

XBOX 360

PERSONA 4  
ARENA  
ULTIMAX



**WARNING** Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information. [www.xbox.com/support](http://www.xbox.com/support).

### Important Health Warning: Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause "photosensitive epileptic seizures" while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. **Immediately stop playing and consult a doctor if you experience any of these symptoms.** Parents, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.



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# CLIMAX



# PROLOGUE

A few days after the last deadly battle, General Teddie appears on the Midnight Channel again.

As he announces the “P1-Climax,” Inaba becomes covered in an eerie red fog. An ominous stage appears, where Mitsuru, Akihiko, Fuuka, and Aigis are shown crucified.

The Investigation Team heads to rescue them, but a swarm of Shadows gets in their way.

Not only that, but Tohru Adachi, who was closely involved in last year’s case, is on the scene as well. What’s his motive, and does he have anything to do with this catastrophe? Can the Investigation Team save their friends and find the truth behind these mysterious events!?

# Yu Narukami

Persona: Izanagi

The young man who ended the case that rocked Inaba returns for the holidays, only to find a new mystery in the P-1 Climax tournament. With his katana and Persona, Izanagi, he can hold his own in all aspects.

Furious Action	Big Gamble	A + B
Skill	Heroic Bravery Zio Raging Lion Swift Strike	+  or A +  or B +  or A +  or B
SP Skill	Lightning Flash Ziodyne	+  or A +  or B
Awakened SP Skill	Cross Slash 1. Thunder God Dance 2. Thunder God Dance (2) 3. Thunder God Dance (3) Thunder God Dance (Finish)	+  or B +  or A ( after 1. )  X,  X, A,  Y, A,  Y, B,  X + A ( after 2. )  +  +  Y + B ( after 3. ) Charge  then  +  Y + B
Instant Kill	Myriad Truths	A  A  A +  Y + B

# Yosuke Hanamura

Persona: Jiraiya

A 3rd-year Yasogami High student who was the brains of the Investigation Team that solved last year's case. He's a cheerful trickster with speedy, unpredictable moves. His Persona is Jiraiya, master of wind.

Furious Action	Dodge	A + B when opponent attacks
Skill	Dash Spring	↻ + A or B
	Tentarafoo	↻ + Y or B
	Flying Kunai	(in air) ↻ + X or A
	Mirage Slash	(in air) ↻ + Y or B
	Moonsault	(in air) ↻ or ↻ + X or A
	Crescent Slash	(during Moonsault) X or A
Flying Flash Cut	(in air) ↻ or ↻ + Y or B	
SP Skill	Garudyne	↻↻ + Y or B
Awakened SP Skill	Sukukaja	↻↻ + Y or B
	Shippu - Nagareboshi	(in Sukukaja state) ↻↻ + Y or B
Instant Kill	Brave Blade	↻↻↻ + Y + B

# Chie Satonaka

Persona: Tomoe

A 3rd-year Yasogami High student who was on the Investigation Team. She loves steak, kung fu, and justice. She uses her Persona, Tomoe, to get in close and KO the opponent with deadly kicks!

Furious Action	High Counter	A + B when opponent attacks
Skill	Rampage	↻ + A or B
	Skull Cracker	(during Rampage) ↻ + A or B
	Herculean Strike	↻ + A or B
	Dragon Kick	↻ + Y or B
	Black Spot	↻ + Y or B
SP Skill	God's Hand	↻↻ + Y or B
	Power Charge	↻↻ + X or A
Awakened SP Skill	Agneyastra	↻↻ + Y or B
Instant Kill	Galactic Punt	↻↻↻ + Y + B

# Yukiko Amagi

Persona: Konohana Sakuya

The heir to the Amagi Inn and a 3rd-year at Yasogami High. Though smart and polite, she can be quite spacey... She and Chie are longtime friends. Her fans and Persona, Konohana Sakuya, let her attack at range.

Furious Action	Dia	A + B hold to recover
Skill	Agi	↻ + X or A
	Maragi	↻ + Y or B
	Flame Dance	↻ + X or A
	Fire Boost	↻ + Y
	Fire Break	↻ + B
	Fire Amp	↻ + Y + B
	Phoenix Flame Swirl	(when Fire Boost Level is 6 or more) ↻ ↻ + X or A
SP Skill	Agidyne	↻ ↻ + Y or B (delayable)
Awakened SP Skill	Maragidyne	↻ ↻ + Y or B
Instant Kill	Full Bloom	↻ ↻ ↻ + Y + B

# Kanji Tatsumi

Persona: Take-Mikazuchi

A young man once feared as a violent punk. Despite his looks, he is goodhearted and a skilled knitter. He prefers fighting up close with powerful throws, and his Persona is the thunderous powerhouse Take-Mikazuchi.

Furious Action	What a Pain!	A + B
Skill	Cruel Attack	↻ + X or A
	Added Cruel Attack	(after certain moves) ↻ + X or A
	This'll Hurt!	↻ + Y or B
	Gotcha!	↻ + Y or B
	Bet Ya Can't Take This!	(in air) ↻ + X or A
	Primal Force	charge ↻ then ↻ + Y or B
SP Skill	Ass Whoopin', Tatsumi-Style	↻ ↻ + X or A
Awakened SP Skill	Burn To A Crisp!!	(near opponent) ↻ ↻ + Y or B
Instant Kill	The Man Series: Brofist	↻ ↻ ↻ + Y + B



# Naoto Shirogane

Persona:  
Sukuna-Hikona

The 5th generation of the Shirogane family of detectives. She is trusted by the police despite her age and investigated last year's murders. Her gun, traps, and Sukuna-Hikona's instant death moves make her very dangerous.

