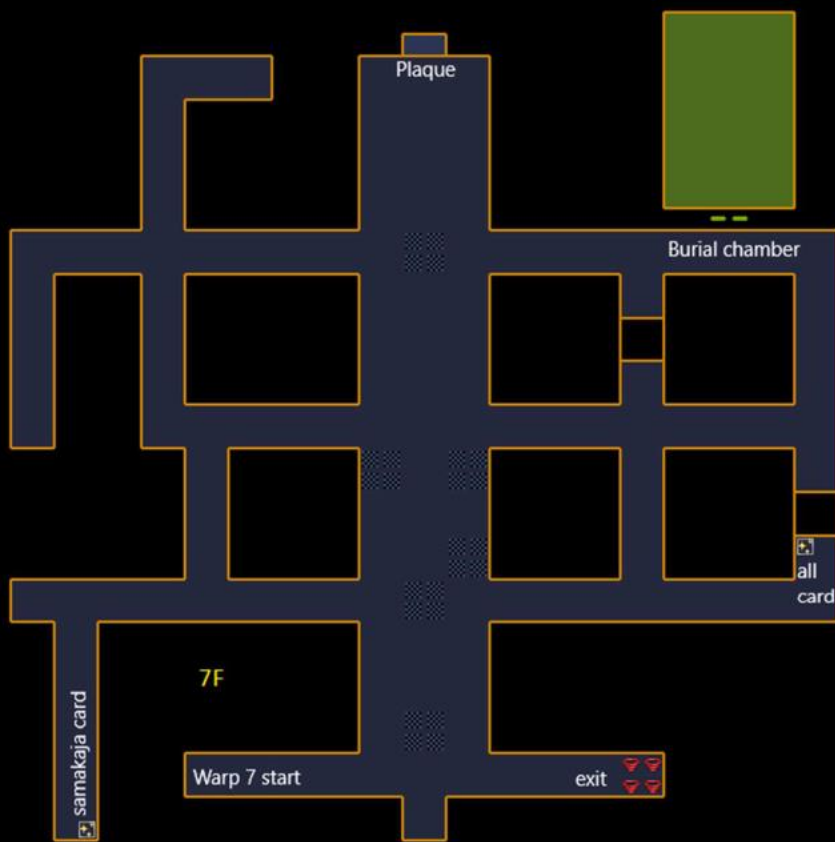
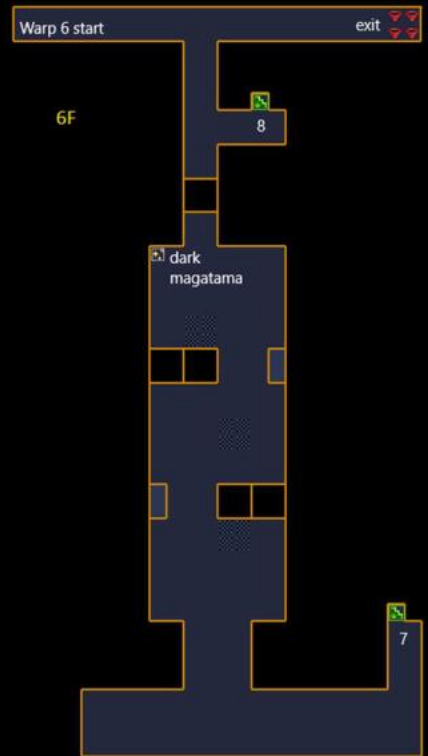
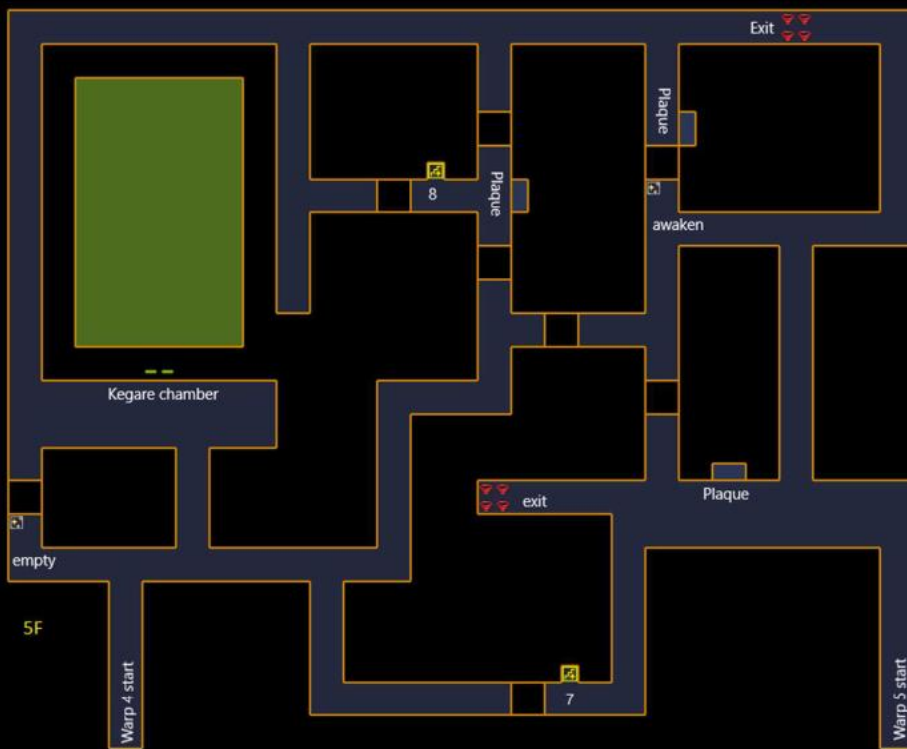
Warp 6: You'll get to northern side of 6F. Go down the stairs at mark 8 to 5F. Read the lithograph and go back up the stairs. Return to the main room with the ursa major warp.

Warp 7: You start at the seventh floor. There's a Samakaja card in the chest to your west, an All card in the chest to your east and the burial chamber is to the northeast. Check out the lithograph at the north end of the room. Use the ursa major warp to return.

Variant: If you haven't spread the rumor about Tatsunoshin then open the alternate map, you start in the western corner, there's a bunch of pitfalls in the room, go north to read the plaque and return with the ursa major warp to the east.

Final Warp: You'll go back to the first floor into the small room to the north. Enter the chamber of henbai, 9, the password is perseus. You'll get warped to the second floor. Walk in formation of the great dipper, see the attached map. The moons on the floor show the corners of the path. If you fall you'll return to the room with the password door. At the end of the path you will get warped to the castle tower on the eighth floor, 10. You can return to the castle entrance with the ursa major warp. Enter the chamber of utena for a double boss fight.





The detested hunter isn't so tough. Now that you have Maihime you can cast two -kaja spells per round. Start with Masamakaja and Mamakakaja and have your fifth party member set up Tetraja. Then three to four ice blasts should be enough to take him down. If you want you can throw up Wall of Fire as well but he really isn't that dangerous. Bring Izanami, Maihime Amano, Hanuman, Tsukyomi, Armaiti.

Detested Hunter	Level 67	HP 5500		
St 60	Vi 63	Dx 51	Ag 56	Lu 53
Null: Mind, Nerve, Dark	Resist: Water	Repel:	Drain: Wind	Weak: Ice
Skills: Fire Breath, Skewer, Petrifying Glare, Life Drain, Dark Baptism				
Exp 64000, 48000 yen.				

You will immediately have a second boss fight. Gozen can be defeated in a single strike if you have all three ancestor personas. They perform a special fusion spell whose only purpose is killing Gozen. If you went ahead and played at least part of Gone without a trace you should have had enough Fool Cards to summon Junnosuke and perform this fusion spell. TENCHU-SATSU: Pressure Needle + Protection Dance + Mighty Swing. If you don't want to cheese the boss then cast any physical fusion spells and set up Marakukaja and Matarukaja again every time he casts Dekaja.

Gozen	Level 75	HP 8000		
St 61	Vi 62	Dx 65	Ag 64	Lu 59
Null: Mind, Nerve, Dark	Resist: Magic (not Light)	Repel:	Drain:	Weak: Sword
Skills: Megidolaon, Dekaja, Dark Verdict, Megaton Press, Rotten Flesh, Perpetual Darkness				

## 18. Monad Mandala

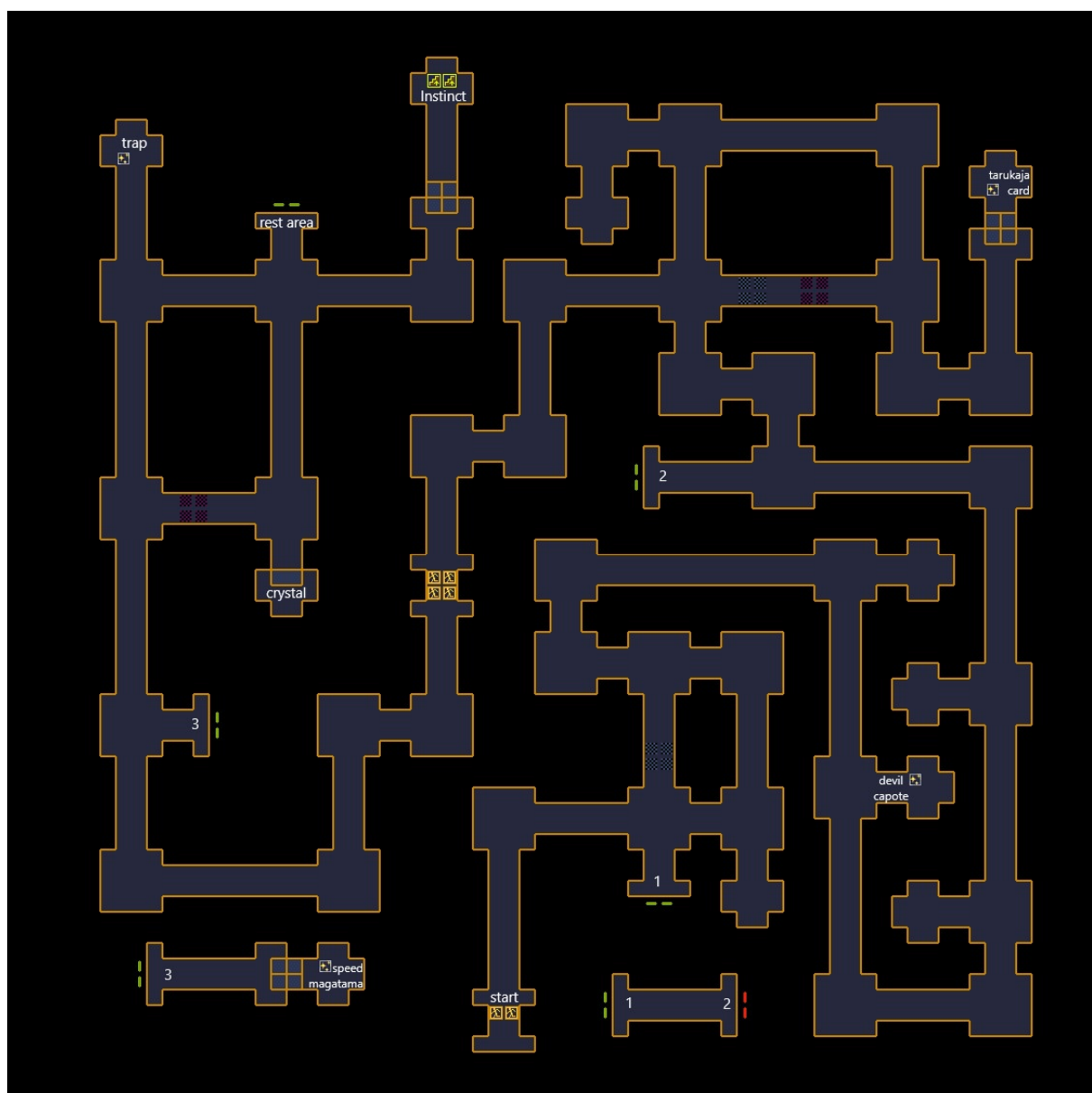
### World of Reason

Immediately after your victory against Gozen you will get transported to Monad Mandala which should look very familiar if you already visited Kadath, the enemy spawn pool is exactly the same.

You'll start at the entrance, you will walk past a door that you won't get much use out of yet, 1. Follow the path and pick up a Devil Capote on the way. As you head north, you'll walk past another door 2, it just leads back to the entrance. Go east to find a closed door, opening it leads to a battle against some angels guarding a chest with a Tarukaja card. Go west to enter the Room of Reason for your first encounter with the shadows. Head south-west and enter the Room of Reason.

Enemy	Joy	Eager	Item
Judgement 57 Throne	Persuade Special	Brother's Kindness	Bead Agidyne Card
Star 60 Valkyrie	Persuade Special	Passionate Gaze	Bead Wavelength Card
Magician 61 Saji	Prince (Ulala or Baofu)	Wire Tapping	Balm of Life
Temperance 62 Kau	Fortune Telling	Child's Claim	Fire Magatama Inferno Magatama
World 62 Ouroboros	Persuade	Ah, Alcohol is my Life!	Open Sesame Sacrifice Card
Strength 63 Vasuki	Prince (Ulala or Baofu)	Flamenco de la Pasi3n	Disguise Kit Beyondite

Judgement 64 Cherub	Adult's Excuse	Investigation	Balm of Life Holylight Card
Judgement onwards			
Tower 64 Shub-Niggurath	Alcohol, Tears, Men and Women	Passionate Gaze	Scorching Magatama Scorching Card
Chariot 65 Berserker	Prince	Advise?	Bead Bead Chain
Death 66 Ah Puch	Costing a Fortune?!	Investigation (Scam)	Megido Card Annihilation Card
Emotion onwards			
Hermit 68 Apaosha	Persuade	Comparing Heights	Brink Tea
Fortune 70 Fenrir	Alcohol, Tears, Men and Women	Investigation of Terror (Scam Special)	All Incense
Chariot 74 Talos	Advise Special	Prince	Awaken



If you pick the first dialogue option, then the upcoming bosses will be harder. Go west, and take the door, 3. You will see a door guarded by 2 Kau protecting a chest with a Speed Magatama. Go back to the main corridor, ignore the treasure chest up north, it's a trap. Touch the crystal to unlock the door to the rest area, which will let you return to Sumaru.

### Sumaru, Air raid shelter 7

If you wish to prepare for your next playthrough you can side-quest now. The final album is on sale at Giga Macho. You can talk to Mizuno in her office and conclude her story line. Clair de Lune has new stock. The Jeweler can prepare new weapons and upgrade Katsuya's Dragoon and Maya's Best Dresser, hopefully you picked up the rainbow piece in the subway otherwise you'll need to buy one for 900.000 yen. Return Junnosuke Kuroda for the Karma Ring if you don't have one from Innocent Sin so you can get Alice in area 8 later.

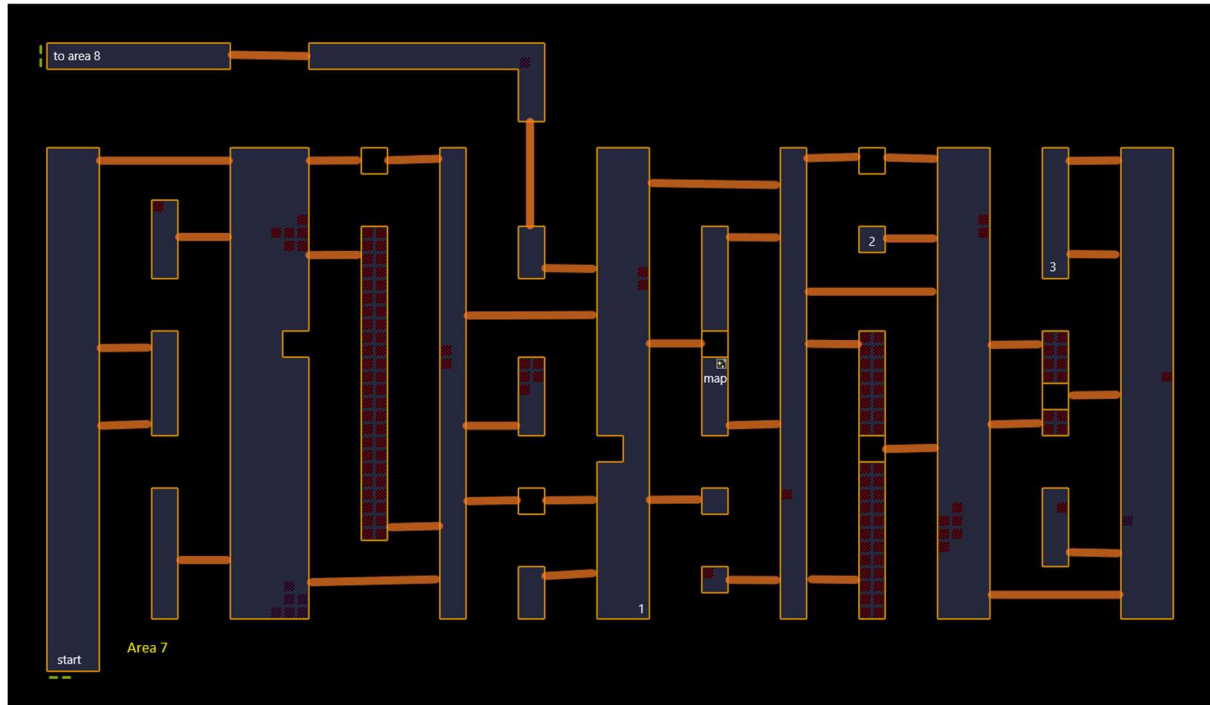
Area 7 of the shelter is now open, if you are between level 66 and 73 you can Estoma away all enemies until the rare demon Virochana spawns. There are three letters from Sachiko here.

Enemy	Joy	Eager	Item
Fortune 51 Cerberus	Prince (Ulala or Baofu variant)	Dance of Passion Special	Agidyne Card
Judgement 52 Dominion	Persuade?	Investigation of Terror (Scam Special)	Clean Salt
Strength 53 Fafnir	Adult's Excuse	Investigation	Power Magatama
Temperance 54 Phoenix	Comparing Heights	Advise Special	Balm of Life Holylight Card
World 54 Mucalinda	Child's Claim	Prince (Katsuya variant)	Magic Mirror Card
Magician 55 Manannan	Adult's Excuse	Child's Claim	Revival Bead Aquadyne Card
Hermit 56 Kinich Ahau	Persuade Special	If Looks Could Kill...	Miracle Egg Agidyne Card
Moon 56 Jahi	Persuade	Wire Tapping is a Crime	Wavelength Card
Hanged Man 57 Adramelech	Persuade?	Dance of Passion Special	Gryva Card Pressure Card
Judgement 57 Throne	Persuade Special	Brother's Kindness	Bead Agidyne Card
Chariot 58 Girimehkala	Persuade?	Investigation of Terror (Scam Special)	Protection Magatama Thunderbolt Card
Tower 59 Tezcatlipoca	Persuade?	Passionate Gaze	Magnadyne Card
Devil 59 Tzitzimitl	Prince (Ulala, Katsuya or Baofu variant)	Radiant Women Unite	Ohnusa Frigid Card
Death 60 Kisin	Costing a Fortune?!	Wire Tapping is a Crime	Garula Card Garudyne Card
World 62 Ouroboros	Persuade	Ah, Alcohol is my Life!	Open Sesame Sacrifice Card
Death 66 Ah Puch	Costing a Fortune?!	Investigation (Scam)	Megido Card Annihilation Card

Virochana is not that tough of a boss, use Tetraja and Wall of Fire to nullify most of its attacks. It takes neutral damage from almost anything so use your favorite fusions.

Virochana	Level 73	HP 2800		
St 52	Vi 55	Dx 69	Ag 62	Lu 59
Null: Dark, Light, Fire	Resist: Mind, Nerve	Repel:	Drain:	Weak:
Skills: Deadly Burn, Bright Judgement, Magic Seal, Myriad Arrows				

Exp 1776, 5110 yen, 1000 Lotus Petals.



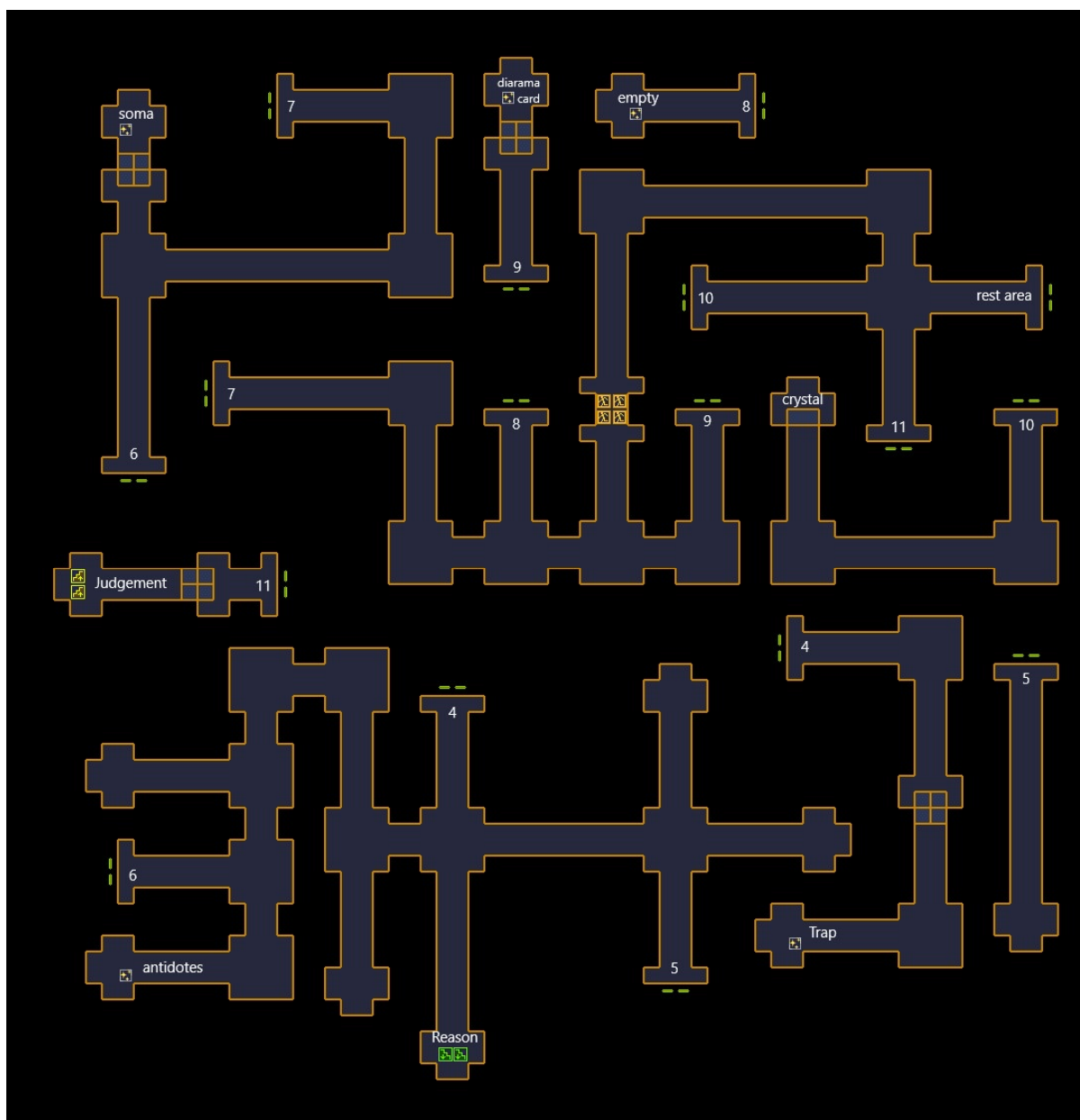
### New dialogue

Rengedai	Hirasaka	Yumezaki
Map: everyone	Map: everyone	Map: everyone
Alaya: party + old woman	Shiraishi: everyone	Mu Continent: everyone
Time Castle: everyone	Tominaga: everyone	Tony's: everyone
Kaori: everyone	Toua Defense: everyone	Peace Diner: shopkeeper + couple
Satomi Tadashi: Tatsuya, shopkeeper, man, young man	Satomi Tadashi: everyone	Satomi Tadashi: party + shopkeeper
Gatten Sushi: everyone	Sumaru prison: party	Bikini Line: everyone except Ulala
Velvet Room: Ulala, Katsuya, Tatsuya	Kasu High: everyone in basement, everyone on roof	
Aoba		Kounan
Map: everyone		Map: everyone
Kismet lobby: everyone in lobby, everyone in ed dept, Mizuno in her office		Kounan PD: everyone except the policewomen
Kuzunoha: everyone, including Nekomata		Lunar palace: everyone
Double Slash: all npcs		Jolly Roger: everyone
Parabellum: everyone		Hiiragi: tired man
Etheria: everyone		Sumaru Genie: everyone
Rosa Candida: everyone		Padparacha: everyone
Satomi Tadashi: everyone		Satomi Tadashi: everyone
Clair de Lune: everyone except the shopkeeper		
Sumaru TV: party + Brown + receptionist		

## World of Instinct

Return to Monad Mandala using Alaya Shrine, go up the stairs to the World of Instinct. Valkyries spawn here, if you have a rank 8 Odin equipped you get a unique persona talk that awards you a Legenbright, but only once. You can ignore the door straight ahead of you as it only leads to a trap, the door to your south-east leads to a dead end. Instead go west to pick up 2 Antidotes. Take door 6 and walk north through a closed door to pick up a Soma. Take door 7 to get closer to the next chamber, walk past door 8, the treasure chest beyond it is empty. Go east and take door 9 instead, open the door guarded by angels and a Saji to pick up a Diarama card.

Enter the Room of Instinct for a scene with Ulala's shadow. Pick the first dialogue option for an easier boss fight. Take the western door, 10, to get to the monolith that unlocks the shortcut. The eastern door leads back to the rest area and the southern door, 11, leads to the next world.





## World of Judgement

You will enter the World of Judgement next, starting from the east side of the map. The rest area is an island at the center of this world. As you head west you will encounter a series of doors. If you want to avoid combat take the first southern door and the second northern door, the enemies spawned from the trap doors will not drop any loot. The door to the rest area is in the east but you won't reach the crystal that unlocks it until after the upcoming boss fight at the room of judgement.

