



SHIN MEGAMI TENSEI®

Devil Summoner

RAIDOU KUZUNOHA vs. KING ABADDON

2



WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



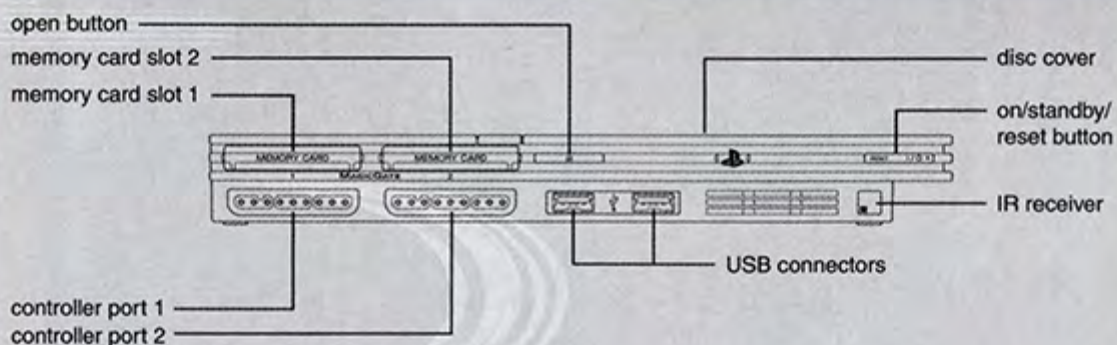
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Controls

GETTING STARTED

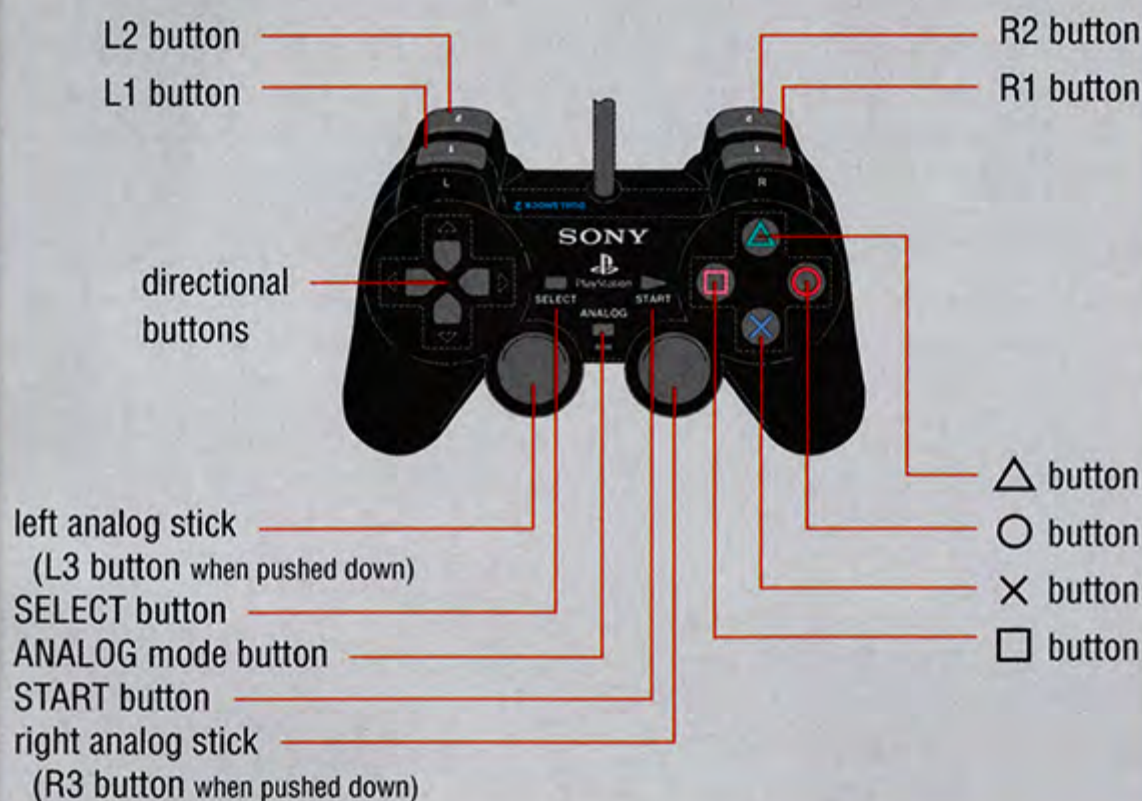


Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the Devil Summoner 2 Raidou Kuzunoha vs. King Abaddon disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



- This game is compatible only with the DUALSHOCK®2 analog controller. There is no guarantee that any other controller will work properly.
- The controller is only compatible with controller port 1.
- The mode indicator will always be red (analog mode).
- Vibration function can be turned ON/OFF in the game options.

Field Controls

left analog stick/directional buttons	Move Raidou/Navigate menus
× button	Confirm/Talk/Search
○ button	Cancel/Return
△ button	Open the map
□ button	Open the Main Menu
L1 button	Use a demon's investigation skill
R1 button	Open the Investigation Menu

Battle Controls

left analog stick/directional buttons	Move Raidou/Navigate menus
× button	Dodge
○ button	Attack with sword (weak)
△ button	Attack with sword (strong)
□ button	Attack with gun (hold to reload)
L1 button	Guard
R1 button	Open the Battle Menu
L2 button (hold)	Draw demon towards Raidou
R2 button	Open the demon Command Menu

Face it, if you've seen one menu, you've seen 'em all. The directional buttons and the left analog stick move around, the × button says yes, and the ○ button cancels. For the skinny on battle, see p.26.

Setting

Taisho year 20.

