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Persona 3 answers reload

Looking for answers to school and exam questions in Persona 3 Reload? Here's a comprehensive guide to help you succeed. Throughout the game, teachers will ask general knowledge questions on set dates, with exams that feature multiple-choice questions spread across several days. ### Key Points to Remember • Correctly answering normal questions raises your Charm, while scoring well on exams boosts it significantly. • Talking to Mitsuru after scoring well earns rare items as a reward. • Getting the best exam score in your class nets even better rewards from Mitsuru. • Exam results are posted on the next school day after finishing. ### Monthly Breakdown * April: + 8th: Vivid Carp Streamers (third answer) + 18th: Middens (second answer) + 27th: A (first answer) * May: + 6th: A pantograph (first answer) + 13th: The pendulum (second answer) + 15th: May Blues (second answer) + 18th-21st: Midterm Exams (dates vary by Academics Level) * June: + 15th: Keen eye (first answer) + 17th: Shamanism (third answer) + 22nd: Witch of Agnesi (third answer) + 25th: The flutter effect (second answer) + 29th: Dowsing (first answer) * July: + 3rd: About romance (third answer) + 8th: Between "time" and "it's" (second answer) + 9th: Social disparity (third answer) + 10th: Kabbalah (third answer) + 11th: The katana (first answer) * September: + 1st: Resistance (second answer) + 10th: To reveal a secret (third answer) + 11th: The Hermetica (third answer) + 14th: Their soulmate (first answer) + 26th: Tetractys (third answer) Beginning October 13th, new Persona 3 Reload exam answers were released. These dates mark the release of various class answers throughout the semester. October 14th marked the release of Pythagoras as an answer choice. A few days later, Superconductivity became available as a new class answer on October 15th. Another class answer revealed itself on October 16th. As it turns out, October 17th was when the exam revealed that having at least Level 4 Academics is necessary to get good scores. Then another class answer came on October 19th: India. Later, on October 22nd, Venus became available as a new class answer and then Izumo appeared again on the 26th. On the other side of the month on October 30th, Beta-amylase was released as an exam question. In November, Push Square shared information about The Upanishads. Also in November, Her favorite time in winter and The cherry blossom were added as class answers. Then The ozone layer came on December 7th. Later that same month, Kido, Lives, The number zero, Maltose, Murasaki-no-Ue, Geeses, Euphoria, The underworld, and Circe all got released as new exam questions to be solved on December 9th, 11th, 14th, 15th, 16th, 17th, 18th, and 22nd respectively. On January 8th, The underworld and later on the 18th, Circe were revealed again. Science and History: - The origin of magic is shrouded in mystery. - Shamanism is a form of natural magic used for finding water sources. - Dowsing is another method used to locate water sources. - The Witch of Agnesi curve is named after 18th-century mathematician Maria Gaetana Agnesi. Literature and Magic: - The term "flutter effect" refers to the sensation experienced when air bubbles in a whirlpool bath hit the body. - Kabbalah is an esoteric study of Jewish texts. - The katana is a type of samurai sword. - The Hermetica was a book that furthered the art of magic during the Renaissance. Science and Technology: - Electrical resistance is relevant to superconductivity, which occurs when it reaches zero. - Beta-amylase is an enzyme responsible for bringing out sweetness in baked goods. Literature and Mythology: - Dopamine is a hormone linked to achievement, but over-production can lead to addiction. - Pythagoras is considered the first numerologist, with his name living on in mathematical theorem. - The ozone layer consists of molecules comprising three oxygen atoms. - Kido was a form of sorcery attributed to Japanese leader Himiko. The text also includes references to various myths and legends, such as the cherry blossom being compared to a beloved person. do we call the feeling of joy that comes from a near-death experience? "Euphoria." "Which of the following originated in India?" "The number zero." "When heated, the beta-amylase enzymes in sweet potatoes react with the starch present to produce which disaccharide?" "Maltose." "Which Roman goddess has been theorized as the namesake for the month of April?" "Venus." "In The Tale of Genji, who does Hikaru Genji compare to the cherry blossoms?" "Murasaki-no-Ue." "Which of the following words is not the correct plural form?" "Geeses." "The new year is the index of a journey to a certain place." Where is this 'certain place,' he's referring to?" "The underworld." "I've mentioned two Greek sorceresses. One was Medea. Who was the other?" "Circe." the Persona series has experienced a surge in popularity since the release of Persona 5 and its expanded rerelease, Persona 5 Royal. however, ports of Persona 3 and 