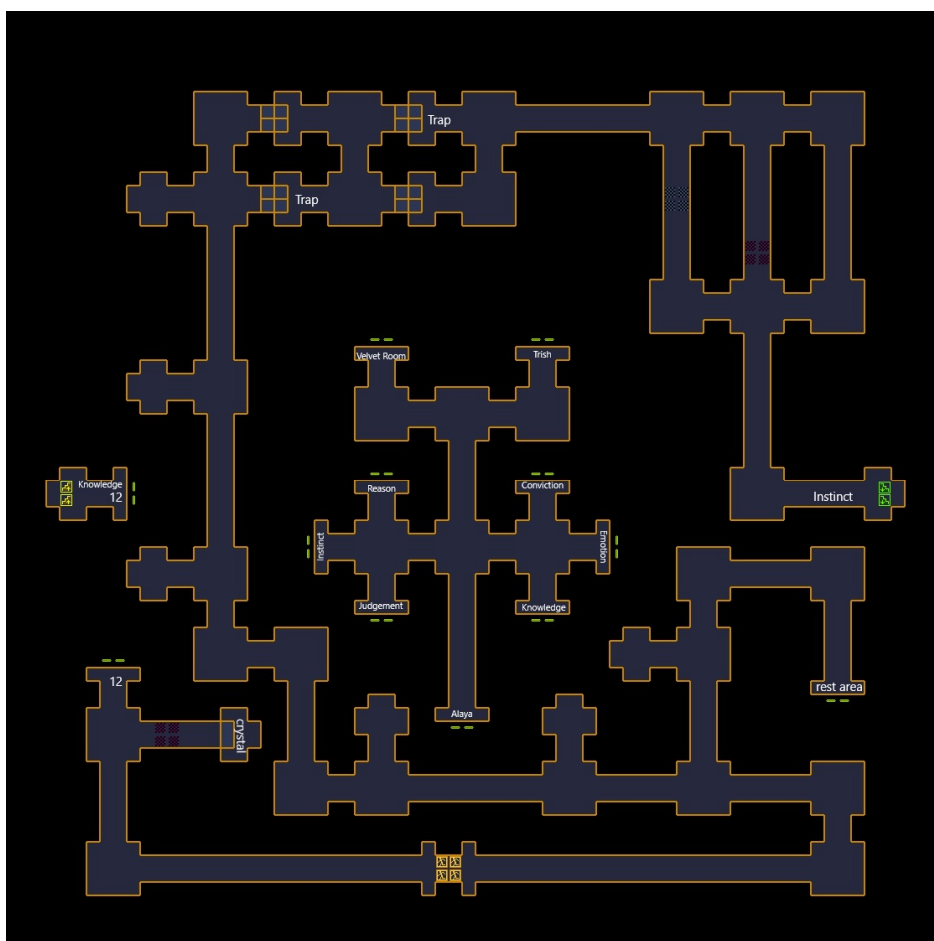
Shadow Katsuya	Level 62/72	HP 3960/4760		
St 55/66	Vi 54/60	Dx 48/57	Ag 52/56	Lu 50/60
Null: Mind, Nerve, Dark, Fire, Nuclear	Resist: Electric	Repel:	Drain:	Weak: Ice, Water
Skills: Triple Down, Heat Kaiser, Vice Shot, Shadow Force				

Shadow Ulala	Level 61/71	HP 3880/4680		
St 51/60	Vi 50/57	Dx 52/58	Ag 56/64	Lu 46/56
Null: Dark, Wind	Resist: Ice, Electric, Nuclear	Repel: Mind, Nerve	Drain:	Weak: Earth
Skills: Magarudyne, Alluring Mazurka, Dark Nebula				

Exp 80000/98000.

The stats change depending on your dialogue choices against the shadows earlier. For the boss battle against Katsuya's and Ulala's shadow bring Wall of Wind, Tetraja, Refresh Ring. You want to cast Marakukaja and Mamakakaja for this battle. Bring Izanami, Genbu, Scathach and Linog. Use Ameretat or Tsukuyomi with an elemental skill card to provide buffs and help perform fusions. Take down Ulala first since she can charm your party.

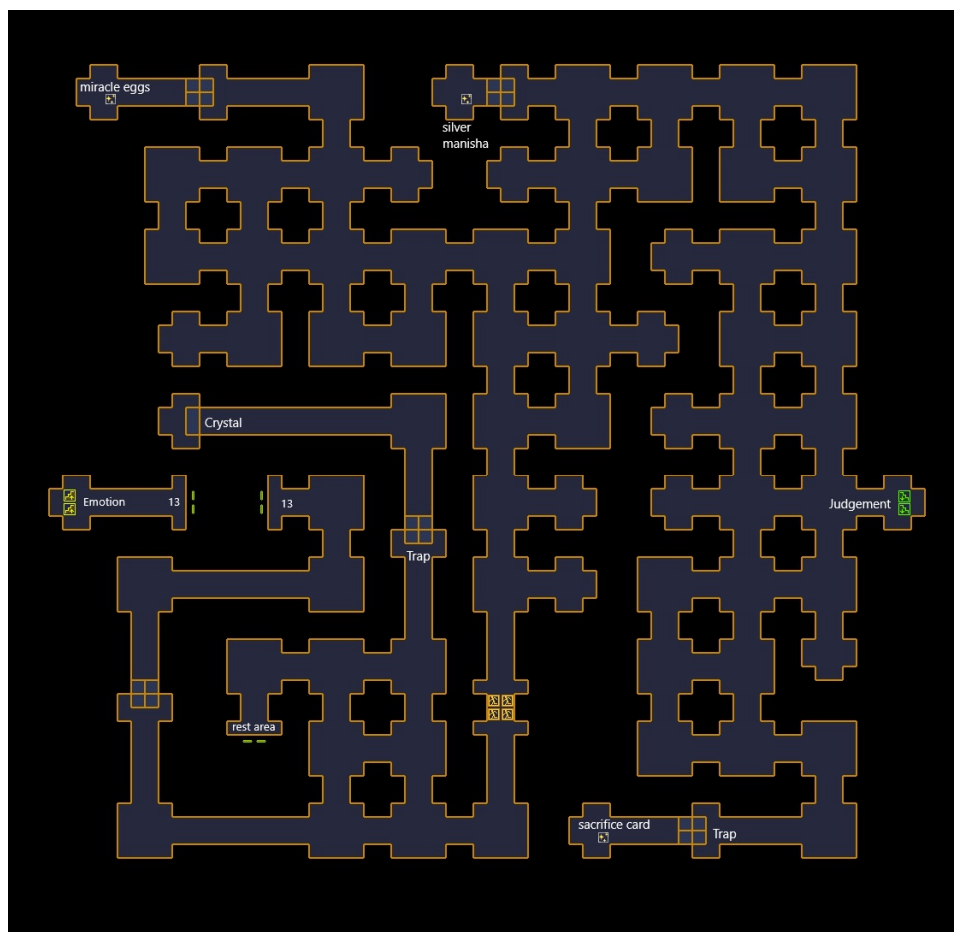
After the boss battle you can unlock the shortcut to the rest area. Go through the door, 12, and take the stairs to the World of Knowledge.



## World of Knowledge

Go south and through the trap door, guarded by Ah Puch and two Berserkers, to pick up a Sacrifice Sard. Go north and enter the closed door to get a Silver Manisha. Go to the far west past the closed door to get 3 Miracle Eggs.

Go south and enter the Room of Knowledge for a scene with Baofu's shadow, pick the first dialogue option for an easier boss. Go north through trap door for a fight against Shub-Niggurath to get to the crystal. You can now get to the rest area. Go up to door 13 to get to the stairs to the World of Emotion.



## World of Emotion

You can fight the rare demon Gaia here in the World of Emotion, if you're between level 74 and 77 you can Estoma away all enemies until she spawns. She drops her material card.

Gaia	Level 78	HP 3000		
St 60	Vi 74	Dx 68	Ag 63	Lu 58
Null: Light, Dark, Earth	Resist: Mind, Nerve	Repel:	Drain:	Weak:
Skills: Tetrakarn, Earth's Anger, Myriad Arrows				

Exp 2028, 5460 yen, Cradle of Creation.

Take the first turn north and pick up a Disguise Kit past the closed door. Pick either the western or southern path to get to the next block, 14-15. Go through the western door, 16. Ignore the eastern and southern door, 17-18. Only the western door, 19 leads anywhere. Take the turn east and fight

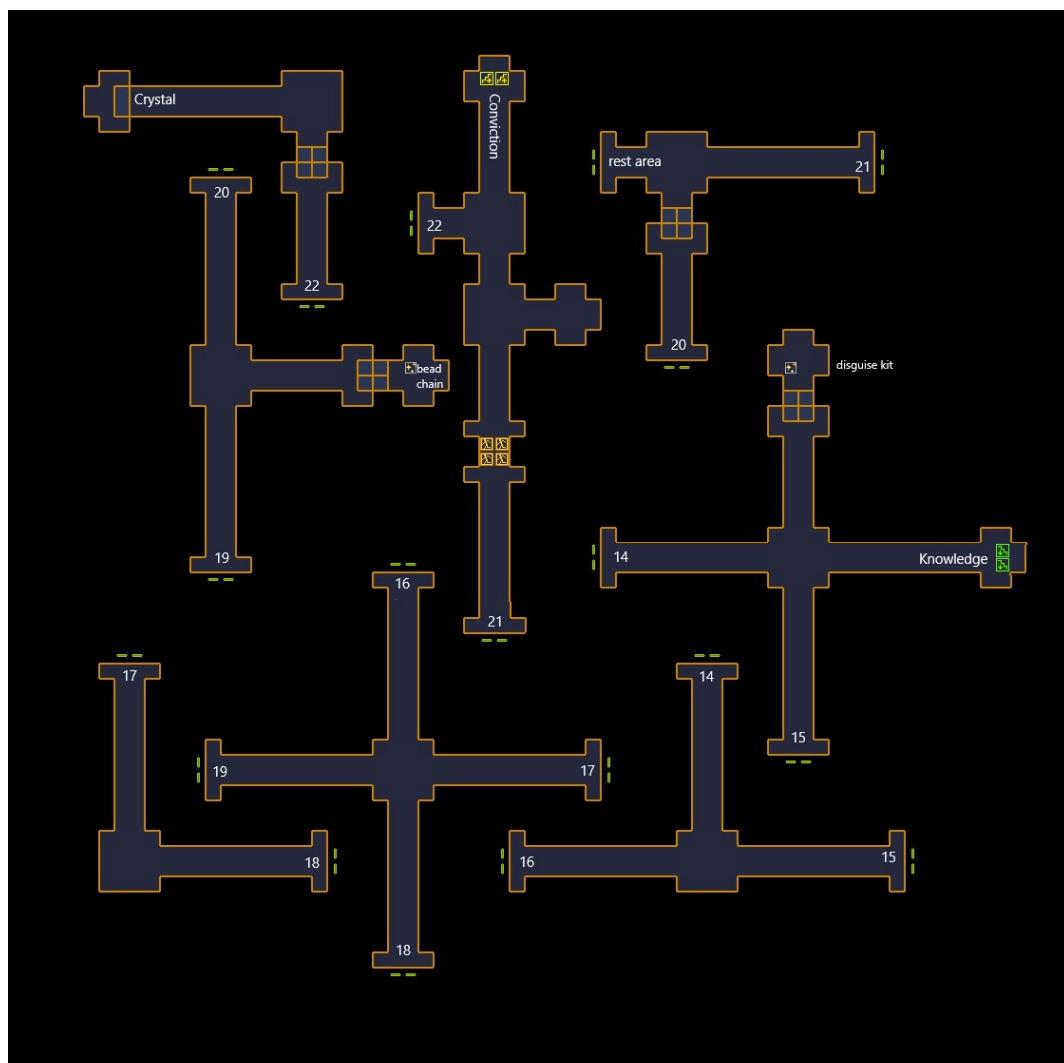
two Berserkers and two Talos for a Bead Chain. Go north, 20, to get to the next island. Take the eastern door, 21, ignore the rest area door for now.

Go north and enter the Room of Emotion for a scene with Nyarlathotep. Pick the second dialogue options If you want an easier boss encounter. Tatsuya's health will drop to zero if you don't pick the second dialogue options. Exit the room and take the door on your left, 22. Fight the Chi You guarding the door to get to the crystal.

Chi You	Level 76	HP 2500		
St 64	Vi 60	Dx 61	Ag 57	Lu 61
Null: Dark, Light, Mind, Nerve	Resist: all	Repel:	Drain:	Weak:
Skills: Deadly Burn, Deathbound, Dark Baptism				

Exp 8800, 5320 yen.

Chi You has a low chance of spawning as a repeatable enemy here and has Akashic Ring as its rare drop. But the chances are very low so don't expect to farm that many from him. You'll need to be level 74-75 so you can Estoma away all enemies, have police gloves equipped and make a save state just before you deliver the killing blow and then reload 10-20 times until you get an Akashic Ring. You can now return to the rest area if you wish or take the stairs to the world of conviction. Unless you're preparing all five legendary weapons for the EX Dungeon there is no reason to do this.

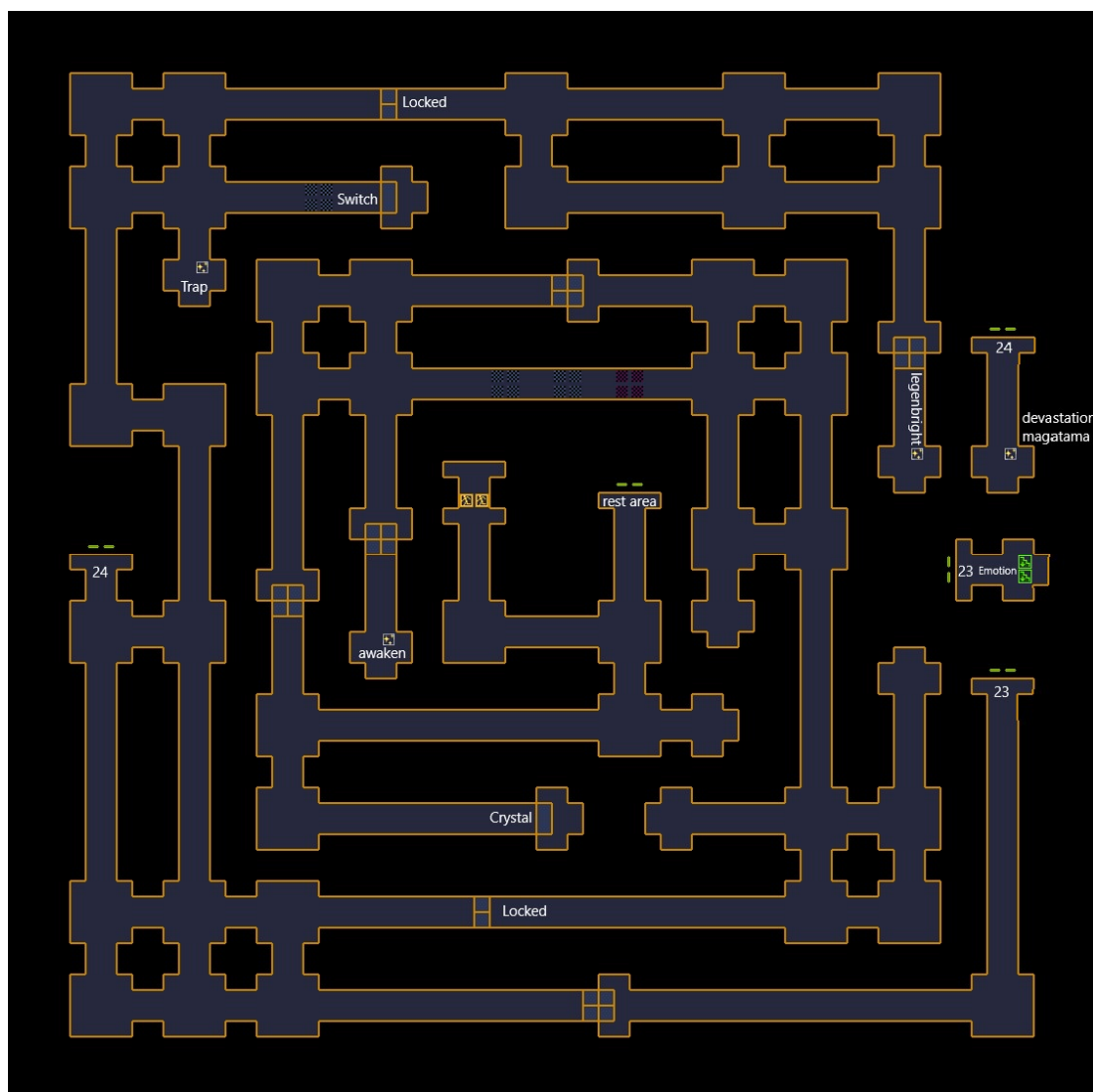


## World of Conviction

Take the door, 23, to get to the main island. Head all the way west and through door 24 to get to a treasure chest containing a Devastation Magatama. Start heading north, ignore the chest in the north-western corner, it's a trap. Walk through the SP trap to reach the switch to unlock the paths forward. Proceed north-east if you have Fariedone in your persona stock. As you touch the locked door you will encounter Ahzi Dahaka who is invulnerable if you do not start the battle with Fariedone equipped. You can ask the demons here for information and they will give you a clue about Fariedone as the counter for this fight. If you're playing on hard difficulty and lack Trafuri/Open Sesame you can get stuck here and be forced to reload an earlier save since you cannot escape in hard mode. If you choose to engage in this battle you can pick up a Legenbright from the chest behind the door.

Ahzi Dahaka	Level 78	HP 999		
St 65	Vi 68	Dx 58	Ag 63	Lu 57
Null: Dark, Light	Resist: all	Repel:	Drain:	Weak:
Skills: Earth's Anger, Poison Claw, Megaton Press				

Exp 5600, 5460 yen, All Incense.



Go back and walk through the southern path that has now been unlocked. Walk towards down the paths spiraling towards the center of the map, pick the northern with the closed door, it is safe and will not spawn enemies. Take the first turn south through the closed door and fight a Fenrir and two Berserker and pick up an Awaken. Take the second southern turn and touch the crystal to unlock the rest area. Enter the Room of Conviction to fight Maya's and Baofu's shadows. Make sure your characters are NOT level 72 or 81. Levels divisible by nine will take the maximum damage from Level Trap.

Shadow Maya	Level 61/71	HP 3880/4680		
St 50/56	Vi 48/60	Dx 59/68	Ag 56/63	Lu 53/58
Null:	Resist:	Repel: Magic	Drain:	Weak: Physical
Skills: Tetrakarn, Mediarama, Diamond Dust, Eclipse Mirror, Sonic Bullet				

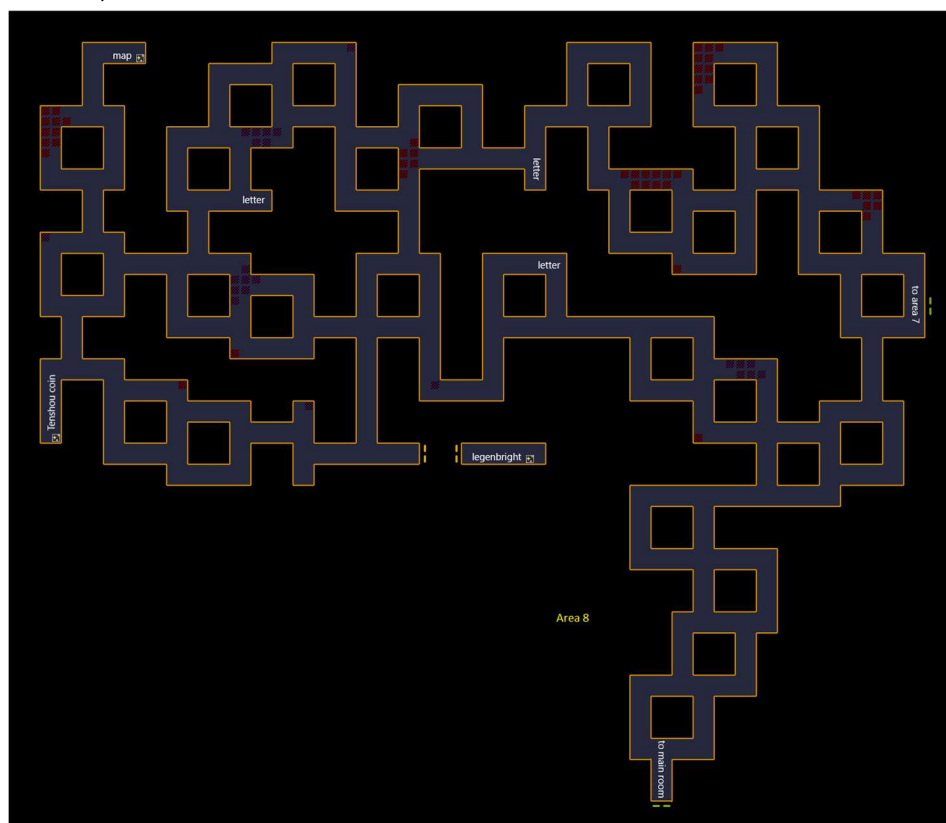
Shadow Baofu	Level 63/73	HP 4040/4840		
St 55/62	Vi 54/63	Dx 53/59	Ag 54/63	Lu 49/58
Null: Dark, Mind, Nerve	Resist: Physical	Repel:	Drain:	Weak: Electric
Skills: Thunder Baptism, Viper Smash, Bastard Snap, Level Trap, Shadow Force				

Exp 80000/98000.

You need to take out Maya first. Use Tarukaja on Katsuya and perform Pegasus Strike with Nezha. Tatsuya can use Apollo. Bring Gyokukou Joutei to apply buffs and heal. After Maya is down you need to switch to using magic attacks. Sakya is great for this part. Assuming you've continuously used him and increased his stats with mutation.

### Air Raid shelter 8

After fighting the shadows your map is complete, you can turn it in and register all the cards for your next playthrough, go to Hirasaka's Satomi Tadashi to find Salam. He'll give you three Fool Cards that you can save for your next playthrough. The last air raid shelter is now open, make a pact with a gentleman demon to get a rumor that Girimehkala can open a shortcut, befriend Girimehkala in area 7 and ask for help to get to area 8. There are 14 gentlemen so I won't list them all, but in area 7 you can find Dominion, Throne and Manannan.



Enemy	Joy	Eager	Item
Star 60 Valkyrie	Persuade special	Passionate gaze	Bead Wavelength Card
Magician 61 Saji	Prince (Ulala or Baofu)	Wire Tapping	Balm of Life
Temperance 62 Kau	Fortune Telling	Child's Claim	Fire Magatama Inferno Magatama
World 62 Ouroboros	Persuade	Ah, Alcohol is my Life!	Open Sesame Sacrifice Card
Strength 63 Vasuki	Prince (Ulala or Baofu)	Flamenco de la Pasión	Disguise Kit Beyondite
Judgement 64 Cherub	Adult's Excuse	Investigation	Balm of Life Holy Light Card
Tower 64 Shub-Niggurath	Alcohol, Tears, Men and Women	Passionate Gaze	Scorching Magatama Scorching Card
Chariot 65 Berserker	Prince	Advise?	Bead Bead Chain
Death 66 Ah Puch	Costing a Fortune?!	Investigation (Scam)	Megido Card Annihilation Card
Hermit 68 Apaosha	Persuade	Comparing Heights	Brink Tea
Fortune 70 Fenrir	Alcohol, Tears, Men and Women	Investigation of Terror (Scam Special)	All Incense
Chariot 74 Talos	Advise Special	Prince	Awaken
Lovers 80 Alice	Persuade	Fortune Telling	Annihilation Card

After you've unlocked the door from the main room enter area 8, keep going north until you spot a room with poison traps to your left. Turn west and keep going until the road ends, turn north and walk past a room with HP traps to get to the north-western corner of the room where the map is. Now go all the way south. The southwestern chest contains a Tenshou Coin, sell it at Satomi Tadashi to get 1 million yen for your next playthrough.

If you're read all of Sachiko's letters you can solve her puzzle to enter her treasure room. The password is 3341. You get a Legenbright. If you have a Karma Ring from IS or returned Junnosuke Kuroda you can make a pact with Alice and get her material card. I recommend Maya is between 74 and 79 to prevent all enemies except Alice from spawning but that Tatsuya is above level 80 so that your party may still form a pact with her. She will give you her material card.

You can also battle the rare demon Dark Alice, she has a chance of dropping item breeders and will award you a lot of xp. She cannot be contacted but you can repeat the encounter to farm item breeders. Nothing special about her moveset, just use Tetraja and she will go down easily enough.

Dark Alice	Level 81	HP 3000		
St 60	Vi 59	Dx 76	Ag 73	Lu 67
Null: Light, Dark, Mind, Nerve	Resist:	Repel:	Drain:	Weak:
Skills: Asteroid Bomb, Chaos Element, Another Dimension				

Exp 35000, 6000 yen

To prepare for your next playthrough I suggest you sell all your extra equipment since money and casino coins carry over but items don't. All cards carry over, any material cards you didn't use you

can keep for your next playthrough. If you didn't end up summoning Virochana you can use it on your next playthrough to get another Akashic Ring. You may want to make the demons in area 8 excited to farm some cards since you very quickly can amass a few hundred cards this late in the game, then you won't need to worry about cards for the first few dungeons next time. If you're planning on importing this save to the EX Dungeon then head to the casino and pick up the material cards for Satan and Lucifer and craft all the legendary weapons. Save your game, clear data is not created upon defeating the final boss, you have to manually create a save file here that you'll import to future campaigns.

## Final Boss

After you've done all your side questing and preparation for your next playthrough or EX dungeon run, return to Monad Mandala and enter the final door to face Nyarlathotep.

Moon Howler	Level 77/80/ <b>82</b>	HP 8160/8800/9560		
St 67/69/67	Vi 64/65/69	Dx 60/66/70	Ag 66/67/66	Lu 62/64/67
Null: Dark, Mind, Nerve, <b>Almighty</b>	Resist:	Repel:	Drain:	Weak: Water & Wind/ just Water/ <b>none</b>
Skills: Megidolaon/Guard Punish, Eternal Black, Shadow Kill, <b>Omega Cluster</b>				

There are three different versions of this battle depending on your answers to the shadows. If neither Eikichi nor Lisa recovered their memories you'll fight the weakest version at level 77. He is then weak to both water and wind and uses Megidolaon instead of Guard Punish. If one of them remembered the other side you'll fight the medium version at level 80. He will only be weak to water and uses Guard Punish. If both remembered you'll fight the hardest version that also nullifies almighty damage, has no weaknesses and can use the skill Omega Cluster, an insta-kill spell that kills one party member per turn, forcing you to constantly keep Tetraja up. Use personas that learn Hieroglyphein since that spell's damage is based on your level rather than the resistances of your enemies. You'll do 500 damage per attack. If you're not playing on the hardest mode you can use water spells. You'll need a Mediarahan user for this fight, you may need to cast it every turn since Shadow Kill hits so hard. Recommended personas: Gyokukou Joutei, Nanna, Hastur, Ouroboros.

