SHIN MEGAMI TENSEI®
DEVIL SURVIVOR™
OVERCLOCKED

NINTENDO 3DS SOFTWARE INSTRUCTION BOOKLET
(CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION)
MAA-CTR-AMTP-UKV

GHOSTLIGHT

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Nintendo

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This Game Card will work only with the European/Australian version of the Nintendo 3DS™ system.

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The PEGI age rating system:

Age Rating categories:

Les catégories de tranche d'âge:

3™ www.pegi.info   **7**™ www.pegi.info   **12**™ www.pegi.info   **16**™ www.pegi.info   **18**™ www.pegi.info

Content Descriptors:

Description du contenu:

@*! BAD LANGUAGE   @*! LANGAGE GROSSIER   DISCRIMINATION   DISCRIMINATION   DRUGS   DROGUE   GAMBLING   JEUX DE HASARD

FEAR   PEUR   SEX   SEXE   NUDITY   NUDITÉ   VIOLENCE   VIOLENCE

ONLINE

The 'Online' logo indicates that a game allows the player to have access to online game play against other players.

Le logo « Online » indique qu'un titre vous permet de jouer avec d'autres personnes en ligne.

For further information about the Pan European Game Information (PEGI) rating system please visit:

Pour de plus amples informations concernant l'évaluation du système d'information de jeu Pan Européen (PEGI), vous pouvez consulter:

Para obtener más información sobre el sistema de calificación de juegos (PEGI), por favor visite:

Per ulteriori informazioni sul sistema europeo di valutazione delle informazioni del gioco (PEGI) vi preghiamo di visitare:

Für weitere Informationen über das europäische Spiel-Informationen Bewertungs-System (PEGI) besuchen Sie bitte:

http://www.pegi.info

Getting Started

Touch the Shin Megami Tensei: Devil Survivor Overclocked icon on the HOME Menu, then touch OPEN to start the game.

Close your Nintendo 3DS system during play to activate Sleep Mode, greatly reducing battery consumption. Reopen the system to resume play.

Backup Function

This software title contains a backup function which saves progress.

Do not turn the power off and on repeatedly or remove the Game Card while saving. Be careful not to use incorrect controls (eg. resetting the system) or get dirt in the terminals. These actions can cause data to be irrevocably lost.

Do not use external accessories or software to modify your save data, as this can lead to an inability to progress or loss of save data. Any modification is permanent, so be careful.

IMPORTANT HEALTH AND SAFETY INFORMATION

READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES. IF THIS PRODUCT IS TO BE USED BY YOUNG CHILDREN, THIS MANUAL SHOULD BE READ AND EXPLAINED TO THEM BY AN ADULT. FAILING TO DO SO MAY CAUSE INJURY.

WARNING – USING 3D FEATURE

- The use of the 3D feature by children aged six and under may cause vision damage. Therefore it is recommended that only children over six should use the system in 3D mode and if children aged six and under have access to the system, parents or legal guardians should restrict the display of 3D images using the Parental Controls feature.
- If there is any difference in vision between your left and right eyes, or if you tend to see using only one eye, you may have difficulty in seeing 3D images clearly, or your eyes may become tired. Observe careful usage and take a break of 10 to 15 minutes every half hour. If you experience symptoms listed below, adjust the 3D effects to a comfortable level or set the display to only use 2D images.
- Do not view unclear 3D images for extended periods of time. Prolonged viewing of unclear 3D images, such as double images, can lead to eye strain, dryness of the eyes, headaches, stiff shoulders, nausea, dizziness, motion sickness, fatigue and/or discomfort.
- Everyone has a different way of viewing 3D images. For information on how to view 3D images properly please refer to the relevant pages of the Operations Manual. If you experience any of the symptoms above, adjust the 3D effects to a comfortable level or set the display to use only 2D images. Depending on your physical condition and your surrounding environment, you may be unable to see 3D images properly. If this is the case, disable the 3D feature.
- Please refrain from using the 3D feature while travelling as a passenger in cars or on public transport. Constant shaking can lead to 3D images becoming unclear, causing nausea and eye strain.

