Shin Megami Tensei: Persona 3 Portable FAQ/Walkthrough

by vinheim   **Donate**

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|      Liked the Walkthrough? Why don't you help me out and recommend it    |
|              to other users? That's the best way to say:                  |
|              "Thanks for the Walkthrough". Thanks...                       |
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               P E R S O N A   3   P O R T A B L E


                                    < ASCII art created by vinheim 2010 >


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                        Persona 3  Portable
                        FAQ/Walkthrough
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                          Version 0.0
                        Last updated: 07/10/10
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-               Homepage: http://vinheim.webs.com              -
--        Video Walkthroughs: http://youtube.com/vinheimk       --

-----      This document Copyright 2010 Alexander Paul Kleinheider    -----
---         Persona 3 Portable Copyright 2010 Namco Bandai           ---
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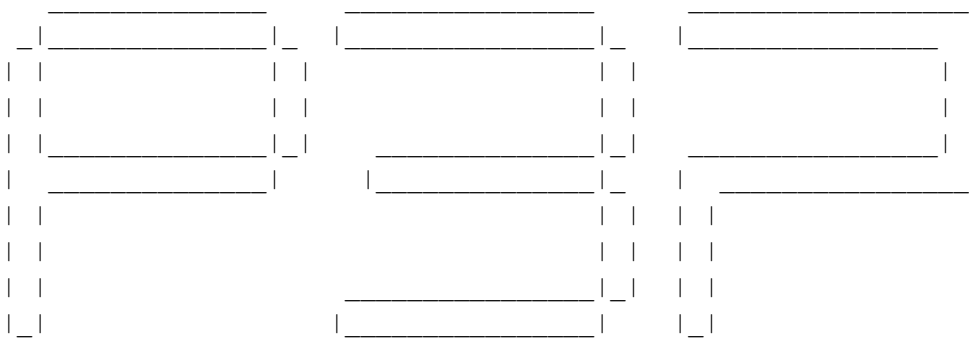
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  To navigate much easier through this guide, I added the search system, which
works just by following these simple steps:

- Highlight the "Section Code" of the section which you wish to go and copy it
  (CTRL+C).

- Press CTRL+F to bring up the search sub-menu.

- Paste (CTRL+V) the "Section Code" and press ENTER twice to be where you
  wanted to be. Just like magic!

 My Section Codes were made as precise as possible, and I also prefer this
method instead of having you scroll 30 min through this huge guide looking for
the section you want to go.

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 Hello everyone and welcome to my Persona 3 Portable FAQ/Walkthrough. I've been
waiting for this freaking game for so long and I'm overjoyed now that I finally
got it. I've played the PS2 FES version of the game a lot, unfortunately - I
never finished it. The main purpose for me making this guide is to help you
guys out and to finally finish the game.

 Yes, once I start a guide for a game I've never finished, I have to finish it.
If I don't write the guide and just play the game, I get bored and stop
playing, so join me, in the writing and creation of this walkthrough.

 Before you even ask, I'll answer to your question! "Which version of the game
is better?" Well, here's a little list of the pros and cons:

 + Pros
   o Selection: You don't have to run around the places (school, dorm) anymore.
               Now you just point and select, making the pace of the game a
               lot faster.
   o Same: The game itself is exactly the same as the PS2 version.
   o Portability: You can now take this game and play everywhere.
   o Dual sex: We can now select and play as a female lead character.
   o Fully voiced: All the scenes are voiced. NICE!

 - Cons
   o No scenes: No more sprites in scenes. Now all you see is the character's
               portraits.

 As you can see there, this game is an exact port of the PS2 version, with some
nice added features.

  Well, I hope you like both the FAQ and the game but before starting, there
are some things I want to address, so please read the following paragraphs:

- I'm writing this for free and because I'm in love with this game. If you are
looking for tons of eloquent ways for me to say "move here and a battle will
start", you are going to be so disappointed. This guide is way, way too big to
begin with, and lofty language does not help.