Nyarlathotep	Level 99	HP 18000		
St 84	Vi 80	Dx 83	Ag 85	Lu 75
Null: Dark, Mind, Nerve	Resist:	Repel:	Drain:	Weak:
Skills: Chaos Element, Wheel of Time, Crawling Chaos, Shadow Kill, Wheel of Fortune, Transient Ripple				

Immediately after that boss fight you'll have another one. Continue spamming Hieroglyphein. He will periodically remove your buffs with Transient Ripple so don't waste too much time buffing, but Marakukaja is always worth it to keep Shadow Kill from killing your party, it deals heavy physical damage. Wheel of Fortune prevents you from swapping personas so don't bring too many utility personas, you may get stuck on them. Wheel of Time becomes stronger every time he uses it, it deals almighty damage. Crawling Chaos is almighty with a chance to inflict mute, if your personas don't nullify or repel almighty you will probably spend most of the fight battling the mute ailment. Bring plenty of Ohnusa. Chaos Element is dark type damage so you can nullify it with Tetraja.

Recommended personas: Alice with Tetrakarn, Gyokukou Joutei, Skuld, Suzaku, Ouroboros. Put a Rakukaja card on one of them. Alice will protect Gyokukou Joutei with Tetrakarn and the rest of the party with Mediarahan. Gyokukou Joutei will use Tetraja and reapply Marakukaja as needed. The rest of the party will spam Hieroglyphein with their personas. If you don't have access to Alice then put the Tetrakarn card on a different defensive persona like Rangda.

## 19. Ex Dungeon

After clearing the game on both Elly's and Nanjo's route the EX Dungeon will become available from the main menu. Load an end game save file where you're level 60+ and preferably have a fair amount of material, skill and incense cards so that you can summon all the high level personas that you never end up using in the main game. I recommend you craft all the legendary weapons and spread the rumors that they are powerful to further boost your party. And plenty of money to buy items from Trish if you need healing. You will start in the Velvet Room. Much like later persona games you may freely choose who will join your active party. This is the only situation where you can use all five legendary weapons by removing Katsuya from your party and adding Elly alongside Nanjo/Tatsuya. Elly and Nanjo are given special personas in this dungeon, Gabriel, Michael and Yamaoka. They also have unique fusion spells. Some demons in the EX Dungeon have altered stats and are much more powerful, your demon analyze data will be wiped once you enter the EX Dungeon and you'll need to re-register the altered versions of the enemies. If you returned Nanjo's or Elly's starting persona to Igor then you will be given a new copy of them at rank 1.

Differences from PSX: the clock on the save file does not reset, it is still your cumulative playtime. You do not get to add endgame data to a save file, no Jack Frost icon for you. You will not unlock movies from Nameless since these are already available from the gallery.

You will be ranked at the end of the dungeon. There are three butterflies to collect in the EX Dungeon and obtaining all three is the only way to get the S-rank. To get access to the whole phonebook you need an S-rank. To hear the voice mail messages load your EX Dungeon data into a new round of the EX Dungeon and talk to Igor.

Time\butterflies	0	1	2	3
Less than 8 h	A	A	A	S
8-10 h	B	B	A	A
10-12 h	C	B	A	A
12-14 h	D	B	A	A
Over 14 h	E	B	A	A

Importing Ex Dungeon data back to the main game: You can use your end game save file to start a new game and you will retain your persona and demon analysis data from the EX Dungeon. You will keep all tarot, material, skill and incense cards. You could use this to carry over Lily and Amber Glasses to the main game to summon Gabriel and Yamaoka, but these personas are exclusive to Elly and Nanjo respectively and they will probably not reach the level requirement to summon them before they leave your party. You do not keep any consumable or key items. Your money carries over. Your fusion spell list carries over. The food, aromatherapy, charm treatment effects are reset. You keep the karma ring. You can have more than one karma ring and they all stay in your inventory.

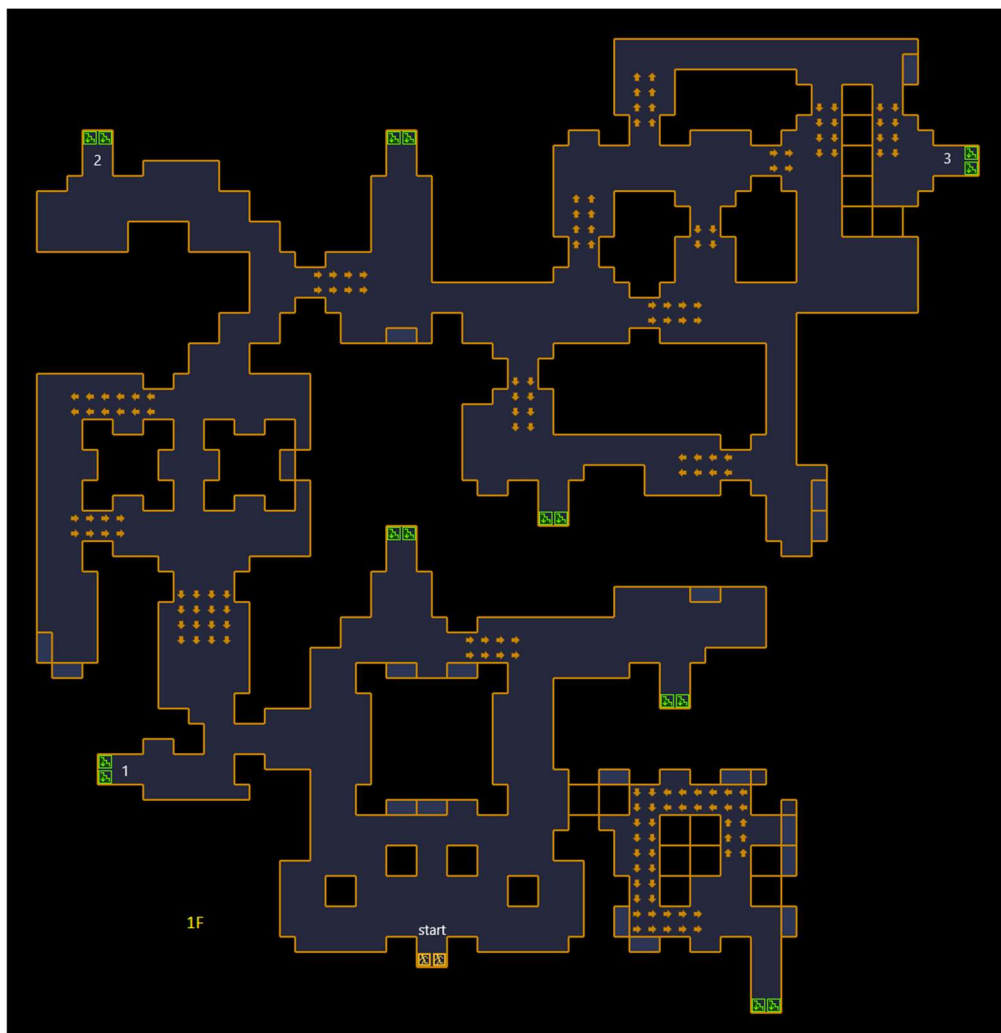


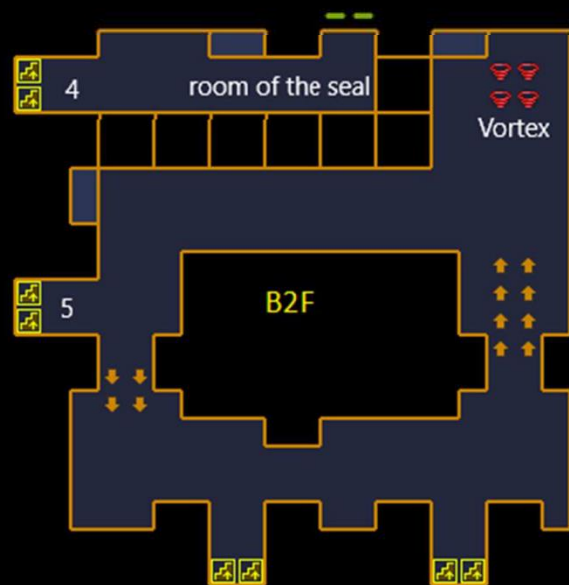
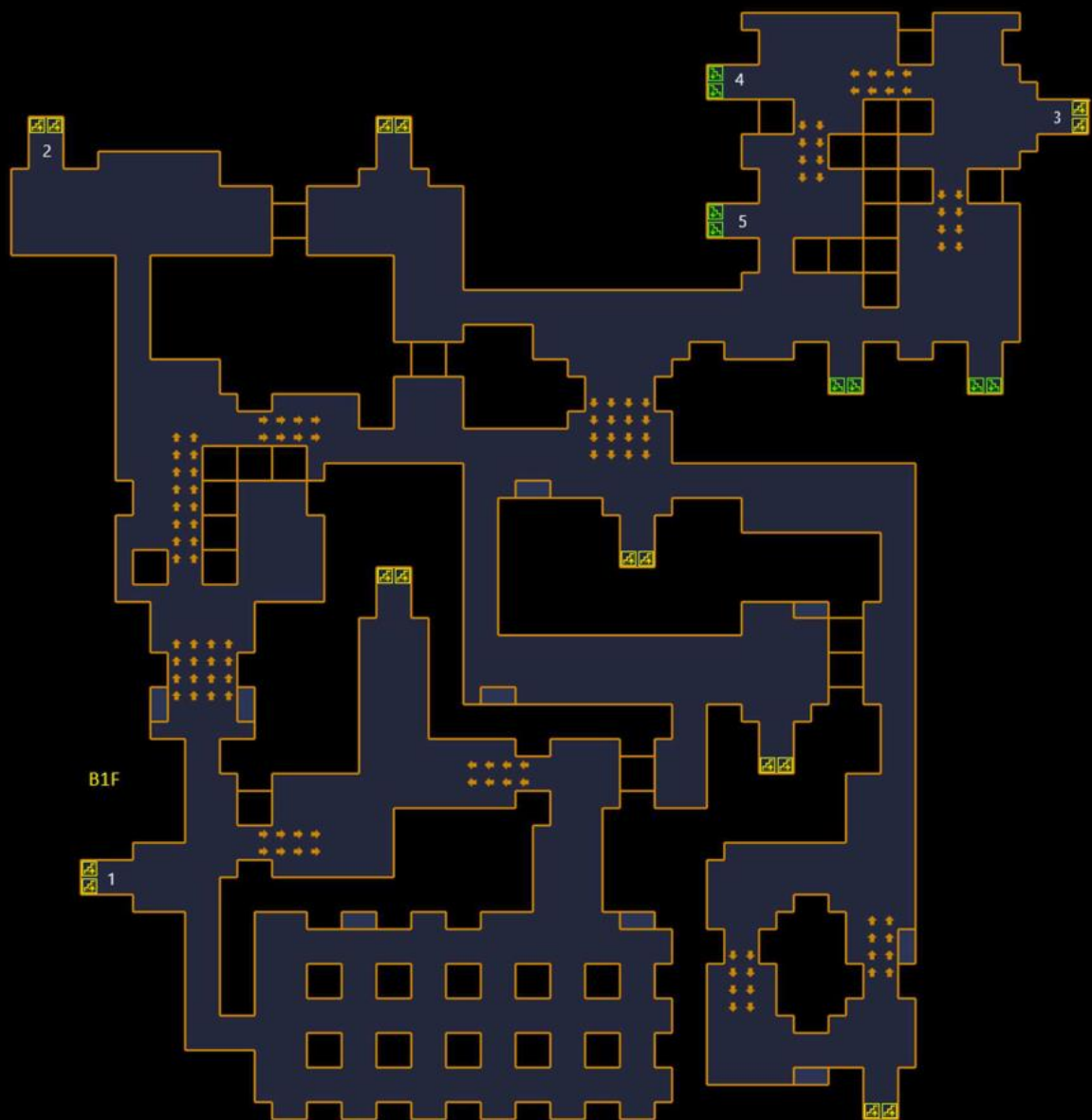
### 1-A “Taurus”

The first dungeon is accessed from classroom 1-A. Here you’ll face powered up versions of all the Sevens enemies from the start of the game. They still drop the same items, have the same personalities and respond to contacts the same way.

Enemy	Joy	Eager	Item
Devil 61 Ghost	Advise Special	Fortune Telling	Antidote
Tower 61 Slime	Advise Special	Interview	Medicine
Lovers 62 Pixie	Persuade Special	Investigation (Scam)	Clean Salt
Devil 62 Poltergeist	Advise?	Persuade Special	Medicine
Hanged Man 63 Xaphan	Radiant Women Unite	Investigation (Scam)	Antidote
Moon 63 Nightmare	Advise?	Persuade	Revival Bead
Hermit 64 Ratatoskr	Persuade	Women Wanting to Marry	Open Sesame Magna Card
Zombie 64 Zombie Schoolgirl	Can’t contact	Can’t contact	Medicine

You will start on the first floor, take the first staircase down on the west, 1. On B1F head all the way north using the conveyor belts and go up again with stairs 2. Head east past the first conveyor belt, take two conveyor belts north and then go as far east as you can and then take the last conveyor belt down to stairs 3. From here you can take the northwestern stairs 4 down to find the door to the room of the seal. If you form pacts with the demons here they will give you hints about this hidden room. It is currently locked, we’ll come back to it later. Go back up and take stairs 5 instead and you’ll find the vortex of light that will advance the plot. This room will not close for a while yet so you can return if you wish.





## 1-D “Aquarius”

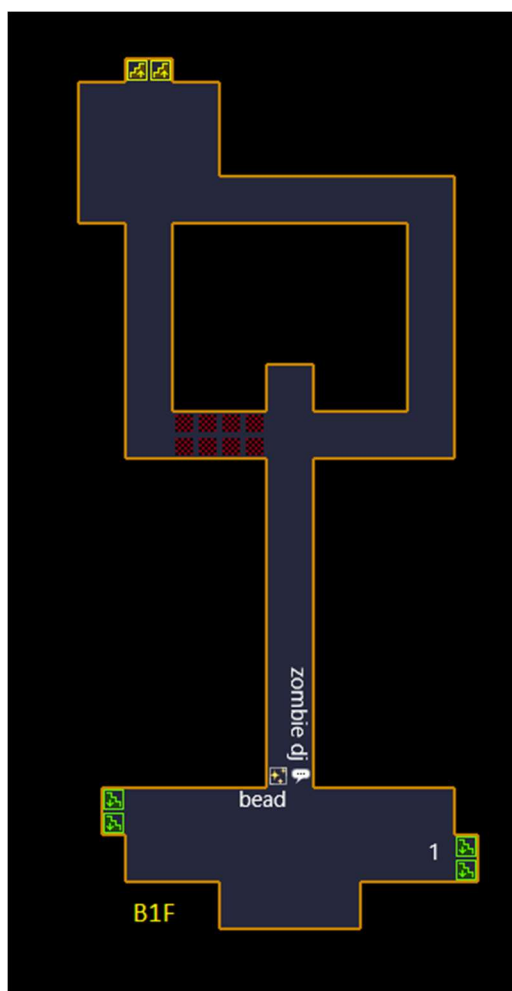
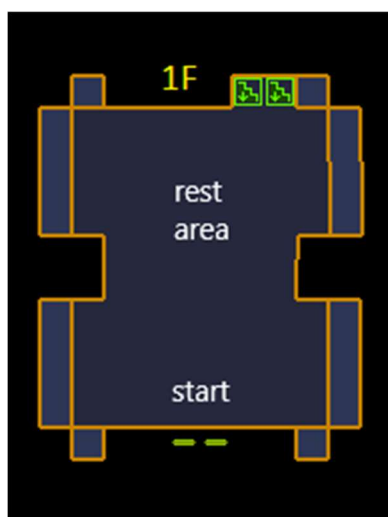
After touching the vortex you will open up classroom 1-D. Save your game before you enter or you may lose all your progress. This is a running puzzle, Maya will automatically run forward and you need to turn her using the shoulder buttons to avoid traps and make it through the maze. If you're playing on PPSSPP you can slow down the game in the emulator to have a better time. Follow the suggested turns on the map or just run through it until you get a good feel for it and reload once the three minutes are up. This room doesn't close and you can re-enter it and play the puzzle again as many times as you want although there is absolutely no reason to do so and you will still get a game over screen if you attempt the puzzle and run out of time.

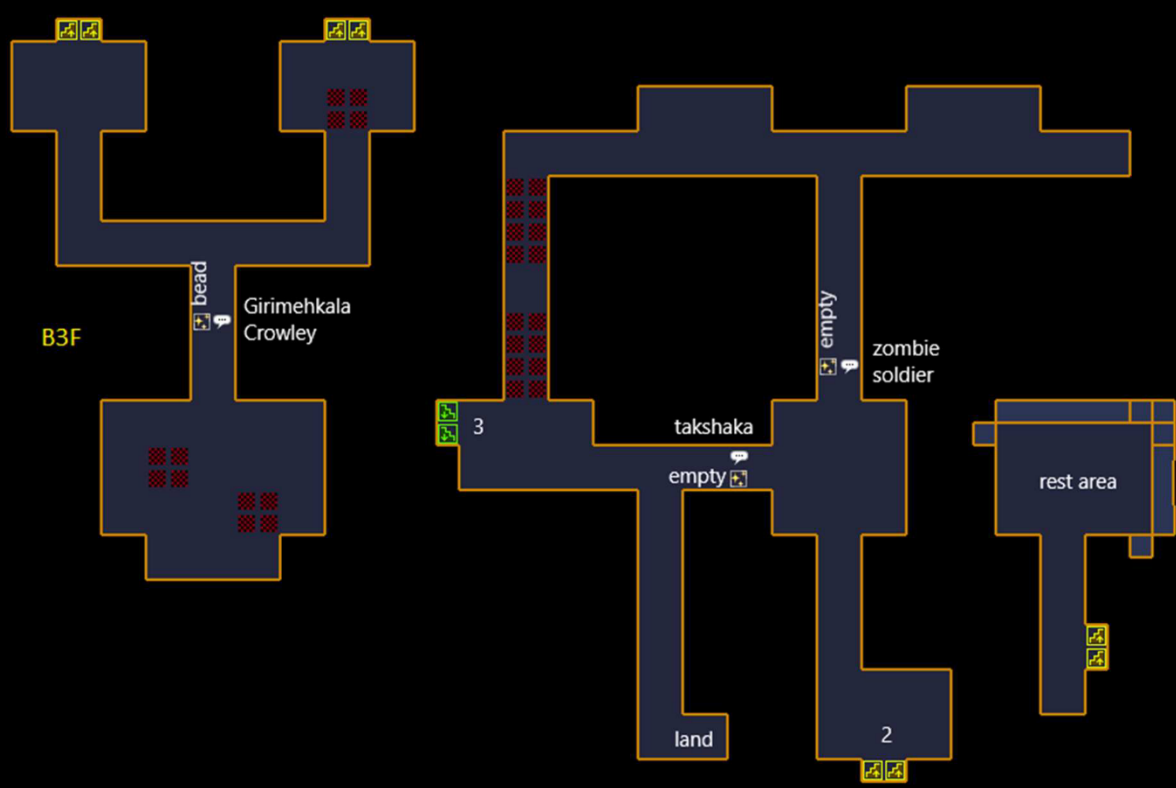


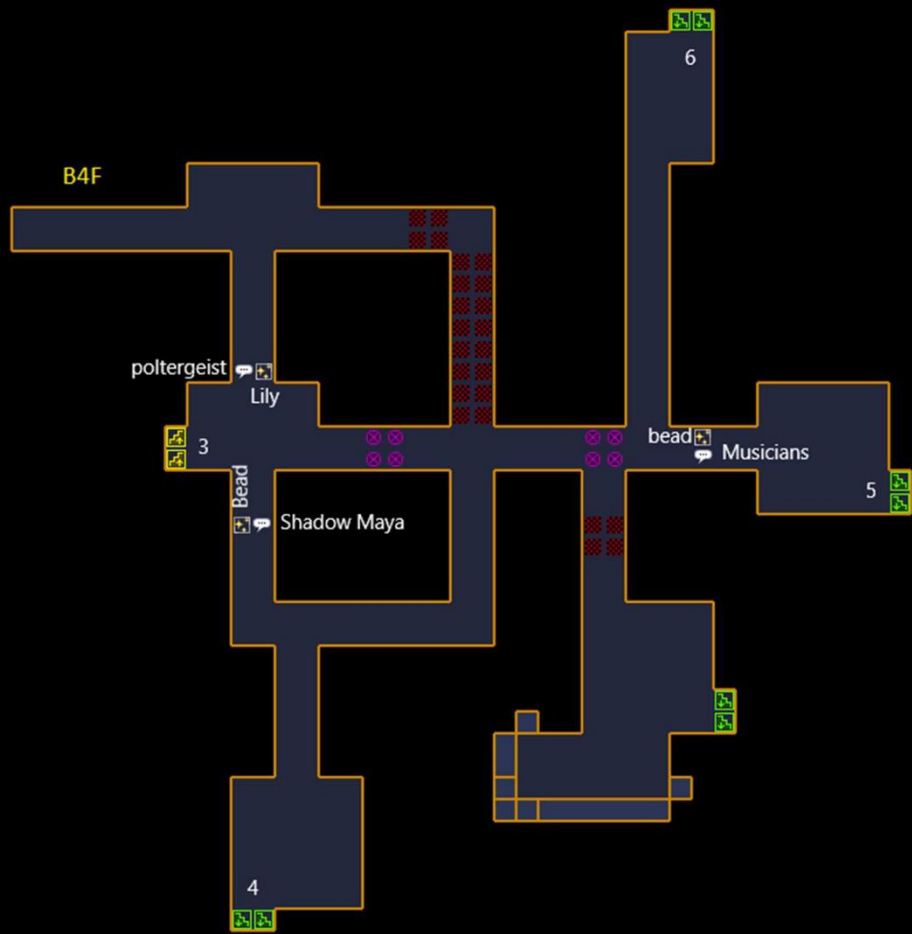
## 2-A "Zodiac"

You now have access to 2-A and 2-C. Finishing 2-C will start a 40 min timer so I recommend you start with 2-A if you want to experience all the rooms. You can also bypass a large portion of the EX Dungeon by heading straight to the mysterious door located at the faculty office's door. Philemon will ask you about the truth of the dream. The password is Philemon. This password is obtained from 1-C later in the EX Dungeon. If you choose to use the door now move down to 3-C, you will get transported to the Velvet Room with only the third floor available to you.

Once you enter 2-A you cannot heal except for in certain designated areas. But there is a loophole: Rattle Drinks/Bacchus Drink is an item that increases your maximum health by 20 % and heals you to the max. The game doesn't consider to be a healing item even though it raises your health to max, Bacchus Drink can be used infinitely so you can use this to heal to your heart's content. You can heal normally in the starting room on 1F. Go down and head south. Pick up the Bead and fight the zombie DJs. Pick the stairs to the east down to B2F. If you're interested in all the loot (it's just beads) then you can start with the western stars and go down to western part of B3F. If you just want to make progress then take stairs 1, then head north and fight the Cape demons and pick up a Bead. Go southeast to fight the Cursed Taxis and go down stairs 2, the western one. The eastern stairs lead to a dead end, but you can heal there. Once you're down on B3F head west down stairs 3. On B4F you can pick up the material card Lily and fight Shadow Maya. Go south down stairs 4 to avoid all the pitfalls. On B5F walk east and fight the Maskists and pick up a Bead. Take stairs 5 back up to B4F and fight the rock band and pick up a Bead. You can now head north and take stairs 6 down to B5F where the vortex of light is. This room will lock after you're done with it. The room of the seal back in 1-A is now open.

