

This is the Biggest most awful document in Hope Peaks High History



It's JUNKO ENOSHIMA

I'd like to scale this document in chronological order
From Danganronpa 3 Despair Arc-Danganronpa 0-Danganronpa Kirigiri (the relevant parts)-Danganronpa 1-2-3 hope and future Arc.

Thanks for LugaNLH for consultation.

Danganronpa 3: Despair Arc

Firstly Junko as soon as she was even destined to arrive to Hope Peaks Academy had already named the tragedy, how it would be called or named by the world, when it would Kickstart and the scale it would perform. All of this was already anticipated and planned by Junko at least hours before she had the means to execute it.
(Planning, Anticipation, abstract reasoning)

She also has 10k/20 vision. For reference a hawk only has 20/2 meaning a hawk can see an object from 20 feet away that a human can see from 2 ft away as you can see this is completely blowing out of the water. A hawk has 8× Visual acuity and Junko has 500× to a human. She uses this for example to see even freckles mukuro ikusaba a superhuman

sniper couldn't see, feel or notice. Because some people are unable to process the example. that was a fact she reported after using her perception to make observations which Mukuro thought was an insult at first.
(observation+perception)

Junko was accepted by Hope's peak due to her talent to effortlessly predict and set the next trends and patterns in fashion and gyaru culture. (predictions, analysis) this was also used as a guise to easily infiltrate Hope Peaks Academy.

Junko glanced at Naegi and knew their entire history.

Junko kidnapped security and tortured him. Gouged out his eye for purposes of infiltration predicting the security system for Izurus cell.

Her first step at Hope's peak is to obtain Izuru Kamukura. Why? Simple, it's due to Izuru being the product of cultivated Ultimate Hope designed to lead humanity to its next stage, as Hope is a Harmony, a heart moving towards goodness, happiness, order, love and stability.

So that is 1 of the reasons
The second is to use him as a scapegoat for her strategy
The third is to use him for future plans of hers which we will get to.

So she easily infiltrates where Izuru Kamukura is being held with her sister and right hand Mukuro Ikusaba the Ultimate soldier.
From there she manipulates Izuru Kamukura by creating a paradox
>Junko tries to irrationally kill Izuru despite her cold hard reasoning letting her be 12 steps ahead in any situation.
Junko then confirms why she acted irrationally, Making a speech about the unpredictability and excitement of despair contrasted by the boredom and nihilism of hope. Perfectly exploiting Izurus' last real emotions, nihilism and curiosity to find meanings in someone who knows every meaning and concludes the world as meaningless. Also this from minimal information gathering and a few words from Izuru after her prediction.

Izuru is even beyond her league in every way.

(**Emotional understanding, Emotional perception, tactics, vci, methods, information gathering, abstract reasoning, predictions, observation, intuition)**

Junko is able to easily ignore pain through using her feeling of inferiority from Izuru
Junko's intuition immediately tells her of Ryota Mitorais' uses.

She shows analytical empathy and uses her own emotions to resonate with Mitarai passion so she can exploit it for herself.

Junko glanced at Mitarai animation, memorised, compressed it and analysed it instantly. For example Mitarai explains a range of concepts he uses in psychology, neuroscience and even

straight up brainwashing and Junko observes, watches and evaluates, knows how to replicate it, knows how to change it into different forms and knows what she needs to improve it.
The special techniques, specifically every single one of them, as stated by mitarai himself. Some of the ones that were used as an example were: subliminal messaging, subtle changes in coloration to stimulate the visual cortex, induction of eye movement (making them focus on something, basically) to enhance memory of the experience, modifications in the sound to control the focus of the person, etc. These techniques have been shown time and time again in the series to be strong enough to literally produce genuine changes in people, and I mean in every way possible: Emotions, motivations; anything and everything you can force someone to do or feel with the techniques used."

all this over one watch which is insane learning ability, fri, cpi critical thinking and observation.

She uses her acting skills prior to this to make Mikan tsumiki watch it.

Junko turns the stuff mitorai used into sheet music to influence the student councils emotions with brainwashing from mukuro singing this was after mukuro killed one of them and junko blackmailed them with information.

She then made Mukuro give them a choice to compete in mutual killing or be killed like their friend. She had videos and photos showing threats and blackmail as a further incentive for this strategy, this combined with the singing kickstarted the mutual killing after a girl whose mother was kidnapped killed someone with a blade after they tried to kill mukuro and junko.

