
PlayStation
NTSC U/C
PlayStation
KIDS TO ADULTS
CONTENT RATED BY ESRB
SLUS-00339
REVELATIONS
SERIES
Persona
RPG
ATLUS

WARNING: READ BEFORE USING YOUR PlayStation™ GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PlayStation™ DISC:

- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



REVELATIONS™ SERIES

Persona 2

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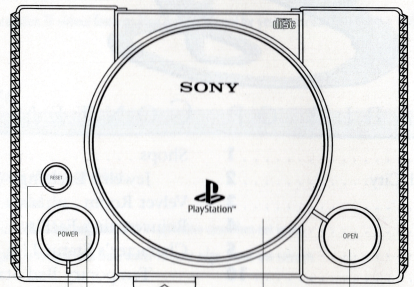
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Getting Started

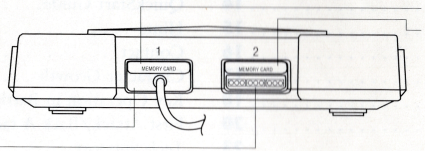
Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the PERSONA™ disc and close the disc cover. Insert the game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.

Console

Top View



Front View



Background of a Twisted City

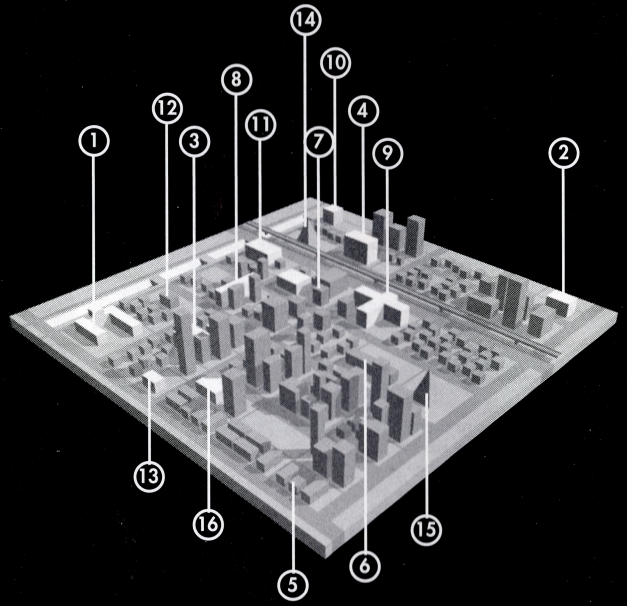
Guido Sardenia, the president of Sebec Lunarvale Branch, has been plagued with vicious rumors since they opened their doors several months ago.

It's not safe to go out alone in Lunarvale anymore. Shadows and substance have formed new alliances. Suspicious looking men in dark suits roam the town. What is their purpose? Mysterious sounding machines squeal from deep beneath the earth. The spirit of a little girl, dressed in black haunts the company. This is just a hint of the rumors emanating from Sebec.

What does Guido think when he looks over the city with those dark beady little eyes of his?

You and your friends, Mark, Yuki, Nate, and Mary, (who incidentally has been very ill), are well aware of the rumors. This doesn't stop you from playing the one game you truly enjoy, "Persona."

Weird things have started to happen since you began to play the game...



City Map Key

1 ST. HERMELIN HIGH SCHOOL
This is the school you attend.

2 GENERAL HOSPITAL
The hospital where Mary is hospitalized.

3 SHRINE
A shrine which celebrates the human consciousness.

4 POLICE STATION
Mark does not have pleasant memories of his stay here.

5 ABANDONED FACTORY
Situated in a section of town that once prospered. A degenerate group called "Punks" uses this place for a hang-out.

6 SEBEC
A high-tech company. Evil rumors about this company are floating around town.

7 SUBWAY STATION
The subway links the two sides of town.

8 SUN MALL
This shopping district is situated in West Lunarvale.

9 JOY STREET
This shopping district is situated in West Lunarvale.

10 RUINS
An ancient structure that signifies the long history of this town.

11 MUSEUM
Displays the finds from archaeological sights and traditional crafts.

12 NEWRICH RESIDENCE
The house of Newrich, an elderly lady who suddenly became very rich. She is not well liked by her neighbors.

13 TJ'S RESIDENCE
Mary's good friend TJ lives here.

14 15 AUGUSTUS TREE
Citizens come and seek comfort in the shade of this large oak tree. The legend says that the leaves have memories of everything that happened to the city.

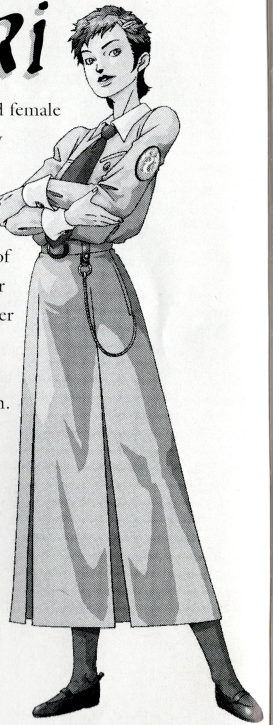
16 TOWN DOCTOR
This doctor has a private practice.



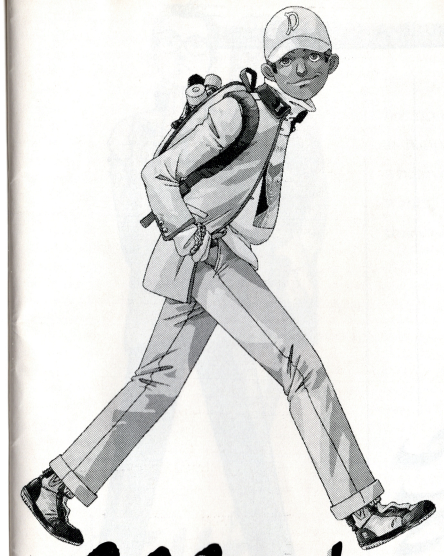
Main Character

This is you, a student at St. Hermelin High.

Yuki



She's a trusted female student. Many girls in school look up to her as well. The little bit of testiness in her voice makes her sound like someone you can depend on. She has been working part time which opened up her eyes to the world.

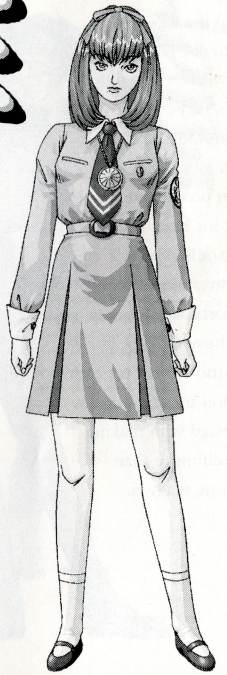


Mark

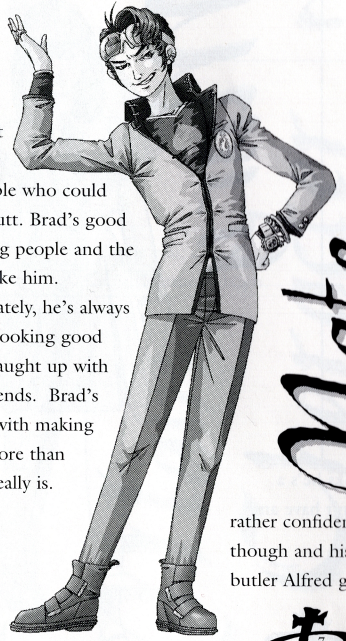
His mother spoiled him and now she thinks he's a brat. He rebels against his mom but doesn't have any idea what it is like to be a grown-up.

Mary

This classmate of yours is a smart and sassy girl. She is well mannered, but since she has a history of being confined to hospitals, she's become irate and restless. She has been in the hospital several months and had to take a leave of absence from school.

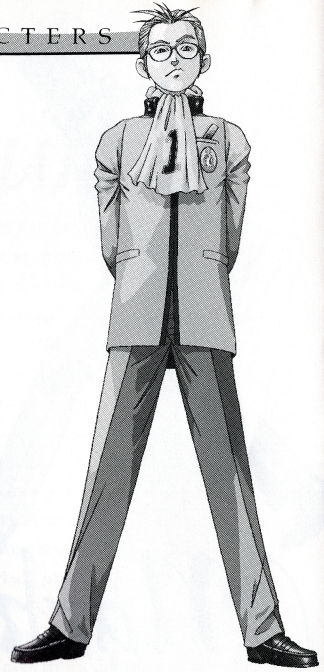


Brad



Brad is a natural show off. He's very strong but stays away from people who could kick his butt. Brad's good at handling people and the teachers like him. Unfortunately, he's always too busy looking good and too caught up with fashion trends. Brad's obsessed with making himself more than what he really is.

Mate



He comes from a rich family and is a rather confident fellow. His confidence has it's drawbacks though and his friends can't associate too well with him. His butler Alfred gave him the emotional support he really needed.



Ellen

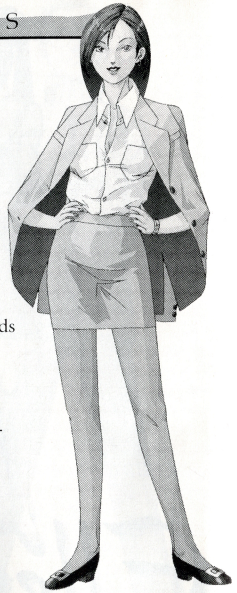
She came back from abroad when entering high school. Ellen's popular for her well rounded personality along with an exotic face. She never lets her guard down. Ellen has an interest in the occult.

