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Role video game Persona 3Jūjin box artDeveloper (s)AtlusPublisher (s)JP: AtlusNA: Atlus USAEU: Koei (P2) AU: TH' (P2) EU: Ghostlight (PSP)Director (s)Katsura Khashino (s)Producer (s)Katsura Haschino (s) Katsura Khashino Shigenori Soejima (s)Yuichiro TanakaComposer (s)Shoji Meguro (s)Shoji Meguro (2)SeriesMegami Tensei (main)Persona (subseries)Platform (s)PlayStation 2PlayStation PortableRelease July 13, 2006 PlayStation 2JP: July 13, 2006NA: August 14, 2007EU : February 29, 2008AU: March 6, 2008FES:JP: April 19, 2007NA: April 22, 2008EU: April 28, 2011Genre (s)Role-playing game, social simulationMode (s)One-shoulder persona 3, also known as Shin Megami Tensei: Persona 3, is a role-playing video game developed by Atlus. This is the fourth installment in the Persona series, which is part of the larger Megami Tensei franchise. The game was released by Atlus for PlayStation 2 in Japan in July 2006. The North American release of the game was postponed until 2007 due to problems with the publication of the official art book. Persona 3 FES, a directorial version containing a new game epilogue among other changes, was released in Japan in 2007 and worldwide the following year. In Persona 3, the player takes on the role of a male high school student who joins the Specialized Extracurricular Performance Squad (SEES), a group of students investigating the Dark Hour, a period of time between one day and another that few people know. During the Dark Hour, the player enters Tartarus, a large tower containing Shadows, creatures that feed on people's minds. To fight shadows, each member of the SEES is able to summon the Persona, the manifestation of the inner me of the person. The most iconic feature of the game is the method by which MEMBERS of SEES release their Personalities: shooting a gun like an object called Evoker in their head. In addition to the standard elements of role-playing games, Persona 3 includes elements of simulation games, as the main character of the game progresses day by day through the school year, concluding friends and forming relationships that improve the strength of his Persona in combat. The persona 3 reception was mostly positive; Critics enjoyed the social elements of the game, while some found it combative and repetitive environments. The Epilogue Persona 3 FES is said to have given a narrative closure of the original game, although it has been criticized for not featuring a simulation aspect of Persona 3. A portable version of Persona 3 called Persona 3 Portable was released in Japan in November 2009, in North America in July 2010 and in Europe in April 2011. The PSP version adds the ability to play as the main character, new elements of history and music, as well as a new interface designed for PSP. The two combat games that continued the story, Persona 4 Arena and Persona 4 Arena Ultimax, were released early Persona 3 has also seen related media forms released, including rhythm game spin-offs, multiple soundtrack albums, music concerts and radio dramas, manga adaptations, anime series, and episodic animated series. Protagonists's gameplay acquires academic skills while studying in the school library. The upper right area of the screen indicates the current date, time period, and phase of the moon. Persona 3 combines elements of traditional role-playing games and simulation games. The game follows the protagonist's character, balancing their daily life going to school and building relationships with other people with fighting evil beings known as Shadows during a mysterious dark hour. Each day is divided between different time zones, the most common of which are After School/Day Time and Evening. With the exception of scripted events such as plot progression or special events, the player is free to choose how each day is spent, with most activities causing time to go further. Activities and symbols that can be interacted with vary depending on the day of the week and the time of day. In addition, some activities are limited to the three attributes of the main character, Academics, Charm and Courage, which can be built by performing various activities or making certain correct decisions. During the evening players can visit Tartarus, the main dungeon game where they can build their party experience and get new items. On full moon day, players will participate in the boss's battle in order to progress the story. Characters and social connections The main element of the game are Characters, various creatures and monsters that are associated with Major Arcan Tarot. Each character has its own set of strengths and weaknesses, and has a variety of abilities, ranging