Be sure to observe the following to ensure your well-being during the use of this product:

- Do not attempt to use this system if you are feeling tired or unwell. Depending on your physical condition, doing so can lead to fatigue and discomfort.
- If you experience fatigue or discomfort in your eyes, head, shoulders or anywhere else, stop playing immediately and take a break. If the symptoms persist, set the display to only use 2D images.
- Avoid excessively long play sessions. Take a break of 10 to 15 minutes every half hour when using the 3D feature, or every hour when not using the 3D feature, even if you don't think you need it.

WARNING – SEIZURES

- Some people (about 1 in 4,000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has ever experienced seizures, loss of awareness or any other symptom linked to an epileptic condition should consult a doctor before playing video games.
- Parents or legal guardians should supervise children when they play video games. Stop play and consult a doctor if you or your child have any unusual symptoms such as: **Convulsions, Eye or muscle twitching, Loss of awareness, Altered vision, Involuntary movements, Disorientation**.

To reduce the likelihood of a seizure when playing video games, follow these precautions:

- Do not play if you are tired or need sleep.
- Play in a well-lit room.
- Take a break of 10 to 15 minutes every hour (every half hour when using the 3D function).

WARNING – EYESTRAIN AND MOTION SICKNESS

Playing video games can make your eyes hurt after a sustained period of time, and perhaps sooner if using the 3D feature. Playing video games can also cause motion sickness in some players. Follow these precautions to avoid eyestrain, dizziness or nausea:

• Avoid excessively long play sessions. Parents or legal guardians should monitor children for appropriate play.

• Take a break of 10 to 15 minutes every half hour when using the 3D feature, or every hour when not using the 3D feature, even if you don't think you need it.

• If your eyes become tired or sore while playing, or if you feel dizzy or nauseated, stop and rest for several hours before playing again.

• If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

WARNING – REPETITIVE MOTION INJURIES

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these precautions to avoid problems such as tendonitis, carpal tunnel syndrome or skin irritation:

• Avoid excessively long play sessions. Parents or legal guardians should monitor children for appropriate play.

• Take a break of 10 to 15 minutes every half hour when using the 3D feature, or every hour when not using the 3D feature, even if you don't think you need it.

• When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.

• If your hands, wrists, or arms become tired or sore while playing, or if you feel symptoms such as **tingling, numbness, burning or stiffness,** stop and rest them for several hours before playing again.

• If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

FOR FURTHER HEALTH AND SAFETY INFORMATION, PLEASE REFER TO THE OPERATIONS MANUAL INCLUDED WITH YOUR NINTENDO 3DS SYSTEM.

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This game is a work of fiction. Any resemblance to actual persons, countries, organizations, and/or locations is strictly coincidental.

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CONTROLS

Top Screen

L Button

R Button

X Button

Circle Pad

A Button

Touch Screen

B Button

+Control Pad

Y Button

SELECT   **START**

This game mainly uses the +Control Pad and buttons, though for certain functions (noted elsewhere in the instruction booklet) you may also use the Touch Screen.

MAP MODE
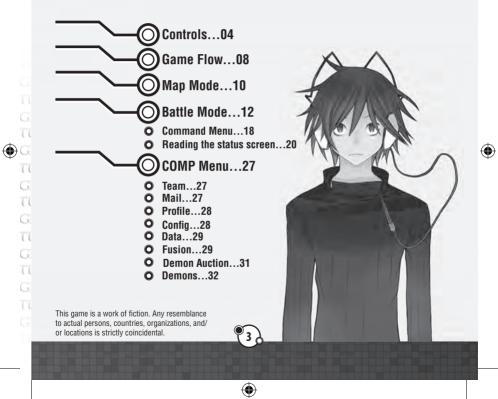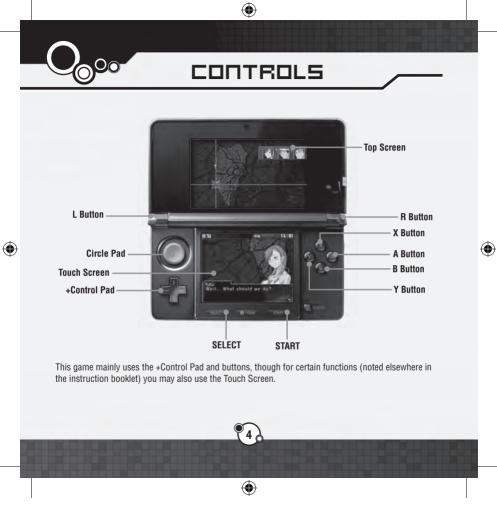
+Control Pad	Move cursor, scroll through mail received
A Button	Confirm selection, advance conversation
B Button	Cancel selection
X Button	Access the COMP menu
Y Button	Skip time
L Button	Scroll through mail received
R Button	Scroll through mail received
L + R Button	Skip text

