[REVAMPED] Junpei Tenmyouji (999) feats doc by GXTHIE from Youtube/r0xxiee on discord **recommend dark mode, fuck you light mode bitches**



Nonary Game Hero

"No matter what happens, you can never lose hope.
You have to remember what's most important, and that's to have faith, and to have love.
If you can remember all of those, that'll bring you good luck."



:[OBVIOUS SPOILERS, PLAY THE FUCKING GAME RETARD]

This is a Junpei Tenmyouji doc that covers his feats from all three games, the one me and grove did was PUZZLES only yet scdtards thinks that was ALL of his feats when it wasn't AT ALL.
This will focus on the novelization and puzzle parts of 999 while VLR + ZTD would focus only on the novelization parts (cause you don't really play as Junpei anymore in his POV, which is gonna be really hard for me since NOBODY talks about his VLR and ZTD feats regardless and i'm ass at explaining stuff due to me having the mental age of a 13 year old despite the fact im older than that so i need some help from people to confirm this category or that category for me due to my extremely low confidence).
Mind you, he is MID tier (B tier in letters) so don't expect super duper crazy shit like a kid on crack after he sipped a mix of monster and coffee with the sides of hot cheetos + im inexperienced with docs.

How i rank SCD characters, though this may depend on whoever (THIS IS MY OPINION YOU FUCKING DICK CHEESERS, DON'T TAKE IT PERSONAL):

- **S = high tier (self explanatory + i dont use "top tier" ever)**
  Examples: Akane Kurashiki, Baku Madarame, etc.

- **A = mid-high tier (basically lower end of high tier or higher end of mid tier)**
  Examples: Light Yagami, Ayanokoji, (MT + canon + adult) Near, etc.

- **B = mid tier (basically a balance, not high but not low either)**
  Examples: Junpei Tenmyouji, canon L, Ciel Phantomhive, etc.

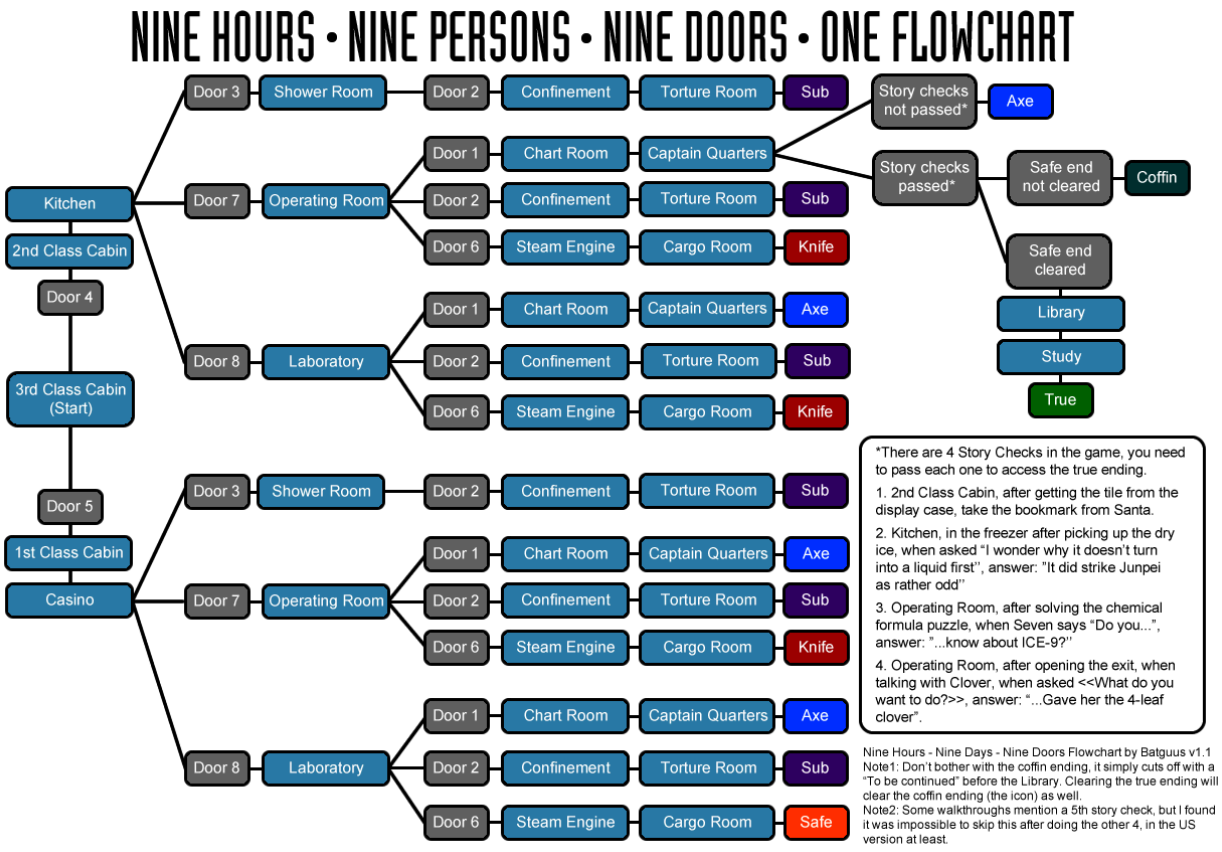
- **C = low-mid tier (lower end of mid tier or higher end of low tier) examples: Mello, Makoto Naegi, Naoto Shirogane, etc.**

- **D = low tier (self explanatory)**
  Examples: Rebecca Chambers, Misa Amane, Kei Shinomiya, etc.

My top 10 characters i mainly use in SCD (NOT IN ORDER FAGS AND IT'S MY PERSONAL SHIT YOU BUM ASS BITCHES):

1. **Ciel Phantomhive (B tier, unless i reanalyze him one day)**
2. **Akane Kurashiki (all games, S tier)**
3. **Near (A tier, as i use MT + adult)**
4. **Junpei Tenmyouji (all games, B tier)**
5. **Light Yagami (animanga, A tier)**
6. **Baku Madarame (Usogui canon, S tier)**
7. **Takayuki Yagami (Judgment duology, A tier)**
8. **Nagito Komaeda (anime + games + ova, A tier)**
9. **Rock (Black Lagoon Animanga, B or A tier)**
10. **Kaiji Itou (Kaiji animanga, A tier)**

I MIGHT also debunk retards making stupid fucking retarded statements or explainations when it comes to them downplaying Junpei because despite the fact that this is a community that scales intelligence on a daily basis.
They are by far the most braindead people I've ever come across in my life and make the underground music community look like einsteins in comparison.
Which is what happens when you consume media to play dick measuring contests with brains instead of actually enjoying said media for actual important shit.



(FLOWCHART)

Also... I'm gonna go to the safe ending (door 5, door 8 then door 6) and true ending (second playthrough after safe ending; door 4, door 7 then door 1). These are considered TRUE canon endings but due to VLR + ZTD, the bad endings in 999 however are retconned to be canon endings as well due to how much lore the morphogenetic field expanded and utilized by the espers each game). THOUGH, I will also go to other endings.
Yes, this will include the axe ending (which is Junpei's biggest anti-feat) and even the other bad endings too.
Including the submarine ending which has the door 3 manipulation tactic Junpei did.



(Playing this game while doing the doc on my modded ps vita)
ducking debates too btw, don't expect me to waste my precious time dealing with you smelly dick/pussy having mfs, WASH YOUR ASS BEFORE YOU TALK TO ME + i put actual personality (such as sarcasm, vulgar language, etc) in my docs and always will cause i don't wanna type/talk like pseudo-intellectual mf who thinks they are an anime villian

Me when the Zero Escape 999 OST plays:



999 Completion
75%

>CATEGORIES< (btw if a feat is happening at the same time, there will be a highlight and a font color added on the text of the feat to correlate with the category)

FSIQ/INTEL/KNOWLEDGE

EQ (UNDERSTANDING, PERCEPTION, ETC)/READING (HOT OR COLD)/PSYCHOLOGICAL

SQ (LEADERSHIP, SOCIAL AWARENESS, ETC)

AQ (COMPOSURE, STRESS TOLERANCE, ETC)

THINKING (FUCK THINKING CATEGORIES)/INSIGHT/SENSORY

LOGICAL REASONING (DEDUCTIVE INDUCTIVE, ETC)

PLANNING/STRATEGY/TACTICS (AIMING, COMPLEXITY, ETC)

MANIPULATION(DIRECT, INDIRECT,ETC)/DECEPTION(ACTING SKILLS, CONCEALMENT, ETC)

MISC (stuff like countering, blah blah blah i dont feel like listing shit)



:Let this fuckass doc begin or some shit.. btw for puzzle parts i'm gonna use a guide instead of my own playthrough from my modded ps vita.
I do have the OG 999 on my 3ds but don't feel like going through that shit as the dialogue is too damn slow and I hate tapping the screen with my stylus every second so imma use remastered instead.

Before the events/kid junpei

Junpei is bilingual as he is able to fluently speak both Japanese (as he attended in elementary school in Japan) and english (in english versions of the games he lives in America and is literate when it comes to the english language).
There is honestly nothing else that he has besides the backstory revealed in the middle of the game when he was a middle schooler in Hiroshima so barely anything here really *there is him studying bitcoin in college but uhhh no, cringe anti-feat since he wanna scam people and shit*.
(VCI)

Another thing too, Junpei is an esper (which are people who can access the morphogenetic field through the fourth dimension as his mind exists within the fourth dimension) as according to the wiki:
"there are implications in the series that espers possess higher consciousness compared to the other humans".
Because of this, he has the ability to shift and even have telepathy (including heightening other esper's abilities for their powers which was shown in VLR and ZTD).
He can also use his abilities to gain information he knows from other timelines by sending his consciousness to a version of himself from an alternative timeline.
(Cognition)

Back in summer 2018, both Junpei and Akane were tasked to take care of the school's pet rabbits until one day they were slaughtered by waste of sperm with a knife which had Akane crying and being traumatized by the event to realize how shitty humans really are.
Junpei saw a saddened and shocked faced of Akane which motivated him to find the culprit(s).
(E

999 FEATS

The game starts off showing a boat (the titanic or gitanic, i dont fucking know).
Then it skips to Junpei being startled awake by a loud noise.
He woke up and realized he didn't recognize his surroundings as he hit his head on the metal ceiling from the top of the bed then he fell from the bed trying to gain consciousness.
As Junpei tumbled to the floor he was struggling to understand what was going on and tried to determine where he'd woken up (which was a three story bunk bed) with his whole body being in pain from the fall.

Junpei soon realizes that the whole entire room was shaking thinking it was an earthquake but he had no idea if that was the case.
He got up and regained his balance to finally get a first good look around the room to figure out where he was at.

He kept looking for a while until the room stopped which confused him.
From afar he heard a sound of metal squeaking.
Junpei attempts to distract himself by looking around more.

There was an identical bed and set in the wall between the beds was an iron door.
Junpei notices a door in red paint that says "5" but doesn't know what it means.
He attempts to open the handle to the door and it won't open as the handle wouldn't budge.
What he saw next to it was a card reader and was thinking that this was the thing that is keeping the door shut.

He knocks on the door to see if there is anyone at the other side to see if he can get the door open but he gets nothing.
He then notices on his left hand that there is a bracelet number with an LCD display that says "5" just like the door with red paint.

Junpei truly doesn't know what this means despite the fact that the watch and door have the same numbers.

He thought pushing something on the watch would work but nothing happened at all.
Junpei was trying to take it off but it seemed impossible by force no matter how desperate he was.

He was growing more frustrated trying to know where he is and why he is here in the first place.
This was until he had a very quick flashback but it hurt his head before he was able to process it.
After shaking his head, he notices a round and rimmed window riveted in brass that appears to be from an early 20th century ship and concludes that he is on a ship.

He started walking slowly to look close but saw nothing but darkness until the window started cracking as Junpei stared at it.
The window finally cracked and water started bursting in the room which pissed Junpei off.
His feet were already slipping into the water and his first instinct was to run at the door to try to get help but still no response.
The water kept on rising as it is now rising quickly towards his knees.

Junpei finally starts to calm down to come to his senses that the water is not gonna stop rising so if he wants to get out then he needs to SEEK A WAY OUT and do it as quickly as possible as no one is going to save him but himself.
He ran his hands across his forehead to brush the sweat out of his eyes and started to look around the room to figure out a way to escape. (Emotional management + emotional engagement)



3rd class cabin



Junpei starts looking around to try to find a way to escape before the water finally rises all the way to drown the fuck out of him to the point where he looks like Lalo Vincent after losing Air Poker.

First Junpei went to the mirror to remove the cover and saw a red key with tape that is attached with tape on the mirror.
He obtained this item and thinks he should hold the key just in case.

After putting the key in his pocket, he stares at himself through the reflection and after some time thinking to himself.
He was wondering how ended up here and started to try to remember while the heavy flow of water kept on rising quickly. (For some reason this sequence was so weird cause for some reason time stops when characters are thinking, not literally but still, you would think that maybe with a huge fuck-ass flow of water flooding a room Junpei would've been done for but idk)

Junpei remembered that he left work, headed back to his apartment then suddenly remembered what happened before waking up in a strange room.
It was past midnight, after he left work to go inside apartment 201 (that cost 630 dollars/95,295 yen each month).
Now why am I putting this detail here? Cause i fucking can.

Anyways this is where he moved in when he entered college for almost 4 years.
Junpei is basically your average Joe unlike most SCD characters.

Average job, no friends as an adult (SQ anti-feat🤓), average routine, average home, average life, (hell the parts of his first name literally has a meaning for him being average according to the wiki "淳, meaning "honest" (Chinese) or "pure/affectionate" (Japanese). The second part, 平, can mean "plain/flat/even/level", "calm/peaceful" or "ordinary/average". It is easy to see why this name was chosen for Junpei as he is an average, yet kind guy.") and I love these types of archetypes in SCD where they are not supergeniuses or anything but rather just an ordinary person you pass by in Walmart which makes their feats more interesting regardless of the tier due to the fact they showcase how REALLY competent they are despite being in a stressful situation when they never experience anything nor had the skills prior before being put in that sort of circumstance.

Besides that point, he notices that his window is opened after turning on the lights with that basic ass crib he got.
This appears to be strange as he felt a breeze and didn't recall leaving it open.
He walked up to it and looked out the window to look around to say to himself that everything looks ok to him.
Until he puts his head back inside and thought he forgot to close it.

As he closed the window he saw a man (well a woman named Akane/June but you know... gotta keep in character) behind him with a gasmask dressed in all black with a deep hood and before Junpei could even finish questioning he was struggling to even speak due to the white smoke filling up the room.
He saw a small object that resembles a grenade pouring out white smoke all over the area.
He felt his sight and mind fading away in a white haze and then remembers his voice stating that Junpei has been "chosen" to participate in a game named the nonary game of where he has to put his life on the line which was the last thing Junpei has remembered.
The white smoke overpowering him, the masked man and his fall to consciousness.

He figures out the guy with the gas mask was the one who took him here and was wondering who that was.
He was wondering why he was chosen, which was VERY important to him.
He was frustrated trying to know what the nonary game was and then punched the mirror.
(Observation + Long Term Memory + PSI)
***there is gonna be some idiot thinking this was a "super normal" feat but it isn't considering the fact that this is Soporil:**

"Soporil β (Beta), also known simply as Soporil, is an anesthetic drug sold by Cradle Pharmaceutical. It can be categorized as a sedative, and has both a *gaseous* and *liquid* form.

It is gaseous at room temperature, similarly to nitrous oxide. It takes only a few seconds to spread, and even a small amount is very effective. For these reasons, it found widespread acceptance with the police and military forces in numerous countries. It was an effective crowd-suppressant and room-clearer, and is practical, ethical, and humane. High doses can lead to some side effects, *the most notable effect being severe memory loss* (Which also explains Seven's amnesia).*

Afterwards he quickly calms down then goes back to what the fuck he was doing, trying to escape.
He backed away from the mirror and looked towards the tea kettle near the closet at the back of the room.

He opened the kettle top to spot a blue key and retrieved it inside the bottom of the pot.
Below the kettle, he opened a stove door to obtain a screwdriver.
Junpei went across from the kettle and saw a bulletin board which had a note and below the board was a picture frame that showcases a picture of a boat.
He grabs the note with triangles and the picture frame with him just in case.
(Emotional management + observation)



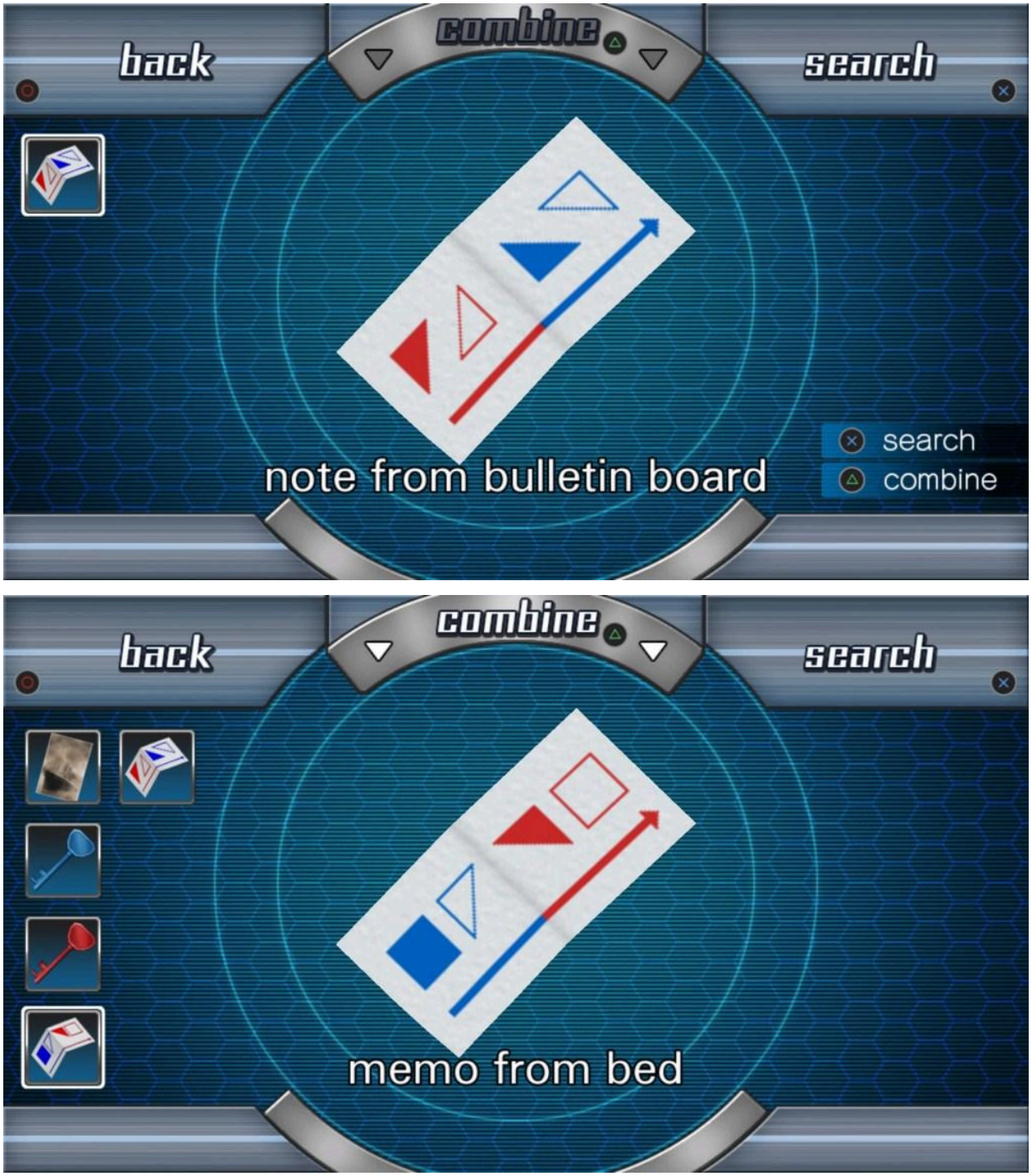
For the picture frame he notices there were screws on the back in which he uses the screwdriver to remove the backside of the picture frame to get the picture out.
As he got the picture out the frame,
He flipped it around to see numbers and symbols which appeared to be a hint.



Junpei looks at the bed at the right side of door 5 and looks under the pillow to see another.



1 through 5 are empty;
6 through 0 are colored in which has to do with the relationship between the symbols and numbers.
These numbers and symbols connect to the note with the first part of red having the top being filled with red while the bottom is a red outline.
The blue triangle at the bottom is filled while the top is a blue outline with the red line at the bottom stopping at the middle then the blue continues until the end of the note (the other note vice versa but blue square is filled with blue with the triangle being a blue outline; the red triangle being filled with the square being a red outline) showcasing its order that the numbers (that correlate with the colors and symbols), color (red to blue) and symbol (filled or not filled) it has to be in hence the red and blue keys that will open something related to those colors. (Observation + inductive reasoning)



Junpei keeps searching the room to find a closet, he opens the closet to find a red suitcase.
He uses the red key to stick in the keyhole, he attempts to turn it but he couldn't so he figures that he needs to find a combination for the suitcase by touching the dial that has four numbers.

He recalls that the memo has drawn symbols at the back of the pictures with numbers including the other two memos with the colors with the symbols on it that correlates to the code to open the briefcase. (WMI)

Board memo:
Starting line; Red colored triangle = 7
Starting line; Red outline triangle = 4

Bed memo:
End line; Red colored triangle = 8
End line; Red outline square = 5
The combination is 7485 (inductive + deductive + WMI)

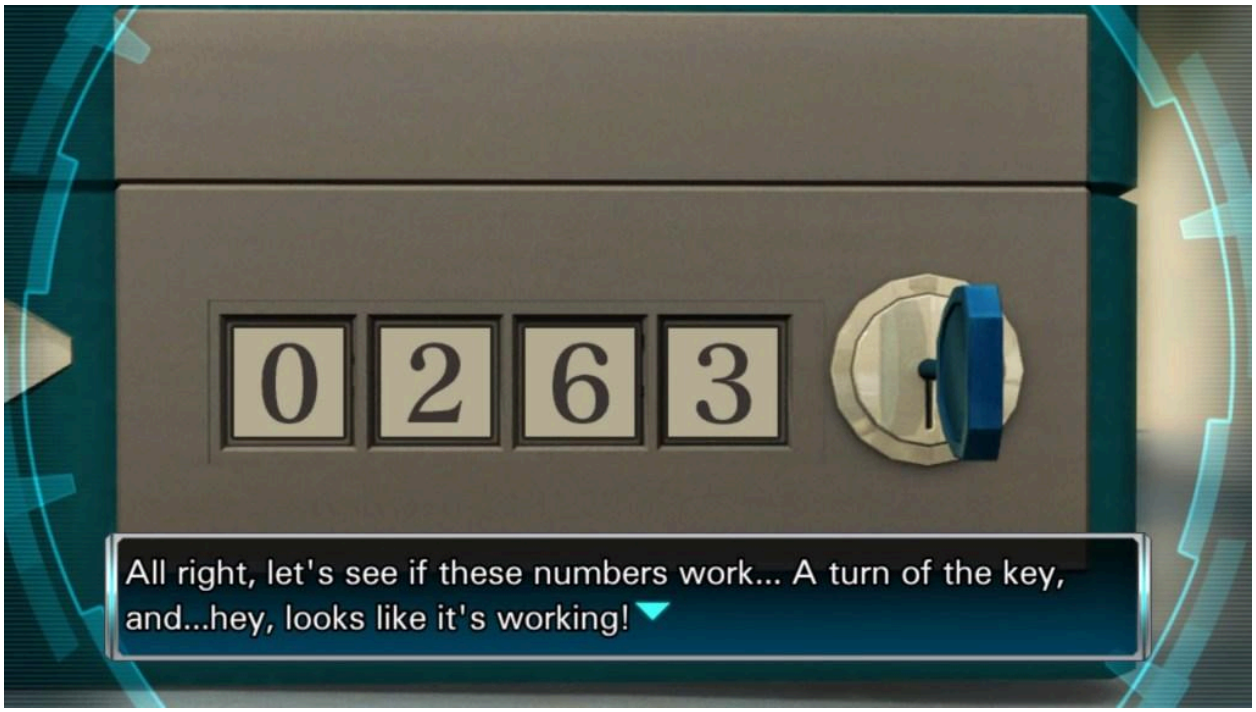


As soon as he opened it, he saw three red key cards stacked that say 1, 2 and 3. Junpei goes to the next suitcase which is the blue one and applies the same logic to the red suitcase.

