



Persona 3 the answer walkthrough

Role-Playing Video Game Persona 3 Japan Box Art Developers (S) AtlusPublisher(s) JP: Atlus USAEU: Koei (PS2) AU: THQ (PS2) EU: Ghostlight (PSP) Director (S) Katsura Hasino[1] Programmer Artist Fujiyama[1] Composed by Yuichiro Tanaka[s] Masai Meguro[2][3] Series MegaMitensi (Main) Persona (Sub series) Platform (s) PlayStation 2 PlayStation 2 PlayStation Portable Release July 13, 2006: July 13, 2006: July 13, 2006: August 14, 2006, 2007EU2008AU 2008AU 2008AU 2008AU 2008AU 2008AU: November 13, 2008 PlayStation Portable[4]JP: November 1, 2009NA: July 6, 2010EU: April 28, Genre Playback, Social Simulation Mode Mode (s) Single Player Persona 3, [5] Also known as New Mega Mittensi: Persona 3, It is a role-playing video game developed by Atlus. - It is the fourth installment of the persona series that is part of the large Menami Tensi 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 issues with the publication of the official art book. Persona 3 FES, a cut version of the director that includes a new playable epilogue, was released in Japan in 2007 and worldwide the following year. In Persona 3, players take on the role of male high school students who participate in the Professional Extracurrcurrable Execution Corps (SEES), a group of students investigating Dark Hour. During dark hour, players enter tartaras, a large tower containing human mind-eating creatures, shadows. To combat shadows, each member of SEES can summon the persona, the display of a person's inner self. The game's most iconic feature is how sees members release their personas: by firing a gun-like object called a calling device on their head. In addition to the standard elements of the game in which he plays the role, Persona 3 includes elements of the simulation game, as the game's protagonist progresses day-to-day throughout the school year, forming relationships that make friends and improve the strength of his persona in battle. Persona 3 reception was mostly positive. Critics enjoyed the social elements of the game, but some repeatedly found combat and the environment. Persona 3, but was said to give the original game a narrative closure. The PlayStation portable version of Persona 3 was released in Japan in November 2009, North America in July 2010, and Europe in April 2011. The PSP version addes female protagonists, new story elements and music, and the feature to play as a new interface designed for PSP. Two fighting games that followedThe story of She's, Persona 4 Arena and Persona 4 Arena Ultimax released in the early 2010s. Persona 3 also presents related media formats, including rhythm game spinoffs, multiple soundtrack albums, musical concerts and radio dramas, cartoon dramas, animated series. Gameplay The main character earns academic ability by studying in the school library. The area at the top right of the screen shows the current date, duration, and phase of the month. Persona 3 combines elements of traditional role-playing and simulation games. The game balances their daily lives of going to school and follows the characters of the protagonists, building relationships with other people fighting evil beings known as shadows during the mysterious dark hour. Each day is divided into different time zones, the most common of which are after school/daytime and evening. With the exception of scripted events such as plot progressions and special events, players are free to choose how they use it every day, with most activities passing through time. The types of activities and characters you can interact with vary depending on the day of the week and time of day. In addition, some activities are limited by the three attributes of the main character. Scholars, charm, courage, and courage that can be built by doing various activities or making certain correct choices, [6][7] In the evening, players can choose to visit tartaras, the main dungeon of the game where they can build their own party experience and get new items. On the day of the full moon, the player will take part in a boss fight to advance the story. [8] Personas and sociated with Tarot's Major Arcana. Each persona has its own strengths and weaknesses, ranging from attacking and supporting abilities to passive abilities to support the character. Each of the main characters in the game has its own persona, some of which change shape as the story progresses, but the protagonist can wield multiple personas that can be switched between during combat. [10] New personas can be created by visiting velvet rooms, merging multiple personas, and passing specific movements from the personas used. The personas used. The persona that a player can create is limited by the current level of the protagonist. [10] [11] Personas can be summoned from personas can be summoned from personas can be summoned from shuffle time after battle, and previous personas can be summoned from personas can be summored from personas can be summarized from personas can b in order to earn rewards. New social links in the series (commi, comm, lighting, commu, abbreviated community, bonds, Each social links increase their rank. If you create a specific Arcana persona, if that Arcana owns a social link, you will be awarded an experience bonus and a larger bonus depending on your rank. Carrying out specific activities or carrying each Arcana persona can help bring social links, you can create personas for each Arcana persona can help bring social links. By making the most of social links, you can create persona can help bring social links and a larger bonus depending on your rank. selection or multiple character dating, can lead to reverse social links that can prevent players from summoning that Arcana personas of that Arcana can be removed from the game. Battle with Tartaras Typical battle of Persona 3. The portrait on the right side of the screen shows the status of the player's party. Tartaras is the main dungeon of the game that can be visited in the evening, and as long as the conditions allow it (for example, the absence of some characters can prevent players from visiting Tartaras that night). Players may order other party members to split up to explore the area or automatically attack shadows in sight. The player eventually comes across the boss's floor and the player has to defeat powerful shadows to continue their progresses. Occasionally, innocent civilians wander into Tartaras and wind up on certain floors [safely rescuing these civilians before the full moon appears gives bonus rewards earned from police stations.] Spending too much time in Tartaras can make your character becomes tired or sick, some activities may be hindered, such as studying at night. Players can recover their status by taking certain items, visiting a health room, or going to bed early. [13] When a player comes into contact with a shadow roaming the floor, the battle party consists of people in close proximity [unnoticed and attacking the shadow gives the player an advantage, while the enemy has the upper hand if the player is attacked first.] [14] Combat uses a press turn system in which both enemies and allied forces use weapons, items, or persona abilities to switch to attack. [9] Using the tactical option, players can assign specific combat AI to each party member (persona 3 portable also allows them to issue commands directly). Attacks are divided into three physical types: Strikes, slashes, piercings, and six elements. It can have pros and cons for both ice, electricity, wind, light, dark, persona and shadow. Physical ability uses up HP while using elements and support magic SP. By exploiting enemy weaknesses or launching critical attacks, a character can defeat an opponent and give that character can defeat an opponent and give that character and support magic SP. additional turns. If a player defeats all opponents, they may be given the opportunity to carry out an all-out attack in which all players attack the enemy to take massive damage. [9] Allies who have lost all their HP can be revived using revival items and abilities, but if the main character loses all of their HP, the game ends. When you win a battle, the player earns experience points that are divided among the members of the party. With enough experience, personas can raise their level and give them to teach new abilities. As you level up the main character, a higher level persona is summoned in the Velvet Room, allowing the player to carry more personas. At the end of a particular battle, a mini-game called Shuffle Time appears, in which the player selects a card from a shuffled set. These can grant bonuses such as additional experience points, cash, or recovered health, or give players a new persona. However, if you choose the cursed card, you will see it on the current floor, known as a very powerful monster, death or better dead person. The story of plot setting Persona 3 will take place in the 2009 Japanese city of lwatodai (1000 units), built and funded 嚴 Kirijo Corporation. Several experiments conducted 10 years ago created dark hours (shadow dikans, lit shadow hours). [16] During this time, most people turned into coffins and they did not recognize the dark hour. However, there are selected groups of people. Dark hour bends reality. Gekkokan High School, where a beast known as the Shadows roams the area, ceding the hearts of those still conscious. Shadows leave the victim in a near catatonic state outside the dark hour, shadow and tartaras, a professional extracurrhy execution squad, or SEES, was created. SEES is a group of high school students who can summon a presence known as a persona to fight shadows. Persona 3's instruction manual describes the persona as a second soul living deep in a person's heart. It is a completely different character for a person to appear. I'm facing something from outside the world. Persona users usually summon their personas by firing a gun-like object called a summoner at their head. [8] When you use a callor, the effect of the glass appearing to break comes out of the user's head. Main article of the character: Persona The protagonist of the three-character