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P5 futaba palace guide

The fourth head of Persona 5 does some nasty tricks, and being unprepared is an easy way to spell your own doom. If you want to defeat the huge head of Cognitive Wakaba at the end of Futaba Palace, we have all the tips you'll need to win. This time, there is no shadow to defeat, and (almost) there are no treasures to find. Everything is strange, different and new. Instead of targeting some jerk, you're going to work with a hacker and steal her heart instead. Instead of fighting her shadow, you will fight the immense monster of knowledge, called out of a sense of despair and guilt. Anyway, this is a tough fight. Everything you need to know to pull off a stunning victory is listed below, so scroll for all our tips and tricks. Find more Persona 5 tutorials on Gameranx: How to beat cognitive Wakaba | Boss Guide Instead of fighting shadow futaba at the end of Futaba's Foundch Tomb, you will instead fight the monster Cognitive Wakaba. A huge, unstoppable sphinx with futaba's mother's head – these are all her problems wrapped in one murderous enemy. Dealing with this creature is difficult, so come prepared with the cure of despair. Quick notes: The realization of Wakab uses two types of powerful attacks - Wind and Despair. Don't bring Ryuji. He's low on wind. If you bring him in, beware while Wakaba flies to avoid poor status. While Wakaba flies, you can only harm her with bullets or magic skills. However, they are very weak. Survive until Futaba begs you. Choose to send a party member to target the balista - it should only take two turns to fight. After shooting the ballistics player, Wakaba will be vulnerable to physical attacks. Unleash a lot of physical attacks in this state. She takes 4x damage vs. physically! She remains in a state of four turns. Before you face Cognitive Wakab, be sure to remove Ryuji/Skull from your team. He has a soft spot for wind attacks, which Wakaba often uses. Bring Makoto / Queen, because she can learn a skill that heals a state of despair. Why is desperation so bad? If you have not encountered this, Despair stuns the party member - after three turns, that startled party member will die instantly. Treating despair is very important. Buy medicine from the clinic and enter the battle. For phase one, you won't do any damage while Wakaba flies around, launching attacks. Take care and heal, but don't expect to really fight. There's not much you can do. P5-8 P5-5 P5-6 P5-1 P5-4 P5-7 P5-9 P5-2 P5-3 If Wakaba flies into the air, beware immediately. It will remain in the air, away from sight, for 1-3 turns. Guard all the time, because she'll carry the ultimate physical damage when she lands. Eventually, Futaba will join the fight and put the ballged down. Choose a party member to lead it – it should take 2 turns, but it may take longer. When the bowler is dismissed, Wakaba will be stunned by four turns. Exclusively use physical attacks - special physical skills are especially deadly. Get well in that time. After Wakaba They're going to start unleashing desperation skills at your party. He's targeting all party members. Bring the Queen to heal despair and use objects between healing. Make sure you heal the party members before the three bandages pass, or they will die. It takes a while, but eventually Futaba will come back and deliver another ballista. Choose another party member — don't choose the same as before, or they'll be too tired to move it — and you'll be able to stun Wakaba a second time. If you move out enough damage, it's possible to defeat her here. Otherwise, continue the cycle until it is defeated. Prepare to deal with richer holes as we continue our journey. Next, we cover the Shadow of Okumura. This website uses cookies to improve your experience. We'll assume you agree with this, but you can quit if you want. Cookie settingsACCEPTPrivacy & Cookies Policy How to explore and beat the fourth Palace. At Persona 5 Futaba Palace is the fourth dungeon that begins during the month of July. As so far, you'll be taking a few visits to the Futaba Palace dungeon, with a few infiltrations and running to get the treasure and take on the boss. If you want help for other parts of the game, consult our Persona 5 guide and walkthrough. Investigation This is a very short visit - head through the main entrance and up the stairs and you will face Shadow Futab and be forced to leave. Infiltration Go through the main door, head to the left around the lava pit, and examine the sealed door. You'll have to find another way in, so head out -- Futaba will briefly interrupt you. When you get out, climb the wooden stairs in the southeast of the yard and ask Morgana to go to a nearby town. Desert Town - Grant Futaba's request Your first task when you arrive is to clear your enemies and then return to the town square in the southeast corner. The bandit will show up and mock you before he's out. His path is random, but if you follow him several times, you will eventually