Furious Action	Shield of Justice Counter Shot Counter Shot EX Safety	A + B when opponent attacks (after Shield of Justice) X or A or Y or B (after Shield of Justice) X or A or Y or B (after Shield of Justice) X or A or Y or B
Skill	Double Fangs Aim Snipe (Front) Snipe (Ricochet) Snipe (Anti-Air) Cancel Aim Blight Hair-Trigger Megido	X + X or A X + X or A (while in aim) B (while in aim) A (while in aim) Y (while in aim) B or X + X X + Y or B X + Y or B
SP Skill	Anti-S SP Pistol α Anti-S SP Pistol β Hamaon Mudoon	X + X X + A X + Y X + B
Awakened SP Skill	Raid Critical Shot	X + X or A, then X or A X + X or A, then Y or B
Instant Kill	Judge of Hell	X + Y + B

# Teddie

Persona: Kintoki-Douji











A being that came from inside the TV. He is the girl-chasing clown of the group. He used to be empty inside, but now...? With his claws and Persona, Kintoki-Douji, he'll upstage everyone with his crazy antics.

Furious Action	Teddie Decoy	A + B when opponent attacks
Skill	Bearscrew Puppetteddie Tedddivision Teddie Warp 2D Teddie	X + X or A X + X or A X + Y or B (after Tedddivision) X + Y or B X + X or A
SP Skill	Tomahawk Mystery Teddie SP	X + Y or B X + X or A
Awakened SP Skill	Nihil Hand Circus Bear	X + X or A, then X or A or Y or B X + Y or B
Instant Kill	Kamui Kablooy	X + Y + B

# Mitsuru Kirijo Persona: Artemisia

Heiress of the Kirijo Group megacorporation and member of SEES, which ended the Tatsumi Port Island incident. Though beautiful and popular, she is also aloof. Artemisia, her Persona, can freeze opponents to the bone.

















Furious Action	Getsu-ei	A + B
Skill	Coup Droit	charge  then  + X or A
	Tentarafoo	charge  then  + Y or B
	Bufu!a	charge  then  + Y or B
SP Skill	Myriad Arrows	 + X or A
	Bufudyne	 + Y or B
Awakened SP Skill	Mabufudyne	 + Y or B
Instant Kill	Niflheim	 + Y + B

# Aigis Persona: Athena

A combat android built by the Kirijo Group to destroy Shadows. Though she is a machine, her heart allows her to summon her Persona, Athena. Her heavy weaponry and Orgia Mode help her gain the upper hand.



Furious Action	Escape Change	A + B
Skill (Normal)	Mode Change	 + X or A
	7th Gen Gatling Blast	 + X or A
	7th Gen Radical Cannon	 + X or A
	7th Gen Vulcan Cannon	( in air )  + X or A
		Skill (Orgia)
Skill (Normal)	Orgia Boost	Hold 
	Back Boost	
	Air Boost	( in air ) X + A
	Hover Boost	( in air )  + X + Y
	Megido Fire EX	 + Y or B
	Pandora Missile Launcher	 + Y or B
SP Skill	Goddess Shield	 + Y or B
	Multi-Mounted Machine Gun Orion	( in air )  + X or A
Awakened SP Skill	Heavenly Spear	 + Y or B
	Extreme Orgia Mode	( under certain conditions )  + X + A
Instant Kill	Heritage Liberator Palladion	( in air )  + Y + B

# Akihiko Sanada Persona: Caesar

A former member of SEES who is close to Mitsuru. Though still in college, his thirst for power led him around the world to train. He can rush down the opponent with his quick fists and finish them with his Persona, Caesar.

Furious Action	Double Uppercut	A + B
Skill	1. Kill Rush 1. Dodge Strike 1. Assault Dive Corkscrew Boomerang Hook Sonic Punch Duck Weave	⬇️ + X or A ⬇️ + X or A when opponent attacks ( in air ) ⬇️ + X or A ( after 1. ) ⬇️ + X or A ( after 1. ) ⬇️ + X or A ( after 1. ) ⬇️ + X or A ⬇️ + Y or B ( or after 1. ⬇️ + Y or B ) ⬇️ + Y or B ( or after 1. ⬇️ + Y or B )
SP Skill	Cyclone Uppercut Thunder Fists	⬇️⬇️ + X or A ⬇️⬇️ + Y or B
Awakened SP Skill	Maziodyne	⬇️⬇️ + Y or B
Instant Kill	Earth Breaker	⬇️⬇️⬇️ + Y + B

# Elizabeth Persona: Thanatos

A former resident of the Velvet Room and "one who governs power." She looks frail, but the onslaught she dishes out is off the scale. She can stymie your opponents with Persona Cards, then decimate them with Megidolaon.

Furious Action	Shuffle Time	( near opponent ) A + B
Skill	Maziodyne Mabufudyne Magarudyne Maragidyne Debilitate	⬇️ + X or A ⬇️ + X or A ⬇️ + Y or B ⬇️ + Y or B Charge ⬇️ then ⬇️ + X or A
SP Skill	Mind Charge Mahamaon Mamudoon	⬇️⬇️ + X or A ⬇️⬇️ + Y ⬇️⬇️ + B
Awakened SP Skill	Diarahan Ghastly Wail	⬇️⬇️ + X or A ( near opponent ) ⬇️⬇️ + Y or B
Instant Kill	Megidolaon	⬇️⬇️⬇️ + Y + B ( when opponent attacks )

## Labrys Persona: Ariadne

Self-proclaimed student president of Yasogami High, but really a Kirijo Group prototype anti-Shadow robot. Ariadne is the Persona she gained by accepting her Shadow. Her axe grows in power each time it's wielded!

