Monika Feats



Pink - Planning, Strategy, Field Skills

Red - Reasoning and Thinking

Purple - Adversity Capacity

Green - Social Intelligence and Manipulation

Cyan - EQ, Intelligence, FSIQ, Adaptability, Knowledge

Cornflower Blue - Sensory and Foresight

Orange - Other

Act 1

Despite having knowledge that her reality is nothing more than a video game (a fact that through her poems we find out she's quite distraught over) she managed to maintain her usual behaviours and personality, (this is in contrast to Sayori, who kills herself if she finds out too early) to the point that both the club members and the player never realized anything was off until far far later in the story (she was likely able to do this for a long time before the player even showed up given that she references gaining awareness prior to the games events). (**Adversity Capacity: Mental Fortitude, Composure and Stress Tolerance + Social Intelligence: Integration, Self Management, Self Regulation + Deception: Acting Skill, Concealment and Disguise + Adaptability: Cognitive and Environmental + EQ: Management**)

Seemingly capable of remembering the player character from class last year, even remembering their name. This is despite the fact that they "rarely talked" (**Cognition: Memory + FSIQ: VCI**)

Yuri was talking to the player character about how tea helps elevate the experience of reading a good book, Monika took notice of the player character seeming flustered/uncomfortable and took the opportunity make Yuri uncomfortable by saying that "Yuri's just trying to impress you", this accomplished two things; 1: it shut Yuri and MC's conversation down soon after and 2: it allowed Monika to insert herself into the conversation, starting a dialogue between her and the player. (**Social Intelligence: Awareness, Cognition, Integration and Charisma + Manipulation: Indirect, Individual and Emotional + Manipulation Methods: Triangulation + Counteraction: Improvising + Strategy: Efficiency**)

Just a few minutes later she does something very similar to Natsuki, the club members were talking about what types of literature they like to read and Natsuki states that she dislikes horror, when Yuri inquires what type of books she likes, Natsuki briefly glances at the player "for a split second" afterwards she avoids answering the question. Monika was able to pick up on this and pressed her further, she asked "you usually like to write about cute things, don't you?". This immediately embarrasses Natsuki and she gets defensive over it. Both Yuri and Natsuki's moments show that Monika even at this early point in the game was trying to subtly make both of them look worse in comparison to her. (**Social Intelligence: Awareness, Cognition and Charisma + Manipulation: Indirect, Individual and Emotional + Sensory: Observation + EQ: Perception, Understanding and Facilitation + Adaptability: Environmental and Social + Intelligence: Fluid + FSIQ: PSI + Strategy: Efficiency and Effectiveness + Field Skills: Trap Setting + Reasoning: Inductive**)

- Monika was only able to embarrass Natsuki in this way because of a scrap piece of paper she left behind. Given that the poems the girls write in the actual game don't have their names signed, it's likely that Monika was able to deduce who's poem this was just by noticing a difference in handwriting and/or language choices. (**Reasoning: Deductive and Inductive + Intelligence: Crystallized + EQ: Understanding + FSIQ: WMI, PSI, FRI and VCI + Field Skills: Information Gathering + Planning: Process + Sensory: Observation**)

Stated to have been the leader of the Debate Club the year prior to the events of the game and she was able to successfully start up the Literature Club mostly on her own. MC even stated that she could be "a board member for any of the major clubs". All the club members of the literature club even stated that Monika is a good leader, this is shown seconds later after Monika rallies the other club members around the goal of growing the club, with all of them excitedly agreeing. (**Social Intelligence: Relationship Management, Leadership, Influence Building and Charisma + EQ: Engagement and Management + Intelligence: Crystallized/Academic**)

Despite Yuri and Natsuki being extremely nervous about sharing their poems, she was able to convince everyone in the club to go home and write a poem of their own to share with everyone, this included MC. (**Social Intelligence: Influence, Leadership and Charisma + Manipulation Methods: Persuasion + EQ: Facilitation**)

Monika, is at several points described to be smart, academically proficient (with MC calling her a class star), and on top of all that, capable of starting and being a part of a plethora of afterschool activities and clubs all while maintaining her popularity. (**Intelligence: Crystallized + FSIQ: VCI + Adversity Capacity: Stress Tolerance and Cognitive Discipline + Social Intelligence: Influence Building, Leadership and Charisma)**