Starting line; Blue colored square = 0
Starting line; Blue outline triangle = 2

End line; blue colored triangle = 6

End line; blue outline triangle = 3
The combination is 0263 (WMI + Inductive + deductive)



Junpei has the blue suitcase to finally unlock, upon opening up was a file (which gives him info).

In this file, it explains how a digital root works and he reads through all of it.
First he has to add all numbers in question to one another.
If they end up with something greater than a single digit then they should add the digits to one another.
For instance, if someone has a double digit number, add the number in tens place to the number in the ones place.
Keep adding the digits in this manner until they have a single digit answer until they get the final single digit which is the digital root.
(Example: 678 would be 6 + 7 + 8 = 21 → 2 + 1 = 3 meaning that the digital root 678 is 3).

So Junpei has to keep adding numbers until he gets a single digit number.
On the back of the file there is a notebook, pen and calculator.
Afterwards Junpei goes to the card reader next to the number 5 door.

He notices he has the cards with numbers on them and this is where he needs to use it at.
Junpei slid the cards and there was an error meaning he got it wrong.
He tried it many times with the cards such as red and blue but got nothing.

He recalls that he had a hint, that hint is the file that explains a digital root.
So Junpei figures that he needs to combine the cards to get the digital root of 5 to open the door so the card reader can confirm it as there is one solution.

7(blue)6(blue)1(red) → 7 + 6 + 1 = 14 → 1 + 4 = 5
The digital root is 5. (WMI + Inductive reasoning + convergent thinking)



Once that worked, hence the light being blue after he pulled down the switch, he was able to open the door and get out.



(Before we get to the next part, I want to go over this escape room and what'll be next afterwards.)

Mind you that the water was already rising right at his knees before he attempted to solve a way to get out of the room, which means he had to go through this whole entire room while under pressure of where he would drown to death if he hadn't calmed down to find a way out such as doing something like a puzzle meaning he had to do this in a short time.

999 Junpei is also an average joe, puzzle solving isn't exactly his specialty nor he is some super duper genius of some sort given his background we already covered before the game so he had to adapt to the situation quickly and figure it out with logical solutions.

So the fact he was able to perform well in a situation like this was pretty impressive given the circumstances.

After this room with the situations and puzzles everything is going to be new to Junpei so all the puzzles or any situation he is in are FLUID INTEL AND FRI, the puzzles also use mathematics for the majority of the time. (unless it's explicit).

There is another thing in the games where Junpei is attached to objects and uses it as a cope in order to provide help for his psychological stress and tension in the nonary game as well and even jokes while in dangerous situations at times.

He is also in a situation where he needs to find a way out of the nonary games where he has to solve puzzles and go through the whole structure of a replica of a ship interior within less than 9 hours in a life or death situation with no help from the outside world including having little to no food/drinks.
I need to note that in the whole entire game of 999, his main goal is to focus on getting everyone out of the nonary game by getting all the remaining survivors to escape through the number 9 door and even at the near the end of the game where he found out that Akane was behind the game of where he needs to save her past self through the last puzzle in the incinerator room.
(PSI + FRI + Fluid intel + mathematic intel + emotional management + emotional engagement + AQ: composure + cognitive discipline + stress tolerance)

Next scene opens up with Junpei running the fuck away from the water before ending up like Lalo Vincent after air poker.
The water has hands as it keeps on fucking him up, he got out the situation and joked that it was better than drowning.
He found himself in a hallway and at 5 steps there was another door.
The water was still on him, he leapt up the stairs to rush to the door to open it.

As he opened it, he froze wondering where he was as he kept on staring at the luxurious interior.
The water quickly kept filling the hallway behind him gathering speed to keep flooding as a wave came through which had Junpei running for his life before he really ends up like Lalo Vincent (idk how many times i'm gonna use this joke, im sick of it).

As Junpei kept running up, he saw a sign that said C deck then B deck and knows that A deck is next.
As he kept running up not knowing where it would exactly lead.

He met unfamiliar people, which really surprised him.
There were four people on the right and three people on the left (seven people total).
They were all shocked to see Junpei as well.
It was hella awkward until one person spoke up.

Which is the dancer looking lady or so Junpei thought due to how she dressed but she corrects saying that she isn't a dancer.
There was a silver haired man that muttered something but Junpei was trying to know what he said just to get nothing.

There was an older man with a calm face without fear of having his hair struck.
Junpei thought to himself that he is like a lion (when the lion speaks...)
The older man said that there are two doors but none of them are open, to which Junpei questioned him that the doors don't open.

The next one was best gi- i mean pink haired girl with a high pitch voice who was with another man who dresses like a prince who always has his eyes shut who speaks intellectually in a cryptic sense... i guess.
Junpei was gonna ask them something but they already rushed past him before he could say anything to them.
Junpei recognizes these people to be an old man like a lion (because goats are meant to be sacrificed), best gi- a girl with pink hair and a prince.
He had no idea what the fuck they are talking about.

He then saw two more people, a loud mouthed guy who was like a mountain and another one with bird nest hair with a stiff appearance.
The stiff man was scuttled past Junpei which confused him.
Afterwards, the mountain man talked loudly to Junpei saying that the doors on A deck are no good so they should check B deck.
Mountain man basically shoved Junpei away to the ground, Junpei did get up though.

Anywayssssss, there were two pairs of sturdy doors that say 5 (left) and 4 (right) with red paint.

Silver was mumbling to himself and claimed that the room he woke up in had the number on the door just like that.
Same with Lion and basically everyone else had the same situation as Junpei.
It seems that they have to solve a puzzle to open a door in a room that they were locked into.

Anyways, a bunch of bullshit like dancer wants to get out, silver tries to open the door to get nothing, mountain trying to slam it open with his body, Junpei thinks there has to be some other way to open it.

Junpei turned to door 4 and noticed a small box next to the door.
It was a device similar to the room earlier and it's locked as well.
Junpei was still analyzing, he grabbed the handle of the device but it didn't budge and he punched the door out of frustration.

After some time, he took a step and froze in place when he saw a girl.
A one that looks very familiar as she looked the same age as Junpei, he had seen her before and she was staring at him back.
As Junpei got closer, the boat shook which made the girl fall and by instinct Junpei leapt to attempt to catch her but they both ended up on the ground looking at each other as the girl was on the top and Junpei was on the bottom (I wanted to say a sex joke but nvm).

The silence broke after the girl called him Jumpy and Junpei recollected his memories that this girl was infact... Akane Kurashiki, who was his childhood friend since elementary school but didn't know what she was doing here.

But then the speaker plays, which was the same voice Junpei had heard before welcoming all participants which had everyone's attention from a speaker that claims that they are Zero, the captain of this ship that invited them here.

The lion dude asked what was the meaning of this.
Zero responds to have them be a part of this game and that some may be familiar with it, which was the nonary game of where they all have to put their life on the line.
This confused the dancer and mountain.

Zero then sets out the rules for the participants to read them.
Silver pulls out a piece of paper from his pocket along with the rest of them and Junpei reads it outloud to everyone:

“The doors have numbers → the doors in front of them are a pair of the same → the key to opening these doors are numbered bracelets that each one possesses → should they total the numbered door on their numbered bracelets and find that the digital root of that number is equal to the number of the door then it shall open → those who opened the door shall pass through.

There are however limits:
Only 3-5 people can pass through the numbered door → all those who enter must leave and all those who enter must contribute.”

Junpei looks at his arm which is his bracelet and came to the same conclusion and he keeps reading:

“The purpose of this game is simple.
Just leave the ship alive.
It is hidden but an exit can be found.
Seek a way out… seek a door that carries 9.”

Zero on the speaker had one last thing then yaps about the fuck ass titanic sinking at 2 hours and 40 minutes (999 speedrun was less than this btw), blah blah blahhhhh.
So Zero decided to be fair and added 9 hours to escape and finally went silent.
Then a bell rang which indicated that the game had begun (the nonary game is the friends we made along the way).

The clock was 9 pm so it was night time so they should be able to escape at 6 am.
It was dead air and Junpei was asking himself who was zero, what’s the nonary game, what is it for, are they messing with the cast or is there a purpose and why did he get picked including the eight others.
The most confusing thing is why was Akane there because Junpei hadn’t seen her since elementary school so this couldn’t be a coincidence whatsoever.

Afterwards the Lion spoke up to motivate the group to not stand around and to find another way alongside with everyone else discussing that they were searching around the decks.

Then a fucking yap sesh that is not really important so they are stuck on A deck and C deck.

On the C deck there was a door with a symbolic keyhole (sun) then behind them were elevators where they needed to use card readers with a mark (saturn). Similar symbols were on A deck (Earth).

There were metal covers all over the place so no actual exit so wahhhh.
Butttt the two doors with numbers 4 and 5.

After a while they were arguing and as they grew more intense,
Junpei tells everyone in the room to shut up which had everyone silent and everyone turned their eyes to him.
Junpei felt the stares burning him but he didn't flinch one bit.
Junpei took over to say that before they tried deciding what they were going to do, there was something else they had to do.
Which was to exchange information as they don't know anything about each other and want to know who these guys are, where they came from and why they ended up here. (SQ: leadership, social understanding, teamwork)

Everyone was silent until Akane spoke up to agree with Junpei and explained that they were childhood friends.
Mountain gets paranoid saying that Zero is probably watching them but Akane argues back saying they still need to share names since it's going to be hard without knowing each other.
Seven had no argument but he gave the idea of code names.

Mountain chose Seven due to his bracelet being number 7, Silver is Santa due to San meaning three in japanese which the bracelet being 3, Lion chose Ace as his bracelet number is 1, dancer is Lotus as the Lotus has eight pedals since her bracelet is 8, Prince chose snake as he chose dice (snake eyes) hence his bracelet being 2, pink hair girl chose Clover like a four leaf clover due to her bracelet being number 4, Junpei has no code name as everyone knows his name so he is just 5.

Akane wanted a code name too so Junpei asked what her bracelet number was, which revealed to be 6 (which is not her REAL number but still).

Junpei gave her the idea to call herself June, which is the 6th month of the year.

Junpei was able to run over their names quickly in his head and break it down to memorize them all in one go:

Ace = 1

Snake = 2

Santa = 3

Clover = 4

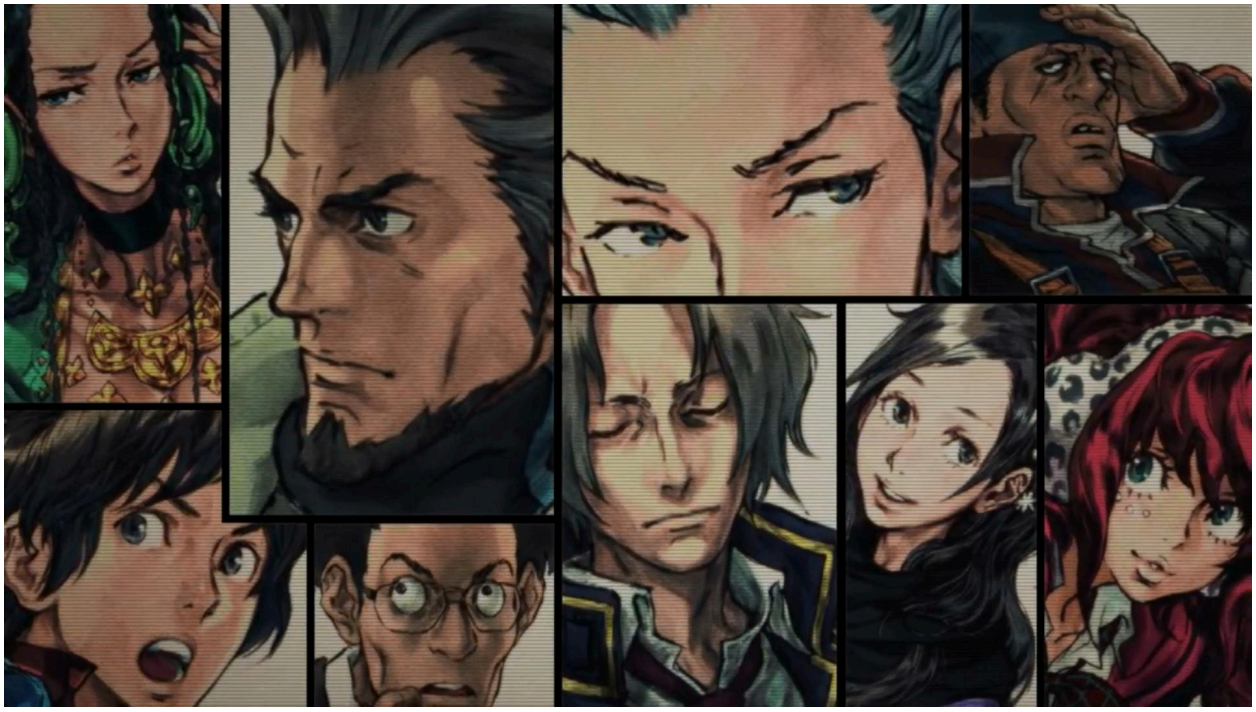
Junpei = 5

June/Akane = 6

Seven = 7...

Lotus = 8

Which means all of them have revealed their bracelet numbers.





(The order of the images from top to bottom, so just in case you may forget as these all correlate with each other).

But the only one left is the bird nest hair mother fucker who was having weird ass behavior and Clover walked up to him to get his code name but he didn't answer and got anxious then show his number 9 bracelet then says he is not gonna stay here.
So he takes Clover as hostage with a fucking knife on her neck, dragged up to the number 5 door then forced a few other people to put their hands on the scanner including himself to verify.

As she put her hand to the scanner, which appears to be an asterisk after her verification, Junpei figured that's how it works.
The bird nest haired man call the round part of the device the scanner panel so if they put their left hand on it then the number gets entered into the device then Junpei had recalled the rule that should you total the numbers on their numbered bracelets then find the digital root of that number equal to the number of the door then the door will open.

Junpei shifted his eyes at door 5 but he questions himself on why the guy knows so much about how it works since it was like he knows exactly what to do.

The crazy ass guy got Ace to press his hand on the scanner.
Junpei then calculates in his head since Clover's and Ace's hands were on the device.
4 + 1 = 5, it's the same as the number written on the door and there was the rule of where only 3-5 people can pass through one numbered door.
One more person is what the 9th man needs, but who does he need exactly?

But that was until he understood the 9th man plan after that twisted smile he made.
The 9th's man plan was that he used Clover's number 4 bracelet and Ace's number 1 bracelet, added to the 9ths man number would be 4 + 1 + 9 = 14 and the digital root of 14 is 1 + 4 = 5 so in other words using the 3-5 person rule to get inside the number 5 door through these numbers to get the single digit for the number 5 door because he knows that the 9th man can't use only less than three participants to have the door open to verify on the scanner.
So he chose two people with a single digit including himself that has a single digit to get inside the numbered door according to the digital root when it all added up to get 14 → 1 + 4 = 5. (Deductive reasoning + Abductive reasoning + WMI + Observation + seeing through people)



The 9th man then shoved Clover away then got inside the number 5 door as it slowly closed then he was gone which had people trying to open the door.
This was until Lotus heard some beeping behind the closed doors which had Junpei press his ear against the door alongside the rest.
It was not just beeping but it was the 9th man screaming on how the beeping wasn't working and claimed someone lied then was begging them to open the door to help him out of here.

Junpei desperately slammed his hand on the scanner panel and nothing happened.
He saw the letters engaged which meant it was occupied.

The 9th man kept saying it was him that put him there and after some more screaming, he got blown the fuck up.
Afterwards they heard a beep that switched the panel from engaged to vacant.

Junpei then placed his hand on the scanner panel which he said to himself that it showcases an asterisk which registered his bracelet number, but it won't open with one person since he needs two more people.
Which are either ace (1) and lotus (8), snake (2) and seven (7) or santa (3) and june (6) since all these separate options that include Junpei (5) are equal to 14 and the digital root of 14 is 5 to open the number 5 door within these three people in total.

1 + 8 + 5 = 14 → 1 + 4 = 5
2 + 7 + 5 = 14 → 1 + 4 = 5
3 + 6 + 5 = 14 → 1 + 4 = 5

(There is no ACTUAL right choice that affects the story that much but i'm gonna pick the last option since it makes sense storywise) (Deductive reasoning)

Junpei then chose Santa and June then he proceeded to make a pun about them giving him a "hand" here which had them both put their hands on the scanner to showcase three asterisks.
3 + 6 + 5 = 14 → 1 + 4 = 5 so the number 5 door should open up after pulling the lever on the side of the scanner.

He pulled the lever and was met with 9th's man dead body with the rest of the cast.

June was screaming and panicking (though she was actually the one who planned that and was the one who put the bomb in the 9th man, mind you that she is acting the whole entire time in 999 since she planned these events).

Junpei tried to reassure June as she was having a fever (the fever stuff is mostly when Junpei makes decisions in the game just in case anyone is confused) then he sat her down on a chair nearby to make sure she was alright although she is still sobbing.

Junpei out of anger turned to the cast behind him and wanted to know what was going on, who was zero, what the nonary game was.
Though nobody said anything and it was all silence until the bell rang showing that it was 10 pm.

Santa was growing impatient that people were standing around and Lotus said she didn't want to end up like him.
Junpei in his mind saw his corpse again and thought that there is no way for a person to die which made his stomach flip.

Santa claimed that the 9th man screwed up and set some sort of trap.
This had Snake laughing at Santa's confidence due to mistaken the situation since it had nothing to do with the trap, it was because he broke Zero's rules which was why he died.

Snake tried to get Santa to think about what Zero said about the rules, in which 3-5 people can pass through one numbered door and the relevant part that Santa hasn't answered. (There are three OPTIONAL choices but i'm gonna only select the correct ones, kinda similar to Ace Attorney)

So Junpei answered that relevant part for Santa to Snake thinking back that "All those who enter must leave and all who enter must contribute." Which means that groups of less than 3 or more than 5 can't go through. (Deductive reasoning)

Snake praises Junpei for being correct and stated that was the rule the 9th man broke because he tried to pass through the numbered door by himself which was why he died.

Seven claimed Zero was watching but Snake was unsure due to the fact that the execution system was automatic so there is no need for him to monitor the group. Seven wants to know what he meant so Snake removed a card out of his pocket to pass it to a few people but they didn't exactly understand until Junpei noticed that this was a braille.

He could recognize it, although he couldn't read it so he gave it back to Snake to read it for him.

Snake assumes it's a message from Zero.

This message explains the function of the RED, the DEAD and of the bracelet:

"The RED is the recognition device, it will verify your number besides every numbered door they will find the RED → the DEAD is the deactivation device and it does exactly what it says, once they have passed through the numbered door they must use the DEAD to the stop the detnator in their bracelet → there is a small bomb inside the particpants as the bracelet contains a detonator that is a timer/remote fuse → there is one condition which will cause it to detonate which is the numbered door and it will start to activate no matter who → they will have 81 seconds → after that time the detonator has not been deactivated then it will send a sigmal to the bomb inside the body instructing it to explode → in order to to deactivate it, every person who verified their number at the RED must also verify their numbers ay the DEAD → once all numbers have been verified by the DEAD then need to pull the lever at the side of the panel then the countdown will cease → anyone that doesn't verify their number at the RED will find themselves unable to verify their numbers at the DEAD → they should pass through the numbered door without verifying their number at the RED before 81 seconds are up → they must keep in mimd that numbered doors automatically close after 9 seconds have passed → as long as the door is open, the DEAD will not function.

(Btw the bomb part is bluff by Zero, the 9th man was to make it look more authentic and to put fear in the participants)

Then there was a way to remove the bracelets which were TWO ways:

1. **Escape from this ship so the bracelet can detect that it is taken outside the confinement of the ship**
2. **The participant's heart rate reaches zero as the bracelet detects the wearer's heartbeat**

Those are two ways the bracelet would shut down and there is NO other way to remove it since attempting to force it off or disabling the detonator would set off the bomb to instantly explode.

Snake was done with reading the card and Junpei went over to what Snake was reading from the braille.
Only those who verify their numbers at the RED can pass through the numbered doors, teams can't add or subtract people after they scanned in hence the rule that only 3-5 people can enter since there is no more than 5 and no less than 3.
The REDs, DEADs and the bracelets enforce the rules.
They're judge (red), jury (dead) and executioner (bracelet). (WMI + deductive)

Afterwards people were panicking about a bomb inside them and Junpei felt queasy thinking about it.
He then asks if anyone knows anything about Zero.
Santa spoke up claiming he saw him but only his gasmask and everyone else claimed the same exact thing.

Junpei then tries to connect the cast's claims including his.
They were all taken from home at midnight, the person claiming to be Zero had a mask on, there was white smoke which each of them passed out which resulted in those waking up to find themselves on D deck in a room with a 3-level bunk bed.
(Deductive)

Santa asked Seven and it was the same claim but his strange behavior occurred to Junpei like Seven must've had more info but Junpei didn't press him anyways as there was something much more strange which was the mystery between Clover and Snake since they were both kidnapped from the same room and woke up together so he wanted to know what was up with these two.

Clover (best girl) reveals that they are siblings (Clover being the little sister and Snake being the bigger brother).
It surprised not just Junpei but everyone else as they both confirmed it.
Snake pointed out that there were two people that are connected which was June and Junpei since they are childhood friends.

Santa wants to figure out that they can use these connections to find Zero this way and Seven agrees.
Lotus thinks whoever has this boat must be rich due to the whole setup.
Ace thinks this is a work of an organization rather than an individual like an army, research group, etc.

After some more rambling, Santa thinks that talking isn't gonna do shit so they need to find a way out as they have 7 and a half hours left which sets them at the edge of panicking.
Thanks to the snake card, they know what to do.

Junpei spoke up after June pointed to the numbered doors.
He knows that they can't have anymore than 5 people in one door and all 8 of them can't go in the same door so Ace jumps in to conclude that they have to split up.

Lotus disagrees going inside door 5 which had both Ace and Lotus to argue for a bit.
Santa agrees to not go into door 5 and thinks someone else should go since Santa doesn't want to get his shoes bloodied. (Snarky as hell)

Junpei was pissed off at Santa since he was the one who told people that they should get going but Snake stated that he is still not going in door 5.
This followed up with silence until Seven spoke up to say he will go in door 5 but not alone, he needs more people due to the 3-5 people rule.
Snake agrees to go as well which had Clover worried which had them both arguing.
Ace jumps in to also say he is going to door 5 as well since seven is 7 and snake is 2 and if he adds clover's 4 then the digital root would be 5.
Seven was wondering about the other four of what their digital root was gonna be.

Door 4 or 5?

Junpei did some quick mental calculations.
Lotus(8), Santa(3), June(6) and himself (5).
8365, 8 + 3 + 6 + 5 = 22, the digital root of 22 is 2 + 2 = 4.

So adding up the 4 bracelet numbers, the digital root would be 4 which means that Lotus, Santa, June and himself can go into door 4. (PSI + deductive reasoning)

Junpei explains how the team assignments would be:
Seven(7), snake(2), clover(4) and ace(1) would go through door 5 as 7 + 2 + 4 + 1 = 14 →1 + 4 = 5.
Lotus (8), Santa (3), June (6) and Junpei (5) will go to door 4 as 8 + 3 + 6 + 5 = 22 → 2 + 2 = 4

But Junpei was thinking... Was this really the team he wanted?
Since beyond door 5 there is the 9th man who got blown the fuck up.
Junpei thought he would never wanna see that again but something is telling him that it would be a good idea to examine his corpse closer.
But if he did go to door 5 then he wouldn't be going with Lotus and Santa.
He could bring June to door 5 but that would mean she'd have to see the dead body in there and doesn't wanna put her through that.
So he was gonna try to make a decision... should he go into door 4 or stop the cast and insist on door 5. (Deductive reasoning + decision making)

SAFE ENDING/ZERO LOST PATH

Door 5

Ace spoke up and said it seems they reached their conclusion as Ace, Snake, Clover and Seven went to door 5 so Junpei is trying to choose which door. (Since i'm doing the safe ending to unlock the true ending, imma go with door 5).