from offensive and auxiliary abilities, to passive abilities that support the character. While each of the main characters of the game has its own Persona, some of which change shape as the story progresses, the main character is able to own several Personas who can be switched between them during battles. New Characters can be created by visiting the Velvet Room and merging together several Personas, passing on certain movements from the used Persons. The characters a player can create are limited to the current level of the main character. Characters can also be obtained from Shuffle Time after battles, and previously obtained Personas can be called from Persona Compendium for a fee. The velvet room additionally allows players to talk on quests such as getting certain items to get rewarded. New in the series are social connections (コネ , komyū, lit. commu. short for community), connections that are formed with multiple characters of the game, with each social connection, specific Major Arcana. Spending time with these characters, these social connections increase in rank. When Creating Persona Persona Particular Arcana, experience bonus will be granted if the arcana possesses a social connection, with large bonuses awarded depending on the rank. Performing certain activities or holding the Persona of the relevant Arcana can help bring social communication closer to increasing rank. Making out the social link gives players the ability to create specific characters of each Arcana. Conversely, negative actions, such as choosing the wrong dialogue or getting to know multiple characters, can lead to back social references that can prevent players from calling the Arcana's Personas until they are corrected. At worst, the reverse social link can break, effectively removing all of Arcana's characters from the game. Tartarus and Fight Typical Battle in Persona 3. The portraits on the right side of the screen indicate the status of the player's party. Tartarus is the main dungeon of the game, which can be visited in the evening, provided that the conditions allow it (for example, the absence of some characters may prevent the player from visiting Tartarus that night). The player can order other participants to split up to explore the area, or automatically attack Shadows in plain sight. Players eventually meet the boss floors in which the player must defeat powerful shadows in order to continue his progress. In addition, some floors stop further progress through the tower until the story develops. Sometimes innocent civilians wandered into Tartarus, closing on certain floors. Rescuing these civilians safely until the full moon appears grants bonus rewards received from the police station. Too much time in Tartare can cause characters to become tired or sick, which can affect their performance during combat. In addition, if the main character becomes tired or sick, some activities, such as training at night, can be difficult. Players can regain their status by taking certain items, attending the infirmary, or sleeping early. The battle takes place when the player comes into contact with Shadow, wandering on the floor, with a fighting side consisting of someone who is in close proximity. Attacking shadow without being seen will give the player an advantage, while the enemy gains an advantage if the player is attacked first. Battles use the Press Turn system, in which allies and enemies take turns attacking with persona weapons, objects, or abilities. Using the Tactics option, a player can assign a specific combat AI to each participant (in Persona 3 Portable they can also issue direct commands). Offensive attacks are divided into three physical types: Sink, Slash, and Pierce, and six elements: Fire, Ice, Electricity, Wind, Light and Dark, attributes of which both Persons and Shadows can have strong and weak sides against. Physical abilities are used by HP while elementary and magical use of SP. Using enemy weakness or performing a critical attack, the characters can knock the knock down, while giving this character an extra twist, although enemies can also take advantage of an ally's weakness to get an extra twist. If the player manages to knock all opponents off their feet, they may be given the opportunity to perform an AI-Out Attack in which all capable members of the party attack enemies with great damage. Allies who lose all their HP can be revived with elements of rebirth and abilities, but if the main character loses all his HP, the game will end. When a battle is over, players get experience points that are shared among party members. Earning enough experience allows Personas to increase the level, providing improved