SYSTEM SOFTWARE UPDATES

This PSP™Game includes System Software update data for the PSP™ system. An update will be required if an "update request" message is displayed on-screen at game start-up.

Performing a System Software update

The update data is displayed with the icon shown here on the Home Menu.

By following the on-screen instructions, you can update the System Software of the PSP™ system. Before performing the update, check the version number of the update data.

· During an update, do not remove the AC Adaptor.
· During an update, do not turn off the power or remove the PSP™Game.
· Do not cancel the update before completion as this may cause damage to the PSP™ system.
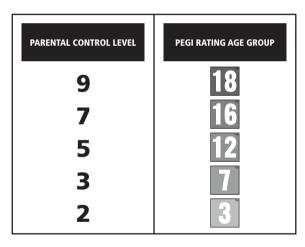
Checking that the update was successful

Select "Settings" from the Home Menu, and then select the "System Settings" option. Select "System Information" and if the "System Software" version number displayed on-screen matches the version number of the update data, then the update was successful.

For details on System Software updates for the PSP™ system, refer to the following website: eu.playstation.com

PARENTAL CONTROL

This PSP™Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP™ system to restrict the playback of a PSP™Game with a Parental Control Level that is higher than the level set on the PSP™ system. For more information, please refer to the PSP™ system Instruction Manual.

This game is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the game package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18
7	16
5	12
3	7
2	3

In rare cases, the Parental Control Level of this product may be higher than the age rating which applies in your country, because of differences in the age rating systems in the various countries in which this product is sold. You may need to reset the Parental Control Level on your PSP™ system to enable play.

ULES-01557

SETTING UP

Set up the PSP™ system according to the instructions in its instruction manual. Turn the PSP™ system on and the POWER indicator will light up green. The XMB™ Menu will be displayed. Open the disc cover and insert the Persona® 2 Innocent Sin disc with the label side facing the rear of the PSP™ system and then securely close the disc cover.

Select the 🎮 icon from the XMB™ Menu and then select the ⊙ icon. An image of the software will be displayed. Select the image and press the ✖ button to commence loading.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished product.

MEMORY STICK DUO™

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of the PSP™ system. Saved game data can be loaded from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved game data.

XMB™ Menu

SHIN MEGAMI TENSEI®
PERSONA®2
INNOCENT SIN

Table of Contents

RUMORS beco
and MAN LEARN

come REALITY
NS of HIS SINS

The story takes place in Sumaru City, Japan,
population 1,280,000. Its protagonist attends
Seven Sisters High School ("Sevens" for short),
whose emblem is considered a status symbol
even amongst students from other schools.

Soon, though, a rumor that Sevens' emblem
was actually cursed, and that wearing it would
disfigure one's face, had spread around the city.
Even worse, the rumor came true…
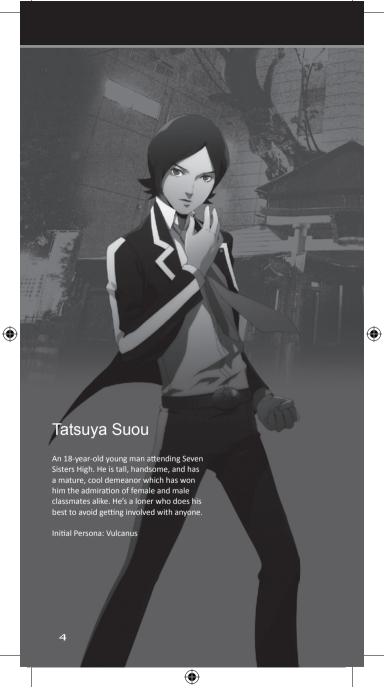
And it was only the beginning of a
string of rumors becoming reality,
one after another…

Before long, the protagonists discover the
power to summon another side of them
called "Personas,"

which they use to investigate the
strange incidents around the city,
all while facing their own personal demons as well.

Time is once again on the march…

3

Tatsuya Suou

An 18-year-old young man attending Seven Sisters High. He is tall, handsome, and has a mature, cool demeanor which has won him the admiration of female and male classmates alike. He's a loner who does his best to avoid getting involved with anyone.

Initial Persona: Vulcanus

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Lisa Silverman

A 17-year-old girl nicknamed "Ginko" who also attends Seven Sisters High. She has beautiful blonde hair, blue eyes, and a figure that's the envy of other girls her age. Because she was born to parents who were naturalized as Japanese citizens, she looks Caucasian, but she speaks fluent Japanese.

Initial Persona: Eros

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Yukino Mayuzumi

An active twenty-year-old student at vocational school for photography. She's grown out her hair and settled down a little since her days at St. Hermelin High. Her goal is to become a professional photographer and she's now working as an apprentice to a freelancer.