be told to change tactics. When he escapes again, instead of following him, go the opposite way to sneak up behind him and he'll end up in the square. Once you've stolen papyrus head back to Futaba. Turns out it was a map, but it was also a trap, and you'll find yourself under the pyramid. Underground cave Head for the northeastern corner of the room and climb to the top of the sarcophagus, then to the southeast corner of the next level and up again, then head east and out the door. Underground passage Follow the passage circuit until you encounter an enemy in the northeast: Makoto advises not to fight him, so continue to follow the passage. Climb the stairs and open the door, and you'll find yourself in the yard. :: The 20 best PS4 games you can play right now Save the game and then head back out the door and make your way into the shadows you bypassed earlier. He's low on wind, so use Morgana to keep him on the ground, but be, that he would call for support if given the opportunity. Once he lands on the sarcophagus in the northeastern corner of his room and jumps over the first two platforms to the left, then head north. Climb up against the wall on the right, open the door and inspect the reflective panel with the green light of things on the right, then leave the room and climb the leash to the right and follow it to the switch in the corner, then press the button, then jump up and open the door. Chamber sarcophagi Read the green glowing inscription, then head left. Climb the sarcophagus in the far left corner of the room, then climb into a smaller room in the southwest and take a glowing orba from the Statue of Anubis. Leave the room and climb the sarcophagus on the left, climb the next series. deal with the shadow, and then climb again. Grab another glowing orba from the room to the east, then head out the door at the end of the ledge. Large corridor Inspect the reflective plate, then interact with the two plinths at the western end of the room to place the balls. Descend to the lower level and the large door in front will open giving you access to the staircase. Head for the adjacent large door and use the safe room on the right before heading out the door to your left. Chamber bouncing your head along the hall and you'll have another brief encounter with Futaba. When he's out, continue west and climb the stairs. Defeat the shadows then go through the door and jump over the platforms to the north and examine the Anubis statue in the center of the room. Take the jewel and head out the door in the northeast, then follow the hallway until you reach the arrow trap, double your back and replace the orba, then go back to where the trap was - now you can safely pass. (Taking an orb is probably optional, but better safe than sorry.) Press the button, then jump upstairs below and enter the room in front where Futaba previously gave you a skate. Go out the door to the west, follow the passage through the second door and continue to go north to another small room. Climb the sarcophagus, open the door, climb the edge at the far end and inspect the Anubis statue on the platform in front. Return to the previous Statue of Anubis and grab the orba, then double again and place the orba in another statue. Exit the door to the east and follow the passage until you reach the button. Press it, then return to the Futaba room and climb the sarcophagus east, then head through the glowing portal. Large corridor puzzle 1Interact with luminous plinth activate sliding block puzzle. There are probably elegant solutions to this and those that follow, but for simplicity, everyone can get rid of it in the same way: locate a piece belonging to the far right and replace the pairs until it is in place, locate the next piece and replace more pairs and repeat until it is put back together. Head down to the Great Corridor and head up, in the neighborhood blocked doors and use a safe room before moving to the next area. Chamber GuiltFollow pass and fall eventually for another meeting with Futaba then start following her. After a narrow escape head forward and crawl through a hole in the wall into a room lined with coffins. Head up the steps on the left, ignore the button for now, and follow the walkway around the side of the room. Interact with the broken board eventually create a bridge, then cross over and enter the small room at the end and interact with the board from the inside to discover the code B01010. (We're not sure if the code is random or not.) When you get back to the main room, some of the coffins will emit strange holograms. The panels on the front of each of them can be used to turn them on or off to fit the code; the nearest makeshift bridge cannot be turned off and represents B, so if your code matches ours then the one next to it, the one in the middle and the one at the far end should be turned off. After entering the code, press the button you previously ignored to open the door in the corner of the room. Follow the passage to the northeast corner and open the