

Podcast Ideas and Research

Topic: Persona 1, The forgotten first child of the series.
(Spin-off of Shin Megami Tensei and Shin Megami Tensei IF)

Podcast title: The Gaming Maniac.

Episode Title: The Forgotten Gem, Revelation: Persona (Persona 1).

Intro: How's it going folks, welcome to the "Gaming Maniac", a podcast series about me who is a maniac for gaming! My name is Nicholas but you can call me Nick, and I will be discussing many video games I love that you may also enjoy or looking for something to play! For my first episode, I thought it would be fun to talk about "Shin Megami Tensei: Revelation - Persona", the very first persona game that is forgotten despite the popularity of the third game to the fifth, and since Persona 3 Reload is coming out soon which we are all very excited about, thought it would be a fun topic for us!

5 questions for the audience:

1. What is "Shin Megami Tensei" and its relation to the Persona series, and the developers?
2. Why was the game made?
3. What is the game about and the difference between Japanese and American versions?
4. Why is the game forgotten despite kickstarting the series and its popularity?
5. How can you play the game now?

The answer for each question:

1. If you don't know, Persona is a spin-off of Atlus' previous series called "Shin Megami Tensei" that started in 1992 for the Super Famicom (SNES for us). It's a series about you as the player being able to summon demons of your own as the city of Tokyo is invaded by demons. It's a dark franchise. But Atlus made a spin-off called "SMT if" that is an alternate universe for the first game, but focuses on a high school as you play as a student to save the school from demon invasion and is based on the "7 Deadly Sins".
2. Thanks to "SMT if", Atlus wanted to make a franchise for the West to introduce them to the main SMT series, so they created "Revelations: Persona" for the PS1 in 1996. "SMT if" set the groundwork for the high school setting from the first game to the latest installment. I find it funny that the spin-off became more popular than the main series to the point that Atlus decided to make the game its franchise. But It did do a good job introducing the SMT mainline series when "SMT 3" for the PS2 was released as it was the first game from the series to come to the West and was widely popular till this day but at the same time was in the shadow by Persona 3 and 4 as it was also released on the PS2 and more appealing to casual fans.
3. Persona 1 was about a group of students playing a game to summon "Persona", thinking it was just a stupid game to pass the time. But after playing, selected students fainted and entered a mysterious world in their dream that awakened their inner soul called "Persona". A companion to fight demons and overcome challenges, but gives them a chance to recruit other demons for help

and be able to wield multiple personas. After acquiring the skills, they fight demons that have taken over Tokyo but also travel to a different universe to save a girl named “Maki”. But the game had many elements that are still present in the ongoing franchise such as the butterfly being an important aspect to the protagonist, and “Igor” from The Velvet Room being a recurring character in the series, and negotiating with demons to recruit.

4. So, why is it forgotten despite kickstarting the series' popularity in the West? Well, there was many reason why such as the game being very repetitive and easy. But the biggest issue was the localization of the game. They changed key characters' names from Japanese to American, cut content, and poor translations, and reduced the difficulty from moderate to very easy. It stained the game's reputation a lot despite being fixed in the PSP remake in 2009. It also lacks the aspects that make the game “Persona” as it was still seen as an “SMT” series. It wasn't until the third game that helped make the spin-off its series and unique that continues to this day as it introduces the life sim aspect. Ranging from managing your calendar as a student and persona user, bonding and increasing your ranks with your friends, dating, building your social stats, and focusing more outside of doing dungeon crawler missions to focus on the stories with your companions.
5. Lastly, you may be asking, “How can I play the game now”? I recommend playing the PSP remake of the game if you have the chance as it is the definitive edition. The translation is much more improved, and a bit modernized compared to the PSX release but still shows its age, and new music, somewhat balanced difficulty, and brings back all the content from Japan that was cut in the NA release of PSX version. But if you like to play the original version, then you play it on the “PlayStation Classic” as it includes many games, but most importantly, the original NA release of the game.

Outro: Looking at the time now, I am afraid we are almost out of time. I wanna take the time to thank you guys for listening to the first episode of “The Gaming Maniac”! I appreciate you folks for joining the podcast about the first Persona game as I can understand we are all very excited for the third game remake, “Persona 3 Reload”, but I also wanna take the time to introduce to you guys the first game so you guys have something to play to kill the time until February 2nd and shed light on a game that I enjoyed playing that is forgotten by the fanbase. Again, thank you for the time and please feel free to share, like, and subscribe as I will be uploading weekly! Goodbye and have a great day!