Furious Action	5th Gen Axe Slash	A + B
Skill	1. Chain Knuckle	⚡ + X or A
	2. Winch Dash	( during 1. ) ⚡
	Brake	( during 2. ) ⚡
	Extra Attack	( during 2. ) X or A
	Guillotine Axe	⚡ + X or A
	Guillotine Aerial	( in air ) ⚡ + X or A
	Weaver's Art: Orb	⚡ + Y or B
Weaver's Art: Sword	⚡ + X or A or Y or B	
SP Skill	Weaver's Art: Beast	⚡ + Y or B
Awakened SP Skill	Weaver's Art: Breaking Wheel	⚡ + Y or B
	Brutal Impact	⚡ + X or A
Instant Kill	Weaver's Art: Inquisition	⚡ + Y + B

## Shadow Labrys Persona: Asterius

The Shadow born from Labrys' dark side, who was supposed to have been accepted by her host... Together with her giant Persona, Asterius, she'll crush anyone in her way with brutal, wide-ranging attacks!

Furious Action	5th Gen Axe Slash	A + B
Skill	Guillotine Axe	⚡ + X or A
	Guillotine Aerial	( in air ) ⚡ + X or A
	Chain Knuckle	⚡ + X or A
	Flame of Hades	⚡ + Y or B
	Buffalo Hammer	⚡ + Y or B
	Massive Slaughter	( charge ) ⚡ then ⚡ + Y or B
	Public Execution	( charge ) ⚡ then ⚡ + Y or B
SP Skill	Challenge Authority	⚡ + Y or B
Awakened SP Skill	Brutal Impact	⚡ + X or A
	Titanomachia	⚡ + Y or B then additional commands
Instant Kill	1. Labyrinthos Gate	⚡ + X + A
	Labyrinthos Gate Throw	( after 1. , near opponent ) ⚡ + X + A

# Yukari Takeba

Persona: Isis

A former member of SEES, she now attends college and works as a model. Making use of her physical abilities, she is currently working as an actress on a superhero show. She can cause quite a storm with her arrows and her Persona, Isis.

Furious Action	Feather ☆ Slasher	A + B
Skill	Feather ☆ Arrow	🔴 + X or A
	Feather ☆ Bomb	🔴 + X or A
	Feather ☆ Flip	🔴 + Y or B
	Feather ☆ Shot	🔴 + Y or B
	Magaru	During Feather Flip X or A or Y or B 🔴 + Y or B
SP Skill	Hyper Feather Shot	🔴🔴 + X or A
Awakened SP Skill	Magarula	🔴🔴 + Y or B
Instant Kill	Final Feather Arrow	🔴🔴🔴 + Y + B

# Junpei Iori

Persona: Trismegistus

A former member of SEES. He is currently a backup member of the Shadow Operatives and a little league coach in his spare time. With his favorite bat and his Persona Trismegistus, he's aiming for the bleachers!

Furious Action	Super Flamingo Swing	A + B
Skill	Super Spin Swing	🔴 + X or A
	Super Bunt	🔴 + X or A
	Full Speed Slide	🔴 + Y or B
	Deathbound	🔴 + Y or B
SP Skill	Inferno Homer	🔴🔴 + X or A then X or Y or B or A
	Comeback Grand Slam Victory Cry	🔴🔴 + Y or B then X or Y or B or A Automatically activates after 10 runs
Awakened SP Skill	Super Vorpall Bat	🔴🔴 + Y or B
Instant Kill	Explosive Level-Up Grand Slam	🔴🔴🔴 + Y + B

# Rise Kujikawa

Persona: Himiko

The high-school idol Risetete, who is preparing to make her comeback to the entertainment industry. She was originally a supporting member in the Investigation Team, but her Persona Himiko evolved, allowing her to stand on the front line. She'll take the stage with a storm of sound!

Furious Action	Reflective Bit	A + B
Skill	ROCK ☆ YOU!	🎮 + X or A
	No Touching!	🎮 + X or A
	Platinum Disc	🎮 + Y or B
	Tetrakarn	🎮 + Y
	Makarakarn	🎮 + B
	Arrow Rain	🎮🎮 + X or A
SP Skill	Hysterical Slap	🎮🎮 + X or A
	Risetete Field	🎮🎮 + Y or B
Awakened SP Skill	Risetete: Live on Stage	🎮🎮 + Y or B
Instant Kill	True ♥ Story	🎮🎮🎮 + Y + B

# Ken Amada & Koromaru

Personas: Kala-Nemi & Cerberus

A former member of SEES. He is currently a 2nd-year at Gekkoukan Middle School and has grown to be handsome and skillful, though he worries about his height. He joins the battle at Inaba with his partner Koromaru.

Furious Action	Vile Assault	A + B
Skill	1. Charge Thrust	🎮 + X or A
	Gigantic Impact	After 1., X or A
	Mediarama	🎮 + X or A
	Zan - Hakuro Battouga	🎮 + Y or B
	Zetsu - Hakuro Battouga	🎮 + Y or B
SP Skill	Thunder Reign	🎮🎮 + X or A
	Fire Breath	🎮🎮 + Y or B
Awakened SP Skill	Super Gattai! Ultimate Cross	🎮🎮 + X or A
Instant Kill	Baptism of Light and Darkness	🎮🎮🎮 + Y + B

# SHO Minazuki

Persona:  
None

A mysterious young man who stands in Yu's way and calls himself the mastermind behind this incident. With all his bad puns, could he have something to do with "that person"...? He can't use a Persona, but has superhuman capabilities to make up for it.



Furious Action	Izayoi Ura Izayoi	A + B (in air) A + B
Skill	Survival Knife 1. Hougetsuzan: Flash Fang 2. Hougetsuzan: Soaring Fang 3. Hougetsuzan: Destructive Fang High-Speed Movement	charge → then → + X or A or Y or B → + X or A → + X or A (or during 1. X or A) (in air) → + X or A (or during 2. X or A) → + Y or B (or during 1. or 2. Y or B)
SP Skill	Blazing Moon Barrage	→ + X or A
Awakened SP Skill	Moon Smasher	→ + X or A
Instant Kill	—	—

# Sho MINAZUKI

Persona: Tsukiyomi

A mysterious young man with an evil aura to him. He is always composed, but his origins and objective are unknown. He dominates the battlefield with his unexpected movements and chain of powerful attacks.

