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Reflection of yourself. Kotaku. Archive from the original on October 24, 2014. Received on August 18, 2009. a b Shin Megami Tension: A report to the North American Instruction Persona 3 FES. Atlas U.S.A., Inc. 2008. 06-07. Talus (August 14, 2007). Shin Megami Tensions: Persona 3. Junpei: She is so cute, but ... She's a robot... / Syuji Ikutsuki: Against the Shadow, a weapon was created ten years ago to combat uncontrollable shadows. Aegys was the last to be made... and it's the only one that still is today. / Mitsuru: Anti-shadow weapons... Does this mean that it ...? / Aigis: Yes, I am capable of working Persona Palladium. Shin Megami Tensions: Persona 3. Mitsuru: We were in a residential area where Shadow was everything we thought... Aragaki was still new, and he momentarily lost control of his power... Unfortunately, there was a victim: Amada's mother. Talus (August 14, 2007). Shin Megami Tensions: Persona 3. Akhiko... You haven't made a decision yet? / Shinjirou: ... is that what this is all about? / Akhiko: We have four new members. Things have changed a little bit since you left. Now we're more aggressive. / Shinjirou: I'm not interested. / Akhiko: Think about it, Shinji. Don't let your power go to waste. / Shinjirou: My power is not worth the crap. / Akhiko: Shinji! / Shinjirou: I made a decision a long time ago. I'm not coming back. / Akhiko: You have to let go of the past. What's done is done. It's time for you to move on. Talus (August 14, 2007). Shin Megami Tensions: Persona 3. Akhiko: Man... He's one tough fighter. He won, everything is on its own. / Junpei: Wait, it means... This Dog Persona User? Talus (August 14, 2007). Shin Megami Tensions: Persona 3. Igor: This place exists between dream and reality, mind and matter... It's been many years since we had a guest. Talus (August 14, 2007). Shin Megami Tensions: Persona 3. Igor: Your strength is unique. It's like a number zero... It is empty, but at the same time has endless possibilities. You, my boy, are able to possess several Persons and call them as needed. Talus (August 14, 2007). Shin Megami Tensions: Persona 3. Igor: The ability develops as social connections develop - your emotional connections with other people. The stronger your social connections, the stronger your Persona ability. Please lock it up. Talus (August 14, 2007). Shin Megami Tensions: Persona 3. Mitsuru: My grandfather was obsessed with shadows. He wanted to use their power, and create something extraordinary. / Fuuka: Use your power? / Mitsuru: He assembled a team of scientists, and in a few years collected a significant amount of shadows. / Junpei: He what? Hell, it's a fucking lunatic! / Mitsuru: However... Ten years ago, in the final stages of an experiment, they lost control of the power of the Shadows. Consequently, the nature of the world has been changed. / Fuuka: You mean ... / Mitsuru: Yes... Tartarus and the Dark Hour... According to them, the mass of shadows they collected was divided into several large ones, which then dispersed. These are the shadows we encounter at night when the moon is full. Talus (August 14, 2007). Shin Megami Tensions: Persona 3. Syuji Ikutsuki: What if I told you that these twelve Shadows are the cause of everything? / Akhiko: Then, if we defeat them all, Tartarus and the Dark Hour will disappear...? / Yuji Ikutsuki: Exactly! That's what I was going to tell you before. See, that's good news, isn't it? Talus (August 14, 2007). Shin Megami Tensions: Persona 3. Yuji Ikutsuki: She was seriously injured in the fight and has remained in the lab ever since. It is still unclear why she suddenly resumed herself this morning... Shin Megami Tensions: Persona 3. Yukari: Aegys? How you - / Aigis: He was asleep, so I opened the door. / Yukari: It's illegal entry! Didn't we tell you to stay in the team room at night? / Aigis: I suggest being on standby in this room from now on. Is that acceptable? Talus (August 14, 2007). Shin Megami Tensions: Persona 3. Akhiko: You said that the Dark Hour and Tartarus would disappear if we beat 12 Shadows. That's why we fought so hard! But, now - / Mitsuru: ... What is your intention? It was all a lie, wasn't it? You knew from the beginning that the Dark Hour wasn't going to go away. / Syuji Ikutsuki: Excellent deduction. Mitsuru. Unfortunately, your awareness came too late. / Yukari: No ... / Ken: ... You lied to us? / Yuji Ikutsuki: Everything is as I planned... It is not unexpected that The Dark Hour and Tartarus remain. In the I never thought you'd rid the world of them. Just the opposite. In fact. / Fuuka: What do you mean? / Syuji Ikutsuki: 12 Shadows were parts of the whole... They were destined to be reunited... And this has been achieved in no small part, thanks to your efforts. Soon Death, Almighty, will