

= Shin Megami Tensei : Persona 4 =

Shin Megami Tensei : Persona 4 ( ?????4 , Perusona F? ) is a role @-@ playing video game developed and published by Atlus for Sony 's PlayStation 2 , and chronologically the fifth installment in the Persona series , itself a part of the larger Megami Tensei franchise . Persona 4 was released in Japan in July 2008 , North America in December 2008 , and Europe in March 2009 , and was later re @-@ released on the PlayStation Network in April 2014 . An enhanced remake for the PlayStation Vita , Persona 4 Golden , was released in Japan in July 2012 , in North America in November 2012 , and in Europe in February 2013 .

Persona 4 takes place in a fictional Japanese countryside and is indirectly related to earlier Persona games . The player @-@ named main protagonist is a high @-@ school student who moved into the countryside from the city for a year . During his year @-@ long stay , he becomes involved in investigating mysterious murders while harnessing the power of summoning Persona . The game features a weather forecast system with events happening on foggy days to replace the moon phase system implemented in the previous games .

The plot of Persona 4 was inspired by the work of mystery novelists owing to its murder mystery premise . The rural setting was based on a town on the outskirts of Mount Fuji and intended as a " ' nowhere ' place " and is the central setting to have players sympathize with the daily life of the characters . The developers added many in @-@ game events to prevent the game from becoming stale . During the localization , numerous alterations to names and cultural references were made to preserve the effect through translation , but some Japanese cultural references were altered or removed .

The release of the game in Japan was accompanied by merchandise such as character costumes and accessories . The North American package of the game was released with a CD with selected music from the game , and , unlike Persona 3 , the European package also contained a soundtrack CD . The music , as with the previous game , was composed primarily by Shoji Meguro . He was joined this time by Shihoko Hirata , who performed vocals on various songs , including the theme song " Pursuing My True Self " . The game was positively received by critics and developed into a full franchise . Various manga and light novel adaptations and spin @-@ offs have been produced . A television anime adaptation by AIC ASTA , titled Persona 4 : The Animation , aired in Japan between October 2011 and March 2012 , with an anime adaptation of Persona 4 Golden , produced by A @-@ 1 Pictures , airing as of July 2014 . The game has also spawned two fighting game sequels , Persona 4 Arena and Persona 4 Arena Ultimax , and a rhythm game , Persona 4 : Dancing All Night .

= = Gameplay = =

Persona 4 blends traditional RPG gameplay with simulation elements . The player controls the game 's protagonist , a teenage boy who is named by the player , who comes to the town of Inaba for a year . Gameplay is divided between the real world of Inaba , where the protagonist carries out his daily life , and the mysterious " TV World " , where various dungeons filled with monsters known as Shadows await . With the exception of scripted events , such as plot progression or special events , players can choose to spend their day how they like , be it participating in various real world activities , such as joining school clubs , taking part @-@ time jobs , or reading books , or exploring the TV World 's dungeons to gain experience and items . Days are broken up into various times of day , the most reoccurring being " After School / Daytime " and " Evening " , with most activities causing time to move on . Certain activities are limited depending on the time of day , days of the week , and the weather , with most evening activities unavailable if the player visits the TV World that day . Furthermore , some activities and dialogue choices may be limited by the protagonist 's five attributes ; Understanding , Diligence , Courage , Knowledge , and Expression , which can be increased by performing certain activities that build them . Whilst the player is free to choose how to spend their time , if they fail to rescue someone who is trapped in the TV World by the time fog appears in town , which takes place after several days of consecutive rain , the game will end ,

forcing the player to return to a week prior . As the game progresses , the protagonist forms friendships with other characters known as " Social Links " , which are each represented by one of the Major Arcana . As these bonds strengthen , the Social Links increase in Rank , which grant bonuses when creating new Personas in the Velvet Room . Additionally , strengthening Social Links with the main party members grant them additional abilities , such as the ability to perform a follow @-@ up attack or an additional ability for their Persona .