Furious Action	Izayoi Ura Izayoi	A + B (in air) A + B
Skill	Survival Knife 1. Hougetsuzan: Flash Fang 2. Hougetsuzan: Soaring Fang 3. Hougetsuzan: Destructive Fang Tsukiyomi Spirit Drain/Life Drain	→ + X or A → + X or A (during 1.) → + X or A (during 2.) → + X or A → + Y or B → + Y or B
SP Skill	Wings of Purgatory	→ + Y or B
Awakened SP Skill	Moon Smasher Dream Fog	→ + X or A → + Y or B when opponent attacks
Instant Kill	God and Demon Annihilation	→ + Y + B

# STARTING THE GAME

Press **START** at the Title Screen to proceed to the Main Menu.

## Data Creation

When starting the game for the first time, save data and replay data must be created. Replay data creation may take a short while.

## Main Menu

All of the various game modes will be displayed here. For more information on these modes, see p. 30.



### AUTO-SAVE

This game supports an auto-save option. Your progress and settings will be saved automatically after battles, when you adjust the options, etc. You can also manually save from the Options menu (p. 38).

## Flow of the Game

In the various versus modes, you must first select the controller side and character type.

### Controller Select

In certain modes, the controller select screen will be displayed. Use the D-Pad or the left stick to assign your controller to the desired side.





## Character Select

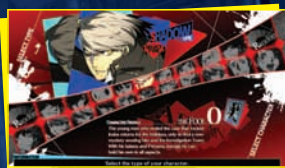
Here, you will select the character you wish to use in battle and choose from various customization options.



<b>COLOR PRESET</b>	Select a preset color combination for both your character and Persona.
<b>CHARACTER</b>	Select a color palette for only your character.
<b>PERSONA</b>	Select a color palette for only your Persona.
<b>NAVIGATION</b>	Select who you want to be your Navigator.
<b>BOSS MODE</b>	Press <b>Y</b> to switch to Boss (Must be unlocked first.)

## Character Type

When you select a character, you can choose between two types: Normal and Shadow. Shadow types have the following differences from Normal types. (Note that there are characters who do not have a Shadow type.)



### Shadow Type Characteristics

Lower damage compared to Normal types

Unable to use Bursts

Cannot Awaken

Higher HP

SP Gauge fills quicker

SP Gauge carries over rounds

Awakened SP Skills can be used at anytime

The ability to use Shadow Frenzy mode (p. 20, 29)

## Stage / BGM Select

You can select the stage and BGM used for the match. AUTO selects the current character's specified stage/BGM, and RANDOM picks one from the entire list at random.

# BASIC CONTROL

Below, you'll learn about the basic controls. For character-specific moves, see p. 04. For basic actions, see p. 23.



- Certain functions can be remapped from the Options menu (p. 38).
- For information on the vibration function, see p. 38.
- The commands listed in this manual assume the character is facing right. The commands will be reversed when facing the opposite direction.

## Menu Controls

Left Stick/D-Pad	Move the cursor
<b>A</b> Button	Confirm selections
<b>B</b> Button	Cancel selections / Return to the previous screen
START	Open the Pause Menu

## Battle Controls

Left Stick/D-Pad	Move the character
<b>A</b> Button	Strong Attack
<b>B</b> Button	Strong Persona Attack
<b>X</b> Button	Weak Attack
<b>Y</b> Button	Weak Persona Attack
<b>LB</b> Button	Furious Action ( <b>A</b> Button + <b>B</b> Button )
<b>RB</b> Button	Evasive Action ( <b>X</b> Button + <b>Y</b> Button )
<b>LT</b> Button	Record (in Training Mode)
<b>RT</b> Button	Play (in Training Mode)
Click Left Stick	Burst ( <b>X</b> Button + <b>Y</b> Button + <b>B</b> Button )
Click Right Stick	One More Cancel ( <b>X</b> Button + <b>A</b> Button + <b>Y</b> Button )
START	Open the Pause Menu

## Story MODE

Left Stick/D-Pad	Move the cursor / backlog
<b>A</b> Button	Next page / Confirm
<b>B</b> Button	Next page / Cancel
<b>X</b> Button	Hide window
<b>Y</b> Button	Toggle Auto Read
<b>LB</b> Button	Display / Close backlog
<b>RB</b> Button	Skip text (automatically)
<b>RT</b> Button	Skip text (while held down)
BACK	Hide control guide
START	Open the Pause Menu

# GAME SYSTEM

Learning how to read the screen is a basic necessity in battle!



1	Round Icon	Each icon represents one round won.
2	HP Gauge	Displays a character's remaining HP. You lose the round if your gauge reaches zero first.
3	Score	Your current score.
4	Time Limit	Displays the remaining time. If time runs out, the character with the most HP wins.
5	SP Gauge	Powerful moves like SP Skills and Skill Boosts expend SP. You gain SP when you hit the opponent or get hit by the opponent's attacks.
6	BURST Gauge	Indicates whether or not you can use a Burst. The gauge fills over time, and will flash "BURST" when you can use it.
7	Persona Gauge	Your Persona's HP. It decreases by one each time your Persona is hit. If it reaches zero, your Persona will be temporarily unavailable.
8	Hit Counter	Displays the number of hits and total damage of the current combo. The hit counter comes in two colors. Red: A valid combo      Yellow: A combo the opponent could have escaped
9	Character-Specific Mark	Certain characters have their own special gauges or icons.  Indicates how certain moves can be defended against.
10	! Icon	Red and White [!]: You can perform a Throw Escape. Red and Yellow [!!]: The move is unblockable. Green [!]: You were hit with a low attack while blocking high. Blue [!]: You were hit with a high attack while blocking low.
11	Status Indicator	Indicates what has just occurred, such as counters or ailments.

