



SHIN MEGAMI TENSEI™



Devil Summoner™

RAIDOU KUZUNOHA vs THE SOULLESS ARMY

THE OFFICIAL STRATEGY GUIDE

This game has received the following rating from the ESRB



Victor

They say there's a thin line between genius and insanity. Victor spends most of his day skipping back and forth across that line. Sometimes, there's cackling. It's kind of creepy.

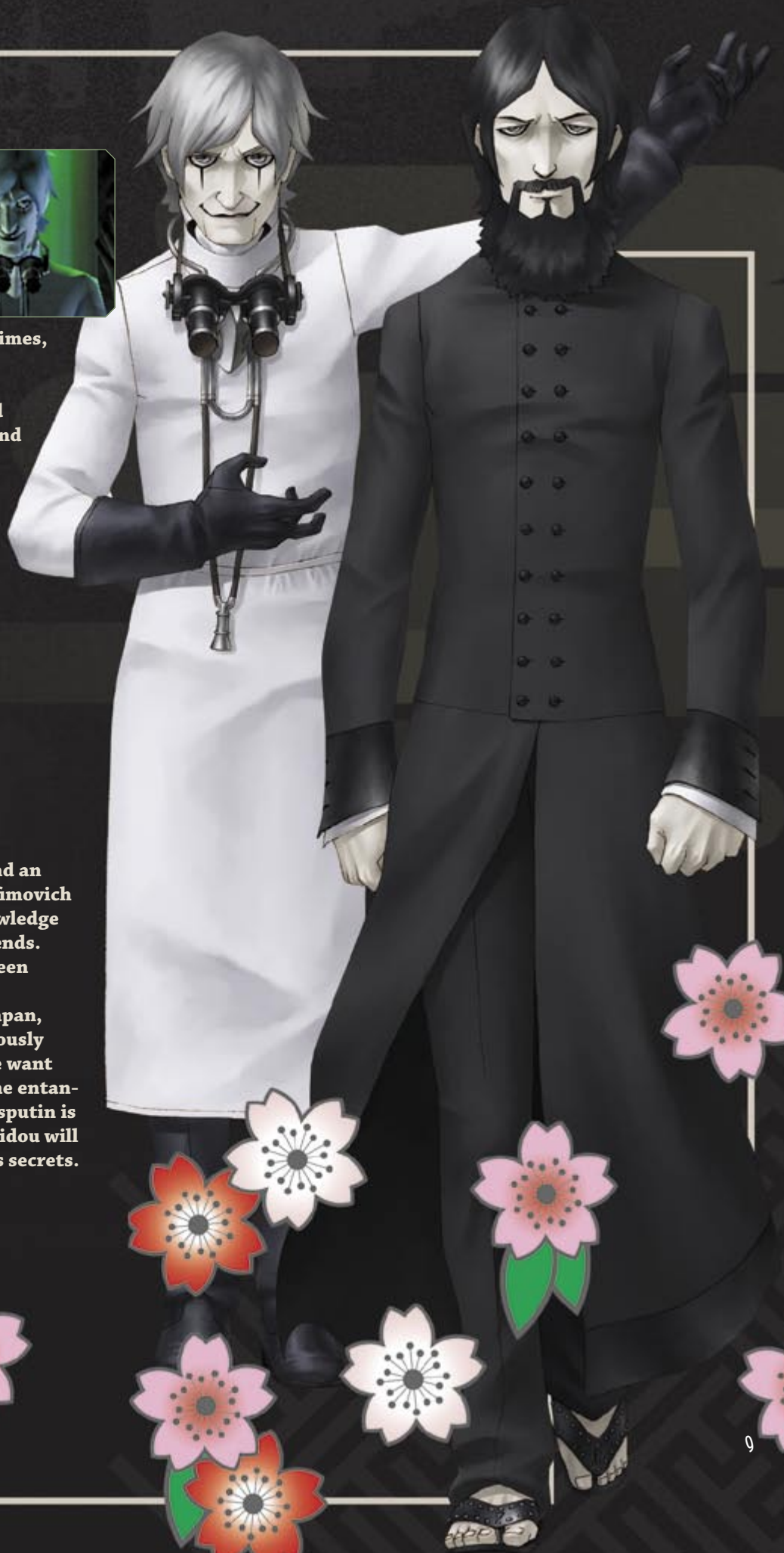
He is an alchemist and a demonologist, who spends his days studying and experimenting in the Gouma-Den, found below the Konnou-Ya Antique Shop in Tsukudo-Cho. He's invented many different machines that could be classified under the heading of "mad science," including devices to allow a Devil Summoner to fuse, sacrifice, and forge his demons into brand new, possibly sacrilegious shapes.