After this massacre junko spread this information to the reverse course about the experimentation, cover ups and also the massacre she caused ending it by using izuru as a scapegoat as izuru was a product of the money from the reverse course students to create even more hatred and negative emotions and riots in hope peaks. She also brought izuru to allow him to make an observation on the unpredictability of despair such as a guy shooting Izuru with his head chopped off by the chainsaw as izuru was leaving off the pure emotion of despair To use him further later. (Strategy, tactics, predictions, information control, vci, emotional understanding, manipulation, deception, emotional management, emotional engagement)

Junko was brainwashed and turned Mikan mad after testing.
Junko uses economical concepts to explain her goal and threatens Mitarai with his beloved class.

Junko anticipated everything Nagito did and even his luck. Having mukuro outside, and izuru inside.

She let Chiaki and nagito escape to bring the other students back to save Chisa, knowing all this by processing the info from tsumiki descriptions.

And Tsumiki brought back Peko after she lost to Mukuro.

Junko mind controlled a guy to decapitate his own head in front of Chisa

Junko brainwashed Chisa with a combination of lobotomy from the neuroscience research from Matsuda and Ryota video. The former is a danganronpa 0 concept which I will elaborate on after this arc.

Junko easily amassed influence in the school from her fashionista talent and her info control and propaganda she spread and her brainwashing.

Junko obtained blackmail off of the ultimate boxer and deduced he was gay for Munakata and then blackmailed him into betraying him and making him lie. And made him beg.

Junko made chisa deceive and capture nanami to use her to cultivate her ultimate despair, terrorists. Knowing her nature, engagement and hope in her first execution.

She had the rest of the class watch Nanami to maximise profits for her video upgrade plan.

(alot)

Junko plants her despair minions in hope peak ready for the tragedy. And her prior strategy and plans go into full swing with the destruction of hope peaks academy.

Each of the talents do the opposite of what they say.

Junko lead 3000 terrorist attacks at the same time worldwide
(leadership, cpi, vsi) feel free to do the math.

Junko already analyzed naegi could ruin her plan with his random luck 2 years before it happened.

The entire tragedy was junkos vision. And reflection of her mind.
(Abstract reasoning, vsi)

DANGANRONPA 0

This takes place during the execution of Junkos hope peak anarchy strategy

He reached his right hand toward his prey‘s blind spot, and grabbed her.

No – all he grabbed was empty air.

Once again, with timing that seemed precisely calculated, his prey suddenly changed course. Madarai, still pulled forward by leftover energy, saw a huge tree emerging from the darkness in front of him. He thrust his arms forward in panic, and the palms of his hands were soon met with the roughness of the tree‘s bark.

– What the hell is going on?!

Madarai kicked at the ground in anger, and was soon back in full speed. His prey was quickly within reach again, but as he reached his arms to strike her she managed to slip away and escape again.

– I can‘t catch her?

Even as that realization slowly dawned on Madarai, he couldn‘t explain it. She wasn‘t even turning her head to look at him - her eyes were constantly on her notebook. How is she able to avoid his arms, coming at her from behind her back? She wasn‘t even avoiding him clumsily - she did it with perfect timing.
It was almost as if she could see what was going on behind her back… No, that can‘t be right. Her timing was far too perfect for it to be something as simple as that.

– It‘s like she knows what‘s going to happen in advance.

No, this isn‘t something as outrageous as precognition –

These are just predictions.

I‘ve been analyzing the things he seemed to think and the actions he took, and predicting the actions he was likely to take next. That‘s what my notebook taught me my talent is.

Super analytical proficiency.

I‘ve been using my talent, and predicting his next moves by analyzing his behaviour patterns statistically. That‘s all.

That said, that kind of analysis requires a vast amount of data. Without data, I can‘t predict anything at all. But, that‘s exactly what —Ryouko Otonashi‘s Memory Notebook is for.

I‘ve been extracting behavior patterns from his speech and actions, and have been exhaustively writing them down as usable data in my notebook. The battle between Madarai and Enoshima-san was a particularly important source of data: she attacked Madarai using a variety of techniques, and possibly even let herself get hit on purpose. Now that I think about it, she was probably trying to show me as many of his attack patterns as she could. I have no idea why someone like Enoshima-san would do something like that for me, but there‘s no doubt that‘s exactly why I‘m able to predict his current behaviour so perfectly.

