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The glitchless route for Shin Megami Tensei II is mostly the same between SFC and PSX. However, there are some version differences that have to be taken into account. They aren't enough to warrant writing a new route, so they'll be listed here to be referred to during runs. Only speedrun-relevant differences will be listed. There are other changes, such as QOL adjustments, some item names being written in Kanji instead of Hiragana, and obvious hardware-related things, but the gameplay-related stuff is what's focal here.

Please note that I haven't tested the differences between v1.0 and v1.1 of the PSX release. That being said, v1.1 is a lot more polished and is the ideal version for glitchless runs anyways.

## 0 - Settings

Similar to SMT1 PSX and SMT if... PSX, you can press the Start button and go into the configurations menu. Make sure to change text speed to Quick, battle effects to Off, Auto-battle to Mode 2 or 3, and Auto-recover to Magic Only.

## 1 - Moon phases

In the SFC version, the progression of the moon phase (the amount of steps for the phase to change) resets to 16 steps upon entering shops, terminals, elevators or staircases. This does not apply on the PSX and GBA versions. There are some dungeons where we have to enter them on a specific moon phase. These are:

- Any dungeon where we collect a gem chest - these can only be collected on Full Moons
- The disco section at Holy Town - need to enter the bar at a Full Moon, then Traport and enter the disco while still on a Full Moon
- Hecate's dungeon - she can only be fought on a New Moon
- Master Therion's dungeon - he can only be fought on a Full Moon

The workaround for this is pretty simple. Enter these dungeons one phase earlier than you would on SFC. For example, a dungeon that you'd enter on 7/8 Ascending on SFC should be entered at 6/8 Ascending on PSX. In the case of the disco, it may be better to collect the pillar from the Junks shop on a different moon cycle to the disco stuff I.e Junks -> Bar as soon as Full Moon starts -> Traport -> Disco competition

## 2 - Stats

There is a bug in the SFC version where saving Hiroko from her prison cell **without picking up Nadja** will erroneously give Aleph a +1 boost to all of his stats, which the game does not tell you. Likewise, if you do pick up Nadja, the game will say that Hiroko got this stat boost, but she will not.

The bug was fixed on PSX and GBA. What this means for the run is that Aleph will be down one point for each of his stats. While this is inconsequential for STR, VIT, AGL and LUC, it is detrimental for INT and MAG. This is because the Watchtower and Disco require you to have 10 Intelligence and 10 Magic respectively.

The solutions for these are listed below.

•**Watchtower - You can either go for drinks at the bar before entering (make sure you reach the watchtower before the drinks wear off at Full Moon), or you can put one more point into INT than you would in the SFC version.**

•**Disco - Put two more points into MAG than you would in the SFC version. If you forget to do this, Sion has a video detailing where you can collect a Magic Incense to make up the extra points. Most of these don't require much detouring. Basically just make sure your MAG before the drink boosts is 8.**

### 3 - Auto-recover and Auto-battle

In the PSX version, if you use healing skills during a battle, enter a new battle and then activate Auto-battle, the game will forget who the healing skill is supposed to be targeting and target a random party member instead. Make sure you reselect the battle commands when doing a new fight. This is mostly relevant for the boss fights after you get Satan.

Also, I haven't found a reliable way to determine which character's MP will be used when you Auto-recover outside of a battle. Take note of this, as it could cause MP issues with Heqet. It might be better to do a manual heal if you're worried about her MP running out.

### 4 - Rosaries during the YHVH fight

Rosaries are an item that revive a Law-aligned character if their HP reaches 0. They are consumed automatically on the SFC version, but manually on the PSX and GBA versions. This change makes YHVH a bit more difficult. So, we approach the YHVH fight in a slightly different way:

•**During the shopping section in the Expanse, we would normally buy a few Angel Hairs and a lot of Rosaries. In a PSX or GBA run, you should do the inverse - buy a few Rosaries and a lot of Angel Hairs.**

•**When you reach Kether Castle, enter it at a Full Moon.**

•**Use Traport, then transfer to Tipareth (ティフエルト) ;if you want to save your game again, this is the last chance to do so.**

•Enter the armor store to do another equipment upgrade. Buy the 18k helmet and 21k boots for Aleph, then the 10k helmet and 10k gloves for Hiroko.

•Enter the bar and buy all drinks for Aleph and Hiroko.

•Traesto to end up back in Kether Castle. Proceed through the dungeon and the Lucifer fight as normal.

•When it comes to YHVH, we'll be relying on Angel Hairs instead of Rosaries. These fully heal Law-aligned party members, but will damage Neutral and Chaos party members (Necroma'd Heqet won't be affected). In my PB, I put up a Rosary at the start of the fight. Then, I fought YHVH as normal (Aleph Sword, Nalagiri Rakunda, Satan Deathbound, Hiroko Diarahan Satan, Freyja Necroma Heqet then Tarukaja, Heqet Defend.) Simply use an Angel Hair if the party's HP runs low. This will fully heal everyone apart from Freyja (takes damage) and Heqet (unaffected.) If Freyja runs low on HP, you can have Hiroko cast Diarahan on her instead of Satan for a turn.

## 5 - Buffs

The SFC version has an overflow glitch when using buffs, especially Tarukaja. If you stack them too many times, the affected stat will overflow and become very low.

This was one of the bugs fixed in the PSX and GBA releases. In these versions, you don't need to be cautious when stacking buffs. Most notably, this means it's safe for Freyja to use Tarukaja more than twice in the fights we use her in.

## Special Thanks:

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## Links:

<https://www.youtube.com/watch?v=gKC76RBqhWo>

<https://w.atwiki.jp/shinmegamitensei2/>