= = = Personas = = =

The main focus of the game revolves around Personas , avatars projected from one 's inner self that resemble mythological figures and represent the façades worn by individuals to face life 's hardships . Each Persona possesses its own skills , as well as strengths and weaknesses to certain attributes . As Personas gain experience from battle and level up , that Persona can learn new skills , which include offensive or support abilities used in battle , or passive skills that grant the character benefits . Each Persona can carry up to eight skills at a time , with older skills needing to be forgotten in order to learn new ones . Whilst each of the main party members have their own unique Persona , which transforms into a stronger form after maxing out their Social Link , the protagonist has the " Wild Card " ability to wield multiple Personas , which he can switch between during battle to access different movesets . The player can earn new Personas from Shuffle Time , with the protagonist able to carry more Personas as he levels up . Outside of the dungeons , the player can visit the Velvet Room , where players can create new Personas , or summon previously acquired Personas for a fee . New Personas are created by fusing two or more monsters to create a new one , which receives some of the skills passed down from its material monsters . The level of Personas that can be created are limited by the protagonist 's current level . If the player has built up a Social Link relating to a particular Arcana , then a Persona relating to that Arcana will receive a bonus upon creation .

= = = Combat = = =

Inside the TV World , the player assembles a party , consisting of the protagonist and up to three other characters , to explore randomly generated dungeons , each tailored around a victim who had been kidnapped . On each floor of a dungeon , the player may find roaming Shadows , as well as treasure chests containing items and equipment . Players progress through the dungeon by finding the stairs somewhere on each floor to progress to the next , eventually reaching the final floor where a boss enemy awaits . The player enters battle upon coming into contact with a Shadow . The player can gain an advantage by attacking the Shadow from behind , whilst being attacked from behind themselves will give the enemy an advantage . Similar to the Press Turn system used in other Shin Megami Tensei games , battles are turn @-@ based with characters fighting enemies using their equipped weapons , items , or the special skills of their Personas . Aside from the protagonist , who is controlled directly , the other characters can either be given direct commands or be assigned ' Tactics ' which alter their battle AI . If the protagonist loses all of his HP , the game ends , returning players to the title screen .

Offensive abilities carry several attributes , including Physical , Fire , Ice , Wind , Electricity , Light , Dark and Almighty . As well as various enemies carrying different attributes , player characters may also have strengths or weaknesses against certain attacks depending on their Persona or equipment . By exploiting an enemy 's weakness or performing a critical attack , the player can knock them over , granting the attacking character an additional move , whilst the enemy may also be granted an additional move if they target a player character 's weakness . If the player knocks all of the enemies down , they may be granted the opportunity to perform an " All @-@ Out Attack " , in which all the players rush the downed enemies to inflict heavy damage . Following a battle , players gain experience points , money , and items from their battle . Sometimes after a battle , the player may participate in a mini @-@ game known as " Shuffle Time " , which can grant player various bonuses or new Personas .

= = Story = =

= = = Setting and characters = = =

Persona 4 takes place in the fictional , rural Japanese town of Inaba , which lies among floodplains and has its own high school and shopping districts . Unexplained murders have taken place in the small town , where bodies are found dangling from television antennas and their cause of death unknown . At the same time , rumor has begun to spread that watching a switched @-@ off television set on rainy midnights will reveal a person 's soulmate . The game also follows the main characters into the TV World , a fog @-@ shrouded realm filled with monsters called Shadows , which can only be accessed through TV sets .

The protagonist is a high school student who has recently moved from a large city to Inaba , where he is to live and attend school for a year . At school , he quickly becomes friends with Yosuke Hanamura , the somewhat @-@ clumsy son of the manager of the local Junes megastore ; Chie Satonaka , an energetic girl with a strong interest in martial arts ; and Yukiko Amagi , a calm and refined girl who helps out at her family 's inn . A few days into the game , the protagonist , Yosuke , and Chie follow the " Midnight Channel " rumor , which leads them to discover the TV World and meet Teddie , a friendly creature that appears as a hollow bear costume . Using Personas , the students form an Investigation Team to investigate the connection between the TV world and the murders , and possibly capture the culprit . As the game progresses , the group gains new members , including : Kanji Tatsumi , a male delinquent who has a talent for feminine hobbies ; Rise Kujikawa , a former teen idol trying to find her identity who moves to Inaba as a transfer student ; and Naoto Shirogane , a young female detective investigating the case with the local police who wears masculine clothing and presents herself as male due to fear of rejection .