- If you take a quick scan thru my guide, you won't find the explanations for
battle basics, main menu, saving-loading, etc. Why, you ask? Well, because the
game manual and in-game tutorials do a perfect job explaining how the game
works.

- The usage of abbreviations. When you're in my place or any who writes for
GameFAQ's or any other page, writing a guide for any game of such proportions,
people complain about using too many abbreviations. You have no idea how
helpful abbreviations are. It also looks better in every aspect you think.

- I'm writing this in my first playthrough (of this version), so I may be
missing stuff. If you see that my guide is lacking content, please let me know
through an email or visit my site and contact me there through the forums or PM
me.

- The spoilers are great issues in making guides. I am a player of the game,

just like you are. The first time I played through this game was completely
by myself. I didn't read any spoilers, therefore nothing was spoiled for me.
All the story's ups and downs that were supposed to surprise me had such
effect. And I really think it's not fair spoiling such story elements to you.

 With all this said, let's start with the guide! Enjoy this guide and remember
that it is a spoiler-free, so you don't have to worry about important info of
the game being spoiled.

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 Any critics, suggestions, spelling mistakes, contributions are welcome, so
please send them at the following e-mail:

                       --> vinheim@gmail.com <--

 I always reply to all the mails I get, since feedback is the best reward of
all.

o Important

 The only sites allowed to host my FAQ's from here on out are the following:

- www.gamefaqs.com
- www.supercheats.com
- www.neoseeker.com

 This is because many sites either steal my guides or they don't update them,
making it really hard on me because many readers from other sites often ask me
question from an incomplete guide, so this is a better way to keep track of my
FAQ's and my readers. Please, if you're not on the list above, don't even
bother asking about hosting them because the answer will be NO. Thanks.

 I also have MSN and AIM, but please, if you add me, do NOT start bombing me
with IM. If I have the time, I'll chat to you, since I'm always busy writing
FAQ's and making some research for my job and school, but please keep it
polite, 'k? Anyway, here they are:

MSN: xander_may_cry@hotmail.com
AIM: vinh3im

 Ask politely and I'll add you. I don't have YIM, so start mailing me to make
one just so you can chat with me.

=-=
                   ~-~ ~-~ ~-~ 1.2] Donations   ~-~ ~-~ ~-~
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 This is a little experiment of mine and I just wanna see how it goes. Well, if
you found this guide to be at least somewhat useful, think about donating some
money. I mean, I'm a student who pays his own school, and it's gastronomy and

it consumes all the money I get at home. I'm not asking for 10-20 bucks.
Whatever your heart wants to give is fine, be it 1 buck, 50 cents.

 Whatever the amount you can donate, I'd truly, TRULY appreciate it and your
help would be greatly appreciated. Well, you can only donate through PayPal at
the moment, which the account is: vinheim@gmail.com

 Instead of buying the official guides which cost around 20 dls., better donate
half or a quarter or whatever amount to yours truly.

 To those who support me, thanks.   - Alexander Paul Kleinheider
                                                          aka vinheim


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| |_) ) |_ \| |_) )  |            2]   Game Basics        |  | |_) ) |_ \| |_) )
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 I'll only list a little part of the game basics of this game.


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 A teenager who was orphaned as a young child return to the city of his/her
childhood. Shortly after transferring to Gekkoukan High School, he/she was
attacked by Shadows -- creatures that feed on the minds of their victims. The
assault awakens his/her persona, Orpheus, his/her only chance at defeating
these creatures of the night.

 He/she soon discovers that he/she shares this special ability with other
students at his new school. From them he/she learns of the Dark Hour, a hidden
time that exists between one day and the next, swarming with Shadows. He/she
joins the Specialized Extracurricular Execution Squad (SEES), and with his/her
new friends, confronts this evil threat.