statistics and new abilities. Some Characters can also provide skill cards that can be given to other individuals to teach them new abilities. Raising the level of the main character will allow to kill higher level persons in the Velvet Room, as well as allow the player to carry more Persona. At the end of some battles, a mini-game known as Shuffle Time may appear, in which players select a card from a set that shuffles around. They can provide bonuses such as extra experience points, cash, or restore health, or give the player new characters. However, choosing a cursed card will cause an extremely powerful monster, Death or better known as a Reaper, to appear on the current floor. The site of The Installation Story Persona 3 takes place in 2009 a Japanese town called Watodai (霧戸台), built and funded by Kirjo Corporation. Several experiments conducted ten years ago created the Dark Hour (影時間), the cage of the jikan, illuminated. During this time, most people have turned into coffins, and they do not know about the Dark Hour; However, there is a select group of people who. The dark hour bends reality, Gekkuhan High School, where most of the characters attend school during the day, becomes a huge maze tower called Tartarus, and the beasts known as Shadows roam the area, preying on the minds of those still conscious. Shadows leave their victims in almost catatonic states outside the Dark Hour. To explore and learn about the Dark Hour, Shadows and Tartare, a Special Extracurricular Performance Squad or SEES was created. SEES is a group of high school students who can summon creatures known as Personas to fight shadows. The persona 3 learning guide describes the persona as a second soul that lives deep in a person's heart. It is a completely different personality that arises from the memories of the Dark Hour and Shadows, ending on a dark note as they prepare to celebrate in blissful ignorance, until Nyx inevitably leads to a fall and all humanity dies. If he is spared, the game will continue, and on January 31 sees climbs to the roof of Tartar to face Fyooji, who turned into the Knick's Avatar. While they are capable of defeating him, the Knicks continue to descend to Earth. While this happens, the protagonist is summoned to the Velvet Room, where Igor reminds him that the power of his social connections will determine his potential. The protagonist hears the voices of his friends, encouraging him. The power of his social connections gives him the power of the universe, allowing him to seal the Knicks from humanity. The world is back to normal, although last year's memories of the Dark Hour are lost to SEES members. However, Aigis and the Protagonist remember. On Graduation Day, the two go to the roof of the school where members of sees promised to meet must Stop the Knicks and live to see them ending. As Mitsuru gives her graduation speech, she and the rest of the sees suddenly recover their memories, and the group rush to the roof to fulfil the promise they all made. It is here that Aigis thanks the Protagonist for giving her a purpose in life: to protect him. Answer to The Answer events begin on March 31, shortly after the original game ends. During the opening of the sequence, it is shown that the protagonist died. Other characters suggest that his death is due to the fact that he defeated the Knicks. The school year is over and the dormitory will soon be closed. Aigis shows the group that she won't be attending school next year. During the last dinner party, SEES members discover that they are trapped in the hotel and that the day of March 31 is repeated. Later, a large hole opens up on the floor of the dormitory, similar to the door, and sees are attacked by Metis, an anti-dark weapon similar to Aigis. In the midst of fighting Metis to protect his friends, Aigis Persona, Athena, turns into Orpheus, the original Protagonist's Persona. She also gets the ability to Wild Card programmer. Aigis is able to subdue Metis, whose actions were an attempt to end time and save Aigis, whom she calls her sister. Under the dormitory is the Abyss of Time, the reason for missing time. The attack contains seven doors, the insides of which contain multi-storey dungeons, similar in design to Persona 3 (one was also added in Persona 4) are considered the equivalent of a regulation system by a development team. Maragos said in IUP.com's interview the talks did not go through. ... And still factors in Persona Fusion; it's still a big part of the game. I feel like he's disgruntled but he is the localization of Persona 3 handled by Yu Namba and Nich Maragos. During the process, the game worked to leave as much of the original Japanese content