## About the Gauges

### HP Gauge



The teal bar shows a character's HP. Blocking the opponent's Skills and using Furious Actions will turn part of the gauge blue, which will regenerate over time. When you take damage, the gauge will turn green, and the damage will be displayed in red.

### SP Gauge



You can expend SP to use certain moves. The amount of SP expended varies with the move. Each division represents 25 SP, with a maximum of 100 SP. This increases to 150 SP when you are in the Awakened state.

### BURST Gauge



Refilling



Full



Unable to Use

This gauge must be full in order to use a Burst. A flashing "BURST" indicates that the gauge is full. When it is recharging, it will be shown only as a "B" but will change back to "BURST" once refilled. It will be marked with an "X" when it cannot be used (occurs during certain attack sequences or when your Persona is broken).

### Persona Gauge



Every time your Persona takes a hit, you will lose one card on your Persona Gauge. When all the cards are gone, your Persona is broken, and you will be temporarily unable to use it. The gauge will then regenerate; once it is full, you can resume using your Persona.



### WHAT IS THE AWAKENED STATE?

When your HP falls below a certain point, you will automatically Awaken (Normal types only). Awakening will raise your maximum SP to 150, add 50 SP to your gauge, increase your defense, and allow you to use Awakened SP Skills.

## BATTLE SYSTEM

By making use of the various systems, you can gain the upper hand in battle.

### First Attack

If you make the first hit of a round, you will gain an SP bonus (once per round).



### S Hold (Skill Hold) System

When you hold down **Y**, the S Hold Gauge will be displayed, in order of "SKILL", "SP", "Awakened SP", and "Instant Kill". If you release the button, your character will unleash the move currently displayed above the gauge.

\*For SP Skills and on, you can only use them when the corresponding conditions are met.



### Shadow Frenzy

By selecting the Shadow type of the character, you can use the "Shadow Frenzy" mode in battle. When you have MAX SP, simultaneously press **X** Button + **Y** Button + **B** Button to activate it. During Shadow Frenzy, moves that consume SP can be used at a reduced cost for a limited amount of time.



### Counter/Fatal Counter

A Counter Hit will occur if you hit the enemy while they're attacking, increasing their damage taken and recovery time. If you score a Counter Hit with a certain move or during certain moves for each character, it will become a Fatal Counter. For all successive hits following a Fatal Counter, the period of time they cannot tech recover will be increased.

## AILMENTS

Certain moves may cause ailments, which will put you at some sort of disadvantage. Most ailments will wear off over time; some can be ended early by attacking your opponent.



### Shock

You will be unable to move.



### Panic

Your controls will be reversed.



### Poison

Your HP will gradually decrease.



### Rage

Your strength is increased at the expense of being unable to block. You cannot recover by hitting your opponent.



### Charm

Your opponent drains some of your SP.



### Mute

You cannot summon your Persona.




### Fear

Every hit is considered to be a Fatal Counter.



### Freeze

You will be unable to do anything. Pressing  on the D-Pad repeatedly will allow you to recover faster.



### NEGATIVE PENALTY

If you continue to play too defensively for an extended period of time, you will suffer a Negative Penalty and take more damage than usual.



## BASIC RULES

### Battles

One round is 99 seconds, and the countdown starts as soon as the round begins. If time runs out, the character with the most HP wins. You can change the time limit in the Options menu (p. 38).

### Time Limit

One round is 99 seconds, and the countdown starts as soon as the round begins. If time runs out, the character with the most HP wins.

### Draws

If both characters reach zero HP at the same time or have the same amount of HP when time runs out, the round is a draw and an extra round will be played. If that round also ends in a draw, the entire match is declared a draw.

### Continuing

In Arcade Mode, you can continue from the Character Select screen by pressing START at the Game Over screen.

## Pause Menu

Pressing START during battle will open the Pause Menu. From there, you can view your character's command list, change your controls, and return to the Main Menu. The menu selections in the Pause Menu will vary depending on the mode you are playing.

\*During Network Mode matches, you cannot pause the game.



- Command List.....View your character's command list.
- Button Settings.....Reassign functions to different buttons.
- Sound Settings.....Adjust the music and SE volume.
- Hide Menu.....Hide the Pause Menu.
- Main Menu.....Return to the Main Menu.
- Return.....Close the Pause Menu and resume battle.



# BASIC ACTION

There are certain basic moves you need to know to win. The following controls assume that your character is facing right.

## Jump



Press **↑** to jump. **↖** will jump forward while **↗** jumps backwards. Pressing **↑** while jumping does a double jump.



## High Jump



Pressing **↓** briefly, then **↑**, performs a high jump, which is higher than a jump. Note that you cannot double jump during a high jump.



## Dash / Backstep



Press **→→** quickly to perform a dash, and hold it to run. **←←** quickly is a backstep, which puts distance between you and your opponent.



## Aerial Dash / Backstep

(in air)

Press **→→** quickly in midair to perform an aerial dash. Press **←←** quickly in midair for an aerial backstep. Note that you cannot perform these actions during a double jump.



### Weak Attack

X

Press **X** to do a weak attack. Weak attacks have short range but are quick and difficult for the opponent to counter.

### Strong Attack

A

Press **A** to do a strong attack. While a bit slow, strong attacks are powerful and have long range. Crouching strong attacks make good anti-air moves.