Initial Persona: Vestata

Maya Amano

A 23-year-old reporter for a teen magazine. She's a beautiful, cheerful woman who naturally draws others to her with her considerateness and affable nature.
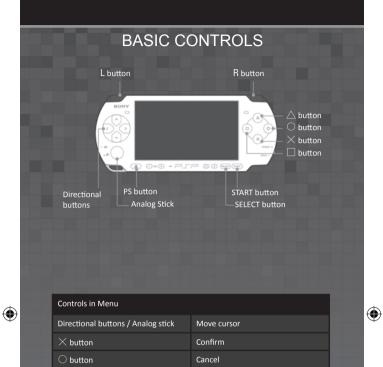
Initial Persona: Maia

Eikichi Mishina

A 16-year-old and second-year at Kasugayama High, less flatteringly known as Cuss High, who refers to himself as "Michel." He is the Boss of a gang of delinquents at Cuss High and also front man in his band. He tends to take what people say too personally, is easily swayed, and is often a bit too taken with himself.

Initial Persona: Rhadamanthus

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BASIC CONTROLS

L button   R button

△ button
○ button
✕ button
□ button

Directional buttons

PS button
Analog Stick

START button
SELECT button

Controls in Menu	
Directional buttons / Analog stick	Move cursor
✕ button	Confirm
○ button	Cancel

City Map	
Directional buttons / Analog stick	Select a ward
✕ button	Confirm
△ button	Access Command Menu
□ button	Hold to display all area names
L button	Hold to display all area names
R button	Hold to display all area names

Ward Map

Directional buttons / Analog stick	Move player marker
✕ button	Enter buildings / Talk
△ button	Access Command Menu
○ button	Cancel / Hold to run (Directional buttons + ○ button)
□ button	Hold to display all area names
L button	Hold to display all area names
R button	Hold to display all area names

Field

Directional buttons	Move the protagonist
Analog stick	Move slightly: Protagonist walks Move a lot: Protagonist runs
✕ button	Enter doors / Talk / Check
△ button	Cancel / Hold to run
○ button	Access Command Menu
□ button	Display Auto Map
L button	Rotate camera clockwise
R button	Rotate camera counterclockwise

Battle

Directional buttons / Analog stick	Select menu choices
✕ button	Confirm
○ button	Cancel / Cancel autobattle
△ button	Activate autobattle
L button	Display party and enemy status
START button	Toggle animation skip

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STARTING THE GAME

From the title screen, you have the following options:

>> NEW GAME

Start a new game from the beginning. Select a battle difficulty before the story begins. This can be changed at any time during the game in [System]→[Settings]→[Difficulty].

EASY	For beginners and players without much time to strategize. The battle difficulty is lower compared to Normal.
NORMAL	For players with some experience playing RPGs.
HARD	For advanced players looking for a challenge. The battle difficulty is higher compared to Normal.

About Name Entry
Whenever you begin a new game, you must enter the protagonist's name. Select "End" after entering in a first and last name to continue on to entering a nickname.

Name Entry Controls	
Directional buttons	Select letter
Analog stick	Move name position
✕ button	Confirm
◯ button	Delete
Select button	Back
Start button	End

>> LOAD GAME

Continue a saved game. Select a file to load and press the ✕ button to confirm. You can save the game from the System Menu (p.17).

>> GALLERY

View previously seen movies and listen to music here.

>> CONFIG (p.17)

Adjust various settings here. You can access these settings at any time during the game from the System Menu.

>> DATA INSTALL

Install game data to your Memory Stick™ in order to shorten load times.

● A Memory Stick™ with at least 247MB of space available is necessary to install game data.

● Installation takes anywhere from 1-5 minutes.

● Do not remove the Memory Stick™, turn off the PSP™ system, or put it into sleep mode while installing the data.

FIELD

There are three progressively more specific views of Sumaru: the City Map, the Ward Map, and individual Field Maps. Hold the L, R, or □ buttons on the City or Ward Maps to display area names.

City Map

The City Map is used to move between the different wards. You'll be able to travel to more wards as the story progresses. Select a ward to travel to from the list in the upper left.

1 Ward list
2 Area name
3 Party status

Ward Map

When you select a ward from the City Map, you will move to that ward. Move the blue marker on the Ward Map to travel between buildings. When you approach an entrance, an "IN" graphic will be displayed. Press the ✕ button at this time to enter it.

1 Area name
2 Location name
3 Player marker
4 NPC marker

This symbol is shown when you can interact with something. Press the ✕ button to talk to an NPC or enter a location.

This symbol is shown when you approach the edge of the Ward Map. Press the ✕ button to return to the City Map.
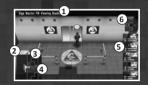
12

Field Map

When you enter a location from the Ward Map, you will enter a Field Map. Here, you control the protagonist directly while sometimes encountering enemies.

1 Current location
2 Current floor
3 North bearing
4 Mini-map
5 Party status
6 Compass

About the Auto Map
Press the ☐ button on a Field Map to display the Auto Map, which shows where you've been.

