# REVELATIONS: PERSONA

# CHARACTERS

**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.

**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.

**Nate**
He comes from a rich family and is a rather confident fellow. His confidence
has its 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. She never lets her guard down and has an interest in the occult.

**Alana**
Alana can be summed up in one 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**
Ms. Smith is good looking teacher and does not adhere to the rules. Popular among the boys, she is very affectionate towards her students. She is a graduate of St. Hermelin High.

**Guido Sardenia**
Presides over Sebec's Lunarvale branch as vice president. But evil rumors surrounding this fast growing company have hurt the company's reputation and caused Guido more concern than he's used to.

## DEFAULT CONTROLS

| | |
|---|---|
| directional buttons | move |
| CROSS button | decide |
| CIRCLE button | access Command Screen |
| TRIANGLE button | cancel/dash (on 2D Map and Adventure Map) |
| L1 button | parallel move left (on 2D Map and 3D Dungeon) |
| R1 button | parallel move right (on 2D Map and 3D Dungeon) |
| R2 button | analyze Demon |

## BASIC DISPLAYS

There are three types of display when your party moves around the town of Lunarvale: 2D Map, 3D Dungeon and Adventure Map.

**2D MAP**
When the party gets out of any building and moves around town, the map will be in 2D. 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 to move and press the L2 button to see the overview of the town.

**3D DUNGEON**
When the party goes into a first person perspective, the screen is then called the 3D Dungeon display. Use the Map Window in the upper right portion of the screen or use the Auto Map function so you don't get lost. The Map Window displays the position of the party and its immediate vicinity.

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

Moon Age affects the following:
• Activity pattern of demons in battle only when it's New Moon or Full Moon.
• Mood shift of demons when in negotiations.
• Contents in display case at a Jewelery Exchange.

**ADVENTURE MAP**
When the party enters a building from a 2D Map scene, or into a room in 3D Dungeon mode, the screen will shift to the Adventure Map view where you can see where you are headed and what the Moon Age is. The arrow just outside of the Adventure Map indicates the exit.

**COMMAND SCREEN**
Press the CIRCLE button in 2D Map, 3D Dungeon or Adventure Map modes
to access the Command Screen. Select from "item", "magic", "system", "form"
and "status" to carry out commands such as equipping items, casting magic
and analyzing demons you have defeated. Sometimes more detailed commands
must be chosen from your first command screen and if that is the situation,
sub-command screens will appear.

## WHAT IS A PERSONA?
Personas have various characteristics which hide inside people's minds
to help them. Personas appear with the help of an old deity or a demon figure.
Each character can possess up to three powerful Personas. Activating a Persona
during battle will consume SP, and the SP consumption will vary depending
on the Persona.

At the start of the adventure, you must try to escape a strange hospital with the
help of your awakened Persona powers.

## PLAYING THE GAME
**BUYING ITEMS**
You can buy and sell items in the many shops that you'll visit during your
adventure. You can also equip weapons and armor in these shops. Some stores
even exchange your jewels for items.

Move to the display counter in the shop, face the shop assistant, and press the
CROSS button to start your conversation. Move the cursor to "BUY" and press the
CROSS button.

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 and press the CROSS button to confirm.

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**
Move to the display counter in the shop, face the shop assistant, and press the CROSS button to start your conversation. Move the cursor to "SELL" and press the CROSS button.

Items that the party currently has will be displayed in two rows. Move your cursor to the item that you would like to sell and press the CROSS button.

NOTE: when your money at hand reaches 999,999,999 the amount will not increase even if you sell your items.

**EQUIPPING ITEMS**
Walk up to the shop assistant again, and bring up the Action Choice screen. Move your cursor to "Equip" and press the CROSS button.

**THE 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 can read the spell cards that you acquire from your enemies and he can call other spirits, so you can merge creatures and create and manage special Personas.

**REJUVENATING**
Regardless of the number of injured people or degree of injuries, rejuvenating facilities will cure everybody for the same fee. If anyone in your party has 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**
Secretly run casinos are in the shopping square. The name they go by is: "Judgment 1999". To play on the casino's gambling machines, walk up to each game and press the CROSS button and follow the on-screen instructions. To exit these machines press the L1 or L2 buttons.

**FUSION**
In order to "Unite", you need two summon spell cards. 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 can view the unite result at the bottom of the screen.
4. Summon demons Igor indicated and make a new Persona by uniting them. 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. 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 who you want to deliver the new Persona to and then decide what kind of new Persona you need. 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 the character's mind.

7. Characters can hold up to three bodies that will be 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 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 will be the same no matter what kind of attack was used.

Igor will give you two choices, "Self Union" or "Guide Union" when you ask him for union at the Velvet Room. Choose "Guide Union". Then the resultant Persona will be shown on-screen. This will tell you what kind of Persona you can make by using a spell card. Choose any Persona you want to make. If there are many demon combinations for making new Personas, choose the combination that you like. If you are satisfied with all conditions, press the [TRIANGLE] button. At this moment Igor will ask you "Is this OK." If you are satisfied, choose "Yes." The Union will start. Igor will do the rest. Once Union is finished, ask Igor to deliver.

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. Be careful when you delete strong Personas. You can exchange rank 8 Personas for items.

**BATTLE**
Battle commands decide each character's action. Battle will start when you finish entering everybody's command. There are six kinds of battle commands: Sword, Gun, Persona, Prs-Chg, Item and Defend.

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

| | |
|---|---|
| Fight | Immediately engage in battle with the demons. |
| Contact | Converse with enemies before engaging in battle in the hope of receiving a Spell Card from the demon or other items such as magic stones, money or jewels. |
| Form | Change the formation of the characters in your party. |
| Analyze | View statistics of previously encountered demons. |
| Escape | Try to run away from the enemy. |
| Auto | Engage in an automated battle. |

**CHARACTER GROWTH**
Character level will increase as experience points are collected. STR (power) and VIT (physical strength) will also go up. The Level up window will reappear each time the level goes up. Increased parameter figures will be shown in yellow. You can't allocate parameters to any characters except the hero.

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

Personas are indispensable for the character's growth. Persona ranks also go up after successful battles. Rank up depends on the number of Personas activated. Unlike characters, experienced skill will be added in each turn. Along with the Persona's rank increase, the magic and attacks that they can use will also increase.

## HINTS

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

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

If some members join or separate from your party, the Formation screen and Equipment screen will be displayed. Check your formation and equipment properly.

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.

If you encounter seemingly dead-end dungeons or rooms, look for a hidden device. Do not give up, check suspicious things or walls. Another way will become clear to you...

## CREDITS

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