Junpei stops them all and insists that he wants to go to door 5 which shocked June.
June wants to go with Junpei but Junpei denies due to what she saw which was the dead 9th man.
She tries to argue back that she had nothing to say.
Junpei felt an ache on his chest at her clear distress but the choice was not his to make since there was nothing he can do so Junpei turned away from June to silence his turbulent emotions. (Emotional management)

Junpei still wanted to go to door 5, Snake thinks that if they are gonna go with Junpei then the number should be subtracted beforehand.
Which means Clover has to go with Lotus, Santa and June.
This had Clover worrying about not being around Snake and Snake tried to reassure her although Junpei didn't hear what he was saying to Clover as he was whispering something to her but she did as Snake said.

Afterwards... Junpei went over how the teams are assembled.
Those going to door 5 are Junpei, Seven and Snake.
$7 + 2 + 5 = 14 \rightarrow 1 + 4 = 5.$
Those going to door 4 are Lotus, Santa, June and Clover.
$8 + 3 + 6 + 1 + 4 = 22 \rightarrow 2 + 2 = 4.$
He tries to make sure everyone is fine with this and there are no issues.

After that, they pressed their left hands on the scanner of the RED showing three asterisks which verified their numbers to pull down the lever to open the door.
In the hallway they were met with the 9th man's dead body.
This had Junpei to freeze as his eyes couldn't leave the corpse.
Snake was the only one unconcerned about this though as he walked through the hallway and reminded them that the door remains open for only 9 seconds.
Both Junpei and Seven got inside quickly.

There was a beeping sound from their bracelets with a red skull flickering that indicates that the countdown started.
So they all need to find the DEAD.
Seven and Junpei were panicking for a bit until Snake told them to calm down which had both of them to calm down so they could find the DEAD to search for it.

Junpei was able to find the DEAD easily since it was on the wall next to the closed door labeled 5 and struck his hand on the panel alongside Seven and Snake to pull down the lever to stop the time.

Junpei heard both Clover and June trying to confirm if they are fine and Junpei did confirm that they all are.
All of them have moved on, the three people inside are now.
Junpei pointed out that there was a door that said 1st class.

They opened the door and entered inside, but Junpei still couldn't cover the 9th man's dead body as he would be wearing the glasses and see that his bracelet is off. He recalls that the rule of removing the bracelet from Zero which was either escaping the ship or the heart rate reaches zero.
The bracelet comes out when the person is dead but thought it was pointless if someone was gonna end up like the dead 9th man.
Junpei felt like he was gonna throw up seeing this so he hurried inside the 1st class cabin being met by a really nice ass room looking for Seven and Snake. (WMI)

He went through one door to be met with a short hallway at the end of the hall inside a bedroom where he finally saw Snake and Seven busy examining something, which were two red lights hinting that it is locked so they have to find whatever it is to unlock it.

1st class cabin





First thing Junpei does is check the bed and under a pillow so he moves aside he finds a blue glass that is an A score note so he picks it up (observation)



After he picks it up, Junpei notices that Snake was moving around and it was surprising as he is mostly calm and collected.

To him, it was like he was clearly attempting to do something and Junpei couldn't contain his curiosity for any longer to ask what's wrong and Snake answered that he heard something strange.
Snake afterwards said that it wasn't anything suspicious then claims that his auditory senses are more advanced than most humans (basically cause he is an esper, people that are espers have better perception and sensory to those who don't have esper abilities) to notice the slightest noises and by listening to the sound of footsteps and breathing including the sounds of echos off the environment then he can locate most objects.

Junpei did remember that when Clover fell on the big staircases a while ago, Snake was immediately at her side.
Snake confirms that he can hear it happening then brags that he can run as fast as Junpei and if anyone attempted to start a fight then he would be confident that he can beat them in which had Junpei taken aback and was skeptical of Snake.
Snake asked if he wanted to try but Junpei said nothing so they both went back doing what they were doing.

Next thing Junpei did was go to a piano to pick up a map of a ship, though he did find it odd that it's exactly like a music score.
Snake told him to carry it with him as it would be quite helpful so he took it with him just in case.
Next, he turned to the left and saw two doors.
He opens the right side door to see a very small room that has a cabinet and a locked safe.
Junpei opens the cabinet below him to obtain a score plate with C notes.



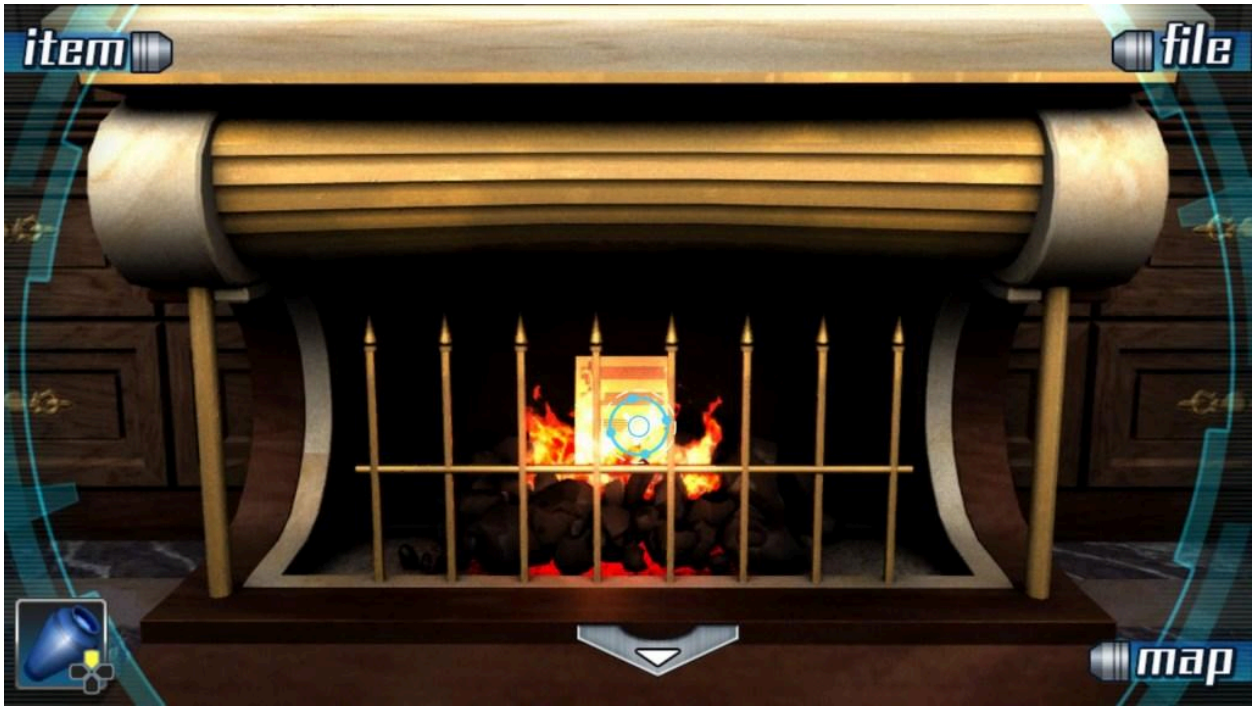


After that, Junpei went to the door at the left instead and walked through a hallway to enter a living room, as Junpei was looking around.
He saw a vase, Seven suggests grabbing the vase and he should be able to figure it out.
Junpei then obtains the blue vase.

Junpei then opens the door near the vase to spot a cabinet, he opens it up to obtain a score with G notes of three.



Junpei in that same room was looking at a fireplace with an iron grate and saw something behind it.
He attempted to reach it but got his hand burnt which made Seven call him stupid (idk why Junpei did this tbh).



Junpei then went to the bathroom after going through the hallway after leaving the living room to be met with a bathtub with very cloudy and dirty ass water that is filled up to four inches.
So Junpei uses the vase to fill that water up.
Before Junpei went, he then tried to turn off the faucet but couldn't do it.
Seven with all his strength couldn't either so Junpei figured it was something else holding the water up and it was the chain attached to the drainer.
Junpei tugged the plug (bars) in which it resulted in the water being drained, because of this he obtained a score of a couple D notes.





With the water filled vase Junpei had, he backtracks in the living room to figure that he can put the fire out with it.
Because of that he obtained a ceramic proto-score plate that is blank.

Junpei then tucks the plate in his pocket but was soon interrupted by Seven who was dizzy to make sure he was alright and Seven said that it was first memory loss and now he was getting dizzy.
Junpei caught the words “memory loss” in his sentence and after Seven said he couldn't recognize a thing before waking up.
Junpei concludes that Seven had amnesia.
He was wondering why he was amnesiac and what even happened but Seven would've told him if he actually remembered.
Junpei was being skeptical about him saying if he really had amnesia then he should be showing that he is upset or confused due to the fact he was calm this whole time.
Seven said he was confused when he woke up on D deck but that was a while ago (hinting it was something else bigger) and he'll figure it out eventually.
Now the talking was done and they went back doing the usual.

Junpei left the living room to traverse through the hallways to end up in the bedroom once again.
He went up to the piano and with all the music sheets he has, he was able to put them on the stand.
First was the ceramic plate he put on the bottom and the next thing he did was place the stack of glass plates on top of it so he can now play the music based on the notes from the sheets.

Despite Snake not having sight, he has informed him that the keys are not exactly what Junpei expect them to be (since lore wise, Akane/Zero purposely messed up the notes) as C won't C, D won't be D and so forth meaning Junpei has to listen to them carefully in order to determine which keys to strike so Junpei gives it a go.

As Junpei experiments with the piano keys, he notices that he needs to find and play the right notes then complete the full score without any mistakes.
Junpei figures to disregard the black keys, he figures out that first two white keys are not part of the notes, the same goes for the last three white keys going in 1234 type of sequences so he has to figure out the notes by specific sounds for four notes each.

1234

(In some game guides, people use 3456 instead but im gonna use 1234 to keep it a bit more simple, though for minutes and minutes i was trying to figure out the notes and all that stuff but it was all whacky due to the lore of the puzzle having C notes not being C and so on... so take it in a grain of salt as the piano is programmed that way because kid Akane from the first nonary PROBABLY didn't know how to read sheet music so she most likely guessed the same way Junpei did in the second nonary (though in-game is more like trial and error due to the green = right and red = wrong)).
In terms of the lore, it explains that it was scrambled because of how the piano was tuned because it was not meant to be played properly due to it being a replica of the first nonary game so I'll use my own interpretation so feel free to correct me on discord if you need to).

Junpei then goes in a sequence in order to complete this puzzle from what he can remember from the musical notes while he simultaneously use the keys following the pattern:

1234

1321

2134

4321



(WMI + convergent thinking + inductive)

Then Junpei was done with the puzzle and heard a noise.
Snake congratulated him and said he heard something unlock over by the exit.
After some funny ass banter between these three (tbh zero escape 999 + VLR had more clever humor and better toning unlike danganronpa) they all head for the exit to see two green lights indicating that they can leave.



They opened the door and got the fuck out of there to head for the next location.



After they left, they were in another hallway.
Junpei paused to look behind him to see Seven putting something at the door which was a one of the plates to keep the door from locking again so they can come back here anytime they want.
Snake asked why Seven wanted to come back and Seven answered if he wanted to go back to play piano but Junpei however wasn't fooled and could tell that Seven was lying since he can't imagine Seven ever playing the piano since he couldn't use one there because the keyboard was a mess.
He was wondering why he would want to leave the door unlocked but had no clue... not yet exactly. (Seeing through people + hot reading)

After some time in the hallway, they met a metal grate blocking their way.
Behind that were two elevators.
Junpei spotted a door to the left of the metal grate but it was locked.
He examines the left side of the room of stairs leading down that were blocked by the grate but it's accessible via a lock with a small keyhole with a small symbol (Venus).
Snake pointed out the symbol and asked Junpei if he recalled similar symbols that referenced the solar bodies.

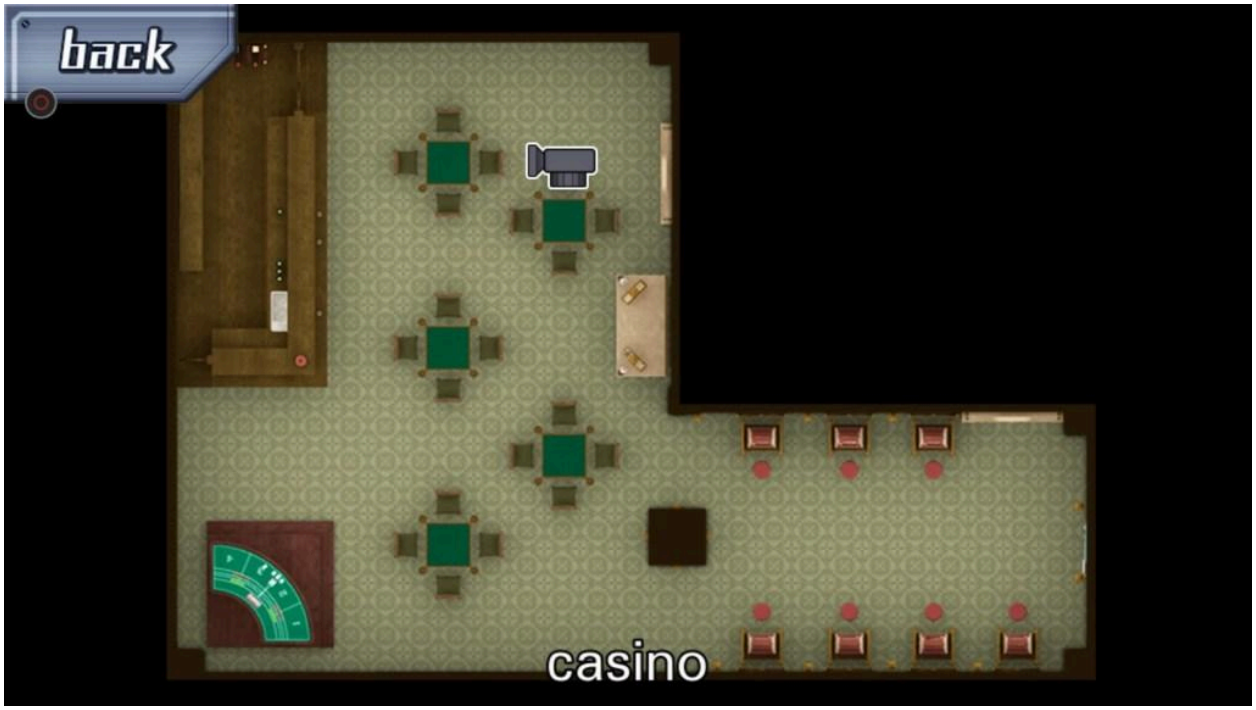
Junpei then recalls in an order: the sun symbol (on C deck), saturn symbol (on C deck) and earth symbol (on A deck).
(WMI)

After the discussion, they noticed Seven's big ass slipped away as they felt his absence.
Snake follows Junpei as grabs Snake to lead him in the right direction to head after seven to be in front of a (French) door.

Junpei tested this door and saw that it was unlocked then threw the door open.
They all stepped inside to see a casino, they all heard a noise that locked them inside.
After Seven's words to motivate the three of them, they are ready to find an exit out of here by examining the room.

Casino





First Junpei looks around to find some cards.
First was a number 5 card on the table, the next was number 7 card on the counter, next was a number 4 card on the shelf, a number 6 card on the fireplace and finally number 3 on the baccarat table.
Though there was a number 8 card but it was unobtainable through a glass that seemingly locks it.




item
file
Card 7
Card 4
map


item
file
Card 6
map



(This part to obtain the number 2 card is optional for baccarat, you'll see why once i get to the part) Junpei next went to the fireplace to see two glass stained arts. He turned on both the lights so they could reflect on the empty frame to make a shadow on the canvas and saw what seemed to be a code (clubs, diamonds and hearts in order), but after that he heard a noise that dropped in the fireplace. What dropped was a bag of coins.





Junpei obtained the coins and went to the slot machines where there are coin slots for it to be used.

Junpei notices that slot 1 and 3 won't work with the coins as they get stuck, so Junpei tries slot 2 and it was able to take in the coin so the slot machine could function.

He spins it and notices that there were three buttons that had club, diamond and heart symbols (basically the mixed order was diamond, heart and club).

Junpei recalls the shadow on the canvas having the same symbols so instead of trying to test his luck on the slots to get 777 on random buttons, he figures out that he needs to press the three buttons in an order from what the shadow was casting from the lights.
He pressed the symbols such as club, diamond and heart to get 777 and heard something unlocking inside the slot.
He opened the drawer to get the key with a venus symbol and the number 2 card (as I said before- The number 2 card is optional for baccarat, THOUGH it's mandatory for the final part or card number 2 will be mandatory if you already used 5 + 6 + 7).
(WMI + Inductive)



Once Junpei examined the baccarat table after picking up the number 3 card, Seven started to speak, being familiar with baccarat and asked if he had ever played it. Junpei shook his head as he barely heard of the game and answered no.

So seven explained the surface rules to him:

Baccarat has the banker and player → the whole point is that you guess which one is gonna win → whether the banker or player wins, it depends on their hands → the way each hand works is different from other games too → take the number from the ones place after you add up the value of the cards and whoever gets the number closest to 9 wins and if the number is smaller than the opponent, it will result in a loss.

What seven gave Junpei was the core of the game rather than the in depth part, the single digit of the sum of all cards a person has, the strongest hand is a 9 and the weakest is 0 so Junpei should ignore the number in the tens spot.

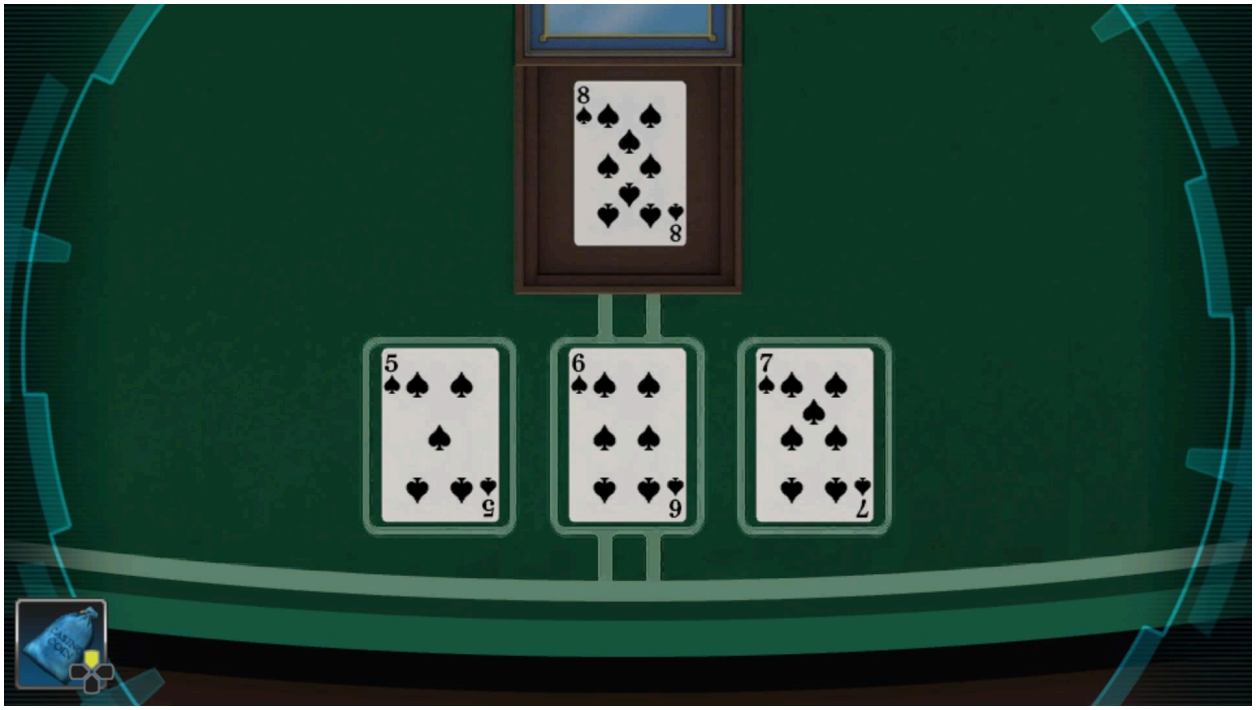
Junpei was able to get all of that and thought his explanation was helpful.
Though he only got half of it and it was enough for a chance to win the game to get the number 8 card locked behind.

Snake thinks that there is no way of knowing if the puzzle in the baccarat makes use of those rules.
Junpei however was confident by approaching the baccarat table to solve this.

First thing Junpei does is apply the surface rules of Baccarat Seven gave him as all he needs to do is get the sum higher than the number 8 (opponent) by getting the number 9 then he uses the sum of the cards that should give him the digital root of 9 to defeat the opponent 8 and there is also two ways for him to do it by either with only six cards (or five) he had obtained in the casino area and all he has to do was put the 3 cards in the 3 empty indentations with white outlines to get the correct number that is higher than 8:

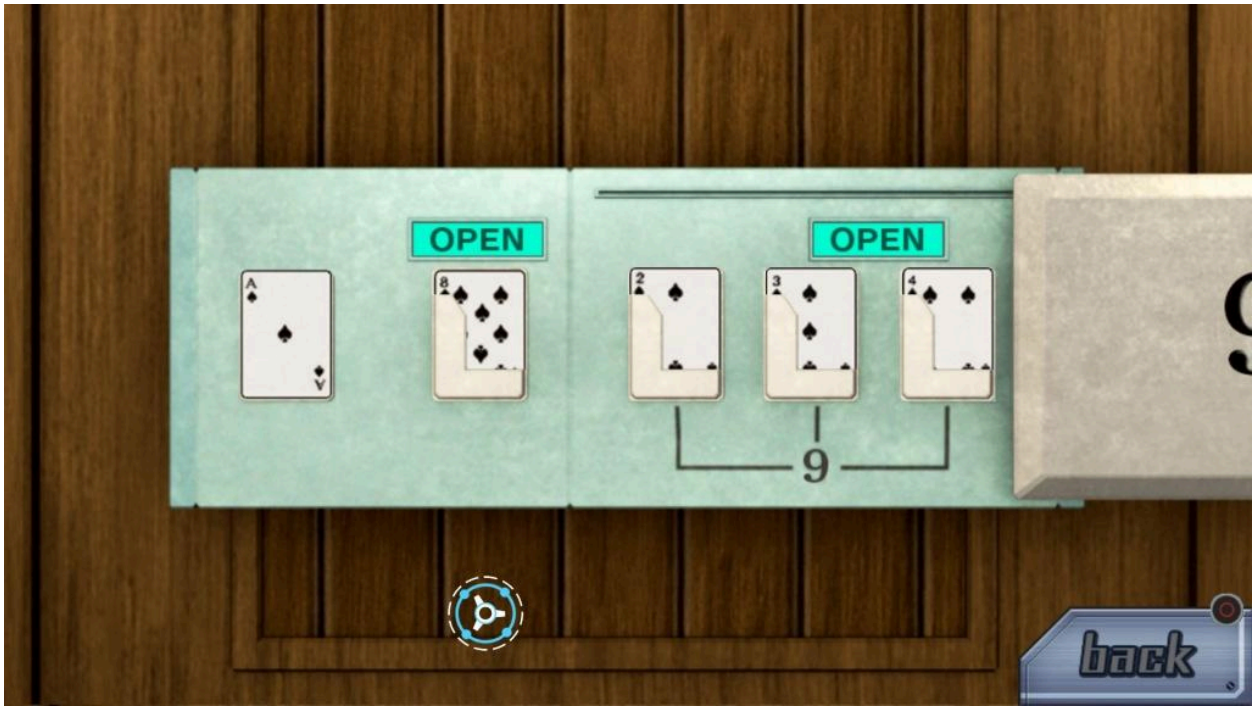
5(left) + 6(middle) + 7(right) = 18 → 8 + 1 = 9
2(left) + 3(middle) + 4(right) = 9 → 9 + 0 = 9

Because of either of these two solutions, he was able to beat number 8 and unlock the glass holding the number behind it, then he was able to obtain card 8. (FRI + inductive)



Then there was the final step, there was a panel near the exit that said “9” on the cover and it had a red display next to it that said “lock”.
Junpei spots a card which is an ace of spades and there is no way you can get it off as it was detached.
Just like Ace's number on his bracelet, it means 1 so that means he puts the number 8 card in the slot below the red display as 8 + 1 = 9 → 9 + 0 = 9.
This results in the display turning green that says “open” to have the number 9 cover to move at the side to display two more card slots of where the digital root should equal to 9 via the cards.