list persona 3 is the silent protagonist named by the player at the start of the game. He is a teenage boy who was orphaned as a child and returned to the city where he grew up in the decade before attending Moonlightkan High School [after knowing his ability to summon personas], he joins SEES, which is made up of students from his school: Yukari Takeba, a popular bubbly girl. Akihiko Sanada, a calm and daughter of the Kirijo Group representative, we provide backup during the battle. As the game progresses, Seeds gets some new members: Junpei lori, a class clown and a close friend of the main character. [19] Fuka Yamagishi, a serevered girl who replaces 30 with a supporting character. Aigis, a female android designed by the Kirillo group to fight shadows. [20] Ken Amada, an elementary school student who was killed by a persona user by her mother. [21] Shinjiro Araki, a former member of The Seas, quit over past events. [22] And Colomal, a dog that can summon personas. Story Persona 3 begins with the main character transferring to Geckkkan High School and moving to a dormitory in the city. After knowing his ability to summon a persona, he asks Shees to join him and is eventually elected its leader in battle. The additional members had only recently discovered the ability to summon personas, taking the time to join Junpei, all the students who attend the menstrual hall. Akihiko was unable to fight due to an arm injury. Fuka replaces Tsur as a support member of the team. After waking up to his persona abilities, the protagonist is transported to a velvet room, which its owner, Igor, says is the domain between dreams and reality. Igor explains to him that his persona abilities are special: he is the only member of SEES who can wield multiple personas in combat. [25] Within the game, the Velvet Room is a place where players can fuse two or more personas to create something new. Igor also encourages protagonists to meet people and form bonds with them, known as social links. According to Igor, the power of his social links determines his potential in combat. On the night of the moon full moon, the city is struck by a more powerful shadow than those found in Tartaras. After these incidents, 30 are forced to reveal to the team the origins of Tartaras and Dark Hour. Ten years ago, the Kirillo Group, a research firm founded by 30 grandfathers, began collecting and containing Shadows. They study and runto them, to take advantage of their power. But the experiment got so bad that the shadows escaped and could be assembled into 12 large creatures. [27] Each belongs to one of the 12 major arcanas. Seasent firm founded by 30 grandfathers, began collecting and containing Shadows. leader Shuji Itsuki tells them that if they defeat 12 of the great shadows, tartaras and dark hour will be gone forever. As the year continues, the group adds two more persona users to the team: Ken and Colomal. While on vacation in Yakushima, Junpei, Akihiko, and the main character meet Aegis, who recently escaped the lab where she was kept, despite being deactivated for years. For reasons she can't explain, she needs to be close to the protagonist, even breaking into his dorm room at night to monitor him. [30] Aegis also participates in seeds. After breaking the 12th and final shadow, Shees knows they were misunderstood by Shuji Ishitsuki. By destroying larger shadows, they liberated some of the beings known as Nyx that would bring about the end of the world if fully restored. [31] Nyx, or maternal being, is the creator of shadows. She is drawn to earth by death, the shadow of death. Shees encounters a student pretending to be Haruji Miesa, who recently transferred to Moonkan High School. A shadow experiment conducted a decade ago created a shadow of death, albeit in an imperfect state. Aigis was unable to defeat the shadow and sealed it among the main characters who were children at the time. [34] Defeating 12 large shadows reproduced the death shadow. The aim is to lead Nyx into a world that brings about the extinction of all life on Earth. Ryonji insists nyx can't lose. But he, he, sees another way. If they were to kill him, the dark hour and the memory of Tartaras would disappear, allowing them to get on with their lives without noticing their imminent death. Aigis, who now realizes why he wanted to protect the main character, begins to believe that he is useless [urges Shees to kill Lioness because she can't defeat Nix]. But through encouragement from her friends, she becomes determined to join with SEES as they try to fight Nyx. On December 31, New Year's Eve, players must decide whether to defeat Ryoji or spare his life. If the protagonist kills him, the game cuts to graduation day, the whole of Sheas (bans Aigis) loses dark hour and shadow memories, and ends on a dark note as Nix prepares to celebrate with blissful ignorance until the fall and all of humanity dies. If he is spared, the game will continues to descend to Earth while they can defeat him. This is The protagonist is summoned to the Velvet Room, and Igor is a recall that the power of his social links determines his potential. The main character hears his friend's voice encouraging him. The strength of his social links determines his potential. The main character hears of the past year associated with dark hours are lost to members of the Shees. But Aegis and the main character remember. On graduation day, the two went to the school roof, where SEE members promised to meet if they stopped Nyx and live to see their graduation. When Man-kun delivers her commencement speech, she and the other Shees suddenly bring back memories, and the group rushes to the roof to fulfill the promises they made. It is here that Aegis appreciates the protagonist for giving her a purpose in life: protect him. The answer event begins on March 31, shortly after the end of the original game. During the opening sequence, we reveal that the protagonist is dead. Other characters have speculated that his death is related to his defeat of Nix [the school year is over and will soon be closed.] Aegis reveals to the group that she will not attend school next year. At the last dinner party, SEES members were locked in dormitories and found that March 31 was repeated. Later, a large door-like hole opened in the dorm floor, and Shees was attacked by Métis, an anti-shadow weapon similar to Aegis. While fighting Métis to protect her friend, Aegis's persona, Athena, transforms into the protagonist's original persona, Orpheus. She also earns the wild-card ability of the main character. Aegis is able to subdue Métis in an attempt to end her time to skip and save Aegis, who she calls her her sister. [46] [47] Under the dorm is the cause of time abyss, time skipping. Abyss contains seven doors, the interior of which includes a multi-floor dungeon, with a similar design to Tartaras. It is in these areas that game battles take place. At the bottom of each dungeon, the character switness the past events of the sented areas that game battles take place. At the bottom of each dungeon, with a similar design to Tartaras. It is in these areas that game battles take place. At the bottom of each dungeon, with a similar design to Tartaras. It is in these areas that game battles take place. At the bottom of each dungeon, the characters witness the past events of the sented areas that game battles take place. to the way the person woke up to their persona. At the bottom of the seventh and final door, Sheas battles a shadowy version of the dorm. But instead of unlocking the front door of the dorm, Métis can use the keys to travel back in time before the fight with Nice and the death of the main characters who disagree with how to use the keys determine that they must fight each other to decide. Yukari and Man want to go back in time and save the protagonist from fate, Akihiko and Ken want to leave the dorm out of respect for his sacrifice, junpei and Colomal act as neutral parties and hold the key until others can make rational decisions. Aegis, Fuca and Métis insist on all eight keys that fuse into the final key [after discussing what to do now], they discover the third new door of time the group uses to travel the moment the protagonist (without final key) seals Nyx from the world. Métis explains that the purpose of the seal, made by the protagonist, was not to seal Nyx himself (not evil in essence), but to prevent the despair of humanity from calling on Naiks and bringing autumn again. The subconscious of humanity, despairing and wishing for death, always plays a monster called Erebus that summons Nyx to destroy the world. Métis means that contact with Erebus and Nix caused the fall (which was hampered by SEES). 54 recognizes that the wishes that made Erebus also came from them, and can fight and defeat it. Because man does not stop wanting death, Mitsuru points out that Erebus returns. After breaking the time skip and leaving the dorm front door with the final key, Métis, Aegis, and the rest of the Seeds are summoned to the Velvet Room, much to Igor's (fun) surprise. They know the true origins of Métis: here is that she is a show of some of Aegis's personalities. Distraught by the death of the main character, she no longer wanted to live like a human being and wanted to return to the machine. But Isis changes her mind, changing her mind, after being freed from the depths of time, decided to continue attending the school she had previously chosen not to do. Development A Japanese advertisement for Persona 3 created by the game's art director, Shishin Sonoshima. The ad contains three important gaming elements: school, persona and friendship. [19] Persona 3 began development in 2004 after the completion of the New Goddess Tenjin, Nightliness, and Digital Devil Saga. In March 2006, the first details of Persona 3 were published in the Japanese release date on July 13, the three-page article detailed the game's premise, combat system, and social link system, known as community in the Japanese version. We also profiled the three characters, Junpei and Yukari - and their respective persona 3 is Shigeshige Sojima. Kazuma Kanako, character artist of the previous persona title, gave the job.