





Persona 5 bad ending wiki

Role-playing video game Persona 5Developer(s)P-Studio[a]Publisher(s)JP: AtlusNA: Atlus USAPAL: Deep SilverPAL: Sega (Royal)Director(s)Katsura HashinoDesigner(s)Naoya MaedaProgrammer(s)Yujiro KosakaArtist(t)Masayoshi SutoShigenoriori SoejimaWriter(s)Shinji YamamotoYuichiro TanakaKatsura HashinoComposer(s)Shoji MeguroSeriesMegami Tensei (main)Persona (sub-series)Platform(s)Persona 5PlayStation 4Persona 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 5[b] 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 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 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 alternational 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 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-enciranced, repressed psyches modeled by mythological and religious figures. In a Mementos dungeon, a party can fulfill requests from a nonplayable 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 guickly 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 negotiations. The negotiations. The negotiation allows 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, the game ends. Sometimes, if a party member is knocked out, the game ends. Sometimes, if a party member is knocked out, the game ends. from the battle through successful negotiations, and different Personala 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 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 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 is 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 Takamak 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 Akech'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 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, the 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 Jokers' confidantes muster the support of the people, rebel against Yaldabaoth's control of humanity, and allow the Joker to awaken his ultimate persona, Sataniel, to destroy Yaldabaoth and Metaverse. After yaldabaoth and Metaverse against him. is incarcerated, other Phantom Thieves and 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 Jokers 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 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 Jokers' desire to save him and that whether he continues to live depends on whether

the Joker accepts Maruk's world. Joker refuses his offer, and the Ghost Thieves beat Maruk the next day. Go back to normal, and when Akechi is missing, the Joker goes back to prison, but with the help of the Ghost Thieves and his confidantes, he is acquitted. At their last meeting since the Joker's release, every member of the Ghost Thieves decides to pursue their future. On the day he is due to return home, Joker escapes following government agents with the help of both the Station, Sumire finds him and says goodbye to him. The post-credit scene achieved with certain game requirements shows someone resembling Akech passing by the window on the Joker's train journey home. Development The game was developed by P-Studio, Atlus' internal development studio dedicated to handling the Persona series. Preparations for the game began in 2008 following the release of Persona 4, and the full development began after Catherine's release in 2011. [21] [22] [23] [24] Hashino was not fully involved in the development until Catherine finished, and later called the latter game a test for the development of the next Persona game. The development lasted five years. [25] [26] Persona 5 would be Hashino's last game in the series as head of P-Studio, as he would then form a separate internal team called Studio Zero. [27] [28] At the start of production, there were approximately 40 employees. During full production, the number increased to 70: 15 designers, 15 programmers and 30-45 designers. These included the game's chief designer, Naoya Maeda, who had previously done modelling for the Trauma Center series. General development was a challenge for the team, as they deliberately changed their development structure thanks to more efficient equipment. [24] Although the endgame maintained a turn-based system in previous entries, one of the early design features was a function-based system that contains a series of foreign real-time elements. This idea was eventually scrapped, but real-time command elements were introduced into the combat system. [29] A significant new addition was the inclusion of unique dungeons in locked layouts compared to randomly created dungeons from previous Persona games. This was done both to mimic the themes of the game and to provide veteran players with something different. [30] The feature returning to both previous Persona games and the Megami Tensei majors was Negotiation: because fans considered it a key part of the overall series, Hashino decided to reintroduce it after being absent from the previous two main line entries. Persona 5's negotiation system was tied