Alana

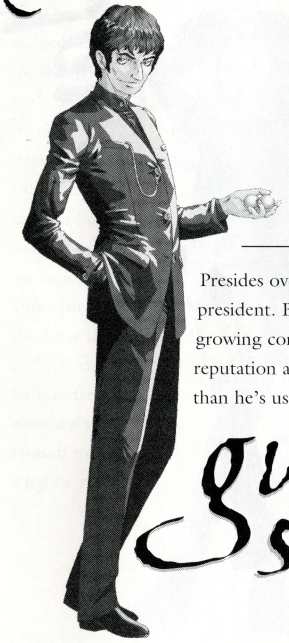
We can sum her up in a word: Bimbo. She has no care for tomorrow, just to live now as happily as possible is her motto. She says whatever she wants, does whatever she wants, and invariably this causes trouble.



Ms. Smith



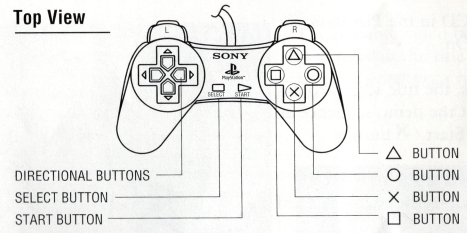
Teacher of room 2-4 which has the collection of "losers." Ms. Smith is good looking and does not adhere to the rules. Popular among boys, she is very affectionate towards her students. She is a graduate of St. Hermelin High.



Presides over Sebecs' Lunarvale branch as vice president. But evil rumors surrounding this fast growing company have hurt the company's reputation and caused "The Rock" more concern than he's used to.

guido "the rock" sardenia

Top View



•One for each of the configs: 2D map, 3D dungeon, Adventure map

KEY	2D MAP	3D DUNGEON	ADVENTURE MAP
D pad	**Party Move**	**Party move**	**Party move**
×	Decide	Decide	Decide
○	Command Screen /All Cancel	Command Screen /All Cancel	Command Screen /All Cancel
□	Angle change	Town name/ Location window	N/A
△	Cancel/Dash	Cancel	Cancel/Dash
L1 button	Parallel move left	Parallel move left	N/A
L2 button	2D Map	Auto map	Auto map
R1 button	Parallel move right	Parallel move right	N/A
R2 button	Demon Analyze on screen	Demon Analyze on screen	Demon Analyze on screen
Start	N/A	N/A	N/A
Select	N/A	N/A	N/A

•Default cont. config.

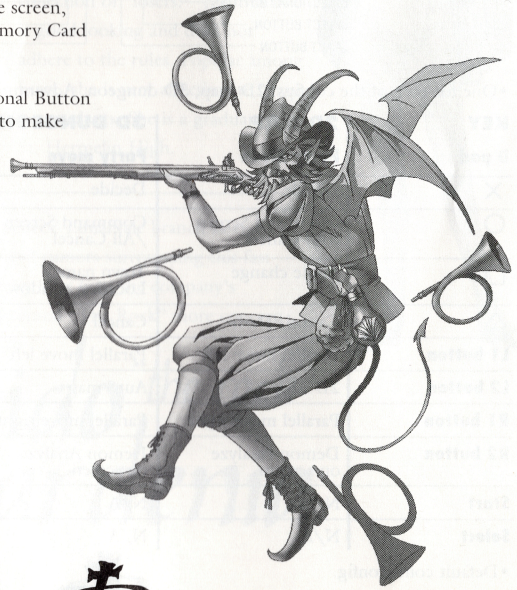
Starting The Game

1. Place the Persona™ CD in the PlayStation™ and turn the power On.

2. When the demo ends, the title screen comes on. You can interrupt the demo sequence at any time by pressing Start/ × button.

3. If any button is pressed at the title screen, the computer will go into the Memory Card Check sequence.

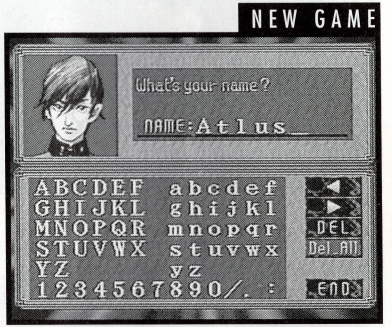
4. Move the cursor with the Directional Button or Select, press Start or × button to make your choice.



Main Menu



The opening video begins when a New Game is selected at the title screen. You will then be asked to enter your name.



INPUT YOUR NAME	
×	inputs the highlighted letter
△	back space (delete)
Left	back space (non delete)
Right	skip space
DEL	delete
DEL ALL	delete all
END	

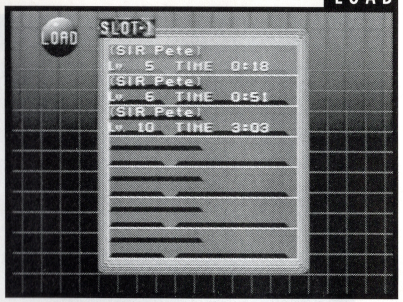
SAVE



You can save the game if you go to the "Augustus Tree". This tree can be found on the 2-D map and in the 3-D dungeons. If the memory card is not set or no more memory is available on the memory card, a warning message appears and you won't be able to save the game.

Do not remove Memory Card during a save or load.

LOAD



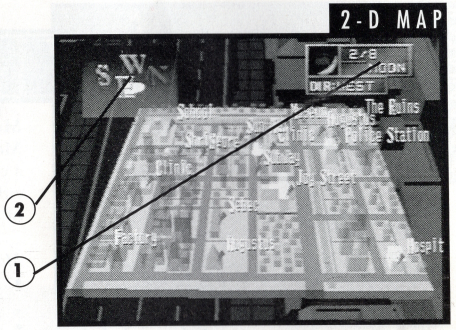
At the title screen, choose LOAD GAME with Start or ✕ button, and the Load screen appears. Choose the saved game that you want.

There are 3 types of displays when the party moves around in the game: 2-D Map, 3-D Dungeon, and Adventure Map.

2-D MAP

When the party gets out of any building and moves around town, the map will be in 2-D. It shows the town and its vicinity. The party will be shown as a *man* symbol in green, and the red arrow indicates the direction the party is heading. Press Up on the directional button to move.

2-D MAP



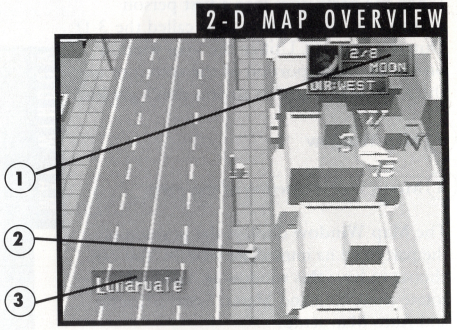
(1) Moon age, direction of the party

(2) 3-D model directional display

Note: 1, 2, 3 could be displayed at opposite sides depending on screen displacement.

Also, when using the 2-D Map display, press the **L2** button to see the overview of the town.

2-D MAP OVERVIEW

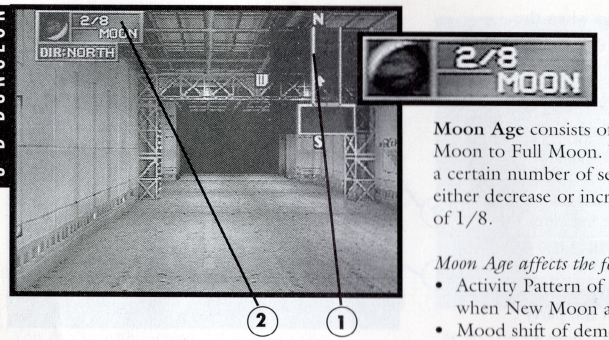


(1) Moon Age, direction of the party

(2) Party, indicated by green reversed cone

(3) Name of vicinity

3-D DUNGEON



3-D DUNGEON

When the party goes into a first person perspective, the screen is then called the 3-D Dungeon display. Utilize the map window on the up/right portion of the screen or use the Auto Map function so you don't get lost.

(1) **Map Window**

(2) **Moon Age**, Direction of the party

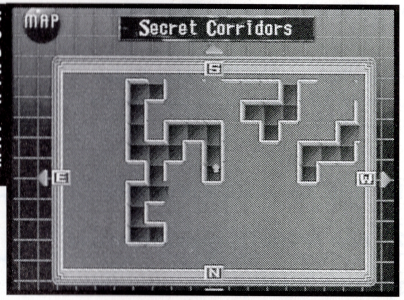
The **Map Window** displays the position of the party and its immediate vicinity. You can choose to have this window as: fixed, or rotate the Command Menu, System-Config and Auto Map setup.

Moon Age consists of nine stages from New Moon to Full Moon. When a party moves for a certain number of segments, the moon will either decrease or increase in the increment of 1/8.

Moon Age affects the following:

- Activity Pattern of demons in battle (only when New Moon and Full Moon).
- Mood shift of demons when in negotiations.
- Contents in display case at Jewelry Exchange which appears from time to time in the game.