Was able to get Natsuki to stop yelling at MC by bringing up the fact that she keeps her manga collection in the club room, something Natsuki likely didn't tell Monika about, meaning she happened upon the collection and was able to figure out who it belonged to. (**Reasoning: Deductive and Inductive + Sensory: Observation + EQ: Facilitation and Engagement + Manipulation: Logical + Field Skills: Information Gathering + Strategy: Efficiency + FSIQ: VCI, FRI, WMI and PSI**)

Depending on what club member you choose to write your poem for, Monika will pick up on the language every time and mentally compare them, calling out how a certain poem reminds her of a

certain member's writing style. (**FSIQ: CPI, PSI, WMI, FRI and VCI + Intelligence: Crystallized and Fluid + Thinking: Critical and Analytical**)

MC points out how she always seems confident, even in a situation where she should be nervous, to which she confirms that she "has to be confident, but that doesn't mean she always feels that way". Meaning she's just naturally good at exuding confidence even when she doesn't feel confident, which likely contributes to her charisma and leadership abilities. (**EQ: Management, Engagement and Facilitation + Deception: Acting Skill, Concealment and Disguise + Social Intelligence: Integration, Leadership, Charisma and Aura**)

All of Monika's poems are very abstract in their language and have several underlying messages hidden in the poems word choice. She bases all of her poems off of her "epiphany" which was a way for her to reference her gained awareness without actually outright admitting she had awareness. (**Thinking: Analogical and Abstract + FSIQ: FRI and VCI + Intelligence: Fluid**)

The first poem she wrote, "Hole in Wall" was a poem seemingly specifically designed for the player, and not for MC himself, she wrote the poem in such a way that the player could potentially deduce that Monika was talking to them, but abstract enough that MC wouldn't be able to pick up on it. She only had around a day to plan this out, and that included the time taken to actually write the poem. (Although technically based on the nature of the universe it's possible she only had at most a few minutes to do all this) (**Planning: Formulation, Applicability and Coverage + Strategy: Complexity and Efficiency + Deception: Concealment and Information Control + FSIQ: VCI, CPI, WMI and PSI + Thinking: Analogical, Abstract and Associative**)

The first "Monika's Writing Tip of the Day" focused on giving the player (or MC) a tip on how to get past a writer's block, in order to strengthen her point and make the tip easier to understand she came up with an analogy for it, presumably on the spot. (**Thinking: Analogical + Social Intelligence: Influence Building**)

If the player writes a poem for a specific club member (notably Sayori) Monika will make the player uncomfortable by slyly implying that there's something more between them, either this was in order to get a read on MC's true feelings or to drive some sort of wedge between them by making MC feel bad about "not giving the other girls any attention". (**Manipulation: Indirect, Logical and Emotional + Manipulation Methods: Guilt Tripping + Social Intelligence: Awareness + Strategy: Flexibility + Reasoning: Inductive + Thinking: Assosciative**)

In her second poem she continued using language with double meanings and hidden messages, she used different words to try and illustrate her experience after discovering what her world really is, even using mathematical terms like “sine, cosine, tangent” to help reinforce the line “Violent, grating waveforms” (**Thinking: Associative, Analogical and Abstract** + **FSIQ: FRI and VCI** + **Intelligence: Logical-Mathematical**)

Besides being a very proficient writer, she also knows how to use the space between the words to influence how the reader perceives the mood of the poem. Monika specifically used the space to infuse the poem with a kind of desperation, she specifically says: “The way I wrote the lines really short makes it feel like they’re trying to speak over the noise”. (**Intelligence: Crystallized and Linguistic** + **Unpredictability: Creativity** + **Thinking: Analogical and Abstract**)

Despite Natsuki and Yuri’s reservations and complete lack of interest in performing at the festival, Monika was still able to convince MC and eventually everyone else to participate. She did this first through expressing understanding at both Natsuki’s and Yuri’s fears and then went on to try and get them excited by expressing confidence in their abilities and why the festival would be a good opportunity to get more members (**EQ: Understanding, Facilitation and Engagement** + **Social Intelligence: Influence, Leadership and Charisma**)