### Weak Persona Attack

Y

Press **Y** to have your Persona perform a weak attack. Many are long-range, powerful attacks, but you will lose some of your Persona gauge if it is hit.

### Strong Persona Attack

B

Press **B** to have your Persona perform a strong attack. While very slow, you can time it to hit the opponent at the same time as one of your own moves.

### Sweep

↓ + X + A

Press **X** and **A** simultaneously while crouching to perform a sweep. A sweep hits low and causes the opponent to fall to the ground.



### Standing Block

←

Hold the direction opposite the opponent to perform a standing block. A standing block defends against jumping attacks and All-Out Attacks. The same input in midair allows you to do an aerial block.



### Crouching Block

↙

Hold the direction opposite of the opponent and down to perform a crouching block. Crouching blocks defend against most moves other than some jumping attacks and All-Out Attacks. They are very effective against most ground moves.



**Aerial / Ground Recovery** hold any attack while knocked back

When knocked backwards or upwards, hold any of the attack buttons to perform a recovery, allowing you to get back into the fight quicker. For Aerial Recoveries, you can use the D-Pad to adjust the direction you recover in.



**Auto Combo** **X** repeatedly near opponent

The Auto Combo system allows you to perform a complete combo with just one button. Stand near your opponent and rapidly press **X**. Note that the SP Skill at the end of the Auto Combo is a Super Cancel and requires 50 SP and some HP.



**P Combo** **X**, **A**, **Y** near opponent

By pressing **X**, **A**, **Y** in succession, you can perform a combo. Some characters have other combos using different button orders, and some can connect to other moves, like Skills, SP Skills, and All-Out Attacks.



**All-Out Attack** **X** + **A**

Press **X** and **A** simultaneously to perform an All-Out Attack. Though slow, it cannot be blocked low. After the attack connects, tap **X** and/or **A** repeatedly for an All-Out Rush. Conclude with an All-Out Finish by pressing the **Y** or **B** button to launch or knock back your opponent.



**Furious Action** **A** + **B**

A Furious Action is a powerful Skill that has invincibility. Press **A** and **B** simultaneously to use it. It consumes some HP that regenerates over time. Some characters' Furious Action is a counter move.



### Throw / Air Throw

**Y + B** / (in air) **Y + B**

Press **Y** and **B** simultaneously while standing near the opponent to throw them. You can also perform throws in the air.



### Throw Escape

when opponent grabs you, **Y + B**

This allows you to escape from an opponent's throw attempt unharmed. When you see the red and white "!" icon, press **Y** and **B** simultaneously. Note that you cannot escape from special throws which do not display the "!" mark.



### Evasive Action

**X + Y**

Press **X** and **Y** simultaneously to use an Evasive Action, allowing you to close in on the opponent while dodging their attacks. If you are close enough, you will move through the opponent. Note that you are still vulnerable to throws.



### Hop

**↓ + X + Y**

**↓ + X** and **Y** simultaneously causes you to hop towards your opponent, avoiding throws and low attacks. You can perform any aerial move during a hop except for a double jump, aerial dash, or aerial backdash.



### Skill Boost

certain commands with 25 SP

When you enter a Skill command, finish the command with a simultaneous press of the **X** and **A** (or **Y** and **B** button) to use an enhanced version of the Skill. It costs 25 SP to boost a Skill, and the enhancements vary from Skill to Skill.



## SP Skill

certain commands with 50 SP

By entering certain commands when you have 50 SP or more, you can use an SP Skill. SP Skills are very powerful, so try to use them when you have the chance.



## Awakened SP Skill

certain commands with 50 SP in Awakened state

By entering certain commands when you are Awakened and have 50 SP or more, you can use an Awakened SP Skill. For Normal types, they are only available while Awakened. For Shadow types, they can be used at any time the SP Gauge is at 50 or more.



## Reversal Burst

**X + Y + B** while being attacked

When the opponent hits you or when you block an attack, press **X**, **Y** and **B** simultaneously to use a Reversal Burst. You will come out of hit or block stun and unleash blue shockwaves that knock your opponent away.



## Max Burst

**X + Y + B**

Press **X**, **Y** and **B** when your BURST gauge is full to use a Max Burst. If the golden shockwaves hit your opponent, your SP Gauge will be completely filled and your Persona Gauge will recover completely.



## Guard Cancel Attack

during block, **→ + X + A** with 50 SP

A powerful counterattack that costs 50 SP. When blocking an opponent's attack, press towards the opponent along with **X** and **A** to use it.



## Instant Block

← right before an attack hits

Block at the last possible moment to execute an Instant Block. If successful, you will flash white while blocking the attack. The advantage of an Instant Block is that it reduces the block stun significantly and builds SP.



## Super Cancel

during a Skill, SP Skill command

While using a Skill, quickly input the command for an SP Skill to perform a Super Cancel and combo the two moves. This works with most but not all Skills and SP Skills. Using it will cause some of your HP to turn blue.



## One More Cancel

while hitting the opponent, **X** + **A** + **Y** with 50 SP

Press **X**, **A**, and **Y** simultaneously during an attack to use a One More Cancel. You will cancel the animation of the move you were performing, allowing you to continue your assault or pull back into a defensive position.



## One More Burst

while hitting the opponent, **X** + **B** + **Y** with BURST gauge

This causes you to Burst in the middle of an attack, sending your opponent spiraling into the air and allowing you to continue your combo. Press **X**, **Y**, and **B** simultaneously to use a One More Burst.



## Instant Kill

during a round that can win you the match,  
↓↓↓+ **Y** + **B** with 100 SP

A one-hit kill that will finish off your opponent. It costs 100 SP and can only be done when winning the current round will also win you the match. Finish the match in style!



**Guard Cancel Quick Escape** during block,  $\rightarrow + X + A$  with 50 SP

Go directly from a block to an invincible dodge at the cost of 50 SP. You can pass through nearby opponents.