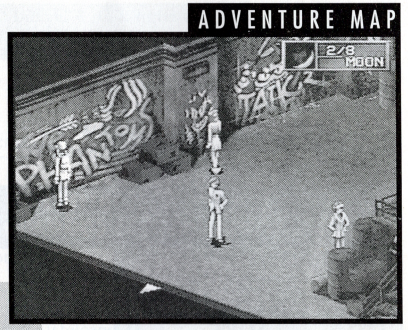
MAP WINDOW



ADVENTURE MAP

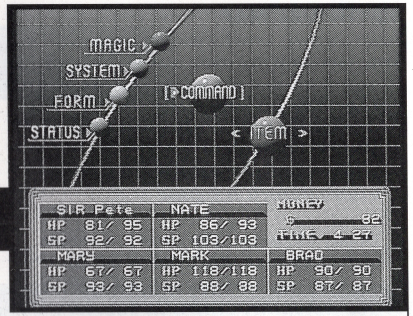
When the party enters a building from a 2-D Map scene, or into a room in 3-D Dungeons, the screen will shift to Quarter view. We refer to these as adventure maps. In the adventure maps, you can use the facilities in the map to:

- Display where you are headed. This shows when the hero is at the exit.
- Display Moon age. The arrow just outside of the Adventure Map indicates the exit.



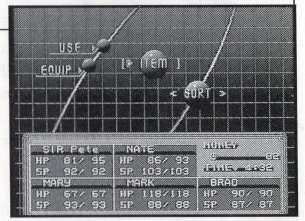
The Adventure Map is in quarter view so you might have to adjust control of the character with the directional pad. The fastest way to adjust this is to hold your control pad diagonally and then control your character on the screen.

When the ○ button is pressed in 2-D, 3-D, and Adventure Maps, the Command Screen appears. You can select from "item", "magic", "system", "form", and "status". Sometimes more detailed commands must be chosen from your first command screen and if that is the situation, sub-command screens will appear as needed.



COMMAND	SUB COMMAND	CONTENTS OF COMMAND
ITEM		
	USE	Usage of item.
	EQUIP	Equip the item.
	SORT	Consolidate items.
MAGIC		
	CAST	Use the magic of Persona.
	PERSONA	Change main Persona, Display Persona status.
	CARD	See Spell cards you possess.
SYSTEM		
	MAP	Displays the auto map of the floor where the party is located.
	ANALYZE	Demons you have defeated, Spell cards you have collected.
	CONFIG	Setup the game environment.
FORM		
	MANUAL	Change the battle formation.
	LOAD	Change the battle formation.
STATUS		
	NONE	Status display of party characters.

COMMAND	SUB COMMAND	CONTENTS OF COMMAND
ITEM		
	USE	Usage of item.
	EQUIP	Equip the item.
	SORT	Change order of items.



USE

A list of the items will be shown. Move your cursor with the directional button, and press the ✕ button to decide. If the item is shown in gray letters, you cannot use it with the USE command.

When the up or down arrow is shown on the item list, there are more items outside of the listed area. When each individual character is going to use medicine or incense, choose the item first and choose the character that you want to use items on.

EQUIP

Choose which character is to be equipped first. After choosing the character, use the directional button for Max or Remove, or the parts of the body to be equipped on, and decide with the ✕ button. When your cursor is on Max/Remove, Right and Left on the directional button moves the cursor between Max and Remove. When the cursor is in place to equip, when the ✕ button is pressed, the character will change.

> ***When MAX is chosen:*** The display Max/Remove changes to ALL MAXIMUM. Put your cursor there, and press the ✕ button. The computer will look into your inventory and search for the most powerful weapon and most effective armor and equip you at the "place to equip." When you're at the ALL MAXIMUM and move the cursor to the "place to equip" and press the ✕ button, auto equipment will start. Press the △ button to go back to MAX/REMOVE display.

When REMOVE is chosen: The display MAX/REMOVE changes to ALL REMOVE. Move the cursor here and press the ✕ button to remove all the equipment from the character. Move the cursor to "place to equip" and press the ✕ button to remove equipment from the desired "place to equip."

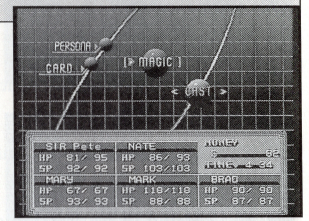
When MAX/REMOVE is displayed, move your cursor by pressing Up or Down on the directional button to the place you would like to equip and press the ✕ button. The Item choice window will appear. Choose the item that you would like to equip by pressing Up or Down on the directional button and decide by pressing the ✕ button. Items described in gray letters cannot be equipped. If the Up and/or Down arrow is shown at the Item choice window, it indicates that there are items outside of the screen.

SORT

The Computer will ask you to utilize empty spaces and fill it in with your item list. Choose Yes or No. When Yes is chosen, all the empty spaces will be filled.

Screen: A list of items in the inventory will be shown on the screen. Choose one item that you would like to move with the directional button and the name of the item will be displayed at the bottom of the screen. Then choose the place where it should go with the directional button. Press the ✕ button and the items will be swapped. Repeat this until you have all the items at your desired place. When it's all done, press the △ button to go back to ITEM command.

COMMAND	SUB COMMAND	CONTENTS OF COMMAND
MAGIC		
	CAST	Use the magic of Persona.
	PERSONA	Change main Persona, Display Persona status.
	CARD	See Spell cards you possess.



CAST

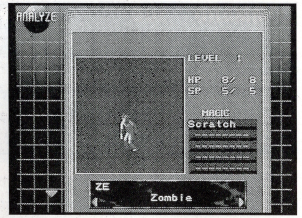
First, choose whose Persona is to be used. All the characters will be displayed on the screen. Move your cursor with the directional button. Press the ✕ button on which character is to be chosen.

Then you choose which Persona that character is to use. The persona choice screen is displayed above the character screen. Move the directional button Up or Down to choose and press the ✕ button to select. If you press Right or Left on the directional button, you can change the character and the persona display.

After choosing the Persona, you will choose which magic for the Persona to use by pressing Up or Down on the directional button. The effect of the magic will be shown on the upper screen. If the letter of the magic is gray, you can't use it here. If you use the magic, a considerable amount of Summon Point (SP) will be used.

PERSONA

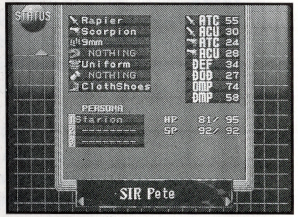
First, select which character of your party you wish to use. Characters will be displayed, use the directional button to choose one character, and press the ✕ button to decide. Above the characters, the Persona owned by the person (with the cursor indicating it) are shown. Each person can possess up to 3 Personas.



After choosing the character, you choose either the ***Change*** or ***Status***.

Change: Changes the activated Persona to be switched with other.

Status: Shows the status of Personas owned by character.



When ***Change*** is selected, the cursor will be displayed at a Persona. Press Up or Down on the D-Pad to move the cursor and Press the ✕ button to decide. Then your Main/activated Persona will be changed. If you chose ***Status***, repeat the control sequence above and choose the Persona. It's status will be shown on the screen.

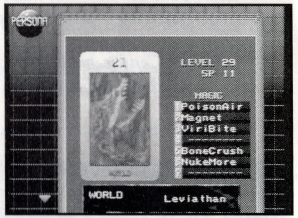
CARD

Displays every Spell Card that the party has collected. Move your cursor by pressing Up or Down of the directional button, and choose which spell card you wish to review. Select with the ✕ button.

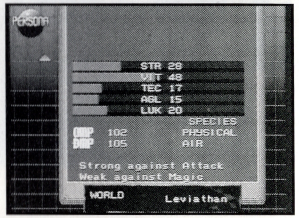
Caution: *If you choose "delete" after you picked a card, that card will be deleted.*



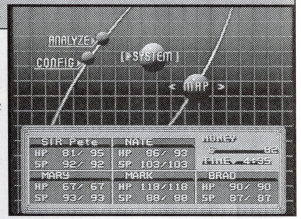
The details of the card is shown after the spell card is selected. If you press Right or Left on the directional button, other spell cards will be shown. Push the ✕ button to go back to the spell card choice screen.



If you put your cursor on DELETE while on the spell card select screen, that card will be discarded when the ✕ button is pressed. Choose a spell card that you wish to throw away with Up and Down on the directional button, and press the ✕ button. You'll be asked to confirm your selection and if you would like to discard (choose YES), if not, NO and press the ✕ button. When YES is selected, that spell card is erased. When No is selected, you will go back to Spell Card Select screen.



COMMAND	SUB COMMAND	CONTENTS OF COMMAND
SYSTEM		
	MAP	Displays the auto map of the floor where the party is located.
	ANALYZE	Demons you have defeated, Spell cards you have collected.
	CONFIG	Setup the game environment.



MAP

This displays the map of the floor where party is located. Every path the party has walked is automatically added to the map (Auto Map). The Auto map can be displayed 2 ways:

In Config. mode, you can have the map fixed which will have the map's top always headed north.

Or Free, which is where the top of the map is where the party is heading.

