

“The Gaming Maniac” Podcast (Strategic Writing): The Forgotten Gem, “Revelation: Persona/ Persona 1” - Transcript

1. 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 to explore!
2. But first of all, you may be asking, “What is Shin Megami Tensei”?
3. If you don't know, Persona is a spin-off of Atlus' previous series called “Shin Megami Tensei” or “SMT” that started back in 1992 for the Super Famicom for Japan. 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 instead as you play as a student to save the school from demon invasion and is based on the “7 Deadly Sins” story.
4. So, how did it inspire “Persona” to be made?
5. Thanks to “SMT if”, Atlus wanted to make a franchise for the West to introduce them to the mainline series, so they created “Revelations: Persona” for the PS1 in 1996. “SMT if” set the groundwork for the high school setting that continues from the first game to the latest installment. But what I find funny is that the spin-off became more popular than the main series to the point Atlus decided to make the game its own 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 to come from Japan to the West and was widely popular till this day but at the same time was in the shadows by Persona 3 and 4 as it was also released on the PS2 and more appealing to casual fans.
6. So, what is the first Persona game about?
7. Persona 1 was about a group of students playing a game to kill time. But after playing, selected students fainted and entered a mysterious world in their dream that awakened their own “Persona”. A companion to fight demons and overcome challenges, but gives them the 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, “Igor” and the velvet room being a recurring thing from the first game all the way to the fifth game, and being able to have multiple demons in your own team.
8. So, why is it forgotten despite kickstarting the series' popularity in the West?

9. 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 own series and unique that continues to this day as it introduces the life simulator 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 being more focused outside of doing dungeon crawling to focus on the story with your companions.
10. Lastly, you may be asking, "How can I play the game now"?
11. 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 more modernized compared to the original release, a new music, somewhat balanced difficulty, and brings back all the content from Japan that was cut in the North American release. But if you like to play the original version, then I recommend playing on the "PlayStation Classic" as it includes many games, but most importantly, the original release of the game.
12. 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 a lot but is forgotten by the fanbase. Again, thank you for your time and please feel free to share, like, and subscribe as I will be uploading weekly! Goodbye and hope you have a great day!