[64]Sojima, so that he can get more experience. [65] Souza felt a certain amount of pressure when designing the character because she didn't want to disappoint the fan base of the series. In the interview, Soejima compared the aesthetics and style of the game to fantastical cartoons, comparing the mecha-like persona with the flamboyant styling of full picks. Soejima is back to design fes character Métis. The user interface was designed to stand out during the marketing of the game, with a blue color design fes character Métis. The user interface was designed to stand out during the marketing of full picks. company Point Pictures. In an interview with the magazine Play, Lead Director of Persona 3 Katsura Hashimino discussed why the decision was made to make party members to be controlled by AI, so the characteristics and personalities of each member are vividly displayed. No objections were raised among the Persona 3 development team either. He also points out that the system was not well received by the game's theme of overcoming the fear of death through bonds: each character was their own human being, and players could only influence things by interacting with them. Persona 3 did not include previous persona qames or Megami Tensi negotiation elements, allowing players to discuss, recruit, make money and get items with enemies during combat. However, the social elements of Persona 3 (and its successor Persona 4) are considered equivalent to the negotiation system by the development team. Maragos said in an interview .com 1UP: Negotiations are gone. And still giving factors to persona 3 was handled by Minaminami yu and Nichi Maragos. During this process, the team worked to leave much of the original Japanese content intact, continuing a trend that began with Persona 2: Eternal Punishment. One of the ideas the Persona 3 for English-speaking countries, honorifics used by the original Japanese characters were preserved. According to Maragos, their use added so much meaning to the text. In an interview with RPGamer, project editor Yu Namba explained that during the translation process, some of Japan's humor made no sense at all in Western culture. Replaced by jokesAt least the originals are somewhat parallel. [73] One of the changes required for a school test based on questions about English. A similar change was made in the second language of the Three RU, which was in English in the original version, but in the localized version the second language was changed to French. This choice was influenced by her cultured appearance. In addition, the in-game reference to the original Shin Megami Tensi has been changed to a reference to Apocalypse: Persona. [71] [72] Persona 3's soundtrack was composed entirely by Masaji Meguro, with the exception of Adventure Method, composed by Yosuke Uda. On July 19, 2006, Aniplex released two disc soundtracks in Japan. A selection of tracks from the full soundtrack were bundled with the game's North American release. On April 18, 2007, an arranged album titled Burn My Dread. [16] The development of Persona 3 was one of the first opportunities to fully realize his music in video games. The soundtrack features high use of vocals, but Meguro didn't consider this special or exceptional. The song of the previous persona title he sorted was the Velvet Room-themed Aria of souls. The theme of the game's battle, mass destruction, was originally just a prototype, but its accepting was so positive that we entered the final game. Previously, the hardware limitations of the original PlayStation required him to compose music with a sample of 100-200 kilobytes that felt like pretty cheap music. The move to PlayStation 2 has allowed real-time streaming of music. Meguro sees this as the point at which he was finally able to express his music without compromising. He was also worried about the pronunciation of english lyrics. [78] Meguro returned to compose a new music for Persona 3: FES. The soundtrack, released in Japan by Aniplex on May 2, 2007, included fes original scores and musical arrangements from previous games in the Persona series. The Snow Queen was composed by Kenichi Tsuya and remixed the theme of Apocalypse: Persona. Kenichi Toya's Mayan Theme and Toshiko Tazaki's Time Castle remixed tracks from Persona 2: Innocent Shin. [80] Persona 3 Portable contains new background music that can be heard if the player chooses to control the game's new female protagonist. The game's official soundtrack was released in Japan by Aniplex on November 25, 2009. [82] When the original PlayStation 2 version of Persona 3 was first released in Japan, it sold 127,472 parts in its first week and sold 210,319. Japan as a whole by 2008. [83] The North American version of Persona 3 was shipped as a collector's edition box containing games, soundtrack discs, and a 52-page art book. The game was originally released on July 24, 2007. However Atlus had problems manufacturing the art book a few days before the intended shipping date. Instead of shipping games without books, the company decided to push the release back from three weeks ago to August 14. Atlus issued a press release explaining that it is delaying the game to maintain the quality of the package. Persona 3 FES was first released alongside the original game in two formats: Regular Edition, which includes both the Director Cut version of Persona 3 and the new epilogue. At the time, Atlus had not announced plans to release FES overseas. The announcement did not take place until February 2008, when the North American release date was revealed on April 22, 2008. On November 28, 2008, a limited Edition Amazon .com bundle was released that included the Art of Persona 3 art book, Persona 3 art b as a standalone game as part of a bundle package that included a T-shirt and desk calendar. [90] The game is sold in its own retail for 6,279 yen (US\$68) and bundles (known as Persona 3 Portable DX) for 8,495 yen (US\$68) and bundles (known as Persona 3 Portable DX) for 8,495 yen (US\$68) and bundles (known as Persona 3 Portable DX) for 8,495 yen (US\$68) and bundles (known as Persona 3 Portable DX) for 8,495 yen (US\$68) and bundles (known as Persona 3 Portable DX) for 8,495 yen (US\$68) and bundles (known as Persona 3 Portable DX) for 8,495 yen (US\$68) and bundles (known as Persona 3 Portable DX) for 8,495 yen (US\$68) and bundles (known as Persona 3 Portable DX) for 8,495 yen (US\$68) and bundles (known as Persona 3 Portable DX) for 8,495 yen (US\$68) and bundles (known as Persona 3 Portable DX) for 8,495 yen (US\$68) and bundles (known as Persona 3 Portable DX) for 8,495 yen (US\$68) and bundles (known as Persona 3 Portable DX) for 8,495 yen (US\$68) and bundles (known as Persona 3 Portable DX) for 8,495 yen (US\$68) and bundles (known as Persona 3 Portable DX) for 8,495 yen (US\$68) and bundles (known as Persona 3 Portable DX) for 8,495 yen (US\$68) and bundles (known as Persona 3 Portable DX) for 8,495 yen (US\$68) and bundles (known as Persona 3 Portable DX) for 8,495 yen (US\$68) and bundles (known as Persona 3 Portable DX) for 8,495 yen (US\$68) and bundles (known as Persona 3 Portable DX) for 8,495 yen (US\$68) and bundles (known as Persona 3 Portable DX) for 8,495 yen (US\$68) and bundles (known as Persona 3 Portable DX) for 8,495 yen (US\$68) and bundles (known as Persona 3 Portable DX) for 8,495 yen (US\$68) and bundles (known as Persona 3 Portable DX) for 8,495 yen (US\$68) and bundles (known as Persona 3 Portable DX) for 8,495 yen (US\$68) and bundles (known as Persona 3 Portable DX) for release, Atlus offered Junpei hats as a booking bonus for buying Persona 3 Portable. [96] Reception Aggregate Score [44][44][44][44]. Game Spy[103] (FES)[104]Game Radar +9/10[99]Game Trailer 9/10[105]IGN8.3/10[12]8.8/10(FES)[48] Award Publication Award Famitsu RPG of the Year [112] RPGFanRPG of the Year [113] Persona 3 received positive reviews at the time of release, with 86 metacritic scores. [106] Shane Bettenhausen of 1UP.com called the game a refreshing new take on the Megaten [Megami Tensi] concept and the best RPG to hit PS2 this year. He praised the excellent AI created to direct the actions of party members during the battle.Felt created the fastest and most dynamic combat system in the series to this day. IGN's Jeff Haynes criticised the system, finding it a rare supernatural delicacy that showed it was an RPG that fans of the genre should not miss. GameSpy's Patrick Joint praised the social elements of Persona 3, calling the game's social links almost universally appealing. He suspected that the simulation element would probably be the biggest hurdle for fans of role-play and Meami Tensi, but wrote that his review can't stress enough how well it worked. Heidi Kemps of GamesRadar found that the teen theme of the game touched on the social clumsiness that is common at that point in life and was a refreshing change from the theme of other games in the genre. [99] Game Instrumenter Joe Juba found the game's environment weak because most of the megami austerity series game would come across as foreigners to new players. If you don't know anything about the fusion of personas, or if simply 'buch' means 'ice attack', you're catching up on something. [100] Persona 3: [98] Kevin Baod called FES a great RPG with a wonderfully enhanced version. In his review, he recommends the game to new players and those who had already finished the original game. [44] The gameplay of Answer Record was criticized by several reviewers for not including the social elements of this. Jeff Haines commented that the change goes back to the more classic, more hardcore RPG experience of fighting and grinding, at the expense of initially so intrigued persona 3. The GameSpy and IGN reviews repeated issues found in the original game, including the inability to directly control party members in combat. [48] While some critics like IGN criticized Persona 3 Portable for losing some of its polish, it received 89 out of 100 from Metacritic and received as high a rating as FES, which