AUTO MAP LEGEND


Adventure Map Exit


Overhead Map Exit


Shop


Clinic


Augusta Tree


Velvet Room


Stairs (Up)


Stairs (Down)

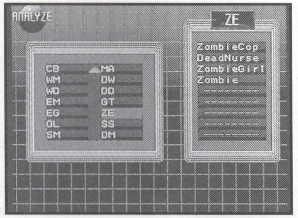

Elevator


Traps


Dark Zone

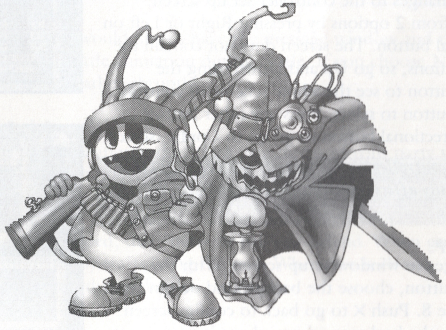
ANALYZE

Displays all the enemies (except for bosses) that the party has defeated and all the spell cards that have been collected and their data.

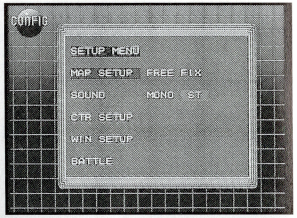


First, on the left of the screen, choose the species of enemies and decide with the ✕ button. The cursor will move to the right hand side of the screen which shows the name of the demons.

Press Up or Down on the directional button and choose a demon with the ✕ button, and its data will be displayed. Their data is vast so be sure to press the Up or Down on the directional button to check the information outside of the screen. If there are other demons in the same species that you can check, press Right or Left on the directional button to shift around other demons.

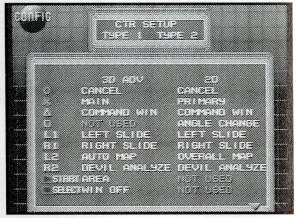


CONFIG.
The command Screen sets up the game environment. Press Up or Down on the directional button to move around the topics.



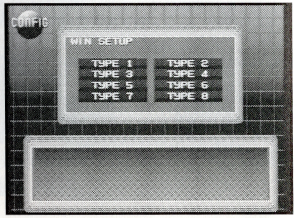
Map display
Changes how the map is displayed during the course of the game.
Free: Map rotates, pivoting around the party.
Fixed: Direction of the map is fixed, the party changes its direction.

Sound
Chooses if the sound should be in either ST or mono on/off. Change according to your setup.



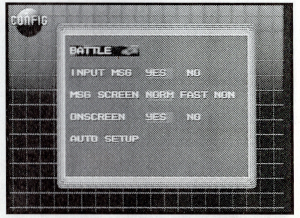
Controller set up
The Screen changes to the controller set up screen. Choose one from 2 options by pressing Right or Left on the directional button. The screen does not contain the entire instructions, so go Up and Down using the directional button to see the whole scheme of controls. Press the ✕ button to select. Press any other button except the directional button to go on to Config. screen.

When a new controller configuration is selected, the new controls not only affect gameplay but also affects the menu controls.



Window setup
Screen changes to window setup screen. With the directional button, choose the background design from type 1 to type 8. Push ✕ to go back to config. screen and you'll see the background you chose is now in use.

Battle Setup
Screen changes to Battle setup.



The following items will be displayed for you to choose from:

1. Command confirmation
In the battle, you will instruct each character how to fight. You can have the computer ask you to confirm your battle instructions or go right into the battle after your instruction is given.

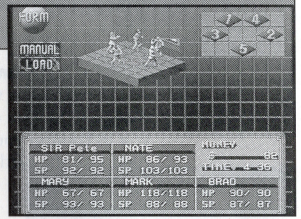
2. Message Speed
Setting the speed of messages displayed during battle. Choose from: fast, slow, or No message shown.

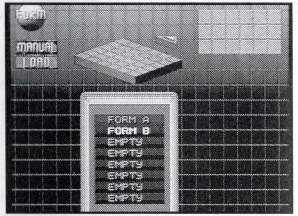
3. Window animation
Choose if you would like to have the message window and the command menu appear with a little animation during battle. If you choose NO, windows and menus appear rather abruptly.

4. Auto Battle Setup
This is to pre-configure the attack movement of your party when the auto battle is chosen during battle. When sword is chosen, that character will use everything else but guns. When gun is chosen, that character will use guns.

If guns are not equipped, that character will just defend. When guns are equipped, that character automatically starts using the gun. When free is chosen, that character has to be instructed by you during battle.

COMMAND	SUB COMMAND	CONTENTS OF COMMAND
FORM		
	MANUAL	Change the battle formation.
	LOAD	Change the battle formation.





First you choose Form, and then you'll have to choose Manual or Load. Manual lets you change the formation of your party, Load will call up the formations that you have saved.

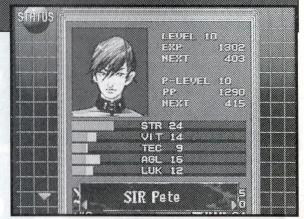
When Manual is selected: Choose the character number of the party with the directional button and press the ✕ button. The directional button's Right and Down is positive direction, Up and Left will be minus position. The number will change as you press these buttons. When the number is 1 and you push negative direction or when the number is 5 and you push positive direction, the cursor will be OK. This is used to finish the formation screen.

When you decide on the character number, the diamond will appear on the cursor. Move the cursor to the place where you want the character to be with directional button and press the ✕ button. You cannot place one character over another character.

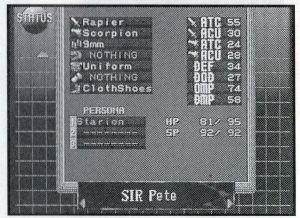
When all the placement is done, get to the OK display and press the ✕ button. You will be asked if you want to save that formation or not. Choose Yes or No with the directional button, and decide by pressing the ✕ button. If Yes is pressed, the screen will change to save slots. There are 8 slots from A to H and you can choose the designated slot. When a slot has no saved formation, it will show as "empty."

When you choose LOAD: Load screen of formations will appear. Choose the formation you would like to call up with the directional button and choose with the ✕ button. However, if the number of characters in the party of that time and number of characters in the formation do not coincide, you cannot call on that formation.

COMMAND	SUB COMMAND	CONTENTS OF COMMAND
STATUS		
	NONE	Status display of party characters.



Choose which character that you want to check its status with the directional button and press the ✕ button to decide. After the character is chosen, its status will be shown. Status displays continue on to lower page of the screen so press Up or Down on the directional button to refer to all the data. There are three groups of data in all. If you press Right or Left on the directional button, you will move to different characters.

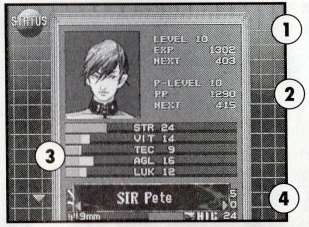


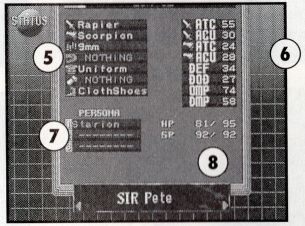


From the top: level of the character, experience points and how much experience points are needed to advance to NEXT level.

From the top: demon descending level, P-LEVEL Persona Point (PP)and Personal Points that you need to advance to next P-LEVEL=NEXT

Character's ability displays level and its number
See chart below.





ORANGE	Basic value.
YELLOW	Added points by weapons and Persona.
STR	Strength, affects the attack power of direct attack.
TEC	Technique, affects the sword and guns accuracy.
VIT	Vitality, affects when guarding. Affects a little bit on HP's rate of increase during level Ups.
AGL	Agility, affects the dodging swiftness and activity order of characters.
LUC	Luck, affects the rate of obtaining items after you defeated enemies.

Rate of dodging the enemy attack. Rate of success when you do the decisive attack on an enemy, rate of success in dodging when the enemy does the decisive attack on you, rate of successfully maneuvering around the trap.

Equipped weapons/armors Displays swords, guns, bullets, head gear, torso armors, arm gear, and foot gear from the top.

Values displayed on the top four lines indicate attack power of the sword and its accuracy, and gun's attack power and accuracy. Bottom four lines indicate defense, dodging ability, magic attack ability, magic defense ability.

Name of Personas that characters possesses.

Characters' Hit Points, (HP), and SP.

This is where you buy and sell items which are important to advance in the game.

HOW TO BUY & SELL

There are many shops in the game. Some shops do not sell you anything at a particular time, and some stores change items to sell as you go along in the game. When you feel there is a significant change in the game or in the levels of the characters, drop in these shops again even though you might have visited them previously. How to buy/sell, equip in shops: You can buy/sell items in the shop. You can also equip weapons and armors in these shops. Some stores even exchange your jewels for items.

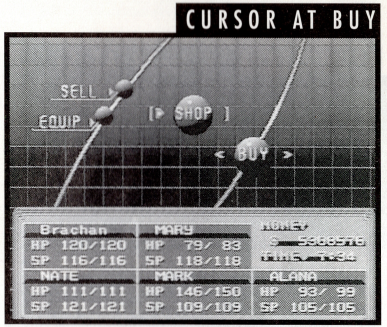
Buying Items

1. Move to the display counter in the shop, face the shop clerk, and press the ✕ button to start your conversation. Action choice screen will appear. Move the cursor with directional button to "BUY" and press the ✕ button.