                                                   - P3P Official Website


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                 ~-~ ~-~ ~-~  2.2] Controls ~-~ ~-~ ~-~
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 These are the controls of the game. Note that the first = represent the Field
Controls, while the second = is for the Battle controls and the third and last
= is for Tartarus screen.

```
o------------+-----------------------------------------------------------------o
|- L button  | = Nothing.                                                      |
|            |~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~|
|            | = Scan enemy.                                                   |
|            |~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~|
|            | = Move camera.                                                  |
|============+=====================================================================|
|- R button  | = Toggle action icons On/Off.                                   |
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|                     |~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~|
|                     | = Check next in turn.                                   |
|                     |~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~|
|                     | = Move camera.                                          |
|============+=============================================================|
|- D-pad     | = Move cursor.                                               |
|            |~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~|
|            | = Choose command.                                           |
|            |~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~|
|            | = Move character.                                           |
|============+=============================================================|
|- Analog    | = Move cursor.                                              |
|            |~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~|
|            | = Choose command.                                           |
|            |~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~|
|            | = Move character.                                           |
|============+=============================================================|
|- Start     | = Nothing.                                                  |
|            |~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~|
|            | = Nothing.                                                  |
|            |~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~|
|            | = Show map.                                                 |
|============+=============================================================|
|- Select    | = Nothing.                                                  |
|            |~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~|
|            | = Nothing.                                                  |
|            |~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~|
|            | = Nothing.                                                  |
|============+=============================================================|
|- X button  | = Decide, talk, search, proceed message.                    |
|            |~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~|
|            | = Decide.                                                   |
|            |~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~|
|            | = Examine, attack.                                          |
|============+=============================================================|
|- [] button | = Open location list.                                       |
|            |~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~|
|            | = Nothing.                                                  |
|            |~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~|
|            | = Issue an order.                                           |
|============+=============================================================|
|- /\ button | = Open main menu.                                           |
|            |~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~|
|            | = Activate Rush Mode.                                       |
|            |~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~|
|            | = Open main menu.                                           |