door to find the red board - read it to discover two codes, R01100 and B10011. Go back to the coffin room and turn off the appropriate coffins - the B code matches the blue holograms from before, and the R code matches the red ones, both of which begin at the same end of the room. Press the button again, wait for the chaos to subside, then climb the sarcophagus that is near the hole you slipped through and jump into a row of giant balls on the right. Climb the leash at the end and follow the passage up the stairs and through the glowing portal. Great Corridor Puzzle 2There is another sliding block puzzle here. It looks more complicated because the pieces are funny in shape, but the same strategy of working from one end to the other by swapping pairs works. Once it's finished, descend and take the stairs to the next safe room. Need more help? Our Persona 5 Guide and Walkthrt contains a complete month-to-month summary with important Palace dates and strategies, as well as how to get the Right End. Elsewhere learn how to make the most of your free time with all the possibilities of confidantes, social connections and romance, the best ways to increase social statistics such as Knowledge, Guts, Expertise, Kindness and Charm, create the best personas through Fusion, how to cheat on exams with our test answers, how to get Mementos requests, unlock the full list of trophies and learn about the upcoming DLC schedule. Chamber SanctuaryCross narrow beam in the center of the room and pass through the door, then follow the passage around the corner to a large square pit. Slide through the hole in the wall on the left, turn right, follow it in a circle and climb the sarcophagus at the end and press the button on the top platform. Go down and squeeze through open the door and head to a small room north. Use the third eye to identify a sarcophagus that looks different from the others, then open it and hit the switch inside. This will open the second sarcophagus with another button, and eventually a third. Leave the room and return to the one in the south to find another open sarcophagus with a hidden button - pressing it will open the secret door. Take the orba from the anubis statue inside, return to the larger room and take the door to the west. Follow the passage over several sets of sarcophagus and place the orb in the stand at the end, then descend and head straight over the glowing bridge to the far side of the pit and go out the door. Deal with a few shadows, then head through another door, use a safe room, and then continue along the aisle. Futaba will reappear and summon more shadows - they are all weak to the wind so it should be a fairly simple fight. Once there's more to climb the sarcophagus to the left of the room and grab another Anubis liba, then head back down and climb over the altar at the far end and follow the passage to the other glowing bridge. Cross it, descend at the end of a short pass and place the orba in a stand to activate the second bridge. Follow it, take a fork to the right and follow the passage to another bridge leading to the glowing portal. Head through it, climb over the statues in front of you, and follow a beam of light along the aisle to the final puzzle. Great Corridor Puzzle 3This is a little more complicated because the parts have to rotate as well as move, but it's still easy to solve if you do it methodically. Start by turning everything the right way up, then replace the pairs as before - the edges of the puzzle do not move so it is easy to see which one goes where. Descend and inspect the last door, talk to Futab, then use the safe room to return to the real world. Gap chamberThe head steps and turn left whenever you get a choice, or turn right to grab a few treasure chests if you want to take the scenic route - there are a few shadows along the way, but it's just a warm-up for the final confrontation. The fight operates in two stages. During the opening rounds, you will not be able to use crowd attacks at all, and elementary attacks will do only minimal damage. Chip away at the Beast who rules the palace until she disappears into the clouds and then keep guarding until she slams back down. Futaba will now invite the ballist, and you will get the choice of a party member to go and man him - if you have someone weak to the wind we suggest picking them as they will avoid getting knocked down in the next stage. After a few more rounds of elemental attacks, the ballist will knock the beast out of the sky and allow you to use the crowd attacks to have a decent amount of damage for a few rounds, and then the cycle will repeat - continue until it is beaten. From dungeon and dusted, it's time to move on with the august event before the next inquest. Sometimes we include links to online retail stores. If you click on one and make a purchase, we may get a small commission. For more information, go here. More about persona 5 Persona 5 Review News (19) (9) About the author

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