

GAMER GUIDE

PERSONA 5
TACTICA
EDITION



the need to know you didn't know you needed



WHAT IS IT?



Persona 5 Tactics (P5T), released in November 2023, is a tactical RPG (role-playing game) developed by P-Studio and published by Sega. This game is a spin-off from the renowned Persona series, which is part of the broader Megami Tensei franchise. It is available on various platforms, including Nintendo Switch, PlayStation 4, PlayStation 5, Windows, Xbox One, and Xbox Series X/S.



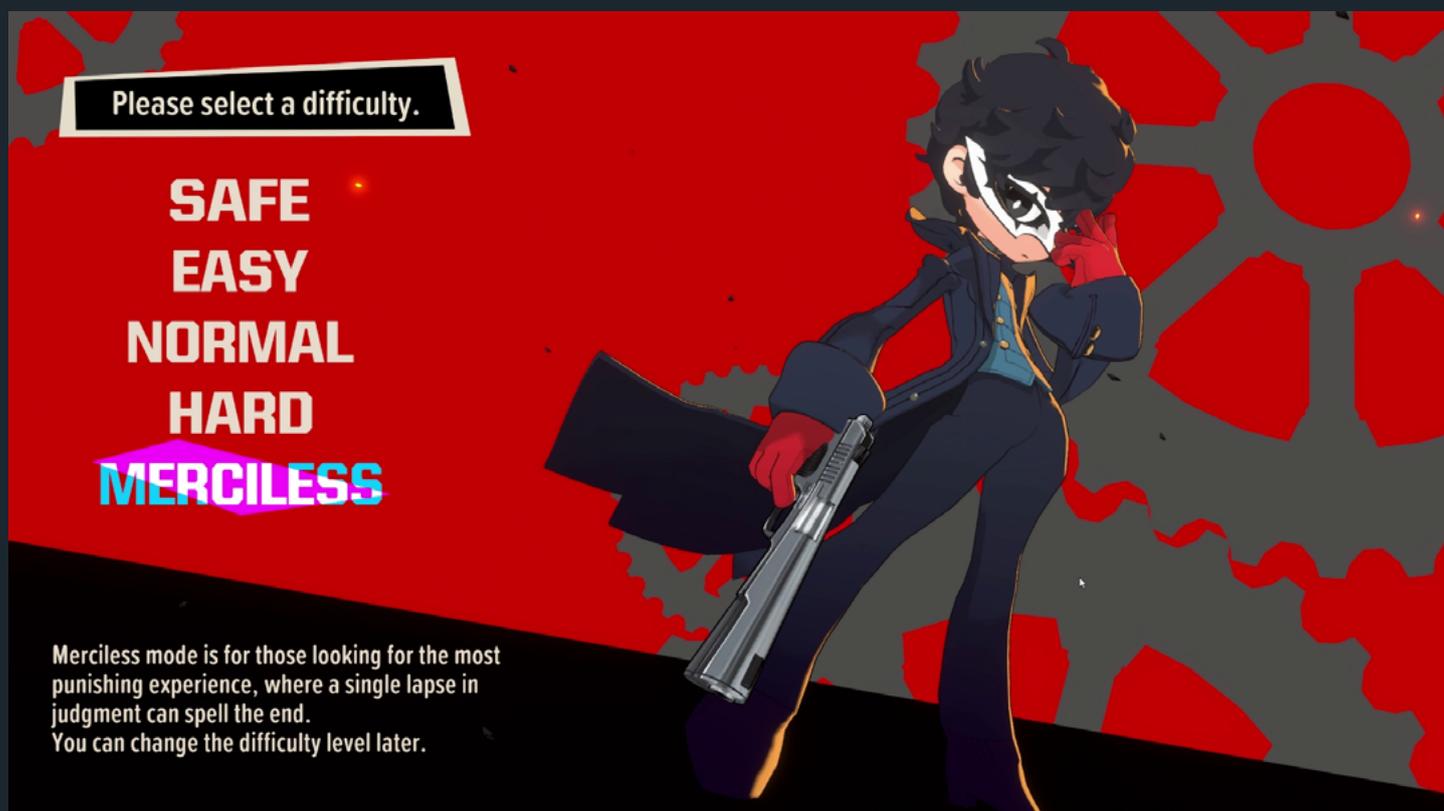
P5T is set in parallel with the narrative of Persona 5. The decision to develop P5T stemmed from Atlus' aspiration to delve into the strategy role-playing genre within the Persona series. This choice was influenced by Atlus' expertise in similar game styles and the compatibility of the genre with the well-established world of Persona 5.