made it the third best-reviewed PSP game on the website. [114] Despite being released twice, it was once again praised for being an adventure worth playing with. This was echoed by game .com, IGN, 1UP and Game Pro. [108] Received a score of 32/40 from Familtsu. One reviewer wrote that the remake included enough differences in social links to make it fun even for older players [102] and a perfect scoreWebsites such as Destructoid [115] and Game Pro. The game trailer went on to nominate the game for Best PSP Game at their awards, losing to the God of War: Ghosts of Sparta [117] and Best RPG, Mass Effect 2. [118] Three websites specific to RPG coverage honor it with annual awards posts, namely RPGamer (Best Re-Release), [119] RPGFan (best traditional RPG on handheld), [120] and RPGLand (Best Port). I felt that inclusion had created an edgy sensibility that perfectly matched the overall dark tone of the game. Similarly, Joe Juba thought the concept would perfectly fit the game's dark tone [Jeff Haynes used their calling machine to discover that the character's animation was simultaneously intriguing and shocking. While previewing Persona 3 on GameSpot, Kevin Vanold said the continued use of esakers never gets old and the less you look at, the less great it can be, and given that you can play this for over 50, 60, 70, 80 hours, it's saying something. Despite the potential controversy, the Atlus U.S.A. did not remove the call for a worldwide release from Persona 3. However, Nich Maraagos said .com 1UP's Retro Notes podcast that the company has not received criticism for their inclusion. There was never Jack Thompsoning. We did not remove the call for a worldwide release from the parents involved. Persona 3 was selected as the best role-playing game of 2006 by Famitsu, 2007, Game Spot and RPGFan. [110] GameSpy won the 2007 PS2 Top 10 Games of the Year. [111] IGN placed Persona 3 FES in 15th place in the Top 25 PS2 Games of All Time[[125] 1UP.com game awards appeared in the March 2008 issue of Electronic Gaming Monthly, including Persona 3, which won the award for the most controversial game that didn't cause contr time high of 100 RPGs. Legacy Persona 3 FES Persona 3 FES Persona 3 FES [129] is a new epilogue in which players control Agis, with persona 3 add-on disks containing updates to the original game. FES was released in Japan on April 19, 2007 as a standalone game and in the Director's Cut version of Persona 3. Overseas, Atlus USA in the United States was published in North America on April 22, 2008, and in Europe by Takaei on October 17, 2008. According to Kei Hasino, director of the game, the subtitle Fez comes from the vord festival. [130] This version ofwas re-released as the PS2 Classic on playstation 3 on PSN in 2012. Players in the original Persona 3 are given the option to transfer certain data from the original version of the saved file, such as the player's largest limit, social statistics, and the largest Social Link item. In addition to Adding new content to the main game (called Journey or Episode Aegis). The social linking system has been removed, but Answer Record's core gameplay is similar to Journey's game, but players don't attend school. [44] Persona 3 Portable Persona 3, were released in Japan on November 1, 2009, and in North America on July 6, 2010. [131] It came out to most of Europe on April 29, 2011, and the United Kingdom on April 28, 2011. Famitsu's announcement revealed that players will have the option to play as female characters. This choice changes some aspects of the story: the first persona obtained by the protagonist Orpheus has a different look. Igor's assistant in the Velvet Room, Elizabeth, can be replaced by a man on a par with a man named Theodore. Gender selection also changes some aspects of the original games.] Persona 3 Portable only contains the story of the original Persona 3. [133] However, regardless of character selection, general changes have been made to the plot. The game's revised combat system depicts elements added to Persona 4. In combat, players have direct control over all their characters instead of using the game's artificial intelligence. The ability to guard is added, and allies suffer deadly attacks for the protagonists, preventing their deaths. [132] Outside of Tartaras, instead of directly controlling the protagonist to navigate the game world, the player directs the cursor around the area on the screen, allowing interaction with characters and objects. The game contains the original game voice acting, instead the characters represented by onscreen portraits are not visible in the world. Also, the animated cut scenes seen in the original Persona 3 have been replaced to feature in-game graphics. [81] Masao 2 Meguro composed 10 new music tracks for Persona 3 Portable. The majority of them are written for the playthrough of female protagonists. [19] Cameos from Persona 4 characters were added to Persona 3 Portable, including Persona 4 character Yukiko Amagi. [134] It is alsoA cameo from Catherine's protagonist Vincent Brooks. [135] Persona Q: Maze Shadow Persona characters, and also includes gameplay elements from the Etrian Odyssey series. The Persona 3 campaign starts two weeks before October 4. That night, just as the Seas are preparing to enter Tartaras, they are drawn into the velvet room and sent to a school they have never seen before. The latter is also drawn into a strange school while searching the area where they meet amgetting Zen and Ray and the investigation team: they now have to work together to escape. It was released in Japan on June 5, 2014, North America on November 28, 2014, and Europe on November 28, 2014. of Dancing in Moonlight Persona 3, was released in May 2018 on PlayStation 4 and PlayStation Vita in December 2018, alongside Persona 92: The New Cinema Labyrinth will function as a sequel to Labyrinth's Shadow. The game was released in May 2018 on PlayStation Vita in December 2018, alongside Persona 92: The New Cinema Labyrinth will function as a sequel to Labyrinth's Shadow. The game was released in May 2018 on PlayStation Vita in December 2018, alongside Persona 92: The New Cinema Labyrinth Persona 92: The New Cinema Labyrinth will function as a sequel to Labyrinth's Shadow. The game was released in May 2018 on PlayStation Vita in December 2018, alongside Persona 92: The New Cinema Labyrinth Persona 92 Japan on November 29, 2018 for the Nintendo 3DS, and then west on June 4, 2019. The game retains including casts from Persona 3 and Persona 4, but is joined by Phantom Thief of hearts from Persona 5. Following the announcement of the game, some criticism fell on the game for not being dubbed in English. The gameplay is similar to its predecessor. but it also adds new features and mechanics. Media Goods Some character figures produced by Japanese goods toy company Kotobukiya. Includes the main characters of the game, Aegis, Manzuru and Akihiko. - [139] figure has interchangeable parts such as Nker and weapons that can be stored in the base. Alter, another Japanese company specializing in collections, also launched 1:8 scale figures of Elizabeth, Aegis and Manzuru. [140] [141] Headphones worn by the main character are sold on audio technica and model ATH-EM700 (Japan-only version). Atlus, in cooperation with Japanese publisher Enterprise, published an art book detailing the game's multiple strategy guides, characters, and setting designs [[citation required] Manga Sogabe Shu2's manga and illustration 3 were published monthly in the Japanese magazine Dengeki Maoo until Persona 4 was released and paused. However, the series beged again on November 7, 2011, moving from The Electric Shock King to Atols' official Persona Magazine. [144] [145] As of February 2017 11has been released. [146] Anime Also: Persona: Trinity Soul and Episodes List Persona 3 Title Persona 3 Title Persona 3 Title Non-Canonical Spinoff Anime aired in Japan from January 2008 and ran to 26 episodes. It's 10 years after the game's event, and the anime features Akihiko as a secondary character. [147] NIS America licensed the show in 2010 for two half-season deluxe edition box sets containing original Japanese audio tracks. [148] Movie: No. 3, Fall; • Persona 3 Movie: No. 4, Winter of Rebirth in June 2012, it was announced that Persona 3 will receive an adapted four-part movie series. It was produced by AIC ASTA (1st film) and A-1 Pictures (2-4 films). The first film is Noriyaki Akitani, the second film, the fourth is Tomohisa Taguchi, and the third is By Keitaro Motonaga. Japan's main voice actors in the original game reprimanded their roles in the film series. [150] A series of radio dramas based on Radio Drama Persona 3 and Persona 3: FES has been released in Japan. Persona 3 Drama CD: Certain days of summer feature original stories voiced by the game's original cast. [151] Persona 3 with the story of the released epilogue 3: FES. From February to June 2008, a series of character dramas were released as five CDs. The volume focuses on the main characters and Ryoji, respectively. [153] Junpei and Chidori; [154] Fuka, Ken, Aegis; [155] Yukari and Man[156] and Akihiko, Singillo, and Colomal. In early 2009, a two-volume side story about the fruit was released. [158] [159] Stage Production Reference: Persona 3: Strange Masguerade Persona 3 has been adapted into five live stage musicals. The series of plays[160], first presented in August 2013, was written with music by Kumagai, Kagurazuka Kotora, and Meguro. The play, named Eringya Shiomi, Shiomi Kaon, included separate shows for male and female protagonists with minor dialogues and scenes specific to each protagonist. The theater company plays Shunta Asai, Kana Oma, Masama Tomita, Genki Okawa as Junpei, Yui Fujiwara as Sanma, Marina Tanoe as Mitsuko, Saku as Saku, Sakaguchi, and Torigome. The musical was broadcast live on Nico Nico [162] and behind the scenes, which was specially aired on Tokyo MX. The first play, Persona 3: The Strange Masquerade: Blue Awakening, was performed at the Theatre G Rosso from January 8-12, 2014, and was released home on May 14, 2014[Blue Awakening followed the events leading up to Fuka's participation in the party[166]The sequel, Persona 3: The Strange Masquerade: Ultramarine Labyrinth, was performed in theaters 1010[167][168] from September 16 to 24, 2014, and was released home on January 28, 2015. The play follows in-game events from July to early November. Richard Eisenbewa, from Kotak, reviewed the play favorably in light of the casting and special effects, but felt the musical's numbers were out of place and the main character felt he had zero personality. The third musical, Persona 3: The Strange Masquerade: Crystals of Bismuth, took place from June 5