2. Next, an Item Choice window will appear. When the name of an item is in gray, you cannot buy that item. You either do not have enough money to buy that item or you have 99 of this particular item already. Choose the item you'd like to buy with the Up and Down keys on the directional button, and decide with the ✕ button.

The computer will ask you how many. Press Up for +1, Down for -1. Right for +10, Left for -10. Press ✕ to decide.

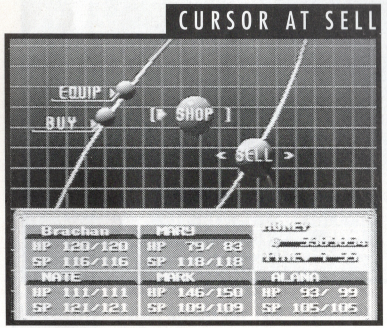
NOTE: *The limit you can carry on any particular item is 99. When the total of how many you have and how many you are willing to buy reaches 99, the number stops increasing.*

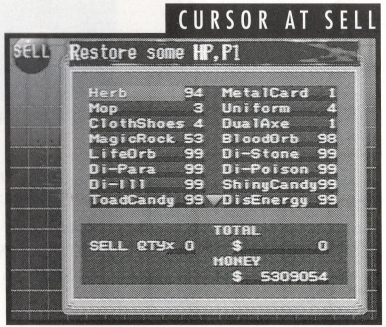


Selling Items
Talk to the sales clerk as you did when buying items. Put the cursor on SELL.

Items that the party currently has will be displayed in two rows. Move your cursor to the item that you would like to sell with directional button, and press the ✕ button. When the Up or Down arrows are indicated, that means you have more items off the screen. Move the cursor off the display or use L1, L2, R1, or R2 buttons to view those items. You will be asked how many of the items you would like to sell. Indicate the number using the directional button and pressing the ✕ button.

Note: When your money at hand is at 999,999,999.- that amount will not increase even if you sell your items.

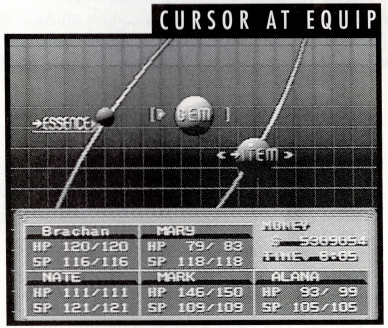


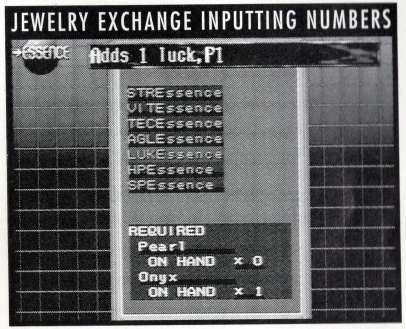


Equip
Walk up to the sales clerk again, and bring up the Action Choice screen. Move your cursor to Equip and press the ✕ button.

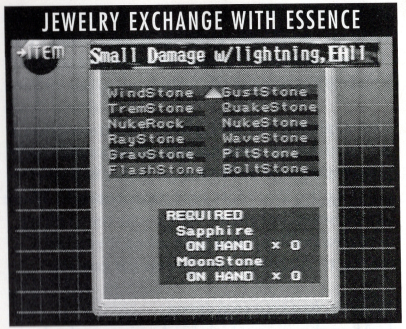
Exchanging jewels and items: This transaction is not available at conventional stores as the story progresses. Jewelry Exchange places will start popping up. You must find them yourself. There will be several of them. When you start talking to the sales clerk, you'll be asked if you are willing to exchange your jewels for essence.

When exchanging with items:
1. After choosing which kind of items, the Item Choice window will be displayed. Choose the item you want with directional button and press the ✕ button to confirm. But to get one item, you will need two of each jewel that are displayed in the window. When the Up and Down arrow keys are present in the window, that means there are other items outside of the window display capacity. When the letter of the item is gray, that means you either do not have the jewels specified to carry out your transaction or you have 99 of the items that you selected. The transaction cannot be carried out at this time.
2. After picking the item, input how many of the items you want with the directional button. When you do not have enough jewels to exchange, the computer will not react to your input. Or if the number of items you already have and the number you are inputting reaches 99, you cannot specify more than you have already input in the computer. After the number is decided, press the ✕ button to exchange the specified number of the item and your jewels.





When exchanging with essence (parameter increasing item), follow the procedure above. Combination of 2 jewels changes along with Moon Age.



Essence for exchange and the combination of jewels according to the Moon Age.

The outcome of the type of essence is based on the Moon Age and the type of jewels used.

ESSENCE =	MOON AGE +	JEWELS NEEDED
STR ESSENCE	0/8 - 2/8	Alexander Light/Garnet
	3/8 - 5/8	Diamond/Amethyst
	6/8 - 8/8	Aqua Marine/Pearl
VIT ESSENCE	0/8 - 2/8	Alexander Light/Topaz
	3/8 - 5/8	Sapphire/Garnet
	6/8 - 8/8	Aqua Marine/Ruby
TEC ESSENCE	0/8 - 2/8	Alexander
AGL ESSENCE	0/8 - 2/8	Alexander Light/Onyx
	3/8 - 5/8	Emerald/Macalight
	6/8 - 8/8	Aqua Marine/Sapphire
LUK ESSENCE	0/8 - 2/8	Alexander Light/Turquoise
	3/8 - 5/8	Ruby/Onyx
	6/8 - 8/8	Aqua Marine/Diamond
HP ESSENCE	0/8 - 2/8	Alexander Light/Opal
	3/8 - 5/8	Amethyst/Alexander Light
	6/8 - 8/8	Moon Stone/Aqua Marine
SP ESSENCE	0/8 - 2/8	Alexander Light/Tanza Night
	3/8 - 5/8	Amethyst/Aqua

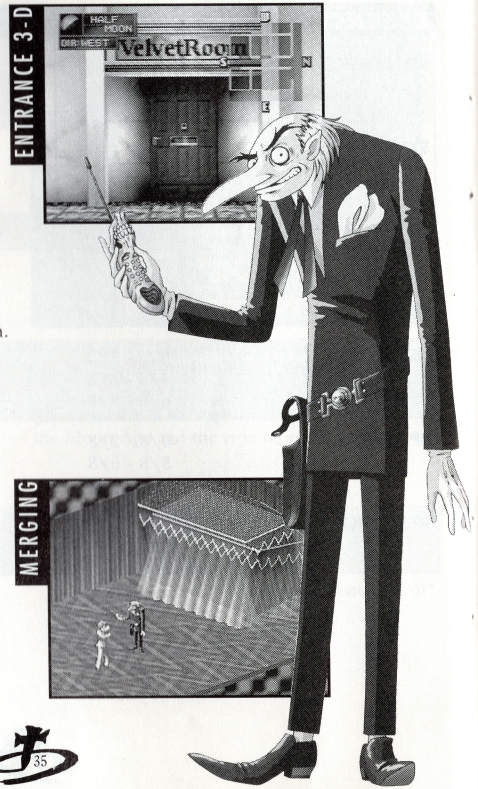
**0/8 denotes New Moon, 8/8 denotes full moon*

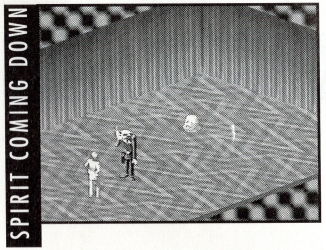
Velvet Room

This is the only place that the demons can be merged together. The owner Igor will guide you through all the rituals.

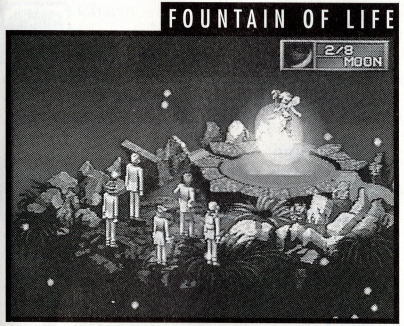
IGOR
He can read the spell cards that you acquire from your enemies and be able to call other spirits. This is where you can merge creatures and create/manage special Personas.

MYSTERIOUS MINDMANTHER.
He seems to serve some master but nobody knows his true background. Even today, he is listening to a piano player and a French singer playing tango and chansons at the Velvet Room.



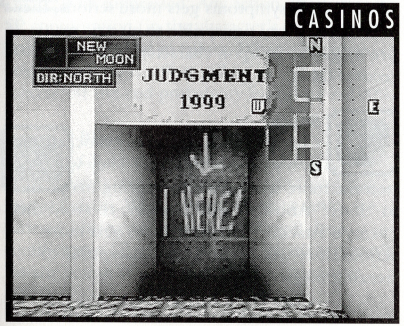


Rejuvenating Facility



There are other facilities throughout the game, besides this one. Regardless of the number of injured people or degree of injuries, facilities will cure everybody for the same fee. If any of the characters have irregularities in their status, they will be cured too. The fee is different from place to place and some places will give you a free treatment.