intact as possible, continuing the trend started with Persona 2: Eternal Punishment. One of the ideas the team had for Persona 3 was to use it as a means to bring Japanese culture to a Western audience. When Persona 3 was localized for English-speaking countries, the honorable awards used by the characters of the original Japanese script were retained. According to Maragos, the user added to the text much more sense. In an interview with RPGGamer, project artist Yu Namba explained that in the translation process some of the Japanese humor things that have absolutely no meaning in Western culture... have been replaced by jokes that are at least somewhat parallel to the originals. One of the changes that needed to be made was school tests, which were based on English language issues. A similar change was in the second language of Mitsuru: in the original version it was English, but for a localized version of its second language was changed to French. This choice was influenced by her cultural appearance. In addition, the game's links to the original Shin Megami Tensei were changed to links to Revelations: Persona. The Music Soundtrack to Persona 3 was entirely written by Shoji Meguro, with the exception of Adventured Act, which was written by Yosuke Ueda. It was released by Aniplex on July 19, 2006 as the soundtrack to two discs in Japan. A selection of tracks from the full soundtrack was complete with the North American release of the game. Arranged album called Burn My Dread-Reincarnation 3, was also released in Japan by Aniplex on April 18, 2007. It contains eleven arrangements of tracks from Persona 3, as well as an extended version of the song Burn My Dread. Meguro said that developing Persona 3 was one of his first opportunities to fully realize his music in video games. The soundtrack features a high use of vocals, although Meguro did not consider it as special or episodic. Taking place ten years after the previous events of the game, the anime shows Akihiko as a secondary character. NIS America licensed the show and released it in two sets of deluxe versions for half a season with the original Japanese sound track in 2010. Movies Watch also: Persona 3 Movie: No.1 - Spring Birth, Persona 3 Movie: No.2, The Dream of the Summer Knight, Persona 3 Movie: No.3, Fall Down, and Persona 3 Movie: No.4, Winter of Revival In June 2012 it was announced that Persona 3 will receive a four-part film adaptation. It was produced by AIC ASTA (first film) and A-1 Pictures (films two to four). The first film was directed by Noriaki Akita, the second and fourth by Tomohisa Taniguchi, and the third by Keitaro Motonogi. Major Japanese voice actors from the original play reprised their roles in the film series. Radio Dramas Several series of radio dramas based on Persona 3 and Persona 3: FES were released in Japan. Persona 3 Drama CD: A Certain Day of Summer shows the original story, voiced by the original cast of the game, and Persona 3 Drama CD Vol. 2 - Moonlight - Ligs The History of Persona 3 and the eplogue released with Persona 3: FES. From February to June 2008, the drama series was released as five compact albums. Volumes, respectively, are focused on and Ryoji; Junpei and Chidori; Fuuka, Ken and Aigis; Yukari and Mitsuru; and Akihiko, Shinjiro, and Korumaru. In early 2009, a two-volume story about Mitsuru was published. The stage production of See also: Persona 3: The Weid Masquerade Persona 3 was adapted into five live musicals, the first of which was performed in 2014. The series of plays was first announced in August 2013 and written by Kumagai and Kagurazuka to the music of Agyis. He praised the excellent AI created to manage the actions of party members during the fight, which he said created the fastest and most dynamic combat system of the series to date. IGN's Jeff Hayes criticized the system after discovering that it sometimes leads to the death of a player's character, leading to the death of the game. GameTrailers gave the game a score of 9.0, calling it a rare supernatural delicacy, saying it's an RPG that fans of the genre shouldn't miss. GameSpy's Patrick Joynt praised The Social Elements of Persona 3, calling the game's social connections almost universally fascinating. While he suspected that modeling elements would probably be the biggest obstacle for fans of role-playing games or Megami Tensei games, in his review he wrote that he could not stress how well done it was. Heidi Kerns of GamesRadar found that the game's teen themes are a refreshing change from other games in the genre, as they relate to the social awkwardness prevalent at that moment in life. Joe Dzzyuba of Game Informer found that the game's environment