= = = Plot = = =

On April 11 , 2011 , the protagonist arrives in Inaba to live with the Dojimas , consisting of his uncle Ryotaro and his cousin Nanako , for one year , as his parents are working abroad . Just after his arrival , a TV announcer is found dead , her body hanging from an antenna ; Saki Konishi , the high school student who had discovered the body , is later found dead herself , hung upside @-@ down from a telephone pole . After the protagonist and his friends accidentally enter the TV world , they encounter Teddie , who helps them travel freely between the TV and real worlds . They awaken their Persona abilities , realizing that the murders stem from attacks by Shadows , beings native to the TV world created from repressed emotions , and are able to rescue several would @-@ be victims . Yosuke , Chie , Yukiko , Kanji , Rise , and Teddie one by one come to accept the parts of their psyches they rejected , which manifest as giant Shadows in the TV world , allowing them to wield Personas whilst each joins the group in turn . Mitsuo Kubo , a student from another high school who disappears following the death of Kinshiro Morooka , the protagonist 's foul @-@ mouthed homeroom teacher , claims credit for the murders ; it is eventually learned that Kubo only killed Morooka and played no part in the other murders , having murdered Morooka simply to gain credit for the other murders . Naoto Shirogane , a nationally @-@ renowned " Detective Prince " investigating the case , is also rescued and gains a Persona , and joins the group who learn that " he " is actually a girl who assumed a male identity to avoid the police 's sexism .

Events come to a head when Ryotaro Dojima mistakenly accuses the protagonist of being involved in the murders . Nanako is kidnapped during the protagonist 's interrogation , leading Ryotaro to engage in a vehicular pursuit with the culprit . The chase ends as they both crash ; the kidnapper escapes with Nanako through a television set in his truck , and the gravely @-@ injured Ryotaro entrusts her rescue to the group . The group tracks them down within the TV world ; the culprit , Taro Namatame , becomes a god @-@ like monster ? Kunino @-@ sagiri ? which attacks them but is defeated , and both he and Nanako are taken to the Inaba hospital . When Nanako appears to die

, the group furiously confronts Namatame ; as the protagonist , the player must help the others realize that Namatame is not the killer by pointing out the lack of a proper motive , and subsequently work to determine that Ryotaro 's assistant , Tohru Adachi , is the true killer . Failure to do so ends the game with the party unable to solve the case ; Nanako either remaining dead , or reviving but remaining hospitalised ; and the recurring fog permanently setting in , the last of which will eventually lead to humanity 's demise .

Having identified the culprit as Adachi , the party chases and locates him within the TV world . Adachi explains that his actions were out of both boredom and the belief that humanity is better off believing what it wants ; his claims are dismissed by the party as the rantings of a madman . After fighting Adachi , he is possessed by Ameno @-@ sagiri , the Japanese God of Fog , who reveals that the fog is harmful to people and will eventually cause humanity to fall into a permanent state of ignorance and transform into Shadows . Upon his defeat , he agrees to lift the fog , congratulating the party on their resolve . Defeated , the wounded Adachi agrees to assume responsibility for his actions and turns himself in . The game moves forward to the day before the protagonist must travel home . If the player returns to the Dojima residence , the game ends with the party sending the protagonist off as he departs Inaba . Alternatively , should the player be able to identify the unexplained cause of the Midnight Channel and attempt to resolve this plot element , the protagonist meets with the party , and together they decide to end the case for good .

The protagonist confronts the gas station attendant encountered at the start of the game , who reveals herself to be the Japanese goddess Izanami , the " conductor " behind the game 's events . The cause of the recurring fog is established as an attempt to create a world of illusion by merging the TV world with the human world , all for the " sake " of humanity . The group tracks Izanami down within the TV world and battle her , but is at first unable to win ; the defeated protagonist is given strength by the bonds he has forged with those around him , and with this power awakens a new Persona ? Izanagi @-@ no @-@ Okami ? which he uses to defeat Izanami . In doing so , the fog in each world is lifted , and the TV world is restored to its original form . The game ends with the party sending the protagonist off the following day , and a post @-@ credits scene depicts the group resolving to remain friends forever , as the protagonist examines a photo of the party .