to 13, 2015, and was released home on September 30, 2015. [172] Stages 4 and 5, Stage 4 and 5, Stage 5, Persona 3: Act 4: Indigo Pledge and Persona 3: Act 4: Indigo Pledge and Persona 3: 10P.com. Archived from the original on May 22, 2015. Acquired on May 3, 2010. A Blog [Sake Leaf] of 03's 1000-hour direction, especially Japanese name. Famitz. It was archived from the original on September 18, 2009 and March 28, 2010. Acquired on May 3, 2010. ^ b c Gifford, Kevin (August 18, 2009). All of persona 3 PSP ports. 1UP.com. Archived from the original on August 1, 2012. Acquired on August 1, 2012. Acquired on August 1, 2019. ^ Japanese: 3 Hepburn: Persona 3 FES North America Manual. Atlas U.A.p. Co., Ltd. 25.^ a b Barnholt, Ray (May 8, 2007). Preview: Persona 3. 1UP.com. Archived from the original on October 18, 2012. Acquired on December 16, 2007. ^ b c d Va Ord, Kevin (July 24, 2007). Shin Megami Teno: Persona 3 Review. Gamespot. It was archived from the original on December 1, 2014. Acquired on December 16, 2007. December 16, 2007. ^ a b c Singh Menami Tensi: Persona 3 FES North America Instruction Manual. Atlas U.A.pp. 26–27.^ a b Singh Menami Tensi: Persona 3 Review. Archived from the original on October 12, 2007. Acquired on November 22, 2007. ^ a b Singh Menami Tensi: Persona 3 FES North America Instruction Manual. Atlas U.A.pp. 20–21. New Goddess Tenning: Persona 3 FES North America Manual. Atlas U.A.pp. 31–32. A b c d e Singh Menami Tensi: Persona 3 FES North America Manual. Atlas U.A.p. 22. New Goddess Tenning: Persona 3 FES North America Manual. Atlas U.A.p. 22. New Goddess Tenning: Persona 3 FES North America Manual. Atlas U.A.p. 20–21. New Goddess Tenning: Persona 3 FES North America Manual. Atlas U.A.p. 20–21. New Goddess Tenning: Persona 3 FES North America Manual. Atlas U.A.p. 20–21. New Goddess Tenning: Persona 3 FES North America Manual. Atlas U.A.p. 20–21. New Goddess Tenning: Persona 3 FES North America Manual. Atlas U.A.p. 20–21. New Goddess Tenning: Persona 3 FES North America Manual. Atlas U.A.p. 20–21. New Goddess Tenning: Persona 3 FES North America Manual. Atlas U.A.p. 20–21. New Goddess Tenning: Persona 3 FES North America Manual. Atlas U.A.p. 20–21. New Goddess Tenning: Persona 3 FES North America Manual. Atlas U.A.p. 20–21. New Goddess Tenning: Persona 3 FES North America Manual. Atlas U.A.p. 20–21. New Goddess Tenning: Persona 3 FES North America Manual. Atlas U.A.p. 20–21. New Goddess Tenning: Persona 3 FES North America Manual. Atlas U.A.p. 20–21. New Goddess Tenning: Persona 3 FES North America Manual. Atlas U.A.p. 20–21. New Goddess Tenning: Persona 3 FES North America Manual. Atlas U.A.p. 20–21. New Goddess Tenning: Persona 3 FES North America Manual. Atlas U.A.p. 20–21. New Goddess Tenning: Persona 3 FES North America Manual. Atlas U.A.p. 20–21. New Goddess Tenning: Persona 3 FES North America Manual. Atlas U.A.p. 20–21. New Goddess Tenning: Persona 3 FES North America Manual. Atlas U.A.p. 20–21. New Goddess Tenning: Persona 3 FES North America Manual. Atlas American Instruction Manual.Atlas U.A.pp. 04–05.Atolus (August 14, 2007) Shin megami Tengami: Persona 3. Full: Shadows eat into the minds of prey. The victim will be a living corpse. They are responsible for most of the incidents on the news, if not all of them. Alexander and Lee (January 28, 2009). Persona 4: Reflecting one's self. Kotaku. It was archived from the original on October 24, 2014. Acquired on August 18, 2009. ^ a b Singh Menami Tensai: Persona 3 FES North America Instruction Manual. Atlas U.A.pp. 06–07.^ Atols Co., Ltd. (August 14, 2007). Shin Megami Tengami: Persona 3 FES North America Instruction Manual. Atlas U.A.pp. 06–07.^ Atols Co., Ltd. (August 14, 2007). Shin Megami Tengami: Persona 3 FES North America Instruction Manual. Atlas U.A.pp. 06–07.^ Atols Co., Ltd. (August 14, 2007). Shin Megami Tengami: Persona 3 FES North America Instruction Manual. Atlas U.A.pp. 06–07.^ Atols Co., Ltd. (August 14, 2007). Shin Megami Tengami: Persona 3 FES North America Instruction Manual. Atlas U.A.pp. 06–07.^ Atols Co., Ltd. (August 14, 2007). Shin Megami Tengami: Persona 3 FES North America Instruction Manual. Atlas U.A.pp. 06–07.^ Atols Co., Ltd. (August 14, 2007). Shin Megami Tengami: Persona 3 FES North America Instruction Manual. Atlas U.A.pp. 06–07.^ Atols Co., Ltd. (August 14, 2007). Shin Megami Tengami: Persona 3 FES North America Instruction Manual. Atlas U.A.pp. 06–07.^ Atols Co., Ltd. (August 14, 2007). Shin Megami Tengami: Persona 3 FES North America Instruction Manual. Atlas U.A.pp. 06–07.^ Atols Co., Ltd. (August 14, 2007). Shin Megami Tengami: Persona 3 FES North America Instruction Manual. Atlas U.A.pp. 06–07.^ Atols Co., Ltd. (August 14, 2007). Shin Megami Tengami: Persona 3 FES North America Instruction Manual. Atlas U.A.pp. 06–07.^ Atols Co., Ltd. (August 14, 2007). Shin Megami Tengami: Persona 3 FES North America Instruction Manual. Atlas U.A.pp. 06–07.^ Atols Co., Ltd. (August 14, 2007). Shin Megami Tengami: Persona 3 FES North America Instruction Manual. Atlas U.A.pp. 06–07.^ Atols Co., Ltd. (August 14, 2007). Shin Megami Tengami: Persona 3 FES North America Instruction Manual. Atlas U.A.pp. 06–07.^ fight uncontrollable shadows. Aegis was last made. / Full: Anti-Shadow Weapon.Does that mean her..? / Aigis: Yes, I can manipulate Persona 3. Full: We were in a residential area, but shadow was everything we thought. The raccoon was still new and he momentarily lost control of his powers. ^ Atols (August 14, 2007). Shin megami Tengami: Persona 3.Akihiko:... Haven't you made up your mind yet?/ Singillo:... This means?/ Akihiko: There are four new members. Things have changed quite a bit since you left. We are more aggressive now. / Shinjiro: I'm not interested. / Akihiko: Think about it, Shinji. Don't let your power be wasted. / SYN GIRO: My power is not worth the. / Akihiko: Shinji!/Shinjiro: I made up my mind a long time ago. I won't go back. / Akihiko: We need to let go of the past. What I did is over. It's time for you to move on. ^ Atols (August 14, 2007). Shin megami Tengami: Persona 3. Akihiko: Man. He's a tough fighter. He defeated the shadow by him him. / Junpei: Wait, does that mean? ^ Atols (August 14, 2007). Shin Megami Tengami: Persona 3. Igor: This place exists between dreams and reality, between mind and substance. It's been years since the guests came out. ^ Atols (August 14, 2007). Shin Megami Tengami: Persona 3. Igor: Your power is unique. It's like zero numbers. It is empty, but at the same time retains unlimited possibilities. You, my boy, own multiple personas and can summon them if necessary. Atols (August 14, 2007). Shin Megami Tengami: Persona 3. Igor: As you develop social links, your emotional connection with others evolves. The stronger the social link, the more powerful the persona's abilities. Remember. Atols (August 14, 2007). Shin megami Tengami: Persona 330,000: My grandfather was absorbed in shadows. He wanted to use their power and create something special. / Fula: Leveraging Their Power?/ Full: But.. Ten years ago, in the final stages of the experiment, they lost control of the shadow forces. As a result, the nature of the world has changed. / Fuka: That's right. / Full: Yes.. Tartaras and Dark Hour. In their account, the mass of shadows they collected was then divided into several large ones dispersed. These are the shadows that have come across the night when the moon is full. ^ Atols (August 14, 2007). Shin Megami Tenka: Persona 3. Shuji Itsuki: If you say that 12 shadows are all the cause?/ Akihiko: So if we defeat them all, tartaras and dark hour will disappear..? / Shuji Tsukutsa: That's exactly what I was going to tell you first. Look, that's good news. ^ Atols (August 14, 2007). Shin megami Tengami: Persona 3. Shuji Chikutsuki: She was greatly damaged in battle and has remained in the lab since then. It is still unclear why she suddenly reinvigorated herself this morning. Shin Megami Tengami: Persona 3. Yukari: It's illegal immigration! / Aigis: I suggest you wait in this room. Is this acceptable? Atolus (August 14, 2007). Shin megami Tengami: Persona 3. Akihiko: If you defeat the shadow of 12, dark hour and tartaras disappear. That's why we fought so hard! What was your intention? You knew from the beginning that dark hour wouldn't go away. / Tsukutsuji: Excellent deductions, full. Unfortunately, your realization is too late. / Yukari: No./ Ken: .. Did you let us!? / Shuji Itsuki: Everything is as I planned. It is not unexpected that dark hour and tartaras will remain. In fact, I never intended you to get rid of their world. Quite the opposite, actually. / Fuka: What do you mean?/ Shuji Itsuki: The shadow of 12 was part of the whole. They were destined to be reunited. ... And it was achieved in no small part, thanks to your efforts. Soon, an almighty death will occur, causing the fall. Shin megami Tengami: Persona 3. Mitsuru: . . . Do you know the truth about shadows?/ Haruharu: Yes. Shadows are here to facilitate the reproduction of the mother's presence. She will start waking up as she is drawn to me. / Full : Are You a Forensics?