Auto Map Controls	
Directional buttons / Analog stick	Scroll through the map
✕ button	Hold to scroll quickly through the map
△ button	Map legend
☐ button	Recenter the map on the player's position
◯ button	Close Auto Map screen
L button / R button	Switch floors

COMMANDS

Press the △ button outside of battle to access the
Command Menu.

>> Skills

Use skills. Select a party member and then select a skill to use from
the list.For healing skills, select a character to heal and confirm with
the ✕ button.

>> Items

Use and view items in your possession. Press left and right on the
directional buttons or analog stick to skip to the next page of items.
Press up and down on the directional buttons or analog stick to
review individual items. Confirm with the ✕ button.

Expendable........................ Use expendable items in your inventory.
Key Items.......................... View obtained key items.
Cards................................ View cards in your possession. Select from
the categories of Tarot, Material, Skill, and
Incense cards.

>> Equip

Change each character's equipment. Press the L button or R button
while in the equip screen to switch between characters. Press the △
button to automatically equip the available weapons and armor with
the highest attack / defense ratings.

1 Item name
2 Attack / Defense power
3 Which sex can equip the item

　— :Unisex
　♂ :Male only
　♀ :Female only

4 Number of the item on hand
5 Equipment slot used
6 Character stats (Vary according to equipment)

>> Personas

Assume and check Personas here. Choose a character, select a new
Persona from the list, and press the ✕ button to assume it. To view a
Persona's stats, press the ☐ button while highlighting it. Personas that
other characters have assumed cannot be selected. Personas that cannot
be assumed will be grayed out.

>> Status

Press the ☐ button on the status screen to display the status of the currently assumed Persona. Press the L or R buttons to switch between characters.

Reading the Status Screen

1 Currently assumed Persona
2 Persona's Arcana
3 Compatibility with the assumed Persona (p.25).
4 Persona's level
5 Persona's rank and EXP needed to rank up
6 Persona's type
7 SP needed to invoke the Persona
8 Persona's level-up bonus
9 Persona's elemental affinities
10 Character stats

    Attack......................... Strength of physical attacks
    Defense....................... Resistance to physical attacks
    MAttack....................... Strength of magic attacks
    MDefense.................... Resistance to magic attacks

11 Character's portrait
12 Character's level
13 EXP needed to level up
14 Current HP and SP
15 Persona's profile
16 Persona's known skills. Highlight a skill and press the △ button to get a description of the skill.

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▲ **Main Stats**

There are five primary stats. When the protagonist levels up, you can distribute his gained points into the stats of your choice. (Other party members will have their points automatically distributed.)

> St.................Affects attack power when attacking directly
> Vi.................Affects defensive strength and max HP increases
> Dx................Affects hit rate, magic attack and magic defense
> Ag................Affects evasion rate and turn order in battle
> Lu.................Affects various things

▲ **Affinities and Resistances**

There are 16 affinity types in the game. "Wk" means weakness to that affinity; "Str" means a resistance to it; "Nul" means that affinity will be nulled; "Drn" means damage of that affinity will be absorbed; and "Rpl" means damage of that affinity will be repelled back to the attacker.

Sword		Fire		Nuclear	
Ranged		Water		Light	
Strike		Wind		Dark	
Thrown		Earth		Almighty	
Havoc		Ice		Nerve / Mind	
		Electric			

Stat Bonuses

Assumed Personas will have an effect on their user's stats.

<< Stats >>

Effective stats are the average of the Persona's stats and the user's stats. If, for instance, the Persona's Strength is higher than the user's Strength, the averaged amount will increase the user's effective Strength. Conversely, if the Persona's Strength is lower than the user's, it will decrease the user's effective Strength. Try to ensure that your Persona's stats aren't dragging down your effective stats.

<< Resistances >>

A character inherits the elemental affinities of his or her assumed Persona. Each Persona has different affinities, so adopt Personas that give you an edge against whichever foe you're fighting.

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>> Analyze
Here, you can view details of previously encountered demons and summoned Personas. Press up and down on the directional buttons or analog stick and press the ✕ button to select an Arcana. Then select the demon or Persona you wish to view and then confirm with the ✕ button.

<< Canceling Pacts >>
Contracted demons will have a "Pact" icon next to them. Press the △ button on the selection screen to filter only demons you have a pact with. You may press the □ button on a highlighted demon to cancel your pact with that demon.

>> Battle Settings
Adjust various battle settings. You can set your Battle Order (p.28) and Fusion Spells (p.30) here.

>> System
Change various settings as well as save and load games.

Setting	
Message Speed	Change the message display speed.
Music	Choose between original or remixed.
BGM Volume	Change background music volume.
SE Volume	Change sound effect volume.
Voice Volume	Change voice volume.
Cursor Memory	Set whether to memorize the menu cursor position.
Cut-Ins	Turn cut-ins during Fusion Spells on or off.
Invert Camera	Set the camera rotation direction.
Movie Size	Set the display size of CG movies.
Difficulty	Change the battle difficulty settings.
Data Install	Load from installed data. (Data must be installed first.)