The men and women of the Capital have gotten caught up in the romance of the new age, and as old traditions blend with modern industrialization, citizens find themselves adjusting to new ways of life. Of all the recent fads and obsessions, luck has lately been all anyone can talk about. People find themselves observing a vast disparity between those who seem to be blessed with infinite good fortune and those whose luck seems to have vanished entirely.

Meanwhile, a young woman has filed a missing persons case with occult specialist detective Narumi and his assistant, Raidou. Little do these two detectives know that by accepting this case, they might uncover a great misfortune which threatens to consume the Capital...



Devil Summoners

The Kuzunoha clan and the Japanese gods go way back. The Kuzunohas made a name for themselves in ancient times, when four up-and-coming Devil Summoners showed Yatagarasu's enemies the door. Ever since, the names of the Four Devil Summoners have been handed down as honorary titles in the Kuzunoha clan, and the best of 'em all was named Raidou...

Characters

RAIDOU KUZUNOHA THE 14TH

As far as the average stiff's concerned, he's a student at Yumizuki High School who works part-time at the Narumi Detective Agency. But to those in the know, he's the latest Devil Summoner to hold the name "Raidou Kuzunoha." He may carry a pistol and a sword to protect the Capital, but his real weapons are the demons he stores in those tubes underneath that cape of his. As a detective, he gathers information throughout the Capital, but when there's demon involvement, he's not afraid to call on his pals for some extra backup.

GOUTO

This is no ordinary feline. He travels with Raidou Kuzunoha the 14th, offering advice and sharing his vast knowledge on summoning. No one really knows why this fellow's in the body of a black cat, but only Devil Summoners can understand his words. Regular passersby just hear purrs and meows.



SHOUEI NARUMI

He's the chief of the Narumi Detective Agency and Raidou's boss. His office is located in the skyscraper Ginroukaku, and it's just about the only place to turn to when no one else can help. He's rather laid-back, both in his personality and his work ethic, but he's a kind man who'll always stand up for the people. And of course, as a former spy for the Imperial Army, he's fairly well-connected throughout the Capital.

TAE ASAKURA

She's a Capital Daily reporter in her 20's. She focuses on improving women's role in society under the pen name "Kichou," which she uses in tribute to the feminist crusader Raichou Hiratsuka. Tae's a modern gal in a conservative era, and she works hard to prove her talents to the "boy's club" that dominates the industry. Her research into folklore has had her visiting the Narumi Detective Agency pretty frequently.



DAHN

He's the mysterious, 25-year-old male that Akane Narita has hired the Narumi Detective Agency to locate. He looks somewhat feral and unruly and is suspected of being involved with some curious incidents around the Capital.



AKANE NARITA

She's the 19-year-old daughter of a well-known councilman. She's looking for a fellow named Dahn, but won't disclose the reason for her search. Her constant look of unease and worry hints that she may be holding a large secret...



GEIRIN KUZUNOHA

Now 61, he earned the title of Geirin Kuzunoha the 17th many years ago. Geirin is one of the four great Kuzunoha Summoners, and he watches over Tsukigata Village, where a number of unfortunate incidents have occurred lately. He takes his role as guardian very seriously, and if he had his druthers, he'd protect the area without interference from other Devil Summoners.



NAGI

Half-Russian, she's in-training under Geirin Kuzunoha the 17th. She's very intelligent and logical and typically has a challenging attitude towards Raidou, but on occasion, she's been known to show a healthy amount of consideration and sympathy.



Beginning the Game

Title Screen

After the opening movie, you'll be confronted with the title screen. A simple tap of the $\times$ button will unveil the following options: New Game, Continue, and Vibration Settings.



New Game

This may be beating a dead horse, but go here to start a new game. If you have save data from "Devil Summoner: Raidou Kuzunoha vs. The Soulless Army," you can load it right here to gain several bonuses throughout the game.

Loading Data

Insert a Memory Card (8MB)(for PlayStation®2) with save data in MEMORY CARD slot 1, and choose the file you wish to load.



Name Entry

When beginning anew, you'll be asked to enter Raidou's real name. Since "Raidou Kuzunoha" is just a title, you should probably give him a name that isn't... well... Raidou Kuzunoha...!

left analog stick/ directional buttons	Move the cursor
$\times$ button	Enter a letter
$\circ$ button	Cancel
R1/L1 button	Change case
R2 button	Edit the first name
L2 button	Edit the last name
START button	Finish

Continue

So you're eager to pick up the trail again, is that it? Then make sure there's a Memory Card (8MB)(for PlayStation® 2) with save data in MEMORY CARD slot 1 and load the investigation in progress!



About Saving...

If you've got somewhere better to be, then head to the Narumi Detective Agency or a Dragon Cave (p.37) and choose "Check in." After you select which file you want to save to, press the ☒ button to confirm.



By the by, Narumi's file cabinet's got its limits, so make sure the memory card's got at least 121 KB of open space, or there's gonna be problems. And don't insert or remove memory cards while saving or loading! That's like having a wedding ceremony but not sticking around to sign the marriage license. It ain't official 'til everything's signed, you know...!

Vibration Settings

Some detectives like a good rumble better than others. Press left or right on the directional buttons/left analog stick to set the vibration function ON/OFF depending on which way you swing. You also can change this option later, while playing (see p.21).

Anatomy of an Investigation

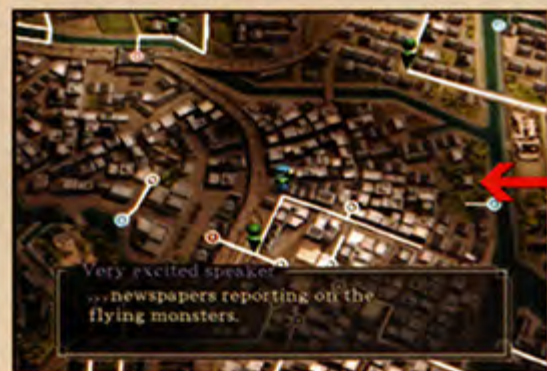
Raidou must solve his cases by scouring the City Map and the Field Maps for clues.