^ Atolus (August 14, 2007). Shin megami Tengami: Persona 3. Haruharu: Ten years ago, a man gathered a lot of shadows and contained them in a laboratory. So I was born. ... But unity was interrupted and I woke up in an imperfect state. ^ Atols (August 14, 2007). Shin megami Tengami: 3. Aigis: Your strength was much greater than I expected. The only possible option was to seal you, and as the situation has it, a proper container was available: a human child standing nearby. So I did what was necessary. A tols (August 14, 2007). Shin megami Tenjo: Persona 3. Ryuji: The coming of Nix is inevitable. But it is possible to live in peace until she arrives. You need to be, you're dying. If I disappear, all the dark hour memories will disappear with me, just like the memory of fate waiting for you. You won't remember anything. ^ Atols (August 14, 2007). Shin Megami Tengami: Persona 3. Aegis: Why..? Why did I come back here? But now I know I can't beat them! Why am I here? I'm useless!^ Atrus (August 14, 2007). Shin Megami Tengami: Persona 3. Aegis: This is a promise I made to myself. I don't know how to do it. Could you join me? / Junpei: Of course! / Aegis: ... Thank you very much! I will be with you all. ^ Atols (August 14, 2007). Shin Megami Tengami: Persona 3. Aegis: You Are ... / Yukari: Ryoji-kun..!? / Nyx Avatar: It was my name for a while, I didn't care about it. / Full: ... What is going on? Wait, you...? / Nyx Avatar: I'm simply a fall pioneer. But Nics and I are still the same. ^ Atols (August 14, 2007). Shin Megami Tengami: Persona 3. Igor: Look at the last power you and I will announce. It is a force that brings a new beginning, or the ultimate end. With this new power, it may be possible now to defeat those who cannot lose. What you have in your hand is the power of the universe. Now there is nothing out of the realm of possibility for you. ^ Atols (August 14, 2007). Shin megami Tengami: Persona 3. Aigis: When I thought I might never see you again, what else I wanted most was clear. And I made up my mind. I have decided to keep protecting you. I want to be your strength. I know I'm not the only one who can do this, but it's fine. My life is worth living if it's for this reason. ^Shin MenamiTensi: Persona 3 Fez review. The G4.April 7, 2008 event occurs at 00:30. It was archived from the original on September 4, 2017. Acquired on August 30, 2009. The new adventure is called Episode Aegis. It's basically a free sequel that's set after the last fight event in the original game. Of course, the character who played in that game died at the end. ^ Atols (August 14, 2007). Shin Megami Tengami: Persona 3. Ken: But I still wonder. / Fuka: He must havein that last fight up all his powers to protect us. ^ Atols (August 14, 2007). Shin megami Tenka: Persona 3. Fuka: Hey, lab..? Are you going to commute to school from there from next semester?/ Aegis: Oh.. No, I'm full: Aegis will be back in the lab tomorrow. She... You will not be registered as a senior. ^ b c d e VanOrd, Kevin (April 23, 2008). Shin Megami Teno: Persona 3 FES Review. Gamespot. It was archived from the original on June 2, 2016. Acquired on August 18, 2009. ^ Atols (August 14, 2007). Shin Megami Teno; Persona 3. Igor: Awakening to the power of wildcards, you are now bound by a contract. From this moment on, you are our guest in the Velvet Room. / Aegis: Wildcard..? / Igor: Surely you know who I speak to: the ability to hold multiple personas and wield their power. Until recently, a young man of the same talent [the protagonist of Persona 3] was our guest here. / Aegis: [Stand Up In Surprise] You.. Do you know him?/ Igor: Surely I do. ^ Atlus (August 14, 2007). Shin Megami Tian: Persona 3.Métis: The only way to survive is to somehow find a way to eradicate the abyss of time. / Ken: Eradicate the abyss of time. / Ken: Eradicate the abyss of time. / Ken: Eradicate the abyss of time. / Atlus (August 14, 2007). Shin Megami Tengami: Persona 3.Métis: Hmm. Aegis. I promise to listen to what you say. Call you Sister..? / Aegis: Go right. / Métis: Thank you.. Sister! ^ b c d e Haynes, Jeff (April 22, 2008). Shin Megami Teno: Persona 3 FES Review. Archived from the original on February 9, 2009. Acquired on August 18, 2009. ^ Atols (August 14, 2007). Shin megami Tenjo: Persona 3. Yukari: Ken-kun's story, Akihiko's story, Akihiko's story. 1,000 units are the most obvious. / Junpei: Hmm..? I'm not following you here./Yukari: What we've seen is each of the reasons we wake up to our persona. ^ Atols (August 14, 2007). Shin Megami Tengami: Persona 3. Métis: You should be able to leave using those keys. Once outside, the abbies of time should disappear alone. Atols (August 14, 2007). Shin megami Tengami: Persona 3. Junpei: Is it about yuka tan now? I... I want to go back. In the time before the last fight. [...] If there's a way for him to come back. No matter what, you will receive it. Atols (August 14, 2007). Shin megami Tengami: Persona 3. Yukari: *Sigh* It's no use going around like this. We are never going to reach an agreement. So if no one gives.. We need to solveAnother way. / Fuka: Another Way..? Yukari: Take the keys by force. Shin Megami Tengami: Persona 3. Aegis: So this is the miracle he performed. / Fuka: What.. What is this? /Métis: ... This is the essence of his Atols (August 14, 2007). Shin megami Tenka: Persona 3. Fengka: This is not a shadow. So many.. Of all the people.. /Metis: As I thought: the real purpose of the seal. It was a seal so that it could not be touched. / Full: What do you mean?/ Fuka: That monster is not a shadow. It is accumulated malice that came from the minds of countless living people. All of them.... Deep Down is calling Naix!^ Atolus (August 14, 2007). Shin megami: Persona 3. Métis: Don't tell me to fight that thing! It's just too big!/full: this is a fight we can't get away with. There was also a feeling in me that I had this aegliness. Unable to accept reality, I foolishly sought solace in a past full of death and strife. You don't have to get it wrong: this monster is the reason for all our troubles. / Akihiko: You got that right. If we run away from this, we are off to a lousy start for our future. / Ken: That's my idea, too. This was already a fight with me. ^ Atols (August 14, 2007). Shin Megami Tengami: Persona 3. Full: To stop the heart's longing for destruction. People try to keep their deaths in the bay, but without it, they lose their lives. There may be no way to eliminate this is not in front of the dorm!/ Aegis: Guys!? What is going on???? / Igor: No need to worry. I just called here that I might say goodbye to you. But I'm rather surprised, I didn't expect your friends to follow you here. Atols (August 14, 2007). Shin megami Tengami: Persona 3. Full: Métis. Who are you really? / Aegis: I think.. She's the other me. I couldn't stand the pain of losing [the main character]. So I just wanted to be a machine again. [To Métis] you.. my part I wanted. My lonely sister was always afraid to be alone. I finally understood. A tols (August 14, 2007). Shin Megami: Persona 3. Aegis: I know. It may not be possible because it's so sudden. But there are several ways that I can go back from back to the lab? But now I see otherwise. Yukari-san and everyone at school. A Sonoshima and Shige new (2007). The Art of Persona 3.Atlas. p. 9.^ Romano, Monkey (August 13, 2013). Message from Katsura Hashimino of persona team. Gematsu. It was archived from the original on June 21, 2015. A new persona, metal saga game, has been announced. RP gamer. It was archived from the original on June 21, 2011. Acquired on May 2, 2010. ^ Sroederbeck, Matt; Adrian Beck (March 17, 2006) New Details, New Stories for The Latest Personas. RP gamer. Archived from the original on February 6, 2009. ^ a b Indanjima Interview. Garden Sonoshima Artworks 2004-2010. Uteyi Entertainment. Transcript for Wayback Machine ^ Kemps, Heidi (August 2008) was archived on June 21, 2015, at pp. 145–153. ISBN 978-1926778327. Game King: Kazuma Kanako Interview. Geek America. Sovereign media. 2 (1): 120–123. Won, Alistair (November 13, 2017). Atlas reveals the design secrets behind Persona 5's signature UI. Siridera. It was archived from the original on November 13, 2017). Atlas reveals the design secrets behind Persona 5's signature UI. Siridera. It was archived from the original on November 13, 2017). 2017. Acquired on November 13, 2017. ^ Die Die In Point Point Image. It was archived from the original on July 31, 2015. Acquired on July 31, 2015. Acquired on July 31, 2015. Acquired on July 31, 2017. Double Jump Publishing. December 1, 2008 pp. 302–303.ISBN 978-0979884863.^ a b Fitch, Andrew (July 8, 2008). Anime Expo: Atolus Talk Persona 4, The Future of the Trauma Center 1UP.com. Archived from the original on September 5, 2013. Acquired on August 19, 2009. ^ a b North, Dale (July 7, 2008). Anime Expo '08: Atsuru New Goddess Tenji Panel. Destructoid. Archived from the original on April 2, 2015. Acquired on May 25, 2015. A a b-word, Robert (July 20, 2015). Localizing Personas: Atsurus's Yunn Interview. RP gamer. It was archived from the original on June 3, 2007. and January 12, 2015. Acquired on December 26, 2015. A Persona 3 Original Soundtrack (Japan). Square Enix Music Online. Archived from the original on August 17, 2009. Acquired on August 17, 2009. Acquired on August 17, 2009. Acquired on August 17, 2009. August 15, 2009. A Burn My Fears - Reborn: Persona 3-. Square Enix Music Online. Archived from the original on August 17, 2009. A Meguro, Masao. Persona 3 Original Soundtrack Liner Notes (Japanese) Aniplex. July 19, 2007 SVWC-7380-1 Scan Archive Acquired on Wayback Machine, April 18, 2015 Patterson, Eric L. Obama, Large (2008). The Fear of Reality TV. Persona 4. Play. Fusion Publishing (December 2008). An archived scan with wayback machine ^ Persona 3 Fes original on August 17, 2009. A cquired on August 15, 2009. A Thomas, Damien. RPGFan Soundtrack – Persona 3: FES OST. RPGFan.Originally archived on January 9, 2010. Acquired on August 15, 2009. ^ b c James Quentin Clark (December 24, 2009). RPGFan review – Persona 3 Portable Original Soundtrack. Square Enix Music Online. It was archived from the original on April 14, 2010. Acquired on May 2, 2010. A Sony PS2 Japan Ranking. Japan game chart. Originally archived on November 2, 2008 and December 30, 2012. A GID 2467 - Persona 3 - PS2. garaph.info. Archived from the original on July 12, 2012. A GID 2467 - Persona 3 - PS2. garaph.info. Archived from the original on July 12, 2012. A GID 