rise and lead to the Fall... Shin Megami Tensions: Persona 3. Mitsuru... Do you know the truth about the Shadows? / Ryoji: Yes. The shadows are here to promote the rebirth of maternal existence. She will start to wake up as she turns to me... The appiser. / Mitsuru: You? Are you an Upprizer? Talus (August 14, 2007). Shin Megami Tensions: Persona 3. Ryoji: Ten years ago, a man collected a large number of shadows and kept them in a laboratory... That's where I was born... But the union was interrupted, and I woke up incomplete. Talus (August 14, 2007). Shin Megami Tensions: Persona 3. Aegys: Your strength was much greater than I expected. The only possible alternative was to seal you off... And as circumstance would it be, a suitable vessel was available: a human child standing nearby... So I did what was necessary. Talus (August 14, 2007). Shin Megami Tensions: Persona 3. Ryoji: The Arrival of the Knicks is inevitable. But you can live in peace until she gets here. You'll have to... Kill me. If I had disappeared, all memories of the Dark Hour would have disappeared with me, as would any memory of the fate that awaits you. You won't remember anything. Talus (August 14, 2007). Shin Megami Tensions: Persona 3. Aegys: Why...? Why did I come back here? My mission is to protect humanity from shadows. But now, I know I can't beat them! So then ... Why am I here? I'm useless! Talus (August 14, 2007). Shin Megami Tensions: Persona 3. Aegys: That's the promise I made myself. I don't know how I'm going to do it... but I think it's part of life, too. Are you going to let me join you all? / Junpei: Of course! You've always been one of us. / Aigi: ... Thank you! I'll be with all of you... no matter what happens...! Talus (August 14, 2007). Shin Megami Tensions: Persona 3. Aigi: You... / Yukari: Ryoji-Kun...? / Yukari: Knicks Avatar: That's been my name for a while... I didn't mind. / Mitsuru: ... What is going on? Wait, you...? / Nya: Avatar: I'm just a harbinger of the fall... Although, Nix and I are currently alone in sic the same. Talus (August 14, 2007). Shin Megami Tensions: Persona 3. Igor: This is the last force that we will unveil... It is the power to bring a new beginning, or final end. It may be possible now, with this newfound power... You may be able to defeat someone who cannot be defeated. What you have in your hands is the power of the universe... Nothing is beyond the realm of opportunity for you now. Talus (August 14, 2007). Shin Megami Tensions: Persona 3. Aegys: When I thought I might never see you again, it became clear to me what I wanted most. So I made a decision. I decided I'd keep protecting you. I know I'm not the only one who can do it... But that's okay. My life will be worth a lifetime if it is for this reason... Thank you ... G4. April 7, 2008. The event takes place at 0:30. Archive from the original dated September 4, 2017. Received on August 30, 2009. A new adventure called Episode Aegis. This is basically a free sequel, which is set after the events of the final battle in the original game. Of course, the character you played in this game died at the end. Talus (August 14, 2007). Shin Megami Tensions: Persona 3. Ken: But I'm still surprised... Why did this happen? Doctors found nothing wrong with it afterwards... It just seemed like he fell asleep, didn't he? /Fuuka: He must have used all his power to protect us... is that last battle. Talus (August 14, 2007). Shin Megami Tensions: Persona 3. Fuuka: Ah? Laboratory...? Do you want to travel to school from there next semester? / AIGI: Oh... No, I... / Mitsuru: Aegys returns to the lab tomorrow. She is... will not be enrolled as a senior, b c d e VanOrd, Kevin (April 23, 2008). Shin Megami Tension: Persona 3 FES Review. Gamespot. Archive from the original on June 2, 2016. Received on August 18, 2009. Talus (August 14, 2007). Shin Megami Tensions: Persona 3. Igor: Waking up to the power of Wild Card, you are now bound by a contract. From now on, you're our guest in the Velvet Room. / Aigis: Wild card ...? / Igor: Of course you know what I'm talking about: the ability to hold a few people and wield their powers. Until recently, there was a young man with the same talent (Persona 3). / Aigis: Standing in surprise you... Do you know about him? / Igor: Really, I do. Shin Megami Tensions: Persona 3. Metis: The only way to survive is to somehow find a way to eradicate the Abyss of Time. / Ken: Eradicate it? How should we do this...? / Metis: I've tried the easiest, most direct way: eliminating all of you. The abyss of time is connected to this hostel, as if addressing it. This, along with how you can all perceive being missed... it seems obvious to me that you have a lot in common with the reason this is happening. Talus (August 14, 2007). Shin Megami Tensions: Persona 3. Metis: Mm ... Aigi? I