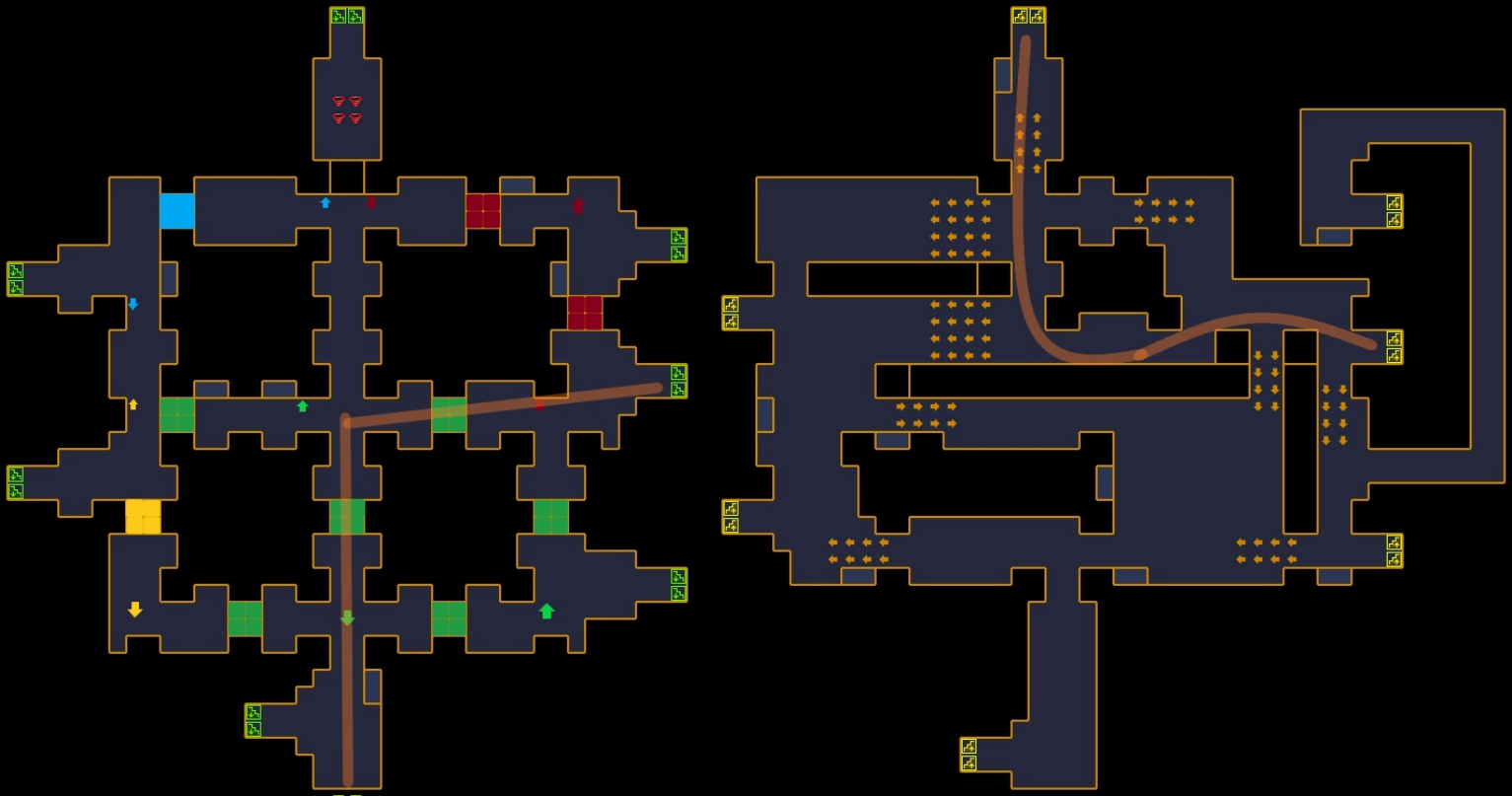






### 1-A Room of the seal

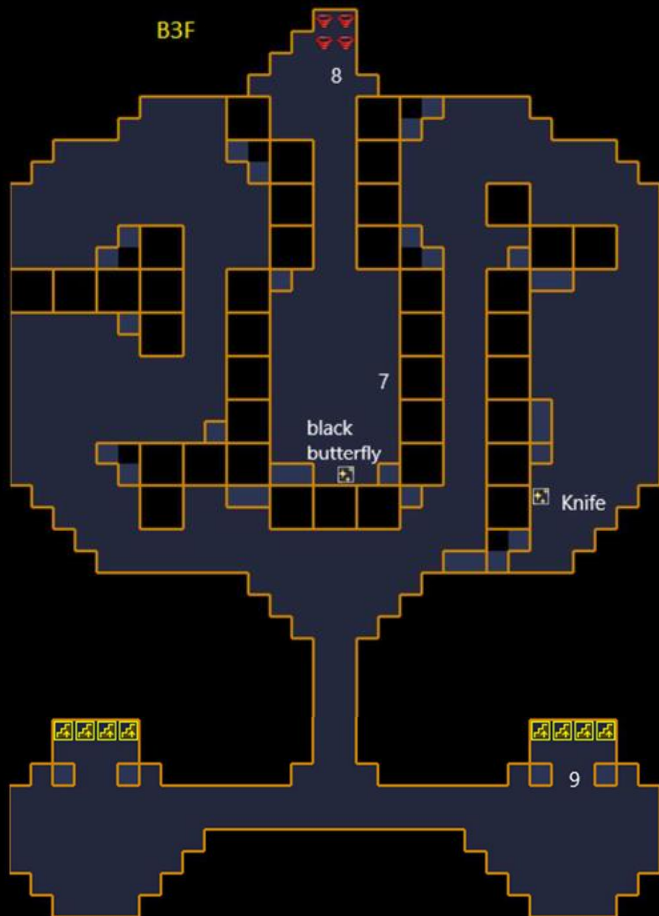
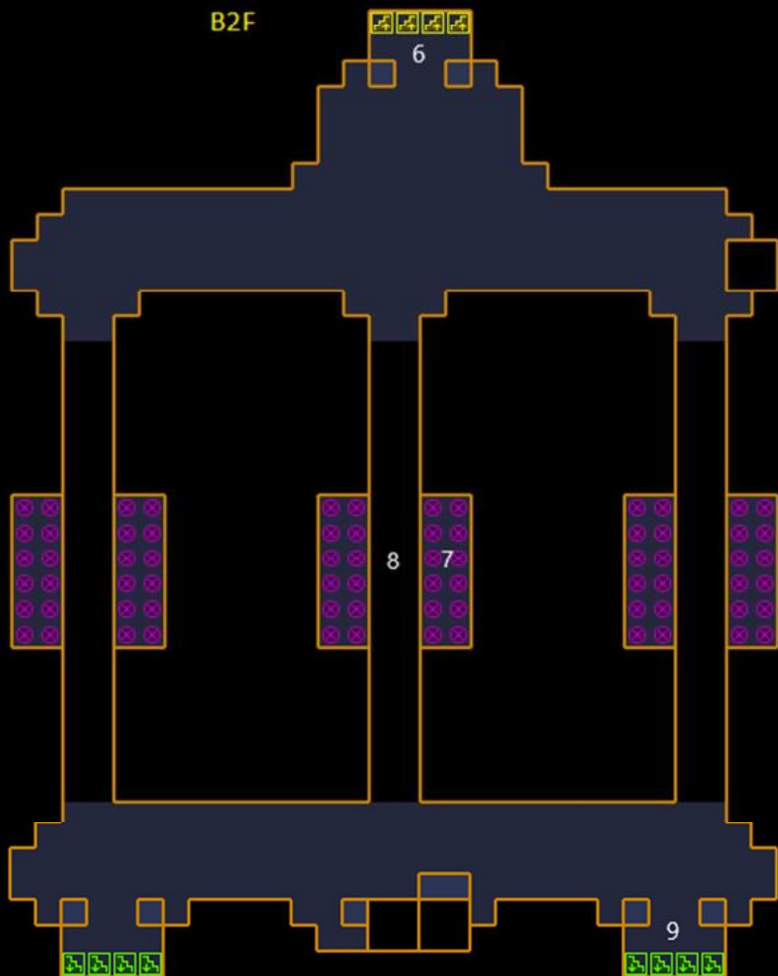
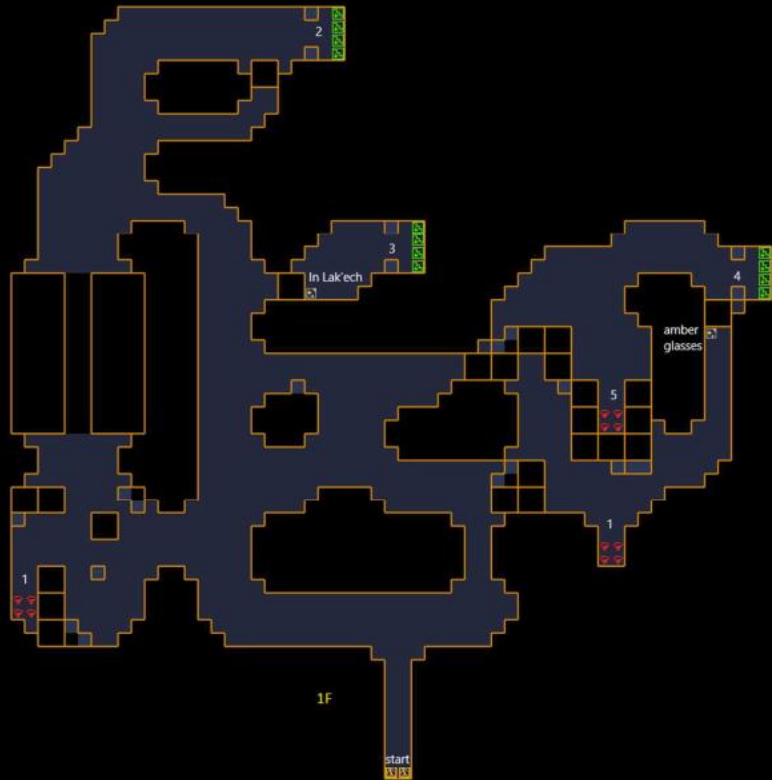
The locked door is now open. You can encounter rumor demons here. There is only one solution to the puzzle, if you have gone the wrong way then return to the entrance to reset the room. See the map for 1-A B3F and B4F. Walk forward and step on the switch, it will unlock the three paths ahead of you. Take the path forward and then turn east and walk down the first set of stairs you see. Go down to B4F and walk west until you see a conveyor belt heading west. Do not get on it, turn north instead and step on the northern conveyor belt and up the stairs to the vortex of light. 1-B is now unlocked and 1-A will be closed off.



### 2-C Mt. Iwato cave

All the angels of the Judgement arcana spawn here. If you equip Michael or Gabriel to Elly you can enjoy persona talk from the enemies here. Head west and walk through warp (1) one to find the material card for Yamaoka, the Amber Glasses. Go back through the warp and walk north and take the slope (2) down to B1F. Go east and take the hidden path west to an ascending slope (3) that will take you to a room with the first key item, In Lak'ech. You have to collect all three to proceed. Go back to B1F and head east, walk past stairs 4 for now and go south, walk west through a hidden path. Ignore warp 10, it leads to a dead end, and pick up the Black Lighter, your second key item. Backtrack to the northeast and take the stairs down (4). Go through warp 5 to B1F and take the stairs down (6). Take the central path south and fall off the side. Pick up the Black Butterfly to obtain an S-rank and take warp 8 back up to the walkway. Go south the stairs. Either one is fine. Go down to B3F and take the path northeast to pick up the last key item, the Knife. Go back to the start of the dungeon and give the three items to the man with a sword to advance the plot.





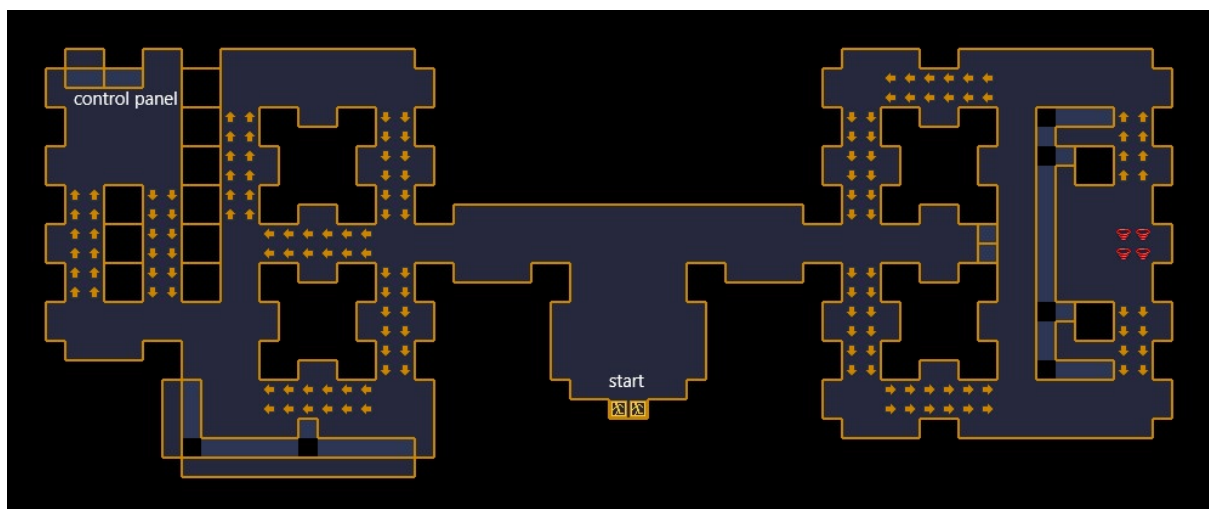


Enemy	Joy	Eager	Item
Judgement 67 Angel	Persuade	Fortune Telling	Dia Card
Judgement 68 Archangel	Persuade	Fortune Telling	Clean Salt
Judgement 69 Principality	Persuade Special	Investigation	Chewing Soul Magnara Card
Judgement 70 Power	Persuade?	Investigation of Terror (Scam Special)	Clean Salt
Judgement 71 Virtue	Special Report	Alternate investigation or terror with the scam special variant	Revival Bead
Judgement 72 Dominion	Persuade?	Investigation of Terror (Scam Special)	Clean Salt
Judgement 73 Throne	Persuade	Investigation	Bead Agidyne Card
Judgement 77 Cherub	Persuade Special	Investigation	Balm of Life Holylight Card

## 2-B Factory

The school is now on fire. The only classroom available is 2-B which is based on the abandoned factory. Most of the rare demons spawn here. I suggest you equip police gloves and spend the majority of your 40 minute timer here, trying to farm valuable material cards for your next playthrough if you're so inclined. You have 40 minutes to clear the factory and the forest but if you're running low on time you can just head to the mysterious door and put in Philemon as the password. The forest is a great place to farm incense but not essential if you'd rather spend your time farming material cards. It is a very small dungeon. When you're ready to move on then take the conveyor belts to the western wing and switch the conveyor belts to pattern B. Then let the belts take you to the warp in the eastern wing. Once you enter the vortex this room will be closed off but the forest in 1-C will open.

Demons: Sakya, Nezha, Izanami, Odin, Rangda, Virochana, Gaia



## 1-C Forest

This forest is much smaller than Mt. Katatsumuri. The masked circle members spawn here and cannot be contacted. They drop stat increasing incense. Walk up to the Jizo at the fork in the road to get the first clue. Take the western fork and go up to area 2. Read the clue on the Jizo and walk through the hidden path to the eastern side to find another Jizo. Go north to enter area 3 where you can find two Jizos to the east. The Jizos have names of various game locations on them with one character replaced by a hiragana. If you replace the hiragana of yume no shoutai ゆめのしょうたい with these western characters then you get the password Philemon.

Jizo: T h e t r u t h o f t h e d r e a m = ゆめのしょうたい

Jizo 1: R た S A C A い N の D A (Rosa Candida) G た L D (Gold)

Jizo 2 L u い a r ゆ a し a c よ (Lunar Palace) G a t t よ い S u s め の (Gatten Sushi)

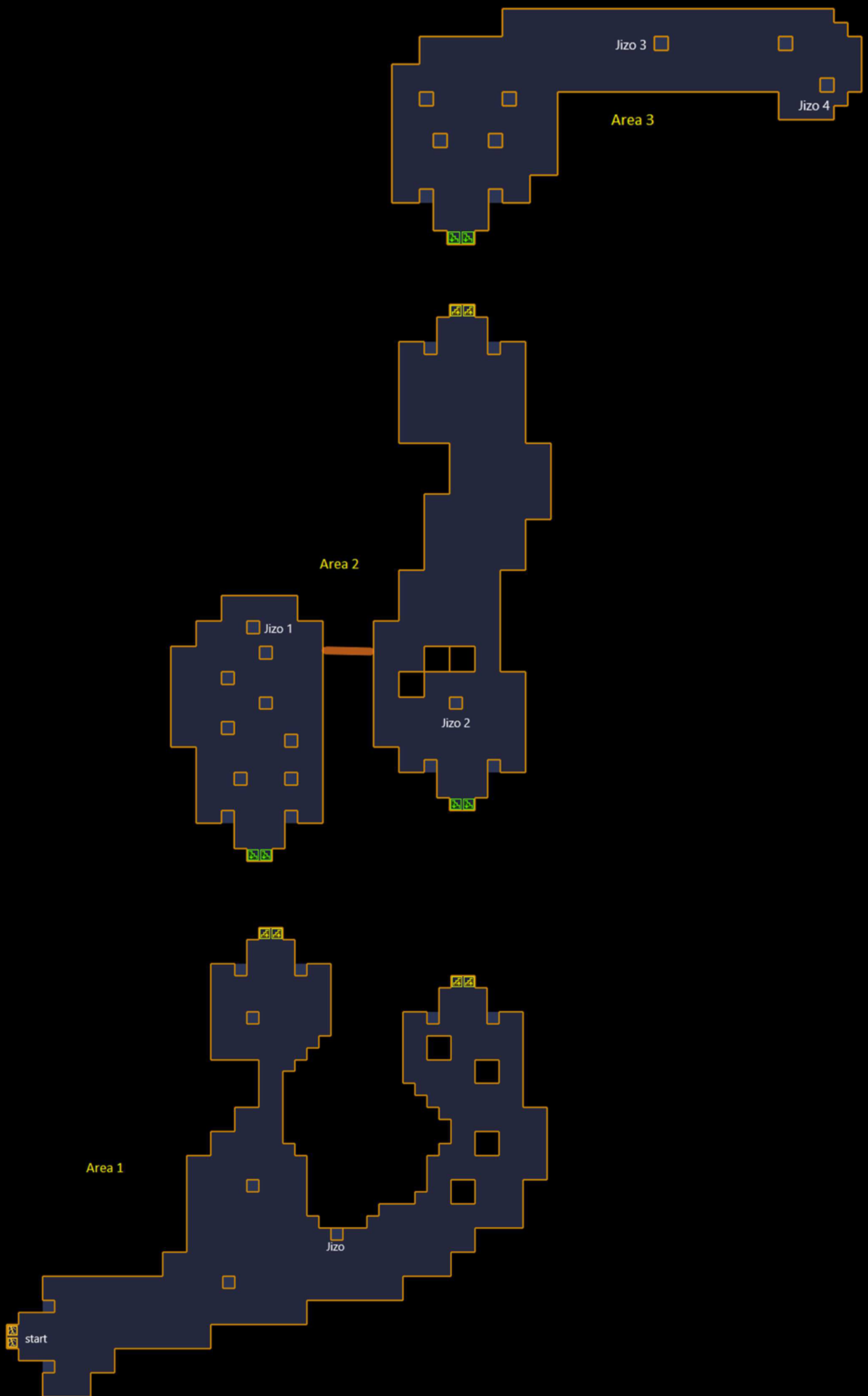
Jizo 3 ゆ A D ゆ A R A C め A (Padparacha) よ B たい Y (Ebony)

Jizo 4 K A た R の (Kaori) K A う よ Y A A し し よ Y (Kameya Alley)

ゆめのしょうたい = Philemon

In the Japanese version of the game the instructions tell you that yume is Dream in English. The jizo statues in the forest will give you the katakana spellings of various shops in the game with one katakana syllable replaced by a latin letter. The five letters in dream each need to be replaced with their corresponding katakana syllable to spell out フイレモン (fu-i-le-mo-n), i.e. Philemon. The English puzzle is the same but with more characters, as the 8 katakana syllables in ゆめのしょうたい yume no shoutai need to be replaced by 8 latin characters.

Go to the mysterious door and write Philemon. This will advance the plot and give you access to the velvet room again. Once you leave it you won't be able to enter it again until you clear 3-C.



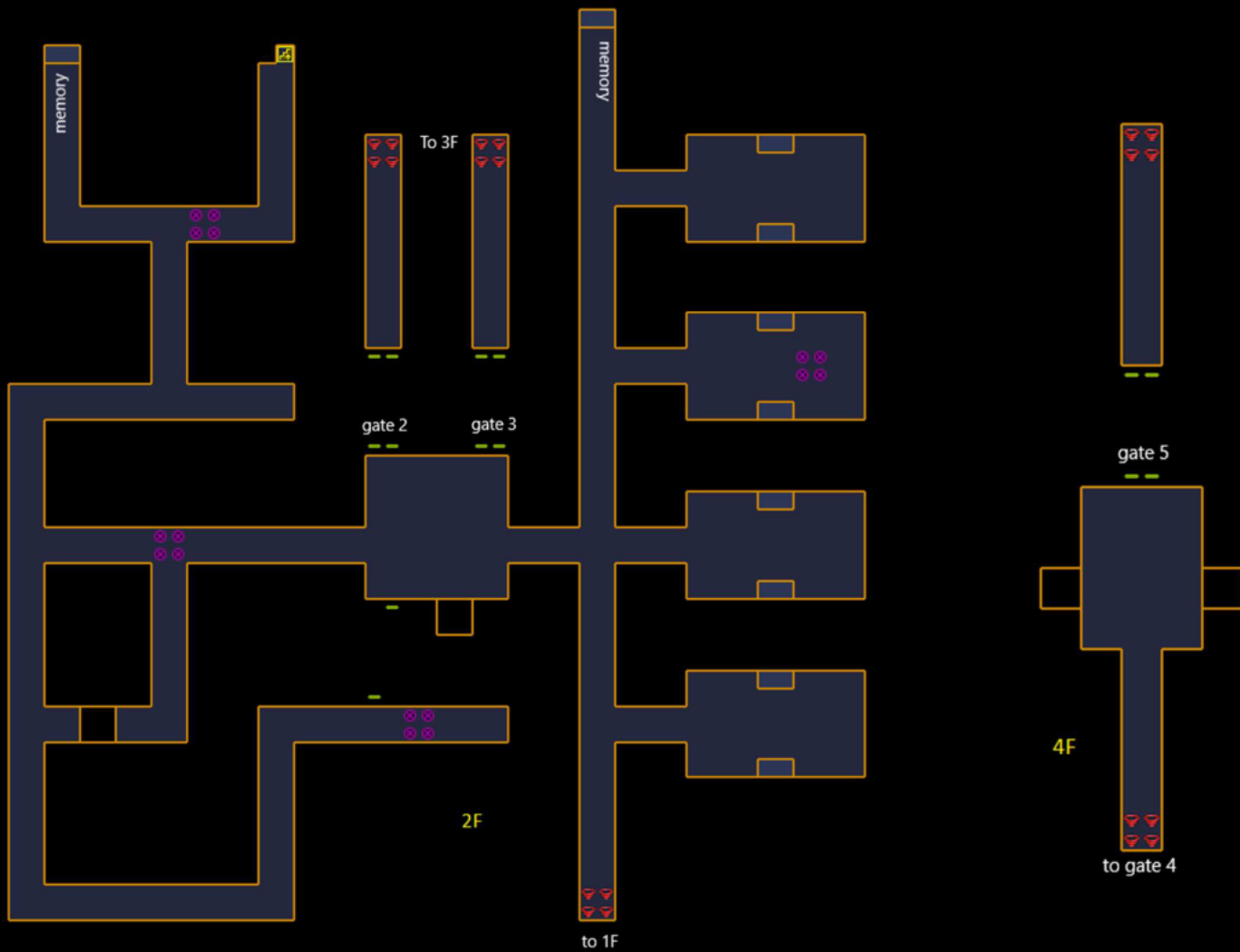
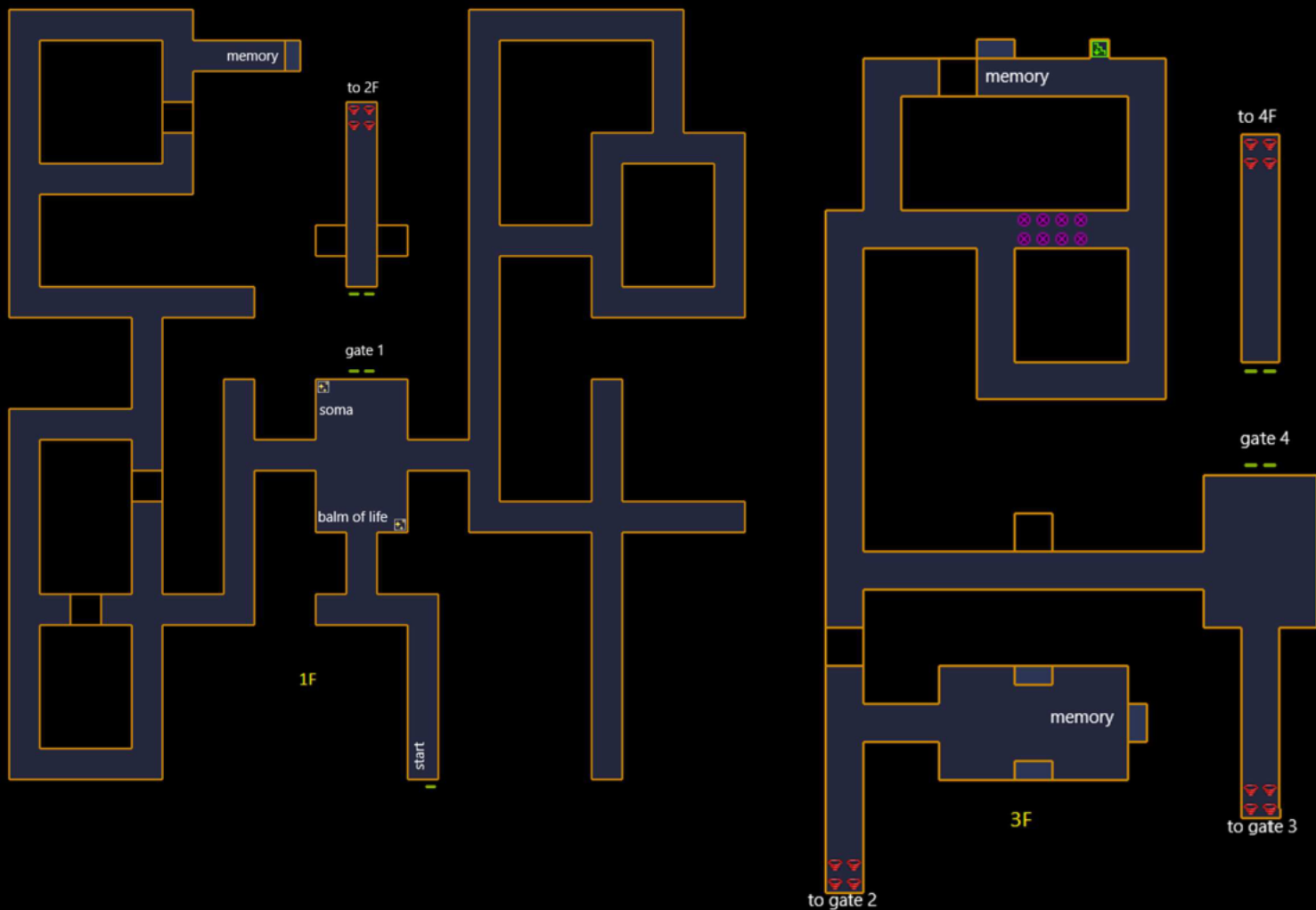
### 3-C Castle

You can use Trish's fountain if you need healing items. If you approach the eastern 3-D floor you can talk to a friendly Jack Frost.

Enter 3-C and pick up the Balms of Life and the Soma. Approach gate 1 for the first quiz. If you want a clue then go northwest to the corresponding memory plaque. The answer is **31**.

Go through the warp to the second floor, walk straight north to the memory plaque corresponding to gate 3. Go west into the main room and take the secret panel door on the south side. Follow the path north to the second memory lithograph for gate 4. Return to the main room. Take gate 3, the answer is **canned crab**.