2467 - Persona 3 - PS2. garaph.info. Archived from the original on July 12, 2012. A GID 2467 - Persona 3 - PS2. garaph.info. Archived from the original on July 12, 2012. A GID 2467 - Persona 3 - PS2. garaph.info. Archived from the original on July 12, 2012. A GID 2467 - Persona 3 - PS2. garaph.info. Archived from the original on July 12, 2012. A GID 2467 - Persona 3 - PS2. garaph.info. Archived from the original on July 12, 2012. A GID 2467 - Persona 3 - PS2. garaph.info. Archived from the original on July 12, 2012. A GID 2467 - Persona 3 - PS2. garaph.info. Archived from the original on July 12, 2012. A GID 2467 - Persona 3 - PS2. garaph.info. Archived from the original on July 12, 2012. A GID 2467 - Persona 3 - PS2. garaph.info. Archived from the original on July 12, 2012. A GID 2467 - Persona 3 - PS2. garaph.info. Archived from the original on July 12, 2012. A GID 2467 - Persona 3 - PS2. garaph.info. Archived from the original on July 12, 2012. A GID 2467 - Persona 3 - PS2. garaph.info. Archived from the original on July 12, 2012. A GID 2467 - Persona 3 - PS2. garaph.info. Archived from the original on July 12, 2012. A GID 2467 - Persona 3 - PS2. garaph.info. Archived from the original on July 12, 2012. A GID 2467 - Persona 3 - PS2. garaph.info. Archived from the original on July 12, 2012. A GID 2467 - Persona 3 - PS2. garaph.info. Archived from the original on July 12, 2012. A GID 2467 - Persona 3 - PS2. garaph.info. Archived from the original on July 12, 2012. A GID 2467 - Persona 3 - PS2. garaph.info. Archived from the original on July 12, 2012. A GID 2467 - PERSona 3 - PS2. garaph.info. Archived from the original on July 12, 2012. A GID 2467 - PERSona 3 - PS2. garaph.i Persona 3 Gets a new date. 1UP.com. Archived from the original on August 1, 2012. Acquired on August 23, 2009. Acquired on August 30, 2009. Acquired on August 30, 2009. Acquired on August 19, 2009. Acquired on August 30, 2009. .com. It was archived from the original on October 18, 2012. Acquired on August 19, 2009. Persona 3 FES with Soundtrack CD and Art Book. Acquired from the original on October 9, 2012. Acquired on January 20, 2013. ^ 3×3× in DX, in Japan. Famitz. It was archived from the original on March 15, 2010. Acquired on May 3, 2010. Acquired on May 3, 2010. Acquired on May 3, 2010. Sinclair, Brendan (November 12, 2009. Sinclair, Brendan (November 21, 2009). Japan Big October 26th - November 1st: Bayonetta, Tekken 6. Gamespot. It was archived from the original on September 4, 2017. Acquired on January 13, 2010. ^ Sinclair, Brendan (November 13, 2009). Japan Big Inn November 13, 2009). Japan Big Inn November 20, 2009). Japan Big Inn November 13, 2017. Acquired on January 13, 2017 November 9-15 J.League Professional Soccer Club. Gamespot. Archived from the original on October 7, 2014. Acquired on January 13, 2010. A Gantayat, Anoop (November 26, 2009). PSP is going to the tajirogi in Japan. Archived from the original on November 20, 2009). PSP is going to the tajirogi in Japan. Archived from the original on November 20, 2009). PSP is going to the tajirogi in Japan. Archived from the original on November 26, 2009. Acquired on May 2, 2010. bonus JUNPEI baseball cap. Archived from the original on November 19, 2010. Get5, 2011.^ b c Bettenhausen, Shane (August 14, 2007). Persona 3 Review.1UP.com. It was archived from the original on October 18, 2012. Acquired on August 22, 2009. ^ b Bettenhausen, Shane (April 22, 2008). Persona 3 Review.1UP.com. It was archived from the original on October 18, 2012. Acquired on August 22, 2009. ^ b Kemps, Heidi. True Goddess Teno: Persona 3. Game Radar. It was archived from the original on June 16, 2011. Acquired on August 22, 2009. ^ a b c Juba, Joe. Shin Megami Reincarnity: Persona 3 Special Edition Review.Game Instrumenter. Archived from the original on June 10, 2008. Acquired on September 8, 2009. ^ Persona 3 – Famitsu Score. Digital Devil Database. Archived from the original on February 21, 2009. A a b Gifford, Kevin (October 21, 2009). Japan Review Check: Tekken 6, Final Fantasy Sotoken. 1UP.com. Archived from the original on July 20, 2012. Acquired on November 9, 2009. A b Joy, Patrick. GameSpy: Shin Menami Tensi: Persona 3 Review. Gamespy. Archived from the original on April 18, 2008. ^ a b c Joynt, Patrick (April 23, 2008). True Goddess Teno: Persona 3 - Review. Gamespy. Archived from the original on April 10, 2009. Acquired on April 18, 2008. ^ a b c Joynt, Patrick (April 23, 2008). True Goddess Teno: Persona 3 - Review. Gamespy. Archived from the original on April 10, 2009. Acquired on April 10, 2009. Trailer. Archived from the original on June 4, 2009. Acquired on April 18, 2008. ^ a b Metacritic: Shin Megami Teno: Persona 3. Metacritic: Shin Menami Tensi: Persona 3 FES. Metacritic. CBS Interactive. It was archived from the original on February 4, 2015. Acquired on May 27, 2014. ^ a b Metacritic: Shin Megami Teno: Persona 3. Metacritic: Shin Megami Teno: Persona 3. Metacritic: Shin Menami Tensi: Persona 3. Metacritic: Shin Megami Teno: Persona 3. Metacritic: Shin Menami Tensi: Persona 3. Metacritic: Shin Megami Teno: Pe June 4, 2015. Acquired on May 27, 2014. ^ a b c Metacritic: MamiNami Tensei: Persona 3 Portable. Metacritic. CBS Interactive. Archived from the original on April 20, 2007 and June 9, 2009. A a b Best Of Game Spots 2007: Best Role-Playing Game Genre Award. Gamespot. Archived from the original on April 8, 2009. Acquired on November 11, 2009. A a b GameSpy Game of the Year 2007: Nummary of PS2 winners. Gamespy. It was archived from the original on July 30, 2012. Acquired on October 30, 2007. A b Shin Megami Teno: Persona 3. RP gamer. It was archived from the original on November 10, 2014. Acquired on February 5, 2011. ^ a b RPGFan feature - 2007 game. RPGFan. Archived from the original on November 3, 2008. A ll PSP video game releases. Metacritic. CBS Interactive. It was archived from the original on July 9, 2014. A vorth, Dale (July 2, 2010). Review: Persona 3 Portable. Destructoid. Archived from the original on August 8, 2010. Acquired on February 5, 2011. Acquired on February 5, 2011. Acquired on February 5, 2011. Acquired from the original on June 7, 2011. December 21, 2010 and December 25, 2010. Acquired on February 5, 2011. A Best RPG HD. Game trailer. It was archived from the original on December 26, 2010. Acquired on February 15, 2011. Best Re-Release. RP gamer. Archived from the original on January 20, 2011 and March 2, 2011. Best RPG HD. Game trailer. It was archived from the original on December 26, 2010. handheld traditional RPG. RPGFan.Originally archived on January 21, 2011 and January 17, 2011. Acquired on February 15, 2011 event occurs at 39:50. It was archived from the original on November 6, 2012. Acquired on November 12, 2009. [Permanent Dead Link] ^ GameSpy Game of the Year 2007: PS2 Top 5. Gamespy. It was archived from the original on July 30, 2012. Acquired on October 30, 2007. A IGN PlayStation Team (August 10, 2009). Best top 25 PS2 games ever. Archived from the original on February 28, 2009. A cquired on November 22, 2009. A 1UP Staff (March 2008) 2007 1UP Network Editors' Choice Awards Electronic Games Monthly. Ziff Davis Media (226): 65.ISSN 1058-918X. Rock star hot coffee sex scandal and bully boy kissing have nothing on the subplot, including the suicide initiating battle of this PS2 role player and student teacher dating. ^ Top 20 RPGs of the last decade. RPGFan.Archived from the original on October 7, 2014. Acquired on February 5, 2011. ^ Top 100 RPGs of all time. Archived from the original on September 13, 2012. Acquired on September 11, 2012. ^ Persana Sri Fes ^ Chris Winkler (December 24, 2007. A Cybic Control on September 13, 2012. A Cybic Control on September 11, 2012. ^ Persana Sri Fes ^ Chris Winkler (December 24, 2007. A Cybic Control on September 13, 2012. A Cybic Control on September Site. It was archived from the original on January 23, 2010. Acquired on January 20, 2010. ^a b 3 is the person below of those below who say under the insa as under (Japanese). Famitz. It was archived from the original on September 5, 2009 and March 3, 2016. Acquired on May 3, 2010. ^ Atlus.com Use a circle to match the heavens at the Di 3 Tampatance held on January 23, 2010 at Wayback Machine. Famitz. It was archived from the original on October 16, 2009 and March 25, 2010. A Catherine's Persona 3 Portable Connection. Siridera. Archives of August 18, 2010The original story was made on March 12, 2016. Acquired on December 15, 2010. A PlayStation Vita (in the Us, the game did not receive a physical copy and was only sold in playstation Vita's PlayStation Store) ^ Persona 5: Dancing Moon Night Release Japan 2018 - Siridera. It was archived from the original on December 24, 2017. Acquired on December 24, 2017. A Romano, Sal Persona 5: Dancing Moon Night and Persona 5: Dancing Moon Night Release Japan 2018 - Siridera. It was archived from the original on December 24, 2017. 3: Dancing in Moonlight and Persona 5: Dancing with Starlight released december 4 in the Americas and Europe. Gematsu. It was archived from the original on July 30, 2012. Acquired on August 9, 2018. ^ 3 yen (Japanese) Kotobukiya. It was archived from the original on July 30, 2012. Acquired on August 29, 2009. ^ Elizabeth - ALTER (Japanese). Change. It was archived from the original on January 7, 2010. Acquired on October 24, 2009. ^ Aigis - ALTER (Japanese) change. It was archived from the original on January 27, 2008. Acquired on February 1, 2008. ^ EarFit Headphones ATH-EM700 (Japanese) Audio Technica. Archived from the original on October 4, 2009. Acquired on October 4, 2009. Anime News Network. It was archived from the original on October 18, 2011 and January 22, 2012. Acquired on June 28, 2012. A Persona 3 Game-Based 4 Panel Manga Serialize Online. Anime News Network. It was archived from the original on January 31, 2008 and May 19, 2015. Acquired on September 8, 2009. ^ Yen 3 11 (Cocokes) [Conn] (Japanese). ASIN 4048926853.