A description of Junkos talent.
also Anticipated Madarai's movements, and predicted what he was thinking essentially mind reading but before he even thought about it.

- after watching someone fight for approximately three minutes, can near-flawlessly predict their moves and lay an elaborate trap to knock them out despite the fact that they are much faster and stronger than junko
  - in fact, she predicts them SO WELL that she doesn’t even have to LOOK at them in order to dodge their attacks while they’re chasing her
  - just… three minutes, and she completely saw through their fighting style. that’s unreal.
- can analyze others’ speech patterns, thoughts, & mannerisms, to the extent that she can nearly word-for-word guess what someone is thinking or going to say. so we get gems like this:
  - “If my prediction is correct, he‘s going to realize very soon that the source of my newfound power lies in my notebook.
    […]
    Madarai reached a conclusion. There was some kind of secret hiding in that notebook.”
  - “Does [Junko] think this is a game?!
    ‘You‘re probably asking yourself if I think this is a game, but I‘m not gonna tell you either way…’”

To clarify what happened here Junko allowed her childhood friend matsuda to erase her memories of being junko enoshima for a plan this was to hide in plain sight since she was the number 1 suspect for the incidents at hope peak as well as to feel more despair than she ever before as well as many more goals with one plan.

First after she spread the rumours and found the bodies which was multiple fabrications obviously which I already went over she was being investigated and interrogated by the hope peak board of committee who utilised neuroscience techniques like polygraph testing and kinesthetic analysis and even more complex and thorough techniques like brain fingerprinting to measure the brain waves directly to tell if she was lying now how they did this was by enlisting the help of the ultimate neuroscientist yasuke matsuda
Which was arranged by Junko Enoshima from using the love yasuke matsuda had since they were children to manipulate it which is how Junko got off scot free from the interrogation but she was still being investigated so she had matsuda to induce her into an amnesiac state.

From there she pulled many strings she thoroughly manipulated Matsuda into murdering the one survivor of the massacre using Matsuda's saviour complex from her being reduced to amnesiac state and her allowing him to know her since they were children. He also murdered committee members who were hiding along with mukuro ikusaba behind the scenes who was also doing cleanup. Even after they were warned by Kyoko kirigiri because junko lead kirigiri to make a false deduction due to the evidence she erased she had Kirigiri believe izuru kamukura was the culprit and yasuke matsuda was connected to the incident which forced him into hiding. Now others were also involved such as the ultimate bodyguard madarai octuplets due to their connections to the student council as well as kirigiri who Junko got rid of by having mukuro allocate one of the madarai octuplets to fight her to get rid of her but from kirigiri perspective it looked like mukuro was helping her. After they were lured to the neurologist lab by junko deceiving herself of all people into having an obsession with matsuda predicting her own thoughts and leading her into incidents for and pupeteering her thoughts by leading her with her love for matsuda and being forced to investigate herself by believing in the existence of junko separate from herself by looking at the disguise of mukuro ikusuba which was to test mukuro disguises which could even deceive herself for the killing school game of the 77th class 2 years later. Along with clearing the investigation from her and eliminating anyone who could know the truth such as the ultimate spy Kamishiro and the committee and the madarai octuplets. Junko, ending up leading herself to Matsuda's location where she murdered him, retrieved her memories. Cemented izuru as the mastermind of hope peak worst tragedy the ultimate hope becoming a symbol of despair. Her killing matsuda was to feel the most despair-inducing possible as she truly loved him.

And the memory manipulation was for the killing game too ofc especially kirigiri who she thoroughly analysed anticipating and countering the complex plan of mikado shinsen who predicted the tragedy 6 years before it happened. And prepared for it by letting kirgiri become a potential of the world's greatest detective capable of saving and changing the world's fate all countered by junko.

Kid junko feat when she was in elementary school she took a month to build an entire perfect replica of the sagrada familia church and was nearly finished but destroyed it to manipulate matsuda but in a oddly wholesome way, anyway said sandcastle the real building has been under construction for over 120 years and is still incomplete and yet junko could perfectly replicate it in only month and even what the finalised product would be with sand.

Another feat is when she was amnesiac she drew a perfect map of hope peak academy with detailed information and this is without memories. So this is even psi as well as fri.

Trigger happy havoc aka game 1

We will just get Monokuma theatre out of the way before the main stuff

I need an immediate, fast-acting pick-me-up!