>> Save
You must have 256KB of free space on the storage media in order to save your game.

>> Load
Load a saved game. Select a save to load and press the ✕ button to confirm.

>> Title
Return to the title screen. Any unsaved data will be lost.

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FACILITIES

Sumaru City has several shopping areas, such as Kameya Alley or Lotus, with all kinds of facilities. Each ward has its own shops.

>> Shopping

You can buy and sell items, weapons, armor, and accessories at the shops in Sumaru. Each shop has its own selection, which can change according to the rumors you spread (p.20).

Buy

When shopping for supplies, press up or down on the directional buttons or analog stick to select the item you wish to purchase. Once an item is selected, press left or right to choose how many of that item you want. Confirm your purchase with the ✕ button.

Sell

Select the type of item you wish to sell, from expendable items, weapons, armor, or accessories, choose which item and how many of that item to sell, and confirm your sale with the ✕ button.

Casino Games

After a certain point in the story, you can spread a rumor which will open up a casino. There, you can play various games with coins you purchase. These coins can be redeemed for certain rare items.

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FACILITIES

Facilities

Here's a small sample of the shops and facilities you'll find around Sumaru City.

Weapon / Armor Shops 🔫 🗡️ 👕
Places like Shiraishi Ramen and Time Castle may seem like ordinary shops, but by spreading rumors, you will be able to purchase weapons and armor there.

Satomi Tadashi 💊
This ubiquitous drugstore chain handles various healing items.

Healing Facilities ➕
HP, SP, and status ailments can be cured at places like Tominaga Chiropractic and Kaori. There are even healing facilities inside dungeons.

Restaurants 🍴
You can order food at eateries like Clair de Lune or Gatten Sushi. Eating will temporarily increase various stats for the character you choose.

Velvet Room 🎭
Here, you can summon and take on Personas, other aspects of the party's personalities. Igor, the Velvet Room's master, will handle these tasks for you and explain Personas to you in greater detail.

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Kuzunoha Detective Agency

This is the detective agency in Kameya Alley. Talk to Chief Todoroki when you want to spread a rumor to affect various things around Sumaru.

Step 1: Gather Rumors
"Rumormongers" in each ward are a good source for rumors to spread. You can learn a lot by talking to them. Remember that though some rumors may sound the same, there will be slight variations on them.

Step 2: Visit the Kuzunoha Detective Agency
When you have rumors to spread, head to the Kuzunoha Detective Agency. Talk to Chief Todoroki and ask him to "Spread rumors."

Step 3: Spreading Rumors
You will then decide on which rumor to spread. Select a rumor type from the top box, and then select the details of the rumor from the bottom box. Confirm your choices with the $\times$ button. Finally, pay the agency's fee, and the rumor will be spread.

Climax Theater

You can access the "Theater" from the City Map. There, you can experience various side stories. Please keep in mind that you cannot save the game while playing a quest.

Play a Quest
There are different types of quests and you can play the quests you obtain for a price. Ticket prices will vary according to the quest.

Quest complete and Points
When you finish a quest, membership points will be added. As you accumulate points, your rank will increase and Mizuki's attitude towards you will change.

About Abandoning
While playing a quest, open the Command Me nu and by selecting [Abandon] in the [System] section you can abandon a quest. When you abandon a quest, no points will be added.

<< Now Playing >>
These are quests that can be played from the start. There are two quests.

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PERSONAS

"Personas" are important entities central to this game.
The way you use Personas can make all the difference,
so learn the Persona system and its basic principles.

>> Persona Basics

A Persona is available once Igor
summons it and you take it on in the
Velvet Room. You will need various
types of cards to summon Personas.

Pixie
You're Pixie too? Yaaay! Tee-hee...
Nice to meet you!

Summon	In his capacity as a psychemancer, Igor can use tarot cards you earn from demons to summon Personas from the depths of your party's souls.
Take on	This the act of transferring a summoned Persona into the Persona-user's mind. By doing so, you will be able to assume the Persona.
Invoke	This means to call on an assumed Persona and use its powers.
Persona Card	These are Personas that Igor has summoned but have not been taken on, stored in the form of Persona Cards.
Tarot Card	These catalysts are necessary to summon Personas. You can obtain them by negotiating with demons.
Free Tarot	The Arcana of your choice can be painted onto these cards in the Velvet Room.
Material Card	These cards are required to summon certain special Personas.
Skill Card	These can be used in the summoning process to teach new skills to the summoned Persona.
Incense Card	These can be used in the summoning process to enhance the summoned Persona's stats.

>> Summoning Personas

You can begin the process by talking to Igor in the Velvet Room and selecting "Summon Persona." You will need enough Tarot Cards of the required Arcana to summon a Persona; the precise amount differs depending on the Persona.