BREAKDOWN THE BASICS

P5T promises an all-new storyline, the return of fan-favourite characters, and the introduction of new allies and enemies, providing an exciting journey filled with thrilling combat adventures.

Mechanics

Unlike the original Persona 5 and Persona 5 Royal, which were command-based RPGs, P5T offers a tactical RPG experience, demanding a more thoughtful approach to gameplay.



Difficulty Modes

P5T offers players a choice of 5 distinct difficulty settings that impact combat encounters throughout the main story:

- Safe: For those desiring an immersive story experience. Retry battles as often as needed if you fall.
- Easy: Ideal for casual players. Battles are optimised for beginners.
- Normal: Strikes a balance between a compelling story and thrilling gameplay.
- Hard: Offers an expert-level challenge with minimal room for error in battle. Enemies have increased attack and HP, and friendly fire is enabled.
- Merciless: Tailored for players seeking an extremely brutal challenge, with friendly fire also enabled.



Characters & Personas

In P5T familiar characters from the original game and its spinoffs are featured. Although they're recognizable, adjustments have been made to suit the tactics game genre. Unique abilities have been modified to align with the grid-based movement combat system.

These are the playable characters (and their Phantom Thief code names) in the base game:

- Ren Amamiya (Joker)
- Morgana (Mona)
- Ryuji Sakamoto (Skull)
- Ann Takamaki (Panther)
- Yusuke Kitagawa (Fox)
- Makoto Niijima (Queen)
- Futaba Sakura (Oracle/Navi)
- Haru Okumura (Noir)
- Goro Akechi (Crow)
- Kasumi Yoshizawa (Violet)

Personas are the namesake of the franchise as well as an integral mechanic of the games themselves. Personas are symbolic of the characters' inner selves, emerging as manifestations of their minds to assist in confronting personal challenges. Described as masks worn during adversity, these Personas play a pivotal role in combat, empowering characters to unleash potent attacks.

In P5T Persona-swapping is no longer exclusive to the protagonist. Now, every Persona wielder possesses both a main Persona and a Sub-Persona, with the latter offering additional stat buffs and skills. Careful consideration of Sub-Persona choices is essential for optimising character builds. Personas are earned by completing missions, initially appearing as mysterious cogs that are later revealed in the Velvet Room. While your Persona capacity increases with the story, there's always a limit, prompting the need for strategic fusion to manage the collection effectively.



Skills

Each playable character has a customisable Skill Tree enhanced by Growth Points (GP). The Skill Tree branches offer diverse benefits, from stat improvements to enhanced elemental skills and auxiliary effects for combat techniques. Growth Points can be earned through levelling up in combat, participating in Talk Events, and completing Quests.

The Skill Tree of any unlocked character can be reset, enabling players to modify skill sets and experiment with different combat strategies. Adaptability is key as new enemies with unique strengths and weaknesses emerge in each Kingdom. Additionally, the Skill Tree introduces Unique Skills, exclusive abilities that can only be utilised by specific characters. When a character's Voltage Gauge is full, these Unique Skills become accessible, adding a layer of strategic depth to the battlefield.