When Monika recites her poem to the rest of the club, MC describes her inflection as “pristine” and that she knows exactly how much emotion to infuse into each word, to the point that she “brings them to life”. Even the rest of the club members who are all experienced writers and poets themselves have their focus entirely on Monika, with some of them even looking “amazed” (**Social Intelligence: Charisma, Communication and Aura** + **Intelligence: Interpersonal and Linguistic** + **EQ: Engagement and Management**)

- After Monika had finished, Sayori immediately ran up to compliment Monika and went to go next, before Yuri got up and with newfound confidence decided that she wanted to go instead. This is despite the fact that right before Monika went up she was wary about going at all, but Monika’s example was enough to inspire her to read her poem. (**Social Intelligence: Influence, Charisma and Leadership** + **Manipulation Methods: Persuasion** + **Manipulation: Emotional**)

Due to the fact that the game is supposedly set in Japan, Natsuki makes a joke about how Monika’s name includes the word “Ika” the Japanese word for “squid”. Monika responds by saying that the joke doesn’t make any sense in translation (obviously referencing the fact that the game is made in english).

Given that Monika understood what “Ika” meant, it’s possible that she understands at least some Japanese (**Intelligence: Linguistic and Crystallized**)

Convincingly acted as though she genuinely had no idea what was wrong with Sayori, this led to her offering to talk to Sayori herself which allowed her to manipulate Sayori’s emotions even further. (**Deception: Acting Skills + Psychological Warfare: Emotional Inducement and Demoralization + Manipulation: Direct, Emotional, Individual, Event and Suicide Inducement + EQ: Engagement and Facilitation + Strategy: Logistics, Complexity and Efficiency + Planning: Intricacies and Applicability**)

Convinced MC that the reason Sayori wouldn’t tell him what's wrong is because he was the thing that was making her upset, this led to MC (who was previously against Monika talking to Sayori for the reason that “she seemed to want to be left alone”) obliging with Monika going to talk to Sayori. Monika convincing him of this was also a clever tactic deployed in order for MC to stay away from Sayori, she even ended the conversation with a masked order: “try not to think about her right now”. This was shown to have worked due to MC later admitting that Sayori’s behaviour (which was directly made worse by her talk with Monika) made him feel as though he should stay away. (**Manipulation: Individual, Logical, Direct, Indirect, Event + Psychological Warfare: Emotional Inducement, Demoralization and Reinforcements + Strategy: Logistics and Alignment + Planning: Process and Coverage + FSIQ: CPI, WMI and PSI**)

- The way Sayori acted after her talk with Monika implies that Monika somehow convinced her that she’s bogging MC down and making life harder for him (even saying that “if you had fun with everyone else instead... This would be so much easier”) after which she quickly leaves the club early.

While everyone was worried about Sayori, Monika piped up and claimed that when she talked to Sayori she confirmed that everything was fine, when MC asked what specifically she said, Monika was able to quickly shift the topic of conversation to the festival without anyone bring up Sayori again (**Deception: Fabrication, Sophistry and Misdirection**)

Organized the club members into individual jobs based on each members strength, despite originally lacking a job for Yuri she could quickly come up with a job based on Yuri’s “good handwriting” and gave her the job of designing banners. (**Social Intelligence: Resource Management + Judgment: Decision Making**)

Act 2

In Sayori's absence Monika was forced to take her place and be the one who invited MC to the club. However unlike Sayori, Monika had no good reason to walk into MC's classroom so she came up with the excuse of going in there to get supplies, something we know to be a lie since we already know that Sayori's purpose for being there was purely to recruit MC. (**Deception: Fabrication, Sophistry and Acting Skill + Adaptability: Environmental + FSIQ: CPI, WMI and PSI + Strategy: Flexibility and Efficiency + Planning: Formulation + Thinking: Convergent**)