= = Development = =

According to the game director Katsura Hashino , while " ideas [ had been ] thrown around earlier " , development on Persona 4 in Japan did not begin until after the release of Persona 3 . The development team consisted of the team from Persona 3 and new hires which included fans of Persona 3 . Atlus intended to improve both the gameplay and story elements of Persona 3 for the new game , to ensure it was not seen as a " retread " of its predecessor . Hashino said that " to accomplish that , we tried to give the players of Persona 4 a definite goal and a sense of purpose that would keep motivating them as they played through the game . The murder mystery plot was our way of doing that . " The plot of Persona 4 was " greatly inspired " , according to Hashino , by mystery novelists such as Sir Arthur Conan Doyle , Agatha Christie and Seishi Yokomizo . Persona 4 was officially unveiled in the Japanese gaming magazine Famitsu in March 2008 . An article in the issue detailed the game 's murder mystery premise , rural setting , and new weather forecast system . The game 's North American release date was announced at the 2008 Anime Expo in Los Angeles , California . Atlus would not make an add @-@ on disc or epilogue for Persona 4 , as had been done with the Persona 3 FES . Persona 4 allowed players full control of characters in battle . This was due to negative comments from players about most of the player team in Persona 3 being controlled by the game 's AI . The amount of data the team ended up incorporating around school life , character relationships and spoke character dialogue was so large that there were fears it would not fit onto a single disc . The anime cutscenes were produced by Studio Hibari .

The design of Inaba is based on a town on the outskirts of Mount Fuji . Its rural design was a source of conflict between Persona 4 's developers , as " each staff member had their own image of a rural town " , according to director Katsura Hashino . The entire staff went " location hunting " to determine Inaba 's design . Inaba does not represent " a country town that has tourist attractions " ,

but rather a non @-@ notable , " ' nowhere ' place " . Hashino described the town as being " for better or for worse ... a run @-@ of @-@ the @-@ mill town " . Unlike other role @-@ playing games , which may have large worlds for the player to explore , Persona 4 mostly takes place in Inaba . This reduced development costs , and enabled Atlus " to expand other portions of the game " in return . A central setting also allows players to " sympathize with the daily life that passes in the game " . To prevent the setting from becoming stale , the development team established a set number of in @-@ game events to be created to " keep the game exciting " . The choice of Japanese mythical figures for the characters ' Personas as opposed to the Graeco @-@ Roman deities used in earlier games was directly inspired by the new setting . The appearances of Personas were based on the characters ' personalities . The design team had a good deal of creating freedom , as while Japanese deities has well @-@ defined character traits , their appearances were generally little known . The Shadows were created by Hashino without much outside consultation , although he had help from female staff for female Shadow selves .

Despite living in the countryside , Persona 4 characters were designed to look and sound " normal " and like " modern high @-@ schoolers " , according to lead editor Nich Maragos . Initially , he wrote the game 's cast as being " more rural than was really called for " . " The characters aren 't really hicks ... They just happen to live in a place that 's not a major metropolitan area . " While interviewing members of Persona 4 's development team , 1UP.com editor Andrew Fitch noted that the characters from the city ? Yosuke and the protagonist ? have " more stylish " hair than the other characters . Art director Shigenori Soejima used hair styles to differentiate between characters from the city versus the country . " With Yosuke in particular , I gave him accessories , such as headphones and a bicycle , to make it more obvious that he was from the city . "

= = = Localization = = =

As with Persona 3 , the localization of Persona 4 was handled by Yu Namba and Nich Maragos of Atlus USA . In addition , there were four translators and two further editors . The Social Links were divided equally between the translators and editors . During localization of the game , character 's names were altered for the international audience for familiarity , including Kuma being renamed Teddie . A similar change was done for Rise Kujikawa 's stage name , " Risechie " ( ????, Risech? ) in Japan to " Risetete " . Namba also explained the change from " Community " ( ??????, Komyuniti ) to " Social Link " , regarding the gameplay mechanic , as " community " has a different meaning in English , whereas Igor in his speeches often refers to " society " and " bonds " . Names were also altered for pun and other linguistic effect including dungeon items ' names such as the Kae Rail ( ?????, Kaeru ) becoming the " Goho @-@ M " , as the item 's use of returning the player to the entrance was taken to be " go home " and changing Junes 's slogan from " Everyday Young Life ! Junes ! " ( ????? ? ????? ? ???? ? , Evuridei Yangu Raifu ! Junesu ! , with " Junes " coming from the French Jeunesse for youth ) to " Everyday 's great at your Junes " , and eliminating some Japanese cultural references that would not transfer , such as the reference to Kosuke Kindaichi . There were also some issues regarding the translation of the names of Yukiko , Kanji and Rise 's dungeons , as the English names were made to fit the original Japanese graphics , and the " Void Quest " dungeon 's graphics were specifically made to harken back to the NES . He also remarked on how popular the interpretations of Kanji 's Shadow were in the west , and how it did not change how the character was seen by the other audience . A different change was the fact the main characters in the English dub referred to others members of the cast on a first @-@ name basis , while the Japanese version differed in this regard . For the dub , the editors sometimes switched between first @-@ name and last @-@ name referral for dramatic effect .