to the root causes of the Shadows as suppressed psyches within the collective subconscious. Keep Upright was inspired by scenes Where an opponent would put people at gunpoint and make demands. These features were introduced because the game was partly a celebration of the series' history. [26] When designing gameplay elements, weather and environmental elementa eleme dungeon environments. [24] Some segments took control of the player except for limited dialogue choices. This was chosen because it reflected the controlled environment of Japanese high school students. [31] When Catherine used a third-party Gamebryo game engine, Persona 5 used a specially created engine. Hashino believed that the new engine would make it easier for them to come up with ideas, even if it led to fans long waiting for the game. [23] [32] Atlus also developed the event scene software internally, with an estimated 1,160 featured in the final game. The tools for their development and processing were greatly expanded during the previous two entries to properly inform players of more advanced hardware. [24] Character modelling was generally handled with a specially developed toon shade that helped translate characters were initially realistically perceived as in Catherine, but the team thought it was wrong in The Persona series. To do this, the team made some experimentation and error before finding a style that satisfied them, doing something similar to the interface and menu design. [33] Unlike Persona 4, which had a common deformed look to hardware limitations on different shapes of body shapes, the technology available to the Persona 5 team allowed for individual customization to all relevant character designs. Two different models were used for the members of the lead role: a detailed template for real-time cuts, and a universal access model for general event scenes and gameplay. [24] Persona 5 was the first time a large number of personalities were made in HD, which proved to be a brutal challenge for the team. [9] Story and Themes The original story concept was written by Shinji Yamamoto and Yuichiro Tanaka. [34] [35] The original concept was a story that differed from the established paths of Persona 3 and Persona 4, and whose keywords were self-discovery and journey. [29] Hashino decided to focus on Japan after the 2011 Tohoku earthquake and tsunami. [26] More specifically, it has been noted that the actions of the Japanese Government the fallout from the tsunami and the reactions of the Japanese people to how the government acted during that period may have partly influenced the themes of the game. [36] After the crisis and seeing how people became friends in front of it, Hashino decided that the story would take place exclusively in Japan, and the journey is always made through changing palaces. [29] Ultimately, the key concepts of the story were inspired by similar societal changes he saw in modern society, especially in Japan. [18] Hashino also described freedom and achieving it as a central theme of the game. [37] He wanted to make the game a thematically approachable series for newcomers and be an emotional experience that left his audience with a strong sense of catharsis and inspiration to take on problems in his life. [37] [38] The narrative of Persona 5 was designed like an omnibus, and the opponents sought by the party changed regularly. [17] As inspiration, the development team has also mentioned three main stories: the Chinese novel Water Margin, the Japanese crime film Hakuchuu no Shikaku and the Spanish novel Lazarillo de Tormes. [39] In addition, the setting and style were compared to picaresque fiction. The team originally asked a question about how a character like Arsène Lupin III could overcome attraction in modern society. [40] This picaresque theme was introduced into the aesthetics of personalization and sacrifice, which was the theme after the styles of the death penalty. [6] A more stereotypical theme allowed the team to make a surprising story development by mixing contemporary drama with the setting of the Persona series. The recurring subject of the series masks was used more shufflingly in the game's plot than previous entries, [41] and the main venues of the game were strongly based on their true counterparts. [4] According to Hashino, the protagonists share a common mindset that they no longer have a place where they belong in society: the events of the game give them a sense of belonging. [19] Hashino noted that while the last few games were about protagonists chasing opponents, Persona 5 would instead have more prominent opponents and phenomena caused by chasing protagonists during the protagonists Following this concept, the main goal of the game was to show the characters the courage to go beyond the normal boundaries of society set by previous Persona 5 adopts voluntarily unconvented unusual events in its role of masked vigilantes rather than being drawn in. [19] The