1 Arcana
2 Tarot Cards on hand
3 Character's compatibility
4 Material Card icon
5 Tarot Cards needed

> About Material Cards
>
> Personas with a yellow icon next to their name are special Personas that require Material Cards. These Personas can be summoned when you have the corresponding Material Card.

Step 1: Select a Persona
After choosing an Arcana, a list of Personas in that Arcana are shown. Select a Persona from this list to summon and confirm your selection with the x button. Personas that you don't have the required cards for will be grayed out. You can summon Personas that are up to 5 levels above your party's average level.

Step 2: Using Cards
By using Skill Cards and Incense Cards on the Persona you're summoning, it may be granted additional skills or stat enhancements. If you do not wish to use any optional cards, select "None" for these categories.

Step 3: The Summoning Ritual
Once you arrive at the Persona confirmation screen, pressing the x button will cause Igor to perform the summoning. Summoned Personas are kept as Persona Cards in the Velvet Stock (p.23) until you take them on. A Persona cannot be summoned if there are no open slots in the Velvet Stock.

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> Taking on Personas

After talking to Igor in the Velvet Room and selecting "Take on Persona,"
you will be taken to the screen below.

1 Number of Personas in Party Stock/Maximum
2 List of Personas in the Party Stock
3 Character currently assuming that Persona
4 Compatibility with currently selected Persona
5 Number of Personas in Velvet Stock/Maximum
6 List of Personas in the Velvet Stock

◆ **Party Stock**
The party's reserve Personas not currently being assumed.

◆ **Velvet Stock**
The Personas on standby in the Velvet Room.

**Step 1: Select a Persona from the
Velvet Stock**
Move the cursor with the directional
buttons or analog stick to select the
Persona you wish to take on from the
Velvet Stock. The selected Persona's
name will be displayed in green.

**Step 2: Swap the Persona into the
Party Stock**
Next, move the cursor to the Party
Stock and select a Persona in the list
or an open slot. Press the ✕ button
to swap the desired Persona into that
slot. You can also reorganize a stock
list in this way.

Stock Limits
The limit to how many Personas you can keep in the Party Stock
will increase as the story progresses. If you find your stock filling
up, it might be best to return Personas at the Velvet Room.

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>> Return Persona

Talk to Igor in the Velvet Room and select "Return Persona" to return a Persona.

◆ **Select the Persona to Return**
Press up and down on the directional buttons or analog stick to select a Persona to return and confirm with the ✕ button. You may choose from any Persona in the Party Stock or Velvet Stock.

◆ **Mystic Change**
Personas whose have reached Rank 8 (MAX) will not rank up anymore. By returning Personas that have reached maximum rank, they will undergo a mystic change and be reborn as various items.

>> Tarot Creation

If you have Free Tarot cards, talk to the Demon Painter in the Velvet Room and select "Request card" for him to paint the Arcana of your choice on them, converting them into usable Tarot Cards. You can obtain Free Tarot cards by negotiating with demons you have a pact with.

Press up and down on the directional buttons or analog stick to select an Arcana, and then press left or right to adjust how many cards you want him to paint. Some Tarot Cards can only be obtained in this way.

>> Invoking Personas

A character can invoke a Persona
he or she has assumed at any time
during battle. However, if a character
has poor compatibility with a Persona,
he or she may not be able to assume it.

The SP cost to invoke a particular
Persona is the same no matter which
of its skills you use, and is affected
by the Persona's compatibility with the user. This SP cost will not change
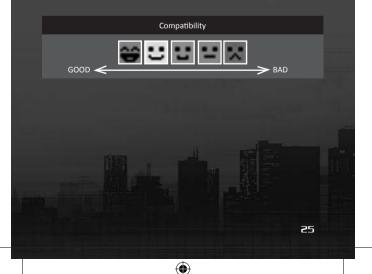even if the Persona's rank increases.

>> Persona Compatibility

Each character has different
compatibilities with the various
Personas. If their compatibility is
bad, it will cost more SP to invoke
the Persona, and especially bad
compatibility may prevent the
Persona from being assumed at all.
Conversely, if their compatibility is good, it will cost less SP to invoke,
and especially good compatibility may cause the Persona to occasionally
demonstrate special powers.

Compatibility

GOOD ← → BAD

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>> Growth of Personas

Personas that are assumed will
rank up as you fight. Each time you
invoke your Persona, its mastery level
increases. Once it reaches a certain
level, the Persona will rank up.

Each Persona has 8 ranks. Upon
ranking up, its stats will increase and
it may learn a new skill. The mastery
level required for each rank varies
from Persona to Persona.

Return Max-Rank Personas
If a Persona has reached the maximum rank of 8 (MAX), you will
receive a reward when you return it at the Velvet Room.

>> About the Arcana

Tarot Cards, demons, and Personas
all have an associated Arcana. A
Persona's Arcana indicates which
Arcana of Tarot Cards is necessary to
summon it. Negotiating with demons
can earn you Tarot Cards of the same
Arcana that the demon belongs to.