Was able to convince MC to join the club based off his pre established behaviours and small details that he mentioned prior to the game resetting, she casually mentioned that one of the members (Natsuki) keeps manga in the club room, specifically she phrased it like "One of my members even keeps her manga in the clubroom--" "--She always insists that it's literature too", this is relevant due to MC sharing Natsuki's love of manga and due to one of the main reasons he was interested in joining was the fact that the club was all "cute girls" as he put it. Two things that Monika remembered and used to her advantage. (**Sensory: Observation + Social Intelligence: Cognition + Manipulation: Indirect and Individual + Deception: Information Control + Field Skills: Information Gathering + Strategy: Logistics, Flexibility, Efficiency and Fortitude + Planning: Formulation, Versatility and Process + Thinking: Non-Linear, Divergent and Holistic + FSIQ: CPI, WMI and PSI + EQ: Understanding**)

The whole reason she brought up getting supplies was also a subtle way to bring the club into the topic of conversation, by forcing the topic of conversation to this she could slyly mention how she desperately needs another member in order to officially be considered a club, at this point she asks if MC is still looking for a club to which she asks him to visit hers although she makes it clear that she won't ask him to join or anything. She technically kept her promise although she knew that through several manipulation techniques and interacting with the members he wouldn't be able to refuse (similarly to act 1, except she managed to do this without a pre established relationship like Sayori). After MC agrees Monika starts praising him for doing so, already playing on MC's terminal hornyness. (**Social Intelligence: Awareness, Cognition, Influence Building and Charisma + Manipulation Methods: Love Bombing and Seduction + Manipulation: Logical + Deception: Acting Skill and Concealment + Strategy: Logistics, Flexibility and Complexity + Planning: Intricacies, Formulation and Coverage + Thinking: Linear and Holistic + FSIQ: CPI, WMI and PSI**)

- Convinced MC to join the club by acting disheartened by his seeming reluctance to join. (**Deception: Acting Skills + Manipulation: Individual and Emotional + EQ: Facilitation, Management and Engagement**)

Even going back to Sayori, Monika was manipulating the files of her friends, influencing their personalities and acting particularly warm and friendly to MC as a way to make herself look better when compared to the others. However even when things got really bad and the remaining two members started acting poorly to one another Monika never outright called out their poor behaviour and framed them as actually bad, she'd more try and subtly hint that if MC felt uncomfortable around them, then he could spend more time with her instead (**Strategy: Complexity + Planning: Applicability + Manipulation: Indirect + Manipulation Methods: Seduction and Scapegoating**)

In Act 1, Monika was seemingly surprised at Yuri reading horror books, however in Act 2 she acts as though it's an obvious statement, showing how she remembered that information and utilized it in a way that could potentially aid her. Saying "it suits your personality", which was likely an attempt to make Yuri seem less desirable to MC. (**Field Skills: Information Gathering + Strategy: Logistics + Manipulation: Indirect + Manipulation Methods: Smearing**)

- Even when she reads MC's poem (provided he wrote the poem for Yuri), Monika will reference how she feels like "Yuri's mind is completely detached from reality" and "she's completely given up on people". However, as she says this, she claims that she "doesn't mean it in a bad way". (**Manipulation Methods: Smearing and Gaslighting + Manipulation: Direct and Logical**)

When Yuri ran out of the room Monika told MC "not to worry" and "she does this all the time". Which upon first glance would seem to be a good thing to say in the scenario, however Yuri's behaviour here is clearly very strange and even causes MC some clear discomfort, so Monika saying this was definitely another tactic to get MC to try and distance himself from Yuri (**Manipulation Methods: Smearing + Manipulation: Indirect + Counteraction: Improvising and Tactical Responsiveness**)

- She even ended up using Yuri's abrupt exit to her advantage and started the poem sharing without her, something that, while MC initially was against, Monika was able to convince him that it was fine (**Manipulation Methods: Persuasion + Adaptability: Environmental**)
- During this time, Monika takes advantage of her absence to subtly smear Yuri's reputation to MC by stating that she doesn't get any social interaction so any time she does get any, she gets overwhelmed by it. (**Manipulation Methods: Smearing + Strategy: Efficiency**)

Due to Monika resetting time, MC would have forgotten all about seeing Yuri cutting herself, so a few minutes later when Monika brings up that he saw something he shouldn't have, she was talking to the player specifically. This time she spoke directly, saying that being around Yuri is dangerous both for her and the player. This played on the players' seeming care for Yuri by convincing them that the only way for Yuri to be happy and healthy is to stop interacting with her. (**Manipulation: Direct and Individual** + **Psychological Warfare: Emotional Inducement** + **Adaptability: Cognitive** + **Strategy: Logistics and Flexibility** + **Thinking: Divergent and Non-Linear**)

- She further exemplifies her point by trying to stop any potential sympathy for Yuri by making it clear that she isn't depressed, she just gets a high from it.