**Shadow Frenzy**  $X + Y + B$  with 100 SP (Shadow Type)

A powerful mode that only Shadow types can use. After activating, the SP Gauge will start depleting. You can use moves that require SP at a reduced cost. Also, all normal attacks can be jump canceled.



**SP Skill Boost** certain commands with 75 SP

When you enter an SP Skill command, finish the command with a simultaneous press of  $X$  and  $A$  (or  $Y$  and  $B$ ) to use an even more powerful SP Skill. It costs 75 SP to use.



**Awakened SP Skill Boost** certain commands with 75 SP in the Awakened state

When you enter an Awakened SP Skill command, finish the command with a simultaneous press of  $X$  and  $A$  (or  $Y$  and  $B$ ) to use an incredibly powerful Awakened SP Skill. It costs 75 SP to use. Shadow types can use Awakened SP Skill Boosts at any time.



# GAME MODE

You can select from these modes at the Main Menu.

## STORY

See the story behind P4 Arena Ultimax. The story is split into episodes, and you will unlock more episodes as you fulfill certain conditions.



### Story Select

When you select an episode, the Story Select screen will be displayed. Move the cursor to the chapter you wish to play. When you clear a chapter, new chapters will be unlocked.

### Story Select Controls

Left Stick/D-Pad

Move cursor

**A** Button

Confirm

**B** Button

Cancel / Return to Main Menu

**X** Button

Toggle Auto Mode ON / OFF

**LB** / **RB**

Toggle Episodes

**LT** / **RT**

Zoom In / Zoom Out



## BATTLE

### [ ARCADE MODE ]

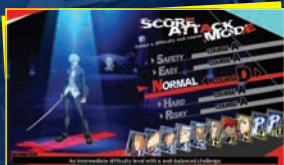
This mode recreates the arcade version of P4 Arena Ultimix. You will fight a set number of CPU opponents. If you lose in this mode, you can continue.



### [ SCORE ATTACK MODE ]

Fight powerful CPU opponents to try and earn the highest score possible! You can post your high scores to the online rankings, which reflect players all over the world.

\*In order to upload your score, you must have an Xbox Live Gold Membership.



### [ VERSUS MODE ]

Fight single matches against the CPU or your friends locally. Two controllers are required for two human players to go head-to-head.



### [ GOLDEN ARENA MODE ]

Raise your character and conquer the various courses. Fight battle after battle, defeat the bosses, and aim for the deepest floors of the dungeons. When your character levels up, you can allocate bonus points to their stats and have them learn Skills.



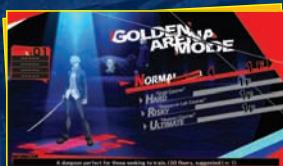
## Golden Arena Rules

- One 1-round match per floor, infinite time
- HP and Burst Gauge carry over matches (Some HP recovers after each match)
- Cannot use Instant Kills
- Losing a match or getting a Double KO results in a Game Over
- Every 5 floors is a checkpoint, and you can start from the checkpoint next time
- Powered-up characters can only be used in Golden Arena Mode

## Course and Partner Select

You can select from four courses. If you have save data, you can start from the checkpoints on each course.

Your Partner will support you in battle with various Skills. When you level up your Social Link with your Partner, they will learn new Partner Skills. The Social Link Level will level up after fighting a certain amount of enemies.



\*You can only select a character as Partner if you have his/her Navigation unlocked.

## Leveling Up the Character

As you win and earn experience points, your character will level up. You can then allocate the bonus points earned from leveling up to the various stats. Also, when you reach a certain level, your character will learn a new Skill. You can equip up to 4 Skills at once. If the Skill slots are full, you must discard a Skill. Also, you cannot equip the same Skill.

## Stats

St	Increases Attack power
Ma	Increases amount of SP gained
En	Increases HP
Ag	Increases Burst recovery amount, Shadow Frenzy time
Lu	Increases the amount of EXP earned



## Status Reset

If you perform the following command at the Character Select screen, you can reset the character's status.

Normal Type: Highlight the character, then press **Y** + **LB**

Shadow Type: Highlight the character, then press **Y** + **RT**

## NETWORK

Fight opponents from all over the world over Xbox Live.

\*In order to play online, you must have an Xbox Live Gold membership.



### [ RANKED MATCH ]

Fight other players online under set regulations. You will pick your character and fight others that match your conditions.

#### Search

Search for an opponent that has Enlisted.

#### Enlist

By Enlisting, you can wait to be matched while playing other game modes. You can revoke your Enlistment at any time from the pause menu.

Note that some game modes cannot be played while Enlisted.

#### Search Conditions

Set the conditions to find the optimal opponent.

#### Character Select

Change the character used for Ranked Matches.

#### View History

View your battle history and various lists.

#### ABOUT RANK MATCHES



During Ranked Match, you will fight Rank Matches with players that are close to your own Grade. Your Grade will go up or down as you win or lose consistently.

## [ PLAYER MATCH ]

Play casually with online opponents using custom rules. A room can have up to eight players at any given time. All players can fight simultaneous matches, or two players can fight while the rest spectate. Battle results in this mode will not be uploaded to the leaderboards.

### Create Room

Create a room with your own custom rules.

### Search Rooms

Search for rooms that match your specified conditions.

### View History

View your battle history and various lists.

### View Invitations

Play online matches with your friends. You can send an invitation to a friend and have him or her join your room, or accept an invitation to join a friend's room.

### ABOUT PSR



**Player Skill Rating.** A rating system that swiftly and accurately determines a player's skill level. It's calculated for each character individually.

### ABOUT PLAYER COLOR



**Player Color** represents the overall level of the player. The color is calculated from the player's entire Network Mode record (Ranked and Player matches). You can use Player Color to find opponents of similar level.