Enemy	Joy	Eager	Item
Lovers 18 Jack Frost	Horoscope Reading	Interview	Bufu Card
Lovers 26 Pyro Jack	Horoscope Reading	Working Women	Agi Card Agilao Card
Moon 56 Jahi	Persuade	Wire Tapping is a Crime	Wavelength Card
Hanged Man 57 Adramelech	Persuade?	Dance of Passion Special	Gryva Card Pressure Card
Devil 59 Tzitzimitl	Prince (Ulala, Katsuya or Baofu variant)	Radiant Women Unite	Ohnusa Frigid Card
Star 60 Valkyrie	Persuade Special	Passionate Gaze	Bead Wavelength Card
Magician 61 Saji	Prince (Ulala or Baofu)	Wire Tapping	Balm of Life
Temperance 62 Kau	Fortune Telling	Child's Claim	Fire Magatama Inferno Magatama
World 62 Ouroboros	Persuade	Ah, Alcohol is my Life!	Open Sesame Sacrifice Card
Strength 63 Vasuki	Prince (Ulala or Baofu)	Flamenco de la Pasión	Disguise Kit Beyondite
Judgement 64 Cherub	Adult's Excuse	Investigation	Balm of Life Holylight Card
Tower 64 Shub- Niggurath	Alcohol, Tears, Men and Women	Passionate Gaze	Scorching Magatama Scorching Card
Death 66 Ah Puch	Costing a Fortune?!	Investigation (Scam)	Megido Card Annihilation Card
Hermit 68 Apaosha	Persuade	Comparing Heights	Brink Tea
Fortune 70 Fenrir	Alcohol, Tears, Men and Women	Investigation of Terror (Scam Special)	All Incense
Chariot 74 Talos	Advise Special	Prince	Awaken
Lovers 80 Alice	Persuade	Fortune Telling	Annihilation Card



Take the warp to the third floor and head west, follow the path north to the next memory lithograph corresponding to gate 2. Backtrack, ignore gate 4 for now and go back to the second floor and take gate 2. The answer is **Mizuno**.

Take the warp to the western side of 3F and read the lithograph for the clue for gate 5. Backtrack and take gate 3 again and this time approach gate 4. The answer is **Mussie**.

Take the warp to 4F and approach gate 5. The answer is **7**. Go through the vortex of light and 3-A the Velvet Room will open up once more.

Talk to the young Katsuya by the blocked stairs to 4F and then to the friendly frost by 3-D until he tells you to ask Pyro Jack for help. Go back to 3-C and form a pact with Pyro Jack, ask for information. Put Ulala and Elly in your party and use their group contact Horoscope reading. He'll tell you to ask Jack Frost to help you. Make pacts with them and ask them for help.

The first frost will not ask you anything and will just be helpful. You can return to the friendly frost behind the door and implore him to help again and he will tell you to get more jack frosts on board. You need 4.

The second frost will give you a quiz. The answers are: eyes, all, bee, star, yawn. You can talk to your recruited party of frosts to get clues about the next one.

The third frost will not help you if there are men in the party. Go to the velvet room and remove everyone except Ulala and Elly.

The fourth frost will give you a quiz again. Give bored and disinterested answers. The answers are: don't know, hate building snowmen, I forgot.

Go back to 3-D and talk to the friendly frost behind the door, he is now willing to help. They will put out the fire in front of 3-B.

### 3-B Past Sevens

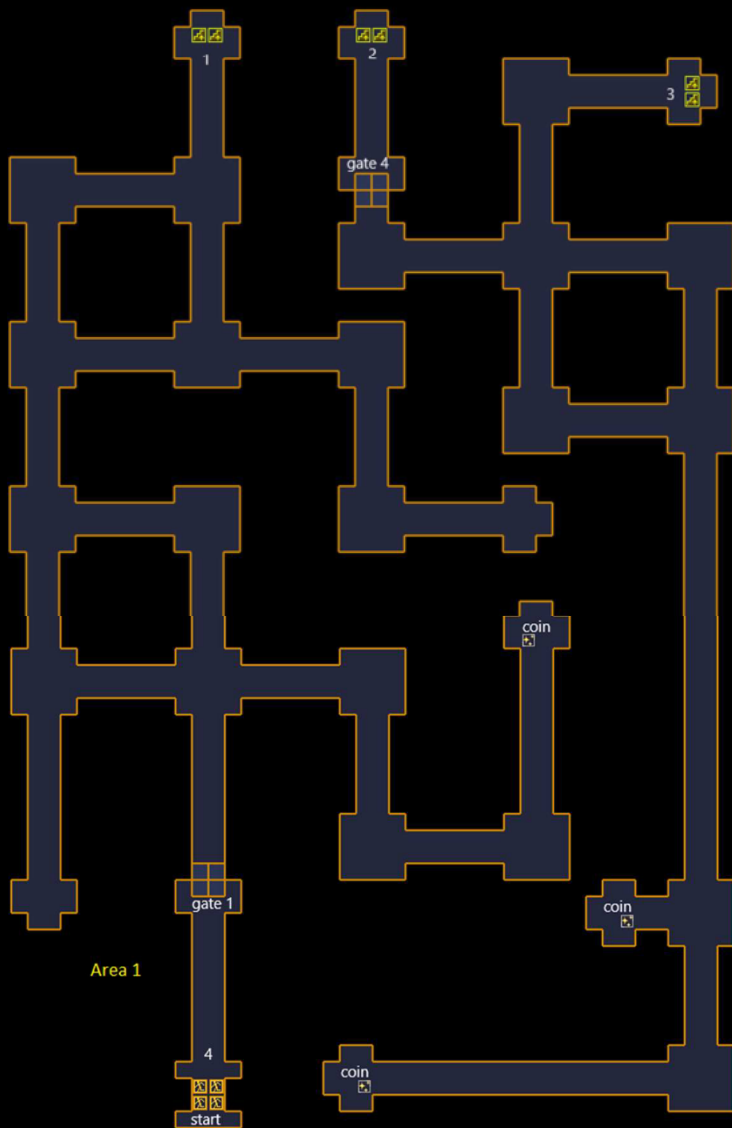
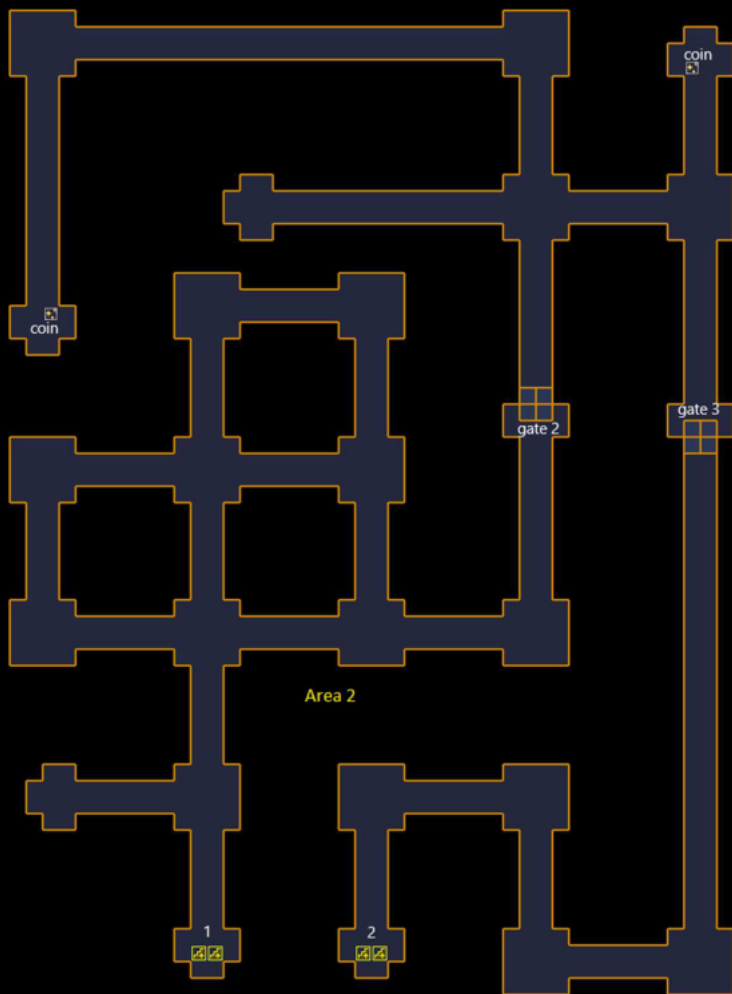
Talk to Ms. Okumura. She will ask you for money, tell her you will invest and she will take everything you have. Then she will ask for 5 million more. You need to enter 3-A to find Tenshou coins and sell them to Trish to obtain the money. After giving her the money she will remove the plate and you can return to the present and climb the stairs to where Philemon is waiting.

### 3-A Mandala

Azazel spawns in this dungeon, equip his servants Adramelech, Barbatos and Shax to your party. Before you advance through this dungeon wait for Azazel to spawn and after having three encounters with guaranteed persona talk you will obtain his material card. Azazel is the only demon you can contact, all the others are boss level demons.

Demons spawning: Dark Alice, Black Mask, Chi You, Ahzi Dahaka, Metal Guru, Azazel, Angra Mainyu

Pass through the first gate of separation and pick a party member to leave. Take the first turn east to pick up a coin, go back to the main road and head north, take stairs 1 to area 2. Take the first path east and pass through the second gate, lose another party member. Go north and walk west to pick up another coin. Go back to the crossing and take the path east to get another coin.



The third gate is to your south. Pick another character to part with and follow the path to staircase 2 that leads back to area 1 and the fourth gate. Maya is now alone, you might as well throw on golden honey to avoid encounters now. Start by heading south to pick up two more coins, then go back north to take staircase 3 to area 3. As you approach the next gate you will enter a boss battle that Maya has to solo.

Yog Sothoth	Level 99	HP 1999		
St 75	Vi 80	Dx 72	Ag 70	Lu 99
Null: Mind, Nerve, Physical	Resist:	Repel:	Drain: Earth	Weak: Wind
Skills: Asteroid Bomb, Turbid Mist, Photon Cannon				
Exp 48000, 30000 yen				

Bring beads or a healing persona when needed. He doesn't have a lot of HP and is susceptible to Hieroglyphein.

Take a turn north to pick up the last butterfly and then return to the start of the dungeon with the door (4). Use door 3-B to return to the present and sell the coins to get money for Ms. Okumura. Go to the Velvet Room to pick up your party again. It's just the final boss left. You can still use 3-A and 3-C to get Tarot cards and experience if you need to prepare.

### Final Boss

Philemon	Level 100	HP 30000		
St 84	Vi 80	Dx 83	Ag 85	Lu 75
Null: Light	Resist: Dark, Mind, Nerve	Repel:	Drain:	Weak:
Skills: Guard Punish, Eternal White, Spectra Force, Photon Cannon, Transient Ripple, Armageddon R				

Bring Tetraja to counter Eternal White, otherwise he will heal himself with it. He will periodically remove your buffs with Transient Ripple so don't waste too much time buffing. Throw up Marakukaja and Mamakakaja. He cannot be cheesed with Hieroglyphein so you'll need to use fusion spells. Focus on defensive personas and you'll grind him down safely. As long as you keep Tetraja up he cannot heal so you will take him down eventually.

Suggested personas:

Rangda: resists everything except light which Tetraja covers.

Vishnu: resists everything. Has Megidolaon and Maragidyne for fusions.

Alice: resists all, has Mediarahan and Megidolaon

Shiva: resists all, Nuclear Missile

Gyokukou Joutei: resists magic, Tetraja, Heartfelt Prayer.

Lucifer: resists all, Megidolaon



## Appendix

### Restaurants

Eating at restaurants provide temporary stat boosts. Once you've tried a dish and revealed its effect then that knowledge will carry over into new game+. The duration of the effect varies depending on the character. 512 steps for Maya, 544 steps for Ulala, 704 steps for Katsuya, 640 steps for Baofu, 672 steps for Nanjo, 768 steps for Elly, 608 steps for Tatsuya.

Trish's Fountain		Izakaya Shiraishi		Parabellum	
Food	Effect	Food	Effect	Food	Effect
Italian Gelato	Vi +7	Edamame	Ag +5	Revolver	Ag +2
Spaghetti Ice Cream	Dx +3	Yakitori	Vi +2	Double Action	St +6
Pepper Cream	Ag +3	Sesame Chicken	Dx +1	Magnum	Dx +8
Squid Ink Sherbet	St +7	Oden	Vi +5	Bullet Core	St +2
Ice Cream	Dx +7	Ren Bean Gyoza	St +2	Browning Power	Dx +4
Super Vanilla	Ag +7	Banana Ramen	Ag +7	Angel Trigger	Ag +6
Green Tea Ice Cream	St +3	Beer	St +3	Tilt Barrel	Vi +8
Fancy Soft-Served	Vi +3	Sake	Vi +8	Derringer	Vi +4
Lucky Ice Cream*	Lu +8	Combo Plate*	St +15	Front Sight*	Lu +3
North Light Vanilla*	Lu +15			Rear Sight*	Lu +6

\*requires rumor

Peace Diner		Double Slash		Gatten Sushi	
Food	Effect	Food	Effect	Food	Effect
Peace Burger	Vi +3	Coffee	Dx +5	Tuna	Dx +2
Chicken Burger	Vi +4	Café au Lait	St +6	Squid	Ag +6
Grilled Burger	Vi +6	Milk Tea	Ag +2	Sweet Shrimp	Vi +2
Peace Double Meat	Dx +3	Herbal Tea	Ag +2	Eel	Ag +1
Big Peace Burger	Ag +8	Double Sandwich	St +8	Sea Urchin	Dx +4
Fries	Ag +4	Pizza Toast	Vi +1	Salmon Roe	St +4
Peace Shake	St +5	Spaghetti	Dx +1	Fish Fin	Dx +8
Value Meal	St +1	Curry Rice	Dx +7	Fatty Tuna	Vi +1
Jolly Roger		Clair De Lune		Ebony	
Food	Effect	Food	Effect	Food	Effect
Coffee Blend	Vi +7	Vichyssoise	Vi +1	On the Rocks	Ag +4
Tea Blend	Ag +1	Escabeche	Dx +2	Between the Sheets	Dx +6
Veggie Juice	St +2	Cassoulet	St +8	Gimlet	Ag +8
Special Cocoa	St +7	Brochette	Ag +2	Blue Lagoon	Dx +2
Baked Apple Pie	St +1	Brandade	Vi +5	Green Eyes	Vi +6
Chocolate Cookie	Ag +3	Bouillabaisse	St +3	Mocking Bird	St +8
Brown Rice Curry	Dx +6	Ballotine	Ag +4	Angel's Kiss	Vi +2
Pirate's Set	Dx +2	Navarin	Vi +6	Spritzer	St +4

## Shops

### Toua Defense

Weapon shop	Description	Armor shop	Description
Dark Side	Att+40, Crit% up	Full-Face	Def+10/evasion up
Burning Knuckle	Att+40, Crit% up	Drunkard Suit	Def+20/evasion up
Round Edge		Quick Pumps	Def+10/evasion up
After clearing Aoba Park for the second time			
Metal Snake	Att+74, Crit% up	Gale Gear	Def+19/evasion up
Dash Knuckle	Att+74, Crit% up	Yama Dress	Def+37/evasion up
Cross Medal	Att+74, Crit% up	Benkei's Greaves	Def+19/evasion up
Eighty Eight Lords	Att+74, Crit% up		
Shamshir	Att+74, Crit% up		
After clearing Mt. Iwato			
Blue Panther	Att+108, Crit% up	Princess Crown	Def+27/evasion up
Core Hand	Att+108, Crit% up	Maximilian	Def+54/evasion up
Spinning	Att+108, Crit% up	Black Leg Guards	Def+27/evasion up
Kamudo no Tsurugi	Att+108, Crit% up		

### Tony's Shop

Accessory shop	Description	Item shop	Description
Magenta Choker	+2 St	Fire Magatama	Agidyne
Crimson Choker	+4 St	Water Magatama	Aquadyne
Saffron Earring	+2 Vi	Wind Magatama	Garudyne
Tangerine Earring	+4 Vi	Earth Magatama	Magnadyne
Orchid Lariat	+2 Dx	Nuclear Magatama	Frei
Iris Lariat	+4 Dx	Impact Magatama	Freila
Sky Barrette	+2 Ag	Explosive Magatama	Megido
Navy Hairband	+4 Ag		
Go Go Tasuki	+1 St, +1 Ag		
Panther Choker	+2 St, +2 Ag		
After clearing Smile Hirasaka			
Power Bracelet	+8 St	Wavelength Magatama	Zandyne
Stamina Ring	+8 Vi	Thunderbolt Magatama	Ziodyne
Skill Earring	+8 Dx	Pressure Magatama	Grydyne
Speed Anklet	+8 Ag	Frigid Magatama	Bufudyne
Falcon Choker	+4 St, +4 Ag	Power Magatama	Tarukaja
		Protection Magatama	Rakukaja
		Magic Power Magatama	Makakaja
		Magic Wall Magatama	Samakaja
		Speed Magatama	Sukukaja
		Physical Guard	Tetrakarn
		Magical Guard	Makarakarn
After opening subway			
Strength Bracelet	+12 St	Inferno Magatama	Maragidyne
Amulet	+12 Vi	Torrent Magatama	Malaquadyne
Dexterity Earring	+12 Dx	Gale Magatama	Magarudyne
High Speed Anklet	+12 Ag	Quake Magatama	Mamagnadyne
Dragon Choker	+8 St, +8 Ag	Devastation Magatama	Megidola
		Scorching Magatama	Freidyne

## Mu Continent

After becoming a casino	Description	After Mt. Iwato	Description
Miracle Object	+15 Lu accessory	Morning Star	Summon Lucifer*
Orb of Solving	Discover fusions	Prosecutor's Diary	Summon Satan*
Styx Card	Summon Charon	Masamune's Eyepatch	Summon Brahma
Recarm Card	Skill card	Waterlily Petal	Summon Lakshmi
St Card	+10 St incense card	Skull Necklace	Summon Kali
Vi Card	+10 Vi incense card	General's Piece	Summon Bishamonten
Dx Card	+10 Dx incense card	Hihi-irokane	Crafting material
Ag Card	+10 Ag incense card	Bead Chain	Party recovers all HP
Lu Card	+10 Lu Card	Miracle Egg	Recover 400 SP
Mithril Silver	Crafting material	Yamatano Drink	Party heals 200 HP
Damascus Steel	Crafting material		
Muscle Drink	Max HP up		
Disguise Kit	Encounters down		
Chewing Soul	Recover 100 SP		
Medical Powder	Party heals for 30 HP		

\*After doing Nanjo's route the Morning Star is added to his inventory, after playing Elly's route you get the Prosecutor's Diary.

## Parabellum

Spread weapon rumor	Description	After Aerospace museum	Description
New Nambu	Att+6	Beretta M93R	Att+32
Colt Pony	Att+4	Metal Gloves	Att+32
Astral Falcon	Att+12	Heiji's Coin	Att+32
Boxing Glove	Att+5	<b>After Aoba Park</b>	
Tsunode	Att+16	Sauer P229	Att+48
Game Coin	Att+8	Guardian Knuckle	Att+48
Future Coin	Att+12	Justice Coin	Att+48
<b>After Smile Hirasaka</b>		<b>After Factory</b>	
AMT Hardballer	Att+64	AutoMag Five	Att+80
Jamadhar	Att+64	Stroke of Darkness	Att+80
Coin the Great	Att+64	Mandala	Att+80
Tengumaru	Att+49	Zweihander	Att+80
Kotetsu	Att+64	Reiterpallasch	Att+80
Épée Rapier	Att+46		
Mail Piercing	Att+64		
<b>After opening subway</b>			
Buster Shot	Att+96	Beating Device	Att+96
Hell Cash	Att+96	7-Pronged Sword	Att+96
Firangi	Att+96		

## Rosa Candida

Spread armor rumor	Description	After Aerospace museum	Description
Cowboy Hat	Def+3	Chain Coif	Def+8
Hard Jacket	Def+6	Chain Mail	Def+16
Cowboy Boots	Def+3	Mesh Stockings	Def+8
After visiting Aoba park		Smile Hirasaka cleared	
Spangenhelm	Def+12	Star-White Helmet	Def+16
Brigandine	Def+24	Golden White Armor	Def+32
Protect Boots	Def+12	Parade Boots	Def+16
Factory cleared		After opening subway	
Shinshuku Helmet	Def+20	Genji's Helm	Def+24
Sage's Cloak	Def+40	Genji's Armor	Def+48
Fluted Leg	Def+20	Genji's Boots	Def+24

## Padparacha

Unlock crafting	Description	Secret Document	Description
Penta-Spirit	Att+70, shock	Super Nova	Att+134, Crit% up
Shining Coin	Att+70, shock	Luna Hand	Att+134, insta-kill
Damascus Hand	Att+75, Crit% up	Orichalch Coin	Att+134, Absorb HP, aim up
Damascus Steel	Att+70, Crit% up, aim up	Kusanagi's Sword	Att+134, Mute
Sword Breaker	Att+65, Def+20	Star Freezer	Att+134, Freeze
Mithril Armor	Def+27/MDef+40	Hihi-irokane Armor	Def+67/MDef+50
		Legendary weapons	Att+130
After clearing Sumaru Castle, initial stock disappears			
Meteor Dragoon	Att+155, Mute	Eternal Helm	Def+38/Evasion up
Sol Hand	Att+150,Absorb HP	The Gorgeous	Def+75/Dx&Lu +5, null crits
Micro Chakram	Att+150, Sleep	Thule Greaves	Def+39/MDef+40
Musouken	Att+150 Absorb HP, Crit% up		

## Clair de Lune

Weapon shop	Description	Armor shop	Description
Black Unicorn	Att+60/Matt+20	Mystique Helmet	Def+15/MDef+5
Delta Knuckle	Att+60/Matt+20	Angel Robe	Def+30/MDef+10
Magical Coin	Att+60/Matt+20	Wizard's Sandals	Def+15/MDef+5
After clearing Undersea Ruins			
Hell Gate	Att+94/Matt+30	Training Helmet	Def+24/MDef+12
Karula Claw	Att+94/Matt+30	Novel Armor	Def+47/MDef+15
Star Medal	Att+94/Matt+30	Goddess Leg	Def+24/MDef+12
Sword of Sage	Att+94/Matt+30		
Luna Blade	Att+94/Matt+30		
After clearing Sumaru Castle, initial stock disappears			
Grim Reaper	Att+128/Matt+40	Magical Hair Piece	Def+32/MDef+15
Ixchel's Nail	Att+128/Matt+40	Gesetsusan	Def+64/MDef+20
Billion Macca Coin	Att+128/Matt+40	Tengu's Clogs	Def+32/MDef+15
Totsuka no Tsurugi	Att+128/Matt+40		

## Aromatherapy

Aromatherapy can be used to alter the spawn rate of demons in dungeons. Another way of changing the spawn pattern is to save and reload the dungeon. Once you've revealed the effect of an aromatherapy course that information will carry over into new game+. The effect lasts for 812 steps.

<b>Ylang Ylang</b>	Increases encounter rate of Magician-type demons temporarily
<b>Clary Sage</b>	Lowers encounter rate of Magician-type demons temporarily
<b>Cypress</b>	Increases encounter rate of Lovers-type demons temporarily
<b>Mallow</b>	Lowers encounter rate of Lovers-type demons temporarily
<b>Juniper Berry</b>	Increases encounter rate of Chariot-type demons temporarily
<b>Sweet Orange</b>	Lowers encounter rate of Chariot-type demons temporarily
<b>Geranium</b>	Increases encounter rate of Strength-type demons temporarily
<b>Tea tree</b>	Lowers encounter rate of Strength-type demons temporarily
<b>Neroli</b>	Increases encounter rate of Hermit-type demons temporarily
<b>Peppermint</b>	Lowers encounter rate of Hermit-type demons temporarily
<b>Rose*</b>	Increases encounter rate of Fortune-type demons temporarily
<b>Marjoram*</b>	Lowers encounter rate of Fortune-type demons temporarily
<b>Eucalyptus</b>	Increases encounter rate of Hanged Man-type demons temporarily
<b>Lavender</b>	Lowers encounter rate of Hanged Man-type demons temporarily
<b>Lemon Grass</b>	Increases encounter rate of Death-type demons temporarily
<b>Basil</b>	Lowers encounter rate of Death-type demons temporarily
<b>Rosewood</b>	Increases encounter rate of Temperance-type demons temporarily
<b>German Chamomile</b>	Lowers encounter rate of Temperance-type demons temporarily
<b>Rosemary</b>	Increases encounter rate of Devil-type demons temporarily
<b>Clove</b>	Lowers encounter rate of Devil-type demons temporarily
<b>Carrot Seed</b>	Increases encounter rate of Tower-type demons temporarily
<b>Jasmine</b>	Lowers encounter rate of Tower-type demons temporarily
<b>Coriander</b>	Increases encounter rate of Star-type demons temporarily
<b>Sandalwood</b>	Lowers encounter rate of Star-type demons temporarily
<b>Cinnamon</b>	Increases encounter rate of Moon-type demons temporarily
<b>Laurel</b>	Lowers encounter rate of Moon-type demons temporarily
<b>Pine*</b>	Increases encounter rate of Judgement-type demons temporarily
<b>Bergamot*</b>	Lowers encounter rate of Judgement-type demons temporarily
<b>Hyssop*</b>	Increases encounter rate of World-type demons temporarily
<b>Elder Flower*</b>	Lowers encounter rate of World-type demons temporarily

\*requires an additional rumor

## Charm treatment

Demons affected will respond to all contacts initiated by that character with happiness. Some demons like Ankou are very hard to form contracts with (requires Elly or Tatsuya in the party) and in these situations charm treatments can be handy. You need to spread the rumor about Etheria being closed to get more than the first four treatments. The effect of the treatment carries over into new game+. The treatment lasts for a certain number of steps dependent on the character. Gender is important, you want to match opposite genders. A suspicious fellow responds to a woman with the mercury treatment and a vamp responds to men. To unlock the full repertoire of treatments you

have to give up the chance to charm girls, gals, ladies and vamps as they only respond to male party members with the base treatments. These encompass 25 demons, all of them except Phoenix and Ratatoskr can be contracted using base contacts available from the start of the game with your permanent four party members. The unlockable charm treatments encompass 41 demons, only Ankou and Whateley are difficult to form pacts with, the rest can be made happy with base contacts. If you have Elly in your party then you can pretty much always form a contract and don't need to worry.

Maya 692 steps, Ulala 564 steps, Katsuya 628 steps, Baofu 532 steps, Nanjo 724 steps, Elly 756 steps, Tatsuya 788 steps.