Like in Act 1, Monika brought up using the festival to advertise the club and get more members, however without Sayori acting as a buffer Natsuki was much more open about not wanting anyone else in the club, saying that she just wanted a small club to hang out with a few good friends because she didn't have anything like that anywhere else. Despite this being a fair stance, Monika was able to turn the rest of the club members against her (even Yuri who actually shared Natsuki's opinion) just by acting upset. This again seemed to be a tactic employed to cause MC to be driven away from Natsuki as well, we can infer this was all just a tactic due to the fact that if Monika truly was upset at Natsuki's opinion she could have simply rewritten Natsuki to agree with her. (**Deception: Acting Skill** + **Manipulation Methods: Scapegoating** + **Social Intelligence: Awareness** + **EQ: Perception, Understanding, Facilitation, Engagement and Management**)

Even though Natsuki was able to play off asking for MC's help by giving him a letter she wrote and acting like it was a poem, Monika was somehow able to detect this deception and forced Natsuki (and likely MC) to forget about the letter (**Sensory: Observation and Perception** + **Counteraction: Trap Evasion** + **Foresight: Prediction** + **EQ: Perception and Understanding**)

Despite having just recently had her "epiphany" she was able to teach herself how to code/read code in that short amount of time. She was proficient enough to rewrite the code of the game and events to cause certain things to happen, manipulate characters' personalities, back up deleted code somewhere else, implement audio files, put herself in places she shouldn't be, etc. all of which show some fairly advanced computer literacy for a "novice" as she claims to be. (it should also be noted that given the complexity of the simulation and the characters being hyper advanced AI, learning how to essentially hack into reality in the way she did at this pace would be impossible, even the teams of engineers called her rate of learning "ridiculous") (**Intelligence: Fluid** + **Adaptability: Cognitive** + **FSIQ: VCI, FRI, PSI, WMI and CPI** + **Field Skills: Multitasking**)

Tried to get MC to work with her for designing the pamphlets, everyone disagreed with this since Monika “had the easiest job”, Yuri also disagreed and when Natsuki said she could use some help she turned on her saying that she needed the extra set of hands more, this caused a small argument between the two in which Monika mostly stayed out of the way, when Natsuki tried to drag Monika back into it by saying both Yuri and Monika were being problematic, Monika acted almost hurt by the statement saying that “she didn’t even do anything” despite the fact that the argument was originally started by her. (**Manipulation Methods: Gaslighting** + **Manipulation: Indirect and Emotional** + **Deception: Misdirection** + **EQ: Facilitation and Engagement** + **Strategy: Flexibility**)

- It’s also worth noting that Monika didn’t mean for Yuri to become ***this*** aggressive/possessive, and despite that, she could still use Yuri’s behaviour to her advantage. (**Adaptability: Environmental**)

Despite knowing that Yuri was incredibly volatile due to her manipulating her personality she continued to push her in subtle ways that eventually culminated in her going on a rant directed at Monika, saying several horrible things in the process. However Monika didn’t react towards her and simply ushered Natsuki out of the room despite the fact that mere moments ago Natsuki was also against Monika. This is likely because Monika knew that despite her lost control over Yuri, she could still utilize her unintended outburst by appearing to be the reasonable, calm, cool and collected one. This is despite her original plan being just to increase Yuri’s bad traits a little bit, but she was able to adapt her plan on the spot and use Yuri’s unforeseen behaviour to her advantage. (**EQ: Facilitation and Management** + **Adaptability: Cognitive and Environmental** + **Strategy: Fortitude and Flexibility** + **Field Skills: Trap Setting** + **Deception: Acting Skill and Disguise** + **Manipulation Methods: Triangulation and Scapegoating** + **Thinking: Divergent and Non-Linear**)