4 are now available on modern platforms, while they retain some familiar elements from newer games, persona 3 and 4 lack several quality of life improvements seen in Persona 5, considering that Persona 3 was the first game to introduce social systems in the series, it is essential to evaluate its performance when ported to modern platforms. Atlas chose to port the PSP version of Persona 3 rather than its original form to modern platforms, which resulted in a watered-down experience. The lack of significant changes or enhancements makes it feel underwhelming, especially with Persona 4 Golden releasing at the same time. Although the skeleton of Persona 3 remains intact, it's clear that there's little substance beneath the surface. This issue is further compounded by the fact that there still isn't a definitive edition of Persona 3 on any platform nearly two decades after its release. Atlas appears to be neglecting one of its most beloved games in favor of more polished releases. By translating the social aspects of the game into menus and character portraits, Persona 3 Portable fails to grasp what made those elements work in the first place. Moving from static backgrounds to immersive environments is a crucial aspect of the game's charm, allowing players to develop a sense of familiarity with their surroundings and the people within them. This physicality is essential for creating meaningful relationships between characters and making social links feel more substantial. However, in Persona 3 Portable, these interactions are reduced to mere checklist items, where players simply add points to a list rather than engaging in genuine activities or conversations. The game's translation to a visual novel format also diminishes the drama in key scenes, particularly in the main storyline. While this change was necessary for the PSP release, its impact is more pronounced when viewed on larger screens. The absence of anime cutscenes and stage presence from the original release further detracts from the experience. Although Persona 3's story remains engaging, it's clear that the visual novel format was a compromise for the sake of portability rather than an intentional design choice. Despite these shortcomings, the game still retains its core appeal, and fans may find some solace in playing a more stripped-down version of Persona 3 if a better option is not available. The game's social stat requirements are unreasonably high and often inaccessible until the very end, leading to a frustrating lack of activities in Persona 3 Portable. Even with maxed-out social stats, there's still limited content available, making it feel like wasted time. The menu-centric design exacerbates this issue, turning the game into a "spreadsheet" experience. Tartarus, the central dungeon, is another major problem - its endless floors and mind-numbing music loop quickly become exhausting. Reducing the floor count by 30-50% could make the grind more manageable, but as it stands, Tartarus feels like a blockade preventing progress toward story beats. Other mid-2000s JRPG quirks still present in the game include frustrating side quests in the Velvet Room and poor fusion system design. These issues may seem minor compared to the central problems with Tartarus, but they contribute to an overall feeling that Persona 3 is outdated and hasn't kept pace with industry standards. The boss fights in Persona 3 are underwhelming, ranging from dull to infuriating. The combat encounters often feel like a chore, with some bosses having massive health pools or gimmicks that hinder the player's progress. It's only when you're forced to utilize your party's strengths and strategies that things become somewhat engaging, but even then, it's often more about exploiting weaknesses rather than actual skill. Fortunately, Persona 3's narrative makes up for its shortcomings in combat. Unlike other games where each episode features a standalone story with little connection to the overall plot, Persona 3 boasts a cohesive narrative that stays true to its central conflict throughout. This allows the full moons, which are equivalent to key plot points, to feel like pivotal moments in the game's story rather than inconsequential episodes. While the social links may not have dramatic arcs, they excel at depicting everyday relationships and interactions. The little details, such as an old couple offering snacks or a dog's affection for its owner, add depth to the game's world and make it more relatable. Persona 3's pacing starts off slow but picks up steam eventually. Once the narrative gains momentum, it becomes hard to put down, with story scenes becoming more frequent and characters developing their own paths outside of the protagonist. The themes take on a darker tone, heightening the stakes and making for an engaging experience. Unfortunately, this modern port retains its original flaws and introduces new issues due to its PSP roots. While faithful to the original release, it could have benefited from additional polish before being released on home consoles.