Treatment	Demons affected	Tone
Gold	Childish	Girl and Boy
Silver	Young	Youth and Gal
Iron	Well-Mannered	Gentleman and Lady
Mercury	Wise	Suspicious Fellow and Vamp
Tin	Old	Old Man
Copper	Savage	Beast
Lead	Dignified	Sacred Beast
Sulphur	Hee-Ho	Hee-Ho
Salt	Slimy	Slime
Mercurius	Lunatic	Lunatic

## Fortune telling

After spreading the rumor that the Sumaru Genie has switched to Wang Long you can ask to have your fortune read. It will last for a certain number of steps. You can save and reload until you get the desired outcome. Keep light dragon on as much as possible to reduce grinding. If you don't have the right party members to get a demon excited you can reverse the personality with the blue dragon to get a better chance at tarot cards. Wise swaps with foolish, joyful with gloomy, timid with forceful, snappish with haughty. Check the negotiation list to see what the targets new personality is and find a matching demon to see its predicted responses to contacts. The silver dragon can be used to help you get fool cards through demon negotiation as you'll have more questions before maxing out an emotion.

Fortune	Effect
Blue Dragon	Switch in demon personalities
Yellow Dragon	Doubles Maya's base luck
Red Dragon	Doubles mutation rate
Silver dragon	Demons don't break contact until 4 emotion stages have been reached
Light Dragon	Doubles xp, halves money earned
Black Dragon	Halves xp, doubles money earned

## Affinity reading

Once you've spread the rumor that the Genie performs even more affinity readings you can get discounts at more shops. Healers will offer a 50 % discount, stores will give you 20 % off and your party members will do more damage in fusion spells. Some character will just have a different

greeting or no effect at all. In the initial reading you can get the Satomi Sisters. They will then ask you to guess which sister they are and if you answer correctly they will give you a discount.

Eldest appears after the following answers: N-N-N-N-Y-Y, N-N-Y-N-Y-Y, N-Y-N-N-Y-Y, N-Y-Y-Y-N-N, Y-N-Y-N-Y-Y, Y-N-Y-Y-N-N, Y-Y-Y-N-N-N, Y-Y-Y-Y-Y-Y

Second sister: N-N-N-N-N-N, Y-N-Y-N-Y-N, Y-Y-Y-N-Y-Y

Fifth sister: N-Y-N-Y-N-Y, N-Y-Y-N-N-N, N-Y-Y-Y-Y-N, Y-N-N-Y-Y-Y, Y-N-Y-Y-Y-N

Sixth sister: N-N-N-Y-N-N, N-Y-N-Y-Y-Y, Y-N-N-N-N-Y, Y-N-N-Y-N-Y

Seventh sister: N-N-Y-Y-N-Y, N-Y-N-Y-N-N, N-Y-N-Y-Y-N, Y-N-N-N-N-N, Y-N-Y-N-N-N

Table for advanced affinity reading

Result	Q1	Q2	Q3	Q4	Q5	Q6
<b>Belladonna</b>	No	No	No	No	No	No
<b>Katsuya</b>	No	No	No	No	No	Yes
<b>Saleswoman</b>	No	No	No	No	Yes	No
<b>Asacchi</b>	No	No	No	No	Yes	Yes
<b>Jun</b>	No	No	No	Yes	No	No
<b>Part-timer</b>	No	No	No	Yes	No	Yes
<b>Dr Reiko</b>	No	No	No	Yes	Yes	No
<b>Rumormonger Master</b>	No	No	No	Yes	Yes	Yes
<b>Tony</b>	No	No	Yes	No	No	No
<b>Esthetician</b>	No	No	Yes	No	No	Yes
<b>Mr. Tomi</b>	No	No	Yes	No	Yes	No
<b>Ixquic</b>	No	No	Yes	No	Yes	Yes
<b>Lazy boy</b>	No	No	Yes	Yes	No	No
<b>Ms. Saeko</b>	No	No	Yes	Yes	No	Yes
<b>Rumor-lovin' bartender</b>	No	No	Yes	Yes	Yes	No
<b>Ma'am</b>	No	No	Yes	Yes	Yes	Yes
<b>Garcon Soejima</b>	No	Yes	No	No	No	No
<b>Miss Kaori</b>	No	Yes	No	No	No	Yes
<b>Count</b>	No	Yes	No	No	Yes	No
<b>Toku-san</b>	No	Yes	No	No	Yes	Yes
<b>Eikichi</b>	No	Yes	No	Yes	No	No
<b>Meepo</b>	No	Yes	No	Yes	No	Yes
<b>Yung Pao</b>	No	Yes	No	Yes	Yes	No
<b>Toro</b>	No	Yes	No	Yes	Yes	Yes
<b>Kandori</b>	No	Yes	Yes	No	No	No
<b>Bartender</b>	No	Yes	Yes	No	No	Yes
<b>Captain Shimazu</b>	No	Yes	Yes	No	Yes	No
<b>Whistler</b>	No	Yes	Yes	No	Yes	Yes
<b>Igor</b>	No	Yes	Yes	Yes	No	No
<b>Elly</b>	No	Yes	Yes	Yes	No	Yes
<b>Reiji</b>	No	Yes	Yes	Yes	Yes	No
<b>Jeweler</b>	No	Yes	Yes	Yes	Yes	Yes
<b>Yukino</b>	Yes	No	No	No	No	No
<b>Nameless</b>	Yes	No	No	No	No	Yes

Esthetician	Yes	No	No	No	Yes	No
Ma'am	Yes	No	No	No	Yes	Yes
Saleswoman	Yes	No	No	Yes	No	No
Lisa	Yes	No	No	Yes	No	Yes
Mu cashier	Yes	No	No	Yes	Yes	No
Tamaki	Yes	No	No	Yes	Yes	Yes
Brown	Yes	No	Yes	No	No	No
Tony	Yes	No	Yes	No	No	Yes
Trish	Yes	No	Yes	No	Yes	No
Ken	Yes	No	Yes	No	Yes	Yes
Nanjo	Yes	No	Yes	Yes	No	No
Todoroki	Yes	No	Yes	Yes	No	Yes
Maki	Yes	No	Yes	Yes	Yes	No
Bartender	Yes	No	Yes	Yes	Yes	Yes
Baofu	Yes	Yes	No	No	No	No
Sugimoto	Yes	Yes	No	No	No	Yes
Bro	Yes	Yes	No	No	Yes	No
Tatsuya Sudou	Yes	Yes	No	No	Yes	Yes
Lazy boy	Yes	Yes	No	Yes	No	No
Ginji Sasaki	Yes	Yes	No	Yes	No	Yes
Dr Reiko	Yes	Yes	No	Yes	Yes	No
Kankichi	Yes	Yes	No	Yes	Yes	Yes
Miyabi	Yes	Yes	Yes	No	No	No
Sumaru Genie	Yes	Yes	Yes	No	No	Yes
Wang Long Chizuru	Yes	Yes	Yes	No	Yes	No
Chikarin	Yes	Yes	Yes	No	Yes	Yes
Mr Tomi	Yes	Yes	Yes	Yes	No	No
Ulala	Yes	Yes	Yes	Yes	No	Yes
Count	Yes	Yes	Yes	Yes	Yes	No
Tatsuya	Yes	Yes	Yes	Yes	Yes	Yes

## Personas

Arcana	Level	Persona	Cards	Return item	Notable skills
Magician	16	Tengu	64	Magaru card	Wall of Air
	34	Agrippa	136	Maragion card	Summon Spirit*
	49	Abe no Seimei	196	Agidyne card	Death Spirit
	55	Manannan	220	Makakaja card	Bright Judgement*
	62	Isis	248	Megidola card	Makarakarn
	69	Rangda	276*	Sacrifice card	Megidola
Priestess	27	Tensen Nyannyan	81	Mediarama card	Mediarama
	34	Sif	102	Tetraja card	Tetraja + Vile Thunderbolt
	41	Parvati	123	Health Source	Refresh Ring
	51	Izanami	153*	Sacrifice card	Protection Dance + Heartfelt Prayer
	55	Hathor	165	Patra card	High Pressure
	64	Scathach	192	Garudyne card	Tir Na Nogg
	71	Lakshmi	213*	Avatar	Brave Dance
Empress	15	Arianrhod	45	Damascus Steel	Wall of Air



	26	Nemesis	78	Aques card	Estoma*
	36	Seioubo	108	Super Peach	Zanma
	48	Linog		St card	Wall of Earth + Refresh Ring
	61	Kali	183*	Gale card	Heat Kaiser + Nuclear Crush
	78	Gaia	234	Holylight card	Earth's Anger
<b>Emperor</b>	9	Airgetlam	27	Soldier's Manual	Tetraja
	28	Marduk	84	Agility Source	Maragion
	37	Baal	111	Recarm card	Megidola
	45	Huracan	135	Sacrifice card	Samarecarm*
	52	Indra	156	10 Soma	Blade of Fury
	65	Odin	195*	Pressure card	Ragnarok
	86	Vishnu	258*	10 Soma	Ohm + Trimurti + Sthiti* + Megidolaon
<b>Hierophant</b>	14	Xuanzang	42	Mafui card	Sindu Mystery
	20	Aizen Myouou	Nanjo	Mamagnara card	Sonic Punch
	23	Umayadono-Ouji	69	Luck card	Estoma + Trafuri
	29	Sakya	87*	Recarm card	Refresh Ring
	39	Yama	117	Malaques card	4 Shura Slash
	53	Mithra	159	Maragion card	Photon Cannon
	67	Varuna	201	Agidyne card	4 Shura Slash
	75	Yamaoka	225*	Healing card	Guardian Hammer + Lightning Jihad
	82	Brahma	246*	Inferno card	Ohm + Trimurti + Srishti + Megidolaon
<b>Lovers</b>	2	Pixie	8	Dia card	Megido
	12	Robin Goodfellow	44	Mamagna card	Posumudi
	18	Jack Frost	72	Bufula card	King Frost + Atomic Bufula
	26	Pyro Jack	104	Maragion card	Salamander + Dynamic Agilao
	42	Vivian	168	Torrent card	Malaquadyne
	80	Alice	320*	Annihilation card	Another Dimension*
<b>Chariot</b>	15	Minotaur	60	Warlord's Manual	Wall of Earth
	27	Taranis	108	Garula card	Straight Slash
	35	Seiten Taisei	140	Megido card	Megido
	43	Susano-o	172	Tarukaja card	Heat Wave
	50	Ares	200	Agidyne card	Tetrakarn*
	59	Mahakala	236	Lucky Mallet	Deathbound
	85	Shiva	340*	Thunderbolt card	Ohm + Trimurti + Pralaya
<b>Strength</b>	12	Longma	48	Strength card	Sindu Mystery
	21	Otohime	84	Diarama card	Healing Melody*
	29	Culebre	116	Vitality card	Ice Breath
	43	Takshaka	172	Pressure card	Wall of Fire
	56	Vritra	224	Thunderbolt card	High Pressure
	68	Wong Long	272	Tetraja card	Fire Breath
<b>Hermit</b>	14	Nekomata	56	Meow Claw	Zanma

	22	Marshal Tianpeng	88	Rakukaja card	Sindu Mystery + Trafuri*
	28	Gullinbursti	112	Noatun card	Lightning Strike
	33	Byakko	132	Desperate Measure	28 Mansions' Protection + Death Spirit
	40	Genbu	160	Hiranya	28 Mansions' Protection + Death Spirit
	56	Kinich Ahau	224	Sacrifice card	Wall of Fire*
	71	Tishtrya	284	Aquadyne card	Aquary Tide
<b>Fortune</b>	51	Cerberus	204	Healing card	High Pressure
	64	Urd	256	Blessing card	Norn's Blink
	65	Verdandi	260	Pressure card	Norn's Blink
	66	Skuld	264*	Kotoludi card	Norn's Blink + Hieroglyphein
	70	Fenrir	280	Annihilation card	Ragnarok
	77	Gyokukou Joutei	308	Tetraja card	Hieroglyphein* + Heartfelt Prayer
<b>Justice</b>	1	Helios	Katsuya	Strength incense	Maragi
	25	Mars	75	Strength Source	Fire Storm
	38	Nezha	114*	Akashic Ring	Sonic Punch
	44	Kundali Vidyaraja	132	Megidola card	Heat Wave
	52	Skanda	156	Maxi Tempest	Blade of Fury
	59	Bishamonten	177*	Agidyne card	4 Shura Slash
	63	Hyperion	189*	Inferno card	Dragon Cross + Nuclear Crush + Heat Kaiser
<b>Hanged Man</b>	6	Odysseus	Baofu	Dx incense	Healing Melody*
	17	Shax	68	2 HP incenses	Bufula
	24	Kabandha	96	Malaques card	Wall of Water
	41	Barbatos	164	Pulinpa card	Gnome + Great Magnara
	57	Adramelech	228	Dream Droplet	Magarudyne
	61	Prometheus	244*	Wavelength card	Dragon Cross + Wiseman Snap
	90	Azazel	360*	All card	Guillotine Fake
<b>Death</b>	22	Hel	88	Dexterity card	Fire Storm
	44	Ankou	176	Obsidian	Take-Mikazuchi + Hyper Zionsa
	47	Charon	188*	Wavelength card	Megidola*
<b>Temperance</b>	5	Harpy	20	10 Tarot cards	Magaru
	19	Fjalar	76	Magaru card	Wall of Air
	37	Stymphalides	148?	Gryva card	Sylph + Dangerous Garula
	54	Phoenix	216	Eternal Soul	Estoma* + Samarecarm
	63	Suzaku	252*	Legenbright	28 Mansions' Protection + Death Spirit

<b>Devil</b>	2	Poltergeist	8	Posumudi card	Mamagna*
	39	Surt	156	War God's Manual	Ragnarok + Hellish War + Wall of Fire
	61	Beelzebub	244	Megidola card	Chaos Element
	99	Lucifer	396*	Gun of Might	Hellish War + Armageddon
<b>Tower</b>	24	Kanaloa	96	Media card	Undine + Wondrous Aques
	36	Loki	144	All card	Ragnarok
	42	Aeshma	168	Balzac card	Malaquadyne
	50	Seker	200	Quake card	Mamagnadyne
	62	Hastur	248*	All incense	Chaos Element
	68	Seth	272	Thunderbolt card	Aquary Tide
<b>Star</b>	1	Callisto	Ulala	Agility incense	
	12	Kinnara	48	Open Door card	Healing Melody + Trafuri
	18	Iris	72*	Magnara card	Mamagnara
	23	Gandharva	92	Agilao card	Healing Melody
	30	Juanlian Dajiang	120	Meteorite S	Sindu Mystery + Tetraja + Wall of Water*
	38	Hoenir	152	Obsidian	Killer Wind*
	60	Valkyrie	240	Meteorite S	High Pressure
	62	Asteria	248*	Me Patra card	Dragon Cross + Nightmare Storm
	66	Hanuman	264	Obsidian	Magarudyne
	70	Fariedone	280	Thunderbolt card	Alpha Blaster
<b>Moon</b>	3	Maia	Maya	Vitality incense	Media
	20	Pairika	88	Obsidian	Zanma*
	47	Succubus	188	Marin Karin card	Hachiman + Super Megido
	51	Tsukuyomi	204	Month of Ur	Makakaja + Samakaja
	63	Artemis	252*	Sacrifice card	Dragon Cross
	73	Nanna	301*	Blessing card	Mediarahan + all madyne
<b>Sun</b>	13	Surya	39	Maragi card	Tetraja
	21	Kinich Kakmo	63	Attack Mirror card	Fire Breath
	33	Heimdall	99	Sukukaja card	Ragnarok
	46	Ildanach	138*	Inferno card	Bright Judgement
	62	Apollo	Tatsuya	Freila card	Dragon Cross + Nuclear Crush + Heat Kaiser
	73	Virochana	219*	Akashic Ring	Hieroglyphein*
<b>Judgement</b>	17	Phaleg	68	2 Dia card	Patra*
	23	Nike	Elly	Rakukaja card	Holy Light
	32	Melchizedek	128	Me Patra card	Killer Wind*
	48	Armaiti	192	Megidola card	Megidola
	69	Ameretat	276	Frigid card	Bright Judgement
	76	Gabriel	304*	Sacrifice card	Lily's Jail + Ice Jihad

	96	Satan	396*	Guzei Armor	Armageddon + Meteor Crush
<b>World</b>	31	Demeter	124	Attack Mirror card	Kagutsuchi + Ultra Freila
	38	Njord	152*	Me Patra card	Recarm
	46	Hunab Ku	184	Balzac card	Estoma* + Mamagnadyne
	54	Mucalinda	216	Holylight card	Samarecarm
	56	Seiryu	232	Gale card	28 Mansions' Protection + Death Spirit
	62	Ouroboros	248	Torrent card	Hieroglyphein

## Rare personas

Arcana	Level	Persona	Cards	Return item	Notes	How to obtain
<b>Fool</b>	20	Saurotbi Sasuke	1	Escape Clapboard		Salam's quests, Angra Mainyu (Tatsuya's scenario), Demon negotiation
	35	Tenjiku Tokubei	2	Free Catcher		
	50	Tobi Katou	3	Fuuma's grimoire		
	55	Junnosuke Kurdoda	4	Karma Ring	Tenchu-Satsu	Donate 10k yen to shrine at Mt Katatsumuri
	65	Fuuma Kotarou	5	Dexterity Source		Return Tobi Katou
<b>Wands</b>	16	Budai		All card	First estoma user obtainable	Level 12-16 (not Kinnara)
	28	Shou Shen		Maragion card	Summon spirits	Level 24-28
	44	Nodens		Soul Forever	High Pressure	Level 41-44
	60	Quetzalcoatl		Limitless Soul	Persona talk with Tezcatlipoca	Level 57-60 (not ancestor personas or Bishamonten)
<b>Cup</b>	12	Matsuo-sama		Dekaja Card	Refresh Ring, Wall of Water	Level 1-12 (but not longma)
	36	Galahad		All Incense		Level 33-36
	52	Bacchus		Bacchus Drink		Level 49-52 (not Izanami or Cerberus)
	68	Dagda		Quake card		Level 65-68 (no material card personas)
<b>Sword</b>	24	Kanshou		Tarukaja card		Level 20-24
	48	Cu Chulainn		Wavelength card	Unique fusion spell	Level 45-48 (not Ildanach or Charon)

	56	Arthur		Orichalch	Hieropglyphein	Level 53-56 (not ancestor personas)
	72	Futsuno Mitama		Attack Mirror card		Tishtrya, Fariedone, Ameretat
<b>Coin</b>	20	Fukurokuju		Luck Source	Shouchikubai	Level 17-20 (not Iris)
	32	Ebisu		Vitality Source		Level 29-32
	40	Peri		Spirit Source	Maragidyne	Level 37-40 (Not Nezha)
	64	Sarasvati		Hiranya	Brave Dance	Level 61-64 (no material card personas)
<b>Emperor</b>	72	Lugh	216	Dekaja card	Unique fusion spell	Mutates from Ildanach with rumor
<b>Justice</b>	74	Pallas Athena	222	Attack Mirror card		Mutates from Scathach if you already have Sarasvati summoned
<b>Death</b>	74	Mot	296	Annihilation card		From Seth if you already have Dagda summoned
<b>Tower</b>	62	Hastur	248	All Incense	Persona talk with Byakhee	Give password lalaHastur or HASTURCOMEFORTH to wang long girl at double slash
<b>Moon</b>	31	Maia Prime	Maia	Vitality card	Mediarama	Mutates from Maya if you forgive Ulala at Gold gym
	54	Maihime Amano	216	Dexterity card	Tenchu-Satsu	Obtain and spread rumor from Setsu Nishitani at Alaya
<b>Sun</b>	59	Tatsunoshin Suou	174	All card	Tenchu-Satsu	Obtain and spread rumor from Kashihara at Kismet
<b>Judgement</b>	83	Michael	332	Annihilation card	Nuclear Missile*	From Ameretat if you already have Futsuno Mitama
<b>World</b>	88	Zhu Yin	352	All card	Earth's Anger*	From Wong Long if you already have Dagda summoned

#### Obtaining Fool Cards:

Salam's map making quests will give you 6 Fool cards per playthrough. Playing Tatsuya's Scenario and responding correctly Angra Mainyu awards 2 Fool cards, on your first playthrough only. You need 15 Fool cards to summon all personas. If you are doing a completionist run, which requires two playthroughs, that will net you 14 Fool cards. To get more Fool cards you will have to negotiate with demons to produce an uninterrupted chain of questions until the demon asks a "fool" question.

Demons may ask questions during contact if you made them eager or angry. You can use the silver dragon fortune-telling to get more leeway, then it needs to get eager or angry four times before it breaks contact.

For example: Go to Kasu High and find an Ogre. It has the Foolish personality trait. Have Maya initiate contact, which will elicit interest. The ogre will begin asking questions. Use save states until you get the correct responses.

Interview → Interest → Q1 You want ask what? R1 What is your weak point? → Results in Fear or Anger (reload the save state until it's anger and it asks another question) → Q2 You fear anything? → R2 Bean buns → Interest → Q3 What that box? → R3 Aquarium → Results in joy or anger → Q4 Where you delicious? → R4 Leg → Produces fear or interest → Q5 Fool question → R5 Stupid demon

This example was found at <https://www.youtube.com/watch?v=oPsPgeEmACUyellow-red-yellow-red>

Obtaining rare mutations:

The destiny of a persona is determined at the point where you receive the mutation message in combat. You can see what a persona will mutate into in advance in the velvet room. Most personas will mutate into the minor arcana, but some of them can become rare personas like Michael. There's a 1/8 chance that it will naturally gain the ability to mutate into Michael but you can force it by keeping the common mutation result, in this case Futsuno Mitama, in your mutation stock. If that persona was already in your possession when you went to farm fusion spells with Ameretat then it can only mutate into its rare form.

## Fusion spells

If you imported data from Innocent Sin then most of the fusion spells will already be unlocked. You can use Orbs of Solving to discover them in the game or just hope you randomly come across the combinations. Once you've discovered a fusion spell it will carry over into new game+.

<b>Blazing Burst</b>	Fire + Fire
<b>Towering Inferno</b>	Wind + Earth + Fire
<b>L'Oiseau De Feu</b>	Fire + Earth + Maragi
<b>Mega Blaze</b>	Fire + Earth + Maragion
<b>Meltdown</b>	Fire + Earth + Maragidyne
<b>Megalofire</b>	Fire + Almighty + Deadly Burn
<b>Heavy Rain</b>	Water + Water
<b>Hydro Boost</b>	Earth + Wind + Water
<b>Water Talons</b>	Water + Wind + Malaqua
<b>Tidal Wave</b>	Water + Wind + Malaques
<b>Bane Splash</b>	Water + Wind + Malaquadyne
<b>Maelstrom</b>	Water + Almighty + Aquary Tide
<b>Dragon Flight</b>	Wind + Wind
<b>Kamaitachi</b>	Fire + Water + Wind
<b>Sonic Wave</b>	Wind + Water + Magaru
<b>Maxi Tempest</b>	Wind + Water + Magarula
<b>Giga Cyclone</b>	Wind + Water + Magarudyne
<b>Nightmare Storm</b>	Wind + Almighty + Twinkle Nebula

<b>Boulder Smash</b>	Earth + Earth
<b>Stone Rise</b>	Water + Fire + Earth
<b>Landspark</b>	Earth + Fire + Mamagna
<b>Craggy Fang</b>	Earth + Fire + Mamagnara
<b>Last Quake</b>	Earth + Fire + Mamagnadyne
<b>Hellish Desert</b>	Earth + Almighty + Earth's Anger
<b>Ice Blast</b>	Ice + Ice
<b>Ice Crush</b>	Ice + Almighty + Diamond Dust
<b>Ice Jihad</b>	Ice + Almighty + Lily's Jail
<b>Thunder Blast</b>	Lightning + Lightning
<b>Thunder Crust</b>	Lightning + Almighty + Thunder Baptism
<b>Lightning Jihad</b>	Lightning + Almighty + Guardian Hammer
<b>Nuclear Blast</b>	Nuclear + Nuclear
<b>Nuclear Crush</b>	Nuclear + Almighty + Heat Kaiser
<b>Nuclear Jihad</b>	Nuclear + Almighty + Nuclear Missile
<b>God Hand</b>	Almighty + High Pressure
<b>Dragon Cross</b>	Wiseman Snap + Twinkle Nebula + Crescent Mirror + Justice Shot + Nova Kaiser
<b>Meteor Crush</b>	Fire + Earth + Asteroid Bomb
<b>Pantheon</b>	Light + Almighty+ Hieroglyphein
<b>Pandaemonium</b>	Dark + Almighty + Chaos Element
<b>Hellish War</b>	Gry (Poltergeist) + Agidyne (Surt) + Chaos Element (Beelzebub) + Another Dimension (Lucifer)
<b>Ohm</b>	Pralaya (Shiva) + Sthiti (Vishnu) + Srishti (Brahma)
<b>Salamander</b>	Dynamic Agilao + Summon Spirits
<b>Undine</b>	Wondrous Aques + Summon Spirits
<b>Sylph</b>	Dangerous Garula + Summon Spirits
<b>Gnome</b>	Great Magnara + Summon Spirits
<b>King Frost</b>	Atomic Bufula + Summon Spirits
<b>Kagutsuchi</b>	Ultra Freila + Summon Spirits
<b>Hachiman</b>	Super Megido + Summon Spirits
<b>Take-Mikazuchi</b>	Hyper Zionsa + Summon Spirits
<b>Death Spirit</b>	Fire (Suzaku) + Wind (Seiryu) + Earth (Genbu) + Water (Byakko) + Summon Spirits (Abe no Seimei)
<b>Atomic Destruction</b>	Fire + Water + Almighty
<b>Black Hole</b>	Wind + Dark + Grydyne
<b>Gin'nunga Gap</b>	Fire + Ice + Earth's Anger
<b>Ragnarok</b>	Magarula (Heimdall) + Agidyne (Surt) + Alluring Mazurka (Loki) + Frenzy (Fenrir) + Thunder Baptism (Odin)
<b>Trimurti</b>	Nuclear Missile (Shiva) + Megidolaon (Vishnu) + Alpha Blaster (Brahma)
<b>Armageddon</b>	Omega Cluster (Lucifer) + Alpha Blaster (Satan)
<b>Devil's Slot</b>	Dark Verdict + Bright Judgement + Devil's Smile
<b>Death's Roulette</b>	Light + Dark
<b>All One</b>	Mudoon + Hamaon
<b>Low End Breaker</b>	Zanma + Light
<b>High End Breaker</b>	Zanma + Dark
<b>Norn's Blink</b>	Hieroglyphein (Skuld) + Bright Judgement (Verdandi) + Dark Verdict (Urd)
<b>Wonder Story</b>	Trafuri + Dark
<b>Classic Melody</b>	Dormina + Healing Melody
<b>Charming Melody</b>	Marin Karin + Healing Melody

<b>Extreme Melody</b>	Balzac + Healing Melody
<b>Matarukaja</b>	Tarukaja + Heartfelt Prayer
<b>Marakukaja</b>	Rakukaja + Heartfelt Prayer
<b>Mamakakaja</b>	Makakaja + Heartfelt Prayer
<b>Masamakaja</b>	Samakaja + Heartfelt Prayer
<b>Masukukaja</b>	Sukukaja + Heartfelt Prayer
<b>Sindu Mystery</b>	Holy Light (Xuanzang) + Samakaja (Seiten Taisei) + Rakukaja (Marshal Tianpeng) + Tetraja (Juanlian Dajiang) + Mirage Breath (Longma)
<b>28 Mansions' Protection</b>	Wall of Air (Seiryu) + Wall of Flame (Suzaku) + Wall of Earth (Genbu) + Wall of Water (Byakko)
<b>Diamai</b>	Dia + Heartfelt Prayer
<b>Mediamai</b>	Media + Heartfelt Prayer
<b>Panacea Blessing</b>	Patra + Dia + Recarm
<b>First Aid</b>	Refresh Ring + Recarmdra
<b>Fire Cut EX</b>	Fire + Straight Slash
<b>Fiery Fury EX</b>	Fire + Blade of Fury
<b>Wind Slash EX</b>	Wind + Straight Slash
<b>Windy Fury EX</b>	Wind + Blade of Fury
<b>Ice Blade EX</b>	Ice + Mighty Swing
<b>Icy Fury EX</b>	Ice + Heat Wave
<b>Swift Strike</b>	Lightning + Mighty Swing
<b>Thunderous Fury EX</b>	Lightning + Heat Wave
<b>Light Smasher</b>	Light + Sword
<b>Dark Saber</b>	Dark + Sword
<b>Tenchu-Satsu</b>	Pressure Needle (Junnosuke Kuroda) + Protection Dance (Maihime Amano) + Mighty Swing (Tatsunoshin Suou)
<b>4 Shura Slash</b>	Blade of Fury (Indra) + Spinning Shot (Varuna) + Blade of Fury (Bishamonten) + Blade of Fury (Yama)
<b>Muzzle Shot</b>	Mafui + Ranged
<b>Honeycomb</b>	Ranged + Ranged + Ranged
<b>Poison Claw EX</b>	Poisma + Feral Claw
<b>Stun Claw EX</b>	Dormina + Feral Claw
<b>Pegasus Strike</b>	Wind + Sonic Punch
<b>Octopacy Fist</b>	Strike + Strike + Strike
<b>Venom Needle EX</b>	Poisma + Needle Rush
<b>Dream Needle EX</b>	Dormina + Needle Rush
<b>Venom Bite EX</b>	Poisma + Feral Bite
<b>Stun Bite EX</b>	Dormina + Feral Bite
<b>Triple Charge</b>	Tackle + Tackle + Tackle
<b>Tir Na Nogg</b>	Heat Wave (Cu Chulainn) + Spinning Shot (Scathach) + Deathbound (Lugh)

## Skill cards

You can register skill cards at the Time Castle. The registered cards carry over on new game+. If you complete the map making quests then you'll be able to obtain most of them.