Junpei applied the same logic of the baccarat table puzzle to this one and placed cards either 5, 6 and 7 or 2 + 3 + 4.
5 + 6 + 7 (it depends on what was left of the cards with Junpei from the baccarat table, which is good game design imo):
5(left) + 6(middle) + 7(right) = 18 → 8 + 1 = 9
2(left) + 3(middle) + 4(right) = 9 → 9 + 0 = 9
Once again. (inductive)



Then the lock displayed red turned to open displayed green the same way. Afterwards, the group heard a noise from the exit indicating that the door unlocked. (Divergent thinking + convergent thinking)



They opened the door and got the fuck out of there.



The group found themselves back at the large open room but this time they had the key to unlock the gate with the venus symbol.
Junpei uses this key to unlock it and opens it up with the help of Seven so they should be able to reach the C deck.
They all went down and Junpei suggests that they should check the next deck down which is D deck but it was completely underwater like the bottom of the central staircase so they all went back to C deck.

As they were checking around, Junpei saw two elevators which means it's probably the same upstairs.
There was a card reader of a symbol both Junpei and Seven couldn't recognize, though they made a joke saying it looks like Lotus due to the woman symbol having devil like horns and there was banter between them (as i said, i fucking love the jokes in this game).

Besides off topic shit, Snake interrupted them to examine the card reader to point out that it's a Mercury symbol that they mistook the wings of Hermes and staff as thorns.
Then another Lotus joke came through.

Other than that, Snake assumes the elevator won't function even if activated then Seven jumps to say unless there is a keycard so they all ditch the elevators for now.

They went to the hallway to the left and there were a bunch of doors but Seven thought there would be no time to check them all.
Junpei recommends that they should check back later and check out the other sides so they all head right back as Junpei told them too.
This time they go to the right side of the hallway with four french doors.
Seven and the rest open each door closest to them.
Junpei grabbed one and tugged it a little to find out that it wasn't locked so he opened it just to be met with a huge room with a lot of beds.
Snake asks if this is a hospital due to the harsh scent of antiseptic solution, Seven also points out that there are shelves with medicine and surgical tools.

Junpei then tells the two that there are four doors at the end with large single digit red painted numbers.
Junpei pointed out the left door is 3, the second is blank while the third has a 7 and the last door at the right has an 8 so there is no doubt they are numbered doors.

Seven was wondering if the blank door means anything but junpei tells him to not worry about it as they need to focus on one of the doors first and Seven agrees with him.
They investigated each door and of course they were all locked.

Snake started speaking until Seven pointed out that there was NOTHING on the RED unlike the other REDs that said vacant.
Junpei remembers this vividly and compares it to the one he is looking at right now which is a blank one.

Seven asks if it's broken so Junpei had one to find out by pressing his hand on the scanner alongside Snake and Seven but the RED refused to change.
So they try the same with doors 3 and 7 but with the same result.

Seven thought Zero fucked it up somehow but Junpei disagrees that the mastermind was not gonna make a mistake now.

Snake then examines the red, he claims that the internal hardware has been removed and tells them to look at the underside of the RED.

Junpei spots a thin slot under it and assumes it is for an electronic device.
Seven said the other 2 REDs are the same and something has been removed from all three of them.
Junpei understands that the REDs aren't working because whatever was in there was already pulled out but it didn't make sense to him.

Then they heard a door opening to turn around to see June, Lotus, Clover, Santa and Snake make it out alive.
Ace suggests exchanging information such as the rooms they've been through and how they ended up in the same place but it wasn't exactly useful.

They were all focused on being happy to be alive and everyone already exchanged info.
June said if the red is inactive then they can't keep going.
Junpei suggests the big hallway that there is maybe somewhere they need to go but Ace said there was nothing there as 5 of them already looked as all those doors open to hospital rooms.
Clover said there was a door at the end of the hallway but it was locked with Santa saying it had a solar system mark on it.

June then outrights said it was the Jupiter symbol and they wonder what it means.
Junpei then asks what was the deal with this room since he couldn't imagine a cruise ship with a hospital like this and no one spoke until Seven did to say he was in “The Gigantic”.
Then Seven yaps his ass off about the fucking lore (just go on the Zero Escape wiki to look up more info about it).

Afterwards a bell rang which Junpei heard from the main stairway and kept counting the chime which was 12 times, which indicated that it was midnight.
Clover asks if she has 6 hours left.
Seven wants to keep on going to find missing parts for the REDs. (Sensory)

Lotus doesn't know what he means by “find”.

Seven said he looked everywhere in this room and found nothing so the left hallway with a bunch of doors must've had these parts.
Ace said that he checks each room that is five rooms in total so they have to search five rooms but Seven suggests that people have to split up between the eight of them.
So 6 rooms a piece meaning 48 rooms in no time.
While the rest do their thing, Junpei was chosen to search the rooms as well.

Junpei asks if everyone knows what area they are searching which June and Seven reply yes.
Junpei advises that everyone should meet up in the hospital room when the clock goes off again, to which everyone agrees.
Lotus will shout if she found any components and Snake said that if this strategy fails then they'd return to discuss later options so they went ahead with their decision to start searching with the rooms they were assigned to check. (SQ: teamwork + leadership)

Though Junpei heard a bell ring and it was once, indicating it was 1 am so he needed to get back to the others in the hospital room and he already found 6 others here gathering at door number 8 and asked what happened.

June answered and pointed at the RED that showcased a display with green text saying “VACANT”.
Junpei was wondering why nobody said anything but when they went back, Lotus claimed it was like this meaning she was the first one back but the missing parts were already at the back in the RED.

Junpei checks this out to make sure and it was now covered in metal but wonders about the other two, Lotus said that it was the same.
Junpei took a look to confirm it and it was indeed the same.

He wanted to be sure if nobody had any idea what happened and Ace said it was correct.
But Junpei notices something that was really off, Snake is gone and assumes that maybe he found them.
Nobody had any idea at all.

Snake thought he couldn't see so he got lost but Clover said it was impossible because he can get anywhere without seeing due to great hearing so Clover tries to look for him as she runs out of the room. (SQ: teamwork)

Junpei tries to figure out what to do next and REDs are working but June doesn't want to leave two people behind so they should start looking for them. (These are all optional so i'm gonna go with the first options and for true ending im gonna go for the second ones)

Afterwards, they all left to go to B deck and decided to split up leaving only June and Junpei.
They were wondering to start.

Junpei went to Casino B Deck to see Lotus leaning against a wall and asked what she was doing.
She answered that she was looking for Snake but Junpei said that he wasn't seeing it then she said she got a proposal for these two and she wanted to team up to go through a numbered door.
June said it was impossible as their digital root would be 1 with their combinations and there was no number 1 door in the hospital room but Lotus said to add another person which is Seven as their combinations with be 8 then that means the four of them can get into the number 8 door but Junpei wonders about the other four but that would result in 1.

Lotus was thinking of escaping then coming back to rescue them (though this was a lie caught by June she thought there was no way to come back to rescue them in less than 5 hours).
Junpei said that even if they did bring Seven with them then they wouldn't get off since four of them couldn't open door 4 and recalled the rule to seek a door that carries a 9.
With the digital root of four of these people (junpei, lotus, seven and june) then it would be 8 so if they added ace (1) then it would be a 9.
Unless they bring him, they'll be stuck.

Lotus did said it was unfortunate as only 5 people can go through one numbered doors according to the rule and the number 9 door may be an exception so

regardless 3 people are gonna be left behind which sent a chill down Junpei's spine cause he thought does she really want that because that means three people have to die in the end after that, they left her alone.

They went to the 1st class cabin on B deck to find Clover saddened.
Junpei chose to talk to her to make sure she was alright by trying to sound friendly but Clover didn't respond until she said “lone” a couple times until she yelled at both of them to leave her alone and that they piss her the fuck off so no matter what, they can't get through Clover given the situation she was in So they both left.

As Junpei both leaves he looks back at Clover wiping her tears and he thought that he should find Snake for Clover's sake.
He did the best he could to push away misery and depression with a forced smile to keep going. (Emotional management)

Next they went back to C deck with the hallway with all the rooms to see Ace and they all ran to Ace who was asking where he was.
They all went to see if Ace found him but nothing, even from the two Js... nothing.
So they all went back searching.

Now the last part is the large hospital room and they saw Santa.
They both walk up to Santa to see that he was checking out the RED, it was bothering him that someone put something back there when it was already gone.
Santa asks who they think did it to Junpei? (All of these are optional and doesn't really matter but in reality it was actually santa, so according to the wiki, “During this time, Aoi went to one of the small rooms on C Deck, subdued Snake with gaseous Soporil, made him wear a ceremonial robe and had the kidnapped Nagisa Nijisaki wear Snake's clothing. Afterwards, Aoi presumably placed the RED parts back into the REDs. Due to his prosopagnosia and Nijisaki's clothing, Hongou soon killed Nijisaki under the assumption that he was Snake in order to eliminate a potential threat.

All the other players came back and saw that the parts were mysteriously put back in. Junpei noticed that Snake had not come back from his search so the players split up to find him.

Clover was worried that something had happened to her brother. Afterwards, the players decided that they had to move on and Lotus proposed that for most people to survive, one player had to sacrifice themselves. Akane harshly rejected the idea, but Hongou injected himself with liquid Soporil so they couldn't bring him along.

Besides that no matter what choice, Junpei comes to a conclusion that it was either one of them who fixed the RED and the person who did it doesn't want the rest of them to know that they did.
He wondered why but Santa's lying ass had no idea other than the fact it is worth hiding such as Snake's disappearance. (Abductive + emotional understanding)

Then that is that, so they are all finished searching and nobody could look for him so they have to figure out what door they should go into as they can't keep trying to look for him.

Lotus decides on one person to sacrifice and that they should split into two teams of 4 and 3 respectively so three people will be left behind and if they split into two teams of 5 and 2 people respectively then 2 people will be left behind but if they split into 2 groups of 3 and leave 1 person out then only 1 person will be left behind.

(For this i'll choose first option again)

Junpei disagrees as 2 people get left behind if they split 5 and 2 and 1 person behind if they split into 3, 3 and 1.
He got that part, people can't go through numbered doors with any less than 3 people but if they split into 4 and 3 then why do 3 people have to be left behind.

Lotus then run the numbers such as door 7 with 1456 which Junpei answered it would be left over 378, the digital root of that would be 9 Lotus confirms this by saying that since door 9 isn't there then it means 378 won't go anywhere (though this was an example since there is a lot of different combinations, although the results will be the same regardless of which 4 it is or 3 left over).

Meaning that they still have to sacrifice one person to split 3, 3 and 1 so they have to still decide who to sacrifice given the circumstances since it's logically and morally the best solution.

If 6 others survive then 1 person sacrifices themselves.
June thought it was cruel since nobody should sacrifice anyone which had both Lotus and June argue (as always, June is acting).

Santa told the two to calm down and was trying to say that it was her way of saying that a person should aim to bring the greatest amount of happiness to the greatest amount of people.
Lotus also said that's how democracy works so it's fair to decide who to vote for the sacrifice which had Santa and herself vote.
Seven voted as there is no other choice and one more vote was Clover due to her desperation to find her brother.

Lotus wanted to start the vote until Ace picks to be the one to stay which shocked everyone and trusts that they'll be back for him.
Once he escaped then they should come back and rescue him but Junpei finds it crazy as they only got 5 hours left.
Ace argued back to him if he should stay and leave June behind but Junpei had no rebuttal otherwise leaving no choice but to leave Ace.

This had some people stressing out a little but regardless Ace had decided to be left behind so they could go through the doors and Ace went to the bed to lay down.

Somewhere deep in the ship, Junpei heard the screeching of metal on metal as if someone was screaming besides the silence was just the metal screech the Lotus spoke up to rush the cast to hurry up with their decisions.
June still wants to know if there is a way to get everyone out of this situation with everyone else but nothing whatsoever so she runs towards Ace.
(Sensory)

Ace slumped to the ground and June tried to lift him back up a little bit to ask if he was alright.
He held his left showing a syringe with a small vial of soporil ß (the liquid form of Soporil) that was empty which he used on himself to sleep so June and Junpei won't bring him along and he passed the fuck out.

After some small convos then Santa finally spoke to ask what door the people were gonna go in.
Lotus first says she wants to go to door 8, seven as well wants to go to door 8 (followed by some banter) and then Junpei had to decide.
Junpei decided to go to door 8 and Santa is fine with it, meaning June goes to door 7.
June wondered why and Santa answered that it was because 6 of them are gonna keep going without leaving anyone behind and there was only three ways to do it:

- **Plan A: 3, 5 and 8 go through 7 and 4, 6 and 7 go to door 8.**
- **Plan B: 4, 5 and 7 go through door 7 and 3, 6 and 8 go through door 8.**
- **Plan C: 3, 6 and 7 go through door 7 and 4, 5 and 8 go through door 8.**

There are no other combinations since 3 and 4, 7 and 8 can't go through the same doors which “scared” June.
Though Junpei wanted to be at her side through whatever trial they may prepare to face, he knew if they were to survive then he had to swallow his feelings.
In order for 6 of them to move forward, he and June had to separate.

When Junpei looked at June, he was scared to lose her.
He swallowed, steeled his resolve and did his best to smile.
He told her that she was acting like she was not gonna meet each other again, it was only a split up but only for a while.. kinda like door 4 and 5 of how they met back up after they split.
7 and 8 are just like that as well so they must be connected probably. (Emotional management + Abductive)

Seven said that they must be connected, if they didn't then neither team could get in door 9 so in other words the game ended there.

June said nothing but Junpei laid his hand on her shoulder to reassure her that everything is gonna be fine.

Then Santa ruins the moment so people can just go through the doors already.
Santa figures that he'll take 7 and Clover takes 8.
Everything was as solid as Santa wanted it to be.

This left a group of 2 heading for their respective doors.
Santa, Seven and June went to door 7.
Clover, Lotus and Junpei went to door 8.
So they all put their hand on the scanner to verify the door number 8.

Door 8

As both Clover and Lotus got inside, their bracelets beeped as the detonators had been activated.
Junpei stepped inside finally and stopped to stare at June.
This pissed off Lotus of where she grabbed Junpei's arm to pull him in and his watch was beeping, having 81 seconds left and Lotus snapped to the DEAD.
Both Clover and Junpei followed her to authenticate the DEAD and it stopped.
Clover was still calm, muttering to herself which had Lotus frustrated to say something sarcastic as Clover walked away from both of them.

Junpei thought it was a mistake pairing them but that was too late and he caught up with them anyways.
They all reached a dead end hallway and there was a door on the left which had the words “Laboratory” engraved above the door.

Junpei went inside first then Lotus and Clover went with him afterwards as the door opened.
They were in a room divided into two separate areas by a curved wall with a thick glass window that made it possible to see the other side.

Junpei looked outside this window that had robo-boy (best character) and a medical exam table next to it.
This creeped out Lotus and Junpei a little and there was some banter.

Afterwards, he was wondering where Clover was and she was still standing near the entrance with a calm face but somehow appeared sad.

Junpei then walked over to her and kindly asked if she's okay.
Clover was acting cold as hell while Junpei was worried about her and wanted him to leave her alone even though he couldn't just do that and said they had to work together.

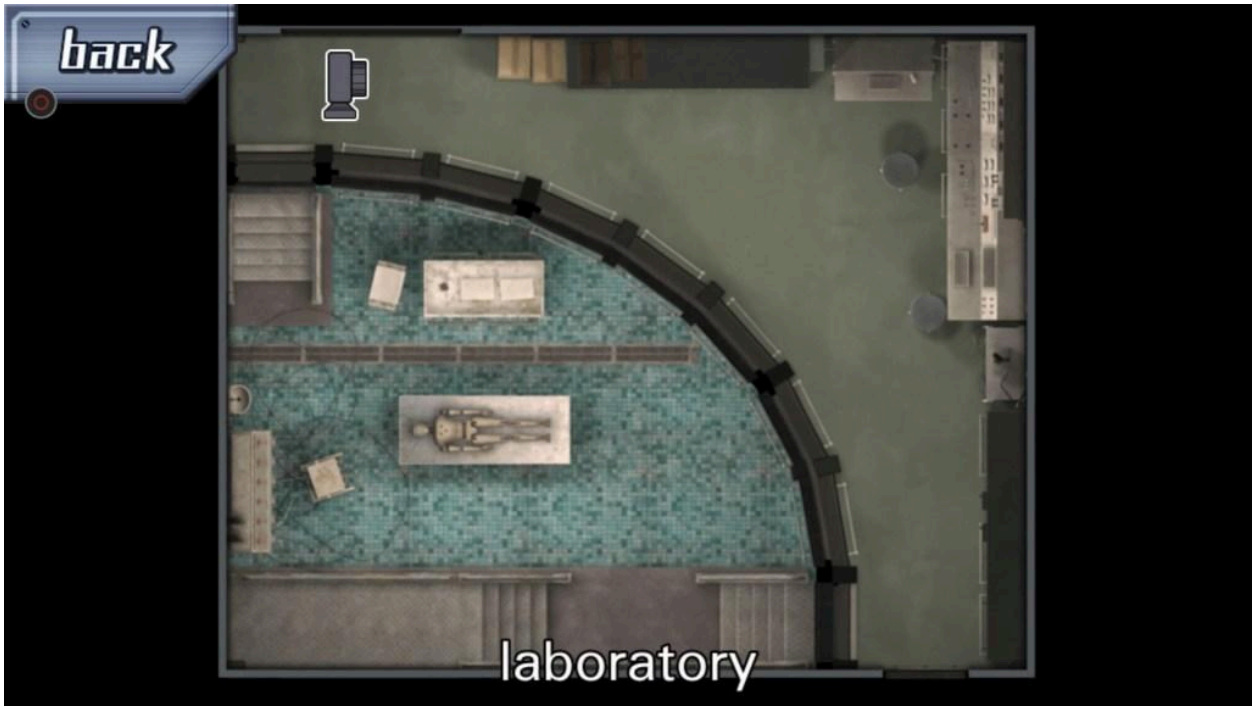
Clover snaps at Junpei which surprises Junpei due to her worrying about her brother.
Lotus then walks up to ask what happened.
Clover responded to both of them to leave her alone then quickly walked away from them quickly to the other side of the room which resulted in her being trapped inside.
All three of them tried pulling on the bars and it didn't work.

Clover asked if they were giving up but Junpei said he wasn't as he realized that this is another one of Zero's puzzles.
Lotus thinks there has to be a way to open it.
Junpei was thinking the same way and all they needed to do was find it.

Junpei then said that he and Lotus can look around their side, while also telling Clover that she has to see if she can find anything useful to her at the other side.
(SQ: teamwork + cooperativeness + leadership)

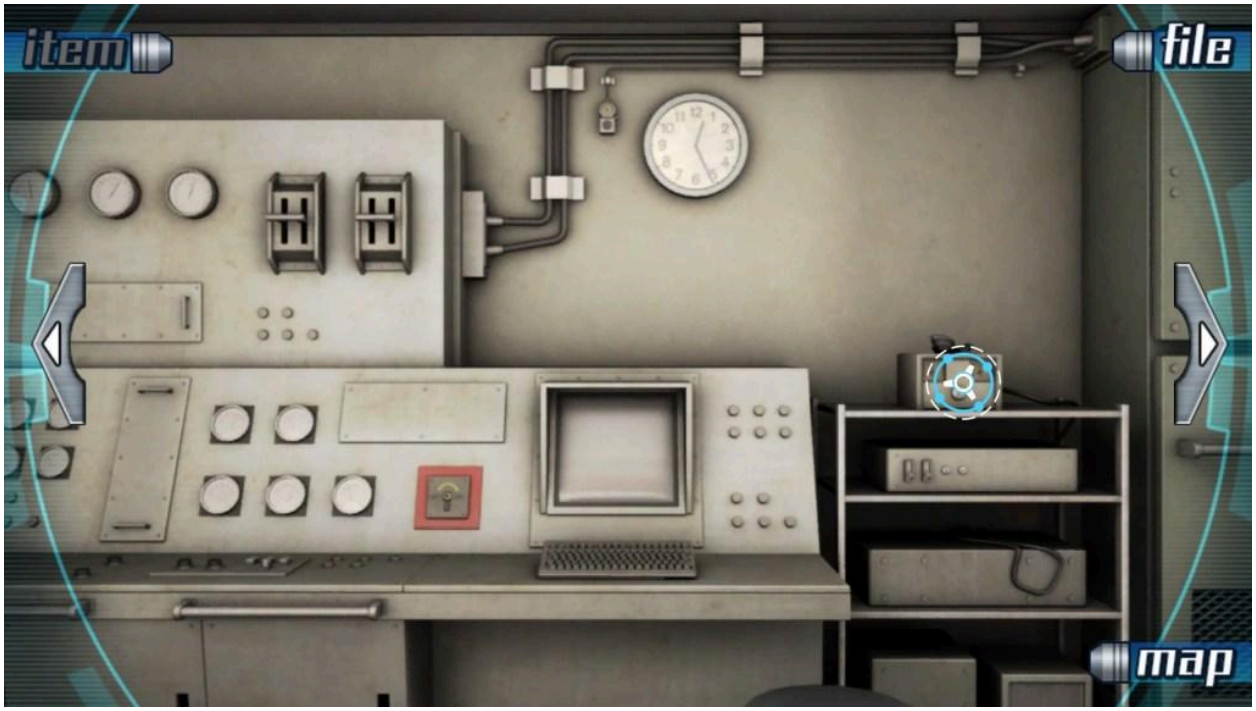
Laboratory





First thing Junpei does is go to the top of the shelf to grab a 3-pronged power cable. Next thing he did was try to hook it up to a computer by plugging it under the desk but noticed that he can't use it since the socket has two holes despite the cable having 3 prongs so it's not going to fit.

Lotus tells him that they need a plug to change the power cable to one with 2 prongs.



Junpei then went to the locker glowing green light with the indication of them being unlocked.
He opened the middle one to pick up ethanol (unlike regular ethanol, Anhydrous ethanol can erase marks left by permanent markers which is important for the 3x3 puzzle hint Clover gives to the player).