The Big Picture and the Little Stuff

There are a million stories to tell, and only by traversing the Capital can Raidou get to the bottom of them. Here's the goods on how the maps work together.

City Map

See that blue icon wearing a Raidou hat? Well, that's you, my friend. And don't forget: as you move around the Capital, you'll be safe from enemy encounters.



Field Map

From the larger map of the Capital, you can enter a location. Keep your eyes and ears peeled as you walk around, talk to people, and hunt for clues.



Combat

Enemies will surprise you while walking around certain Field Maps, so use your sword, gun, and demons to give 'em something to think about.



The Real World and the Dark Realm

If the enemies in the Real World seem like tough customers, just wait'll you get a load of what's waiting in the Dark Realm. You'll scrap with demons much more often and be required to test your noggin against fiendish puzzles. If you've got the itch to visit the Dark Realm, head to the "Nameless Shrine" (p.36).



The City Map

If you scoot out of any of the Field Maps, the screen will switch to the City Map. You should choose a new destination before the trail gets cold. But don't be in too much of a rush; you might meet someone with useful advice on the City Map.



The Ins, the Outs, the All-Abouts



- 1 Character Icon.....Raidou, in all his glory.
- 2 Entrance.....A location you can enter.
- 3 Streetcar Station.....Get somewhere double-quick.
- 4 Route.....A way to get between destinations.
- 5 Field Map Name.....Welcome sign... or fair warning...?

Navigating the City Map

The little blue Raidou icon can move along any route on the City Map. If you're going to another district, hire a streetcar to save some shoe leather. The more you learn about a case, the further afield you may have to go.



The Field Map

It's easy to get lost in the crowd, but somewhere out there is information you need to know. If someone's stonewalling you, bring out your demons, and maybe they'll sing another tune.



How It All Adds Up



- 1 Moon Phase The current phase of the moon.
- 2 Summoned Demon The demon you've summoned: big as life and twice as nasty. If you're not controlling it directly, it'll stick to Raidou like glue.
- 3 Action Window Raidou's one of those people who's got a solution for every problem, and that's what this is for. If a demon's got something to contribute, it'll also show up here.
- 4 Investigation Skill If you brought along some extra muscle, your demon's Investigation Skill will be displayed.
- 5 Enemy Appearance Ever get the feeling you're bein' watched? It's not just a feeling. Here's how close you are to mixing it up:
 - Blue: Laugh it off. There's nothing nearby.
 - Yellow > Orange > Red: The hotter the color, the nearer the fight.
- 6 Area Name The current beat you're patrolling.

The Moon and You

Always keep tabs on the phase of the moon 'cause it'll influence certain things during Raidou's investigation. Like real life, the moon will wax and wane from New Moon (completely dark) to Full Moon (completely bright) and back again while walking in the Field Map.

Unlike real life, the moon's phase will stay on hold while you're duking it out.



Pay Careful Attention to Your Surroundings

You never know what you'll find walking around. If something catches your eye, search the area by pressing the $\times$ button. Apart from the obvious stuff listed below, keep your eyes open for shining spots on the ground. An extra pair of eyes might just help you spot something you'd otherwise have missed: just one more way a demon partner comes in handy.



Things to Watch For

Some clues are more obvious than others. To make sure you don't miss anything important, check anything that looks suspicious.

Blue Crystal



Red Crystal



Barriers

There are areas on the field that are blocked off with special barriers. Some of these can be destroyed by your demons, but when it comes to a Dragon's Jaw, all bets are off. No human can make it through one of these and live to tell about it.



Shaking Down the Capital

The secret to solving all cases, big or small, is simple: ask around. Whether human or demon, everybody knows something, and it just might be something important. You'd be surprised what you can discover by using your demons' Investigation Skills in casual conversation.



Demon Detectives

Demons can do a lot more than just play bad cop. Choose "Solo" from the Investigation Menu to send a demon out on his lonesome. If Raidou is blocked from getting somewhere, ask a demon to run a single-o play.



The Investigation Menu

There are lots of ways for Raidou to make his presence known in the Capital. Press the R1 button to bring up the Investigation Menu and plan your next play.



• Summon

Raidou can summon only one demon at a time on the field. If you need a new partner, choose Summon to see a list of captured demons. From there, use the directional buttons or the left analog stick to choose one, and press the $\times$ button to confirm. Summoned demons will stay close to Raidou at all times, and summoning them takes no Magnetite.

• Return

Stuff the genie back in its bottle with this command. If you just want to summon a new demon, don't bother returning the one you've got; any demon already out will be returned to its tube automatically.

• Solo

Take control of a demon while Raidou takes a breather. Demons can enter some areas that Raidou can't. The demon can return and report back to Raidou, but after a certain time has elapsed, it will automatically end its investigation.

• Detective Agency

Beat a hasty retreat to the Narumi Detective Agency. If it's too far to walk, streetcar fare will be charged automatically. Careful, though. In some circumstances, you won't be able to make it back home.



The Map Menu

There'll be times when you not only don't know what's going on: you don't even know where you are! A quick gander at the map will fix that in a hurry, though. Press the  button on the Field Map or choose Map from the Main Menu. The map can be moved with the left analog stick or the directional buttons.



Legend



Raidou Icon Your current position.



Demon Solo demon's current position.



Exit Where you can make tracks.



Save Point Places to save the game.



Up/Down Move to another floor via stairs, ladder, et al.



Arrow Indicates that the map can be scrolled in that direction.



Important Spot Something noteworthy you'll need to remember for later.



Healing Point Get Nakisawame's tender care here.



Dragon's Jaw A barrier that neither Raidou nor his demons can pass through.