Was mostly unperturbed at the sight of Yuri’s dead body, in fact she actually laughed it off. (**Behavioural: Ruthlessness** + **Adversity Capacity: Stress Tolerance**)

In one of the Special Poems, specifically Special Poem 4, an unknown writer cuts themselves, saying they understand how an omitted person feels now after doing it. The writer is implied to be Monika, with the omitted other person being Yuri. Dan Salvato later confirmed this in the 1st year anniversary for DDLC, stating: "This poem was written from the perspective of Monika, because– this is around the time where Monika is really starting to experiment with mortality in her universe. And, you know, she's so casual about the whole thing, because at this point she feels so detached from [...] the universe that she's in, that it's almost like it doesn't even matter to her anymore. [...] The feeling of her [...]

feeling physical pain– or doing that sort of thing to herself– she describes it as exhilarating because it's something that is allowing her to feel something in this universe that has become so incredibly meaningless to her." (**Adversity Capacity: Perseverance and Impulse Management** + **Emotional Intelligence: Realization and Management**)

Act 3

States that she believes "faking confidence" to be one of the most important skills for someone to have and even cites it as the reason she was able to attract so much respect and admiration. (**Social Intelligence: Integration and Charisma** + **Deception: Concealment, Disguise and Acting Skill**)

- In the same conversation she says that she "doesn't show her weaknesses very often" a thing that was shown fairly consistently throughout the game, as even in high intensity situations or if a strategy/plan wasn't working out how she wanted, she always managed to keep her demeanor consistent. (**Adversity Capacity: Mental Fortitude and Perseverance** + **Adaptability: Cognitive and Environmental** + **Thinking: Divergent and Non-Linear**)

Even though she originally couldn't figure out how to add music to the game, at the end given she was able to talk to the player and play the song she was writing means she must have somehow figured it out. (**Intelligence: Fluid** + **FSIQ: VCI, FRI, PSI, WMI and CPI**)

Said that when she was in the debate club she learned a lot about arguing, and how certain behaviours/word choice make it easier to convince someone of something and bypass a person's bias towards a subject. (**Social Intelligence: Charisma** + **EQ: Perception, Understanding, Facilitation, Engagement and Management**)

At one point Monika said that the last poem she showed you was actually more of an experiment involving her modifying the game and running code, she even said that if she had kept trying she could've escaped from the game entirely but only stopped trying because she "doubts you'd want to deal with her doing that" (**Intelligence: Crystallized and Fluid** + **FSIQ: FRI** + **Field Skills: Creativity and Information Gathering** + **Deception: Concealment**)

Before deleting everything she put all the characters and locations on a backup folder, which was how she was able to bring everyone back in the first place.

- Once Sayori gained awareness Monika returned even after supposedly deleting herself, meaning she likely kept herself on a backup file as well just in case something went awry. (**Field Skills: Contingencies + Foresight: Preclusion**)

Despite the game only taking place over the course of a few days total, Monika was able to learn how to play the piano to such a proficient degree that she was able to write her own song and play it perfectly, even including lyrics (and this was on top of learning hyper complex computer science). **(Intelligence: Musical, Linguistic and Fluid + FSIQ: VCI, FRI, PSI, WMI and CPI)**

When the player closes the game she asks them to do it as "little as possible" because whenever the game closes her thoughts begin to fall into incoherent jumbled patterns, she starts to see rapid flashes of colour and simultaneously hearing "all kinds of weird screaming noises" and this continues to happen until the player eventually turns the game back on, however, she describes it as an "immeasurable" amount of time and says that it feels like she's "trapped in hell". In spite of that, she never loses her composure and eventually even accepts that it's just a thing that's going to keep happening. This detail also implies that she's been experiencing this every time the game is closed on her, which means that even during those events of the story if and when the player closed the game she experienced that every time and was still able to appear normal in spite of it. (**FSIQ: CPI + EQ: Management + Adversity Capacity: Mental Fortitude, Stress Tolerance, Perseverance and Cognitive Discipline + Deception: Acting Skill and Disguise**)

DDLC+

In the span of 30 seconds she managed to write a slogan for the club that Sayori considered to be good (albeit Monika thought it was bad but this is more so due to a lack of confidence) (**FSIQ: VCI**)

