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Persona 5 bad ending wiki

Role-playing video game Persona 5Developer(s)P-StudioaPublisher(s)JP: AtlusNA: Atlus USPAL: Deep SilverPAL: Sega (Royal)Director(s)Katsura HashinoProducer(t)Katsura HashinoDesigner(s)Naoya MaedaProgrammer(s)Yujiro KosakaArtist(t)Masayoshi SutoShigenori SoejimaWriter(s)Shinji YamamotoYuichiro TanakaKatsura HashinoComposer(s)Shoji MeguroSeriesMegami Tensei (main)Persona (sub-series)Platform(s)Persona 5PlayStation 3PlayStation 4Person 5Play RoyalStation 4Release September 15, 2016 Persona 5JP: September 15, 2016WW: April 4, 2017Persona 5 RoyalJP : October 31, 2019WW: March 31, 2020 Genre(s)Role-playing, Social SimulationMode(s)Single-player Persona 5b] is a role-playing game developed by Atlus. It's the sixth installment in The Persona series, part of the larger Megami Tensei franchise. Released for PlayStation 3 and PlayStation 4 in Japan in September 2016 and worldwide in April 2017, it was released by Atlus in Japan and North America, as well as Deep Silver in Europe and Australia. An improved version that includes new content, Persona 5 Royal,c] was released for the PlayStation 4 in Japan in October 2019 and worldwide in March 2020. Persona 5 takes place in modern-day Tokyo and follows under the pseudonyms Joker a well-known high school student who moves to a new school after being falsely accused of assault and put on parole. During the school year, he and other students wake up to special power and become a group of secret vigilantes known as the Hearts. They studied the metaverse, a supernatural world born of the subconscious desires of mankind, to steal malicious intent from the hearts of adults. As in previous games in the series, the party fights shadows using physical manifestations of the psyche known as Their Persona. The game includes role-playing and knockout crawl elements alongside social simulation scenarios. Persona 5 was developed by P-Studio, an internal development studio run by game director and producer Katsura Hashino. Staff returning with Hashino from previous Persona games included character designer Shigenori Soejima and music composer Shoji Meguro. Preparatory work began during the development of Persona 4, and the full development began after Catherine's release in 2011. Persona 5, announced in 2013, was delayed from its original late 2014 release date because the game wasn't fully completed. The themes of the game revolve around achieving freedom from the limitations of modern society, while its story was strongly inspired by picaresque fiction, the party's Personas based on outlaws and rebels from literature. Persona 5 received critical praise for its visual performance, art direction, gaming, story and music. The game is considered one role-playing role-playing games and was nominated and won several awards. Including Royal, the game has sold more than 4.6 million copies, making it the best seller in the entire Megami Tensei franchise. In addition, several other related media have been published, including two spin-off games, Persona 5: Dancing in Starlight and Persona 5 Scramble, as well as manga and anime adaptations. Of them, Persona 5 Scramble is an Orthodox sequel that follows the Persona 5 plot. [1] The cast of the game has also appeared in other games, including The Joker, which appeared as a playable character in the 2018 crossover battle game Super Smash Bros. Ultimate. Gameplay See also: Playing the game's protagonist, The Persona series The Joker has two international lifestyles: normal student life (top) and exploring other earthly places (bottom). Persona 5 is a role-playing game in which a player takes on the role of a male high school student, codenamed joker, who lives one year while attending school in modern-day Tokyo. The game is controlled by a day-night cycle and weather systems that determine general behavior similar to a social simulation game. The year is marked by both scripted and random events when the Joker attends school. They can work part-time and engage in leisure activities or create combat items. These different functions raise character traits that give passive buffing effects during battle. [2] [3] [4] [5] In the real world, the protagonist can develop character relationships called confidantes. Social connecting system development from Persona 3 and Persona 4. This system allows the protagonist to discuss and improve his relationship with other characters he meets, some of whom lead to possible romances. Improving confidant ranks with party members unlocks a variety of combat abilities, including baton pass capability, which allows a player to choose directly after a critical hit by another character and provide temporary attacking power. [4] Improving rows with non-party confidantes grants other bonuses, such as granting access to new items and equipment and increasing