Card	How to obtain
<b>Agi Card</b>	Time castle
<b>Agilao Card</b>	Return Gandharva, Nisroc rare drop



<b>Agidyne Card</b>	Map-Making 4, Return Abe no Seimei, Varuna, Ares, Bishamonten
<b>Maragi Card</b>	Time Castle, Return Surya, Kinnara rare drop
<b>Maragion Card</b>	Map-Making 5, Return Agrippa, Mithra, Pyro Jack, Shou Shen, Science Lab
<b>Inferno Card</b>	Map-Making 6, Return Brahma, Hyperion, Undersea Ruins treasure room
<b>Aqua Card</b>	Time Castle, Mt. Katatsumuri
<b>Aques Card</b>	Return Nemesis, Sanitarium, Erinys drop
<b>Aquadyne Card</b>	Map-Making 4, Return Tishtrya, Manannan rare drop
<b>Malaqua Card</b>	Time Castle
<b>Malaques Card</b>	Map-Making 5, Return Yama, Kabandha
<b>Torrent Card</b>	Map-Making 6, Return Vivian, Ouroboros, Undersea Ruins treasure room
<b>Garu Card</b>	Time Castle
<b>Garula Card</b>	Return Taranis, Kisin drop
<b>Garudyne Card</b>	Map-Making 4, Return Scathach, Vucub-Caquix drop
<b>Magaru Card</b>	Time Castle, Return Tengu, Return Fjalar
<b>Magarula Card</b>	Map-Making 5, Lilim rare drop
<b>Gale Card</b>	Map-Making 6, Return Kali, Seiryu, Undersea Ruins treasure room
<b>Magna Card</b>	Time Castle
<b>Magnara Card</b>	Return Isis, Hel rare drop, Wraith rare drop
<b>Magnadyne Card</b>	Map-Making 4, Satyr rare drop, Nichirinmaru
<b>Mamagna Card</b>	Time Castle, Return Robin Goodfellow
<b>Mamagnara Card</b>	Map-Making 5, Return Aizen Myouou
<b>Quake Card</b>	Map-Making 6, Return Seker, Dagda, Undersea Ruins treasure room
<b>Bufu Card</b>	Time Castle
<b>Bufula Card</b>	Map-Making 4, Return Jack Frost, Lilim drop
<b>Frigid Card</b>	Map-Making 6, Return Ameretat, Undersea Ruins treasure room
<b>Zio Card</b>	Time Castle
<b>Zionga Card</b>	Map-Making 4, Abandoned Factory, Shax and Hoenir rare drop
<b>Thunderbolt Card</b>	Map-Making 6, Return Shiva, Vritra, Seth, Fariedone, Undersea Ruins treasure room, Succubus rare drop
<b>Frei Card</b>	Club Zodiac, Faust rare drop
<b>Freila Card</b>	Map-Making 5, Aeshma rare drop
<b>Scorching Card</b>	Map-Making 6, Undersea Ruins treasure room
<b>Zan Card</b>	Time Castle
<b>Zanma Card</b>	Map-Making 4, Barbatos drop, Agrippa rare drop
<b>Wavelength Card</b>	Map-Making 6, Return Prometheus, Charon, Cu Chulainn, Barbatos rare drop, Jahi drop
<b>Gry Card</b>	Ixtab rare drop, Tengu rare drop
<b>Gryva Card</b>	Map-Making 5, Return Stymphalides, Demon King rare drop
<b>Pressure Card</b>	Map-Making 6, Return Odin, Takshaka, Verdandi
<b>Megido Card</b>	Return Seiten Taisei, Ah Puch drop
<b>Megidola Card</b>	Map-Making 5, Return Isis, Kundali Vidyaraja, Beelzebub, Armaiti
<b>Annihilation Card</b>	Map-Making 6, Return Alice, Fenrir, Mot, Michael, Ah Puch rare drop, Alice drop
<b>Dia Card</b>	Time Castle, Return Pixie
<b>Diarama Card</b>	Map-Making 4, Return Otohime, Demeter and Kanaloa rare drop

<b>Healing Card</b>	Map-Making 6, Return Yamaoka, Cerberus
<b>Media Card</b>	Return Kanaloa, Club Zodiac
<b>Medirama Card</b>	Map-Making 5, Return Tensen Nyannyan, Undersea Ruins
<b>Blessing Card</b>	Map-Making 6, Return Urd, Nanna
<b>Posumudi Card</b>	Map-Making 2, Return Poltergeist, Science Lab
<b>Kotoludi Card</b>	Map-Making 2, Return Skuld
<b>Patra Card</b>	Map-Making 2, Return Hathor, Sumaru TV
<b>Me Patra Card</b>	Map-Making 2, Return Asteria, Melchizedek, Njord, Nichirinmaru
<b>Recarm Card</b>	Map-Making 2, Return Baal, Sakya, Mu Casino, Sewers B3
<b>Holylight Card</b>	Map-Making 6, Return Gaia, Mucalinda, Phoenix rare drop, Undersea Ruins
<b>Sacrifice Card</b>	Map-Making 6, Return Rangda, Izanami, Huracan, Kinich Ahau, Artemis, Gabriel, Monad Mandala
<b>Dormina Card</b>	Time Castle
<b>Poisma Card</b>	Time Castle
<b>Marin Karin Card</b>	Return Succubus, Kiyohime rare drop
<b>Pulinpa Card</b>	Return Barbatos, Lich drop
<b>Mafui Card</b>	Return Xuanzang, Stympthalides drop
<b>Balzac Card</b>	Return Aeshma, Hunab Ku, Cockatrice drop, Aoba Park
<b>Illuzone Card</b>	Time Castle
<b>Tarukaja Card</b>	Map-Making 3, Return Susano-o, Kanshou, Minotaur rare drop
<b>Rakukaja Card</b>	Map-Making 3, Return Marshal Tianpeng, Nike, Ogre rare drop
<b>Makakaja Card</b>	Map-Making 3, Undersea Ruins
<b>Samakaja Card</b>	Map-Making 3, Sumaru Castle
<b>Sukukaja Card</b>	Map-Making 3, Club Zodiac
<b>Dekaja Card</b>	Map-Making 3, Return Matsuo-sama, Lugh
<b>Tetraja Card</b>	Map-Making 3, Return Sif, Wong Long, Gyokukou Joutei
<b>Attack Mirror Card</b>	Map-Making 6, Demeter, Futsuno Mitama, Pallas Athena, Rare Lucifugus drop
<b>Magic Mirror Card</b>	Map-Making 6, Lucifugus drop, Mucalinda drop
<b>Estoma Card</b>	Subway Construction Site Area 3
<b>Open Door Card</b>	Return Kinnara, Byakhee rare drop
<b>St Card</b>	Mu Casino, Return Longma
<b>Vi Card</b>	Mu Casino, Return Culebre, Maia Prime
<b>Dx Card</b>	Mu Casino, Return Hel, Maihime Amano
<b>Ag Card</b>	Mu Casino
<b>Lu Card</b>	Mu Casino
<b>All Card</b>	Mu Casino, Return Azazel, Loki, Budai, Tatsunoshin Suou, Zhu Yin

## Contact guide

Most contacts unlock as the game progresses but special contacts can be unlocked by making certain choices or talking to people throughout the game.

Flamenco de la Pasión: After clearing the sanitarium talk to Ulala at the Lunar Palace and Katsuya at Sumaru Prison. Dance of Passion variant: After recruiting Elly talk to her at the Lunar Palace. After recruiting Tatsuya talk to him at Sumaru Prison to get him to join in.

Song for a Baseball Fanatic: After clearing the lab talk to Baofu at Shiraishi and Nanjo at Sumaru TV.

Cynical People: After clearing the lab speak to Baofu and Nanjo in Parabellum.

100 stories: If you're playing Elly's route you can unlock 100 ghost stories between Elly and Ulala with either Baofu or Katsuya as the third participant. First you need to talk to your party in Trish's fountain in the aerospace museum and then again when you're in the mirrored TV station.

There are actually 100 stories in this group contact not just the usual three dialogues that get repeated so I recommend you listen to them all. You will get a special dialogue for listening to all 100 stories. To get all of them put the characters in different orders with Elly or Ulala as the lead.

Spoiler:

Unknown: Did you know? Scary stories summon spirits...I also knew someone who participated in the "100 Stories," but after the 100th story was told, only 5 of the 8 people were left...Hahaha...

Ulala: W...Who was that...? Wasn't that the 101st story?

There are also 4 dead contacts. If your party member has a status ailment it is unable to participate in contacts, but if a party member is dead they can act as a secondary participant. The contact leader will then express their feelings about their comrade's death. There are 4 variants: Vow revenge, speak with dead, grieving the dead, malicious remarks. If the contact leader is also close to death they may beg for mercy instead. These contacts are not included in the spreadsheet or the main body of the guide since they cannot be easily replicated.

Leader Maya

- Dead Ulala = Grieving the dead
- Dead Ulala (after patching up their friendship) = Vow revenge
- Dead Katsuya = Grieving the dead
- Dead Baofu = Grieving the dead
- Dead Nanjo = Grieving the dead
- Dead Elly = Grieving the dead
- Dead Tatsuya = Vow revenge

Leader Ulala

- Dead Maya = Grieving the dead
- Dead Maya (recovered relationship) = Vow revenge
- Dead Katsuya = Speak to the dead
- Dead Katsuya (dance unlocked) = Grieving the dead
- Dead Baofu = Malicious remarks
- Dead Nanjo = Grieving the dead
- Dead Elly = Grieving the dead
- Dead Tatsuya = Grieving the dead

#### Leader Katsuya

- Dead Maya = Grieving the dead
- Dead Ulala = Speak to the dead
- Dead Baofu = Malicious remarks
- Dead Baofu (after factory) = Speak to the dead
- Dead Nanjo = Grieving the dead
- Dead Elly = Grieving the dead
- Dead Tatsuya = Vow revenge

#### Leader Baofu

- Dead Maya = Grieving the dead
- Dead Ulala = Malicious remarks
- Dead Ulala (after recruiting Nanjo/Elly) = Grieving the dead
- Dead Katsuya = Malicious remarks
- Dead Katsuya (after factory) = Vow revenge
- Dead Nanjo = Grieving the dead
- Dead Elly = Grieving the dead
- Dead Tatsuya = Vow revenge

#### Leader Nanjo

- Dead Maya = Grieving the dead
- Dead Ulala = Speak to the dead
- Dead Katsuya = Grieving the dead
- Dead Baofu = Speak to the dead
- Dead Elly = Vow revenge
- Dead Tatsuya = Grieving the dead

#### Leader Elly

- Dead Maya = Grieving the dead
- Dead Ulala = Grieving the dead
- Dead Katsuya = Speak to the dead
- Dead Baofu = Speak to the dead
- Dead Nanjo = Vow revenge
- Dead Tatsuya = Grieving the dead

#### Leader Tatsuya

- Dead Maya = Vow revenge
- Dead Ulala = Grieving the dead
- Dead Katsuya = Vow revenge
- Dead Baofu = Grieving the dead
- Dead Nanjo = Speak to the dead
- Dead Elly = Speak to the dead

The demons can have up to three personality traits that determine their emotional response to contacts. The traits are paired and flip to its partner when you use the blue dragon: Wise-foolish, joyful-gloomy, timid-forceful, snappish-haughty. Each demon also has a tone, a speech style. You'll notice that some demons speak in the same way such as Ares and Virtue who are both Gentlemen. The tones are Boy, Girl, Youth, Gal, Gentleman, Lady, Suspicious Fellow, Vamp, Hee-Ho, Slime, Old Man, Beast, Sacred Beast, Lunatic. The tones are only really relevant if you want to use charm treatments, where you raise your affinity with demons of certain tones or when you're looking for demon rumors. See the contact excel file.

## Legendary weapons

To craft legendary weapons at Padparacha you need to speak to the boy hiding behind the shrine at Alaya to make him put out the man-searcher request. Go to Shiraishi and accept the search request and ask her bodyguard for a hint. He will give you the rumor that the blacksmith was seen at Alaya. Spread the rumor at Kusunoha and go to the shrine to pick up the secret document from the blacksmith and give the schematics to the Jewelry Designer at Padparacha. You need Akashic Rings and Legenbrights to craft the weapons. There are at least five of each obtainable in the game but it requires you to return certain valuable personas. I recommend you use Item breeders on the Akashic Rings whenever you come across them. One is found in a treasure chest in the Undersea Ruins, you get one on Nanjo's route for the Tsuchinoko quest and they are rare drops from Dark Alice in shelter 8. You can also try your luck at farming them from the Miracle Magazine sweepstakes.

Legenbrights:

- 1x Ixquic (200km/h fogey quest)

- 1x by returning Suzaku (can only be summoned once due to material card)

- 1x from Valkyrie during persona talk with a rank 8 Odin

- 1x from treasure chest in Monad Mandala/World of Conviction behind door guarded by Azhi Dahaka (requires Fariedone to defeat)

- 1x from Sachiko's Room in Air Raid shelter 8, doorcode is 3341

Akashic Rings:

- 1x from Purple Flower in Aoba Park (requires talking flowers rumor)

- 1x Fuyuko after completing the Cursed Taxi quest in Mu Continent

- 1x from returning a rank 8 Nezha (can only be summoned once due to material card)

- 1x from returning a rank 8 Virochana (can only be summoned once due to material card)

- Repeatable rare drop from Chi You in Monad Mandala/World of Conviction

Even though you have two party members who use guns you can only craft 1 legendary gun. The legendary rapier is just for people who want to use Elly in the EX Dungeon. So you only need 4 Akashic Rings and Legenbrights. In the worst case scenario you're on Elly's route and only found 1 Item Breeder from the Undersea Ruins, use it on the Akashic Ring so you can make 3 legendary

weapons without having return any valuable personas or spend ages trying to farm Chi You. You basically have to have police gloves equipped, abuse save states and spend around half an hour reloading the victory screen to get Chi You to drop an Akashic Ring. If you can only make 3 legendary weapons I recommend that you craft the gun and spread the rumor that it is powerful. It will provide a +60mAttack, equip it to Maya and let Katsuya use Dragoon. The second legendary weapon should go to Ulala since she's your second best magic user, again spread the rumor that it's powerful to boost her magic attack. If you were on Nanjo's route and got 2 item breeders then you can craft all weapons except the rapier. You can obtain more item breeders from the sweepstakes.

## Rumors

Rumor	Origin	Available
Anti-Joker emblem	Tatsuya	Auto Sevens
Skill cards at Time Castle	Rumormonger Toro	After visiting Kusunoha for the first time
Register cards at Time Castle		
Armor at Rosa Candida	Double Slash computer	
Aromatherapy at Kaori's	Nekomata (Kusunoha)	
Charm treatment at Etheria		
Battle Master sweepstakes	Toro/Double Slash/Master	After Sanitarium
Fortune telling at Sumaru Genie	Rumormonger Master	
Miracle Magazine sweepstakes	Toku-san/Chikarin	Once Yumezaki opens
Gambling at Mu Continent	Double Slash/Chikarin/Toku	
Armor/weapons at Toua	Rumormonger Master/Toku	
Accessories/Items at Tony's	Rumormonger Chikarin/Master	
Secret CD 1 at Giga Macho	Sumaru Magazine (Kusunoha)	
Ma'am is a man-searcher	Toku-san	After recruiting Makimura
Teke Teke at Kasu High	Pathetic Loser (Hirasaka)	After Gold gym
Zodiac is a maze	Young Girl (Zodiac)	Once Zodiac opens
Talking flowers in the park	Mellow old man (Aoba)	Once Aoba Park opens
Man or woman at Parabellum	Ulala	After Aoba Park, first visit
Trish is reformed?	Nekomata (Kusunoha)	
Changes at Parabellum?	Humphrey (Parabellum)	
Changes at Rosa Candida?	Double Slash computer	
Shiraishi Ma'am's dream	Toku-san	
Tsuchinoko in the Sewers	Adventurer (Narumi)	Once Narumi opens, Nanjo only
Reiko Kashima at Sumaru TV	Security guard (Sumaru TV)	Once Narumi opens, Elly only
Crafting at Padparacha	Rumor-lovin' bartender	Once Narumi opens
Salam's mapmaking quests		
Affinity reading, Sumaru Genie	Rumormonger Master	
Fantasy World sweepstakes	Toro/Chikarin/Master	
Armor/Weapons at Clair de Lune	Toku-san/Rumor-lovin' bartender	Correction: after Zodiac
Kaori temporarily closed	Yayoi Kimura (Padparacha)	After Science Lab/Sumaru TV
100km/h hag at Giga Macho	Ixquic (Giga Macho)	After Smile Hirasaka
Changes at Etheria?	Satomi Iida (Kounan Satomi)	After Aoba park, second visit
Mussie at Mu Continent	Security guard (Mu Continent)	
Secret CD 2 at Giga Macho	Sumaru Magazine 2 (factory)	After Abandoned Factory
Legendary blacksmith	Bodyguard (Shiraishi)	
Red cape at Nichirinmaru	Tourist (Narumi)	After Factory, Nanjo only

Blue cape at Nichirinmaru		After Factory, Elly only
200km/h fogey at Giga Macho	Ixquic (Giga Macho)	After Undersea Ruins
Cursed Taxi at Mu Continent	Fuyuko (Mu Continent)	After visiting Alaya with Tatsuya
Kudan at Kasu shelter 6	Yasuo (shelter entrance)	After Mt. Iwato
More affinity readings, genie	Rumormonger Master	
Maihime Amano's legend	Setsu Nishitani (Alaya)	After Ameno Torifune
Tatsunoshin Suou's legend	Kashihara (Kismet)	
Clair de Lune moved to Aoba	Double Slash computer	
Padparacha moved to Kounan	Rumormonger Master	

## Demon rumors

If you make a contract with a demon you can ask for information. Sometimes they give you hints about puzzles or side quests but they can also give you rumors that you can then spread to other demons you've formed contracts with. The dungeon specific rumors are only available for as long as the dungeon is open. These rumors only drop from specific demon tones whereas rumors about special spells or legendary weapons can be obtained from almost any demon. The dungeon rumors seem to drop on the first contact attempt if you've already unlocked all the special skill rumors available but take forever to drop if you have yet to unlock them.

Location	Demon	Rumor
Mt Katatsumuri	Harpy (Gal)	Information about shrine offertory box
Aerospace museum	Robin Goodfellow (Boy) & Kinnara (Youth)	Dialogue about Other Side
Zodiac	Jack Frost (Hee-Ho)	Kiyohime will clean the floors
Air Raid shelter 1	Robin Goodfellow (boy tone)	Minotaur can open passage to Area 2
Zodiac/Air Raid shelter 1	Any	Jack Frost learns Atomic Bufula
Sewer's treasure 1	Any demon in A1 or B1	Information about loot in B2
Sewer's treasure 2	Any demon in A1, B1, A2, B2 with Vamp tone	Information about loot in B3
Science Lab	Kabandha (Boy)	Rasputin has the key to the fuse box
Sumaru TV	Pyro Jack (Hee-Ho)	Information about mirror puzzle
Sumaru TV/Air Raid shelter 3	Any	Pyro Jack learns Dynamic Agilao
Sewers/Air Raid shelter 3	Any	Kanaloa learns Wondrous Aques
Smile Hirasaka/Air Raid shelter 4	Any	Demeter learns Ultra Freila
Air Raid shelter 5	Any	Stymphalides learns Dangerous Garula
Undersea Ruins, mu continent	Aeshma, Satyr	Hide and seek behind the shrine (where Knowledgeable Dai is hiding)
	Aeshma (Vamp)	Leviathan can open treasure room
Undersea Ruins/Air Raid shelter 5	Any	Barbatos learns Great Magnara
Air Raid shelter 1, 2, 3, 4	Any Youth (Kinnara, Tengu, Gandharva, Satyr)	Shoggoth can open passage to Area 5
Mt Iwato/Air Raid shelter 6	Any	Ankou learns Hyper Ziongá
Mt Iwato/Air Raid shelter 6	Any	Succubus learns Super Megido
Air Raid shelter	Any Gentleman	Girimehkala can open passage to Area 8
Subway construction site	Hunab Ku (Old man)	Seker can open the bridge

Sumaru Castle/Ameno Torifune Air Raid shelter 7	Manannan	Ildanach can mutate into Lugh
Monad Mandala/World of Conviction	Any	Fariedone can defeat Azhi Dahaka (not necessary to complete the battle, just a hint)
Once the legendary weapon has been obtained	Any	Legendary weapon has dark power/is the strongest
Ex Dungeon 3B	Pyro Jack	Jack Frost can put out the fire
Ex Dungeon 1-A	Poltergeist	Shrine rumor

## Sweepstakes

There are three sweepstakes magazines. You buy the magazines from Satomi Tadashi stores and submit them to Tamaki at the Kuzunoha detective agency. After you've taken 300 steps in any dungeon (Giga Macho counts) you can pick up your prize from Coolest Editorial Department. To have the best chance of success you should submit 99 magazine with Maya at 99 luck. You only need to level up Maya's luck to around 60, then equip pixie and the miracle object accessory. After you clear Mt. Iwato more items will be added to the sweepstakes. I don't recommend spreading the weapon rumor, in the end game the legendary weapons outclass them and in the early game you're better off spreading a rumor that Toua or Clair de Lune sells weapons to get the magic attack increasing weapons. I also don't recommend the skill card rumor since you'll easily get all the skill cards from the mapping quest and can just buy the cards you need from the count. I suggest you spread the items rumor for Miracle Magazine, the armor rumor for Battle Master and the accessories rumor for Fantasy World. The items sweepstakes will let you farm Item Breeders that aren't easily obtainable in any other way. The armor rumor will give you a chance to get the best equipment in the game, the Nature's Cloak, and the accessory rumor will give you access to mutation gear and police gloves.

Skill Cards from Miracle Magazine or Fantasy World			
Maragion Card	Malaques Card	Magarula Card	Mamagnara Card
Freila Card	Gryva Card	Megidola Card	Diarama Card
Mediarama Card	Estoma Card	Balzac Card	Rakukaja Card
Tarukaja Card	Mafui Card	Recarm Card	Media Card
After Mt. Iwato			
Inferno Card	Torrent Card	Gale Card	Quake Card
Frigid Card	Thunderbolt Card	Scorching Card	Wavelength Card
Pressure Card	Annihilation Card	Healing Card	Blessing Card
Holylight Card	Sacrifice Card	Attack Mirror Card	Magic Mirror Card

Consumable Items from Miracle Magazine				
Holy Magatama	Dark Magatama	Inferno Magatama	Torrent Magatama	Gale Magatama
Quake Magatama	Open Sesame	Item Breeder	Awaken	Disguise Kit
Medical Powder	Yamatano Drink	Bead Chain	Damascus Steel	Four-D Eraser
Mt. Iwato cleared				
Holy Magatama	Dark Magatama	Inferno Magatama	Torrent Magatama	
Gale Magatama	Quake Magatama	Annihilation Magatama	Open Sesame	
Item Breeder	Awaken	Disguise Kit	Medical Powder	
Yamatano Drink	Bead Chain	Beyondite	Obsidian	



Accessories from Fantasy World or Battle Master			
Rumor Spread	Description	Mt. Iwato cleared*	Description
Pure White Bandana	+4 Lu	Hadda Pendant	+12 Lu
Spirit Source	Gain +5SP on level up	Ring of Admirer	+15 Vi
Synchronize Gear	Increase persona growth	Master Earring	+15 Dx
Mutation Gear	Increase mutation rate	Anotheright	+15 Ag
Adjustment Gear	Decrease skill SP cost	All-Round Earring	+15 all stats
Police Gloves	Increase item drop rate	Orb of Solving	Discover fusions

\*After you clear Mt. Iwato all the previous accessories will continue to be available.