cast was originally intended to The character Hifumi Togo became a Ghost Thief, but since the story was already very big, he was transferred to an optional role as part of the Confidant system. [42] Technological developments, such as smartphones and the use of social media, were integrated into both story and gameplay due to their increasing prevalence in modern society and the response of the public to real-life scandals. [31] [36] The original personas of the characters (Arsène, Captain Kidd, Carmen, Zorro, Goemon, Johanna, Necronomicon, Milady, Robin Hood) were the theme after outlaws and picaresque heroes to reflect palace activities and dominant repressed passions and also represent aspects of their owners' personalities. [3] [16] [17] [19] [43] The joker's original Persona was originally the German demon Mephistopheles, but it was changed for Arsène because the latter character was better suited to the themes of the game. [42] The actors' alternative personas (Satanael, Seiten Taisei, Hecate, Mercurius, Kamu Susanoo, Anat, Prometheus, Astarte, Loki) are taken from mythical creatures acting as cheats or rebels. [35] The three main inspirations for the Joker's alter ego were Arsène Lupin, The Fiend with Twenty Faces and Japanese outlaw hero Ishikawa Goemon. [39] Joker High School name Shujin was chosen because it was a homonym of Shūjin (囚人), the Japanese word prisoner. [44] According to the trend of previous entries, assistants to the Velvet Room are named after the characters in Mary Shelley's novel Frankenstein. [12] The use of adults as adversaries was a explainer of the narrative elements previously studied in Persona 4. The relationship with policing also received 4 from person 4, but this time the role of protagonists and opponents reversed. [29] Several authors have highlighted similarities between different opponents of the game and actual incidents/characters in different sectors of Japanese society (e.g. political, corporate, academic) and how the story and characters of the game serve as a social commentary on life in Japan. [36] [45] The villains and protagonists of the game were also built as parallels, and both groups were unsuitable and trying to shape a world they considered unsatisfactory or corrupt. The purpose of this was to create moral ambiguity about the actions of the Phantom Thieves, which led the player to question their perception
of justice and their entire mission. [26] In addition, the way in which the vocal minority online was able to draw attention and change public opinion about news events and scandals was cited as an inspired by the ambiguity of phantom thieves' actions. [30] Art design Shigenori Soejima, who had worked in the last two majors in Persona games, returned as a character designer. [33] The art director of the game was Masayoshi Suto, whose most significant work in previous games included Screens. [46] Art Design found previous Persona games fun but not well marketed, they designed the interface to attract a larger, more mainstream audience. [47] According to Soejima, he worked with potential models of the game while Persona 4 was still in development, and his plans evolved in the band of the story of Persona 5. [22] Aesthetically, the team felt they were picking up where Persona 4 left off. Its design presentation was an unintentional reflection on the obstacles the team had to overcome during development. [33] After the blue and yellow thematic colorings of Persona 3 and 4, Persona 5 wore red, chosen for a harsh feeling. [47] [48] Therefore, Suto tested several font colors until it settled in black and white because it stood out best against it. [46] The wish was also, in particular, in the teaser image used to report the game, which represented the shackle of the modern world. [48] Soejima designed the logo to convey the quick existences of young actors, while elements like the Joker's Persona Arsène were designed to look old-fashioned. This brought challenges, as Soejima had to balance this with a strong sense of style. [9] The main goal of the game's environments was to create a sense of realism when Tokyo was modelled by the real places. [46] [49] When creating the interface, Hashino wanted to show how a change of perspective could turn boring life into an exciting story. Early ui models were so aggressively animated that it masked what happened in the game. As a result, animations have been fine-tuned and text direction changed, which has defined graphical elements of the user interface to balance user-friendliness and style. [31] Instead of using subcolors for previous entries, the user interface used only primary red, black and white colors in addition to health and magic point meters, and the menus used a special mobile Joker 3D model that would change the location according to the selected menu. [47] The first draft characters were submitted in 2012. [50] Soejima worked closely with Hashino, so the characters and