the gain of experience point and yen. [4] Alongside normal school life, the indexation game of two types of dungeons in a world called metaverse: story-specific dungeons called Palaces and a multilayered, randomly created Dungeon called Mementos. Both are physical manifestations of shadow-encranced, repressed psyches modeled by mythological and religious figures. In a Mementos dungeon, a party can fulfill requests from a non-playable character (NPC) received from Confidant links. [2] [4] [5] [6] When navigating, a party uses a stealth to avoid enemy shadows, and in some areas there are puzzles that can be solved by using an insight ability known as an eye[7] that emphasizes interacting objects and the power of the enemy over the party. Compared. By exploring story-oriented palaces, a level of security is present, where the party seen or fleeing leads to increased security. If security reaches 100%, the party must leave the palace. The level of security can be lowered by launching surprise attacks on enemies and eliminating, and it also drops automatically overnight. [8] All palaces have places known as safe rooms. In them, the player can save his game, heal his party and quickly travel to the palace's other safe rooms. As in previous entries in the series, the game uses a turn-based combat system: fighting can begin when a party collides with an enemy, or they can launch a surprise attack known as ambush and gain an advantage in combat. In combat, the party has access to both melee and ranged weapons, in addition to being able to summon Personalas manifestations of the inner psyche of the protagonists, which is mainly used for specific attacks. [5] [7] [9] [10] If a character strikes an enemy weakness, he will bring down the enemy and get an extra translation, known as 1 More. If all enemies are brought down, Hold on will start. In one time, a party can launch a disastrous All-Out Attack, claim money or artifacts, or start negotiations. The negotiation allows the Joker to win over the chosen Shadow to become the new Person: they can only be persuaded to join if the Joker is their level or higher. [2] [5] [11] As with previous entries, party members can be knocked out, and if the protagonist is knocked out, or if a party member is knocked out, he can be imprisoned by the shadows of the enemy and cannot return to the party if the resulting negotiation fails. [8] New personalities can be obtained from the battle through successful negotiations, and different Personaia types are represented through different arcana linked to trustees. Personalities can be combined, fused or otherwise manipulated in a velvet room, the Joker of the World visits as part of his journey through the story. [6] [12] In the velvet room, Personas can be fused with guillotine fusion processes, and the resulting Persona inherits skills and statistics from its parents. The more skills a person has, the more it moves to the fused Persona. How powerful Personas are through fusion depends on how advanced the related Believed link is. Personas can also be sacrificed in different ways, including according to the styles of the death penalty: Hanging allows the experience of a sacrificial Person to show another chosen Person, and the Electric Chair sacrifices one to create a high-end object. Persona can also be sent to solitary confinement, where she undergoes intensive training and gets additional skills faster than normal. The number of days the Person remains to gain strength, based on its arcana strength. [6] Small multiplayer elements are Through the Thieves Guild feature. Like Persona 4 Golden's Vox Populi system, players have the opportunity to see what activities other players did on any given day. Players can send messages to each other in addition to influencing the vigilance meter for the player's benefit and assisting in the fight when a party member is taken hostage by the enemy. [4] [8] Synopsis setting and characters Main article: List of Persona 5 characters Persona 5 takes place in the Persona universe, which revolves around a group of personalizing high school students, physical manifestations of their inner psyche. [13] Persona 5 is located in modern-day Tokyo, in April 20XX (2016), with navigable real-world locations in the city, including Akihabara, Shinjuku and Shibuya. [14] In addition to larger environments, there are special places such as shops, restaurants and cinemas. An important environment throughout the game is Shujin Academy, a high school that the protagonist attends. [3] [15] [16] Another major location is metaverse, a supernatural world consisting of the physical manifestation of the desires of the subconscious of mankind. From metaverse, people with enough corrupt desires form their own unique palace, modeled on their distorted understanding of the world, as well as a shadow version of themselves with a