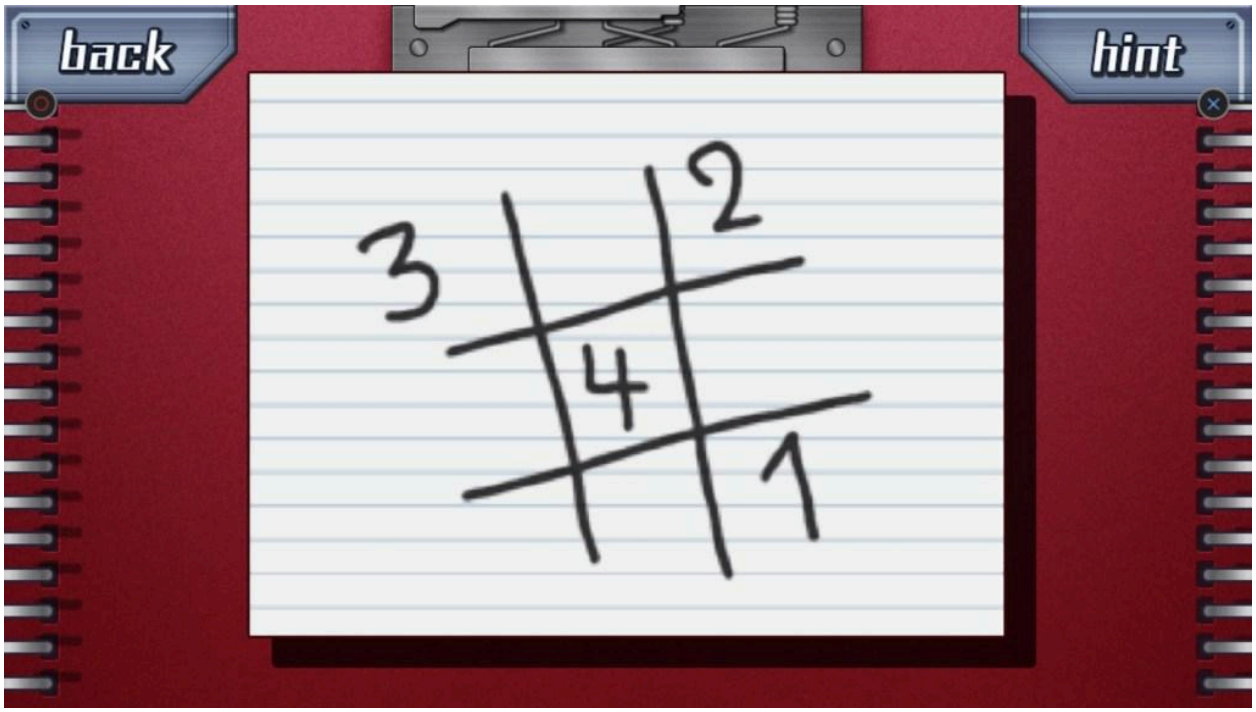
Next thing Junpei does is to look at the inner room behind the window to communicate with Clover.
Clover said that there is a table with a “pen” (she mistaken a pen for a marker because she is fucking ditzy as hell) that someone probably already used.
Junpei said if they only used the “pen” on part of it then there is probably something underneath all that pen and suggests Clover to erase it but when she attempted to do it, she realized that it was a permanent marker (best girl but she is a smart dummy).



She then asks Junpei if he knows how to erase a permanent marker.
This clicked inside his head that he had the Anhydrous ethanol with him so he went to the bar to talk to clover from the other side to have her come here to take the ethanol so she can wipe the permanent marker with it.
There was the extra dialogue where Junpei tells her if she can use the permanent marker and at the moment she is the only person the group can depend on so he trusts her with this, which made Clover feel special.
Afterwards he went to the window again and told her to use the cloth on the table with black mark so she can erase it by telling her to soak the cloth with ethanol then use it to wash off the ink from the permanent marker on table and she did as Junpei instructed, she had a little bit of trouble but it succeeded regardless. (SQ: teamwork + cooperativeness)

She points out that there was a weird drawing under the ink.
Junpei wondered what was the deal so she asked her to take another look.
As she did, Clover said that there were a bunch of numbers on a grid.
Junpei said he couldn't see it from here so s
He asks if Clover had a pen and notebook so she can write those numbers down and hand the paper through the bars.

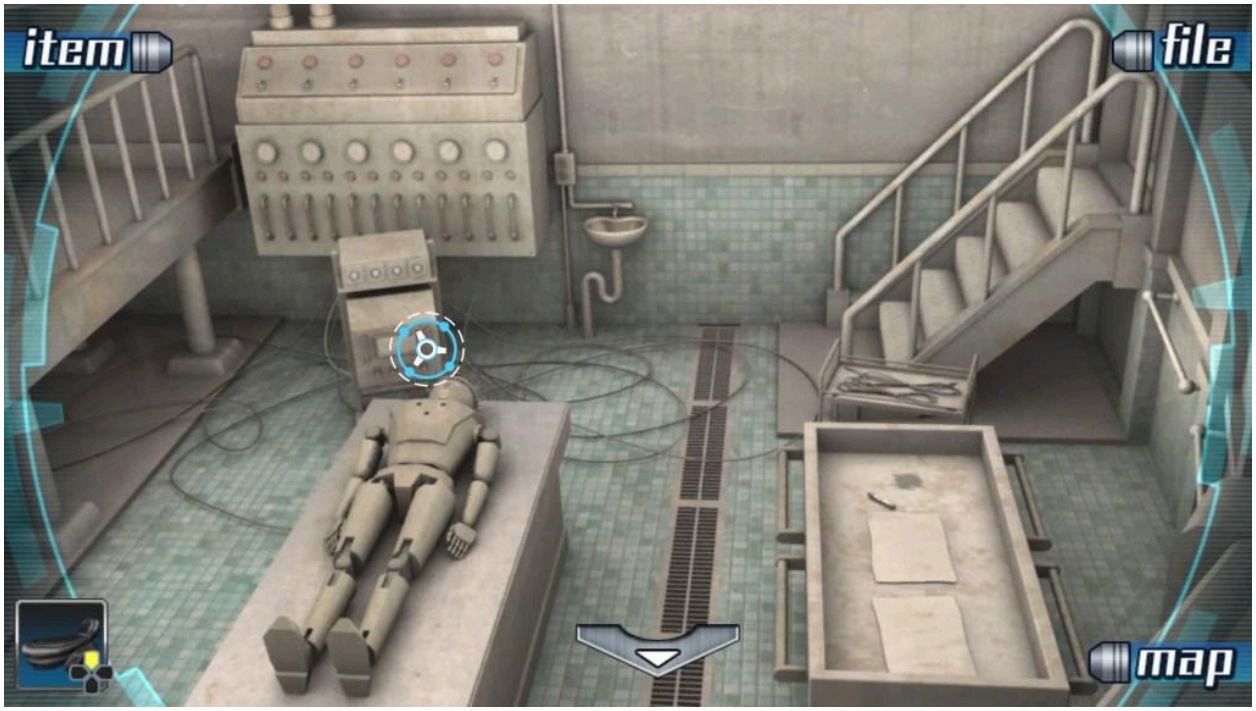
As Junpei went to the bars, Clover then said she was done writing all the numbers from the table then handed it to him.



Junpei went back to the window where Clover was at the inner section of the room to ask how the power cables were over there.

This confused the fuck out of Clover due to the lack of tech knowledge.

Junpei asked if the prongs have 3 prongs or 2, which still confuses her.



Clover then said that the cable on the monitor has two instead of three which was perfect for Junpei so he told her to unplug it then bring it over to him over the bar but she can't unplug the cable since it is connected to the main computer, though she can bring only the plug which with the 3 prong cable that can plug in the 2 prong plug which is what he was looking for.



As she unplugged it, Junpei went over to the bar to obtain the 2 prong plug from her then he used the 2-prong plug onto the head of the power cable which gave him a 2-pronged power cable so he could connect it to the computer.

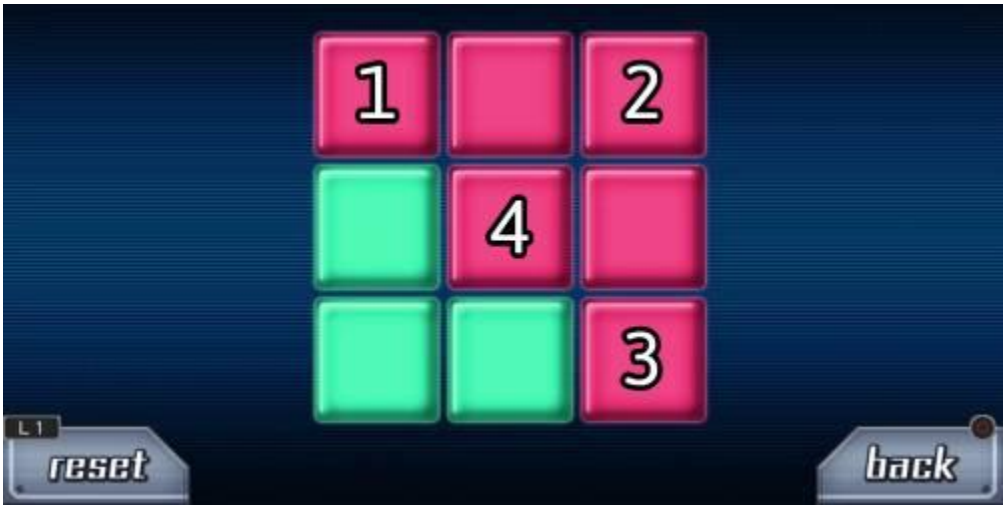
He went to the computer to connect it to the monitor and just like that, it was working after the power was on after Junpei pressed the button.
On the screen, there letters that made no sense to Junpei so Lotus yaps about the computer bullshit that i'm not gonna put on the fucking doc.
After this, Lotus figures that they need to enter a password.
Junpei figures it may be a hint while Lotus goes on the computer and does her hacking on her own (well technically a brute force, it is revealed that she used to do cybersecurity as a job).



After a convo, it was awkward silence until it turned to something so philosophically inspired by something from the wireless display
She was making a hypothesis that the human brain is a mere display of real thoughts processed elsewhere (this was a foreshadow of the morphogenetic field). She also points out conditions like amnesia, aphasia, blindsight and prosopagnosia can result in a faulty connection between the brain and the real consciousness.

When the word prosopagnosia (a wiki link if you want to check out more info) was mentioned, this had Junpei to ask what that is since he did know about Aphasia from watching medical dramas and already knew about blindsight, though he never heard of prosopagnosia ever in his life until now.
Lotus explained that it's a cognition disorder that causes a person to not recognize faces and people with this disorder may not identify an individual because of this. (which is what Ace has, his type of prosopagnosia is called “Apperceptive”, what does this have to do with outsmarting🤓? Not much, it's just an important fact for context once we get to the safe ending).
She then gives in a few examples of how someone's face can be different from Clover's or even Junpei's so they can't remember faces which is how people recognize each other (no matter if they are familiar or unfamiliar with them, though they can recognize from clothes, voice and/or hair).
(Knowledge)

After a wikipedia ass yap session, Lotus was done cracking the code and it was Junpei's turn on the computer to start doing the 3x3 puzzle:



Junpei knows that if you press the green or red square colors then it would change color to the opposite of it and those that are adjacent to it.
Red turns to green; green turns to red and in order to complete this puzzle, he has to make sure all squares are green and he can only change the color in only 4 moves until it resets the back to default until it is complete.
In order to figure it out, he recalls Clover's note that hints the 3x3 puzzle to apply it to the puzzle which indicated the answer to this simple fuck ass puzzle (though Junpei doesn't exactly have to use this as there is multiple solutions like the screenshot above as the only goal is to get the all the squares green, tbh i find the 999 puzzles for the most part to be unimpressive as fuck unlike VLR and ZTD where it can mind fuck me at times).
(WMI + VSI (very very lowball) + divergent thinking + inductive)

Junpei finally solved the puzzle of where all 9 squares displayed green, then he got out the seat to hear a noise which came from the locker which was the red locked lockers that suddenly turned green due to the 3x3 puzzle.
Junpei opened it up to obtain a key with an earth symbol and an activation key.

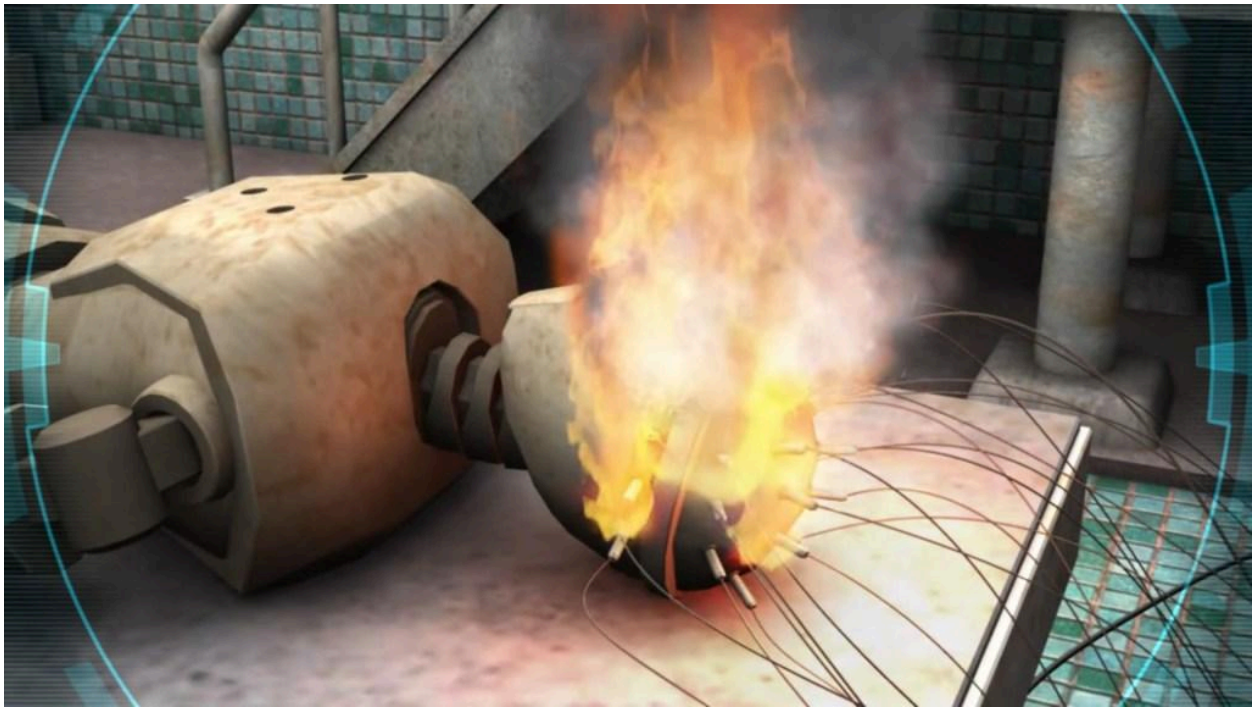


Behind him, he heard Clover's voice which had him walk over to her so she could ask him something since he went to door 5 with Snake (her brother) to see if remembered if Snake said anything weird.

Junpei wondered but the more he thought about it, it made more sense to him since Snake had been gone for a while.
He thought back when he went to door 5 but couldn't think of anything whatsoever other than his hearing being better than a regular person.
Clover turned to walk away until Junpei told her to wait to ask her if he was born blind but Clover confirmed that it was a car accident that caused it, which also resulted in him losing his left arm to get replaced with a prosthetic one.
Junpei felt bad for asking her this considering her stress but she didn't care much.

Anyways Junpei went to a fucking machine to use the activation key he got from the locker to insert it in and tune it to “on” which displayed a warning of the power to be restorerd to the experimental device which will activate a emergency system in a event of abnormal behavior.

Junpei figures out what to do, so he goes to the window to talk to Clover from the other side to talk to her and Clover herself said that the power was on, Junpei said it was because he activated it on the main computer.
He also asked if she could play it for a bit, which made her turn the dial which didn't do anything.
Lotus then told her to increase the voltage which Clover did at maximum and science boy fucking dies.



(Rip Science boy
2027-2027
Last words: literally nothing)

This activated the emergency system which would mean people needed to evacuate the room, this unlocked the inner room Clover was trapped in and the room that Lotus & Junpei was in.



After some banter, they all got the fuck out of there, except for science boy.

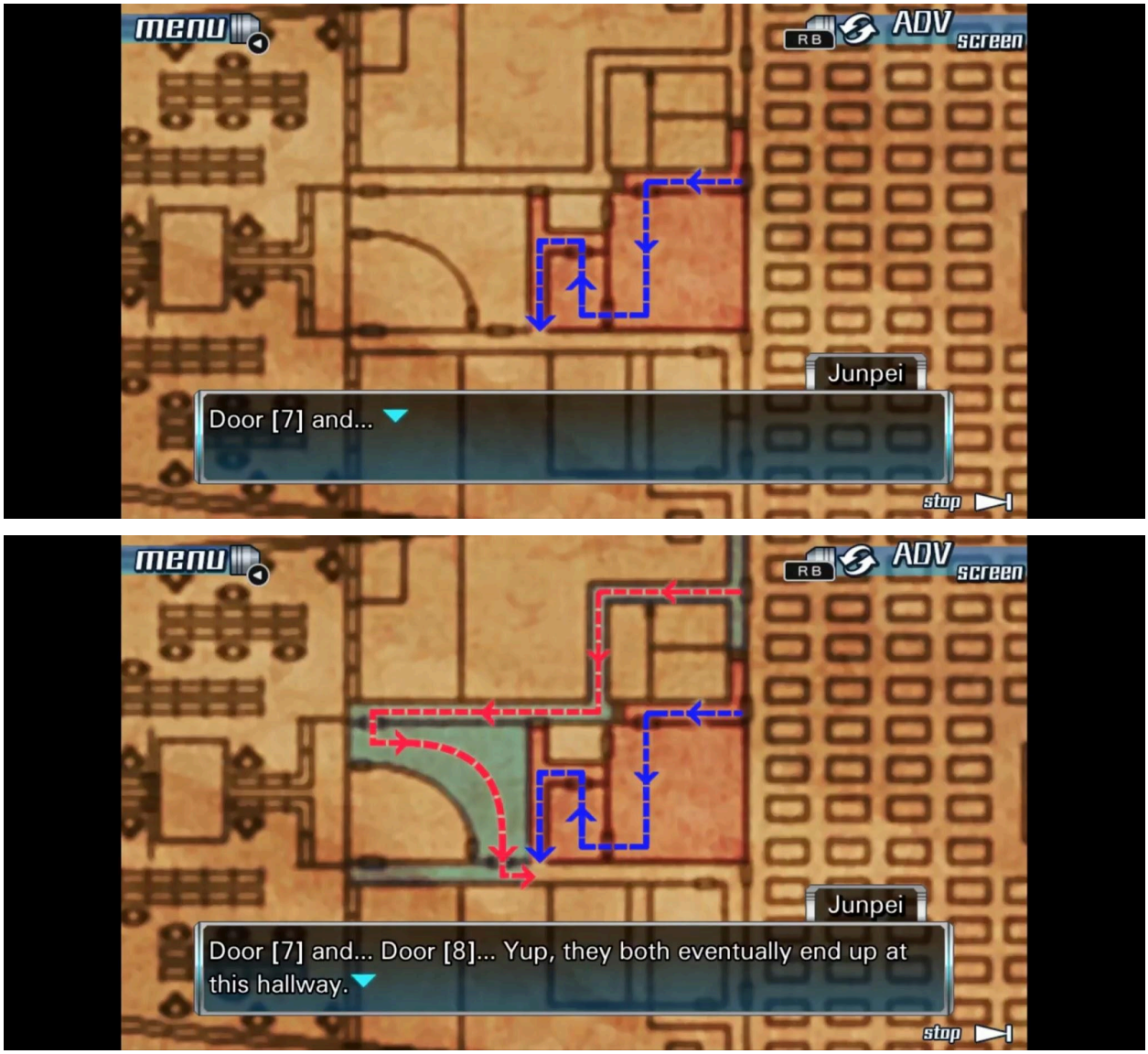


All three of them got the fuck out of there and walked down the hallway until they found a a few new doors that were locked until the last one.
Junpei grabbed the handle and pulled it open until a voice was behind him, which was June who was proud to see him again.

This included Seven and Santa as well.

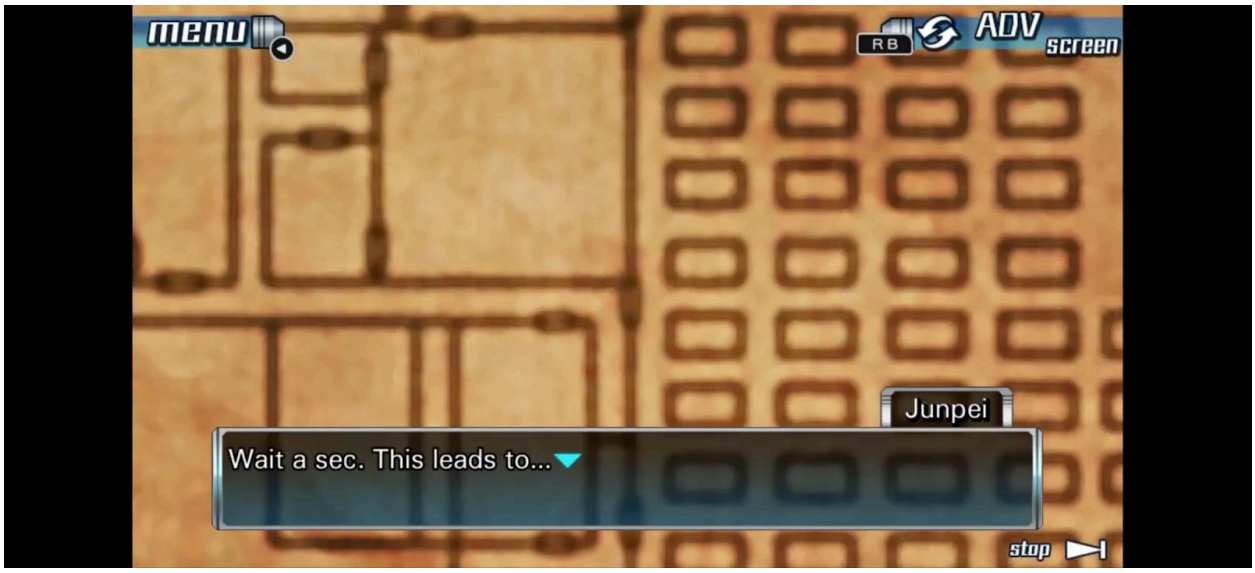
Clover called out to the group and they rushed over to look at a map of the ship's interior that said C deck.

Junpei was examining the C deck map:



He visualized the pathways of door 7 (blue arrow) and door 8 (red arrow) on the map, that they all lead to the same hallway the same way that door 4 and 5 do. (VSI)

To be fair, this was exactly what Seven said as this is how the Nonary game works but Junpei basically confirmed it with the map itself.



Junpei looks at the map once again, he also realizes that these pathways backtrack to the hospital room.
(VSI)

They all went back to the hospital room to give him an explanation and Ace started to summarize that the 6 of them split into two teams going through door 7 and 8 of where they solved the puzzles of the operating room and laboratory then concluded that they all met at the hallway after opening their respective locked doors.
Ace didn't expect them all to come back so soon.
Seven claimed they found the key they needed, which is a one with the Jupiter symbol as he tossed it to Junpei.
Lotus also gave the Saturn key card to Junpei as well.

Junpei was able to track on these items:
Earth key from the lab, Jupiter key that Seven gave him and the Saturn key Lotus gave him.

June spoke up saying the Jupiter key is for the door in a long straight hallway.
Seven uses the map saying it connects to the central staircase then next to the stairs (which got interrupted by best girl Clover).

She asks about door 3 and Seven thinks there is no point, which Clover strikes back at Seven saying there was a point (at least for her) and Seven had no rebuttal to say that Snake might be on the other side of door 3.

Ace spoke up to say that he will be coming with them and have Seven help Ace.

Junpei did quick calculations in his head:
4 + 1 + 7 = 12 → 1 + 2 = 3 which means they should open door 3 with all their bracelets added up to get the digital root of 3 to verify the RED.
(PSI + deductive)

Clover, Ace and Seven all went to door 3 to verify the scanner and they all went inside.
Afterwards, Lotus said they should get moving as they should be able to find Snake if they are lucky since the Jupiter key should get them anywhere interesting as June said.

After some time in the end of the hallway, Junpei uses the Jupiter key to open the door with the Jupiter symbol.
This leads them back to the start, Santa asks if there was a reason.

Junpei's reason is because of two items, the Saturn keycard and the earth key.
June reminds Santa about the big elevator behind the stairs.
Next to it was a card reader with a saturn symbol and on A-deck with an earth symbol keyhole.
So the two keys should let the group access the elevator and the door on A-deck.

Santa then wants to split into two teams...
Lotus and Santa: Earth
Junpei and June: Saturn

Junpei then gives the earth key to Santa then went for their initial search as the two Js went to the elevator to insert the card in and it worked like a mother fucker.
After they pressed a button, the elevator door opened to step in and there were two choices.