|============+=============================================================|
|- O button  | = Cancel, speed up cursor movement.                         |
|            |~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~|
|            | = Cancel.                                                   |
|            |~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~|
|            | = Cancel.                                                   |
o-----------'------------------------------------------------------------o


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~-~ Protagonist (Male) ~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~

~ Voice Actor: Yuri Lowenthal

 He's a second-year student who just transferred to Gekkoukan High School. Both
of his parents were lost in an accident when he was young, he lived in the
suburbs with his relatives, and has now returned to the city where he lived ten
years ago. He takes up residence in the dorm, but awakens to his Persona during
an assault by the mysterious monsters called Shadows.

 His initial Persona is Orpheus, named for the subtle yet profound musician
god.

~-~ Protagonist (Female) ~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~

~ Voice Actor: Sounds like Laura Bailey

 She's a second-year student who just transferred to Gekkoukan High School.
Both of her parents were lost in an accident when she was young, she lived in
the suburbs with her relatives, and has now returned to the city where she
lived ten years ago. She takes up residence in the dorm, but awakens to her
Persona during an assault by the mysterious monsters called Shadows.

 Her initial Persona is Orpheus, named for the subtle yet profound musician
god.

~-~ Yukari Takeba ~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~

~ Voice Actor: Michelle Ruff

 She is in her second-year at Gekkoukan High School. She is a classmate of the
protagonist's and lives in the same dorm. Her father died in unusual
circumstances, and she's enrolled at Gekkoukan and joined SEES to find the
reason why. She likes cutesy things such as her heart chocker, but in all other
respects she's calm and quick-witted.

 Her Persona, Io, is the woman who is sold to have received Zeus's love in
Greek lore.

~-~ Junpei Iori ~-~

~ Voice Actor: Vic Mignogna

 A fellow classmate of the protagonist and Yukari, he is another second-year at
Gekkoukan High School. Junpei is the first one at school to welcome the
protagonist out of consideration for the protagonist being a recent transfer.
He always tries to keep the mood light, but he can sometimes go overboard,
earning icy stares from Yukari and Mitsuru.

 His Persona, Hermes, is the Greek god of luck and blessing.

~-~ Mitsuru Kirijo ~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~

~ Voice Actor: Tara Platt

 A senior at Gekkoukan High School, where she is also the Student Council
president. Mitsuru is the only daughter of the Kirijo Family, who founded the
school, as well as Port Island itself. She was the first to awaken to her
Persona, and was the charter member of SEES. Her calm, steady demeanor keeps

order in the team, inspiring everyone to work together. Though she is beautiful and intelligent, she has no interest in romance.

 Her Persona, Penthesllea, is the queen of the Amazons in Greek lore.

   ~-~ Akihiko Sanada ~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~

 ~ Voice Actor: Liam O'Brien

 A senior at Gekkoukan High School who's known Mitsuru since middle school, the two of them have fought the Shadows for the last two years. He never misses an opportunity for training, and is constantly trying to get stronger. He fights with his fists both in Tartarus and on the school boxing team, where he is undefeated. Despite his fame as a boxer, he seems uninterested in his many female fans.

 His Persona, Poludeuces, is a hero of Greek mythology.

   ~-~ Fuuka Yamagishi ~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~

 ~ Voice Actor: Mela Lee

 Though not a classmate of the protagonist, she is in the same year at Gekkoukan High School. Circumstances force her into Tartarus where she goes missing, but she is eventually rescued. She is meek and calm, with a penchant for science and technology.

 Her Persona, Lucia, is a saint said to have performed many miracles.

   ~-~ Aigis ~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~

 ~ Voice Actor: Karen Strassman

 An anti-Shadow weapon developed by the Kirijo Group. She meets the team during their vacation at Yokushima. Though she is an android, she was given a sense of self so that she could effectively summon a Persona. Although they met for the first time at Yokushima, she acts as if she knows the protagonist, and insists on spending all her time together for some unexplained reason.