BATTLE MODE

+Control Pad	Move cursor
A Button	Confirm selection
B Button	Cancel selection, cursor mode
X Button	View attack / movement ranges
Y Button	View skills
L Button	Change status screen
R Button	Change status screen
START	System menu

The following options are available from the title menu:

>> NEW GAME

Start a new game. You will need to enter the main character's name using the on-screen keyboard. Use the L and R Buttons to toggle character types, press the A Button or touch the screen to enter a character, and press the B Button to delete a character. When you have finished entering your name, press START to confirm your entry.

Easy: Gain extra Macca and experience in battles
Normal: Same as the original Devil Survivor

>> LOAD GAME

Select from three different save files to continue a game already in progress.

>> CONTINUE

If you have Suspend Data, the Continue option will be available. By using it, you may continue from where you suspended the game.

SAVING

You can save the game by selecting Data from the COMP menu (p.29). You can also create a temporary save by selecting Suspend from the system menu in battle (p.16).

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GAME FLOW

You will progress through the story by moving to various locations in the game. Here you will learn the general flow of the game.

THE TWO BASIC MODES

The game is split into two basic parts: the adventure part, where you will move from place to place progressing the story, and the battle part that will occur during events or as free battles that you can opt to play.

Map Mode (p.10)

Moving to certain areas from the map screen will cause various events to happen. By using the COMP menu, you can also prepare for battle and perform other functions.

Battle Mode (p.12)

There are battle events at locations with "!" displayed. Using the teams you have organized, you must win these encounters.

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>> The passage of time

Time passes during each day in this game, and various events or battles will occur at certain locations at specific times. Use the Laplace Mail and information you learn from talking to people to make every move count.

Passing time with events

If you select a conversation or battle event with a clock icon displayed next to it, time will advance 30 minutes during the event.

Manually skipping time

By pressing the Y Button on the map screen, you can manually skip forward 30 minutes at a time. Press up or down on the +Control Pad to select how much time to skip and press the A Button to confirm. This option can only be used at certain times, depending on the events available.

Simultaneous Events

There will be times when multiple events with a clock icon are available at once. If you choose one, the other events may disappear once it is over, so think carefully before choosing.

MAP MODE

Map mode is split into two parts: the map screen and events.

USING THE MAP SCREEN

The following options are available from the map screen.
(Some options are only available in certain circumstances.)

Actions: A list of actions involving characters and locations currently available in the selected area of Tokyo. The following three are always available:

Look around: Check out the state of affairs of the area.
Listen to people here: Hear what people in the area have to say.
Talk with your party: Review the current situation with your party members.

Clock icon: Selecting one of these actions will cause time to pass during the event.

Battle icon: Selecting one of these actions will cause a battle to occur. Time will not pass if the battle has no clock icon.
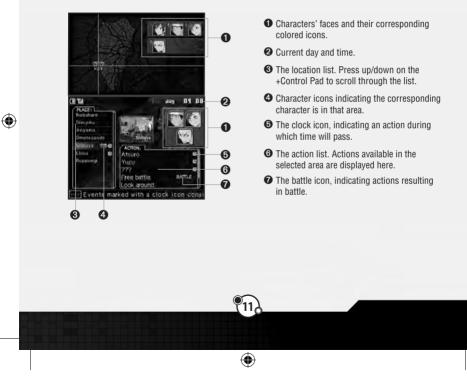
***

Free Battles

Time won't pass during Free Battles, so you can fight them as many times as necessary to strengthen your party.

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The upper screen is a map of each character's location, while the lower screen shows the location list and available actions.

❶ Characters' faces and their corresponding colored icons.