Efficiently Gathering Cards
The higher a demon's level, the more Tarot Cards you'll receive
through negotiation with it. More cards are necessary to summon
high-level Personas. Negotiate with strong demons to quickly gather
enough cards to summon the better Personas.

BATTLE

While traveling in the field, you will encounter enemies. Use the battle menu to fight or negotiate with them.

Reading the Battle Screen

1 Battle commands (p.29)
2 Party info
3 Current HP
4 Current SP
5 Turn order (from top to bottom)
6 Status ailments (p.37)

>> Special Controls in Battle

L button Shows the party's and enemy's status

△ button Toggle Auto Battle on/off

○ button Cancel Auto Battle

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>> Basic Flow of Battles

At the beginning of battle, you can set up each character's actions. You can also press the ○ button during battle to interrupt it and adjust their actions.

Flow of Battle

On encountering an enemy, you can choose from general battle commands such as "Fight" or "Fusion Spells." Selecting "Contact" allows you to negotiate with the demons without fighting them.

Once everyone's commands have been input, the battle will begin. The characters will act in the order displayed onscreen, from top to bottom.
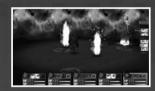

Press the ○ button during battle to interrupt it and access the battle commands again. This is useful if you've taken damage and need to heal, or if you need to adjust your battle strategy. The new actions will take effect on the next character's turn. Press the START button to go into skip mode, omitting summon animations and Fusion Spell cut-ins.

When all the enemies or allies are defeated, or if you succeed in fleeing or negotiating, the battle will end. If you defeated the enemy, you will gain experience points and money. You may also win items as well.

>> Battle Commands

Battle commands are used to decide on a strategy for the entire party. When you encounter enemies, you will first begin by selection from these commands.

▶ Fight

▶ Fusion Spells

▶ Contact

▶ Analyze

▶ Set Turn Order

▶ Auto Settings

▶ Escape

Battle Command: Fight

This is the default option for battles. After selecting "Fight," you have a second range of options from "Attack," "Skill," "Item," "Persona," "Set Turn Order," "Status," and "Guard."

<< Attack >>
Each character will attack with their weapon. Use the directional buttons or analog stick to select a target to attack and confirm with the ✕ button.

<< Skill >>
Invoke the assumed Persona to use one of its powers. After selecting a skill, select a target to use the skill on. Using skills costs a fixed amount of SP which is determined by each Persona.

<< Item >>
Use an item from your inventory. Select the item you wish to use from the item list and then confirm with the ✕ button. Only items that can be used in battle will be displayed in the item list.

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<< Persona >>
Change Personas. Personas that
are grayed out on the list cannot be
assumed.

<< Set Turn Order >>
Change the turn order during battle.
Select two characters whose turns
you wish to swap and confirm with
the ✕ button. Select "Reset order"
to return the order to its default state.

> The default turn order has enemies and allies acting in order of
> highest Agility. It's most beneficial to change the turn order when
> you want to make use of Fusion Spells.

<< Status >>
You can view your party's detailed
status (p.15) here. Press the ☐ button
on a character's status screen to view
his or her assumed Persona's status.

<< Guard >>
Focus on defending. Damage received
from enemies will be reduced while
guarding.

Battle Command: Fusion Spells

Attack the enemy with Fusion Spells,
powerful attacks that occur when
multiple characters use spells in
sequence.

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<< Select a Fusion Spell >>
Select "Fusion Spells" from the battle
menu and the Fusion Spell selection
screen will be displayed. Press up
and down on the directional buttons
or analog stick to select a spell to use.

<< Select Activation Type >>
Press the L or R button while
highlighting a spell to choose one of
three trigger conditions. By highlighting
"Change All," you can change the
settings for all Fusion Spells at once.

Auto	The Fusion Spell automatically triggers when the conditions are met.
Standby	When the Fusion Spell's trigger conditions are met, the character will go into standby, allowing you to choose whether to activate the Fusion Spell or not.
Don't Use	The Fusion Spell won't be used even if the trigger conditions are met.

Set Turn Orders and Activate Them Effectively
If you're intentionally trying to trigger Fusion Spells, the best way
to accomplish this is to change the turn order so the characters act
in the order of the Fusion Spell's trigger conditions.

<< Select Activation Type >>
Highlight a Fusion Spell and press the
✕ button for a combination screen
to be displayed. Press left and right
on the directional buttons or analog
stick to change the combination of
characters.

<< Select When to Act >>
Set the turn order of the Fusion Spell
activation. Characters participating
in the Fusion Spell will be displayed
together in a green frame, so move
the frame where you want and
confirm with the ✕ button.

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Battle Command: Contact

By having your party negotiate with the enemy, you can get things like Tarot Cards, money, or items, on top of avoiding combat.