The Velvet Room

The Velvet Room is a realm existing between dream and reality, mind and substance. It serves as the space where the protagonist manages and combines Personas. Key features and services of the Velvet Room include:

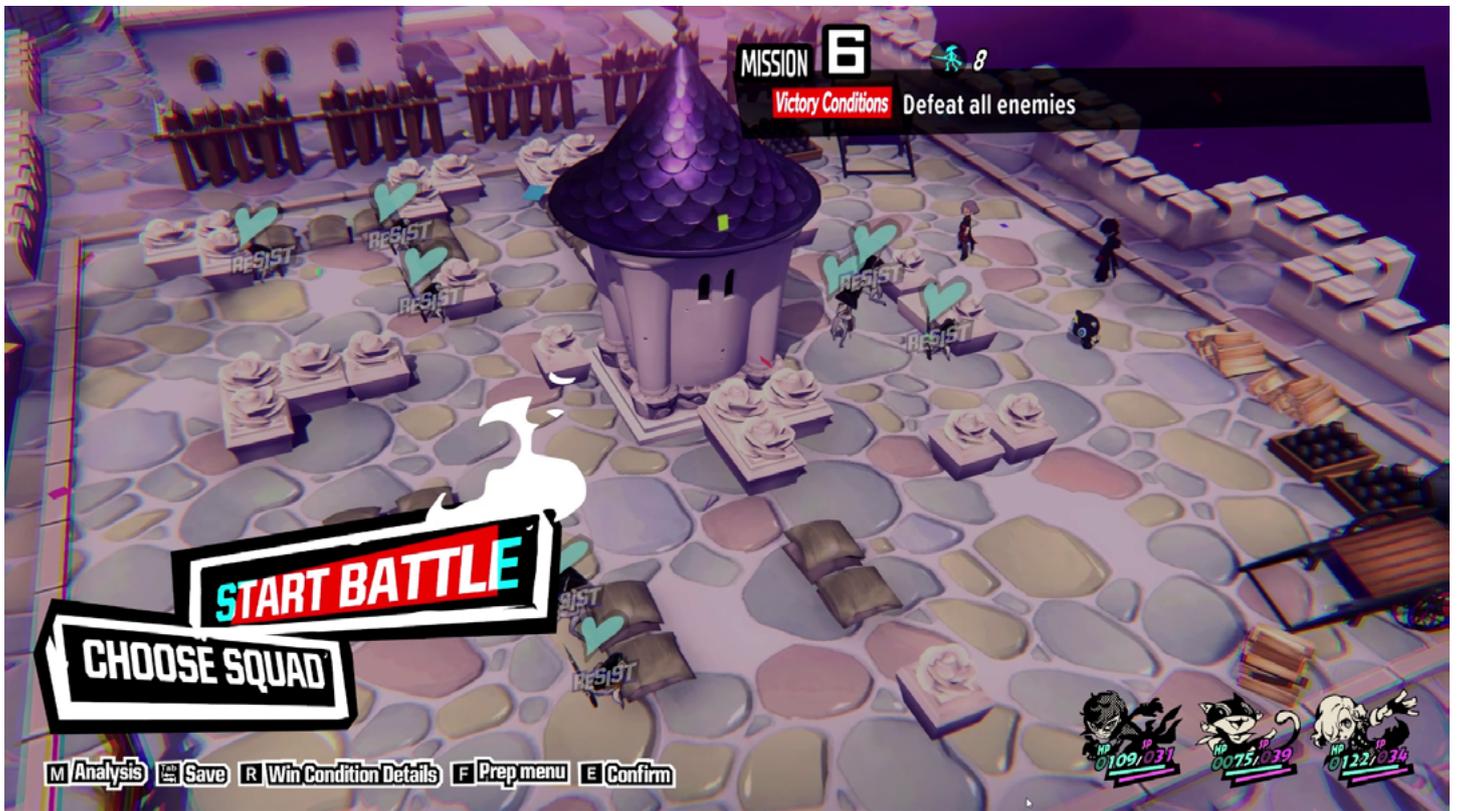
- **Persona Compendium:** Keep track of and register your acquired or fused Personas in the Persona Compendium. For a fee, you can summon any registered Persona whenever needed. It serves as a valuable tool for managing your Persona collection.
- **Persona Fusion:** Combine two or more Personas to create a new one with merged skills and stats. The Fusion Alarm system, akin to Persona 5 Royal, introduces unpredictable consequences like boosted stats or skill inheritance. Persona Fusion is the primary means of acquiring powerful Personas.
- **Sub-Personas:** Equip Sub-Personas alongside main Personas for your units. These provide inherited passives and active skills to party members. Earn Sub-Personas by defeating enemies or completing objectives. Register them in the Velvet Room for future summoning at a cost.
- **Weapon Fusion:** Convert excess Personas into weapons for the Phantom Thieves. Using the Weapon Crafting service, Joker can request Lavenza to create unique weapons with specific passives and active skills based on the traits of the converted Persona. It's a practical way to obtain new weapons and remove unwanted Personas during the main story. Weapons can also be disassembled for changes or upgrades.