 Aigis's Persona, Palladion, is a divine statue with a spirit contained within.

   ~-~ Ken Amada ~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~

 ~ Voice Actor: Mona Marshall

 A student at Gekkoukan Elementary. He lost his mother two years ago and has been supported by his relatives ever since, which may be the source of his unusually mature outlook and life. After awakening to his Persona, he voluntarily joined SEES.

 His Persona, Nemesis, is a goddess from Greek mythology.

   ~-~ Koromaru ~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~

 ~ Voice Actor: Are you kidding me?! XD

 A dog with the potential to use Personas. When his master, a Shinto priest, died, he remained at Naganaki Shrine. Akihiko witnessed him fighting Shadows there one night, after which he was brought to the dorm as a member of SEES. Aigis is able to understand Koromaru's inflection and body language and acts as

a translator so that the rest of the group can communicate with him.

 Koromaru's Persona, Cerberus, is the guardian of Hades in Greek lore.

   ~-~   Theo / Elizabeth   ~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~

 ~ Voice Actor: / Tara Platt

 A resident of the Velvet Room, existing between dreams and reality, and spirit
and matter. He is a soft-spoken gentleman who constantly keeps his Persona
Compendium with him.

   ~-~   Shinjiro Aragaki   ~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~

 ~ Voice Actor: Grant George

 Like Mitsuru and Akihiko, he is in his third year at Gekkoukan High. He was
once a member of SEES, but left the group and stopped fighting the Shadows
altogether. Nowadays, he rarely even shows up at school, and keeps his distance
from Mitsuru and Akihiko. He decides to return to SEES after Ken joins, but his
reasons for doing so are uncertain.

 His Persona, Castor, is a hero in Greek lore.

                                                  - P3P Official Website

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 | | |_))|_ \| |_)) | 4] Abbreviations | | | |_))|_ \| |_))
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 A little list of abbreviations used throughout the FAQ.

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 | | |_))|_ \| |_)) | 5] In-depth Walkthrough | | | |_))|_ \| |_))
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Author notes:
  This is how it works:

- Being that this is a rather non-linear game and that you can do basically
whatever you want whenever you want, I'll only list things that happen in the
passing days -- things that are part of the story and important things.

- The Tartarus is basically the only dungeon in the game and the floors change
every time you enter, so it's impossible to give you a walkthrough for
Tartarus. The only thing I'll be listing are the Bosses strategies, and all
this is in its respectful section, not in this one.

- The time you have to spend will depend on you. Yes, I won't tell you when to
go out with certain character to raise the Social Link - nor will I tell you
when to go to Tartarus nor how many floors to do. All of this is totally up to
you to do.

- During the Bosses of the story (not the ones in Tartarus), I'll be listing

every time the party I got and the personas MC has. This is for you to have a
reference on how easy/hard a boss is, so you go and train like crazy at
Tartarus.
_____
ﾂﾂﾂﾂﾂﾂﾂﾂﾂﾂﾂﾂﾂﾂ
 Now pop in your Persona 3 Portable UMD into your PSP. When you get to the main
menu, you'll have four options which are: New Game, Load game, Options and
Install. Choose Install if you want to lessen loading times (you need 300+ MB
in your MS in order to do this). After that, choose New Game, choose your
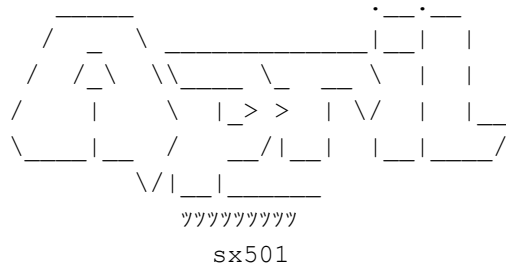gender, difficulty and let the magic begin.

 !PLEASE NOTE!

 During the main walkthrough, I'll be doing the male side first. Since many of
you haven't played the PS2 version of the game, you should start with this one.
I'll be using the male MC (Alex Klein ;) and Normal difficulty.

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          | 19  | 20   | 21  | 22   | 23   | 24  | 25  |
          |-----+------+------+------+------+-----+------|
          | 26  | 27   | 28  | 29   | 30   | --  | --  |
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 o Dates:

 6 :: Game Starts.
 7 :: First day at school.
 8 :: Class Quiz.
 9 :: First Persona.
19 :: You regain consciousness.
20 :: Class Quiz.