Atlus 's senior project manager Masaru Namba commented it was decided that " Shin Megami Tensei " was to be kept in the title of Persona 3 and Persona 4 , as it was believed that they were part of the same series as Shin Megami Tensei : Nocturne ; however , the " Shin Megami Tensei " title was omitted from both Persona 4 Golden and Persona 4 Arena , as it would have been much too long . Similarly , Persona 4 : The Ultimate in Mayonaka Arena and Persona 4 : The Golden were shortened to the previously stated titles . As with Persona 3 , the honorifics used in the Japanese

voice track were retained in the English dub , despite proving contentions among series fans . This was done as part of an intended trend to remain faithful to the original source material . The pronunciations of honorifics , along with the sounds of names , were a point that was carefully considered by the localization team and it took a while for the English cast to get used to them . A member of the English dub that also appeared in Persona 3 was Yuri Lowenthal . Though he had dubbed characters in Persona 3 , Namba wanted him to have a larger part . His role as Yosuke ended up featuring 1000 more lines of dialogue than the other major characters . Important roles for the localization team were Teddie and Rise , as they would be the party 's supports . Another element in the English script was that the use of swear words was increased over Persona 3 : the first draft featured very strong language which was cut as it did not seem suited . The character Kanji was given a lot of swearing in his dialogue , due to his volatile nature . The use of swearing was carefully considered depending on the emotional situation .

== Music ==

The soundtrack was primarily composed and directed by Shoji Meguro . The soundtrack features songs with vocals by Shihoko Hirata , whom Meguro felt was able to meet the range of emotion needed for the soundtrack , with the lyrics being written by Reiko Tanaka . Meguro was given a rough outline of the game 's plot and worked on the music in the same manner and simultaneously with the development of the story and spoken dialog , starting with the overall shape of the songs and eventually working on the finer details . According to Meguro , the songs " Pursuing My True Self " and " Reach Out to the Truth " were composed to reflect the inner conflicts of the game 's main characters ; the former song , used as the opening theme , helped to set an understanding of the characters ' conflicts , while the latter , used in battle sequences , emphasized the " strength of these characters to work through their internal struggles . " The " Aria of the Soul " theme used in the Velvet Room , a concept common to all the Persona games , remained relatively unchanged , with Meguro believing " the shape of the song had been well @-@ defined " from previous games . Composers Atsushi Kitajoh and Ryota Koduka also contributed music for the game . Kitajoh , who had previously written music for Atlus with Growlanser VI and Trauma Center : New Blood , contributed four themes to Persona 4 , while Koduka wrote the " Theme of Junes " .

Persona 4 's two @-@ disc soundtrack was released in Japan by Aniplex on July 23 , 2008 . The soundtrack was also released in North America . The side A of the soundtrack is the bonus disc packaged with each game , while side B of the soundtrack was part of Amazon.com 's exclusive Persona 4 Social Link Expansion Pack . Similarly to Persona 3 , a " Reincarnation " album , titled Never More , was released in Japan on October 26 , 2011 , featuring full length cuts of the game 's vocal tracks and extended mixes of some of the instrumental tracks . Never More made it to the top of both the Oricon Weekly Album Charts and Billboard 's Japan Top Albums chart for the week of its release , selling nearly 27 @,@ 000 copies .

== Remake and spinoffs ==

== Persona 4 Golden ==

Persona 4 Golden , released in Japan as Persona 4 : The Golden ( ?????4 ? ? ?????? , Perusona F? Za G?ruden ) , was announced in August 2011 as an enhanced remake of Persona 4 for the portable PlayStation Vita . It was originally planned by Atlus to be a PlayStation Portable title , similar to Persona 3 Portable , which would have required removing some of the features of the PlayStation 2 game . However , the Vita provided sufficient resources that allowed Atlus to expand the game . It is an expanded version of the PlayStation 2 title , adding new features and story elements to the game . A new character named Marie was added to the story . Additional Personas , character outfits , and expanded spoken lines and anime cutscenes are included as well as two new Social Links for Marie and Tohru Adachi . The game supports the wireless networking features

of the Vita , allowing a player to call in help from other players to help in dungeon battles . Another new feature is a garden that produces items the player can use in the various dungeons . The game was released in Japan on June 14 , 2012 . Persona 4 : The Golden is also the first Persona game to be released in traditional Chinese .