❷ Current day and time.

❸ The location list. Press up/down on the +Control Pad to scroll through the list.

❹ Character icons indicating the corresponding character is in that area.

❺ The clock icon, indicating an action during which time will pass.

❻ The action list. Actions available in the selected area are displayed here.

❼ The battle icon, indicating actions resulting in battle.

PLACE:
Ikebukuro
Shinjuku
Aoyama
Omotesando
Shibuya
Ebisu
Roppongi

ACTION:
Atsuro
Yuzu
???
Free battle
Look around

Events marked with a clock icon consi

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BATTLE MODE

By selecting a battle from the action menu, the game will enter battle mode. Each battle has its own victory and defeat conditions. These may change during battle and can be reviewed at any time from the system menu (p.16).

PREPARATION MENU

>> Edit Team

Organize the teams you intend to field. Highlight a combatant and select it with the A Button, then choose a slot to move it to. You can also do this by touching a combatant with the Nintendo 3DS stylus and dragging it to the intended slot.

Each team consists of a leader in the middle flanked by two demons, for a maximum of three combatants per team. You cannot make a demon the leader or take locked combatants out of the team. Up to four teams can join a battle.

You can perform the following actions in the Team menu. The list of reserve combatants scrolls from top to bottom.

- **A Button:** Organize combatants
- **B Button:** Go back/cancel
- **X Button:** Remove the selected combatant from the team
- **Y Button:** View/set skills for the selected combatant

About setting skills

By pushing the Y Button with a combatant highlighted, you can see its skill list. Leaders can change their skill sets here. Choose the skill you would like to change and confirm with the A Button, then continue as desired.

Conditions for Skill Sets

Leaders must meet specific conditions to equip the various skills. If you have not met the conditions for certain skills, they will be greyed out.

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>> Skill Crack

Skill Cracks give the ability to analyze and obtain your enemies' skills. Choose a team leader to perform the crack and then choose a skill to crack from the list. Setting up a Skill Crack is not required to begin battle.

After choosing a team leader and a skill to crack, the enemy who has that skill will be displayed. If more than one enemy has the skill, you may select which one you'd prefer to crack. If the chosen leader's team defeats that enemy, he or she can learn the skill.

Learning and using skills
Team leaders can obtain skills through Skill Cracking and use them once they're placed in the leader's skill set. Some skills will require a certain experience level before they can be equipped. Demons will learn specific skills when they level up. When you receive a Skill Set Bonus (p.24) they can learn already-cracked command skills.

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>> Positions

When placing your teams on the field, choose a team from the Positions screen and push the A Button to confirm.

On the field screen, you can place your team anywhere on the blue spaces. Move a team onto the space you wish with the +Control Pad and push the A Button to place it. You can place up to four teams.

>> Dispatch

If you have placed the characters required by the Dispatch conditions, you may begin battle. After being asked "Are you ready to start?", if you choose "Yes," the battle will begin.

The various buttons have special functions on the field screen. Be sure to keep an eye on the overall situation and the status of each team.

- **L and R Buttons:** Switch status menus
- **Y Button:** Display skills
- **X Button:** View attack/movement ranges in free cursor mode
- **B Button:** Free cursor mode
- **START:** Display system menu

>> System Menu

Push START and SELECT on the field screens to access the system menu with the following options:

- **Suspend:** You can save in the middle of battle, which will suspend the game and exit you to the title menu. Resume your suspended game by choosing Continue from the title menu.

- **View Order:** View the current turn order. Use the +Control Pad to scroll through the teams.

- **Victory:** Check the current battle's victory and defeat conditions.

- **Config:** Change game settings and view Titles.

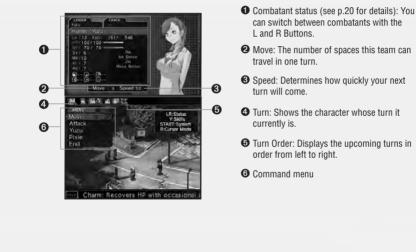- **Retreat:** You can retreat from Free Battles, but not from event battles.

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The upper screen shows the current team's status, while the lower screen shows each team's location and the available actions.

❶ Combatant status (see p.20 for details): You can switch between combatants with the L and R Buttons.