Rasputin

The legendary Russian "mad monk" and an infamous Dark Summoner, Grigori Yefimovich Rasputin has the same power and knowledge Raidou has, but has turned it to dark ends. Stories of his death have apparently been greatly exaggerated.

What's someone like him doing in Japan, though? How did he survive his infamously thorough assassination? What does he want with Kaya Daidouji? How did he become entangled with the Dark Realm? As ever, Rasputin is a figure of legend and mystery, and Raidou will spend much of this case untangling his secrets.



BASICS: Combat in General

Shin Megami Tensei: Devil Summoner asks the player to keep a vast number of things in mind at once. It can be a little overwhelming at times. Like anything else, though, you just need a firm grounding in the basics before you can get started.

Combat

Unlike most console role-playing games, *Devil Summoner* does not draw any real distinction between its environments. In most console RPGs, towns are generally safe places where you don't need to worry about random monster attack.

Such is not the case in the world of *Devil Summoner*. Demons are everywhere, lurking invisibly in their own dimension, one step removed from the human world. At any time, they may take a run at Raidou by attempting to draw him into the Dark Realm.

This means that demon attacks can come at almost any time. You're just as likely to be attacked in the middle of a crowded city street as you are in the middle of hostile territory.

This, then, is why you're carrying weaponry. Let's briefly discuss its use.

Swordplay

Press the **□** button to swing Raidou's sword. This is Raidou's primary method of attack, so you'll be getting a lot of use out of it.

To deliver a three-hit combo slash, press the **□** button three times in rapid succession; each successful hit deals more damage. The first and second hits in the combo have a fairly broad hit zone, so you can often strike more than one opponent with them.



← *Sword combos are strong but risky in a game with so many spell-casters.*

To deliver a lunging thrust, push **□** at the same time you push the left analogue stick in the direction that you wish to attack. If the thrust connects, it'll do heavy damage (comparative to the last hit in the combo slash) and knock enemies slightly backward.

The thrust is one of Raidou's most useful moves, and you'd do well to start abusing it early on. In many random encounters, you can win simply by keeping your distance and lunging frequently. If you're fast on the stick, you can even use a thrust as a way to add a powerful fourth hit to Raidou's combo slash. You should be cautious when you're using it, though, as it's easy to knock an enemy out of the way of one of your demons' skills.



← *A successful thrust knocks an enemy off-balance.*

Finally, Raidou can swing his sword in a circle around himself, damaging enemies in that area. To use this move, hold down the **□** button until Raidou flashes with a blue-white light, then release it to swing his sword. Raidou can move while he's charging this move, but will do so slowly. This is handy when you're in a pitched melee with small, fast, or numerous opponents, and you need to clear some of them out in a hurry. Note that you can start to charge up a spin slash from the moment a fight starts. Since Raidou will occasionally begin a battle surrounded by enemies, this comes in handy.



← *When in doubt, just hit everybody.*

Gunplay

Press the **△** button to fire Raidou's revolver. Raidou will automatically fire his revolver three times every time you press the **△** button, and will target whatever enemies he's facing towards at the time.