The release of Persona 4 : The Golden resulted in the surge of sales of PlayStation Vitas . During its debut week , the game sold 137 @, @ 076 units in Japan . Media Create stated that the game 's outstanding sales that surpassed the debuts of other titles from Persona series may be due to the exposure the Persona 4 game has had in other forms of media . As of mid @-@ July 2012 , the game had sold 193 @, @ 412 units in Japan . The game was the eighth most purchased digital Vita game on the Japanese PlayStation Network in 2013 . As of April 2014 , the game shipped 350 @, @ 000 copies in Japan , and over 700 @, @ 000 copies were shipped worldwide as of December 2013 .

A soundtrack was released in Japan on June 27 , 2012 , consisting of a single disc of 15 new tracks composed and arranged by Shoji Meguro and Atsushi Kitajoh .

In an interview with RPGamer at E3 2012 , Atlus USA revealed that in terms of bonus content in the special " TV Channel " feature , the US release will have 99 @. @ 9 % of the content the Japanese version has , with only one or two commercials missing . It was released for the PlayStation Vita on November 20 , 2012 . A special 10 @, @ 000 copies were also released on November 20 , 2012 , as the " Solid Gold Premium Edition " . NIS America released the game in Europe on February 22 , 2013 .

= = = Persona 4 Arena = = =

A fighting game sequel , Persona 4 Arena , known in Japan as Persona 4 : The Ultimate in Mayonaka Arena , was developed by Arc System Works , the company known for creating the Guilty Gear and BlazBlue series , and released in 2012 for arcades , PlayStation 3 and Xbox 360 . As with the anime , the protagonist is named Yu Narukami . Aigis , Mitsuru , Elizabeth , and Akihiko from Persona 3 are also featured in the game . Set two months following the True Ending of the original game , the members of the Investigation Team are pulled back into the television and forced into a fighting tournament called the " P @-@ 1 Grand Prix " hosted by Teddie .

A sequel , Persona 4 Arena Ultimax , was released in Japanese arcades in November 2013 , and for PlayStation 3 and Xbox 360 in late 2014 . Taking place a day after the events of Arena , the Investigation Team must defeat their Shadows in a new tournament , the " P @-@ 1 Climax " , in order to rescue the captive Shadow Operatives and stop the spread of a mysterious red fog engulfing Inaba . The game adds seven playable characters from Persona 3 and Persona 4 Golden , as well as a new playable antagonist , Sho Minazuki .

= = = Persona Q : Shadow of the Labyrinth = = =

Persona Q : Shadow of the Labyrinth is a dungeon @-@ crawler RPG developed for the Nintendo 3DS , which features characters from both Persona 3 and Persona 4 , as well as gameplay elements from the Etrian Odyssey series . Set midway through the events of Persona 4 , the Investigation Team is pulled into an alternate version of Yasogami High and must work with the members of SEES to find a means of escape . The game was released in Japan on June 5 , 2014 , North America on November 25 , 2014 and Europe on November 28 , 2014 .

= = = Persona 4 : Dancing All Night = = =

Persona 4 : Dancing All Night is a rhythm game developed by Atlus for the PlayStation Vita , featuring music from the Persona series . The game takes place half a year following the events of Persona 4 , as the Investigation Team look into a mysterious " Midnight Stage " , which is abducting girls from Rise 's idol group . The game was released in Japan on 25 June 2015 .

= = Other media = =

= = = Merchandise = = =

With the release of Persona 4 , Atlus has also produced a line of merchandise , including action figures , published materials , toys and clothes . Atlus collaborated with the Japanese publishing company Enterbrain to publish the game 's two strategy guides , an artbook detailing character and setting designs , as well a fan book called Persona Club P4 which included official artwork , fan art , as well as interviews with the design staff . Most items were only released in Japan , while other Japanese third @-@ party manufacturers also produced figurines and toys . The action figures include a 1 / 8 scale PVC figurine of Yukiko Amagi as well as Teddie and Rise Kujikawa , produced by Alter . Licensed Atlus merchandise sold by Cospa includes Persona 4 t @-@ shirts , tote bags , and the jacket and other accessories worn by the character Chie .

Udon recently announced that they will release an English edition of Enterbrain 's Persona 4 : Official Design Works artbook to be released May 8 , 2012 .