Demon Wall Only demons that meet certain requirements can pass through.



Windy Pathway Indicates that a strong wind passes through here.

Main Menu

Don't get so wrapped up in a case that you forget to take care of yourself. The Main Menu will put you wise to Raidou's current state and needs.

Guide to the Main Menu

Open the Main Menu at any time with the  button.



Main Menu



- 1 Commands.....The options available to you (see p.19).
- 2 Summon Icon.....Indicates which demons are set for summon. Red indicates the demon that'll be auto-summoned upon entering battle; yellow indicates the demon following you in the field.
- 3 Party Members.....The roster of who you've got in the tubes.
- 4 LV.....Each character's experience level.
- 5 HP.....Each party member's remaining life force.
- 6 MAG.....The amount of Magnetite you've got left.
- 7 Status.....Indicates abnormal status (p.25).
- 8 Tubes.....The number of tubes you have on hand. As Raidou improves his Summoner rank, he can increase the number of tubes he can carry.
- 9 Demon List.....A list of your demons. If it spans more than one page, you can navigate between pages using the left analog stick or the directional buttons.
- 10 Yen.....The amount of money Raidou currently has on hand.

• Ability

If you've got it, flaunt it! This is where you manage your demons' abilities. The abilities they have not learned yet are indicated in grey.



Use

Select this to use any ability your demon has learned. With healing spells you'll need to select a target to use it on.

Settings

Select the abilities you wish to use during battle. Including "Strike," you can select up to five abilities to use in battle. Scroll over the ability you wish to select and press the $\times$ button to set it for battle.

• Items

Here you can use items, equip swords, and check the jewels and crystals in your inventory.



Use

Pretty straightforward. First, select an item to use and then a character to use it on.

Equip Sword

Here you can change swords. Swords have different stats and ability enhancements.



Gems

You can view the jewels you've obtained. These cannot be used as normal items but are primarily used in demon fusion and demon conversation.

Crystals

You can view the crystals you've obtained. Crystals are used as base materials for sword fusion.

• Demons

Here you can tinker with the demons in your party.

- ◆ **Default** Select which demons you want on your side when a fight breaks out, and they'll automatically be summoned at the beginning of the battle.
- ◆ **Arrange** Rearrange demons to your heart's content. Select one demon and then another to swap their places on the list.
- ◆ **Release** If you don't want a demon hanging around anymore, cut it loose.

Strengthen your party with fusion and conversation

Demon fusion and conversation are critical for strengthening your party and often necessary for your investigation. When conversing with demons, don't get discouraged if the first try isn't successful. Just pick yourself up and try again. You should also use the "Dragon Caves" on the field to visit the Gouma-Den and perform demon fusions regularly.



• Status

View each character's vitals.

• Reference

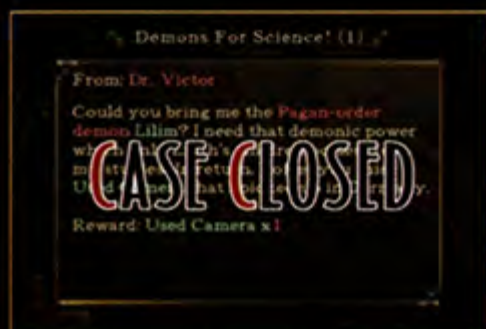
This resource is a detective's most trusted pal.



- ◆ **Notebook** Review important hints regarding your investigation.
- ◆ **Valuables** Examine key items you have obtained.
- ◆ **Insect Cages** View your insect cages. These are used to house Luck Locusts (see p.23).
- ◆ **Case Files** Review details of the case files you are currently working on.

• About Case Files

Return to the Narumi Detective Agency to accept new case files. After viewing the details, you can choose to take the case. If Raidou's Summoner Rank is too low, however, you may not be able to gain the trust of the client and will not be able to accept the case.



Case Closed

Cases are broken down in two types: ones which require a certain object to be brought to the client and ones which require you to go to the scene in person and accomplish a task. When the requirements of the case are met, the case will be closed, and you will be rewarded.

Check your case files regularly

There are numerous types of cases that will come your way, and some of them will be critical to your main investigation. You should check regularly to see if a new case file has arrived. Notice that some cases can be repeated endlessly.



• Map

You can view the map for places you've already visited.



• Vibration

You can turn the vibration function ON/OFF here. By default, it will be turned ON.

• Load

Load and continue playing from previous save data.

The Status Screen

Get the details on Raidou and his demons' current states in the Status screen. With this, you can see who's itching for action and who's ready for retirement.

Main Menu	Raidou	17,291	256
	Enke	7,148	
	Alp	12,213	
Status	Tan Lin	14,251	18
	Imugami	8,202	
	Angel	11,194	
	Moh Shewus	15,238	
	Enke	7,148	
	Alp	12,213	
	Turdak	11,234	
	Money	9193	
View Raidou and his demons' status			

Status Screen



- 1 Summoner Rank.....Raidou's official rank as a Devil Summoner (see p.23).
- 2 Full Name.....The name Raidou was born with.
- 3 Level.....Raidou's current experience level.
- 4 HP.....How much health Raidou has remaining.
- 5 MAG.....How much Magnetite Raidou has remaining.
- 6 Experience.....How close Raidou is to hitting the next level.
- 7 Total Loyalty.....The total amount of loyalty Raidou has earned from demons.
- 8 Statistics.....Raidou's prowess in specific areas.
- 9 Weapon.....The sword Raidou has equipped.
- 10 Stats Boost.....The stats boost bestowed upon Raidou from his sword.
- 11 Special Ability.....The special ability that comes with the sword.
- 12 Attack Power.....The sword's attack power.

• Stats in Detail

If you're not clear on what each statistic means, here's a rundown of the four important thingamajigs. You'll be able to boost one each time you level up.