← *Did you know you can set a revolver to "stun"?*





Sleep

Traditionally, the Sleep status effect has prevented its targets from moving or using skills for its duration. In *Devil Summoner*, Sleep works no differently. A Sleeping target will take a critical hit if anything attacks it while it's asleep. Further, nothing short of an Anti-Mind will wake the victim up before the Sleep effect runs out, which lasts about twenty seconds.

On the plus side, a sleeping character will slowly regenerate its HP and MP, regaining 1% of their total every second or so. If one of your familiars is asleep but isn't in any immediate danger, you may want to leave it be for a time.

Charm

This status effect briefly overwhelms its victims with love. Raidou will simply stand still for a few seconds if he's Charmed, much like if he's put to sleep or stunned. Demons, however, will turn on their allies, and familiars will turn on Raidou. During this period, Raidou can take damage from his familiar's attacks, but still cannot attack his familiar.



← *Ah, young love. It's... strangely lethal, really.*

To end the Charm early, use an Anti-Mind item. Otherwise, just stay out of the Charmed victims' way, as it'll end by itself in a few seconds.

Rage

A demon hit with the Rage status will fly into a berserk frenzy, rushing to physically attack an enemy. At this point, the demon will not use skills, its Strength will increase by 50%, and it'll take 150% damage from incoming attacks.

This can be funny, but it can also get a spellcasting demon killed in short order. To remedy this status, use an Anti-Mind item.

Stone

This petrifies a victim, preventing it from taking actions. If the petrified target subsequently takes enough damage, they'll shatter, which will instantly defeat them. This even works on Raidou, so if you're facing an enemy that can petrify you, either bring a demon that knows the Patra skill or be very, very careful.

Seal

This status effect only works on Raidou's demons. The demon is immediately returned to its tube, just as if you'd chosen the Return command, and cannot be summoned again during this encounter. You cannot "cure" Seal.

Sluggish

Several monsters inflict Sluggish status as a side-effect of their skills. A Sluggish character moves at half-speed for approximately three seconds, and will take minor damage every second while the effect lasts. You cannot heal this condition, but given the brevity of its duration, it'll be over before you realize it.

Cursed

Raidou will be afflicted with this condition during Episode 7. While cursed, Raidou loses 10% of his HP during every phase of the moon, and all healing skills and items used by demons and Raidou are only half as effective.

Bind, Freeze, Shock, Impede, Burn, Dizzy

As shown on the status priority chart, each of these six statuses is affiliated with a form of elemental attack. They aren't like the other statuses in the game, in that they don't actually do anything. Instead they appear when you use the relevant elemental attack to strike an enemy's weak point, or when certain enemies such as Red Cape use unique combat skills.

The idea is that the attacks in question are so powerful, simply being hit by them is enough to negatively affect your status. Naturally, you can't cure something as mundane as a beating with items or demon abilities. Instead the negative status goes away once the stunning effect of the critical hit has passed, which usually takes no more than a few seconds.

BASICS: Using Demons

DEMON CONFINEMENT

Raidou is, as you might have gathered by now, a Devil Summoner. As part of that job, he has a snappy hat, a nifty cape, the cool uniform, and the ability to imprison many demons he encounters inside special tubes. He can open a given tube to summon the demon inside as a powerful familiar, helping him in both combat and investigative work.



← Another satisfied customer.

Demonic Orders

Before you go out there and start kidnapping demons left and right, we should discuss their orders. There are seven types of demonkind of *Devil Summoner*: Pyro, Frost, Volt, Wind, Fury, Pagan, and Skill. A demon's order determines what skills it has access to, as well as what happens when you use the demon as part of a fusion (see pg. 30).

In general, you should try to have one demon from each order in your active party at all times, so you have access to all of the commonly-encountered investigative skills (see pg. 26). In point of fact, there's at least one dungeon in the game where if you don't have most of the orders represented in your roster, you'll be missing out on some valuable items.

It's also helpful to keep a demon handy who knows skills like Dia or Patra, to use as a sort of portable healing battery. This demon should rarely, if ever, enter combat; keep a second demon handy to use as a combat medic. Your battery demon is entirely there to use healing skills from the Ability menu in your status screen. This'll save you a fair bit of yen in the long run.