= = = Manga = = =

Persona 4 was also given a manga adaptation . It is written by Sh?ji Sogabe , the artist for Persona 3 's manga , and started serialization in ASCII Media Works ' Dengeki Black Maoh Volume 5 in September 2008 . The first tank?bon volume was released on September 26 , 2009 , and six volumes have been released as of February 27 , 2012 .

Shiichi Kukura also authored Persona 4 The Magician ( ????4 The Magician ) , a manga that focuses on Yosuke Hanamura 's life in Inaba before the game 's start . Its only volume was released on August 27 , 2012 . A manga adaptation of the light novel Persona x Detective Naoto , illustrated by Satoshi Shiki , began serialization in Dengeki Maoh magazine from November 27 , 2012 .

= = = Light novel = = =

Mamiya Natsuki wrote a light novel titled Persona x Detective Naoto ( ???? x ??NAOTO , Perusona x Tantei Naoto ) that focuses on the character of Naoto Shirogane a year after the events of Persona 4 . She is hired to investigate the disappearance of a childhood friend in Yagakoro City where she is partnered with Sousei Kurogami , a mechanized detective . With illustrations by Shigenori Soejima and Shuji Sogabe , the light novel was released by Dengeki Bunko on June 8 , 2012 in Japan .

= = = Anime = = =

A 25 @-@ episode television anime adaptation of the game , produced by AIC A.S.T.A. and directed by Seiji Kishi , aired on MBS between October 6 , 2011 and March 29 , 2012 . An additional 26th episode , featuring the story 's true ending , was released in the 10th volume of Persona 4 on August 22 , 2013 . The series features most of the returning cast from the video game , whilst voice recordings for Igor were taken from the game as his actor , Isamu Tanonaka , died in January 2010 . Aniplex released the series on DVD and Blu @-@ ray Disc between November 23 , 2011 and August 22 , 2012 , with the first volume containing a director 's cut of the first episode and a bonus CD single . Sentai Filmworks licensed the series in North America , simulcasting it on Anime Network as it aired and releasing the series on DVD and Blu @-@ ray in two collective volumes on September 18 , 2012 and January 15 , 2013 respectively . Like the Japanese version , the English dub retains many of the original voice actors from the English version of the game , although the Blu @-@ ray Disc release omits the Japanese audio option . Kazé and Manga Entertainment released the series in the United Kingdom in three BD / DVD combi boxsets released between December 24 , 2012 and July 22 , 2013 . A film recap of the series , titled Persona 4 The Animation -The Factor of



Hope- , was released in Japanese theaters on June 9 , 2012 , featuring a condensed version of the story and new scenes of animation . A second anime adaptation based on Persona 4 Golden , titled Persona 4 : The Golden Animation , is being produced by A @-@ 1 Pictures and began airing on MBS ' Animeism block in July 2014 .

= = = Stage production = = =

A live stage production titled VisuaLive : Persona 4 ( VISUALIVE ? ????4 ? , VisuaLive : Perusona Fo ) took place from March 15 ? 20 , 2012 . Actors starring in the stage production include Toru Baba as the audience @-@ named protagonist , Takahisa Maeyama as Yosuke Hanamura , Minami Tsukui as Chie Satonaka , Risa Yoshiki as Yukiko Amagi , Jy?ji Saotome as Daisuke Nagase , Motohiro Ota as Kou Ichijo , and Masashi Taniguchi as Ryotaro Dojima , and Masami Ito as Tohru Adachi . Kappei Yamaguchi reprised his role as Teddie in voice . Following the announcement , Youichiro Omi was cast as Kanji Tatsumi on December 1 , 2011 . VisuaLive : Persona 4 chronicled the events of the game up until Kanji 's inclusion into the party . A second stage production , titled VisuaLive : Persona 4 : The Evolution ( VISUALIVE ? ????4 The Evolution ? , VisuaLive : Perusona Fo The Evolution ) , chronicled the second half of the events of the story and took place from October 3 ? 9 , 2012 . Additions to the cast include Yuriya Suzuki as Rise Kujikawa , Juria Kawakami as Naoto Shirogane , Yasuhiro Roppongi as Tarou Namatame , Shotaro Mamiya as Izanami and Arisa Nakajima as Margaret . Yumi Sugimoto replaced Yoshiki as Yukiko Amagi .