St 8 
Ma 7 
Vi 6 
Lu 3 

Strength (ST)

How hard you hit in a scuffle.

Magic (MA)

How good you are at taking and dishing out magic attacks.

Vitality (VI)

Affects your physical defense and maximum HP.

Luck (LU)

Affects everything from critical hits to demon fusion.

Luck Locusts

During battles, you may stumble upon a Luck Locust. If you capture it with Birdlime, you can give Raidou some really lucky times...



• Leveling Up

You just don't brawl as much as someone like Raidou and not get good at it. As you raise levels, you'll earn points which can be distributed between the aforementioned statistics. Demon stat increases, on the other hand, occur automatically.

Tanho Example

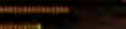
Raidou Kuzunoha the 14th

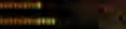
LV 35 +XXXX-XX 88888888

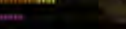
HP 503 522 MP 402 402

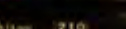
EXP 2250

Left: 1 Pt. 75445

St 21 

Ma 15 

Vi 18 

Lu 11 

Shikishima 210

Ma IV 4

Guard Bonus

Dmg taken while blocking is greatly reduced

• Summoner Ranking

Raidou starts off as a fresh-faced rookie Summoner, but as his demons increase in Loyalty, he can be promoted (and the higher ranks don't come without their perks). You can gain extra tubes, meaning Raidou can hold more demons, and you can accept an increasing number of case files.

> Raidou's demons have become more loyal, increasing his abilities as a summoner!

The Demon Status Screen



- | | | |
|----|--------------------------|---|
| 1 | Level | The demon's current experience level. |
| 2 | Order | The demon's type. |
| 3 | Business Card | The demon's business card, if you received one when the demon joined your party. |
| 4 | HP | How much health the demon has remaining. |
| 5 | Conversation Skill | The demon's special skill for use in demon negotiation. |
| 6 | Experience | How close the demon is to hitting the next level. |
| 7 | Loyalty | How loyal the demon is to Raidou. This accumulates as you win battles with the demon. |
| 8 | Statistics | The demon's prowess in specific areas. |
| 9 | Skills | The demon's abilities. Use the L1 and R1 buttons to switch between combat skills, passive skills, and investigative skills (see below). |
| 10 | Skill Description | The selected skill's description. |

Combat Skills

These skills are used in battle as well as on the field. As your demons level up, they will learn more, but it's also possible to inherit these from that "demon fusion" thing.

Passive Skills

These skills are always in effect. Demons learn these when their Loyalty hits MAX, and as a demon fuses, it retains all previously learned passive skills.

Investigative Skills

These can be used on the field. They are determined by a demon's order and are not passed on during fusion.

On the Status Screen, press the ☐ button to view a demon's inherited passive skills.

Status Ailments

Some enemies can get under your skin like the worst kind of rash you've ever had. Here are a few symptoms and what you can do about 'em.

Dead



If your HP drops to 0, that's all she wrote. Demons can be revived later, but if Raidou kicks the bucket, it's curtains.

Stone



This lousy crud turns your body to easily-chipped stone that could shatter in one hit. It'll heal on its own, so sit tight.

Panic



Raidou becomes a stumblebum with reversed controls, while demons behave unpredictably. It'll sort itself out.

Mute



Demons can't use anything but their own two fists, and Raidou can't confine new demons. Only an item can cure it.

Sleep



HP heals a little while you're counting sheep, but every hit you take will be a critical. You'll eventually rise and shine on your own, but there's no wake-up call like an enemy pounding your face.

Burn



Third-degree burns mean you won't be goin' anywhere in a hurry.

Shock



A heavy shock could rattle your brains and stop you dead in your tracks.

Seal



A demon hit by this curse will find itself back in the tube with no way out until after the battle.

Charm



A good kiss can send Raidou into a daze and make even his demons feel loopy. You'll forget about it after battle...

Dizzy



Some enemies hit you so hard you'll be seeing stars.

Poison



It twists your guts, so you take damage just standing there in battle or walking around on the field. Take an antidote or wait for the New Moon.

Stun



If an enemy slaps a curse on you, you might find you can't move for a while.

Freeze



This'll put you on ice until springtime.

Impede



Just try getting anywhere against these gale-force winds. It's futile!

Combat

Blades, Bullets, and Beasts

While Raidou is on the field, enemy demons might roll up looking to scrap. Battle is conducted in real time, and Raidou's demons will automatically begin fighting. You'll need to use Raidou's techniques and command his demons to survive.



What You're Looking At



- 1 Moon Phase The current phase of the moon. It'll stay put during the battle.
- 2 HP Raidou and his demons' remaining health.
- 3 MAG How much Magnetite Raidou has remaining.
- 4 Selected Ability The ability currently selected for a demon to use.
- 5 Battle Menu The commands you can use during battle.
- 6 Hit Marker Indicates the effect of your attacks (see p.32).
- 7 Demon Marker Appears beneath Raidou's summoned demons.
- 8 Help Window Describes the functions of various menu commands.

• Basics of Combat

STEP 1 Luck Roulette

At the beginning of combat, Raidou's luck may be altered by one of two roulette wheels: one with good fortune or one with bad fortune. Depending on the result of the spin, you'll encounter various effects during battle. A Luck Roulette doesn't appear in every battle, though.



STEP 2 Preparations

Getting ready for battle is essential, and the commands on the right side of the screen will help you with this. You can analyze the enemies and summon the appropriate demons for your situation. When you've had your fill of all that jazz, start the battle!



STEP 3 Strike at the Enemy's Weakness

The rule of combat is simple: if you're the only one still standing, then you won. However, actually getting to that point can be more difficult, so make short work of the opposition with attacks they're weak against. Even random encounters can be imposing, so be sure you have a variety of demons and abilities on hand.