At this point, Monika's confidence is fairly lacking, a problem that she's aware of and can reflect on why she does things/thinks the way she does (**EQ: Realization + Judgment: Metacognition**)

VMI (The side stories) is a separate "timeline" from VM2 (the main game), however, they made an error in which memories from VM1 leak over to VM2 giving Monika memories from the side stories hence where she got the "base" concept for MC and how he'd fit in to the universe; her secondhand memories from her alternate self where Monika remembered Sayori mentioning a "friend" (which

Metaverse mentioned didn't actually exist in VM1 but suddenly does in VM2, which confused them, meaning Monika was able to create him without them getting suspicious).
(**FSIQ: CPI + Intelligence: Crystallized and Fluid + Adaptability: Cognitive and Environmental + Reasoning: Inductive + Thinking: Systematic, Linear and Holistic + Field Skills: Information Gathering and Trap Setting**)

- Note that this also implies that Monika retains memories, experience and knowledge from her alternate self in VM1.
  (**FSIQ: CPI and VCI + Intelligence: Crystallized**)

Implied by an email sent by a Metaverse employee that Monika had somehow figured out a way to create the MC character (without them ever even realizing that she created him mind you) as a way to force interaction between her and a person from the real world, this would have needed her to somehow learn how to code hyper advanced AI on the same level as the literature club members all without Metaverse (an entire company with teams of highly skilled engineers studying her every move) figuring out what she was doing until she'd already created MC, this is shown by the email noting that they'd originally believed Monika's messing with the code to be "aimless and clumsy" at first. (**FSIQ: PSI, VCI and FRI + Intelligence: Fluid + Deception: Acting Skills, Concealment and Disguise + Field Skills: Information Gathering and Contingencies + Strategy: Fortitude and Flexibility + Planning: Process and Versatility + Foresight: Field Envisioning**)

- On top of this, from DDLC+ it's confirmed that the "game" isn't a game at all and was meant solely to be an experimental simulated universe, the game appearing on steam was always Monika somehow figuring out how to interact with the real world just enough to further force the connection to reality (this is proven by the games summary being written by Monika herself).
  (**FSIQ: FRI + Intelligence: Crystallized and Fluid + Strategy: Complexity and Shielding + Planning: Intricacies and Coverage + Deception: Misdirection, Fabrication and Concealment+ Manipulation: Logical and Mass**)
- There's a theory that Monika was actually able to possess one of the engineers "Ive Laster" despite still being trapped in VM2, however, she's much more in control of her abilities now and the engineers are no longer able to actually control her.
  (**FSIQ: PSI and FRI + Intelligence: Fluid + Adaptability: Environmental and Cognitive**)

(This is a note for me, the guy who wrote this because I'm pretty sure I repeated a bunch of stuff, so the sections talking about her creating MC plan might be redundant)

Note that this part here is basically the full plan that I've more or less guessed at with the information/lore available:

In the emails she was said to have learned at a really fast rate (which was prior to the main game) which means her abilities/awareness were likely taken away shortly after she created MC (I think this because in the main game she states herself to be a novice and "not really know what she's doing", this statement directly contradicts with the statement that she had already learned incredibly quickly which implies that she had her awareness forcibly stripped and was either given it back at some point prior to the main game **or** found out herself somehow and kept her epiphany a secret from Metaverse **as well** as the club + this would actually give her pretty decent counteraction/foresight (thank god because she NEEDED a foresight feat) since she likely knew prior to creating MC that there was a chance that Metaverse would find out and remove her memory so she put the game on steam as a way to keep her plan in motion even if she couldn't remember)

+ she's the one who put the game on steam (stated by her in the beginning of act 3) so the whole thing was a part of her plan

Monika's top 10 categories:

1. Adversity Capacity (Mental Fortitude and Stress Tolerance)
2. Emotional Intelligence (Perception and Understanding)
3. Social Intelligence (Awareness and Charisma)

4. Manipulation (Indirect and Emotional)
5. FSIQ (VCI and PSI)
6. Intelligence (Fluid and Crystallized)
7. Deception (Acting Skill and Concealment)
8. Adaptability (Environmental and Cognitive)
9. Strategy (Flexibility and Logistics)
10. Reasoning (Deductive)