If it doesn't act now, it's the same thing as giving in to regret.

What do you think guides the word? Speed, of course!

That's why Formula One drivers are so popular!

An idiot can accomplish something if they take it slow.

Even a human piece of excrement could create a masterpiece if they spent their entire life on it!

Someone who does things in a timely fashion is both wise and admirable.

Straight is better than a curve or an angle. Freestyle is better than the backstroke or breaststroke!

Drive-thru is better than sit-down! A Sunday comic artist is smarter than a graphic novelist!

What I'm saying is, speed is the gold standard of the standard world.

Which is why I said I need that pick-me-up!

(Meanwhile, 0.000002 seconds later...)

Similarities and comprehension feat

.

Imagine you're all in a big spaceship, in the middle of an intergalactic adventure.

You've heard of Noah's Ark, right? We're sort of like that. We've set sail and left Earth behind!

Here you don't have to worry about crazy neighbors, corrupt cops, drunk drivers, or pyromaniacs!

You don't have to worry about the ozone layer, or the asthma-inducing air pollution!

And of course, you don't have to stress about studying for finals or practicing for the big game! But...

But even our divine world of freedom has a few rules.

After all, freedom can only exist *because* of rules.

If you're really dead set on returning to that tiny piece of dog poop you call Earth...

...please do your best to follow the rules. I hope I've made myself perfectly clear.

So then, let's everyone do our best to follow these new guidelines and live happily ever after together!

Same thing as above.

If fate does exist...

Does that mean your future is decided the moment you're born?

If all your yesterdays pile up to create your tomorrow...

Is your future as final as your past?

I just don't know.

That's why I'm still alive-because I don't know. That's why I desperately cling to life!

Thinking feat

Hey, do you have a second? I wanna confide in you...

It's about the prevailing world attitude right now.

The difference between passive and active. I mean...

For example, it's the difference between like, "Oops! I killed him," and, "Yeah that's right. I killed him."

Amazingly, there are tons of people who don't understand the difference. Can you believe it!?

But there's a HUGE difference between "Oops!" and "That's right." You know what I'm saying, right?

Anyone can kill someone in the heat of the moment. But surprisingly few can do it with calculated intent.

To make that choice, then put it into action, it's way harder than just letting your emotions lead you.

It's all about preparation. Resolve.

So maybe you're wondering, what's the point I'm trying to make?

Well, I'm not totally sure myself. Maybe you should try reading between the lines.

This is a psychoanalysis of her own mental state by the way which she also gets the blackened to imitate which is the whole point to share her perspective and worldview

Similarities, thinking, comprehension.

You wanna know why I hate video games?

You might not believe this, but I had a best friend once.

Actually, he was my *only* friend. But unlike me, he had all kinds of friends.

So me and him were at his house one day, when a big group of guys showed up to hang out.

They'd just bought the latest big-budget video game.

They sat there lost in the game, passing the controller back and forth, for hours.

But not me...

I just sat there watching. That's right, I just watched! What's wrong with that!? I didn't care!

Just by watching, I was able to nail down all the best strategies!

Even though I never actually played it!

And I don't plan on ever playing it in the future, either!

Strategy, analysis, thinking, cpi.fri

You would get into crazy numbers even if you think about how many strategies there are and what the best are and this is without playing or seeing the best level of play.

"Murder" is a word whose definition changes with time, with place, with society.

If murder is evidence of abnormality, then all of history's greatest heroes must have been abnormal.

Sometimes the murders people forgive are far more abnormal than the ones they don't!

Vci again lol

Every day is peaceful. Every day is joyful. Happy days from the time you wake up to the time you go to sleep.

Wishing only for those unchanging, unending happy days, days of boredom repeating forever and ever.

No abnormalities as far as the eyes can see. Life without the tiniest speck of abnormality...

If the world were like that, I'd consider *that* pretty damn abnormal

Vci.

Game 1 Monokuma theatre is complete now to actually look at the game.