* Ally more demons to strengthen your party.

Make ample use of demon conversations and demon fusions to prepare yourself for powerful enemies. It's important to select your combat skills based on the enemy's strengths and weaknesses, so make sure you have the right demons there who can exploit those weaknesses, nullify their strengths, and provide support abilities for Raidou.

STEP 4 Defeat Enemies to Reap Big Rewards

After you rub out the enemies, you'll go to the Results Screen. This informs you of any gains in Experience, Loyalty, Items, and Money. But if the enemy defeats Raidou, you won't go to the Result Screen... just the Game Over Screen.



Real Smooth Moves

Most of the time, Raidou will be your main man in a fight. He may not be able to use magic, but his sword is sharp as a schoolmarm's tongue and he can plug a demon faster than you can say Jack Robinson.



Weak Attack (○ button)

Press the ○ button to perform a normal attack with your sword. Depending on your timing, you can unleash varying slash combination.



Strong Attack (△ button)

Press the △ button to perform a special attack with your sword. These attacks are stronger and occasionally daze enemies, but they drain Raidou's MAG.

• Sword Types

There are three types of swords, each with its own characteristics.

- **Slash Type**.....Slash-type swords are easier to handle, but their special abilities tend to be less exciting. Press the △ button to hit a wide range of enemies at once.
- **Spear Type**.....Pressing the △ button repeatedly will unleash a fast slash combination, but each individual strike is weaker.
- **Axe Type**.....Hold and release the △ button to unleash a powerful strike. The attack takes extra time to charge, but the result can be devastating.

Effectively using your strong attacks

With any weapon, press the △ button while blocking to release a strong thrust. Press the △ button again to combo into a strong attack. Spear-types will release a powerful slash combination, and axe-types will unleash their attack without having to charge.





Block (L1 button)

If there's something coming your way and there's no time to dodge, press the L1 button to block with your sword. You can use blocks to mitigate damage taken, and you can avoid status ailments by blocking an attack that would normally cause that ailment.



Draw (hold L2 button)

Press the L2 button to immediately call your demons to your side. Hold down the L2 button to hide your demons from all attacks.



Dodge (X button)

The fundamental function for avoiding foe's attacks. Combine the X button with the directional buttons to avoid enemy attacks.



Gun Attack (□ button)

You can fire your gun by pressing the □ button. You have unlimited ammunition, but you'll have to reload after six shots. Hold the □ button down to reload.

The Battle Menu

Not everything in battle requires dynamite reflexes. Press the R1 button to access the Battle Menu for those actions that beg for a little bit more breathing room. Combat will be on hold while you're in the menu, so take your sweet time browsing through the commands.

Battle Commands

- Command
- Summon
- Return
- Item
- Analyze Demon
- Escape
- Negotiate

• Command

Give your demons their marching orders. Strike will be the default action, but underneath will be a list of the demon's abilities you set in the Main Menu. These will consume MAG. Use this option to have a demon execute one of its abilities on the spot.



Auto-Repeat
Icon

MAG Cost

• Auto Repeat

Press the Δ button to toggle auto repeat on and off. Strike will initially be set as the auto repeat ability.



Effectively using auto repeat

1. If you set an attack skill to auto repeat, your demon will focus on striking stunned enemies to drain their MAG and conserve Raidou's MAG.
2. If you set healing skills to auto repeat, your demon will do its best to watch your health and heal you when you need it.
3. If you interrupt a demon's auto repeat with a new command, it'll return to the auto repeat skill again afterwards.

• Summon

What a Devil Summoner does best! Select the demon you want from the list, and place it in your party order. Summoning your demons doesn't expend any MAG, so feel free to swap them out as needed.



- Return

Sideline your demon by returning it to its tube.
Obviously not an option if you don't have a demon
summoned in the first place...



- Item

If you need to use an item to turn things around, select one from the list and choose a target to use it on.



- Analyze

You can get a fix on a demon and learn all the juicy details you'll need to help you beat it. What's more important is that it won't cost you any MAG to do this! You can view the status of a demon you've encountered before no problem, and make sure you check out each opponent's demon order. This'll help you determine their weaknesses.



- **Escape**

Sometimes, you just gotta call it splitsville before you get in over your head. When you select to run away, the Escape Meter will appear and begin charging up. You can book it once it's filled, but stronger opponents may cause the meter to fill slower than others. If you change your mind, go back to the Battle Menu and cancel your escape.



- **Negotiate**

Use this handy little command to converse with demons. With your own charm and appeal, as well as some help from your own demons' skills, you may be able to convince enemy demons to join you or give you items. Just try not to put your foot in your mouth...



Hitting 'Em Where it Hurts

Striking at an enemy's weakness is the key to recovering Raidou's MAG. Therefore, it is important you pay attention to the hit markers that appear with your attacks.

Elemental Types

- Physical
- Gun
- Fire
- Ice
- Electric
- Force
- Death
- Almighty
- Reflection
- Mind



If you hit 'em where it counts, they'll be stunned for a short time. This is essential for draining MAG.



Sometimes, the things that don't kill a demon will just make it stronger. Absorbed attacks heal your opponent!



If the demon is immune, the attack will be completely nullified... So don't hit 'em with an attack that's the same as their own elemental type...



When a target is stunned, your strikes may be critical attacks, causing massive damage. So kick 'em while they're down!

Ending a Fight

The best way you can end a scrap is with the enemies lying at your feet. Once you've licked them, the Result Screen will tell you how much Experience, Money, etc. you earned. Running away doesn't give you any of that stuff though...

EXP Earned	345
Money Earned	60
10 Raidou	EXP 481
12 Tam Lin	EXP 371
11 Aspidochelone	EXP 268
Money	887
Items	- Fallen Steel 1 - Attract Water 1 - Medicine 1



• Leveling

Raidou and any muscle he brings along will earn Experience after a good fight. With enough Experience, you'll level up and boost your stats. Demons level just like any regular joe, but their stat boosts are random.



