

Shin Megami Tensei: Devil Children - Messiah Riser Guide

This will be extremely short due to the nature of the game.

1. There are no secrets to find.
2. Every level is mostly the same with the structure outside some that is timed.
3. The gameplay mechanics are sort of bugged and don't fully work well.
4. The game is braindead easy.
5. It doesn't matter who you choose for your MC after the 10 map tutorial. Nothing changes outside the dialogue and there is no translation so nobody can ready it unless you studied Japanese for at least 2 years. (It's made for braindead children, so if you are trying to learn Japanese, you can try this game out.)

The tutorial is mostly scripted and you draw your MC to attack a unit. Aliments all do the same things of stunning or controlling. Demons can either heal HP or remove ANY ALIMENT.

90% of the game is you summoning the same two demons given to you at the start since one can heal you, and the other can remove any aliment put on anybody.

Most of the game is attacking, selecting the healing demon to heal, and the aliment removing demon to remove aliments from whoever gets hit by them. Making sure everyone is distanced from everyone else enough to cast a spell before it is too late.

Attack enemies one at a time, no time limits unless stated, and even if there is, you usually have an extra five minutes.

The controls is awful. The game is slow. The game looks good, but outside of that it's really bad. I don't recommend you play this, even as a joke.

Do not play this fucking game.