environments reflected the themes of the game. [37] Since Soejima was a high school student, it was difficult for him to make the uniform design of each protagonist stand out, so he expressed their individuality through his spare suits. [51] Soejima mentioned the joker's design as his most challenging recent work. The Joker had to both give a taste of the overall art style of the game and act as the player's avatar. Since the main theme and vigilantes, which the Jokers voluntarily initiated by choosing this path, Soejima had to pass this on and allow according to the dialogue selection decided by the player. Due to these difficulties, the Joker was given several models in the trial and error process to find the best. Since the ghost thief premise was a common stereotype in fiction, Soejima drew the joker and lead in a manga-like style of shone, but these models were scrapped when they collided with the realistic aesthetics of the Persona series. As in previous entries, Joker was a silent character, so as the previous protagonist, Soejima, had to figure out the way he could communicate without dialogue. His solution was to imagine him as someone who made plans but doesn't share them with others. [52] Persona models based on literary characters were designed to inspire both familiarity and astonishment from players. After the names were chosen, Soejima designed The Personalities based on that character. [51] The animated cuts in the game were produced by Production I.G and Domerica and directed and supervised by Toshiyuki Kono. [9] [53] Hashino contacted Kono three and a half years before the game was completed: in front of the project Kono felt a lot of pressure in his role. Persona 5 was the first time Production I.G. had worked on the series, although many studio staff were fans. Despite this, the studio did not change its standard animation process, focusing on the characters, as they had done in many of their previous projects. The most important part of the shades of the cuts was getting the character's facial expressions right, especially when it came to generally mute protagonists. The animated opening sequence of the game was directed by Sayo Yamamoto. [54] The concept of characters behind characters slipping around the environment was made as a visual symbol of the game's overall theme, freed from oppressing power, and was similar to his work on Yuri on Ice. [9] Atlus asked for a scene in which the Joker first invited his persona to look wild, which was again difficult for the joker's purpose as an extension of the player. The blue flame effects associated with the persona were not created with CGI, but were hand-pulled by the animoners. All anime surgeries were estimated to contain more than an hour of footage. [54] Music The original composition of the game was composed, performed and produced by the series' sound director Shoji Meguro. [55] Other speeches, including general sound design, were addressed by Toshiki Konishi, Kenichi Tsuchiya, Atsushi Kitajoh and Ryota Kozuka. everyone has also worked on the soundtrack, and about 80% of the songs used in the game were his, which lasted a total of about three years. [51] Jazz and soul music singer Lyn Inaizumi performed seven songs in English. [55] [56] [57] His first performance in a video game, claimed that the hardest part of her donations was running a rap segment on the opening theme Wake Up, Get Up, Get Up, Get Out There. [58] The lyrics were written by Benjamin Franklin, while the rest of the song Hoshi To Bokura To had lyrics written in Japanese by Shigeo Komor. [55] Meguro included strong acidic elements in the score to express the mood of the game. [59] He also sought to make music sound more realistic than previous Persona games, with the goal of matching the visual appearance of the game. [51] Meguro also changed the flow of music compared to the last two Persona games. Instead of opening and ending themes being total score conglomerates, he described as a do-la syllable: the opening used so la re mi as a hook on the strings, which then led to a do-la syllable of other songs, including a normal combat theme. While creating music, Meguro received positive comments from Hashino when he made early songs against internal demos. [46] Mastard Records released a three-disc soundtrack in Japan on July 17. [56] After its debut, the album topped oricon's charts after more than 29,000 sales. [60] The album had 110 songs with comments from the sound team, while the cover and line tag artwork was designed by Soejima. [61] In addition to the sound team, while the cover and line tag artwork was designed by Soejima. containing a selection of the game's main themes, Persona 5: Sounds of the Rebellion. [56] The full soundtrack later received a localized English release campaign for 2017's Taipei Game Show Persona 5 was first announced with a teaser trailer in 2013 alongside the Persona 4 Arena Ultimax of spin-off games Persona Q: Shadow