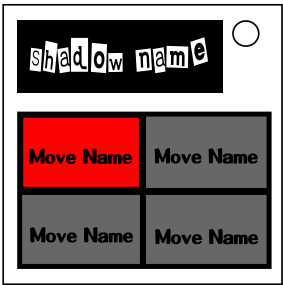


On the Subject of Hold Ups

Well then, let's do the first step: Knock all the enemies down, and do a Hold Up!

This module consists of a top screen with 4 buttons. It is based off of the RPG, Persona 5, in which you need to defeat opponents (named shadows) with specific type moves. The display shows the current shadow.



The goal of the module is to knock down all shadows, after which a "Hold Up" happens. During this, you need to choose one of 3 options: Perform an "All-Out Attack", break formation or talk with shadows for money/items. Choosing the wrong move type, or the wrong action will incur a strike.









Table A: Shadow weaknesses.

Take the name of the current shadow (Located at the top of the module) and find it in the list. Use a move with the corresponding type, found in list B.

 <u>Weak to Fire</u>	 <u>Weak to Ice</u>	 <u>Weak to Elec</u>	 <u>Weak to Wind</u>	 <u>Weak to Nuclear</u>
<ul style="list-style-type: none">• Mandrake• Silky• Koropokguru• Nue• Jack Frost• Leanan Sidhe	<ul style="list-style-type: none">• Hua Po• Orthrus• Lamia	<ul style="list-style-type: none">• Bicorn• Kelpie• Apsaras• Makami• Nekomata• Sandman• Naga	<ul style="list-style-type: none">• Agathion• Berith• Mokoi• Inugami	<ul style="list-style-type: none">• High Pixie• Yaksini• Anzu
 <u>Weak to Psy</u>	 <u>Weak to Bless</u>	 <u>Weak to Curse</u>	 <u>Weak to Gun</u>	
<ul style="list-style-type: none">• Take-Minakata• Thoth• Isis	<ul style="list-style-type: none">• Incubis• Onmoraki• Koppa-Tengu• Orobas• Rakshasa	<ul style="list-style-type: none">• Pixie• Angel	<ul style="list-style-type: none">• Jack O' Lantern• Succubus• Andras	

Table B: List of possible moves.

If you found the correct move type, find a move in the row of the correct move type that is also on the bomb.

 Fire	Agilao, Inferno, Maragidyne, Blazing Hell
 Ice	Bufula, Diamond Dust, Mabufudyne, Ice Age
 Elec	Zionga, Thunder Reign, Maziodyne, Wild Thunder
 Wind	Garula, Phanta Rhei, Magarudyne, Vacuum Wave
 Nuclear	Freila, Atomic Flare, Mafreidyne, Cosmic Flare
 Psy	Psio, Psycho Force, Mapsiodyne, Psycho Blast
 Bless	Kouga, Divine Judgement, Makougaon, Shining Arrows
 Curse	Eiga, Demonic Decree, Maeigaon, Abyssal Wings
 Gun	Snap, One-Shot Kill, Triple Down, Riot Gun

Step C: The Hold Up.

When all shadows are knocked down, you will automatically perform a Hold Up. To finally solve the module, choose the correct action.

1. If all indicators combined contain letters that are also in the nickname of all of the first 3 Phantom Thieves (Joker, Skull, Mona), perform an All-Out Attack.
2. Otherwise, If one of the shadows was weak to Gun, break formation
3. Otherwise, negotiate with the shadow and refer to "Negotiating with shadows".

Negotiating with shadows

After starting the negotiation, you get the choice between asking for money or items. The personality of the shadow is displayed next to the shadow name.

- If the shadow is Timid, or Gloomy, ask for items
- Otherwise, if the shadow is Upbeat or Irritable, ask for money.