= = Release and reception = =

Persona 4 was highly acclaimed by critics within and outside Japan , and remained on top of sales charts on its initial release . In Japan , the game sold 193 @,@ 000 copies within a week of its release , while in North America , Persona 4 was the highest @-@ selling PlayStation 2 game on Amazon.com for two consecutive weeks . A soundtrack disc was included in the North American and European releases of Persona 4 , containing a selection of tracks from the full soundtrack released in Japan . Amazon.com exclusively sold the Persona 4 " Social Link Expansion Pack " , which included an additional soundtrack disc , a t @-@ shirt , a 2009 calendar , and a plush doll of the character Teddie .

= = = Critical reception = = =

Persona 4 received critical acclaim from game critics upon release . Jeff Gerstmann of Giant Bomb described it as " one of the best times I 've had with video games , whether I was playing by myself or watching someone else play it . " Famitsu pointed out that while " there isn 't much new from the last game " , it favored the changes over the battle system , where the pacing " is quick so it doesn 't get to be a pain " , and the ability to control party members " makes play that much easier " . IGN on the other hand noted that " the pacing can be somewhat off " , and " some things feel repurposed or unaffected from previous games " , while praising the game as an " evolution of the RPG series , and an instant classic " . It also noted that the soundtrack can be " a bit repetitive " . RPGFan 's Ryan Mattich recommended Persona 4 as " one of the best RPG experiences of the year " , noting that " among the cookie @-@ cutter sequels and half @-@ hearted remakes " , the game is " a near flawless example of the perfect balance between ' falling back on what works ' and ' pushing the genre forward ' . " 1UP.com 's Andrew Fitch summarized Persona 4 as " some of this decade 's finest RPG epics " , although the reviewer criticized its " slight loading issues " and the time spent " waiting for the plot to advance " . GameTrailers gave the game a score of 9 @.@ 3 , stating it 's an exception to the rule of the Japanese role @-@ playing genre , and that it stands out of any other JRPG , including its predecessor , Persona 3 . Wired pointed out that while the graphics are not up to par with those of the Xbox 360 or PlayStation 3 , " the clever art style makes up for that " . It also praised the game 's soundtrack as " excellent , especially the battle music " .

The game 's setting garnered mixed reactions . IGN labeled Persona 4 as " a murder mystery set

against the backdrop of familiar Persona 3 elements ", and while this element adds " an interesting twist " to the dungeon crawl and social simulation gameplay , it also causes the plot to " slow down or suffer " . Hyper 's Tim Henderson commended the game for " willfully embellish [ ing ] absurd urban legends and other ideas with such assured consistency that the resulting whole is unshakabl [ y ] coherent " . However , he criticized it for the narrative 's sluggish pace and for how he felt the game is " lacking in elaborate set @-@ pieces " . 1UP.com called Persona 4 a " stylish murder mystery " , the comparison given being a " small @-@ town Scooby @-@ Doo " adventure .

The game is also noted for its " significant portion of the story revolving around sexual themes " , as quoted from RPGFan 's Ryan Mattich . One of the playable characters given attention by reviewers is Kanji , who is considered to be one of the first characters in a mainstream video game to struggle with their sexual orientation , and Atlus has been commended for the inclusion of that character . Atlus USA has stated that they left Kanji 's sexual preferences ambiguous and up to the player ; however , there has been no word from developer Atlus Japan concerning the matter . According to Dr. Antonia Levi , author of Samurai from Outer Space : Understanding Japanese Animation , the questioning of Kanji 's sexuality in the script is a " comment on homosexuality in a greater Japanese social context " , in which " the notion of ' coming out ' is seen as undesirable ... as it necessarily involves adopting a confrontational stance against mainstream lifestyles and values " . Brenda Brathwaite , author of Sex in Video Games , thought it " would have been amazing if they would have made a concrete statement that [ Kanji ] is gay " , but was otherwise " thrilled " with the treatment of the character and the game 's representation of his " inner struggles and interactions with friends " .

= = = Awards = = =

Persona 4 was awarded the " PlayStation 2 Game Prize " in the Famitsu Awards 2008 , voted by readers of Famitsu . It was also recognized by the Computer Entertainment Supplier 's Association as one of the recipients for the " Games of the Year Award of Excellence " in the Japan Game Awards 2009 . The game was given the award for its " high quality of work " , " excellent story , automatically generated dungeons and impressive background music " . In 2013 , GamesRadar ranked it fifth " best videogame stories ever " , saying its " greatest strength comes from pacing " . In 2015 , GamesRadar named Persona 4 Golden the 53rd best game ever on its " The 100 best games ever " list . In that same year , USgamer placed the game fifth on its " The 15 Best Games Since 2000 " list .