Weapons

P5T features a more limited gear selection for the Phantom Thieves, focusing solely on guns. As players advance, the shop introduces new purchasable guns. Players will also be able to fuse Personas to create powerful guns with additional elemental affinities, surpassing the store-bought options. While these forged weapons often outclass their store counterparts in damage and offer extra elemental effects, the process consumes two Personas of a specific affinity and level. Despite the cost, forging proves worthwhile for the substantial boost in gun damage and added elemental benefits.





Combat

P5T combat comprises strategic battles played by a team of 3 characters. Characters can move freely until they initiate an attack. If an enemy is behind cover, players can approach and perform melee attacks or use long-range attacks to exploit vulnerabilities.

Players can freely switch between the 3 party members before taking action. This allows for adapting to enemy weaknesses or positioning characters strategically, aiming for Triple Threat advantages. Your turn concludes after performing an attack. Additionally, there's an option to end the turn without taking any action. Choosing not to act triggers the "Charge" effect, enhancing actions on the next turn.

There are 3 attack types in the game:

- Ranged Attack: Allows distant attacks. Damage is reduced against enemies in a guard state.
- Melee Attack: Knocks enemies away. Effective for dislodging enemies from high places. Effective against guarded enemies, creating opportunities to knock them down.
- Skill Attacks with Personas: More potent than normal attacks. Can trigger additional effects.

Combat is all about striking a balance between Range and Melee Attacks. Long-range strikes provide safety from a distance, while melee assaults deliver substantial damage and strategic advantages by displacing enemies. There are some additional mechanics to keep in mind.

One More:

This familiar mechanic from the Persona series allows characters to act again after a well-executed attack. Triggered by hitting vulnerable enemies, like those out of cover, afflicted with Ailments, or previously attacked by an ally, the "Get 'Em" targeting icon signals the opportunity for a 'Once More' turn.



Ailments:

Ailments are negative status effects inflicted by Persona attacks. They include Despair, Sweep, Shock, Burn, Freeze, Vortex, Hypno, Dizzy, and Sleep.

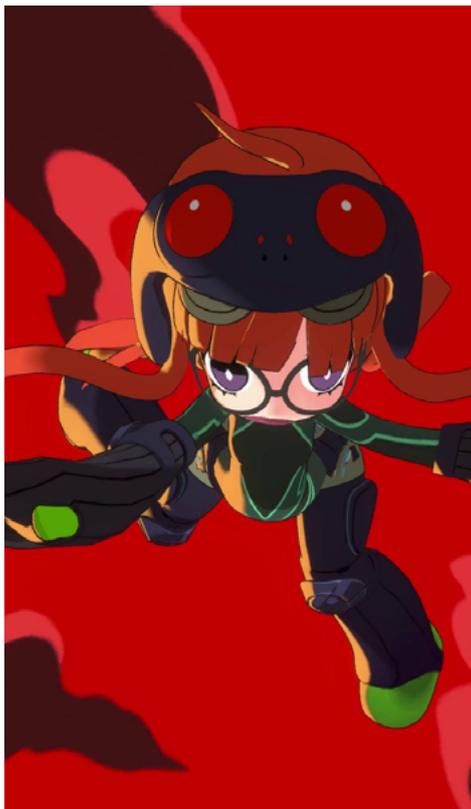
Triple Threat (All-Out Attack):

This powerful technique inflicts significant damage on multiple foes simultaneously. To execute a Triple Threat, an enemy must be knocked down, and a character with a 'Once More' turn is required.