• Game Over

If Raidou's HP hits 0, be prepared to listen to a fat lady doing some singing...

Magnetite and You

Raidou's strong attack and his demon's skills expend Magnetite (MAG). If you run out of this stuff, you'll be a lot less effective in battle, so be sure you conserve it or, better yet, learn how to drain it from your enemies. If you learn how to drain MAG, you could potentially use your demon's skills all day long, to your heart's content.



MAG in a Nutshell



• MAG Consumption

MAG will only be drained by using your demon's skills or Raidou's strong attack. Summoning demons or using investigative skills doesn't consume MAG, so change out demons as much as you need to when in combat or on the field.



• MAG Draining

To drain MAG from enemies, it's necessary to strike at their weaknesses. Use your demons' skills to stun them, and then strike them to drain their MAG.



• MAG Recovery

You can also recover Raidou's MAG by resting at the detective agency or by purchasing MAG from Nakisawame.

How to earn extra MAG

If an enemy is frozen and its body is still present, you can still drain MAG even after you have dealt fatal damage to it. So even if a demon is dead, continue striking like a bandit to regain as much MAG as possible before the battle ends.



Demon Fusion

Demons can be powerful companions for Raidou. However, with demon fusion, they can become even stronger!

Fusing Demons

Pay a visit to Victor at the Gouma-Den to jam two demons together and create a stronger one. If the mad doctor's symbols ever seem confusing, press the Δ button to get up to speed.



Deciphering the Fusion Screen



- 1 Level Raidou's current experience level.
- 2 Order Each demon's elemental type.
- 3 Loyalty Each demon's Loyalty.
- 4 Demon Levels Each demon's current experience level.
- 5 Fusion Chart The expected outcome for each fusion:

- Can fuse.
- Must fuse with the same order.
- Can't fuse.

Demon Order Attributes

Pyro Demons that specialize in Fire attacks.
Frost Demons that specialize in Ice attacks.
Volt Demons that specialize in Electric attacks.
Wind Demons that specialize in Force attacks.

Fury Demons that specialize in Physical attacks.
Skill Demons that can use any kind of attack.
Pagan Demons that specialize in Death attacks.

Fusion Results

When fusing two demons together, the result will mainly be dictated by the order of the demons being fused. However, there are other factors governing the outcome, so try it out for yourself and see how things turn out!



The Fusion Chart

	Pyro	Frost	Volt	Wind	Fury	Pagan	Skill
Pyro	-	Wind	Fury	Volt	Skill	Frost	Pagan
Frost	Wind	-	Pagan	Skill	Volt	Fury	Pyro
Volt	Fury	Pagan	-	Frost	Pyro	Skill	Fury
Wind	Volt	Skill	Frost	-	Pagan	Pyro	Volt
Fury	Skill	Volt	Pyro	Pagan	-	Wind	Frost
Pagan	Frost	Fury	Skill	Pyro	Wind	-	Wind
Skill	Pagan	Pyro	Fury	Volt	Frost	Wind	-

Interpreting the Fusion Chart

Where columns and rows intersect indicates the likely result of fusing demons from those two orders. For example, fusing Pyro-order and Volt-order demons should yield a Fury-order demon.

Raidou's Haunts

Detective work takes you to a lot of establishments, some on the up-and-up, some a little shadier. Here's a few of the joints you'll be frequenting.

GOING DOOR-TO-DOOR

The Capital plays host to all manner of dives, from high-class watering holes to low-rent junk shops. Some of the most important business goes on behind closed doors, so learn well the ins and outs of the Capital's real estate, or you'll be left out in the cold.



NAMELESS SHRINE (SHINODA)

A sketchy shrine with no name in the heart of the mountains. Ring the bell out front to chew the fat with Raidou's real boss, the Herald of Yatagarasu. You don't have to report back to her all the time... It's just the polite thing to do.



• Ritual of Entry

Once the Dark Realm's open for business, the Herald of Yatagarasu is the one to talk to about getting in. Only she's got the insider knowledge to perform the Ritual of Entry and send you to the Dark Realm. The question is, do you really wanna be there?



SHIN-SEKAI SODA JOINT (GINZA-CHO)

A dive that's more than meets the eye: the regulars here know the Capital inside and out. A rookie Devil Summoner can get hip fast by listening to these guys. At times they may be able to offer up vital information, so make sure to visit regularly.



NARUMI DETECTIVE AGENCY (TSUKUDO-CHO)

Raidou's day job. You can gab with people, read the case files, or save your game here. Whether you're up against a brick wall, or you've just made a breakthrough, it's a good idea to fill Narumi in. You can always zip back by choosing "Headquarters>Detective Agency" from the Investigation Menu.



- **Talk**

Shoot the breeze with your boss or anyone else who wanders in.

- **Rest**

Raidou and his demons can take a nap to recover. It's recommended to heal once you're over with battles.



- **Case Files**

You can accept case files here (see p.11). You'll even earn rewards as you complete these cases.

- **Check in**

Record your headway in the case thus far.

- **Go to the roof**

Go to the rooftop and speak with Narumi, Gouto, and others. You may gather some crucial information here.

DRAGON CAVES

There are Dragon Caves hidden all over the place. Use them to prepare for battles and investigations.



- **Save**

You can save your progress.

- **Gouma-Den**

You can instantaneously transport to Gouma-Den from any Dragon Cave.

Day: 1

Money: 12816
Total: 600

Item	Price	Qty	Cost
Medicine	300	1	300
Oil Reseat	1000	0	0
Muscle Drink	2200	0	0
Anti-Mate	600	1	600
Anti-Burn	500	2	1000

Balance: 12016 | Will: 600

You can purchase items here. After choosing which stock you'll peruse, you can use the directional buttons or the analog stick to select how many you want. Don't be a stranger, because the owner gets new stuff in from time to time.