Gambling Opportunity



Secretly run casinos are in the shopping square. The name they go by is: "Judgment 1999". To play games, walk up to each game and press the ✕ button and follow the instructions. To exit these machines use the L1 or L2 buttons.

Character's Status List

Status represents condition of each character. When status abnormality occurs, various symptom will follow. Mainly, character will receive opponent's magic attack. Status will be classified into 3 categories; Temporary bad status, Very bad status and Good status.

TEMPORARY BAD STATUS

This is a temporary symptom. Character will recover within several turns (Attacks and Defenses). If character gets the same magic for several times, symptoms will worsen to three different stages. It also makes it slow for characters to recover. But you can use magic or items to recover faster. Characters will recover completely once fight is finished. When characters suffer any kind of status, marks will be shown above each character during a fight. Once symptoms gets worse, the level of bad status (2 or 3) will be shown beside the marks.

Characters never suffer two different status'. When an enemy casts a status that is different from the condition that your character is currently experiencing, the more severe status takes precedence.



Happy
Often characters become happy and don't do anything. When symptoms get more serious, characters won't be able to move and their defense ability drops.



Panic
This is a panic condition. Characters do crazy acts such as attacking their own members. When symptom gets more serious, formation change might occur.



Freeze
Characters will freeze and won't be able to move. They will become more susceptible to electric magic such as "Geo". They also won't be able to avoid their enemy's attack. When symptoms gets more serious, they will become very susceptible to electric magic. If fire magic is cast upon characters, they will recover faster.



Shock
Characters get electrically shocked and won't be able to move. They will become more susceptible to freezing magic such as "Buff." Also they won't be able to avoid their enemy's attacks. When symptoms gets more serious, they will become very susceptible to freezing magic.



Charm
Characters will be charmed by the enemy. They will attack 100% of their own members. When symptoms get more serious, damages that they dish out to their own members will increase.



Sleep
Characters will fall asleep and won't be able to move. Their defense ability drops and won't be able to avoid their enemy's attack. When symptoms gets more serious, defense ability will drop significantly. Once they get damaged, they will recover faster.



Close
Character's SP (mental toughness) will be suppressed. Any action which entails SP consumption (in the character's case, Persona activation) will end in failure. When symptoms gets more serious, effect will be in half even in success. At the end probability for failure is 100%.



Blind
Character's vision and hearing ability gets worse. Hitting rate and avoiding rate will drop. When symptoms gets more serious, hitting and avoiding rate will drop significantly. SP will be affected, characters can't do any action which entails SP consumption.



Bind
Characters get bound and won't be able to move. No change will occur because of symptom seriousness except recovery delay.



Unlucky
Characters get unlucky. Luck parameter will drop. When symptoms get more serious, luck parameter will become 0. At the end, character won't be able to avoid any attacks. Five attacks which entail luck: Deliver magic "Death", "Petrify", "Paralyze", "Poison", and "Sickness."



Terror
Characters become terrified. They might escape from fights voluntarily. When symptoms get more serious, there is high possibility for them to run away from fights. They get terrified when they get the enemy's special attack or critical hit (Damage will be 3 times as much as a normal attack). In addition, any character who escaped from a fight because of terror can't get back to the party until the fight is over.



Guilt
This is when a character feels guilty and he can't attack. If symptoms get worse, then the demon can't move.

VERY BAD STATUS

This is a bit worse than temporary status. Characters can't recover by turns.(Attacks and Defense). They can recover by magic or items. Usually they recover after fights, but some of the very bad status remain after fights. Characters can recover from bad status after fights by using magic or items. They can also recover at recovering facilities.



Poison
Characters ingest a very bad poison. Their attack ability will be reduced to half. On every turn HP maximum will be reduced by 1/16. This status remains after fight and HP decreases by "1" on every 2 steps.



Stone
Characters get petrified and won't be able to move. They become more susceptible to critical hit. (Damage will be 3 times as much as a normal attack.) Their defense ability will drop and they won't be able to avoid their enemy's attack. Characters will recover once the fight is finished.



Dying
Characters are almost dead (HP is "0") and they escape from the fights. They recover with the state of HP "1" when fight is finished. By using magic or an item, characters can recover during the fight.



Paralyze
Characters get paralyzed and won't be able to move. SP maximum will be reduced by 1/16 on every turn. They can't avoid their enemy's attack. They will recover once the fight is finished.



Sick
Characters get invaded by bacteria. HP maximum will be reduced by 1/8 on every turn. This status remains after the fight and HP maximum decreases by 1/8 on every 4 steps.

GOOD STATUS

This status gives characters a special ability although it is risky. You can make this situation by magic. There are two ways to get characters back to normal status. It happens at certain turns, or after the battle is done. The other way is to cast the same magic. The one that recovers by casting the same magic will remain after the fight. (No particular effect while moving.)



Cloak
Characters get cloaked. They are no longer the objective of the enemy's attack. But if they are within the range of a wide range attack magic, they will get damaged. There is risk involved which makes characters susceptible to magic. There is another risk in which Personas can't be used. The effect will be gone after 3 turns or once the battle is finished.



Puppet
This status is only good for dying members. Characters won't be the object of an enemy's attack while they are in a dying situation. They are only led by their own members. You can give directions under the battle command as usual, but you can't choose the "PERSONA" command. Basically this is the dying situation. Characters will recover with HP "1" after the battle just like "Dying."



Counter
This status will enhance reflex temporarily. Characters will counterattack against enemy's physical attack. This counterattack will be done by a weapon. So if enemies are out of the weapon's attack reach, the counterattack will not work. The effect will be gone once the battle is finished. Also counterattack is not considered to be the character's one act. Actions directed under the battle command are done during that turn.



Berserk
Characters go berserk. Attack ability and hit rate will increase. But you can't control by characters command. They will attack with weapons without your command. (Of course they don't follow AUTO command, either.) If there are no enemies within weapon's attack range, no action will be made. Characters will recover only when berserk magic is cast on them.



Mad
This is the situation where the Persona gets mad. Magic attack ability and hitting rate increases. You can't control a Persona by command. A Persona attacks without your command. (Characters don't follow AUTO command just like Berserk.) Characters recover only when the same magic (Wildman) is cast on them. In this case, attack method will be chosen at random from HP damaging attack which the Persona has. If a Persona doesn't have any HP damaging attack or in the case of SP shortage, no action will be made.



Wolf
Characters become animalistic. They are affected by moon age and all parameters will change. The closer to a full moon, the higher the parameter is. But between the half moon and new moon, the closer to the new moon, the lower the parameter is than usual. So you have to pay attention (about Persona and Demon's type and characteristics). Persona and Demons who appear in the game have certain types and characteristics.

There are 20 demon types altogether. Small families belong to big families in the list. Also during the game, only small families are shown as demon's type.

About DEMON/PERSONA Characteristics: The magic group that Persona (or demon) can use is called characteristics. There are big characteristics and small characteristics. Big characteristics represent original magic groups. Underneath there are small characteristics that are classified in detail. Persona (or demon) sets up small characteristics individually.



Persona and demons basically use a group of magic based on above listed characteristic.

All magic belongs to some characteristic listed above. During battle between defense and attack characteristics, there is congeniality. Among big families, Elemental and Physical don't get along with each other. Neither do Evildark and Holylight. Among small families, Igneous and Aqua don't get along with each other. The same holds true between Air and Terra, Photon and Grewon, Weakboson and Graviton. Magic attacks between opposite characteristics will affect and damage a lot. Magic attacks between similar characteristics affect and damage less.

In order to Unite
First of all, you need two summon spell cards. (Maximum holding number for summon spell card is 12.) You also need empty space for Persona stock within the Velvet Room.

In order to get new Persona powers

1. When you encounter demons, contact them and get their spell card.

2. Ask Igor to unite at Velvet Room.

3. If you chose what kind of summon spell card to use from the uniting combo. list, you could see the unite result at the bottom of the screen. (Use the directional button to choose. Indicate any point with crossing red bar. Press ✕ button.)

4. Summon demons Igor indicated. Make new Persona by uniting them.

Note: *Igor won't do a union if the new Persona level is higher than the main character's level by 10. (Because it is dangerous to show such a high level Persona.) Also, already existing Personas can't be made by a union.*

5. Igor can stock up to 16 new Personas in the Velvet Room. If you need any, ask Igor to deliver them.

6. The Persona stock list will be shown on the screen. Choose any character whom you want to deliver the new Persona to and then decide what kind of new Persona you need.

Note: *If the character's deliver acceptance level (P-LEVEL) is lower than the new Persona's level, Igor won't deliver it because there is a risk that new Persona might control character's mind.*

7. Characters can hold up to 3 bodies that were delivered if you put one of them in active status: If the character receives several Personas, Personas who are not in active status are called charge status compared to active status Persona.

8. You can always activate that Personas during battle. SP consumption will be needed in order to activate Personas (SP consumption varies depending on Persona. If a certain Persona has several ways of attacking, SP consumption would be the same no matter what kind of attack was used.).

HOW TO...

1. Igor will give you two choices, Self Union or Guide Union when you ask him for union at the Velvet Room. Choose Guide Union.

2. Then the result Persona will be shown on screen. This will tell you what kind of Persona you can make by using spell card. Choose any Persona you want to make.