21 :: Junpei joins SEES and first visit to Tartarus.
22 :: You meet Kenji Tomochika. First day of complete control.
23 :: Social Link.
24 :: Join a Sport Club.
25 :: Bookstore reopening.
27 :: Class Quiz.

  ~ April 6th
ﾂﾂﾂﾂﾂﾂﾂﾂﾂﾂﾂﾂ
 The game starts in this day. After watching the opening scene of the game,
you'll meet Mitsuru and Yukari. You'll have to sign a contract beforehand, so
do so by imputing your First name first and then your last name. You'll be
taught where you room is and you can do inside.

  ~ April 7th
ﾂﾂﾂﾂﾂﾂﾂﾂﾂﾂﾂﾂ
 As you arrive, press [] and go to 1F, Faculty Office Hallway. From here, enter
the Faculty Office to have the game proceed. You'll also meet Junpei in this
day.

  ~ April 8th
ﾂﾂﾂﾂﾂﾂﾂﾂﾂﾂﾂﾂ
 There's a quiz in class today. The answer: "Utsubo Kubota". You also meet
Ikutsuki. You also get to know about the Dark Hour. One last thing. You enter
the Velvet Room and meet both Igor and Elizabeth. You'll receive the Velvet Key
from Igor as you leave.

  ~ April 9th
ﾂﾂﾂﾂﾂﾂﾂﾂﾂﾂﾂﾂ
 You obtain your first Persona, Orpheus. You finally awaken to your powers.
When you have to fight, simply use Bash to kill the Shadows in 1 hit. You'll
now jump all the way to April 19th.

  ~ April 19th
ﾂﾂﾂﾂﾂﾂﾂﾂﾂﾂﾂﾂﾂ
 You'll have a long talk with Yukari as you wake up. This is pretty much it for
the day.

  ~ April 20th
ﾂﾂﾂﾂﾂﾂﾂﾂﾂﾂﾂﾂﾂ
 This one is tricky, but the answer is: "Mud Huts". As you arrive at the dorm,
head to 4F. You'll be introduced to SEES, you'll join 'em and you'll receive an
Evoker. You first Social Link starts here, with the members of SEES -- the Fool
Arcana.

  ~ April 21st
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 There's just a scene showing how Junpei joins SEES. After joining, you head
out to the Labyrinth Tartarus. You'll be appointed as the leader of the group
venturing inside. You'll enter the Velvet Room before gaining control.
Afterwards, you'll be told about the clock -- used to save your game, heal the
party/all, etc. Now proceed inside Tartarus and do as you're told to end the
day.

  ~ April 22nd
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 During the day, Kenji introduces himself. You'll form a Social Link with him
soon enough. You'll also be able to move around for yourself from here on out.
Exit the school, watch the scene and head on to the Police station at Paulownia
Mall. You'll receive 5,000 yen. Buy whatever you can afford (I got Gladius for
MC and Kishido Blade for Junpei).

  ~ April 23rd
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During school, accept Kenji's offer to go eat ramen. During the meal, you'll
trigger the Social Link Magician. Just agree with him in everything he says.

 ~ April 24th
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 After school, you can finally join a Sport Club, in which you'll develop
another Social Link. Press [] and head to 1F, Laboratory Hallway. Enter the
door to the NW, cross the hallway and enter the next room, which is the Club
Hallway.

 In here, you can join the Swim Team, Kendo Team or the Track Team. Join
whichever you like and you'll meet Yuko, the manager -- with whom you'll
develop the Social Link Strength and Kazushi, a member of the team -- with whom
you'll develop the Social Link Chariot.

 ~ April 25th
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 The only thing that happens today is the reopening of the Bookstore. This is
located at Iwatodai Strip Mall. You'll develop a Social Link with the old
couple... only not today =P

 ~ April 27th
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 There's a Quiz in class. The answer:"6,000 years ago". You'll also be asked by
Mitsuru to join the Student Council. When possible, head to the Faculty Office
and say you're interested. Now head to the Student Council room in front of
your classroom and you'll develop a Social Link with Hidetoshi -- the Emperor
Arcana.

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 | |_) )|_ \| |_) )  |       7] Tartarus' Guardians        |   | |_) )|_ \| |_) )
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 o Venus Eagle x3

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| Slash | Strike | Pierce | Agi | Bufu | Zio | Garu | Hama | Mudo |
|-------+--------+--------+-------+--------+-------+--------+--------+--------|
| Nrm | Nrm | Wk | Drn | Nrm | Nrm | Nul | Nul | Nul |
'-------'--------'--------'-------'--------'-------'--------'--------'--------'

o Party: MC 6, Yukari 6, Junpei 6
o XP: 40
o Items: Empress's Mask x3

o Strategy: This Guardian is very easy, considering it's the first boss of
Tartarus. They are weak against Pierce, so Yukari's bow attack is very useful.