is weak because most of the game takes place within the same tower. He also notes in his review that the roots of the game in Megami Tensei will come across as foreign to new players. If you don't know anything about fused Personas, or just that boob means ice attack, you have to catch up. Persona 3: FES got 89 points on Metacritic, slightly higher than Persona 3. According to IGN, Persona 3 FES was the most disappointing, but considered that the musical numbers out of place and the main characters had a zero personality. The third musical, Titled Persona 3: The Weid Masquerade: The Bismuth Crystals, ran from June 5 to June 13, 2015 and was published on September 30, 2015. The fourth and fifth stage pieces, Persona 3: The Weid Masquerade: Act 4, Indigo Pledge and Persona 3: The Weid Masquerade: Final Act: Beyond the Blue Sky, were held from April 14 to 23, 2017. Inquiries: b c Lumb, Jonathan (March 8, 2006). Atlus announces Persona 3. IUP.com archive from the original dated May 22, 2015. Retrieved on May 3, 2010. Billy Young (April 24, 2007). Persona 3 goes Deluxe. RPGGamer. Archived from the original on June 21, 2011. Retrieved on May 3, 2010. 『ペンタゴッドクラブ』 クリエイタ BLOG 第3回 目黒 将典氏 (Japanese), Family, September 18, 2009. Archive from the original on March 28, 2010. Received on May 3, 2010. b c Gifford, Kevin (August 18, 2009). All about Persona 3 in PSP Port. IUP.com archive from the original on August 14, 2012. Received on August 28, 2009. Japanese: ペソナ3 Hepburn: Personura Sure and Shin Megami Tensions: Persona 3 FES North American Learning Guide. Atlus U.S.A., Inc. 2008. page 28. Shin Megami Tensions: Persona 3 FES North American Learning Guide. 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Mitsuru: Shadow feeds on the mind of its prey; The victim becomes a living corpse. They are responsible for most, if not all, of the incidents in the news. Alexander; Lee (January 28, 2009). Persona 4:

Role video game Persona 3Jūjin box artDeveloper (s)AtlusPublisher (s)JP: AtlusNA: Atlus USAEU: Koei (P2) AU: TH' (P2) EU: Ghostlight (PSP)Director (s)Katsura Khashino (s)Producer (s)Katsura Haschino (s) Katsura Khashino Shigenori Soejima (s)Yuichiro TanakaComposer (s)Shoji Meguro (s)Shoji Meguro (2)SeriesMegami Tensei (main)Persona (subseries)Platform (s)PlayStation 2PlayStation PortableRelease July 13, 2006 PlayStation 2JP: July 13, 2006NA: August 14, 2007EU : February 29, 2008AU: March 6, 2008FES:JP: April 19, 2007NA: April 22, 2008EU: April 28, 2011Genre (s)Role-playing game, social simulationMode (s)One-shoulder persona 3, also known as Shin Megami Tensei: Persona 3, is a role-playing video game developed by Atlus. This is the fourth installment in the Persona series, which is part of the larger Megami Tensei franchise. The game was released by Atlus for PlayStation 2 in Japan in July 2006. 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Later, a large hole opens up on the floor of the dormitory, similar to the door, and sees are attacked by Metis, an anti-dark weapon similar to Aigis. In the midst of fighting Metis to protect his friends, Aigis Persona, Athena, turns into Orpheus, the original Protagonist's Persona. She also gets the ability to Wild Card programmer. Aigis is able to subdue Metis, whose actions were an attempt to end time and save Aigis, whom she calls her sister. Under the dormitory is the Abyss of Time, the reason for missing time. The attack contains seven doors, the insides of which contain multi-storey dungeons, similar in design to Persona 3 (one was also added in Persona 4) are considered the equivalent of a regulation system by a development team. Maragos said in IUP.com's interview the talks did not go through. ... And still factors in Persona Fusion; it's still a big part of the game. I feel like he's disgruntled but he is the localization of Persona 3 handled by Yu Namba and Nich Maragos. During the process, the game worked to leave as much of the original Japanese content intact as possible, continuing the trend started with Persona 2: Eternal Punishment. One of the ideas the team had for Persona 3 was to use it as a means to bring Japanese culture to a Western audience. When Persona 3 was localized for English-speaking countries, the honorable awards used by the characters of the original Japanese script were retained. According to Maragos, the user added to the text much more sense. In an interview with RPGGamer, project artist Yu Namba explained that in the translation process some of the Japanese humor things that have absolutely no meaning in Western culture... have been replaced by jokes that are at least somewhat parallel to the originals. One of the changes that needed to be made was school