Battle Command: Analyze

View the details of the demons you're facing. Select a demon to view its details and confirm with the ✕ button. Each aspect of a demon's information will be unlocked after you have fulfilled certain conditions.

Data Heading	Unlock Condition
Race / Name / Level / Graphic	Encounter the demon once
Demon's Stats	Defeat the demon once
Traits	Contact the demon
Profile	Form a pact with the demon
Item Drops	The demon drops an item

Battle Command: Set Turn Order

Change the turn order during battles. (p.30)

Battle Command: Auto Settings

Press the △ button during battle to enter Auto Battle. This will continue until the battle ends or you press the ○ button to cancel it. The party's actions during Auto Battle depend on the player's auto settings:

• Replay
Everyone will repeat the last performed action.

• Attack
Everyone will attack with their equipped weapon.

Battle Command: Escape

Flee from battle. If the escape attempt fails, you will be attacked by the enemy for one turn.

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BATTLE

>> Making Contact with the Enemy

By using the battle command "Contact," you can negotiate with enemy demons. Depending on how the negotiation goes, the demon's feelings may change. Employ your negotiation skills to win the demon's favor.

Making Contact

<< Select a Demon to Contact >>
Use the directional buttons to select a demon group to negotiate with and confirm with the ✕ button. Once you contact the enemy, you cannot fight or try to escape until the negotiation ends.

<< Select the Character to Talk to the Demon >>
Use the directional buttons to choose which party member will contact the demons and confirm with the ✕ button. If your characters have learned combined contacts, you can select up to three people to negotiate. Once you've made your choice, select "Confirm."

Some conversational gambits involve multiple characters working together to negotiate. These will become available upon fulfilling specific conditions during the story.

<< Select a Contact Command >>
Select a contact command from the selected character's list. Each character has four contact commands; choose the one you feel is most suited to the enemy. If multiple party members are working together, there is no need to select a contact command.

The individual contact commands differ from character to character. Each one has different effects on different demon personalities. Determining which commands are effective against which personalities is the key to successful negotiation.

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<< Emotion Gauge >>
The result of any action in negotiation will be an increase in one or more of the four primary demon emotions: Eager, Happy, Angry, and Scared.

Emotion Gauge

<< Demon Responses >>
Sometimes a demon may ask you a question in response to your contact method. When this happens, your possible answers will be displayed as selections for you to choose whichever seems most appropriate. The answer you give may have an effect on the demon's emotions as well.

<< Ending Negotiations >>
When one of the four emotions reaches its height, the negotiations will end. Depending on which emotions was strongest at the end, the demon may behave in one of several ways.

| Contact Results	
Eager	Obtain Tarot Cards of that demon's Arcana.
Happy	Form a pact (p.35) with the demon, and you'll have an advantage in negotiations the next time you encounter them.
Angry	Negotiation has failed and they will attack. You will be unable to contact them again during that battle, and they may nullify whatever pact you've formed with them.
Scared	The enemy will flee and may null the pact you've formed with them.
Eager + Scared	The enemies will be charmed.
Eager + Angry	The enemies will be furious. Your pact with them will be nullified.

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▲ Making Pacts with Enemies
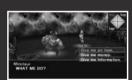
When a demon's Happiness maxes
out, you can form a pact with it.
You can form pacts with up to three
demons. If you wish to form further
pacts beyond that, you must nullify
one of your existing ones. If you
contact a demon you've formed
a pact with again, you'll have an
advantage in negotiations:

◆ A contracted demon whose
Eagerness is maxed out will give
you Free Tarot cards along with
the demon's Tarot Card.

◆ A contracted demon whose
Happiness is maxed out will
give you either money, items,
or special information.

▲ Special Contacts

◆ Persona Talk

If the demon you're contacting and the Persona you have assumed
have a prior relationship based on their lore, your Persona may
handle the negotiations for you.

◆ Demon Contacts
Occasionally, demons will take the initiative in contacting your party.

▲ Times When You Can't Make Contact

◆ When a demon's Anger is maxed out.

◆ When you try to negotiate with enemies such as bosses who have
no Arcana.

◆ When the enemy has a status ailment or other condition preventing
them from negotiating. ("It is in no condition to answer." will be
displayed.)

◆ When a selected party member is unable to negotiate. ("They are in
no condition to talk." will be displayed.)

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When all enemies in an encounter are defeated, you succeed in making contact, or all your party members are KOed, the battle will end. When the battle ends by defeating all enemies, you will see a results screen showing the experience and items gained.

▲ Leveling Up Your Party

When characters gain enough experience points, they will level up and their stats will increase. Assumed Personas can also improve by ranking up (p.26).

Each new level gives you 3 stat points, but the player can only distribute these for the protagonist. Other party members will have their stat points automatically distributed.

▲ Distributing Points

Press up and down on the directional buttons or analog stick to select the stat you wish to increase, and then press left or right to adjust that stat. In addition to the points you distribute yourself, the Persona you have assumed may also confer bonus stat points on leveling up.