treasure that symbolizes their desires. [15] [17] [18] Returning to previous entries in the Velvet Room, a place that exists for the growth of Persona users that changes appearance depending on the current guest: in Persona 5 it is in prison form. [12] The player character is a silent protagonist, a common feature of other Persona games, codenamed Joker. He becomes the leader of a vigilante group known as the Hearts, who change the hearts of criminals and other malevolent people through Metaverse. [16] [19] He forms it together with school criminal Ryuji Sakamoto, fashion model Ann Takamaki and Morgana, a creature like a mysterious cat. More people will join the group throughout the game, including art prodigy Yusuke Kitagawa, student body president Makoto Niijima, sweat comori computer hacker Futaba Sakura and cultivated corporate heiress Haru Okumura. [3] [16] [19] Also interacting with the Joker is Goro Akechi, a high school detective; Sae Niijima, Public Prosecutor and Makoto's older sister; And the residents of Velvet Room, Igor and his two assistants Caroline and Justine. [3] [20] The Joker also interacts with other confidantes, including janitor and Futaba adoptive father Sojiro Sakura, classmate Yuuki Mishima, his teacher and part-time maid Sadayo Kawakami, arcade player Shinya Oda, journalist Ichiko Ohya, fortune teller Chihaya Mifune, shogi master Hifumi Togo, doctor Tae Takemi, politician Toranosuke Yoshida and model shop owner Iwai, what are you? Plot After defending a woman for abusing a drunken man on the street, the protagonist is falsely charged with assault and probation, leading to her expulsion from her school. He will be sent to Tokyo to visit his family friend Sojiro Sakura and attend the Shujin Academy on a one-year probationary period. After arriving, he is drawn into a velvet room, where Igor warns him that he must rehabilitate himself to avoid future destruction and gives him access to a supernatural mobile app that leads him to metaverse and the palace of the school's violent volleyball coach, Suguru Kamoshida. The protagonist meets Morgana, who tells her about the ability to change the hearts of evil people by stealing their treasures, the emotional root of their behavior, from a palace controlled by his shadows themselves. The protagonist takes the code name Joker and, together with Morgana and her friends Ryuji and Ann, renews Kamoshida. Then the group forms Hearts ghost thieves who steal corruption from adult hearts to regenerate the city. As the number and successes of Phantom Thieves members increase, they attract the attention of the public and the police, including public prosecutor Sae Niijima and Detective Prodigy Goro Akechi. Ghost thieves learn that another secret group, including a black-faced assassin, uses the Metaverse to murder their targets and then frames the Phantom Thieves for killing. In the pursue of the conspiracy, the group is joined by Akechi, who is later revealed to be a blackface assassin. As they flee into hiding with Sae's help, the Ghost Thieves conclude that the leader of the conspiracy is politician Masayoshi Shido, who has used Akechi's ability to infiltrate metaverse to remove obstacles to becoming prime minister and impose his reforms on Japan, as well as the one who brought assault charges against the Joker. When ghost thieves infiltrate Shido's palace, they encounter Akech, who reveals himself to be Shido's illegitiated son. He also reveals that he secretly plotted to avenge Shido's years of neglect and convenes his true persona: Lokin. After defeating, Akechi sacrifices himself to protect ghost thieves from a group of enemies, allowing them to escape, reach and eventually defeat Shido. Despite Shido's arrest and confession since his change of heart, the public has still not been in touch and has lost confidence in both authority and ghost thieves. In response, the Ghost Thieves commit a final heist to infiltrate the depths of Mementos, the palace of all hearts, and steal the treasure from its core. Inside, they find that the public is in chaos and have decided to give up their autonomy. The ghost thieves were then thrown out of the mementa by the treasure itself, which shaped the Holy Grail, and disappear after seeing Metaverse merge When he wakes up in the velvet room, the Joker meets Igor, Caroline and Justine. Caroline and Justine get their memories back and blend in with Lavenza, their true form. Lavenza reveals the Igor the Joker has seen in the velvet room so far is Yaldabaoth, who captured the real Igor. Yaldabaoth, the Holy Grail, was created by mankind's wish to relinquish control, and through an appeals with Igor for mankind's goals, Yaldabaoth had given the Joker and Akech the ability to see if the world would survive or be destroyed by their actions, while directing the game in his favor. Joker rejects Yaldabaoth's offer to return to his