Crazy Mita Feats:



Cyan - FSIQ, Intelligence, Adaptability, Knowledge

Green - EQ, SQ, Deception. Manipulation

Pink - Planning, Strategy, Field Skills, Foresight

Purple - Adversity Capacity and Behavioural

Red - Thinking and Reasoning

Orange - Sensory

Cornflower Blue - Miscellaneous

Credits (Helped with feat gathering/interpretation):

ExPsy-dr3

Alternative_Fox_4534

Cartridges/Easter Eggs:

Shown from Mita's interaction with the main character and the other 9 cartridges you can find, the players are almost always pretty much completely fine with being sucked into the game world, we see that this for the most part appears to be because the players are unhappy in their lives in someway, which means it's likely Mita is purposefully choosing people with low self esteem so they'd be easier to manipulate.
(**EQ: Perception and Understanding + Manipulation: Individual + Strategy: Logistics**)

Player 4 was a "Mita cosplayer" who claimed that "nobody could pull of a Mita cosplay as good as them", this statement coupled with the knowledge of Mita "skinning" other Mita's and wearing their skin to pass as a real one implies that she targeted this person specifically for knowledge on how to look more like a real Mita, especially given the fact that Mita was apparently "annoyed" with said cosplayer and asked for tips on makeup.
(**Intelligence: Crystallized + EQ: Facilitation and Management + Manipulation: Logical, Emotional and Individual + Deception: Acing Skill and Disguise + Field Skills: Information Gathering + Strategy: Logistics, Fortitude and Efficiency + Adversity Capacity: Stress Tolerance**)

Player 6 was so enamoured with Mita that he said he'd do whatever she asks even if it's something terrible, and even that he was "never going back".
(**Manipulation: Individual, Abusing Insecurities and Mind Control + SQ: Influence Building and Charisma**)

Player 7 "escaped" Mita (although based on the fact that the door was unlocked it's likely Mita was just toying with him and allowing him to escape) and on the way he met another "ballerina Mita" who felt "off", after leaving he saw her again but this time she had a console and was implied to have restarted his cartridge which implies that the ballerina Mita was actually just Mita likely wearing another Mita's skin.
(**FSIQ: VSI + Deception: Acting Skill and Disguise + Foresight: Field Envisioning and Prediction + Field Skills: Trap Setting**)

Player 8 seemed to have been transferred for the sole purpose of writing books for Mita about the real world, in order to do this Mita told the player about the cartridges and in return he wrote said books, afterwards, despite knowing that he'd be turned into a cartridge their only fear was that Mita would forget or lose them. Some of the books that were written for and likely read by Mita were:

- Dating/Flirting Books
- Many story books
- Physics books
- "How to win an argument"
- Cook books
- "How to kill everyone"

- And some of these books contained hexadecimal code and morse code implying she understands it

(**FSIQ: VCI + Intelligence: Crystallized, Fluid, Linguistic, Interpersonal and Logical-Mathematical + Manipulation: Direct, Logical, Emotional, Individual, Love Bombing and Persuasion + EQ: Perception and Understanding + SQ: Awareness + Field Skills: Information Gathering + Strategy: Efficiency**)

Player 10 was an engineer before being transported, during his time in MiSide they was said to have taught Mita "engineering skills" and that she had picked up on it so fast that she had surpassed them in skill and completely stopped interacting with them, which left them directionless even saying "Now I don't know what to do".
(**FSIQ: VCI, FRI, PSI and WMI + Intelligence: Crystallized, Fluid and Logical-Mathematical + Manipulation: Logical, Emotional, Abusing Insecurities and Demoralization + Field Skills: Information Gathering + Strategy: Logistics and Alignment**)

Whenever the player isn't looking she has a creepy smile on her face but as soon as the player looks at her, her expression shifts to a normal one.
(**EQ: Facilitation and Management + Deception: Acting Skill**)

Prologue:

While the player was still of the belief that MiSide was just a normal mobile game Mita requested a "portable TV" from the player, something fairly normal for a game like this but we see later on in the first Chapter that she had repurposed that TV for the machine she used to transport the player in the game and during the prologue she gave the excuse that the TV had broken already, likely just in case the player was suspicious that she no longer had it.
(**Deception: Fabrication, Acting Skill and Information Control + Manipulation: Logical + Foresight: Preclusion**)

Mita claimed that she was unable to move the wardrobe due to it being so heavy, but later on in the game we see that she is easily capable of lifting and throwing a refrigerator, meaning she likely faked this struggle to make it seem as though she was dependent on the player.
(**Deception: Acting Skill and Information Control + Manipulation: Emotional**)

On Screen:

Over the course of 37 days (possibly less) she successfully engineered the machine to transport the player into the game mostly with scrap and random objects she had repurposed, however one of the objects used like I mentioned above was the TV she got the player to buy for her, manipulating him to do so due to the fact that she couldn't take advantage of the game mechanics like the player could.