❷ Move: The number of spaces this team can travel in one turn.

❸ Speed: Determines how quickly your next turn will come.

❹ Turn: Shows the character whose turn it currently is.

❺ Turn Order: Displays the upcoming turns in order from left to right.

❻ Command menu

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COMMAND MENU

At the top of the lower screen is the turn order gauge. The faces displayed there indicate the order of the next several turns, from left to right.

>> Move

Select this command to move across the field. Place your cursor on any blue space and confirm with the A Button. The amount of spaces you can move depends on your movement range.

>> Attack

Select this command to attack an enemy team. You can attack enemies on the red squares indicating your attack range.

About Attack Range

At first, you will only be able to attack enemies adjacent to your team, but later, you may be able to use your demons' abilities to increase your range.

>> Special commands

In addition to the regular actions on the command menu, some character names are displayed. Select a character name to see actions specific to that character.

- **Summon:** Team leaders can use this command to summon demons from your reserves.
- **Skills:** Use applicable command skills or race skills assigned to the character.
- **Return:** Put a currently active demon on your team back into the reserves.

Special commands will also be available while standing on certain spaces or next to certain characters in some battles.

>> End

End your turn and remain in place until your next turn. If you choose this, the next team in the turn order will act.

About Turn Costs

Each action you can take in battle has an associated Turn Cost. When you choose a command, such as Move, a red arrow indicates where in the turn order your next turn will fall. The greater an action's Turn Cost, the longer it will take until you can act again. Keep the Turn Cost in mind when selecting your actions.
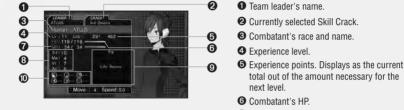
READING THE STATUS SCREEN

When you highlight a team with the cursor, its status will be displayed on the upper screen. You can use the L and R Buttons to switch between status screens.

❶ Team leader's name.

❷ Currently selected Skill Crack.

❸ Combatant's race and name.

❹ Experience level.

❺ Experience points. Displays as the current total out of the amount necessary for the next level.

❻ Combatant's HP.

❼ Combatant's MP.

❽ Combatant's stats:
- **St:** Power of their physical attacks.
- **Ma:** Influences maximum MP and strength of/defense against magic.
- **Vi:** Influences maximum HP and defense against physical and magical attacks.
- **Ag:** Influences turn order and accuracy/evasion rate.

❾ Current skills.

❿ Elemental strengths/weaknesses.

 Phys   Ice   Force   Fire   Elec   Curse

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During battle, characters can suffer various status ailments.

POISON
Each turn, you will take damage from the poison.

MUTE
You will be unable to use magic or skills that require MP.

DEAD
A character will fall when its HP reaches 0.

SEAL
You will be unable to use command skills.

CURSED
You will be unable to heal HP or MP.

STONE
You will be instantly killed by critical hits or Force-element attacks.

SHOCK
While shocked, you cannot act during skirmishes and your physical defense will be temporarily lowered.

PARALYZE
While paralyzed, your accuracy and evasion will be lowered and your turn might be lost.

FREEZE
You will be unable to act during skirmishes and weak to Physical attacks.

SPAWN
If you don't expel the parasite, a fly unit will be born.
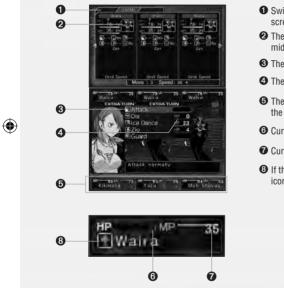
❶ Switch between the enemy and ally status screens with the L and R Buttons.

❷ The team's status screen. The one in the middle is the team leader.

❸ The command list.

❹ The MP or HP cost for the listed action.

❺ The player team's status panel. The one in the middle is the team leader.

❻ Current HP.

❼ Current MP.

❽ If the combatant has a status ailment, an icon will be displayed here.

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>> Teams and leaders

The demon tamer (team leader) can form a team of up to of three combatants.

- The combatant in the middle is the leader
- If the leader is defeated, that team is automatically eliminated from battle
- As long as the leader's teammates are standing, attacking the leader will do less damage
- If you defeat the leader first, the Macca and experience points you gain for the surviving teammates will be halved. It's beneficial to try to defeat the teammates before the leader, if possible.