If you have an extra bow, equip it to MC. Be careful with Junpei. He's weak
against Garu skills, so he'll be knocked off his feet very often, so make sure
to have Medicine or Dia ready to heal at any moment.
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o Dancing Hand x3

  .-------.--------.--------.-------.--------.-------.--------.--------.--------.
  | Slash | Strike | Pierce | Agi | Bufu | Zio | Garu | Hama | Mudo |
  |-------+--------+--------+-------+--------+-------+--------+--------+--------|
  | Nrm | Wk | Nrm | Str | Str | Str | Str | Nul | Nul |
  '-------'--------'--------'-------'--------'-------'--------'--------'--------'

o Party: MC 8, Yukari 7, Junpei 7
o XP: 70
o Items: Mazio Gem x3

o Strategy: These bastards are strong against all elementals, so their only
weakness is Strike hits. If you have Angel or Orpheus, use the Bash skill to
knock all of them down. They have skills that hit all characters, like Mazio
(Zio on all characters) and Magaru (Garu on all characters) [yeah, basically
you add Ma in front of the skill name - ie. Maragi or Mabufu].

 Yukari and Junpei are not safe in this fight, so have him and Yukari healing
all the time with Dia and Medicines.
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= Version 0.1 (July 20th, 2010)
  - Continued the guide.

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 | |_)) |_ \| |_)) | 10] Closing | | |_)) |_ \| |_))
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               ~-~ ~-~ ~-~ 10.1] Credits   ~-~ ~-~ ~-~
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1. People

- PeTeRL90: For allowing me to use his layout of his guide to make this one.
Thanks man. If you have any problems with P3, check out Peter's guide:
     http://www.gamefaqs.com/ps2/932312-shin-megami-tensei-persona-3/faqs/51356

- Gbness, Mighty Oracle, Super Slash, PeTeRL90, Truly Dexterous, warfreak,
IceQueenZer0, BSulpher, Da Hui, DBM11085, Snow Dragon: All those who I consider
online friends. These guys are really cool and I always have a blast talking to
them on AIM, MSN and the FCBS. They all inspire me in writing more and more
FAQ's. Note that all these fellows are FAQ writers as myself, so I thank them
too for supporting me in my FAQing.

- Raul and Eduardo: Just for being my best friends and always being there for

me, in the good and bad moments.

- You: For having the patience of reading through the whole guide.

2. Internet sites

- www.gamefaqs.com: For hosting my guide.
- www.supercheats.com: For hosting my guide.
- www.neoseeker.com: For hosting my guide.


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                ~-~ ~-~ ~-~  10.2] Final Words   ~-~ ~-~ ~-~
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 Like I said, I had no plans on doing this FAQ, but the outcome is beautiful.
If you like this FAQ, if you found it useful, make sure to check my other FAQs
in case you need help with any game in particular. Here's a little list of FAQ
I've made:

1. Tales of Symphonia (GCN) DONE
2. Jericho (360) DONE
3. Tales of Legendia (PS2) [In progress]
4. Tales of the Abyss (PS2) DONE
5. Devil May Cry (PS2) DONE
6. Tales of the Abyss Enemy Database (PS2) DONE
7. Jericho Monster List (360) DONE
8. Jericho Achievements (360) DONE
9. Castlevania: Portrait of Ruin (DS) [In progress]
10. Metal Gear Solid 3: Snake Eater (PS2) DONE
11. Lloyd Irving Character FAQ (GCN) [In progress]
12. Devil May Cry 3: Dante's Awakening (PS2) DONE
13. Devil May Cry 3: Dante's Awakening Special Edition (PS2) DONE
14. Pokemon Platinum (DS) [In progress]
15. Soma Bringer (DS) [In progress]. Might take this one down, but still unsure
16. Dragon Quest VIII (PS2)
17. Shin Megami Tensei: Devil Survivor (DS) DONE
18. Kingdom Hearts 358/2 Days (DS) [In progress]
19. Tales of Eternia (PSP)
20. Sands of Destruction (DS) DONE
21. Yu-Gi-Oh! 5D's Tag Force 4 (PSP) DONE
22. Dante's Inferno (PSP) DONE
23. Dante's Inferno Judas Coins Locations (PSP) DONE
24. Dante's Inferno Boss FAQ (PSP) DONE
25. LittleBigPlanet (PSP) DONE
26. Mimana Iyar Chronicle (PSP) DONE
27. Metal Gear Solid: Peace Walker Demo FAQ (PSP) DONE
28. Hexyz Force (PSP) IN PROGRESS ALONG WITH THIS ONE
29. Metal Gear Solid Peace Walker (PSP) IN PROGRESS
30. Persona 3 Portable (PSP) IN PROGRESS

 Please check these games if you have any doubts in one future. So, with all
this said and done, I bid you farewell!

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     ♉ Alexander P. Kleinheider [vinheim] 2010. Contact: vinheim@gmail.com
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