3. If there are many demon combinations for making new Personas, choose the combination that you like. Combo. list will be shown on screen. If you don't like any of the combinations, press the ✕ button to start over.

4. If you are satisfied with all conditions, press the △ button. Detailed Persona status info. that Igor will unite from now on will be shown on this screen.

5. At this moment Igor will ask you "*Is this O.K.?*" If you are satisfied, choose "Yes." The Union will start. Igor will do the rest. Once Union is finished, ask Igor to deliver.

About Item Union
If members have any kind of items, Igor will ask you *Do you want to change items?* in the course of union. If you need any items, choose and add them to the old one. By adding items, various effects will appear after the union. This effect will vary depending on items. Please find out the relation between items and its effect with many trials.

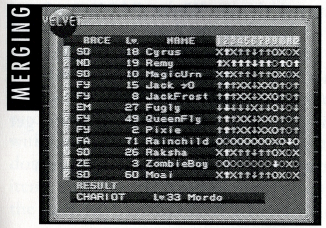
See chart on opposite page.

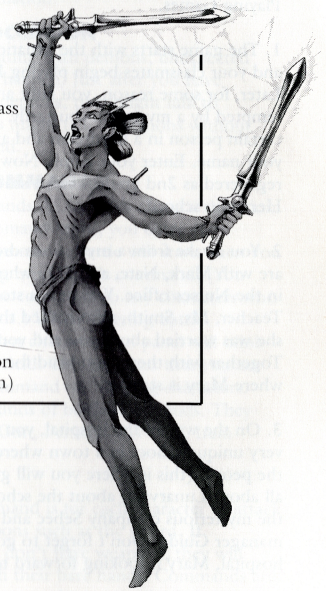
When the Persona gets full
Personas can hold 15 bodies maximum in charge status and 16 bodies in stock status. If you want to make new Personas when it is full, go to the Velvet Room and choose "Deliver/ Delete" from the menu. Then choose "Delete" on the next screen and decide the Persona you want to delete.

Persona's rank will drop to the lowest rank "1" once reunion is made after deletion. You have to be careful when you delete strong Personas. You can exchange rank 8 Persona for items. Items that you will get will vary depending on the Personas you delete.

INSTRUCTIONS FOR SELF SERVICE FUSION

SYMBOLS	○	Normal fusion will succeed
	Arrow	Possible magic
	✕	Impossible to fuse
ARROW DIRECTION	**Up**	Fusion between same demon class
	Right	Fusion between compatible demon classes
	Down	Fusion between incompatible demon classes
COLOR	**Blue**	Fusion between same demon species
	White	Fusion that has nothing to do with species
	Red	Fusion between opposing demon species (Irregularity occurs often)





This will guide those of you who are not familiar with, or have never played Role Playing Games.

1. The game starts with the situation that you and your classmates begin playing Persona. Later, for some reason, you faint and are tempted by a mysterious butterfly. You meet a certain person in a daydream and are asked your name. Enter your name. Now you are registered as 2nd grade, class 4 student at St. Hermelin school.

2. You awake from a mysterious dream and you are with Mark, Nate, and Yuki who also fainted in the Nurses office. You hear a story from your Teacher, Ms. Smith, who rushed there because she was worried about you and your friends. Together with them, you head for the hospital where Mary is staying.

3. On the way to the hospital, you walk inside a very unique school in a town where you talk to the people (this is where you will get to know all about Lunarvale) about the school situation, the mysterious company Sebec and its branch manager Guido. Don't forget to go to the hospital, Mary is looking forward to seeing you.

4. At the hospital, waiting for you and your friends were a series of strange accidents caused by Guido's conspiracy. Mary disappeared. Lunarvale, which was once calm recently was separated from the real world. And at the same hospital, you and your friends get Persona powers. Personas have various characteristics which hide inside people's minds. This is another figure of you. It will appear with the help of an old deity or demon figure. It will be your help.

5. Try to get out of the estranged hospital with the help of the awakened Persona power. Various events are waiting for you inside the hospital.

6. Ellen will join your party at the hospital exit. She says, go to the Shrine where Mary's mother is waiting. Now the real adventure starts. The end of the story changes depending on the movement you choose. Where did Mary, who disappeared, go? What is Guido's real purpose? Can you restore your city back to the way it once was? Getting through the various problems that lie ahead of you— you will see the real mind of you and your friends as you get through these problems. Now hit the power and go to an imaginary world. Will you open the door to paradise or the gates of hell?

There are a lot of people in town and at school. Listen to them and collect information. You might get an unexpected hint.

There are several save points up town and in the dungeon areas. Save frequently.

If some members join or separate, the formation screen and equipment screens will appear. Check formation and equipment properly.

This advice is for those of you who can't get spell cards easily. "Persuade" or "ask" negotiation techniques aren't necessarily the winning trick. For example, let demons sing until they are satisfied if they become interested in singing. This will be the trick for success.

As the story proceeds, you may encounter dead-end dungeons or rooms. In that case, there is always a hidden device. Do not give up, check suspicious things or walls using the ✕ button. Another way will come clear to you.

Cases where you can't get spell cards

Even though you successfully negotiated with demons, you can't get their spell cards in the following cases: When you have the same spell card of the demon's that you are negotiating within your possession. In this case, demons don't negotiate with you. They will give party items and leave or they will just leave. When all the member's average level is lower than demon's level that you are negotiating with by a certain point. In this case, "level" varies depending on the situation.

SPECIAL OCCASION

When negotiating with demons, unexpected events might happen. Just after you have encountered demons, they might talk to you. Personas might talk to demons without your command.

BATTLE COMMANDS

Battle commands decide each character's action. At battle command input, you enter each character's command. Battle will start when you finish entering everybody's command. (You can't enter the command to any characters who have bad status.) When entering battle commands, that character and panel will blink on the battle field. This indicates that you are entering a command on blinking characters. There are 6 kinds of battle commands. They are: Sword, Gun, Persona, Prs-Chg, Item and Defend.

Sword

This command is for each character to attack with weapons such as the sword. If characters don't have weapons, they will attack with their bare hands. Commands are done when you choose attack object. If enemies are beyond a weapon's reach, you can't choose this command.

Gun
This command is for attacking with guns. If you or your party members don't have a gun or bullets, you can't choose this command. There is no limit for bullets, and bullets are never out of stock (Yahoo). Commands are done when you choose attack object. If enemies are beyond the gun's reach, you can't choose this command.

The difference between "SWORD" and "GUN."
Both SWORD and GUN are for attacking with weapons, but there is a big difference. Under SWORD attack, the character's STR (power) will influence a lot besides the power of the equipped weapon. On the other hand, under GUN attack, gun and bullet will decide the attack power. So in the weapon attack case, use SWORD when STR parameter is high and use GUN when it is low so that you can't win the battle. Some demons are strong against SWORD but weak against GUN. So take advantage of the demon's characteristics.

PERSONA

This command is for attack or recovery by Persona. Persona activation consumes SP. If there isn't enough SP, you can't choose this command. SP consumption varies depending on the Persona. When you choose Persona, the ability choice screen appears. The command is done after you choose ability and object. Usable ability varies depending on Persona. If your members blink while you are choosing object, that means they will get affected.

About color changes when you choose objects
Enemies change into 3 different colors when objects are chosen. *See chart on top of following page.*

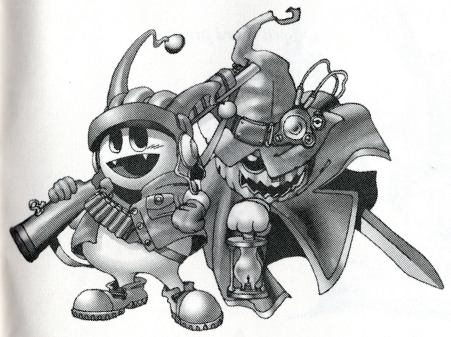
Prs-Chg
This command is for changing Personas (Activating another Persona). If you choose this command, you can't do other actions within that turn. When you choose PRS-CHG, Persona choice window will appear. Current active Persona shows NOW and substitutable Persona shows SUB. Right hand window indicates proper Persona ability. Left hand corner window shows current character situation. Command is done after you choose new Personas with the cursor. Personas can charge (deliver) up to 3 bodies and can activate one of them.

ITEM

This command is for using items. When you choose ITEM, the item choice window appears. The command is done after you choose the item you want to use with the cursor. In this item window, only usable items will be shown during battle.

DEFEND

This command is for defending. If you choose this command, protection ability or avoidance rates will go up in that turn. But you can't choose other actions within that turn.



BATTLE OPTIONS

Whenever you encounter demons, you have the following Battle Options:

Fight
Immediately engage in battle with the demons.

Contact
Converse with enemies before engaging in battle.

Form
Use to change the formation of characters in the party.

Auto
Automated battle which includes the following choices:

Normal
Only sword and defense.

Replay
Replay last battle configuration.

Personal
Set-up your personal battle configuration for Auto.

Analyze
Brings up statistics of previously encountered demons.

Escape
Option allows you to try and run away from the enemy.

Contact

This selection from the Battle Options allows you to converse with a demon before engaging in him in battle. The outcome varies depending on which character is speaking and what is said. The ultimate goal in Contact is to receive a Spell Card from the demon; however, you may receive other items such as Magic Stones, Money or Jewels.