>> Macca and Magnetite

Macca is the currency used in Demon Auctions (p.31) and Magnetite is a type of energy needed to claim Skill Set Bonuses. The amount of each you get upon defeating an enemy team depends on your performance in skirmishes.

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Macca Bonus

• Macca Bonus
Certain feats during a skirmish like gaining extra turns or defeating your enemy without taking damage will earn a bonus to the Macca you receive for defeating the enemy. The bonus is calculated according to special rules; even if your bonus goes into negative numbers, you cannot lose Macca from the amount you have on hand.

• Skill Set Bonus
Like the Macca Bonus, the amount of Magnetite you receive depends on your performance in skirmishes. Once you have a certain amount of Magnetite, you will be able to teach your demons a command skill that has been cracked.

>> About Skills

In general, there are four types of skills: Command Skills, offensive or supportive skills used in battle; Passive Skills, skills that are in effect automatically; Race Skills, command or passive skills specific to certain races of demons; and Auto Skills, which are reserved for team leaders and take effect as soon as a skirmish begins. Team leaders can set their skills during battle preparation; they cannot be changed after dispatching.

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>> Weaknesses and extra turns

Characters with an Extra Turn display during skirmishes will get to act again. Extra turns are distributed as follows:

• The higher your Agility stat, the more likely you are to get an extra turn.

• The attacking side is more likely to receive extra turns. There are two ways to increase your chances of getting extra turns or removing the enemy's extra turns:

– Attack the enemy's weaknesses
– Land a critical attack on the enemy

If the enemy resists, nullifies, reflects, or absorbs your attack, you will either lose your extra turn or the enemy will gain one. It is important to check your enemy's status on the upper screen as you fight.

>> Skirmish's end

Each skirmish will end when both team's turns are expended or one of
the team leaders is defeated. If all of your team leaders die, or the defeat
conditions are met, the game ends.

>> Gaining levels

Once you gain enough experience points, you will level up.

Stat Growth
Upon leveling up, the team leader's or demon's statistics
will increase at random.

Distributing Stat Points
Only the main character can freely distribute his stat points.
Choose a stat by pressing up/down on the +Control Pad and
distribute points by pressing left/right. When you are ready,
push the A Button to confirm.

COMP MENU

If you push the X Button in the selection screen during the map mode, you will access the COMP menu.

TEAM

Organize the teams to send into battle. You can also do this from the preparation menu before battle. See p.12 for more about organizing your team.

MAIL

There are three categories of email: personal mail, Laplace Mail, and system mail. You can switch between the categories by pressing left/right on the +Control Pad. If you open a new email, you will not be able to go back to the previous screen until you read the email to the end. If there is a lot of text, you can press up/down on the +Control Pad to scroll by each line or the L/R Buttons to jump by page.

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PROFILE

View detailed character profiles. Choose a character and press the A Button to see his or her profile.

CONFIG

Change various game settings or view earned Titles.

About Titles

Titles are earned by fulfilling certain conditions at the end of the game. Each earned Title confers a set number of points, which can be spent on Rewards at the beginning of a new cycle using Clear data from a previous one. These Rewards range from lifting level limits on summoned demons to carrying over demons or Macca and apply to the new cycle you begin. New cycles using Clear data must be played on the Normal difficulty.

DATA

Save your game. You can save using up to three files. If you select a file that already has a saved game, a message saying "Overwrite previous save?" will be displayed. If you choose "Yes," you will lose the previous save.

FUSION - CATHEDRAL OF SHADOWS

You can fuse demons together to make a new demon. There are two options – Fusion, where you choose demons from your reserves to fuse, and Fusion Search, where you set criteria to search for demons that can be created through Fusion of your current reserves.

>> Fusion

You can choose two demons from your reserves to create a new demon. From the list of demons, you can view their skills with the Y Button, change the sorting category with the L and R Buttons, and cycle through demons with the +Control Pad.

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Choose the Demons

Choose the first demon to be used in the fusion from the demon list and confirm with the A Button. After this, you can either choose a second demon with the A Button or push the X Button to see what demons will result from fusion between the first demon.