▲ Game Over
When your entire party's HP decreases to 0 during battle (Dying), the game will end.

STATUS AILMENTS

You may receive status ailments during battle. Except for possession and poison, all ailments will wear off at the end of battle.

Dying

You may receive status ailments during battle. Except for possession and poison, all ailments will wear off at the end of battle.

Possession

When a possessed character invokes a Persona, the possessing demon's skills may activate on their own.

Charm

A charmed character will attack its allies on its own. The charm has a chance of wearing off each turn.

Panic

Panicked characters will act unpredictably. The panic has a chance of wearing off each turn.

Mute

Mute characters cannot use skills or participate in Fusion Spells. This ailment will not wear off unless the battle ends.

Poison

Each time a poisoned character acts, they lose 1/8th of their maximum HP.

Sleep

Sleeping characters cannot act until they wake up. The sleep has a chance of wearing off each turn.

Fury

An enraged character cannot be controlled and will only attack.

Illusion

Illusions severely decrease affected characters' accuracy.

Shock

Sometimes happens as a side effect of Elec attacks. Shocked characters cannot act for one turn.

Freeze

Sometimes happens as a side effect of Ice attacks. Frozen characters cannot act for one turn, unless they are hit with Fire attacks before their next turn comes up.

ITEMS & SKILLS

There are many items and skills in Persona 2: Innocent Sin. Here's a sampling of ones you may see in the early stages of the game.

Weapons

Used for normal attacks. Each character has a different weapon that only they can equip.

Name	Type	ATK	Wielder
Misericorde	Sword	4	Protagonist
Colt Pony	Ranged	8	Maya
Standard Case	Ranged	5	Eikichi
Leather Gloves	Strike	4	Lisa
Fei Cha	Thrown	10	Yukino

Armor

Protection for the body. Some armor is male-only (♂) and some is female-only (♀).

Name	Type	DEF	Character that Can Equip
Cowboy Hat	Head	3	Protagonist
Hard Jacket	Body	4	Maya
Cowboy Boots	Legs	3	Eikichi

Accessories

Each accessory has different properties. Some even have special powers.

Name	Type	Effect
Summer Earring	Accessory	VIT +1
Ultraviolet String	Accessory	TEC +1

Items

Most items are expendable and will disappear after use. You can hold up to 99 of each.

Name	Usage Condition	Target	Effect
Medicine	Battle / Moving	1 Ally	Recovers 30 HP
Rattle Drink	Battle / Moving	1 Ally	Recovers 200 HP
Chewing Soul	Battle / Moving	1 Ally	Recovers 100 SP
Revival Bead	Battle	1 Ally	Revives with low HP
Antidote	Battle / Moving	1 Ally	Cures poison ailment
Tranquilizer	Battle	1 Ally	Cures fury ailment
Open Sesame	Battle	All Allies	Guaranteed escape from battle
Clean Salt	Moving	All Allies	Keeps away low-level enemies

Attack Spells

Name	Type	SP	Range	Effect
Agi	Fire	5	1 enemy	Low Fire damage
Aqua	Water	5	1 enemy	Low Water damage
Garu	Wind	5	1 enemy	Low Wind damage
Magna	Earth	5	1 enemy	Low Earth damage
Bufu	Ice	5	1 enemy	Low Ice damage + Freeze
Zio	Elec	6	1 enemy	Low Elec damage + Shock
Frei	Nuclear	20	All enemies	Low Nuclear damage to all enemies
Zan	Almighty	6	1 enemy	Low damage
Gry	Almighty	10	Enemy group	Low damage to multiple enemies
Megido	Almighty	50	All enemies	Medium damage to all enemies
Hama	Holy	50	1 enemy	Instant Holy kill
Mudo	Dark	50	1 enemy	Instant Dark kill

Healing Spells

Name	Type	Range	Effect
Dia	Healing	1 ally	Recovers low HP for one ally
Media	Healing	All allies	Recovers low HP for all allies
Posumudi	Healing	1 ally	Cures poison ailment
Recarm	Healing	1 ally	Revives one ally with low HP

Status Spells

Name	Type	SP	Range	Effect
Dormina	Nerve	50	1 enemy	May cause sleep
Marin Karin	Mind	50	1 enemy	May cause charm
Tarukaja	100%	100	1 ally	Increases Attack
Rakukaja	100%	100	1 ally	Increases Defense
Makakaja	100%	100	1 ally	Increases MAttack
Sukukaja	100%	100	1 ally	Increases Agility

Special Attacks

Name	Type	SP	Range	Effect
Straight Slash	Sword	45	1 enemy	Sword type attack
Sonic Punch	Strike	44	1 enemy	Strike type attack
Needle Rush	Thrown	38	1 enemy	Thrown type attack
Triple Down	Ranged	42	Enemy Group	Ranged type attack
Feral Claw	Havoc	38	1 enemy	Havoc type attack

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