of the Labyrinth, Persona 4: Dancing All Night and playstation 3. Sony's press conference in September 2014 announced that the game would also be released for the PlayStation 4, and it was also announced that it had been delayed in 2015. According to director Katsura Hashino, the full development of the game for playstation 4 was delayed and the overall quality of the game improved for both versions. [65] The game is first game trailer was unveiled on 5 May 2005. The Blu-ray disc, which included an exclusive trailer for the game, was paired with the first print copies of Persona 4: Dancing All Night in Japan on June 25, 2015. [66] The song used in the first game trailer was an instrumental version of the main theme. [59] During a special live stream of the game 2015 Tokyo Game Show, it was announced that the game will be delayed again in late 2016. [67] Speaking in a staff interview, Hashino regretted the delay and stated that it was necessary to supply a high-quality product without its need to refrain from the content. [68] In April 2016, Atlus launched an official countdown related to the game, which went down until May 5, 2016. Soon after, a special livestream called Take Tokyo Tower was announced, which would coincide with countdown day. During the livestream. The game was released in Japan on September 15, 2016. [69] In addition to the standard edition, the 20th Anniversary Edition was released, which includes all downloadable content (DLC), based on Persona 3 and Persona 4, a set of five best albums on CD that includes music from all six major games in the series, and the official art book of Soejima's game. [70] In honor of the Japanese release of the game, the series-focused Persona Stalker Club variety program had a new programming block called Persona Stalker Club V.[71] Promoting the game in Japan, Atlus, together with AKG Acoustics, released a limited edition wireless headset based on the Futaba game. [72] The headphones featured box art designed by Soejima and a music CD with two meg guru and kozuka remixed songs from the game. [72] Certain game branded clothing, such as jackets and bags, was also made and released in Japan. [73] [74] After its publication, character skins and other personas were published as paid downloadable content (DLC). Costumes included in the 20th anniversary edition based on Persona 3 and Persona 4, in addition to new costumes based on the characters of revelations: Persona,
Persona 2 duology (Innocent Sin and Eternal Punishment), Shin Megamii IV, Devil Summoner: Raidou Kuzunoha vs. Soulless Army, Persona 4 Arena and Dancing All Night. [75] [76] [77] The costumes were accompanied by arranged battle music from each costume set game, which replaces the default fighting theme based on which costume Joker wears. The personas were resurrected and the original versions of key people person Persona 3 and Persona 4 were reborn. PlayStation themes and avatar sets were also released based on key characters in Persona 5. [78] The Additional Trouble Regulation, known as Ruthless, was also published as free additional material. [76] [79] Pre-order bonuses and their original North American version was delayed to keep up with other Persona games. [81] In Europe and Australia, the game was released by Deep Silver. [82] [83] Originally planned published on 14 February 2017, the reason stated was that Atlus wanted the game to be of the highest guality. [85] As in previous Persona games, England's localization was handled by Atlus USA and led by Yu Namba. According to Namba, the team started on a blank board when selecting in previous Persona games. [86] Namba described the localization of Persona 5 as a massive project with the largest staff dedicated to the series. As project manager, Namba made a final call about things the team raised during the localization process. [87] The localized manuscript was estimated to be 50% larger than Persona 4 Golden's. [88] The name of the game also waived the use of the Shin Megami Tensei moniker in areas of England used for Persona 3 and Persona 4. [85] [89] For english release, the Japanese dub was released as free additional material. [85] Following the worldwide release of the game's video footage, noting that streamers who shared material after a specific in-game date[did] so that they could receive a content ID requirement or worse, a channel strike/account suspension. [90] The guidelines were widely considered threatening and criticised by many in the game press and streaming community. [91] [92] [93] [94] About three weeks later, Atlus apologized for the tone of its original guidelines and revised its policy, greatly extending the amount of game being streamed, although some critics continue to argue that even the revised streaming policy remained unfriendly to fans of the game and detrimental to its success. [95] [96] Persona 5 Royal, released in Japan as Persona 5: The Royal, is an improved version of the glavstation 