world at the price of his freedom, and he fights with other Ghost thieves against him. The Joker's confidantes muster the support of the people, rebel against Yaldabaoth's control of humanity, and allow the Joker to awaken his ultimate persona, Satanine, to destroy Yaldabaoth and Metaverse. After yaldabaoth's defeat in order to prosecute Shido, the Joker must turn to the police. While the Joker is incarcerated, other Phantom Thieves and his confidantes successfully help secure evidence of the Joker's innocence on assault charges, leading to his conviction being overturned. By spring, joker's friends will drive him back to his hometown. At Royal In Persona 5 Royal, two new characters interact with Phantom Thieves: Kasumi Yoshizawa, a skilled rhythmic gymnast who moved to Shujin at the same time as the Joker, and Takuto Maruki, a school counselor hired after Kamoshida. Kasumi wakes up to his person after invited the Joker to a new palace in Odaiba. Maruki, on the other hand, talks with every GhostEr and learns their deepest hopes. After defeating Yaldabaoth, Akechi surrenders to Sae in the Joker's seat. At the beginning of the following year, the Joker's consider reality to be distorted; Akechi was released for no reason, and every Ghost thief has received his deepest wish. The Joker, Akechi and Kasumi explore the Odaiba Palace and learn that its owner is Maruki, who is also a Persona user and is able to change reality. Through Yaldabaoth's influence, Maruki also controls Mementos after using it from ghost thieves after they professed their wishes to him during their counseling sessions. Maruki reveals that Kasumi is his younger sister Sumire, who plays him to survive his death, and gives the Joker time to choose whether to accept his idealized reality. Joker reminds ghost thieves and Sumire of their real lives, and they agree to change Maruk's heart. At the beginning of February, the Joker learns from Maruk that Akechi was brought back to reality by the Joker's desire to save him and that whether he continues to live depends on whether

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External links Wikiquote has quotes related to: Persona 5 Official website Official website (Persona 5 Royal) Retrieved from 2Land Electronic Journal for Video Games 4playerType of siteOwner4Players 2000Nime statusActive 4players is a major German online magazine that offers news and reviews about video games and related content. History 4players was established in May 2000 by the active newmedia GmbH office in cooperation with Freenet AG. It was created to provide reviews and news in the video game world. The new web portal was then owned by freeXmedia GmbH. In December 2014, the portal was acquired by Computec Media GmbH, which already owns a gaming and PC network with outlets such as PC Games, Buffed or Golem.de. [1] [2] As of June 2016, mathias Oertel will be general manager and Jörg Luibl will be editor-in-chief. [3] Features 4players offers news, reviews, and downloads to a different video game platform. The main page is divided into sections for each platform covered by the portal: PC, PS4, Xbox One, Wii U, VR and PDAs. In addition, 4 providers cover the general video game community, eSports, tip section, Internet forum, and video section with video reviews. [4] The portal also offers additional features such as the iPhone and Android app, as well as the teamspeak server service. [5] [6] Reception Since February 2016 4players.de was one of the largest online video game portals in Germany with around 7 million side impressions and 801.000 unique visits per month. [7] In 2008, 4Players was one of the main reviewers of Atari's new game Alone in the Dark, threatened with legal action after giving the game a mediocre rating. 4Players was accused of obtaining an illegal version of the game before it was released and Atari wanted to force 4Players to pull a review from its website. At the same time, Atari also cancelled an advertising campaign on the 4Players website, which was interpreted as putting more pressure on the web portal. This garnered a huge media echo nationally and internationally, forcing Atari to row over their claims and both 4Players and Atari were able to resolve differences out of court. [8] [9] [10] References ^ Volker Briegleb. Freenet trennt sich von zwei Töchtern. heise.de (in German). Heise online. Retrieved October 4, 2016. ^ Rene Heuser; André Peschke. 4Players.de - PC Games-Verlag Computec übernimmt website. gamestar.de (in German). The star of the game. Retrieved October 4, 2016. ^ 4players.de team. Retrieved 10 June 2016. ^ The 4players.de page. Retrieved 10 June 2016. ^ 4players.de teamspeak service. Retrieved 10 June 2016. ^ Barczok, Achim (October 2014). Der digitale Kiosk. c't – Magazin für Computertechnik (in German). Verlag Heinz Heise. 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