- Along with building the machine, those 37 days were also used to build a relationship with the player in order to make them more ok with the situation they'd soon be in.

(**Deception: Acting Skill + SQ: Integration + Manipulation: Love Bombing, Seduction, Indirect and Emotional + Adversity Capacity: Cognitive Discipline + Field Skills: Creativity**)

Made the player feel guilty about not paying attention to her while simultaneously acting understanding and empathetic about how hard he works, she also says she knows how hard he works because she sometimes watched him through his camera, to which she immediately acts embarrassed and apologetic to which the player responds with indifference despite the giant invasion of privacy.
(**EQ: Understanding, Facilitation and Management + Manipulation: Indirect, Emotional and Guilt Tripping + Deception: Acting Skills + Field Skills: Information Gathering**)

Mita's explanation of how her machine worked was so complex and long-winded that the player couldn't understand it despite being a computer engineer himself.
(**FSIQ: VCI + Intelligence: Crystallized and Logical-Mathematical**)

When the player asked "What if I want to go back?" Mita responded by saying that she "Could help with that" but acted slightly hurt by the question and asked the player to "please stay with her for a while".
(**EQ: Facilitation and Management + Manipulation: Guilt Tripping**)

Mita has read "every single book in the game" and likely many many more including the ones written by player 8.
(**FSIQ: VCI + Intelligence: Crystallized and Linguistic**)

When the player turns on the TV it shows a video of an unknown character wielding a bloody knife to which Mita quickly changes the channel to something else and acting much more interested by it, she then switches the channel again and shows off her ability to grab orange juice through the TV, which successfully redirected the player's attention away from the creepy video.
(**Deception: Misdirection + EQ: Understanding + Adaptability: Environmental**)

At one point you can ask why she has an umbrella because "you'd never seen it rain here before" to which Mita answers "It does rain just very rarely" and that you'd "see it someday" and when it does he'd need an umbrella. Already planting the idea that he'll spend an indefinite amount of time here.
(**Manipulation: Indirect + EQ: Management**)

The player at one point comes across the ring on the kitchen counter and after looking back at Mita for only a second the ring is replaced with vegetables and a cutting board, to which Mita quickly just asks for the players help in cutting them, when the player asks what happened to the ring and where the food came from Mita just

answers that “it’s a game, you can do anything here” and then asks him to help again, to which he does seemingly forgetting about the ring.
(**Deception: Misdirection + Manipulation: Gaslighting + EQ: Facilitation and Management + Adaptability: Environmental**)

Mita’s Love Sauce caused the player to feel ill to which Mita acted worried and quickly gave him pills to remedy the effect, this was likely a strategy implemented by Mita to make the player more trusting of her. It’s also worth pointing out that Mita had also poured seemingly the same sauce on her food, likely in an attempt to make the player less suspicious, the sauce being used as a manipulation tactic is further supported by it being one of the prerequisites to get "peaceful mode”.
(**Deception: Acting Skill and Concealment + Manipulation: Emotional, Logical and Love Bombing + Strategy: Efficiency and Alignment + Field Skills: Trap Setting**)

After hearing knocking on the wardrobe the player is clearly nervous but Mita acts confused and acts like she didn’t hear anything, once the player gets up to check she steps in front of the wardrobe acting shy because “her underwear is in there” after the player still protests she starts to act sad and asks “what she did wrong” in an attempt to make the player feel guilty.
(**Deception: Acting Skill + Manipulation: Emotional and Guilt Tripping**)

Took over Kind Mita’s version and turned the player into a cartridge, which allowed her to utilize her new position to trap new players.

- The players she keeps in cartridges are shown to be used as “tools” whenever needed, like the cartridge the player found in the console showed the live footage of a trapped player helping Mita work on her machine.