Getting Started

To confine a demon:

1. You must have an empty confinement tube.
2. Raidou must be higher-level than the demon you wish to confine.
3. You must not have another demon of the same type in your party at the time.
4. It must not be a full moon.



← Unfortunately, you can't carry around duplicate demons.

If the moon is full or if the demon you're trying to confine is higher-level than Raidou, your confinement attempt will automatically fail and the demon will laugh at you. (Oh, how it will laugh at you.)

Certain enemies cannot be confined at all, such as Zombies. Confinement is also generally disabled during boss battles.

Finally, demons that belong to the Skill order cannot be confined under ordinary circumstances. You can only confine a Skill demon under the light of a full moon. Keep an eye on the upper left-hand corner of the screen to check on the moon's current phase.

Confining

To begin the confinement process, stun your prospective demon with a strike against its elemental weak point (see Elemental Weaknesses, pg. 19). Now, run up to it and press the Circle button to begin the confinement process. The demon will try to fight you, so keep pressing the Circle button to overcome its resistance. Once you win the contest, the demon is yours, and you have a brand-new familiar spirit. Congratulations!



← Why, thank you! I work out.

A demon that's close to your level will put up a better fight than a lower-level demon. If you're having a hard time overcoming a demon's resistance, smack it around a little before trying to confine it. A demon that's at half HP or less is much easier to confine.

You'll also automatically fail the confinement process if Raidou is struck by another demon in the middle of it. It's a good idea to take out all the other demons in a group before you try to confine one.



Mission Outline - Episode I: The Missing Girl

AREA 1: TSUKUDO-CHO

Map Page 43 Raidou Level 3 Event Status -Short Event 1, 2, and 3 are available p. 102, 103

- ❖ Summon Ukobach. “Ignite” Detective Kazama to make him talk.
- ❖ Head west to Tamonten Shrine. Talk to the Passing Deliveryman to get directions to the Daidouji Residence.
- ❖ Head north along the map’s path to the Daidouji Residence.

AREA 2: DAIDOUJI RESIDENCE

Map Page 44 Raidou Level 5 Event Status -

- ❖ Show the butler the Butterfly Brooch.
- ❖ Send a Demon on a solo investigation of Mr. Daidouji’s Study.

AREA 3: TSUKUDO-CHO

Map Page 45 Raidou Level 5 Event Status -Short Event 1 becomes unavailable p. 101

- ❖ Show Kaya’s Photograph to the two pig-tailed girls standing on the left-hand sidewalk of the main street south of Tamonten Shrine.
- ❖ Head down the alley to the east to show the photograph to Rin. She’s in the same uniform as those two girls.
- ❖ Leave Tsukudo-Cho to the south, and take the streetcar to Shinoda.

AREA 4: NAMELESS SHRINE

Map Page 44 Raidou Level 6 Event Status -

- ❖ Ring the Shrine’s bell and ask the Herald of Yatagarasu to send you to Dark Tsukudo-Cho.

AREA 5: DARK TSUKUDO-CHO

Map Page 45 Raidou Level 6 Event Status -

- ❖ **Event Battle:** Zombie x8
- ❖ Head north to learn about Dragon’s Jaw.
- ❖ Take the eastern alley, and head north from where Konnou-Ya is located.
- ❖ **Event Battle:** Obariyon x3
- ❖ “Spare them” after you win.
- ❖ **Event Battle:** Obariyon x3
- ❖ Head along the west alley from the Detective Agency to learn about Shikimi no Kage.
- ❖ Use a Volt Demon (Agathion) to destroy this Shikimi no Kage.
- ❖ **Event Battle:** Tsuchigumo x3. Use ice attacks against them.

AREA 6: TSUKUDO-CHO

Map Page 45 Raidou Level 9 Event Status -Short Event 2 becomes unavailable p. 101

- ❖ Return to the Real World via the gate to the north.
- ❖ Head south to find the girl you rescued and “Smile.”