Hock your items for cold, hard cash. Use the directional buttons or the analog stick to increase and decrease the number of items you're selling off.

The screenshot shows a retail point-of-sale (POS) system interface. At the top, a receipt is displayed with the following items and prices:

Item	Price	Qty	Total
Medicine	20000	3	22
Qty: 3	10000		6
Muscle Drink	22000	1	8
Total			36

Below the receipt, a prompt is displayed: "Customer: Kenneth W. 500". Underneath this, a message reads: "If you want that, I'll gladly sell it to you, but... it may be too much for a student's allowance." Below the message are two buttons: "Yes" and "No". The "Yes" button is highlighted with a red border.

The owner of Konnou-Ya isn't the friendly type, but depending on how regular you are as a customer, he might change his tune...

Play a visit to Victor's Gouma-Den down in the basement. All sorts of thing go on down there, and most are best kept mum from the owner.

NAKISAWAME

This demon's all over the place. Visit Nakisawame to recover party members or even restock on precious MAG.



GOUMA-DEN

Gouma-Den is Dr. Victor's home sweet home beneath Konnou-Ya. He'll help you fuse demons, allow you to view the devil chart, treat your wounds, and generally be as helpful as someone like him can be.



- Fusion

If you want stronger demons without getting your hands dirty, fusion is the way to go. All the skinny is in black and white on page 34, so educate yourself there.

- **Sword Fusion**

Crystals and swords can be combined to form new swords. Now, it's pretty tricky stuff, so you won't be able to do it right off the bat, but as the game goes on, you'll want to buddy up to this process quite a bit. Strengthening your sword is a capital thing to do!



- Treatment

For a little scratch, Victor will heal a character's HP, MP, and status ailments.

- Talk

You can ask the know-how of the fusion process and check how many times you've fused demons so far.



- Devil Chart

Demons are automatically registered on the chart once they're on your side, but there are two ways you can take matters into your own hands. If you see a grey name, that's a demon you've encountered but who you haven't recruited. And you know what that means... You can't buy 'em yet!

1. Register

Any demon you've already got will already be here, but by doing it yourself, you can register the demon's current details.

2. View

Check the chart for yourself. For a small fee, Victor can conjure a demon with the exact stats as the ones registered here.



Skills

Demons learn a variety of skills.
Here are some examples.

Combat Skills

Skill name	MAG	Effect
Agi	8	Light Fire damage to a single enemy
Agirati	15	Light Fire dmg, 3-way spread
Maragi	12	Medium Fire damage in a medium area around user
Bufu	8	Light Ice damage to a single enemy
Bufurati	15	Light Ice dmg, 3-way spread
Mabufu	12	Medium Ice damage in a medium area around user
Zio	8	Light Electric damage to a single enemy
Ziorati	15	Light Electric dmg, 3-way spread
Mazio	12	Medium Electric damage in a medium area around user
Zan	8	Light Force damage to a single enemy
Zanrati	15	Light Force dmg, 3-way spread
Mazan	12	Medium Force damage in a medium area around user
Mudo	13	Death damage halves a single enemy's HP
Mamudo	25	Death damage halves enemy HP in a medium area around the user

Healing Skills

Skill name	MAG	Effect
Dia	10	Slightly restores HP/1 ally
Diarama	22	Moderately restores HP/1 ally
Media	18	Slightly restores HP/All allies
Mediarama	34	Moderately restores HP/All allies
Patra	8	Recover status ailments/1 ally
Dia Aura	16	Gradually slightly restores HP/1 ally
Recarm	26	Revives target with some HP/1 ally

Mind Skills

Skill name	MAG	Effect
Marin Karin	16	Small Mind damage in a medium area around the user; may Charm.
Dormina	16	Small Mind damage in a medium area around the user; may Sleep.
Pulinpa	16	Small Mind damage to a single enemy; may Panic.
Makajam	16	Small Mind damage to a single enemy; may Mute.
Petra	16	Small Mind damage to a single enemy; may Stone.

Assist Skills

Skill name	MAG	Effect
Tarukaja	6	Raise all allies' physical attack for the duration of the battle
Makakaja	6	Raise all allies' magical attack for the duration of the battle
Rakukaja	6	Raise all allies' defense attack for the duration of the battle
Tetrakarn	8	Reflect Phys attacks for a short time/All allies
Dekaja	8	Void stat boosts on all foes

Other Skills

Skill name	MAG	Effect
Combo	6	Light multi-hit Phys dmg +Dizzy(Low)
Venomstrike	18	Light Phys dmg to an enemy +Poison(Med)
Frenzy	22	Light Phys dmg to an area +Dizzy(Low)
Winged Fury	20	Medium Phys dmg, arc attack +Dizzy(Low)
Rush	24	Small Phys dmg, dash attack +Dizzy(Low)
Hellfire	38	Severe Fire dmg to an enemy (Piercing)
Fire Slash	40	Heavy Fire dmg to all enemies



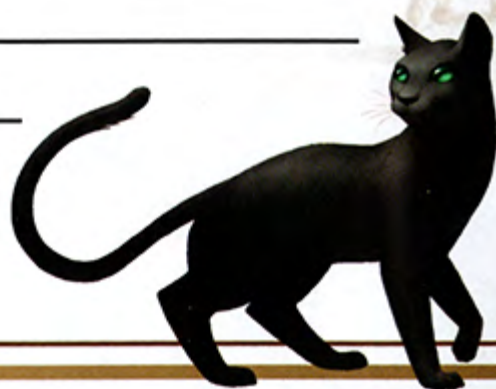
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Gouto's Notes



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