Skill Inheritance

After confirming the resulting demon, its skill slot screen will be displayed. Move the cursor onto an empty space and press the A Button to see a list of skills that can be placed there. Choose a skill you wish to set and press the A Button again to confirm. When you are satisfied, press START to begin the fusion.

>> Fusion Search

Set criteria to filter the demons you can fuse. There are a variety of criteria to choose, such as Race, Owned, Party, or Known. After you're done, choose Search at the top of the menu.

If any candidates meet the selected criteria, their names will be displayed in the list. After choosing a candidate, the fusion possibilities resulting in that candidate will be displayed. If you wish to fuse those demons, choose "OK."

DEMON AUCTION

You can bid at the Demon Auction to recruit new demons. The lineup of available demons is refreshed every thirty in-game minutes.

Choose a Demon
Select the demon you want to buy from the list. The more ★ marks there are, the stronger and more expensive it is. As you progress through the game, your auction rank will grow, and you'll be able to switch between menus with the L and R Buttons.

Begin Bidding
After you have selected a demon, press the A Button to start bidding. If you want to buy it right away at a predetermined price, you can press the X Button to close the bidding without competing against others.

Enter Bid Amount
When bidding begins, a countdown will start, and all who wish to bid on a demon will enter their bids. Press up/down on the +Control Pad to change your bid and press the A Button to enter that bid.

Final Bid
If more than one bidder is still active when the time is up, those remaining will enter a final bid. The person with the highest bid can purchase the demon. You can elect not to buy the demon even after winning them, but be careful, as this will affect your auction rating.

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After a certain point in the game, you will be able to access the Demon Compendium by selecting "Demons" in the COMP Menu. Here, you can view and summon entries in the Compendium or register new ones.

View

Selecting View brings up a list of all entries in the Compendium, which can be sorted by race with the L and R Buttons. To get more information on a demon, highlight it in the list and press the Y Button to see its skills or the X Button to read its profile. If you wish to summon the demon into your party, press the A Button. Summoning a demon from the Compendium costs Macca.

Register

You can register new demons or existing demons that you have improved or customized into the Compendium. Highlight a demon from your stock and use the L or R Buttons to compare it to a previously registered version, if one exists. If you wish to register the current demon, press the A Button. You can register your entire stock at once by pressing the X Button; if this will result in some re-registrations, you will have the option to handle those on a case-by-case basis.

Ikebukuro – A large commercial district featuring many department stores, Ikebukuro is also home to the city's second largest rail station and the Eikokuji shrine.

Ueno – One of Tokyo's less glamorous areas, Ueno features several museums, such as the Tokyo National Museum and the National Science Museum.

Shinjuku – Its rail station is the largest in Tokyo, making it one of the busiest areas of the city. It is also the site of the Tokyo Metropolitan Government Building, where city government is housed.

Akihabara – The famous "Electric Town" is host to all manner of electronics stores.

Kudanshita – The stop used by visitors to Bugeikan, the slightly fictionalized version of the famous Budokan concert hall.

Kanda – Home to the Kanda Myojin shrine, devoted to Taira no Masakado, and also the site of the Jinbo-cho used bookstore district.

Tokyo – Famous landmarks of the central Tokyo area include Tokyo Tower, Shiba Park, and the Outdoor Concert Hall.

Aoyama – Known for its entertainment venues but also for the large municipal cemetery.

Harajuku – Most famous for its outlandish fashion shops in Omotesando and Takeshita Street, Harajuku also features Yoyogi Park and the Meiji Shrine.

Shibuya – The well-known "scramble crossing" is in this highly youth-oriented district, as well as the Electric Museum and Miyashita Park.

Ebisu – A quiet residential area near Shibuya and Roppongi.

Nagata-cho – This area's major feature is the Diet Building, where Japan's central government meets.

Akasaka – In the game, Akasaka's main feature is the Akasaka Tunnel, a secret exit from the rail station that may be a way out of the lockdown.

Roppongi – Well known both for its nightlife and the new Hills development, Roppongi also features a 54-story tower complex.

Shinagawa – A region of Tokyo that features several foreign embassies and corporate headquarters. The Senga-kuji shrine is also here.

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