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# Persona 3 Volume 2





### **Synopsis**

Life  $isn\tilde{A}\phi\hat{a}$   $\neg\hat{a},\phi$ t easy when you $\tilde{A}\phi\hat{a}$   $\neg\hat{a},\phi$ re a transfer student  $\tilde{A}\phi\hat{a}$   $\neg\hat{a}$   $\infty$  just ask Minato Arisato, Gekkoukan High School $\tilde{A}\phi\hat{a}$   $\neg\hat{a},\phi$ s newest transfer student. Strangers and unfamiliar scenery aside, Minato also has to contend with the fact that his school transforms into a Shadow-filled tower called Tartarus every night during the Dark Hour! Minato and two of his new friends  $\tilde{A}\phi\hat{a}$   $\neg\hat{a}$   $\infty$  Yukari and Junpei  $\tilde{A}\phi\hat{a}$   $\neg\hat{a}$   $\infty$  set out to investigate Tartarus to see what they can learn about this phenomenon, but can three high school students with little to no combat experience possibly survive the tower $\tilde{A}\phi\hat{a}$   $\neg\hat{a},\phi$ s horrors?

#### **Book Information**

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#### **Customer Reviews**

I'm well-versed in the story of Persona 3, but I found this to be a delightful read and a largely acceptable introduction or refresher course to the world of Tartarus and the Dark Hour. A few aspects can be jarring, but your own personal appreciation level for the author's sense of humor and direction will determine if these add a new flavor or turn it unpalatable. The story sticks pretty closely to the play-by-play of the video game, but mixes in many ancillary bits (benefiting from not always having to be from the protagonist's perspective) and each volume ends with a world-building side story separate from the game's plot, which is welcome for returning fans. The side stories, however, are set months beyond the current volume's timeline, and rely on you knowing characters that haven't been introduced yet -- I found myself wanting to skip them until I'd reached the pertinent

time in the main story, and I'd recommend first-time readers do the same. The art doesn't stray too far from the video game's style, and is more loose and minimal with its details compared to Persona 4 (many characters' eyes are not visible when drawn at a distance). Many of the full and double-page panels are striking and impressive, but others can be a little dense, and even with multiple once-overs I had trouble discerning exactly what was happening! A few minute details might turn casual readers off -- most notably a number of sudden goofy tonal shifts, keeping many otherwise serious scenes with an oddly light-hearted overtone. (MINOR SPOILERS: What is assumed to be Minato collapsing from a serious injury is in fact minor -- Minato also tripped on a rock and is too embarrassed to say otherwise.) The author also really enjoys drawing goofy faces, particularly on Junpei. In several panels, next to other characters with fully detailed faces, a confused Junpei is conveyed in comically low detail, resorting to a whole eight lines of facial features. It reminds me a lot of the ridiculous detail shifts of One Punch Man, and I'm not sure if I like it or not yet. Time will tell if it wears out its welcome as the plot reaches its more serious moments. Despite the above, I'd find it difficult not to rate this five stars -- not every moment hits the way it's trying to, but the amount of times in the manga versions I had was awed, impressed, or had to close the book to laugh for a minute win over any doubts for me. If 80 to 100 hours seems daunting for a first-time or returning player, but the world of Persona 3 still has a hook in you, Shuji Sogabe's interpretation hits the marks.

Got this for a friend and he absolutely loves it!

A good way to relive the story.

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