AREA 7: DAIDOUJI RESIDENCE

Map Page 44.46 Raidou Level 9 Event Status -

- ❖ Go to the closet, which is the northern-most room on the west side of the first floor, and use a Volt Demon to “Inspect” the area.
- ❖ Take the second book; Demons and this Earth.
- ❖ Talk to the Tarrasque and he’ll ask for some Red Wine.
- ❖ Go back to the first floor and talk to the Irritated Servant who’s standing nearby as you come back to the foyer.

AREA 8: TSUKUDO-CHO

Map Page 45 Raidou Level 10 Event Status -

- ❖ Talk to the Exhausted Servant who’s standing by the left sidewalk as you enter Tsukudo-Cho.
- ❖ Ask if she’s alright to get the Red Wine.

AREA 9: DAIDOUJI RESIDENCE

Map Page 44.46 Raidou Level 10 Event Status -

- ❖ Look inside the Guest Rooms on the east side of the second floor to find a Pricey Beer.
- ❖ Give the Tarrasque the Red Wine, and move closer.
- ❖ **Event Battle:** Tarrasque x1. Use fire attacks against him.
- ❖ Give the Tarrasque the Pricey Beer to move across.
- ❖ Head west to reach a small barred room.
- ❖ “Inspect” the area with a Volt Demon, and pick up the book that’s found.
- ❖ **Event Battle:** Turdak x2, Gashadokuro x1. Make use of Pyro Jack.
- ❖ Head back to the first floor and send a demon in alone to eavesdrop on the conversation in the living room behind the butler.

AREA 10: TSUKUDO-CHO

Map Page 45 Raidou Level 12 Event Status -

- ❖ Go to the Detective Agency and talk to Narumi.

AREA 11: DAIDOUJI RESIDENCE

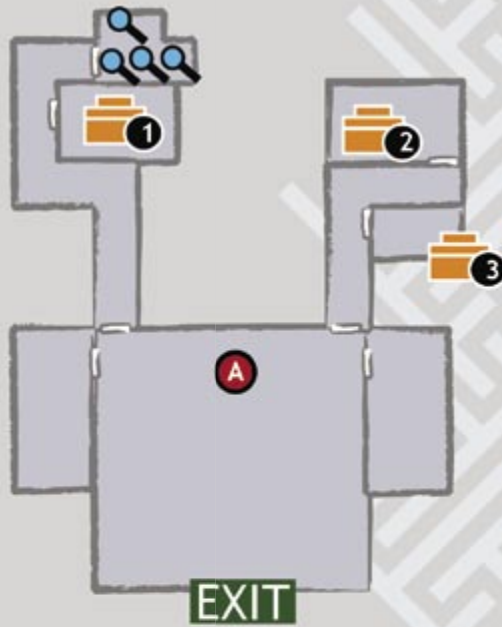
Map Page 44 Raidou Level 12 Event Status Short Event 4 becomes available p. 104

- ❖ Go to the Living Room and talk to Kiyoshi.





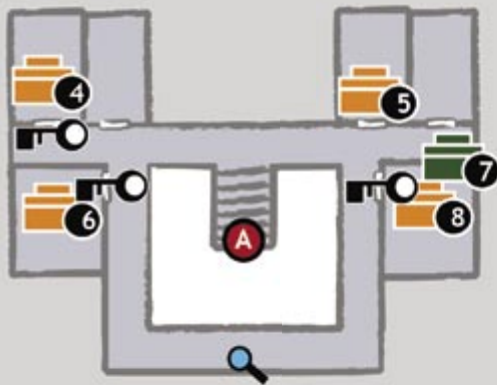
Area 2 Map - Daidouji Residence



Area 4 Map - Nameless Shrine



Area 2 Map - Daidouji Residence 2F



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Introduction	4
Culture and History	12
Basics	18
Scenario Overview	39
Walkthrough	100
Secrets and Sidequests	132
Advanced	144
Data	156
Interview	244
Boss Gallery	248