promise to listen to what you say, so... Could I... Call you Sister...? / Aigi: Go straight ahead. / Metis: Thank you... Sister! b c d e Haynes, Jeff (April 22, 2008). Shin Megami Tension: Persona 3 FES Review. Ign. Archive from the original on February 9, 2009. Received on August 18, 2009. Talus (August 14, 2007). Shin Megami Tensions: Persona 3. Yukari: The Story of Ken Kun, the story of Akhiko-Senpai... Junpei and Koromaru, too. Mitsuru-Senpai is the one that makes it most obvious. / Junpei: Aren't you...? / Metis: ...? I'm not following you here... / Yukari: What we've seen is every one of our reasons for our Persona. Talus (August 14, 2007). Shin Megami Tensions: Persona 3. Metis: You should be able to leave with these keys. Once you do this on the street, the Time Abyss should disappear on its own. Talus (August 14, 2007). Shin Megami Tensions: Persona 3. Junpei: You're all about the here and now, aren't you, Yuka-yan? I mean, you say it all the time -- you have to look ahead! / Yukari: I... I am... I want to go back. By the time before the last battle... [..] If there is a way for him to come back... I'll take it no matter what. Talus (August 14, 2007). Shin Megami Tensions: Persona 3. Yukari: Sigh: There's no point walking around like this. We will never reach an agreement. So if no one gives up... We're going to have to deal with it differently. / Fuuka: Another way ...? Yakari-chan... You don't mean--!? / Yukari: Taking the keys by force... It's going to work, too, isn't it? Talus (August 14, 2007). Shin Megami Tensions: Persona 3. Aegys: So it's... It's a miracle he's done. / Fuuka: What... What is this? / Metis: ... That's his life essence. As you can see, this is what happened. He himself became the Great Seal. Talus (August 14, 2007). Shin Megami Tensions: Persona 3. Fuuka: It's... It's not a shadow... So much... All these people... / Metis: As I thought: the real purpose of printing. That didn't deter the Knicks; it was a seal, so she could not be touched. / Mitsuru: What do you mean? / Fuuka: This monster... it's not a shadow. It is the accumulated anger that has come from the hearts of countless living people. All of them... deep down and down the Knicks call! Talus (August 14, 2007). Shin Megami Tensions: Persona 3. Metis: Don't tell me you're going to fight this thing! It's impossible... It's too big! / Mitsuru: This is a battle we can't escape from. The feelings that gave rise to this abomination were within me. Because I couldn't accept reality, I foolishly sought solace in a past filled with death and unrest. There's no mistake: this monster is the cause of all our troubles. / Akhiko: You got it right. If we run away from it, we go into a lousy start for our future. / Ken: That's what I think, too... It was already a battle against me. Talus (August 14, 2007). Shin Megami Tensions: Persona 3. Mitsuru: To stop the heart's desire for destruction... it's a huge task. People try to keep death at bay, but without it they lose sight of life. It is possible that there is no way to completely eliminate this monster. Talus (August 14, 2007). Shin Megami Tensions: Persona 3. Junpei: Hey, what a second! What's going on here? It's not in front of the dorm! / Aigis: Everything? What is going on...? / Igor: Don't worry. I only called you here so we could say goodbye. I'm pretty surprised though... I didn't expect your friends to follow you. Talus (August 14, 2007). Shin Megami Tensions: Persona 3. Mitsuru: Metis... Who are you really? You're not going to tell us? / Aigi: I think... she's the other me... I couldn't bear the pain of losing Protagonist... so I would like to be a simple machine again. (Metis) part of myself I wanted away. My lonely sister, always afraid that her will be alone... You have come to help me recognize and confront the pain of life. I finally understand... I just wish I had figured it out much sooner. Talus (August 14, 2007). Shin Megami Tensions: Persona 3. Aegys: I know... it may be impossible because it is so sudden... But are there any ways... that I can go back to the lab? I used to think... I had nothing to protect, no reason to live. But now that I see the opposite... I would go back to school with Yukari-san and everyone else. Soejima, Shigenori (March 17, 2006). New details, a new story for the newest persona. RPGamer. Archive from the original on February 6, 2009. Received on September 8, 2009. a b Interview shigenori Soejima. Artistic works by Shigenori Soejima 2004-2010. Udon Entertainment. July 1, 2010. 145-153. ISBN 978-1926778327. A transcript posted on June 21, 2015, by Wayback Machine and Kemps. Heidi (August 2008). King of the Game: Interview with Kazuma Kaneko. U.S. otaku. Sovereign Media (Volume 2, Issue 1): 120-123. Alistair Wong(November 13, 2017). 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