The first choice is a sex joke (which is fucking hilarious and awkward, this series is so weird despite being a sci-fi horror) so i'm gonna pick this one anyways since second playthrough imma use other options.

Though after this clever ass sex joke, Junpei understood that June was afraid that the only elevator button pointed down.
Which means the elevator couldn't go any higher than the floor they were on.
Junpei also realized he hadn't seen elevators on A or B decks near the central staircase.
All which meant that the elevator could only convey them to lower decks.
Though the lower floor D deck is completely underwater and it was scary that an elevator is heading to a submerged floor.
(Inductive)

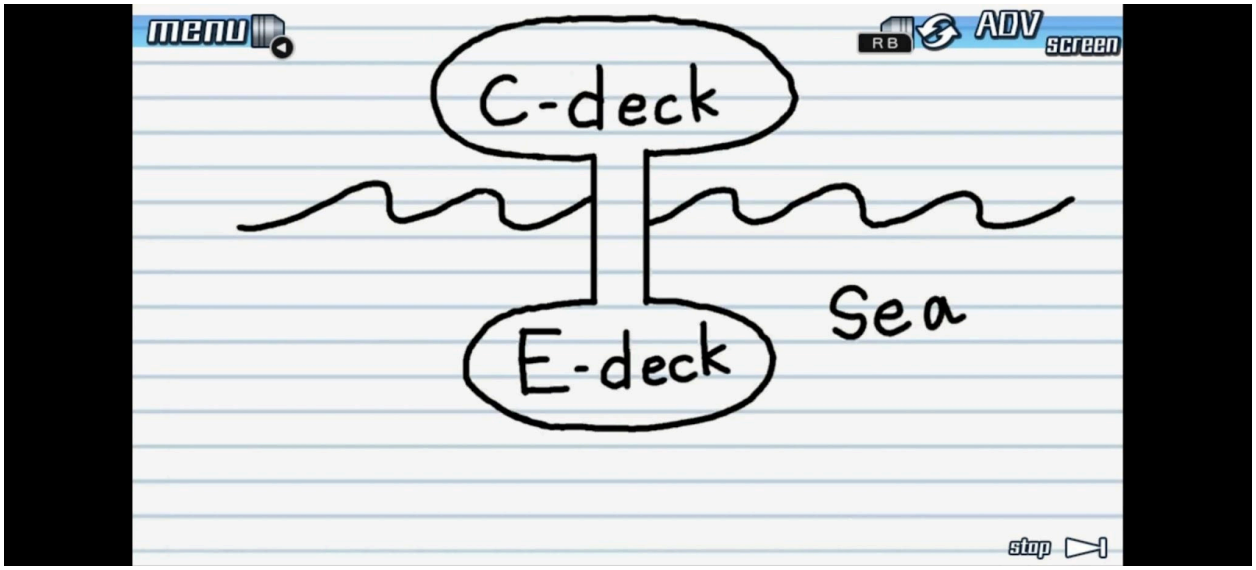
Junpei also figures out that an elevator came up from under them.
June then explains that it didn't open right away after Junpei pressed the button since there was motor noise like it was moving and then it opened.

Junpei then suggests they look inside the interior of the elevator to notice that the walls and floor of the elevator are dry.

Junpei building up a hypothesis then wants to test the elevator by looking over the buttons to spot only two of them:
E and C.

Junpei pushes E then jumps out the elevator then it closes to go down.
June claims to hear it opening on E deck, Junpei presses it again and the elevator returns back up to open which results in Junpei's elevator experiment working as there isn't a single drop of water seen.

June was confused so he started explaining to her what he thought.
According to Junpei, the elevator shaft and E deck must be water-tight and separated from wherever the ship's been punctured, then he demonstrates a rough illustration showing that he visualized the elevator traversing the decks using a notebook and pen so June can get a deeper understanding.
(Observation + inductive + VSI)



June then understands that is why the ship hasn't sunk since the shape of the inside keeps it from filling with water.
He thinks that is what's going on so Junpei is gonna do another test where he himself goes inside the elevator to go down and check it out so June should stay here.
(Risk taking)

Junpei pressed the E button, but June of course wanted to go with him and went down the elevator.
The elevator stopped and the door slid open and just like Junpei thought, there was no flood but there was a lot of water right on top of them which justified Junpei's reasoning.

Afterwards they both start examining this area of where it had a set of thick iron bars separating left and right.
June pointed out a straight long hallway with a number written at the end.
Surprised, Junpei notices a number 6 at the door with a RED scanner right next to it though they obviously can't do anything with only two people so these two both heading back but what stopped Junpei was that he noticed a map on a wall which was a map for E-deck so he takes it with him.

As they went back to the central staircase to meet Santa and Lotus who found door 1 on A-deck, the same way the two Js found door 6 on E-deck.

So they located two new doors.

Santa (lying ass bitch) said that Zero planned this out including the sinking which means that there was some serious remodeling and June (lying ass bitch) said she couldn't imagine how much it cost.
Junpei thinks the most reasonable explanation would be an organization with a lot of cash behind it according to what Ace had said before.

The room is all quiet until they realize they need to head back to the hospital room with Seven, Clover and Ace.
It was gloomy as shit and Junpei asked what happened and Ace confirmed the "snake" is "dead" after Seven couldn't spit it out.

This shocked everyone and they thought they should check door number 3 but Seven stopped them to tell them that he stuck a screwdriver in there to keep the door from closing all the way.
Seven has also put a broom in the shower room to keep it open so they can go inside without the numbered doors.

They went to their destination which was the shower room, which smelled like death of fucking course.
He figured out where the dead body was simply by the blood splatter and Junpei was gonna check it out himself including Lotus and Santa which had Junpei's heart collapse as he saw that "Snake" died just like the 9th man.

They all head back to the hospital room, Seven started to speak claiming that "Snake" was murdered the same way the 9th man was and continued with his reasoning:
First the killers got "Snake" to authenticate on the RED to open door number 3 then they shoved him into it alone and waited 9 seconds for the door to shut → once the door shut, it was over for "Snake" but he didn't give up → he probably knew it wouldn't do any good but he was in the shower room to try to find the DEAD, it was a small chance but he didn't have anything to lose → it didn't work since the detonator is only deactivated if everybody who authenticated uses the DEAD → "Snake" was the only one who went through the door and then after 81 seconds then he blew the fuck up.

After that reasoning, Junpei understood what he meant by the words “killers” since they need at least three people to open the doors including “Snake".
It wouldn't open for “Snake” and a single killer which is why more than one person has done this.
(Deductive)

Seven concludes that it was multiple suspects.
Junpei told Seven if he was right then when did he think was killed.
Seven then claimed it was after they tried to find the parts of the RED and right after that, they noticed he was gone.
Junpei then said that nobody from their group had alibis from what Seven said since they are all split up to be assigned to search the rooms looking for parts.
Seven then said it means that anybody from this group could be the killer, not just one but two.

Ace then stated that raising suspicions would get him nowhere since that is what zero wants as this game has winners (the ones who go through door 9) or losers (the ones who don't).
He claims that zero is trying to get the group to fight with each other so he can achieve victory by splitting up the group.
So he suggests trusting one another and forming a friendship or else they will fall into Zero's manipulation meaning Zero almost certainly killed “snake” as he masterminded the game and kidnapped all of them and thinks that it's reasonable for “Snake” getting killed.

Junpei was thinking it was a good question as he hadn't considered that.
If Zero killed “Snake” then that means Zero is on the ship with them (there are two options, first option as always until I do the true ending).

Junpei wasn't sure as he felt that it was quite strange.
He was wondering on how can he be sure that Zero was on this ship but Ace was disappointed by this as Ace said “this ship” which is him referring to when Zero said “this ship” several times when addressing the survivors so if he wasn't here then that means he wouldn't say “this ship” but rather “that ship” or “the ship”.

Junpei thought it made sense which made Junpei kinda foolish and wondered if he was on the ship then where exactly?
After some silence, Clover spoke up saying it was one of them and Junpei had a choice to think if it was one of them (first choice until second playthrough).

Junpei thought it was possible that Zero might be one of them but Ace said the same thing to Junpei that he said to Seven not suspect one another.

But Junpei counters Ace on why he has a great reason, that reason are the bracelets itself to ask why the bombs to the people's bodies are connected to the bracelets, they were all thinking why Zero was hiding somewhere watching them and if he's doing that then that means he could just detonate the bombs by remote control if someone did something they weren't supposed to.
It would be a lot more precise but more easier but if that's the case then why is the bomb set off by the detonator in the bracelet?

Santa thought he had a good point but he wasn't done.
Junpei told them to apply those same ideas to the nonary game, all of these puzzles here run all by themselves so in other words... Zero doesn't have to be controlling them in order for the game to move forward then asked why did Zero bother to do something like that.
(Holistic thinking + deductive) *btw if the categories are happening at the same time there will ALWAYS be colored fonts with highlights, idk why i didn't say it before but here we are now*

Santa then said that if Clover and Junpei were right about Zero being one of them. Then it'd be pretty hard for him to keep track of all of them or control anything remotely which is why puzzles run is what Junpei was trying to say and Junpei nodded in a sign of saying yes.

Junpei switches to Seven since he made the claim that anybody can be Snake's killer which Seven said "yeah".
Junpei then asks Ace to confirm that he claimed Zero must be the one who killed "Snake" in which Ace replied yes.

Junpei asked on what do they get combined from what Ace and Seven claimed and explained since they fit together as it would go like this:
(Whoever killed snake) = (Zero), hence (Zero) = (one of them among the group) since Seven's and Ace's theories are mutually exclusive of where these theories compliment each other pretty well if Zero is among the group.
(Deductive)

No one spoke after that until Lotus did and she asked the motive since the “WHY” is very important since Zero wants to hide as one of them.
Though, Junpei didn't know why, in other words he had circumstantial evidence so it wasn't enough.

After that horrible silence the bell rang indicating it was 3 am, so 3 hours left.
The group makes their next move with Ace's words.

Junpei then said that the next destination is Mercury.
Lotus had June and Junpei check it out first so they can report back once they get some info which were two elevators with a Mercury card reader.
They use the card Seven gave them to slide the card in the card reader and the elevator works now because of it.

Next they need to find out if the elevator comes up full of water with the same method they did before and it's not wet at all so they get in.
Though all of the buttons are destroyed where C and Bottom buttons can be pushed so they can only choose bottom due to already being on C deck.

After pressing the button to move downward to come across a hallway and at the end was a number 2 door.
Junpei then remembers that there were 2 numbered doors on B deck, near the central staircase with doors 4 and 5.
3 more in the hospital room (3, 7 and 8).
The door on E deck (6) and the door Lotus and Santa found on A deck (1).

4, 5, 3, 7, 8, 6, 1 and now 2 in front of Junpei, so that means that the next door in door 9.
(Long term memory)

Afterwards, they both head back to C-deck to meet the rest.

Door 1, 2 or 6?/paper method

Fast forward, Junpei had set up 7 pieces of paper as they were folded up laying on the ground next to Junpei's legs.
Everyone had written down on paper pulled from Junpei's notebook in an effort to pull together a blind vote.



Junpei double checks the group to see if everyone wrote their code name and door number that they wanted.
Everyone confirmed that they did, though they decided it wasn't fair of Junpei to ask everyone at once since that would allow people to force others to go to certain doors.

But Junpei had a plan, a plan that he didn't want people catching the wind of, which was him rigging the votes so he could choose which of the three doors he wanted on his own volition once he is the last one to vote at the last second with this paper trick method he came up with.

The only way Junpei's trick would work is if he knew the votes would end up tied, in a position where his vote was the deciding one so nobody else can decide.

Junpei tried his best to act calm as he began to open and read the pieces of paper and read one of them saying Ace requests door 1 but Ace wanted to ask why so Junpei told him that they don't have time for questions so he keeps reading the pieces.
He opens the second one, Santa wants door 6.
Junpei continued with three more papers that Clover wants 1, Lotus wants 2 and Seven wants 2.

Lotus disagrees with Seven but Junpei said to her that there'd be no point to the voting if they let people change their choices because of stuff like that.

Then there was some Lotus and Seven banter where they were gonna fight each other but Ace restrains her and tells Junpei to keep on going.

Afterwards, Junpei looked at the 6th piece of paper that says June wants door 6 and June claimed that she had no reason.
All of the papers except Junpei's had been read.



Junpei visualizes the decks with numbers of doors that he and two other people were gonna go to.
He then does some quick calculations that Clover and Ace requested door 1 on A-deck near the central staircase.

Seven and Lotus requested door 2 which was the door on the bottom deck and could be reached by taking the elevator to the bottom of the ship.

Santa and June requested door 6 which was the door on E-deck and could be reached via elevator near the central staircase down
So that means that Junpei can vote last.

(the choices are very dependent, but since I'm choosing door 6 for the safe ending, i'll go with it.
***Note that only door 1 and 2 would have the dialogue of where Snake suspects Junpei of cheating so door 6 doesn't have that unless door 1 or 2 is picked so i'll explain that one too... i will not repeat the process of this feat* ANYMORE).**

If the player chose door 1 or 2, there is some dialogue:
Santa was unconvinced and suspects that Junpei was cheating.
Junpei was acting confused and Snake asked if he changed his number after he heard what doors they wanted.
Junpei asks how he could do that when he already wrote it down on the paper's earlier.
Snake wanted to see so he handed the piece of paper to him.
Snake examined it and the others were looking as well.

As they did, Junpei quickly slipped the piece of paper he'd be hiding into his pocket.
Santa never knew it now but he had been justified by his suspicions.
The twist to this paper trick is that Junpei had switched the papers as a way to rig the vote.

Junpei had three pieces of paper ready for himself that said door 1, door 2 and door 6 with his name on it.
He then put door 6 into the pot, he put a small mark on it so that he would know which one was his where the other people wouldn't exactly know.
All he needed to do was draw last because after he saw everyone else's result, he just chose whatever door he wanted since the number he already put in matched then he didn't have to switch the papers out.

Because of this he was able to get to either door 2 or door 1 with the correct digital roots with this method (including door 6) resulting in a tie-breaker.
As 5 + 7 + 8 = 20 → 2 + 0 = 2 meaning he can get into door 2 or 5 + 1 + 4 = 10 → 1 + 0 = 1 meaning that he can get into door 1
(Or for door 6 since regardless if Ace wanted door 1, he will assist with the other three to make the correct digital root: 5 + 3 + 6 + 1 = 15 → 1 + 5 = 6)
He did all of this in a very short amount of time.

Junpei fought the urge to smirk and Santa was frustrated that he wasn't able to catch Junpei cheating as he tossed the paper aside which had him forget about it and the whole cast had moved on.
(PSI + VSI + deception: concealment + deception: acting skills + mass manipulation + direct manipulation + psychological manipulation + tactics complexity + tactical endurance + planning aim + strategy alignment + emotional management + emotional understanding + psychological warfare)

Door 6

Junpei flipped open the piece of paper and it read “Junpei: Door 6” which is what he exactly wrote of course.
The group that it was an issue as 563 doesn't match the digital root of 6 as the digital root is 1, this had Ace to join in Santa's team to get the digital root to 6.
So Clover, Seven and Lotus chose door 1 on A-deck as their digital root would be 1.

After that, they all went to their assigned doors being separate from two teams.
Santa's team all went inside the elevator to go down in E deck and arrive at the number 6 door to verify on the RED to open the door.

The detonator started beeping and Junpei already found the DEAD as it was located easily as it was very close.
They all authenticate the DEAD and the beeping stopped.

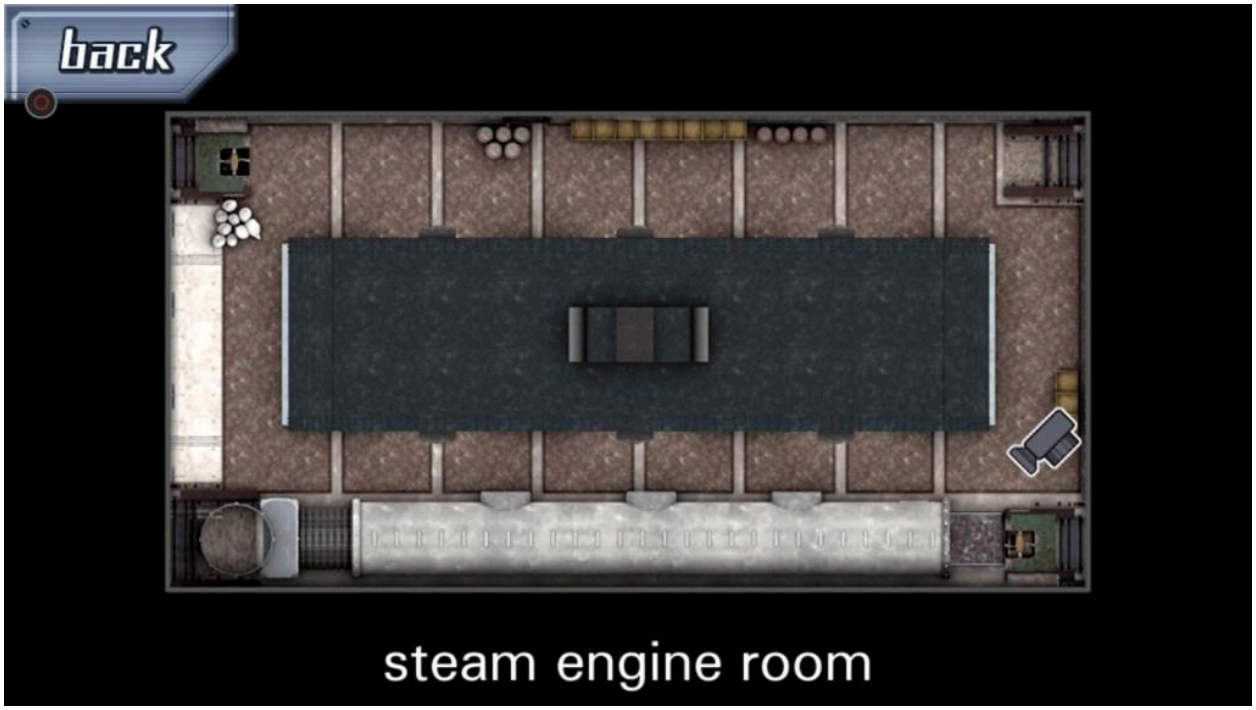
They all found a large door with a bar that served as a doorknob so they shoved it down to open it.
They opened it to find themselves in a large room.

After some investigating, Ace said that it was a steam engine room and Junpei wanted to split up until he heard a noise behind him which was June collapsing due to her fever (the fevers she have in the game happens when Junpei makes decisions that weren't supposed to happen, meaning that Junpei is heading to the wrong path which is why aiming for the true ending she doesn't have any fevers besides the 9th man's death because Akane and Santa didn't anticipate that Ace would trick the 9th man to his death.
But overall, if Akane doesn't have any fevers going to the true ending after the safe ending then that means that Junpei made the right decisions and went the right path).
(Decision making)

Junpei was motivated to escape after seeing Akane's fever worsen then sets her back against the wall so she can relax so the rest can get to work to solve a way out of this room for Akane's sake.
(Emotional engagement)

Steam engine room





Junpei starts his search by going upstairs, he sees a furnace with a door that says “A”.
He was able to get the door open and went inside to navigate to the other side quite finely (on top of the conveyer belt) despite it being pitch black (he does the same with all the other furnace doors).
(Sensory)

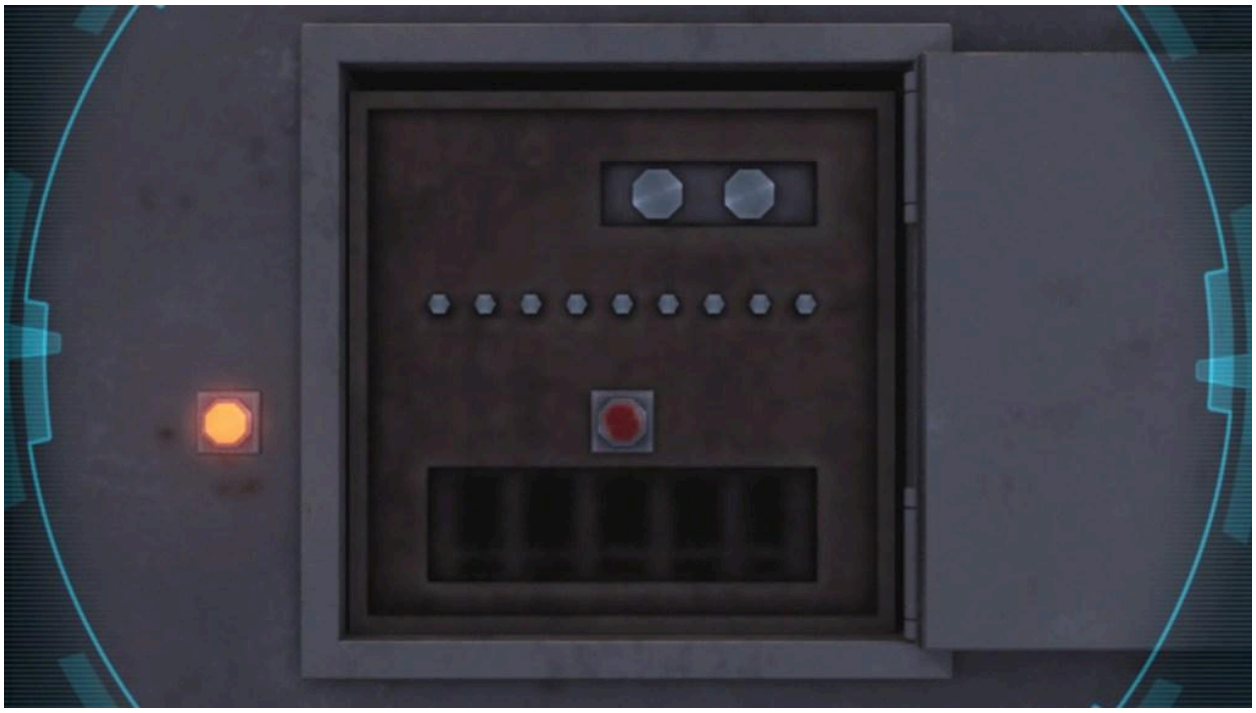
He then went through door B and saw a hand-operated winch from afar that had a wheel.
Junpei twists it just for it to get removed and he was able to obtain it.

Junpei then traverses going to door B then heads for door C to see another hand operated winch not having the wheel.
Junpei inserts the wheel in and since it fits, he twists it to the left to rope it down as it reaches the floor.
Then there was as a whole ass yap sesh of lab rat experiments that foreshadows the game more.

After that, Junpei goes back to doing the usual.
He went back downstairs and saw a wooden box.

In that wooden box was a control panel, Junpei figured that it was meant to be used for the empty spot for the conveyor belt and pressed the orange button to turn it on.