1)First choose Contact from the Battle Option screen by pressing the ✕ button.

2)Choose which demon you wish to contact (a description of the demon appears in the bottom right area of the screen) by pressing the ✕ button.

3)Choose which character in the party you wish to make contact with the demon by pressing the ✕ button.

4)Choose one of the four choices that appears on the screen using the ✕ button.

5)When replying to a demon's question(s), highlight your desired answer and press the ✕ button.

Note: In case you forget the question asked, press the△ button on your control pad before selecting your answer and the question appears again.

6)Depending upon your method of conversation, one of the four reactions may result:

Anger
Will result in demon(s) fighting you.

Fear
Will result in demons running away.

Joy
Will result in demons being happy (which may or may not result in items received).

Interest
Will result in one of three things:

1) Spell Card given

2) Items given

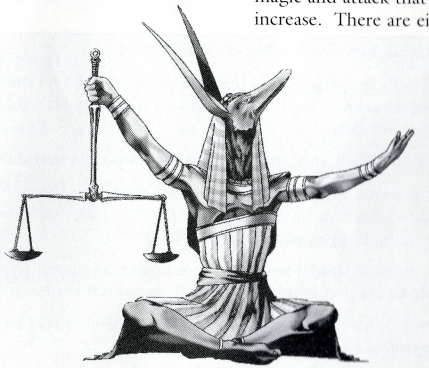
3) The demon goes away

Character Growth

Character level will increase as experience points are collected. STR (power) and VIT (physical strength) will also go up. When levels go up 1, parameter will be divided into 3. In the main characters case you can allocate each of them. The Level up window will reappear each time the level goes up. In the main characters case, you can choose any parameter with the directional button. If you want to cancel, use the directional button or △ button. Increased parameter figures will be shown in yellow. You can't allocate parameters in any characters except the hero.

Delivery Level Up
Delivery level will also go up depending on Persona points. If delivery level goes up, you can charge stronger Personas.

Persona Rank Up
Personas are indispensable for the character's growth. Persona ranks also go up with battle. Rank up depends on the number of Personas activated. Unlike characters, experienced skill will be added in each turn. So there are cases for them to be able to use new magic during battle. Along with the Personas rank increase, the magic and attack that they can use will also increase. There are eight ranks.



By pressing the R2 button, you can see the key operation list. Button response varies depending on the control set up. Here we introduce special keys usable during battle.

FIRST ATTACK AND BACK ATTACK

When you encounter enemies, battle starts with special situations such as "first attack" or "back attack."

First Attack
Party attacks first. For the first turn, the enemy can't take actions. If moon age is closer to NEW MOON and AGL (agility) and LUK (luck) is higher, it is easier for it to happen.

Back Attack
This is the enemy's sudden attack. For the first turn, the party can't take actions. If the moon age is closer to FULL MOON and AGL (agility) and LUK (luck) is lower, it becomes easier for it to happen. Also in the back attack case, the formation of the party will be reversed.

ALL CANCEL	You can cancel all during choice.
PLAYER LIST	You can see players list when you press special keys under tactics command entry waiting situation. You can see HP and SP maximum and active Persona.
ENEMY LIST	You can check the name of the enemies on the battle field.
ON-LINE HELP	By pressing special buttons, you can change to the on-line help mode. This mode helps you to understand and command, magic and items. By pressing the same button, you can cancel it.
BATTLE CONFIG.	By pressing special buttons under tactics command entry waiting situation, only battle part configuration will appear. Of course you can change it.
KEY OPERATION	You can see the list of each button operation. This List responds R2 button regardless control set up.

NEED HINTS?

Persona™ is a huge game with multiple possibilities and diverse roads to journey. If you need a few hints to get you past a troubling section or two, just give us a call! In the U.S. just dial:

1-900-CALL-ATLUS

It's only $0.85 per minute ($1.15 live) to listen to the helpful hints that can release you from a tormented dead-end or help you find your way out of a dangerous situation! You must be 18 years or older, or have a parent's permission to call. Touch-tone only. Prices are subject to change without notice.

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COOL HINT BOOK ON THE WAY!

Keep your eyes peeled for the Official Persona™ Strategy Guide coming soon from Atlus Corp., Ltd. for about $9.99. It has the in-depth information true gamers need to conquer a world as vast as Persona™! Look for it on the shelves 4 - 5 weeks after your first Persona™ sighting and get ready to learn the deep dark secrets to master this RPG classic!

	ND	SD	FY	AL	FA	DN	ED	BD	CB	MA	WM	DW	WD	DD	EM	GT	EG	ZE	OL
ND	X	Empr	Mgc	Love	Dvl	Sun	Judg	Mgc	Just	Hrmt	Sun	Pries	Star	Just	Dth	Love	Hang	Mgc	Empr
SD	X	Mgc	Love	Love	Empr	Empr	Sun	Just	Empr	Temp	Just	Empr	Love	Empr	Temp	Love	Love	Temp	
FY	X	Pries	Mgc	Hrmt	Moon	Hrmt	Emprs	Pries	Hrmt	Mgc	Hier	Temp	Char	Judg	Hrmt	Mgc	Hang		
AL	X	Judg	Judg	Dvl	Mgc	Sun	Pries	Pries	Hier	Fort	Wrld	Dth	Hier	Hang	Judg	Pries			
FA	X	Temp	Moon	Judg	Wrld	Hrmt	Twer	Moon	Strgth	Emprs	Tmp	Moon	Mgc	Strgth	Moon				
DN	X	Pries	Char	Emprs	Wrld	Char	Emprs	Hier	Hier	Just	Temp	Wrld	Sun	Wrld					
ED	X	Wrld	Char	Just	Twr	Just	Char	Strgth	Hier	Just	Char	Wrld	Hier						
DD	X	Sun	Star	Hang	Hrmt	Emprs	Emprs	Just	Hier	Love	Judg	Love							
CB	X	Pries	Wrld	Emprs	Fort	Empr	Sun	Just	Moon	Moon	Judg								
MA	X	Char	Temp	Strgth	Char	Hier	Sun	Char	Temp	Mgc									
WM	X	Sun	Fort	Strgth	Sun	Hier	Empr	Judg	Twr										
DW	X	Emprs	Pries	Emprs	Sun	Emprs	Temp	Pries											
WD	X	Hier	Just	Emprs	Moon	Hrmt	Hier												
DD	X	Star	Just	Wrld	Star	Strgth													
EM	X	Star	Char	Wrld	Fort														
GT	X	Dth	Judg	Moon															
EG	X	Wrld	Love																
ZE	X	Star																	
OL	X																		

KEY

Mgc:	Magician
Pries:	Priestess
Emps:	Empress
Emp:	Emperor
Hier:	Hierophant
Love:	Lovers
Char:	Chariot
Strgth:	Strength
Hrmt:	Hermit
Fort:	Fortune
Just:	Justice
Hang:	HangedMan
Dth:	Death
Temp:	Temperance
Dvl:	Devil
Twr:	Tower
Star:	Star
Moon:	Moon
Sun:	Sun
Judg:	Judgement
Wld:	World

PERSONA CLASS

#	Class	Species
1	Magician	ELEMENTAL
2	Priestess	HOLYLIGHT
3	Empress	PHYSICAL
4	Emperor	ELEMENTAL
5	Hierophant	HOLYLIGHT
6	Lovers	ELEMENTAL
7	Chariot	PHYSICAL
8	Strength	HOLYLIGHT
9	Hermit	ELEMENTAL
10	Fortune	HOLYLIGHT
11	Justice	PHYSICAL
12	HangedMan	EVILDARK
13	Death	EVILDARK
14	Temperance	PHYSICAL
15	Devil	EVILDARK
16	Tower	EVILDARK
17	Star	ELEMENTAL
18	Moon	EVILDARK
19	Sun	ELEMENTAL
20	Judgement	HOLYLIGHT
21	World	PHYSICAL
22	Fool	PHYSICAL

DEMON CLASS

#	Class	Clan	Species
1	Devil	ND	EVILDARK
2		SD	ELEMENTAL
3		FY	ELEMENTAL
4	Angel	AL	HOLYLIGHT
5		FA	EVILDARK
6	Dragon	DN	HOLYLIGHT
7		ED	PHYSICAL
8	Bird	BD	ELEMENTAL
9		CB	PHYSICAL
10	Beast	MA	HOLYLIGHT
11		WM	EVILDARK
12	Demon	DW	PHYSICAL
13		WD	HOLYLIGHT
14		DD	ELEMENTAL
15		EM	ELEMENTAL
16	Spirit	GT	EVILDARK
17		EG	EVILDARK
18		ZE	PHYSICAL
19	Outsider	OL	PHYSICAL
20		SS	EVILDARK

MAGIC CLASS

CLASS	SUB-CLASS	TYPE
Normal	Normal	Normal
Elemental	Ignis	Fire
	Aqua	Ice
	Air	Wind
	Terra	Earth
Physical	Photon	Lightning
	Grewon	Heat
	Weakboson	Sonic
	Gaviton	Gravity
EvilDark	Curse	Curse
	Nerve	Nerve
	Awake	Wake
	Necromancy	Dark
Holylight	Exorcism	Mystic
	Sign	Defense
	Bless	Cure
	Wonder	Holy



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