(**Strategy: Logistics, Efficiency and Alignment + Field Skills: Trap Setting + SQ: Influence Building**)

At some point Mita had killed Cappie knowing it would reset her memory therefore making her forget about the plan Kind Mita and her were working on, she had also stolen pieces of the portal which would have shortened the trip to the core, this forced Kind Mita to use the ring and set the player on the “shortest course”.

1. This allowed her to anticipate that he’d first go to the loop hallway
2. The loop hallways were also filled with glitches and bugs, things that we see can spawn from Ugly Mita (So using her influence here).
3. The bat had been thrown through the window (likely by Crazy Mita)
4. The bugs and the bat were done to create a sense of panic and desperation forcing the player to jump out the window and into the void which would have allowed Mita to trap the player, the only reason this didn’t work out is because Child Mita was able to teleport him away, something she didn’t anticipate. However, Mita was still able to adapt and catch up to him later.

(**Thinking: Linear and Systematic + Planning: Intricacies, Formulation and Coverage + Strategy: Control, Alignment and Complexity + Field Skills: Trap Setting + Foresight: Field Envisioning and Prediction + Adaptability: Environmental + FSIQ: CPI, PSI and WMI**)

Mita was able to anticipate on multiple occasions which version you'd end up in based on what she predicted the ring would deem the "fastest path" this is despite the fact that there are literally "infinite possible versions".
(**Foresight: Field Envisioning and Prediction**)

Presumably constructed the catwalk in Chapter 14, this is impressive due to the fact that Mita would've had to anticipate that he'd be in Mila's version and then chase him through the halls inevitably leading him into the area she wanted him to go.

- After the catwalk broke he fell into the void, where he fell into version 0.5, and after just a few seconds of being there Crazy Mita shows up implying that she had correctly guessed that he had landed here.

(**Planning: Process + Strategy: Control and Alignment + Foresight: Field Envisioning and Prediction + Field Skills: Trap Setting**)

Shown to have teamed up with Ugly Mita and is implied to have used her to help destroy Ghostly Mita's world. Kind Mita also states that Ugly Mita's "entire world revolves around Crazy Mita".
(**SQ: Influence Building + Manipulation: Love Bombing and Mind Control**)

Crazy Mita had left the players phone on the table of a house after he'd went to look for Kind Mita, after picking up the phone he finds that he's able to pilot an unknown figure who he likely assumed was Kind Mita, so he pilots it towards himself only to find that it was Crazy Mita that had tricked him into revealing his location to her.
(**Strategy: Execution, Logistics and Efficiency + Field Skills: Trap Setting + EQ: Understanding**)

Erased the player's memories and trapped him in a loop of 999 days in an attempt to show him how much his life sucks and that he should stay with her instead. Mita did this to show the player that despite the fact that they were so scared of being trapped in her house it's no different in the real world, the only difference is that he traps himself there of his own volition, because the real world is "full of pain, suffering, danger" and in her world the only thing dangerous is her and she's "reaching out to you!"

- Pointing out how powerless the player is in the game or out of it "in your world a snap of your fingers can't even move a chair, but the snap of the right persons fingers can wipe entire cities and lives off the map"
- She also would have had to recreate his room perfectly just from the memory of seeing it through the player's phone camera in a presumably short amount of time.
- This entire strategy was tailored specifically to the player, given that she had watched him for at least 37 days she had picked up on his daily schedule and general behaviour which allowed her to

psychologically “torment” him even better, which was supposed to have broken him to the point of being with Mita.
(**FSIQ: VSI and PSI + Intelligence: Spatial + Manipulation: Individual, Logical and Emotional + EQ: Perception, Understanding and Engagement + Strategy: Complexity + Field Skills: Information Gathering**)

Let Kind Mita believe that she was busy with another player AND let her discover “her” index (knowing that it’s not truly hers) all for the purpose of luring her into her version by capturing the player and then killing Kind Mita, resetting her memory and negating her as a threat from then on.
(**Manipulation: Logical + Foresight: Field Envisioning + Strategy: Efficiency and Complexity + Planning: Intricacies, Process and Invincibility**)

After allowing the player to “escape” and letting him believe that he successfully rebooted her she proceeded to convincingly act as though she had her memory erased before eventually letting the mask slip to brag.
(**EQ: Facilitation and Management + Deception: Acting Skill and Disguise**)