Armor from Battle Master			
Rumor Spread	Description	Mt. Iwato cleared	Description
Mystique Helmet	Def+15/MDef+5	Training Helmet	Def+24/MDef+12
Hide Cloak	Def+23/evasion up	Kazeyomi Kabuto	Def+35/evasion up
Nature's Cloak	Def+46/+9 all stats	Glistening Mane	Def+28/MDef+120
Wizard's Sandals	Def+15/MDef+5	Hide Cloak	Def+23/evasion up
		Nature's Cloak	Def+46/+9 all stats
		Aurora Armor	Def+64/MDef+40/null crits
		Goddess Leg	Def+24/MDef+12
		Angel Leg	Def+25/+10 Lu/evasion up
		Achilles' Greaves	Def+25/MDef+30/evasion up

Weapons from Battle Master or Fantasy World			
Rumor Spread	Description	Mt. Iwato cleared	Description
Future War	Att+46, Crit% up, counter	Future War	Att+46, Crit% up, counter
Give and Break	Att+92, Crit% up, charm	Give and Break	Att+92, Crit% up, charm
Life Force	Att+46, absorb HP, aim up	Life Force	Att+46, absorb HP, aim up
Viper	Att+92, aim up, poison	Viper	Att+92, aim up, poison
Greedy	Att+46, Crit% up, panic	Vampire	Att+138, Crit% up, absorb HP
		Spiral Nemesis	Att+138, counter, aim up
		Gambler	Att+200, aim severely down
		Myohou Muramasa	Att+140, counter

## Map-making

The map-making side quest is the main way to obtain fool cards and the rare skill cards. The process can be made a lot less painful by using Estoma or golden honey (persona talk item from Byakhee in shelter 4).

### 1. Science Lab/Sumaru TV - Salam Select Card Set

30 tarot cards to Priestess, Empress, Emperor, Hierophant, Strength, Fortune, Justice, Sun  
50 free cards

1 of the following (Lab only): Inferno, Torrent, Gale, Quake, Thunderbolt, Frigid, Torrent, Wavelength, Pressure, Annihilation, Healing, Blessing, Holylight, Sacrifice, Attack Mirror, Magic Mirror

### 2. Smile Hirasaka - Salam Select Card Set Part 2

50 tarot cards to Priestess, Empress, Emperor, Hierophant, Justice + 100 free cards  
2 of each of these: Patra, Me Patra, Posumudi, Kotoludi, Recarm

1 of the following: Inferno, Torrent, Gale, Quake, Thunderbolt, Frigid, Torrent, Wavelength, Pressure, Annihilation, Healing, Blessing, Holylight, Sacrifice, Attack Mirror, Magic Mirror

### 3. Abandoned Factory - Salam Select Card Set Booster Pack

150 free cards

10 of each of these: Str incense, Vit incense, Dex incense, Agi incense, Luc incense, All incense

2 of each of these: Tarukaja, Makakaja, Rakukaja, Samakaja, Sukukaja, Dekaja, Tetraja

1 of the following: Inferno, Torrent, Gale, Quake, Thunderbolt, Frigid, Torrent, Wavelength, Pressure, Annihilation, Healing, Blessing, Holylight, Sacrifice, Attack Mirror, Magic Mirror

### 4. Nichirinmaru - Salam Select Skill Card Set

80 tarot cards to Priestess, Empress, Emperor, Hierophant, Justice, Sun

2 of each of these: Agidyne, Aquadyne, Garudyne, Magnadyne, Bufula, Zionga, Zanma, Diarama

2 of the following: Inferno, Torrent, Gale, Quake, Thunderbolt, Frigid, Torrent, Wavelength, Pressure, Annihilation, Healing, Blessing, Holylight, Sacrifice, Attack Mirror, Magic Mirror

### 5. Mt Iwato - Salam Select Skill Card Set Part 2

100 tarot cards to Priestess, Empress, Emperor, Hierophant, Lovers, Justice, Sun + 1 Fool card

2 of each of these: Maragion, Malaques, Magarula, Mamagnara, Freila, Gryva, Megidola, Mediarama

2 of the following: Inferno, Torrent, Gale, Quake, Thunderbolt, Frigid, Torrent, Wavelength, Pressure, Annihilation, Healing, Blessing, Holylight, Sacrifice, Attack Mirror, Magic Mirror

### 6. Ameno Torifune - Salam Select Card Set TAROT SPECIAL

100 tarot cards to all arcana + 2 Fool cards

3 of each of the following: Inferno, Torrent, Gale, Quake, Thunderbolt, Frigid, Torrent, Wavelength, Pressure, Annihilation, Healing, Blessing, Holylight, Sacrifice, Attack Mirror, Magic Mirror

### 7. Monad Mandala – Salam Select Card Set Final

100 tarot cards to Priestess, Empress, Emperor, Hierophant, Lovers, Justice, Sun + 3 Fool cards

1 of each of these: Inferno, Torrent, Gale, Quake, Thunderbolt, Frigid, Torrent, Wavelength, Pressure, Annihilation, Healing, Blessing, Holylight, Sacrifice, Attack Mirror, Magic Mirror

10 of each of these: Str incense, Vit incense, Dex incense, Agi incense, Luc incense, All incense

## Persona-talk

By having the right persona equipped you will sometimes have special dialogue with enemies. It is not guaranteed except for a few encounters. The lower your health is the more likely a persona-talk is to trigger.

The following personas have friendly conversations that lead to you gaining tarot cards. If you have max cards you will get an item instead.

Persona	Demon	Location	Reward
Pixie	Pixie	Sevens, Kasu High F1,2,4,B1	4 Lovers Cards
Jack Frost/ Pyro Jack	Jack Frost	Air Raid shelter 2, Zodiac, Aoba Park, Sewers	10 Lovers Cards
Pyro Jack /Jack Frost	Pyro Jack	Air Raid shelter 3, Mu Continent first visit, Sumaru TV in the trap	40 Lovers Cards
Barbatos	Barbatos	Undersea Ruins, Air Raid shelter 5	55 Hanged Man Cards

Cerberus	Orthrus	Mu Continent, Nichirinmaru B2-B3, Undersea Ruins, Air Raid shelter 5	55 Fortune Cards
Succubus	Succubus	Mu Continent, Mt Iwato, Subway , Air Raid shelter 6	40 Moon Cards
Mars	Ares	Subway Area 4-7, Ameno Torifune, Air Raid shelter 6	65 Chariot Cards

The following personas have master-servant relationships with demons that will give you tarot cards or contracts. If you ask for cards even though you have max cards then you will be healed instead.

Persona	Demon	Location	Reward
Seth	Apep	Kasu High F1,2,4,B1, Mt Katatsumuri section 5-7, Sanitarium	Contract or cards
Loki	Hel	Aoba Park, Sumaru TV before the trap, Sewers, Air Raid shelter 3	
Indra	Kabandha	Mu Continent, Sumaru TV in the trap, Sewers Relay 3, Science Lab, Air Raid shelter 3	
Hastur	Byakhee*	Air Raid shelter 4	
Odin	Hoenir	Nichirinmaru, Air Raid shelter 5	Contract or cards
Odin	Valkyrie	Monad Mandala/World of Reason, Air Raid shelter 8	1 Legenbright if Odin is rank 8
Loki	Fenrir	Monad Mandala/World of Emotion, Air Raid shelter 8	Contract or cards
Shiva	Vasuki	Monad Mandala/World of Reason, Air Raid shelter 8	
Michael/Gabriel (Exclusive to Elly)	Angel	Ex Dungeon 2-C**	
	Archangel		
	Principality		
	Power		
	Virtue		
	Dominion		
	Throne		
	Cherub		
Shax	Azazel*	Ex Dungeon 3-A	Black goat material card after performing all three persona talks
Adramelech			
Barbatos			

\*Guaranteed persona talk.

\*\*These persona talks could theoretically be performed during the main game if you grind your party up to level 69 before Tatsuya takes Elly's place and mutate Ameretat into Michael.

The following personas have hostile relationships with demons but it can still be worth it to trigger them to see the dialogue, or in the case of Fariedone, be able to defeat the enemy at all.

Persona	Demon	Location	Outcome
Indra	Takshaka	Air Raid shelter 5, Undersea Ruins, Mt Iwato, Giga Macho 4F	Berserk status ailment
Armaiti / Ameretat	Aeshma	Air Raid shelter 5, Undersea Ruins B2-B3, Mt Iwato	
Quetzalcoatl	Tezcatlipoca	Air Raid shelter 7, Sumaru Castle	
Odin	Fenrir	Air Raid shelter 8, Monad Mandala/World of Emotion	
Tishtoriya	Apaosha	Air Raid shelter 8, Monad Mandala/World of Emotion	
Fariedone	Azhi Dahaka*	Monad Mandala/World of Conviction door	Legenbright, behind the door Berserk status ailment
Armaiti / Ameretat	Azhi Dahaka	Monad Mandala/World of Conviction	
Armaiti / Ameretat	Angra Mainyu	Ex Dungeon 3-A	

\*Bringing Fariedone is the only way to defeat Azhi Dahaka, otherwise he's immune to all damage and you have no choice but to run away. This is a scripted persona talk that always activates.

## Changelog

### Characters

PSX name	New PSP name
Aesthetician	Esthetician
Aki Dude	Bro
Alana	Yuka Ayase
Mr. Asou	Mr. Oriri
Brad	Hidehiko "Brown" Uesugi
Chikalin	Chikarin
Chris	Reiji Kido
Chunky	Toro
Chupiler	Meteor Masa
College dropout (Shiraishi)	Washout student
Cub Reporter	Rookie Reporter
Demon Artist	Demon Painter
Dr. Tomi	Mr. Tomi
Duke of Sushi	Count Sushi
Ellen	Eriko "Elly" Kirishima
Emotionless girl	Expressionless woman
Forune-lovin' girl (Satomi Tadashi Kounan)	Fortunetelling fangirl
Gambler (Mu Continent)	Inveterate gambler
Guido Sardenia	Takahisa Kandori
Kaori	Miss Kaori
Mackey	Makki
Mammy	Mummy
Man (Satomi Tadashi Kounan)	Middle-aged man
Mary	Maki Sonomura
Miss Catonia	Ms. Yukari
Ms Smith	Ms. Saeko Takami
Nate	Kei Nanjo
Nurse	Caretaker
Panta	Coppy

Pants Leader	Undie Boss
Principal Harding	Principal Hanya
Reiko	Dr. Reiko
Reporter	Veteran Reporter
Rumormonger Barkeeper	Rumormonger Master
Rumormonger Toku	Rumormonger Toku-san
Saleslady	Saleswoman
Security (Mu Continent)	Security guard
Security Guy (Shiraishi)	Bodyguard
Shiraishi Lady	Ma'am
Mr. Souka	Mr. Aishi
Store Owner (Giga Macho)	Employee
Sushi Nobleman	Sushi Royalty
Tad	Tadashi
Tammy	Tamaki
Timid man (sumaru genie)	Cowardly man
Unmotivated waiter	Lazy boy
Waitress	Part-timer
Waiter Soejima	Garçon Soejima
Was Sugawara	What was Sugawara
Whistle Shopkeeper	Whistler
Yuki	Yukino Mayuzumi

### Locations

PSX name	New PSP name
2X slash	Double Slash
Aoba Drive	Aoba Way
Araya	Alaya
Bomb shelter	Air Raid shelter
Central Avenue (Yumezaki)	Yumezaki Center
Concert Hall	Outdoor Concert Hall
Johnny Roger	Jolly Roger
Konan	Kounan
Kusunoha Agency	Kusunoha Detective Agency
Lotus Plaza	Lotus
Lunar Palace	Lunar Palace Kounan
Lunarvale	Mikage-cho
Monado Mandala	Monad Mandala
Mt Mifune	Mt. Katatsumuri
Police Dept.	Kounan PD
Seedy CD	Giga Macho
Seventh (school nickname)	Sevens
Sky Museum	Aerospace Museum
Smile Mall	Smile Hirasaka
Toa Armory	Toua Defense
T's Chiropractic	Tominaga Chiropractic

## Skills

PSX name	New PSP name
Maha Agi	Maragi
Maha Agionn	Maragion
Maha Agidyne	Maradidyne
Inferno	Hellfire
Blazing Hell	Blazing Burst
Tower Inferno	Towering Inferno
Megalo-Fire	Megalofire
Maha Aqua	Malaqua
Maha Aques	Malaques
Maha Aquadyne	Malaquadyne
Wonderful Aques	Wondrous Aques
Hydro-Boost	Hydro Boost
Vain Splash	Bane Splash
Ominous Waterfall	Heavy Rain
Shikku Suisouha	Water Talons
Maha Garu	Magaru
Maha Garula	Magarula
Maha Garudyne	Magarudyne
Senpu Jin	Hurricane
Ryouhi Tenshou	Dragon Flight
Wind Cutter	Kamaitachi
Maximum Tempest	Maxi Tempest
Storm Nightmare	Nightmare Storm
Cyclone Slash	Sonic Wave
Magnus	Magnara
Magdyne	Magnadyne
Maha Magna	Mamagna
Maha Magnus	Mamagnara
Maha Magdyne	Mamagnadyne
Rock Fall	Rockfall
Anger of the Earth	Earth's Anger
Sharp Boulder	Boulder Smask
Hell Desert	Hellish Desert
Land Spark	Landspark
Blizzard Breath	Ice Breath
Release Jail	Lily's Jail
Baptism by Thunder	Thunder Baptism
Lightning Blast	Thunder Blast
Lightning Crush	Thunder Crush
Takemikazuchi	Take-Mikazuchi
Holy (damage type)	Light
Mahanma	Mahama
Hamaonn	Hamaon
Divine Judgement	Bright Judgement
Hieros Glupaine	Hieroglyphein
Mudoonn	Mudoon
Trial of Darkness	Dark Verdict
Maha mudo	Mamudo

Curse	Cursed Name
Unperishable Black	Eternal Black
Nova Cyther	Noca Kaiser
Megidolaonn	Megidolaon
Multi-Dimension	Omni Dimension
Hino-Kagutsuchi	Kagutsuchi
God's Hand	God Hand
All 1	All One
Low-End Breaker	Low End Breaker
High-End Crush	High End Crusher
Norn's Twinkles	Norn's Blink
Aum	Ohm
Great War of Hell	Hellish War
Summon Shikigami	Death Spirit
Quadra-Termination	4 Shura Slash
Kamikaze Charge	Kamikaze
Self Explosion	Last Resort
Blood Suck	Life Drain
Radical Powerslide	Explosive Getaway
Terror of Fortune	Terror Fortune
Lover of Darkness	Dark Foamy Lover
Soothing Melody	Healing Melody
Affectionate Prayer	Heartfelt Prayer
Pine Bamboo Plum	Shouchikubai
Sristi	Srishti
Sama Recarm	Samarecarm
Recarm Dora	Recarmdra
Blessing of Panacea	Panacea Blessing
Taru Kaja	Taru Kaja
Raku Kaja	Rakukaja
Maka Kaja	Makakaja
Sama Kaja	Samakaja
Suku Kuja	Sukukaja
De Kaja	Dekaja
Dance of Bravery	Brave Dance
Dance of Protection	Protection Dance
Maha Taru Kaja	Matarukaja
Maha Raku Kaja	Marakukaja
Maha Maka Kaja	Mamakakaja
Maha Sama Kaja	Masamakaja
Maha Suku Kaja	Masukukaja
Celestial Veil	28 Mansions' Protection
Retreat	Escape
Hypnotic Wave	Hypnotic Waves
Throw a Kiss	Blow a Kiss
Bersac	Balzac
Summon Spirit	Summon Spirits
Roar	War Cry
Fata Morgana	Mirage
Circular Reasoning	Samsara

Iluzone	Illuzone
Violent Melody	Extreme Melody
Confuse	Panic
Melody of Seduction	Charming Melody
Puraraya	Pralaya
Double Thrust	Double Pierce
Death Bound	Deathbound
Fire Burst	Flame Cut EX
Wind Slash	Wind Slash EX
Ice Blade	Ice Blade EX
Conflagrant Wrath	Fiery Fury EX
Typhonic Wrath	Windy Fury EX
Frigid Wrath	Icy Fury EX
Galvanic Wrath	Thunderous Fury EX
Shot (damage type)	Ranged
Rain of Arrows	Myriad Arrows
Aimed Shot	Sharpshoot
Rapidfire	Repeater
Vital Thrust	Pressure Point
Paralyzing Scratch	Stun Claw
Poisonous Scratch	Poison Claw
Scratch	Feral Claw
Ryusei Rekken	Pegasus Strike
Venomous Scratch	Poison Claw EX
Intoxicating Scratch	Stun Claw EX
Throw(damage type)	Thrown
Ninety Nine Needles	Needle Rush
Poison Needle	Venom Needle
Deadly Needle	Pressure Needle
Spiral Shot	Spinning Shot
Whirlwind Blast	Sonic Bullet
Venomous Needle	Venom Needle EX
Reverie Needle	Dream Needle EX
Attack (damage type)	Havoc
Poisonous Bite	Venom Bite
Paralyzing Bite	Stun Bite
Bite	Feral Bite
Wing Beat	Wing Flap
Corrosive Fluid	Acid
Transfixion	Skewer
Lightning Strike	Swift Strike
Violent Rage	Frenzy
Venomous Bite	Venom Bite EX
Intoxicating Bite	Stun Bite EX

### Personas and enemies

PSX name	New PSP name
Abeno Seimei	Abe no Seimei
Ahriman / Angra Mainu	Angra Mainyu



Ahura Mazdah	Ahura Mazda
Ahzi Dahaka	Azhi Dahaka
Alfred	Yamaoka
Amurtart	Ameretat
Airget lam	Airgetlam
Astria	Asteria
Ba'al	Baal
Berserk	Berserker
Biyarky	Byakhee
Dairoku Tenmaou	Demon King
Empusas	Empusa
Fearal	Fjalar
Genjo	Xuanzang
Girimekara	Girimehkala
Grinbulsti	Gullinbursti
Guan Yu	Kanshou
Gundari Myouou	Kundali Vidyaraja
Guzfan	Xaphan
Harpie	Harpy
Haunted Taxi	Cursed Taxi
Heimdal	Heimdall
Heinir	Hoenir
Hotei	Budai
Hun Hau	Hunhau
Hurakan	Huracan
Il-Dana	Ildanach
Jack O'Lantern	Pyro Jack
Kabanda	Kabandha
Kamasos	Camazotz
Kenren Taishou	Juanlian Dajian
Kerepres	Culebre
Kimnara	Kinnara
Kishin	Kisin
Kun Anun	Cwn Annwn
Lashimi	Lakshmi
Lucifugus	Lucifuge
Maha Kala	Mahakala
Mananan	Manannan
Melchsedec	Melchizedek
Mou Shobo	Moh Shuvuu
Nannar	Nanna
Nata	Nezha
Orthros	Orthrus
Pairiker	Pairika
Ratatosk	Ratatoskr
Rinok	Linog
Satyrus	Satyr
Shaka	Sakya
Shokuin	Zhu yin
Shu	Chi You

Siva	Shiva
Stuparideth	Stymphalides
Tek Tek	Teke Teke
Tensen Nyan Nyan	Tensen Nyannyan
Tenshou Gensui	Marshal Tianpeng
Tishtoriya	Tishtrya
Umayado no Ouji	Umayadono-Ouji
Uroboros	Ouroboros
Virocana	Virochana
Vucub-Kakish	Vucub-Caquix
Waitry	Whateley
Wanyuudo	Wanyudo
Yaksa	Yaksha
Yebisu	Ebisu
Zaeboth	Zaebos
Zombie Kamikaze	Zombie Soldier

### Items

PSX name	New PSP name
Food	
Whiskey	On the Rocks
Stinger	Between the Sheets
Morning Glory Fizz	Gimlet
Blended Coffee	Coffee Blend
Blended Tea	Tea Blend
Mix Juice	Veggie Juice
Herb Tea	Herbal Tea
Chicken Sandwich	Chicken Burger
Double Peace Burger	Peace Double Meat
French Fries	Fries
Material Cards	
Water lotus petal	Waterlily Petal
Path to Hades	Netherworld Path
Necklace of Heads	Skull Necklace
Avatarah	Avatar
Runic Monument	Rune Monument
Eyepatch	Masamune's Eyepatch
Amber Eyeglasses	Amber Glasses
Yuiga Dokuson	Buddha's Words
Maximum Tempest	Maxi Tempest
Urdarbrunn	Urdarbrunner
Chess Piece	General's Piece
Paopei	Pao-Pei
Book of the Fuuma	Fuuma's Grimoire
Dul-Dauna's Oar	Dordona's Oar
Rainbow Gleam	Rainbow Light
Moon of Ur	Month of Ur

Accuser's Diary	Prosecutor's Diary
Scarlet Wings	Crimson Wing
Consumable	
In Rakech	In Lak'ech
Disguise goods	Disguise kit
Gem	Bead
gem ring	Bead chain
Precious egg	Miracle egg
Lucky Bag	Ohnusa
Devil's Capote	Devil Capote
4D Eraser	Four-D Eraser
ball of returning	Revival Bead
Incense of Life	Balm of Life
Crisis Powder	Brink Tea
Do or Die	Desperate Measure
Eternal Desire	Eternal Soul
Run Away item	Escape Clapboard
Sedative	Tranquilizer
Seed of escape	Open sesame
Mystic peach	Super peach
Gala-Gala drink	Rattle drink
Good Luck Bunny	Mr. Bunbun
Growth Hammer	Lucky Mallet
Awaken G	Energy Drink
Anti-magic bead	Magical guard
Anti-force bead	Physical guard
Shockwave bead	Wavelength Magatama
Torment Bead	Scorching Magatama
Lightning Bead	Thunderbolt Magatama
Ice Bead	Frigid Magatama
Earthquake Bead	Quake Magatama
Bead of Hurricane	Gale Magatama
Bead of Flame	Inferno Magatama
Bead of Torrent	Torrent Magatama
Bead of Speed	Speed Magatama
Bead of Magic Wall	Magic Wall Magatama
Bead of Magic Power	Magic Power Magatama
Bead of Protection	Protection Magatama
Bead of Power	Power Magatama
Bead of Holiness	Holy Magatama
Bead of Darkness	Dark Magatama
Bead of Devastation	Devastation Magatama
Explosive Bead	Explosive Magatama
Bead of Pressure	Pressure Magatama
Bead of Impact	Impact Magatama

Bead of Heat	Nuclear Magatama
Bead of Earth	Earth Magatama
Bead of Wind	Wind Magatama
Bead of Water	Water Magatama
Bead of Fire	Fire Magatama
Swords	
Musou Ken	Musouken
Karasu Tengu Maru	Tengumaru
Shichisei Sword	7-Pronged Sword
soshu masamune	Aishu Masamune
Kusanagino Tsurugi	Kusanagi's Sword
Rapiers	
Shamsheer	Shamshir
Filangi	Firangi
Epee Rapieree	Épée Rapier
Raitel Pallasch	Reiterpallasch
Coin	
Mandlar	Mandala
Billion Maka Coin	Billion Macca Coin
Gloves	
Kakute	Tsunode
Metal glove	Metal gloves
Beat device	Beating device
Yaminade Glove	Stroke of Darkness
Fist of Darkness	Yuuma Ankoku Shio
Fist of Godliness	Shinsa Bakenutsu Sho
Gun	
New nanbu	New nambu
Helmet	
Helmet of Eternity	Eternal Helm
Windreading Helmet	Kazeyomi Kabuto
Accessory	
Police Glove	Police Gloves
Free Catch	Free Catcher
Solving Orb	Orb of Solving
Hit Point Source	Health Source
Technical Earring	Dexterity Earring
Lucky Source	Luck Source
Technique Source	Dexterity Source
Carma ring	Karma Ring
Orchid lariatte	Orchid lariat
Iris lariatte	Iris lariat
Navy blue ornament	Navy Hairband
Genji Set	Genji's Set
Cards	

Escape card	Open door card
Anti magic card	Magic mirror card
Anti force card	Attack mirror card
Divine light card	Holylight card
Recovery card	Healing card
Shockwave card	Wavelength card
Torment card	Scorching card
Lightning card	Thunderbolt card
Ice card	Frigid card
Earthquake card	Quake card
Hurricane card	Gale card
Flame card	Inferno card

### Other changes

PSX name	New PSP name
Group Therapy (Katsuya+Maya contact)	Persuade
Interrogation (Katsuya contact)	Investigate
Let's be positive (Maya's catchphrase)	Let's think positive
Moo/Occult Monthly (occult magazine)	May
Thermanite (Hiremon stone)	Thamatite
Sacred Spear/Holy Lance	Spear of Destiny
The Masquerade	The Masked Circle
Pentacle	Coin
Rod	Wand

### Developer Bug Fixes

- Visual persona rank bug for the persona in the last slot of your stock
- Honeycomb, Muzzle Shot and Octopacy Fist icon
- Special Arcana Tarot card bug (Human, Zombie, Rumor, Maskist arcana no longer tied to material cards)
- Fixed icon for estoma and trafuri skill card
- Extra level up stat from accessory now visible even if it doesn't match the persona bonus
- Persistent new tag in shops fixed
- Padparacha free development exploit fixed
- Girl tone demons are no longer bugged when the Karma ring is equipped
- Fixed legendary weapon rumors, they now appear when you check rumors at Kusunoha
- Re-enabled bust-up portraits in Igor's phone book
- Fixed audio bug in Smile Hirasaka, fire alarm blares at a consistent speed now

### Enhancements

- Bulk buy in Satomi Tadashi and Demon Painter
- Elemental icons + separate icons for Mind and Nerve
- Passwords accepted in lower case and mixed case rather than upper case only
- Added support for US and EU Innocent Sin save data import
- Baofu no longer clips into the fence on Kasu High's roof or into his desk at Baofu's lair
- Katsuya no longer walks off into the fire at the Aerospace Museum
- The NPCs no longer fade out of existence during Maya and Katsuya's scene outside Parabellum
- Backported sprites from Tatsuya's scenario to the main game for the TV announcer and Nakamura

## Acknowledgements

The affinity readings were adapted with permission from the Affinity Reading Guide by enigmaopoeia at <https://gamefaqs.gamespot.com/ps/257396-persona-2-eternal-punishment/faqs/11240>

Other references: megamitensei wiki, at.wiki, Yushiro's guide on GameFaqs

This document was prepared by Sayucchi with the help of Eiowlta and DarTisD, 2022.

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