tests, which were based on English language issues. A similar change was in the second language of Mitsuru: in the original version it was English, but for a localized version of its second language was changed to French. This choice was influenced by her cultural appearance. In addition, the game's links to the original Shin Megami Tensei were changed to links to Revelations: Persona. The Music Soundtrack to Persona 3 was entirely written by Shoji Meguro, with the exception of Adventured Act, which was written by Yosuke Ueda. It was released by Aniplex on July 19, 2006 as the soundtrack to two discs in Japan. A selection of tracks from the full soundtrack was complete with the North American release of the game. Arranged album called Burn My Dread-Reincarnation 3, was also released in Japan by Aniplex on April 18, 2007. It contains eleven arrangements of tracks from Persona 3, as well as an extended version of the song Burn My Dread. Meguro said that developing Persona 3 was one of his first opportunities to fully realize his music in video games. The soundtrack features a high use of vocals, although Meguro did not consider it as special or episodic. Taking place ten years after the previous events of the game, the anime shows Akihiko as a secondary character. NIS America licensed the show and released it in two sets of deluxe versions for half a season with the original Japanese sound track in 2010. Movies Watch also: Persona 3 Movie: No.1 - Spring Birth, Persona 3 Movie: No.2, The Dream of the Summer Knight, Persona 3 Movie: No.3, Fall Down, and Persona 3 Movie: No.4, Winter of Revival In June 2012 it was announced that Persona 3 will receive a four-part film adaptation. It was produced by AIC ASTA (first film) and A-1 Pictures (films two to four). The first film was directed by Noriaki Akita, the second and fourth by Tomohisa Taniguchi, and the third by Keitaro Motonogi. Major Japanese voice actors from the original play reprised their roles in the film series. Radio Dramas Several series of radio dramas based on Persona 3 and Persona 3: FES were released in Japan. Persona 3 Drama CD: A Certain Day of Summer shows the original story, voiced by the original cast of the game, and Persona 3 Drama CD Vol. 2 - Moonlight - Ligs The History of Persona 3 and the eplogue released with Persona 3: FES. From February to June 2008, the drama series was released as five compact albums. Volumes, respectively, are focused on and Ryoji; Junpei and Chidori; Fuuka, Ken and Aigis; Yukari and Mitsuru; and Akihiko, Shinjiro, and Korumaru. In early 2009, a two-volume story about Mitsuru was published. The stage production of See also: Persona 3: The Weid Masquerade Persona 3 was adapted into five live musicals, the first of which was performed in 2014. The series of plays was first announced in August 2013 and written by Kumagai and Kagurazuka to the music of Agyis. He praised the excellent AI created to manage the actions of party members during the fight, which he said created the fastest and most dynamic combat system of the series to date. IGN's Jeff Hayes criticized the system after discovering that it sometimes leads to the death of a player's character, leading to the death of the game. GameTrailers gave the game a score of 9.0, calling it a rare supernatural delicacy, saying it's an RPG that fans of the genre shouldn't miss. GameSpy's Patrick Joynt praised The Social Elements of Persona 3, calling the game's social connections almost universally fascinating. While he suspected that modeling elements would probably be the biggest obstacle for fans of role-playing games or Megami Tensei games, in his review he wrote that he could not stress how well done it was. Heidi Kerns of GamesRadar found that the game's teen themes are a refreshing change from other games in the genre, as they relate to the social awkwardness prevalent at that moment in life. Joe Dzzyuba of Game Informer found that the game's environment is weak because most of the game takes place within the same tower. He also notes in his review that the roots of the game in Megami Tensei will come across as foreign to new players. If you don't know anything about fused Personas, or just that boob means ice attack, you have to catch up. Persona 3: FES got 89 points on Metacritic, slightly higher than Persona 3. According to IGN, Persona 3 FES was the most disappointing, but considered that the musical numbers out of place and the main characters had a zero personality. The third musical, Titled Persona 3: The Weid Masquerade: The Bismuth Crystals, ran from June 5 to June 13, 2015 and was published on September 30, 2015. 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