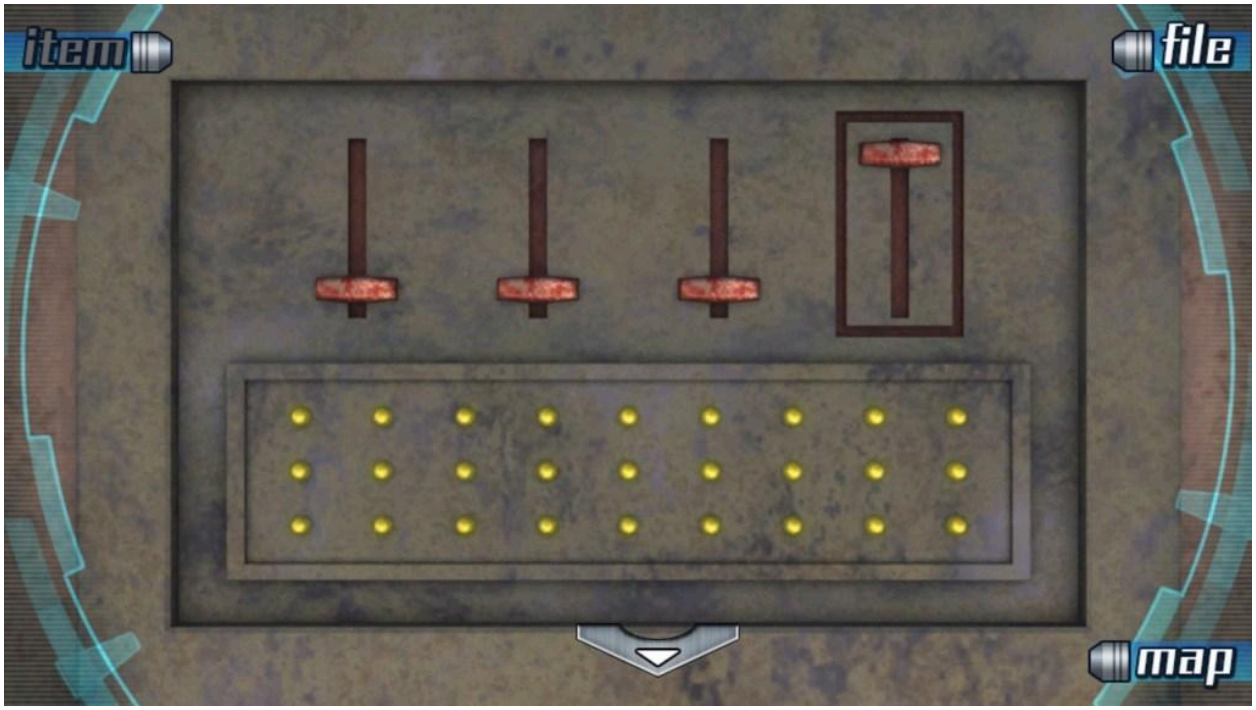


Once he did turn that on it was moving for a bit and suddenly stopped as there was a bunch of coal dumped off at the end of the belt.

He notices that an amount of coal was inside a wooden box, he figures he can use that coal for the furnace on the back side.



He opens up the back side of the furnace and puts each amount in the three holes until there is none left then he thinks he can set it on fire but he couldn't yet until there was more coal to put in but they had no fire until they realize they need to ignite it and it finally worked after they went upstairs to use the control panel on the stairs to ignite the furnace after pulling the switch down.



Afterwards, big gears were turning under the boiler.
Junpei went to the gold gear to get the gold disc, silver gear for silver disc and bronze gear for bronze disc.
He obtained all three of these and noticed that all of them had blue, black and red lines engraved on these but the red lines were the most noticeable to him on all of these discs. (Observation)



As Junpei was investigating the room, he saw another staircase at the opposite side and walked up to see a big door blocking the exit out as there is a console next to the door that indicates it is the way to unlock it.

He was examining the console of where it appears to be an outline of three circles laid on top of each other like a triangle just like the three gears that were holding up each disc he had obtained earlier.

Junpei then put the three discs he had found into the console but nothing happened whatsoever as he was expecting it to open.

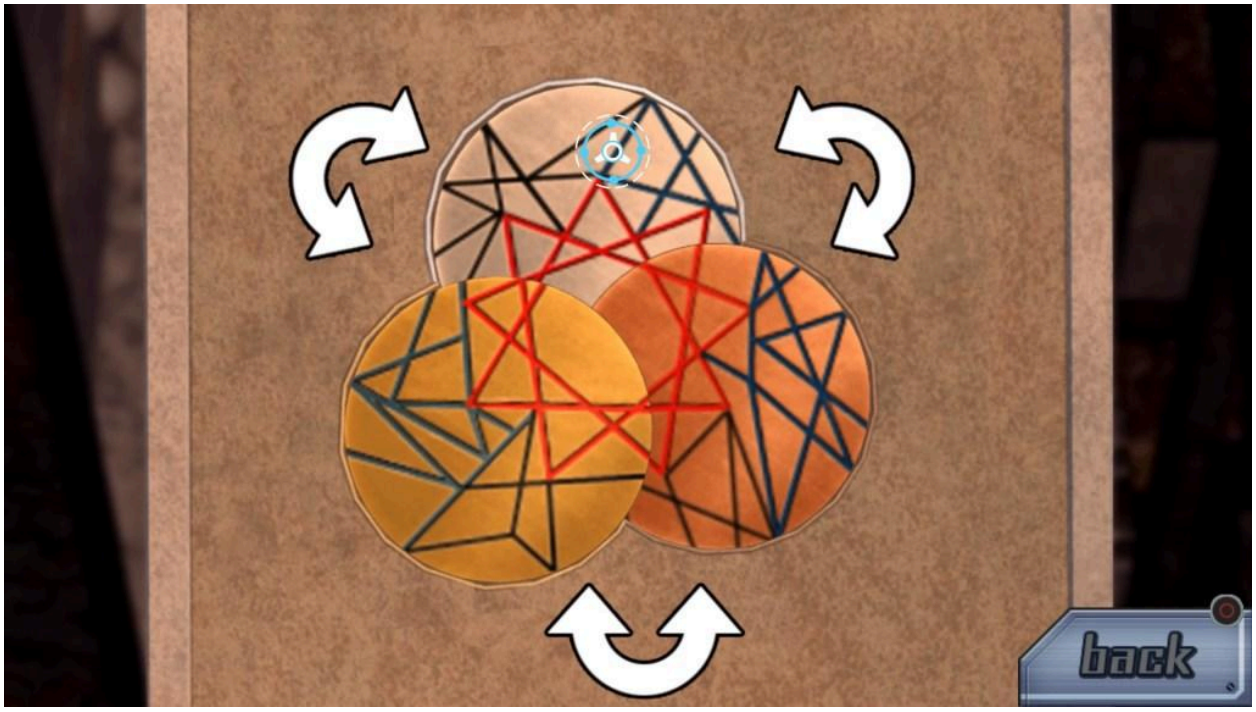


This was until he realized that he put them in the wrong order and that he should rotate the lines so it can connect to one another.
In this puzzle he knows he can rotate them and even switch the discs, but when they are switched then the angle reset.

As Junpei was solving this puzzle, he noticed that there were outlines of the console.
The top has a silver outline with the gold disc, the bottom right has a bronze outline with a silver disc and the bottom left has a gold outline with a bronze disc.
He then switches the discs to the correct respective material:
Silver is switched at the top to fit the silver outline which has the gold disc be at the bronze outline at the bottom right; Gold disc at the bottom right is switched at the bottom left to be at the gold outline which had the bronze disc switched to the other side to fit in the bronze outline.

Now that he got that out of the way, it was time to turn the angle to get the correct one.
Junpei already knew that the red line part of the discs are very noticeable so he doesn't pay attention to the black or blue lines as the red part is the most important and all he needs to do is connect the red lines to create a star polygon symbol so the door would unlock.

He rotates the silver disc to the left 6 times, then rotates the bronze disc 5 times and rotates the gold disc 4 times.
Because of this, he was able to create a star polygon symbol and the door was able to open.



(Inductive + observation + VSI)



Before anyone exits, Junpei gets June with her to get to the exit to see Santa reminiscing of her sister (aka Akan- i mean June who is in the same room as her) saying that he was her Santa Claus then explained a whole ass backstory of Santa and her sister (June) claiming her sister (June) died 9 years ago.
After that, they all moved on to the next objective to come across a new room which was the cargo room then they started to investigate for clues to seek a way out.

Cargo room





Junpei starts his search on the first floor.
As he was looking around he found a card with a headshot, which is one of clover.
He found another one of Snake then opened a box next to where he found these two cards of a headshot card of Ace.
He found another one of Santa and Seven in the middle of the room.
On the right side of the room, there was an open wooden box that had Junpei's picture (that he glazes himself with) and June's.
Near the gate was the 9th man's head shot.



Afterwards he went to the locks with numbers on them that went 3x3 and Ace picked up a Lotus card with a headshot to give it to Junpei.

He now has obtained all 9 picture cards.

All he had to do was insert all of the cards into the slots at the front of the box to correlate the picture cards with their bracelet numbers to get the right box open.



As Junpei was staring at the cards, Ace was peering over his shoulder to ask which cards went in which.
Of course Junpei said that he does know because it is obvious that all he had to do was match their numbers to the numbers on the 3x3 card slots to correspond in the right box, for example... Ace's picture card goes into box 1 and Snake's picture card goes into box 2 and so on.

Junpei thought he could've imagined it but he swore he saw Ace stiffened.
Just then, June collapsed in front of the fence and asked if she was ok.
June didn't respond so he had Ace solve it himself so Junpei can make sure June was alright.

June finally woke up to say that she tripped, although Junpei touched her forehead to see that she is still warm as before.
Not hot but it is still not gone.

After a little bit of talking about where Junpei said he'll take her to a hospital, June said that she only needs a little bit of medicine and sleep.
Santa then spoke up saying if she needs medicine then Ace could fetch that for her easily due to him being the president of the Cradle Pharmaceutical and the flagship product is an aesthetic drug called “Soporil”.

Junpei had heard about it a while ago (Santa explains this but I already did in the 3rd class cabin puzzle).
Junpei was wondering how Santa knew all of this information but Santa said he heard it from Ace himself at the number 4 door when they were searching the 2nd class cabin.

As Junpei was looking back at Ace.
He saw that Ace was struggling on a puzzle that was so simple so he checked on Ace to ask what he was doing.
Ace claimed that his vision was getting blurry due to fatigue as he can't see very well.
Junpei asks what he can't see and Ace answers that it was the pictures then follows up saying he was developing presbyopia as growing old can be difficult so he leaves the rest to Junpei as he gives him the cards.

As Junpei was looking at Ace quizzically he wasn't exactly buying on what Ace was saying previously as something as simple as cards tired him out because Junpei was able see these cards quite clearly and the people on the card were easily recognizable.
So he was wondering if Ace's vision was truly bad but it wasn't that, something had made him uncomfortable.

That was until he recalled what Lotus said back in the laboratory, the word prosopagnosia and the meaning of that word then came to a conclusion that he most likely had prosopagnosia as Ace looked depressed enough to have it due to the fact he was struggling with a simple puzzle that had faces simply because if he had prosopagnosia then there was no doubt that it was a depressing and painful experience.
Junpei thinks it was for the best that he kept Ace's condition to himself for the time being and went back on his task to put all the picture cards to the corresponding numbers.
(Hot reading + seeing through people + deductive + connecting the dots + long term memory)

As Junpei succeeded, he peered inside to gain 9 pins total with numbers going 1-9.



Next thing he does is go up some stairs that are 3 stories up.
As he reached the top, he found a box looking device.
At the bottom of the device was a little shutter that was covering something, then there were several lights going 1 to 9 just like the pins he has with only a 9 being lit.
At the bottom he saw that there were 6 holes and it looks like the pins he found recently would fit perfectly.
Santa tells him to try 2, 3, 4 and 5, 6, 7.
Because of this... 3 and 6 lit up.

Both of them figured that it was a digital root since the lights that match the digital root of the pins inserted at the top and lower parts will light up.
As Santa tried 1,2,3 and 5,6,8 then they all turned off.
Junpei understood that if the digital root for the pins they insert is the same number on the lights that are lit then those lights would turn off so Junpei knows that the way to solve this puzzle is that he needs have all lights on in one go without getting a single digital root wrong with the remaining numbers of the pins to make each digital root different from the other getting 1-9 by using three pins at the top and three pins at the bottom to get two digital roots for two lights to show up and repeat the process.

Junpei gets to work to solve this puzzle.
Junpei knows that there isn't just one solution to do this as there is multiple solutions to solve this puzzle to get the correct digital roots so he runs through them in his head (it's dependent cause all he needs to do is find the right digital root to lit up all the lights) multiple examples may include of what Junpei uses for four tries total:

One of them
First try:
Top → 134 = 8
Bottom → 259 = 7

Second try:
Top → 123 = 6
Bottom → 689 = 5

Third try:
Top → 346 = 4
Bottom → 129 = 3

Fourth try:
Top → 137 = 2
Bottom → 469 = 1

Another one
First try:
Top → 964 = 1
Bottom → 731 = 2

Second try:
Top → 912 = 3
Bottom → 634 = 4

Third try:
Top → 986 = 5
Bottom → 123 = 6

Fourth try:
Top → 952 = 7
Bottom → 134 = 8

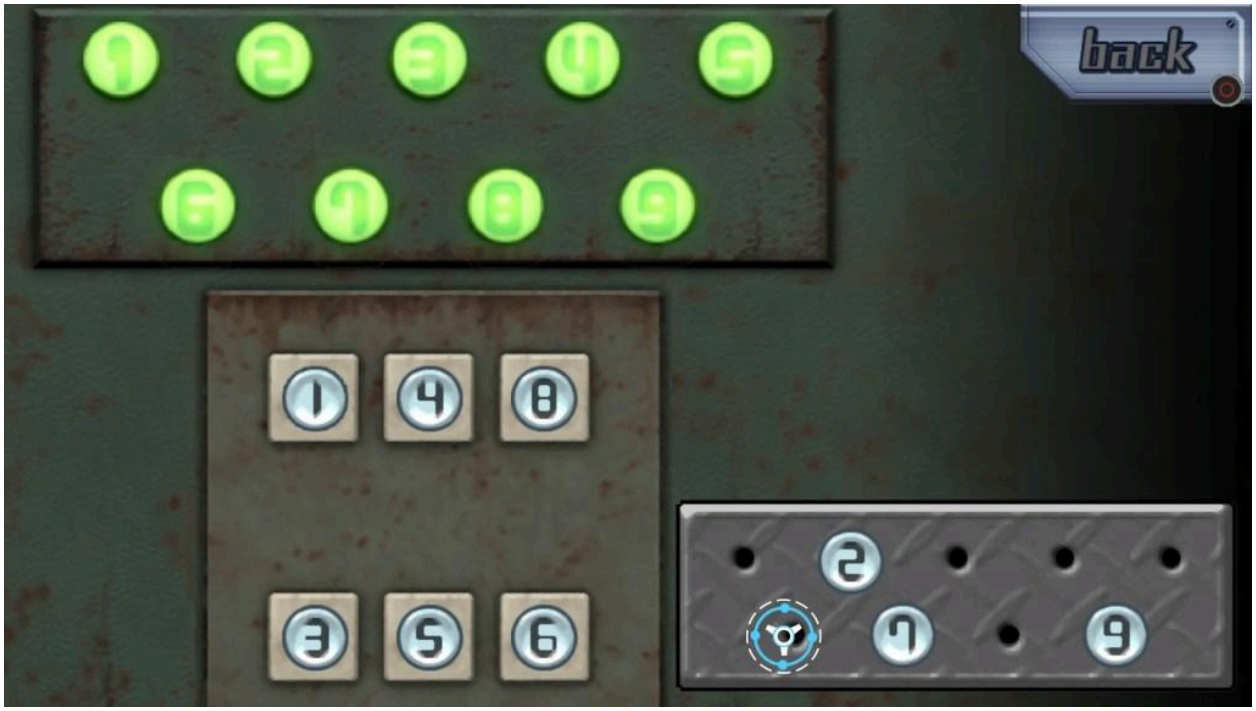
Another one
First try:
Top →127 = 1
Bottom →348 = 6

Second try:
Top → 128 = 2
Bottom → 349 = 7

Third try:

Top → 129 = 3
Bottom → 467 = 8

Fourth try:
Top → 148 = 4
Bottom → 356 = 5



(You get my point, this showcase that Junpei had figured out that he had multiple ways to solve this puzzle as the examples shown above).
(Divergent thinking + observation + inductive)

Junpei got the puzzle completed, which opened the shutter that revealed a big “F” that was above a 3x3 of 9 holes total so he had to do it again.

Santa then informs him about hexadecimals (as Lotus did the same thing in Kitchen if you chose door 4 so if Junpei took the path going from door 4 to this room then that meant he had prior knowledge from the kitchen according to the dialogue or if not then we can assume that Junpei basically already figured it out before the game about hexadecimals then applied it to the puzzles of kitchen and cargo room without their info) as 15 in base-10 is F.

Junpei gives the puzzle a shot, as Junpei examines it.

He knows that F=15 and by looking how the 3x3 is set up of where the black dots are going horizontal, vertical and diagonally connected to each other which means that every row and column needs to equal to the sum of 15 with the pins he had to insert in the 9 holes.

Just like before there are multiple ways to do it like the last puzzle.

This time it's the remaining pins he inserts so he puts pin 5 in the middle row for good measure and runs these calculations in his head:

Examples

Top row: 294 = 15

Middle row: 753 = 15

Bottom row: 618 = 15

Another one:

Top row: 276 = 15

Middle row: 951 = 15

Bottom row: 438 = 15

Another one:

Top row: 492 = 15

Middle row: 357 = 15

Bottom row: 816 = 15

(Then again, same logic as the other puzzle but not with digital roots just additions)

(Divergent thinking + inductive)



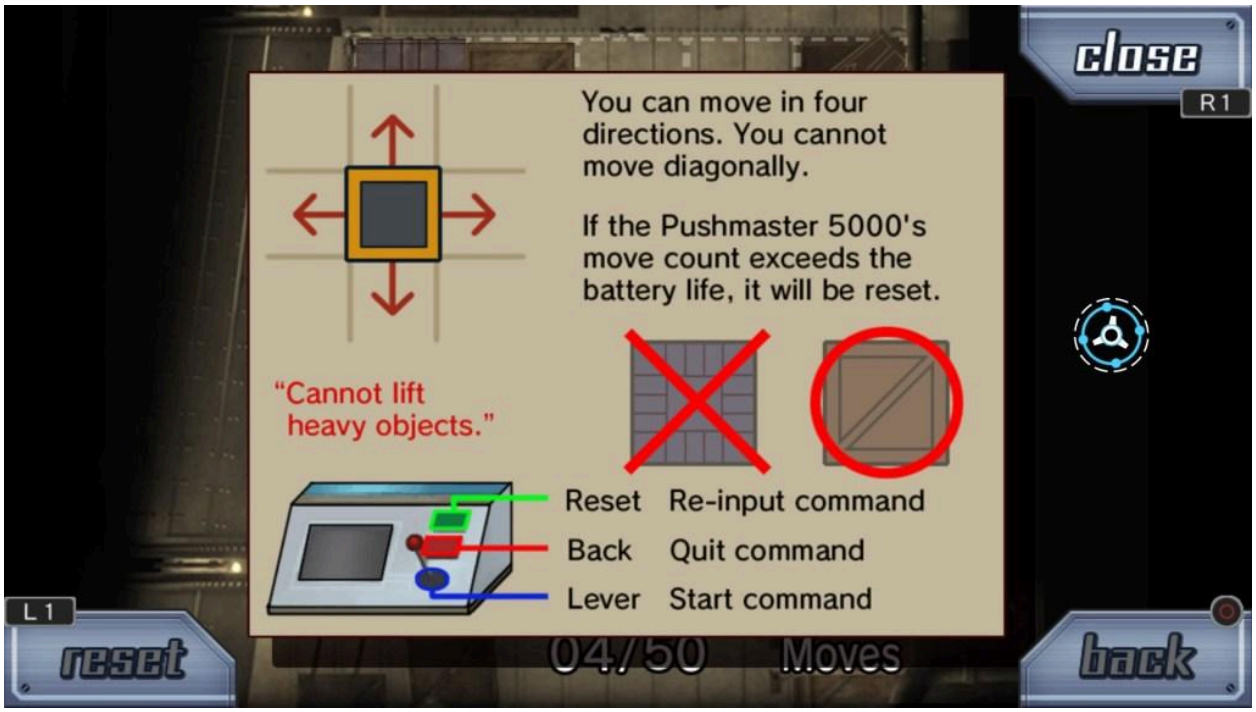
After he got that puzzle right, the black dots were flashing green indicating he got it right which had the power on the control panel to turn on at the top.

Junpei saw that the screen was on.
Next to the screen were a green button, red button and a lever.
He wonders what they meant until Santa gives him a paper of instructions and points to a machine named the “pushmaster 5000”.
Junpei figured how he was gonna get to the other side of the electrical fence was to make a path to the coffin by having the crates to function like stairs by using the machine to line up the four crates to make it that way.

Santa has noted that it'll only start moving once its path has been completely programmed in.
Junpei reads the instruction and understood them:
Green = reset; re-input command
Red = quit command
Level = activate; start command

He can only move in four directions, no movement when attempting diagonal.
He only has:
Red X = can't move

Red circle = can move



After he reads the instructions, he locks the fuck in and does the puzzle as he saw that the monitor shows a top-down view of the area so he can move the machine and once he sends his orders than he can just pull the lever.

As he starts the puzzle, he keeps in mind that there is a limit to the battery which means he has 50 moves (60 moves maximum if the player backs out over and over; another good form of game design).
This is basically how Junpei does the puzzle:
X = heavy objects; can't move
pushmaster 5000's position process (image below with video, there is the empty spaces with numbers moving that'll be there for reference):



In less than 50 moves he was able to perform this (there probably more solutions depending on the steps but eh)

Move numbers 1 - 5: up, right, up, right, right

Move numbers 6 - 10: down, right, down down, down

Move numbers 11 - 15: left, left, up, right, down

Move numbers 16 - 20: right, up, left, left, down

Move numbers 21 - 25: left, up, left, up, up

Move numbers 26 - 30: right, right, right, down, down

Move numbers 31 - 35: left, down, right, up, up

Move numbers 36 - 40: up, left, left, down, left

Move numbers 41 - 44: down, right, right, right


x x
1 2
x
3 4
x
x x
12
x
3 4
x
x x
1
x2
3 4
x
x x
1
x24
3
x

(VSI + convergent thinking + divergent thinking *possibly* + linear thinking)

Junpei succeeded in solving this tedious ass puzzle and the machine was moving, doing as it was told, which had him line up all the crates so they could have no issue going over the electrical fence to reach the coffin.

As they went up to the coffin, Santa was joking about a mummy which was awkward as hell.
Anyways, Junpei opened the lid to see a rusty key and a gold revolver that was holding 6 bullets in the cylinder.

Junpei holds it to examine it then puts it back as they are already in enough danger and the group thought it was a good idea to leave it there to only take the key (though Ace snucks the revolver with them as they got out, but Santa at the other timelines uses it instead to take June hostage).

Junpei takes the rusty key then they got the fuck out of there.





After the escape, they ended up in a long hallway to find out that they were at the other side of the gate of E-deck.
They wanted to know what their next move should be, discussing that they made a loop being back where they started.

They spot an elevator to press the button, which opens the door so they all get inside to return to C-deck but before they do that, they should see what's down here.
They all walked down a hallway to spot a door.
The door was able to open and saw a number 9 door which had Junpei excited.
It wasn't gonna be easy to open as there is a RED next to the door.

But another door had number 9 right behind him, he was wondering why there were two doors with number 9.
Santa then spoke up saying that there were always two doors since Zero never said there was only one door with a 9 on it.
Junpei remembers that Zero did say it is hidden but an exit can be found and to seek a door that carries a 9.
(Long term memory)

Junpei realized that they fell for it, there are two doors which means that all 9 people who met at the central staircase could escape with no one being left behind.
It made sense why there are bracelet numbers 123456789 divided into teams of four and five people because the digital root of both teams ends up being 9.
1278 and 34569 can be the digital root for both teams or 2349 and 15678 can also be the digital root of 9 as well as there are a bunch of combinations that work and they all end up the same way.
If one team has the digital root of 9, so would the other team.

Junpei asks himself what does it mean and knows that answer was simple.
Since the very beginning the Nonary Game was designed to save all 9 people, it was meant to be winnable so Zero didn't lie and never said that there'd be only one 9 door but anyone who'd found themselves in the game would assume if that was the case then there would be infighting.
Because of this, this would result in a team that would likely betray or deceive one another, someone might be hurt or killed.
Eventually, they'd reach this very same room to realize how pointless the infighting was.

Junpei's example is that someone will say: “There were two doors so there was no need to kill each other.”
They would understand, appalled, overwhelmed with guilt at what they have done.
The Nonary game was designed for that purpose, all of them were arguing and fighting over doors at the start but if there was one slip-up then one tiny mistake can lead to more which means that everything could've been much worse as of now.
(Emotional understanding + inductive + convergent thinking + holistic thinking)

All these thoughts sent a chill down Junpei's spine and they wondered what was their next move.
Santa said that their combinations can't open since four of them have the digital root of 6 and only three can get in.
Ace, Santa and Junpei as their digital root is 9.