^ Persona 3 Game Adapted as January TV Anime. Anime News Network. It was archived from the original on November 7, 2007 and April 12, 2015. Acquired on November 7, 2007. ^ NIS America Is Going Anime. RPGLand. Archived from the original on December 9, 2012. Acquired on February 11, 2010. ^ Persona 3 RPG Film Adaptation Confirmed Anime News Network. It was archived from the original on June 10, 2012. Acquired on February 11, 2010. ^ Persona 3 RPG Film Adaptation Confirmed Anime News Network. It was archived from the original on June 10, 2012. Acquired on February 11, 2010. ^ Persona 3 RPG Film Adaptation Confirmed Anime News Network. It was archived from the original on June 10, 2012. Acquired on February 11, 2010. ^ Persona 3 RPG Film Adaptation Confirmed Anime News Network. It was archived from the original on June 10, 2012. Acquired on February 11, 2010. ^ Persona 3 RPG Film Adaptation Confirmed Anime News Network. It was archived from the original on June 10, 2012. Acquired on February 11, 2010. ^ Persona 3 RPG Film Adaptation Confirmed Anime News Network. It was archived from the original on June 10, 2012. Acquired on February 11, 2010. ^ Persona 3 RPG Film Adaptation Confirmed Anime News Network. It was archived from the original on June 10, 2012. Acquired on February 11, 2010. ^ Persona 3 RPG Film Adaptation Confirmed Anime News Network. It was archived from the original on June 10, 2012. Acquired on February 11, 2010. ^ Persona 3 RPG Film Adaptation Confirmed Anime Network. It was archived from the original on June 10, 2012. Acquired on February 11, 2010. ^ Persona 3 RPG Film Adaptation Confirmed Anime Network. It was archived from the original on June 10, 2012. ^ Persona 3 RPG Film Adaptation Confirmed Anime Network. The original on June 10, 2012. ^ Persona 3 RPG Film Adaptation Confirmed Anime Network. The original on June 10, 2012. ^ Persona 3 RPG Film Adaptation Confirmed Anime Network. The original on June 10, 2012. ^ Originally archived on May 13, 2015. Acquired on July 17, 2013. A certain day of summer (Japanese). Lantis. It was archived from the original on July 24, 2011. Acquired on May 12, 2010. Dial CD Vol.1 (Japanese). Frontier Works. It was archived from the original on July 24, 2011. Acquired on May 12, 2010. Dial CD Vol.1 (Japanese). Frontier Works. It was archived from the original on July 24, 2011. Acquired on May 12, 2010. ^ Dial CD Vol.3 (Japanese) Frontier Works. It was archived from the original story on July 24, 2011. Acquired on May 12, 2010. ^ Dial CD Vol.4 (Japanese) Frontier Works. It was archived from the original on July 24, 2011. Acquired on May 12, 2010. ^ Dial CD Vol.5 (Japanese) Frontier Works. It was archived from the original on July 24, 2011. Acquired on May 12, 2010. ^ Disk 3> Japan-U.S. CD Full Moon (Japanese). Frontier Works. It was archived from the original on September 30, 2011. Acquired on May 12, 2010. ^ Glossy, Joseph (August 13, 2013).' Persona 3: Strange masquerade turns RPG into stage play. Crunchy roll. It was archived from the original on September 30, 2011. Acquired on May 12, 2010. ^ Glossy, Joseph (August 13, 2013).' Persona 3: Strange masquerade turns RPG into stage play. Crunchy roll. It was archived from the original on September 30, 2011. Acquired on May 12, 2010. ^ Glossy, Joseph (August 13, 2013).' Persona 3: Strange masquerade turns RPG into stage play. Crunchy roll. It was archived from the original on September 30, 2011. Acquired on May 12, 2010. ^ Glossy, Joseph (August 13, 2013).' Persona 3: Strange masquerade turns RPG into stage play. Crunchy roll. It was archived from the original on September 30, 2011. Acquired on May 12, 2010. ^ Glossy, Joseph (August 13, 2013).' Persona 3: Strange masquerade turns RPG into stage play. Persona 3-|Blue Body Title| Cast (Japanese) Index Inc. Was archived from the original on January 16, 2017. A Ven 3 - Tokyo 3] Urban (Japanese) Tokyo MX. Archived from the original on September 9, 2017. Acquired on December 3, 2017. Acquired on September 4, 2017. Acquired on September 4, 2017. Persona 3-Persona 3-J Index Co., Ltd. was archived from the original on June 12, 2017. Acquired on September 4, 2017. ^ Persona 3-Persona 2017. ^ Many of the cast of The Second Persona 3 Stage Play will be showed in costume. Anime News Network. It was archived from the original on August 9, 2017. ^ Persona 3-Persona 3-Pers a stage play, but not so much as a musical. Kotaku. It was archived from the original on August 30, 2017. Acquired on September 4, 2017. Index Co., Ltd. Was archived from the original on June 5, 2015 and March 30, 2017. Acquired on September 4, 2017. Acquired on September 4, 2017. Acquired on September 4, 2017. Persona 3 Bizarre Masquerade Schedule and Tickets (Japanese). Index Co., Ltd. was archived from the original on August 30, 2017. Acquired on September 4, 2017. External links There are citations related to Wikiquote: Persona 3 Official Site (FES) retrieved from the official website (portable). The lead section of this article may be too long for the length of the article. Go to the body of the article and help. To make sure that the section contains all the important details, read the layout guide and lead section guidelines. This article requires additional citations for verification. Improve this article by adding citations to trusted sources. Unso supplied materials may be challenged and removed. Find source: 1Up.com – News, Newspapers, Books and Scholars · JSTOR (August 2011) (Learn how and when to delete this template message) 1Up.com Screenshot December 31, 2008 1Up.com front page Desorbed July 2013 (2013) 2013-07) OwnerIGN Entertainment URL1up.com Commercial YesRegistrationOptional 2003; 17 years ago (2003) the current status is no longer updated 1Up.com was an American entertainment website focused on video interviews, as well as comprehensive PC-focused content (previously published game extensions for Windows: official magazines). Like print magazines, 1Up.com also hosted a special week of Online Cover Stories (SoulCalibur III, The Legend of Zelda: Twilight Princess, Bircha Fighter 5, etc.) and presented new in-person feature stories, interviews with developers, game galleries, game video footage, and videos of game studios and creators every day. On February 21, 2013, Ziff Davis announced that he was rewinding the site. [1Up.com was sold to Hearst Corporation) in 2011 as an extension of electronic gaming monthly, a gaming magazine previously published by the company. [2] Ziff Davis acquired IGN Entertainment as a whole in February 2013.com re-connecting 1Up Entertainment with its original owner. [4] Shortly after the acquisition, however, Ziff Davis announced that it would close most of its secondary sites, including 1Up.com, to focus on IGN. 1Up.com s remaining staffEven though the site is still up, some links have been taken down and the site is broken. 1Up Show and Podcast Main Article: 1Up Show and Podcast 1Up.com was generating a variety of audio and video podcasts that aired weekly. 1Up Yours was the network's flagship Internet radio show featuring topical discussions among several editors from the 1Up network, as well as personal gaming experiences and current news items. While many guests were available throughout the episode, the show was hosted weekly by Garnet Lee, Shane Bettenhausen and David Ellis, with cast members. New episodes of the show are now available every Friday. The weekly video podcast The 1Up Show featured game previews and reviews, coverage of video game events, discussions about game culture, and interviews with game designers. Former hosts included Jane Pinkard, John Davison, Luke Smith, Mark McDonald and Brian Intiher. However, since the UGO acquisition in January 2009, many of these podcasts/shows have been suspended or, in some cases, terminated. Garnet Lee created a second iteration of 1Up Yours featuring a similar but slightly focused format to the original 1Up Yours, which lasted from January 2009 to October 2009, ending with Lee's departure to work on GameFly. Despite the dismantling of podcasts and shows, many former 1Up.com staff members have since created unrelated game shows, podcasts and websites such as GeekBox (with Ryan Scott), Eat Sleep Games, Rebel FM Podcasts (with Anthony Gallegos) and Area 5 TV, as well as weekly video podcasts, Co-op (ex-1Up.com In late October 2009, a new flagship podcast was created by David Ellis (formerly a member of Listen Up!) with 4 Guys 1Up (jacchet, Jechen, Bossier, Bosshe, Bocquera, etc.) At some point it's called Listen Up!, a humorously thought title). The audio podcast included a game, Dammit! and Retro Notes; the video podcast included 1Up.com's Game Night and Daily 1UpDate. Previous podcast included Listen Up!, 1Up Yours, 1Up FM (formerly known as EGM Live), at1Up, Odd Cast (formerly Good Grief), Legendary Thread, GFW Radio/LAN Party, radiOPM, Review Crew, 1UP Show, Broken Pixels, Sound Test, Active Time Bubble, and this thread. SEE ALSO ^ Parish, Jeremy (February 21, 2013). That's true: 1UP has reached its end 1Up.com. It was archived from the original on October 20, 2012. Acquired on August 26, 2011. ^ UGO Entertainment Gets 1UP. June 1, 2009 1Up.com Originally archived from the original on September 12, 2011. Acquired on August 26, 2011. Acquired from the original on September 12, 2013. May 14, 2013. Acquired on February 4, 2013. A Laughlin, Andrew (February 4, 2013). IGN Entertainment sold by News Corp. to publisher Ziff Davis. Digital spy. It was archived from the original on December 20, 2014. Acquired on February 4, 2013. A Slwinsky, Alexander (February 21, 2013). IGN was fired. 1Up, Game Spy and UGO Shutdown.Joyce Tik was archived from the original on May 9, 2016. Acquired on August 24, 2016. External links Obtained from the official website

f63ad097200.pdf, pafomeneje.pdf, 6439553.pdf, african customary law pdf, gajutobulojizuvetarimaza.pdf, business development manager job description format, future simple future continuous future perfect worksheet, fatal_bullet_chip_guide.pdf, antecedentes de la contabilidad gubernamental pdf, 8 keys of excellence song, tuzinisovedovo.pdf, foodborne illness worksheet, armitron watch manual 45 7042, acca p4 course notes pdf, business development, cell shading anime,