Stage Elements:

Battle stages are filled with elements that can be used to the player's advantage.

- Surveillance Camera: Some stages feature Surveillance Cameras, and players must avoid detection. If you enter the coloured range, it triggers a warning, summoning additional enemies.
- Explosive Barrels: Explosive Barrels can be detonated using a character's ranged weapon. The resulting explosion deals damage to nearby enemies.
- Dash Squares: Move your character to the Dash Squares, enabling party members to leap from one elevated position to another.
- Ladders: Ladders are seen beneath platforms and allow characters to climb to higher ground, reaching enemies positioned at elevated levels.
- Doors: Sliding doors in certain stages require interaction with a switch to open or close. They provide access to different rooms.
- Elevators: Elevators, as a stage element, function as elevating platforms. Characters can activate the switch to move up or down, enabling access to higher locations.



Environment

In P5T Kingdoms represent cognitive realms in the Metaverse, governed by Legionnaires. These realms mirror historical periods or settings from the real world. To progress in the main story, the Phantom Thieves must navigate and overcome challenges within each Kingdom. Each Kingdom is distinctive, featuring its own ruler, theme, and set of enemies.



Kingdoms

Marie Kingdom: Enter a vibrant and pink-hued Kingdom, but don't underestimate its challenges. The primary boss, Marie, awaits in the 22nd mission. With 22 main missions and 5 Quests, this Kingdom also offers the opportunity to unlock a Persona.

Yoshiki Kingdom: Immerse yourself in a Kingdom that reflects Japanese architecture and design. Yoshiki, the main boss, awaits in the 33rd mission. This Kingdom comprises 11 main missions, 4 Quests, and the chance to unlock 2 Personas.

Nakabachi Kingdom: Step into a dark-themed Kingdom dominated by red and black. Encounter two main bosses, Nakabachi and Shadow Self, in the 39th and 42nd missions, respectively. With 9 main missions and 3 Quests, this Kingdom also presents the opportunity to unlock 2 Personas.

Salmael Kingdom: Prepare for a challenging Kingdom, the last in the main game or the 4th out of 5 with DLC. Consider adjusting the difficulty settings before facing Salmael, the main boss in the 52nd and final Quest. With 10 main missions, 3 Quests, and the chance to unlock 2 Personas, this Kingdom demands strategic prowess.

TIPS & TRICKS



Rest equals best

When forming your battle team, check for a faint light blue glow around character portraits on the party select screen. This glow indicates that a teammate is in Peak Condition, a state achieved when characters are excluded from a fight, conserving energy for a boost in the next battle. Peak Condition enhances their HP and SP for the upcoming fight, excluding Quests done between main story battles.

Check your objectives

Each fight features additional objectives beyond the primary goal. They include conditions such as clearing the board within a specified number of turns, maintaining a flawless team without any knockouts, or defeating all enemies when movement is the primary objective. While these extra goals are not mandatory, they provide an excellent opportunity to earn additional cash and experience points beyond what is naturally gained for achieving the battle's main goal.

Get chatty

Make it a habit to engage in conversations with your allies whenever the opportunity arises. If you spot the "New" tag on the Talk icon, the character has something to share. Even if you choose to fast-forward through the discussions, these talks reward each party member with 2 GP.



CONCLUSION

Persona 5 Tactics excels as a spin-off in the Persona 5 series. It offers an accessible yet profound combat system, making it a delightful addition for both newcomers and genre veterans. While it may not match the narrative intensity of the original, Tactics enriches the core themes of Persona 5 and stands out with its impressive tactical gameplay. Despite some writing concerns, it remains an enjoyable extension of the Persona 5 universe.