4 that resembles it before Persona 4 Golden. This version has an additional Phantom Thief member named Kasumi Yoshizawa, a new palace, new music, additional story and social elements, a playable third semester and support for the PlayStation 4 Pro, among many other changes and additions. [97] Atlus had first teased the game persona 5 R in December 2018, and it was revealed in full in April 2019. [98] It was released in Japan on October 31, 2019 and worldwide on March 31, 2020. [99] [100] As in the original game, Domerica jointly produced anime cuts. [53] Reception Persona 5Aggregate scoreAggregatorScoreMetacritic93/100[101]Royal: 95/100[102]Review scoresPublicationScore4Players 91/100[103]Royal : 92/100[104]Destructoid9/10[105]Easy Allies[106]Edge8/10[10 107]EGM[108]EurogamerEssential[109]Famitsu39/40[111]Game Informer9. 25/10[113]GameRevolution5/5[114]GameSpot9/10[115]Royal : Gamer4.5/5[119]Royal : 10/10[122]Jeuxvideo.comRoyal : 18/20[123]OPM (AU)10/10[124]OPM (UK)10/1 10[125]Royal : 10/10[126]Polygon9/10[127]Royal : Recommends[128]Push Square[129]Royal : 4.5/5[131]Royal : 4.5/5[132]The Guardian[133]USgamer5/5[134] Persona 5 has been mentioned as one of the greatest role-playing games of all time[135][136][137][138][139], which is gaining popularity according to collector Metacritic. [101] Famitsu gave it a positive rating, and the game collected almost perfect scores. [110] PlayStation Official Magazine – UK described the game as a ruthless masterpiece. [125] IGN's Andrew Goldfarb said the game as a ruthless masterpiece. deepest JRPGs of the last decade. [140] RPGamer said that with Persona 5, Atlus has once again proven himself to be the champion of the modern JRPG. Great style, addictive gameplay and an immersive, thought-provoking story. [141] One much praised aspect of the game was its graphic style and art direction. [109] The quality of the english localization of the game was one of the few aspects brought to criticism, and Polygon described it as incriminatingly mediocre. [142] [143] The second was the game's handling of LGBT topics. [144] Kenneth Shepard noted in Paste that the only characters that exist outside the game's completely heteronormative environment are a lecherous gay couple who are treated as a joke, leading him to conclude that Persona 5 sees gay men as a joke at best and at worst something repulsive to fear. [145] These scenes were altered in the Western version of Persona 5 Royal. [146] Famitsu praised the new elements of Persona 5 Royal. [111] Other Japanese expressed disappointment that the content could have been delivered instead as an extension to the original game. [147] IGN listed it as one of the best modern role-playing games. [148] Sales The game received a boost in pre-order sales after the delayed release of Final Fantasy XV, originally scheduled for the same month as Persona 5. [149] Sales increased by 450% in Amazon Japan, putting the game in second place behind its best-selling charts Behind Tales of 827,767 copies, while the PS3 version reached second place with 72,974 copies, resulting in total sales of 337,767 copies. This made Persona 5 the best-selling title in the history of the series, surpassing Revelations: Persona, and, along with Pro Evolution Soccer 2017, significantly extended ps4 sales compared to the previous week. [150] [151] Hashino later reported that physical and digital sales had reached a price of more than 550,000 each by September 2016. [75] Within three weeks of its launch in Japan, the game became Atlus' best-selling game [152] Outside Japan it was biggest debut in any Persona game to date, packed sales five times better than Persona 4. [153] [154] [155] on PlayStation Network in April, the game topped the PS4 charts and was third on PS3, with Atlus announcing that it had delivered 1.5 million copies worldwide. [156] [157] By November 2017, that number had risen to more than 2 million, making it the best-selling game in the series. [158] The success of Persona 5 increased atlus owner Sega's annual revenue in 2017. [159] At the 2018 PlayStation Awards, it received the Platinum Award for exceeding 1 million sales in Asia. [160] Worldwide sales of the game had reached over 3.2 million copies by December 2019, [161] excluding the Royal delivered more than 400,000 copies in Japan by December 2019. [163] This increased persona 5 and Royal's total sales to more than 3.6 million units worldwide by December 2019. [161] [162] In February 2020, Royal topped media create sales charts in South Korea and Taiwan. [164] In the UNITED Kingdom, Royal topped media create sales chart. [165] Royal had sold more than 1.4 million copies by July 2020, increasing the total sales of Persona 5 and Royal to more than 4.6 million. [166] [167] Awards Persona 5 won two awards at the 2016 PlayStation Awards in Japan. [168] At The Game Awards 2017, the game was nominated for the show's Game of the Year, Best Art Direction, Best Score/Music and