Junpei then said that everyone has to go back which everyone agreed to not leave June behind.

Junpei made a joke to create a reassurance and they all head back to C-deck by taking the elevator to find the other three.

Meanwhile, Junpei was wondering what was this room exactly as they were so focused on the doors that they weren't looking around.
He thought it was set up like a ceremony but didn't know what kind, so he then saw a coffin.
Santa interrupts his thought process to get him moving.

Fast forward to C-deck was Seven and Lotus at the central staircase looking all gloomy to notify them that Clover was gone.
Seven, Lotus and Clover already went to door 1 but she barely spoke to either of them.
There were four rooms on the other side of door 1 but she wouldn't let them in the fourth room and Clover said in her own words that she'll take care of this one then she shuts the door.
She most likely blocked it with something on the other side, both of them were waiting but there was no answer.

Seven kicked down the door but it was empty, there was a door on the other wall which was open but Clover was gone no matter where'd they look.

Junpei asked when did this happen, Seven answered that he got here before these four did.
June asked if they hadn't searched anywhere besides near the staircase, Seven answered that he had not.

Ace speaks up to suggest that they should split up to look for Clover as they don't have much time left and the 6 remaining begin to spread out.

The two Js (this is what I always will keep calling June and Junpei idgaf) checked the hospital rooms... nothing, the shower room... Nothing, although Junpei thought he should check back soon.

Junpei as of now is used to seeing the dead corpse of “Snake” asking rhetorically of where “Snake's” sister went.

He then was describing how bad his dead body is with his skull shattered and his left arm being twisted.
But as soon as Junpei mentioned the left arm, he then noticed that bright white Ulna was clearly visible through the remains of the skin and muscle.
He remembered that Clover told him in the laboratory that her brother's arm was prosthetic and wondered why he didn't think that earlier the left arm of this person who was “Snake” had a human arm.
It meant to Junpei that this is most likely someone else, June ruined his thought process to keep finding Clover.
(Observation + long term memory + AQ: composure)

They went down to the hallway searching for Clover until they reached the stairs to see Seven yelling that something bad happened.
The two Js wondered just for Seven to announce that Clover is found dead in the 1st class bathroom.

Who is the culprit/tricking Ace feat

Upon going to the 1st class bathroom, he saw Clover's dead body and was shocked on why this happened.
Clover's dead body however did not keep him freezing in place.
He forced his body to kneel down to check her pulse by placing three fingers against Clover's neck to get no sign of pulse and breathing indicating that her body is still warm.
He then traced his source to her back to spot a gash beneath the shoulder blade thinking it was a knife and if it was a knife then the killer had taken it when they left.

Junpei closed his eyes to imagine Clover smiling and knows that he won't ever see her smile ever again thinking he could've done something or helped her in some way, this had motivated Junpei to find the culprit who was behind her murder.
Afterwards he lifted a limp June off the floor and carried her from the bathroom to rest her down on the bed.
(AQ: composure + emotional management + emotional engagement + observation)



There were Lotus, Ace, Santa and Seven in the same room as well.
Junpei asked if the group was the first to find the body and Seven answered it was him.
He then asked him why he came to this room and Seven answered that he was looking for Clover to find her body inside the bathroom and after he did, he ran outside to yell that she was in the 1st class bathroom then he went back inside for Ace Santa and Lotus to show up.
Seven figured that the two Js didn't hear him since they didn't show up so he took off to search the other two.

Junpei nodded and needed to ask one more thing he was worried about since he remembered that Seven stuck the plates in between the door and the frame when they were in that room with Snake and Seven.
He asked why he stuck one of the plates in between the door and the frame.
Seven answered that he did it so the door wouldn't lock so they could all come back into this room.

Seven then thinks that Junpei thought he did it but he answers that he doesn't know and it depends on what he said.

Seven then tells Junpei to follow him to the closet at the right door to show him why.
It was because of the safe since they couldn't open it as they might think something was important in it and they might figure out what the safe was and if they did then they didn't wanna go through door 5 again which is why he put the plate in the exit door so they could back easily.

Junpei attempted to open it and obviously it wouldn't open.
But Junpei noticed there was one change and it was underneath the safe.
Underneath it, he spotted a pile of reddish-brown powder which was rust.
This had indicated to him that somebody had already opened this safe prior.
(Observation + long term memory + deduction)



Afterwards, he left the closet to go to see if there are more clues that may lead to discovering who stabbed Clover.
As quick as Junpei and Seven could, they were searching until Junpei caught his eyes on a door which was a passageway of door number 5 which had the 9th man's body behind there and Junpei should take another look just in case.

When he opened it, the smell of the dead man's body made him vomit.
He proceeds to wipe his mouth and stare at the dead body but that was when he noticed something.
The glasses are still there but his number 9 watch disappeared as he recalled that it was right next to his glasses but as of now, it wasn't.
(Long term memory + observation + emotional management)

He was wondering why and even wondered if somebody took it, that was until Seven yelled Junpei's name out so he went back inside the room to have him ask if Junpei found anything and he answered that he actually didn't.

It was until Seven told Junpei to follow him to the bathroom as he wanted him to take a look at something.
Junpei was met with Clover's dead body again which made his heart flip.
Seven said that he searched her body again and said that she was stabbed once in the back by a knife and even found a paper in her hand as moved Clover's head to flip open her right hand.
Junpei then obtains the paper from Clover's dead body to open it up and read it.



Junpei saw that there were two sentences on it:
“Truth had gone, truth had gone and truth had gone.
Ah, now the truth is asleep in the darkness of the sinister hand.”
[Btw there is the note translation issue on the english localization as the riddle is mostly a straight translation with one exception]

Junpei stepped away from Clover's body and began to attempt to decode the note.
Junpei figured it was likely a clue to the first phrase “sinister hand”.
He figures out the term sinister was used in heraldry that meant “to the left of the bearer of a coat in arms” meaning that the sinister hand means the left hand.
The left hand is also referring to bracelets on the participant's wrist, but he was wondering what does the “darkness of the sinister hand” have to do with the bracelet.



As he examined his bracelet closely there were two things sticking on either side of the face of the bracelet which are the left and right sides of the face.

Left and right, right and left, truth is gone, truth, gone.

He then figures out that truth means that something is correct, something that's a fact.

In other words, something that is right.

Junpei safely assumes that gone means left as after all... if someone left then they were gone.

But in this case, they clearly refer to directional homonyms.

Truth = right; Gone = left.

As Junpei looks at his bracelet and figures that he needs to press them in the following order from the left and right side of the bracelet then it should reveal something.

As truth goes first and gone is second he does the following order as truth has three words in total from the riddle and gone has three words total in the riddle so he should only press right or left six times total:

Right→left→right→left→right→left.

After that, Junpei saw 8 numbers flashed on and off of the face of his bracelet to try it one more time.

He then says the numbers outloud, it was 14383421 and he was muttering it to himself a few times to memorize it to crack open the safe.

Just like the riddle, the way he had to open the lock was also in that order too: Right(1), left(4), right(3), left(8), right(3), left(4), right(2), left(1).

(VCI + WMI + inductive + observation + linear thinking + convergent thinking)

Afterwards he found a note, he picked it up and started reading it:

- ***Fact #1***

The Nonary Game was played once before, 9 years ago.

- ***Fact #2***

The person with the number 2 bracelet attended the game 9 years ago.

- ***Fact #3***

it was planned by the following of four people:
Cradle Pharmaceutical CEO: Gentarou Hongou
Cradle Pharmaceutical Chief of Staff: Nagisa Nijisaki
Cradle Pharmaceutical R&D Supervisor: Teruaki Kubota
Majority Shareholder in Cradle Pharmaceutical: Kagechika Musashidou

I must punish them.
For the innocent lives they sacrificed.
This is the only warning they will receive.
That innocent souls might be saved, I now state the truth.
-Zero

This was until then, Junpei instantly figured out who killed Clover and "Snake" as he did remembered that Santa told him that about Ace being the president of Cradle Pharmaceuticals and it correlates with this note of Ace's real name of being the CEO who was behind hosting the first Nonary Game including the fact that Snake was also a participant so he killed Clover cause she found out and even killed "Snake" (or was planning to) as Snake also knew so he tried covering his tracks because of these two being threats he had to get rid of.

Take in the fact that the participant “Snake” that got killed wasn't actually him, it was someone else with his outfit and Ace mistaken him due to his cognitive disorder so he couldn't recognize if it was Snake that he killed, this condition was also proven in the cargo room when he was stressing out on a simple puzzles with faces that corresponds to the people's bracelets.
With the 9 bracelets gone, it was clear that the killer used a method to open a door with the bracelet instead of their palm.

After this, he commands everyone to meet up in the big hospital room as there is something he wanted to be sure of (which was the bracelet method the killer used). He wanted to know if the person he suspected (Ace) is really the culprit as he already figured it out and all of a sudden Junpei starts to fucking aura farm because he pretended to not notice that people are staring at him with tension.
Because of him figuring it out, he was planning to trap him so he can confess that he was the murderer no matter what he does to try to get out of the situation.
(deductive + long term memory + trap setting + SQ: leadership + linear thinking + tactical potency + seeing through people + emotional perception)

They only got one hour left according to the bell so that means Junpei has to do this as quickly as possible.

The first thing he wanted to do was have Ace, Seven and Lotus place their palms on the red that was next to the number 3 door and to step away from the door once they authenticated as instructed.
Junpei had this idea..
He doesn't think the device responds to a hand placed on it but instead it reacts to a bracelet brought close so they don't need a hand.
As Junpei approached the RED, held his bracelet over the scanner and four asterisks appeared instead of three, which confirms the method the killer used since it was possible to authenticate without a palm on the RED.
As long as the bracelet was brought near it then it would authenticate.
Junpei pulled down the lever which had the door open for 9 seconds and it closed.

That was until Junpei thanked everyone's cooperation and then asked Ace a question, which is the start of tricking Ace to confess.

He asked if Ace knows who he is, this had Ace stammering saying he does know but Junpei tells him to answer the question.
Ace answered to him saying that he is Junpei so who else would he be?
Junpei started taking advantage of his prosopagnosia by saying that he was wrong, he's actually Santa.
This has surprised Ace which was tinged with confusion and fear.

This had everyone shocked and including Santa, however if Santa spoke then the trap would be exposed.
Junpei quickly continued messing with Ace's cognitive disorder where he couldn't identify faces.
Junpei then claims that he is Santa and brought the clothes from Junpei.
The clothes he is wearing was his, saying that it was a little swap that they both did furthering to keep messing with his condition.

Ace thought it was ridiculous so Junpei claiming to be Santa asked why he wasn't sure, Ace was showing clear distress of Junpei's response.
Ace's reasoning was that if he was Santa then he wouldn't have opened door 3 just now as $1 + 7 + 8 + 3 = 19 \rightarrow 1 + 9 = 10 \rightarrow 1$.
So he can't possibly be Santa since his bracelet isn't 3.
Junpei asks that it's 5, but only then when it was too late did Ace realize his mistake, which was him revealing that he believed Junpei was Santa and even distinguishing people from their bracelet numbers.
Now the trap was gonna get set soon enough.



(This is basically how it look in Ace's eyes with the Apperceptive prosopagnosia condition)

Junpei then said his bracelet number is 5 and said that he was “sorry” that he tricked Ace saying of course he wasn't Santa, he was actually Junpei since that was so obvious but he points out to Ace that it wasn't obvious to him as he asked Ace on “what made him so sure that he was Santa” then said that Ace answered that “if Junpei was Santa then door 3 wouldn't have opened for them just now” and most people wouldn't say something like that as the first thing in anyone else's mind wouldn't be the bracelet number when recognizing someone.
But there would be one thing they'd say, “you don't have his face” in order to recognize a person very easily which means he had prosopagnosia.

He then asked Ace if he had prosopagnosia as Junpei knew the truth and so did Ace.
Everyone else was confused but Lotus as she explained what that condition is.
This had Ace to confess that he had the condition.
Ace was asking if he wanted to mock him for his cognitive disorder.

Junpei started playing more mind games with him saying that he wasn't making fun of him, he only “felt bad” for him and he brought up that there is an excellent chance that the person who killed Snake had prosopagnosia.
Ace's face tightened as Junpei said that, Junpei was straightforward towards saying that he thought it was Ace who killed Snake which had everyone's eyes on him getting their undivided attention.

Ace then said it was ridiculous then asks what possible evidence he has.
Junpei claims to have three pieces of evidence and he backs up those claims.

The first one was that Ace made everyone argue over the three doors in this exact hospital room since there was no way 7 people could go through them.
Lotus suggests that they sacrifice one person and continues to quote Ace saying “I'll stay here”.
He asked why he said that Junpei followed up to answer it himself since it was pretty simple.

Ace didn't want any of them to see the dead body in the shower room as if Ace stayed behind then there were only two doors the rest can go through which were doors 7 and 8.
There was no way they could've gone through door 3/the shower room and Ace knew that they couldn't, which is why he volunteered to stay behind.

Ace denies this saying he was going too far and claims Junpei was jealous of his bravery where he can't understand his Altruism.

Junpei saw right through Ace regardless as he knew that Ace already knew that whichever doors they took, they would eventually end up back in the big hospital room.
This had Ace pleading which was very unexpected.

This had Junpei to pull out two more pieces of evidence.
The second he said earlier, that he has prosopagnosia.
Ace then proceeds to call him prejudice, that was until Junpei mentions that the corpse in the shower is not Snake's and Ace's face went pale.

Junpei didn't put it together right away, but remembers Clover told him and it was that Snake's left arm was prosthetic because he lost his arm in an accident but the body they saw was another person that Junpei referred to as “Guy X”.

Guy X's left arm was flesh and blood, so in other words, Guy X couldn't possibly be Snake.
This had Ace mutter to himself as he was shaking his head back and forth.

Junpei then hypothetically said that if the killer didn't have prosopagnosia then he would immediately realize that Guy X wasn't Snake.
Even if the clothes were the same as Snake's then their faces would be completely different to showcase how obvious it is to see how different they are and yet they still killed him.

Junpei asks himself why would they kill a stranger who'd only just shown up then proceeds to continue saying on the other hand, if the killer did have prosopagnosia then it makes sense because they thought Guy X was Snake and killed him.

Ace asks why would he kill Snake if he mistook guy X as Snake, even saying there was no motive.

Junpei counters his argument by saying that there were two motives.
Firstly, Snake knew about him in the past and if he ever revealed what he knew then that would be really bad for Ace so Ace saw him as a threat to get rid of to prevent this from happening so he killed him.
Secondly, Snake had a grudge against Ace, he knew that or at least easily assumed he did.
Whether he revealed his identity or not, he was still a threat to Ace so Ace never knew when he might be attacked as he couldn't let his guard down because at every moment Ace thought he might try something so Junpei understood that Ace didn't want that kind of danger hanging over him.

Santa then asks what was the past he didn't want anyone to know and what was the motive.
Junpei then hands over the piece of paper to Santa, which he reads it all and reveals that it's the message from Zero that was in the safe in the 1st class cabin.

Ace as of now has his face red, was shaking with his voice full of fury that was showing desperation saying that the paper was a lie trying to frame him.
Junpei caught on the words “me” and the trap was beginning to close.

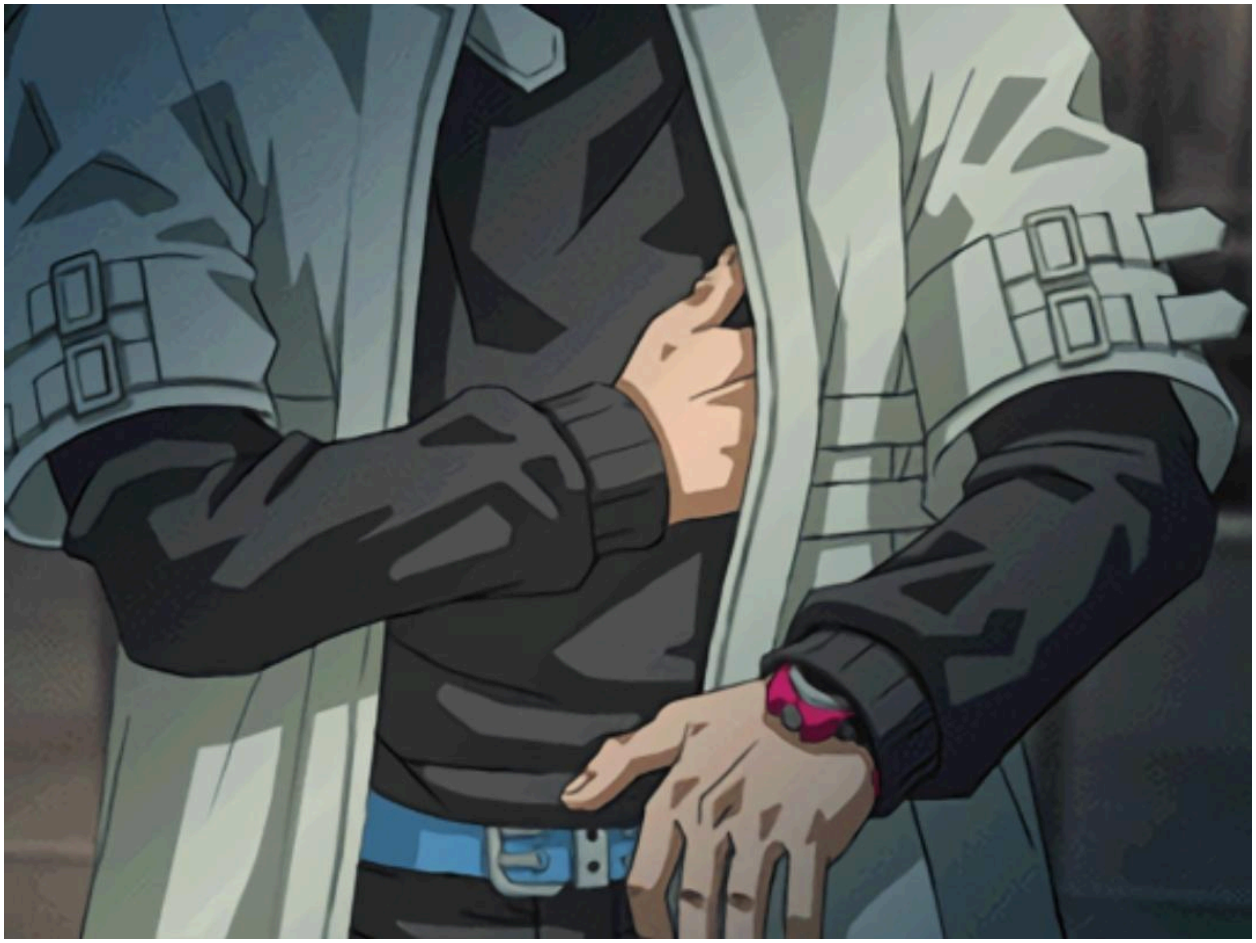
Junpei knew that The word “me” was referring to the fact that Ace was admitting he was Hongou, the CEO of cradle pharmaceuticals.
This has put Ace in a situation of where Ace couldn't do shit other than the fact to admit he was the CEO of cradle pharmaceuticals but then claim that he didn't know anything about the Nonary Games that happened 9 years ago and everything on that paper is a lie.

Ace was stammering with words, what Junpei did was remove all his confidence away.
Ace proceeds to tell Junpei that he is claiming he did all of this by himself and asks how he could kill Snake.

Junpei corrects him and Ace doesn't care who it was and “tried to confirm” that the killer put Guy X into door 3 saying he possibly couldn't have done that alone with only himself and Guy X.
This had Junpei to clap back saying that he could've, Junpei thought to himself that he doesn't need someone but he needed something from someone.
Until now, the trap was about to close.

Junpei then proceeds to manipulate Ace by saying when he was unconscious that he took something from him when he injected himself with the anesthetic to put him to sleep.
Junpei then bluffs him by reaching into his pocket, which has Ace react by moving his right hand to check his coat to check if the number 9 bracelet was stolen from him.

He finally got him with the trap taunting him to ask what he was he worried about on what's in his pocket after knowing the method that Ace used such as using the 9th's man bracelet, Guy X's 2 bracelet and his own bracelet (1) in order to open door 3 as he already tested recently as that's all he needed to open door 3.



This was how Junpei fully figured out that Ace killed guy X by himself, he just needed the 9th man's bracelet in his chest pocket to confirm it.
This had revealed his true sinister personality as Ace was roaring with laughter to stop just for him to show a cold and emotionless face.

Ace reveals more that he retrieved the 9th man's bracelet and the knife to stab Clover by taking the opportunity of searching missing components of the RED.
Even saying how 9 is the biggest ally in this game.



Then he ran into guy X with Snake's clothes and took the opportunity to take him out resulting in his death in the shower room.
Ace admitted to killing Clover due to her being Snake's sister so he got rid of her because she might've known what Snake probably told her as well was the case and due to Ace finding out about Clover finding out then Ace chased after her then stabbed her just like that.
(SQ: social engineering + critical thinking + Psychological manipulation + direct manipulation + emotional manipulation + seeing through people + psychological warfare + deception: bluffing + deception: gaslighting + deception: falsification + trap setting + inductive + deductive)



ZERO LOST

Ace had no guilt or remorse but was more disgusted that he fell for a trap and got manipulated by Zero such as Guy X being Snake being injected with something that reduced his cognition which prevented him from identifying himself or even resisting including the components of the red being removed before being put back in.
It was like Zero knew what Ace was gonna do.

Junpei then remembers the paper of where Zero said he would punish them and even Clover saying Zero was one of them.
Junpei's thinking was either Ace, June, Santa, Lotus, Snake who is most likely alive or Seven.
He thought that Snake could be swapping clothes with Guy X to make sure to have the cast thinking was dead, so he could probably be Zero.

He was wondering where Snake was, if he was Zero then he was lying to everyone about everything and wonders if he was watching.

Junpei Tenmyouji VLR feats doc



"If you're saying re-writing the past will erase all these other timelines... then whatever god wrote those rules can fuck himself."

VLR COMPLETION
0%

>CATEGORIES<

FSIQ/INTEL/KNOWLEDGE

EQ (UNDERSTANDING, PERCEPTION, ETC)

SQ

AQ

THINKING (FUCK THINKING CATEGORIES)/INSIGHT/SENSORY

LOGICAL REASONING (DEDUCTIVE INDUCTIVE, ETC)

PLANNING/STRATEGY/TACTICS

MANIPULATION/DECEPTION

MISC (stuff like countering, blah blah blah i dont feel like listing shit)

VLR FEATS

Junpei Tenmyouji ZTD feats doc



"There's a Japanese saying: assume everyone you meet is a thief. It means you should never trust strangers so easily."

ZTD COMPLETION
1%

>CATEGORIES<

FSIQ/INTEL/KNOWLEDGE

EQ (UNDERSTANDING, PERCEPTION, ETC)

SQ

AQ

THINKING (FUCK THINKING CATEGORIES)/INSIGHT/SENSORY

LOGICAL REASONING (DEDUCTIVE INDUCTIVE, ETC)

PLANNING/STRATEGY/TACTICS

MANIPULATION/DECEPTION

MISC (stuff like countering, blah blah blah i dont feel like listing shit)

BEFORE GETTING TO THE DOC

This is gonna be REALLY hard to do since ZTD is so convoluted as shit and Junpei has the weakest feats here compared to 999 and VLR (tho, not as weak as novel Junpei) as he lets Carlos and Akane do all the thinking (which makes sense due to the fact he went through traumatic shit so it's gonna hinder his thinking).
Also I'm gonna seperate things from the teams and all that shit from the game so yeah.
Junpei also has MORE anti-feats in this game than the previous ones as he gets pissed off more easily and all other shit.
I was expecting some good shit but man, he was a DOWNGRADE overall compared to 999 and VLR Junpei in SCD and writing.
But would reanalyzing him change my mind?
LET'S FIND OUT.

After the events of 999