Player's initial color/skill level:



White is unranked. You must fight matches online to obtain a new color.










## [ RANKING ]

Using Xbox Live, you can view various rankings, such as Score Attack and Golden Arena rankings. You can also download Replays that have been uploaded.

### Downloading Replays

The "Replay Board" lists all recently uploaded replays. Select the replay you wish to save, then press **X** to save the replay. Downloaded replays can be viewed in the Theater.

### Ranking Controls

	Navigate through ranks
	Change boards
	Display P-Card
	Return
	Switch filters
	Change category
	Skip forward/backward 100 ranks
BACK	Jump to rank 1
START	Jump to your rank

## [ PLAYER LIST ]

---

View the various lists here. There are four types: Good Player, Bad Player, Ranked Match History, and Player Match History.

Register as Rival

Rivals are special opponents you can register from the Good Player List. When you register a Rival, their P-Card information can be accessed from the Main Menu. You can register up to three Rivals.

## [ Xbox Games Store ]

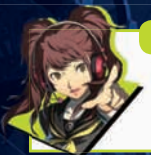
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Connect to Xbox Games Store to find downloadable content available for purchase.

## [ P-CARD EDIT ]

---

Customize your P-Card here with icons, titles, and information.



### **CUSTOMIZING PLAYER TITLES**

Customize your Title here by combining three words/phrases from a selection of thousands. New phrases are unlocked as you play the game. Select Random to generate a random title.

## PRACTICE

### [ LESSON MODE ]

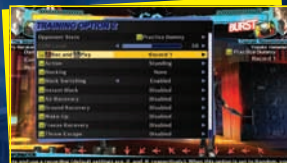
Here, you can learn the basic controls for the game. When you finish a lesson, you will automatically move on to the next one.

### [ TRAINING MODE ]

You can practice with the character of your choice to get a feel for that character and practice his or her combos. There are a variety of settings to adjust in order to create any condition you need.

### Recording Actions

You can record actions for your opponent to replay in Training Mode. These actions can be saved to one of five memory slots. Press **LT** to switch to the Practice Dummy and enter Standby mode. Press **LT** again to start recording. Once recorded, you can replay the temporarily saved actions by



pressing **RT**. If you select "Random" as the memory slot in the Practice Dummy Options, the Practice Dummy will randomly replay one of the five saved actions each time you press **RB**.

### [ CHALLENGE MODE ]

Test your skill by performing designated moves and combos. Each character has at least 25 challenges for you to complete. Press **RT** for a demonstration of how to complete the challenge.

## OPTION

### [ REPLAY THEATER ]

Manage and view saved replays. Press **A** to watch, **X** to delete, **Y** to view the results, and **START** to manage storage device.

#### Replay Controls

<b>A</b>	Pause / Play
<b>Y</b>	Show / Hide control guide
<b>X</b>	Show / Hide HUD
<b>LB</b>	Slow motion
<b>RB</b>	Fast Forward
<b>LT</b>	Skip Round

## [ OPTIONS ]

Here, you can adjust various settings within the game. Some settings can also be accessed from the Pause Menu.

### System Options

SETTING	EXPLANATION
SAVE	Save all settings and game progress.
AUTO-SAVE	Toggle Auto-Save on or off.
STORAGE DEVICE SETTINGS	Change the storage device the game saves to.
VIBRATION	Toggle controller vibration on or off.

### Game Options

SETTING	CHOICES	EXPLANATION
DIFFICULTY	SAFETY / EASY / NORMAL / HARD / RISKY	Set the difficulty of the CPU. Affects Versus and Story Mode.
ROUNDS (ARCADE)	1-5 Rounds	Set the amount of rounds necessary to win in Arcade Mode.
ROUNDS (VERSUS)		Set the amount of rounds necessary to win in Versus Mode.
TIME LIMIT (ARCADE)	30 sec / 45 sec / 60 sec / 75 sec / 99 sec / Infinite	Set the time limit for each round in Arcade Mode.
TIME LIMIT (VERSUS)		Set the time limit for each round in Versus Mode.
ROUND CALL	Original / Various characters	Set the announcer voice.
NARRATOR	Ring Announcer / Random / Various characters	Set the narrator.
INSTANT KILL BGM	Default / P4A Version	Set the BGM played when an Instant Kill connects.



## Display Settings

SETTING	CHOICES	EXPLANATION
SCALING TYPE	Type A / Type B / Type C	Adjust the scaling of the screen.
UPPER HUD	-50 through +50	Adjust the placement of the HUD at the top of the screen.
LOWER HUD	-50 through +50	Adjust the placement of the HUD at the bottom of the screen.

## Sound & Language

SETTING	EXPLANATION
BGM VOLUME	Adjust the volume of the background music.
VOICE VOLUME	Adjust the volume of the character and announcer voices.
NAVIGATOR VOLUME	Adjust the volume of the navigators' voices.
SOUND EFFECT VOLUME	Adjust the volume of the sound effects.
MAIN MENU BGM	Set the BGM for the Main Menu.
LOBBY BGM	Set the BGM for the online Lobby.
BATTLE VOICE LANGUAGE	Set which language you want the battle voices to be in.

## Network Options

SETTING	CHOICES	EXPLANATION
SIMPLE RESULTS	ON / OFF	Set whether or not to display your results when playing online.

## Button Settings

Assign whichever button you want to each function for a control scheme that best suits your play style. Highlight the function you want to reassign and press the button you wish to assign it to. You can also nullify the button assignment by pressing BACK.



## [ GALLERY MODE ]

View illustrations, watch movies you've unlocked, and listen to the music and sound effects from the game. Unavailable selections can be unlocked by fulfilling certain conditions.

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