Best Role Playing Game awards, winning Best Role Game. GameSpot named it the second best game of 2017 behind The Legend of Zelda: Breath of the Wild. [170] At IGN's Best of 2017 awards, it won best RPG[171] and was also nominated for Game of the Year, [172] for best art, [174] for best art, [174] for best story, [175] and best soundtrack awards. [176] The game was also nominated at the 2017 Ping Awards and giant bomb's Best Music and Best Style awards. [178] [179] Eurogamer, Polygon, [181] The Verge, [182] Games Radar+, [183] and Electronic Gaming Monthly listed it as the best games of 2017. [184] It was named 5th U.S. 2017 by Destructoid's Ray Porreca. for the best game. [185] The site also named the game best PS4 game in its Game of the Year awards 2017. [186] Game Informer's readers and staff voted it their best role-playing game of 2017, as well as best narrative and actor. [187] [188] [190] In the Reader Selection Awards, it also ranked second to Sony Game and third place in Game of the Year. [191] [192] The game won the Tin Pan Alley Award for Best Music in a Game at the New York Game Awards 2018. It was also nominated for the Best Visual Arts Award Developers Choice Awards. [194] In addition, it was nominated for Best Role-Playing Game on 21 December 1996. 21. Awards, [196] and Excellence in Musical Score and Excellence in Art at the 2018 SXSW Gaming Awards. [197] [198] At the 2018 NAVGTR Awards, the game won Art Direction, Contemporary; Costume design; Direction in the game movie; Game, franchise role-playing; and writing in a drama awards. [199] [200] The game was nominated for Best Game Music Cover/Remix at the 2019 G.A.N.G. Awards. [201] Persona 5 Royal won the best music award at the Famitsu Dengeki Game Awards 2019, while its second nomination was Best RPG. [202] It is nominated for best role-playing game at The Game Awards 2020. Legacy Before the game was released, a separate anime special called Persona 5: The Animation -The Day Breakers - aired on Japanese television on September 3, 2016. [70] [203] [204] The Day Breakers, created by A-1 Pictures, is ranked over the events of the game and is described as a sub-event separate from the main story. [203] Hisato Murasak's manga adaptation began online on 15 September 2005. [204] Persona 5: Animation, an anime TV series based on game events, was produced by CloverWorks and began broadcasting in April 2018. [205] [206] PlayStation 4 and PlayStation Vita rhythm game Persona 5: Dancing in Starlight
features the lead in the game and was released in 2018. [207] [208] Actors also appear in 2018's Persona Q2: New Cinema Labyrinth for the Nintendo 3DS. [209] In addition to teasing Royal, Atlus also announced The Persona 5 Scramble, a hacking and slash game developed by Koei Tecmo's studio Omega Force, whose gameplay is based on their Dynasty Warriors series. [210] It was released in Japan for Nintendo Switch and PlayStation 4 on 20 September 2005. [211] Stage stage set series under the title Persona 5: The Stage is performed in Japan,[212] With original music composed by Atsushi Kitajoh. [213] Game characters and other elements also include appearances on Dragon's Dogma Online,[214] Phantasy Star Online 2,[214] Lord of Vermilion Re:3,[214] Sonic Forces,[215]] Puzzle & amp; Dragons,[216] Granblue Fantasy,[217] Catherine: Full Body, [218] Star Ocean: Anamnesis, [219] Another Eden, [220] and Tokyo Mirage Sessions #FE Encore. [221] Joker also appears as a playable character through downloadable content (DLC) in the 2018 crossover battle game Super Smash Bros. Ultimate. [222] Game director Masahiro Sakurai is a fan of The Persona series, noting that joker was emblematic of the approach he wanted to adopt with ultimate's additional material, adding that he wanted characters unique, different and fun to use in the Super Smash Bros. environment. [223] [224] Notes ^ Creative Department 2nd Production (P-Studio) is a subsidiary of Atlus. ^ Japan: ペルソナ5 Perusona Faibu ^ Japan: ペルソナ5 ザ・ロイヤル Hepburn: Perusona Faibu Za Roiyaru References ^ ペルソナ5 スクランブル ザ ファントム ストライカーズ | 公式サイト. ペルソナ5 スクランブル ザ ファントム ストライカーズ | 公式サイト (in Japanese). Retrieved November 19, 2020. ^ a b c Campbell, Kyle (June 20, 2016). Persona 5 Hands-Off impressions. RPG site. Archived from the original on June 23, 2016. Retrieved August 15, 2016. ^ a b c d e Romano, Sal (10 May 2016). Persona 5 introduces three new party members [Update]. 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Masahiro Sakurai shares his thoughts on Persona 5 and Atlus in a special video interview. Siliconera, what are you? Archived from the original on 1 February 2019. Retrieved 31 January 2019. External links Wikiguote has guotes related to: Persona 5 Official website (Persona 5 Royal) Retrieved from 2Land Electronic Journal for Video Games 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 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. 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