First thing Junko did is execute Jin Kirigiri through a fully functional rocket she built

(VSi)

But before that she completely renovated Hope's peak high. (VSI)

Junko plot is essentially to get the students trapped in hopes peak and incentivize them to murder each other to break the remaining hope of the outside world that survives the tragedy, But in retrospective Junko states she genuinely cares about her classmates but she would kill them for a greater taste of their despair and hers. But she is also playing her role as Monokuma and overcoming her love for people to satiate her boredom as despair is the ultimate excitement. (Emotional management, emotional engagement, emotional understanding, manipulation) The manipulation comes from her memory manipulations leading the 77th class to not know the state of the outside world and simply believe they are in a hostage situation so they'd be incentivized to kill subconsciously even to escape and escape their crimes when they are freed.
(strategy)
Junko can pilot. Manipulate the speech of every Monokuma around the school. Mind you she showed the threat you have of not following the rules by provoking the hot head Mondo intentionally. And she can monitor every surveillance camera at once. As for the Monokuma feat she is able to immediately have one replace the one that blew up which is incredible psychomotor abilities because Monokuma states it's control system cannot be recreated or comprehended by Nasa. (VSi, manipulation, wmi, deception)
Even the words Monokuma uses like treating Hope peak as a microcosm of society to give them the want of freedom is done carefully. (Eqm, vci)

Junko aka Monokuma perfectly incentivizes the class into a terrified frenzy including Makoto with videos showing the "state" of the outside world with no way but to confirm it but through escape which is murder. This even plants seeds for the second trial but more on that later, but it was a perfect prisoner's dilemma. What makes this even more impressive is that sayaka is an idol who was confirmed to wear a mask and deal with psychological pressure already so for junko to understand, exploit and manipulate her emotions is pretty impressive, Another aspect to this case is she controlled maizono thought patterns to lead her into a room without a locked door and ofc Monokuma knows all this because he specifically notes he saw it go down with surveillance, (strategy)

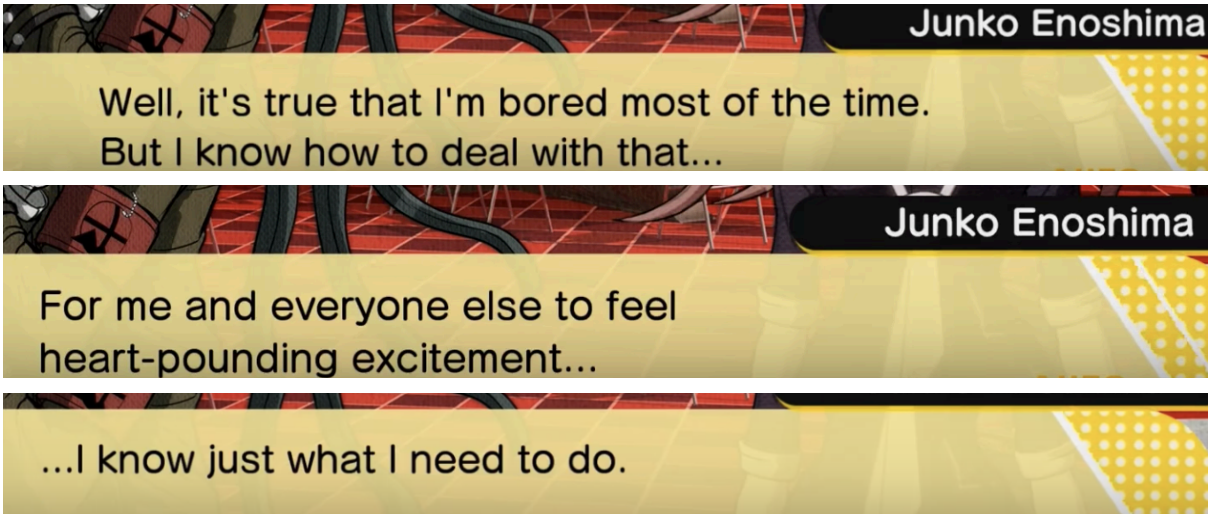
Junko casually murdered her own sister without visible regrets, pauses in dialogue and even stayed in the monokuma character to the point mukuro was even surprised she was killed as the helper of the killing game.

> [Junko] has lived her whole life with despair by her side. She lived while immersed in despair. That's why she began looking for despair in others. She learned to enjoy pushing people into despair […] she learned to enjoy inflicting despair onto herself. That's how the link to despair began. As she chased down despair, she pushed it onto others on the way. Doing so, it caused her to desire falling into despair even more…and because of that chain to despair, the Super High School Level Despair was born."

junko has been, and i quote, “bored since the day [she] was born.” despair is the only thing she has. by causing others to fall into despair, she can experience it herself. the more she cares about her victims, the better, too – the worse she’ll feel, and therefore, the better she’ll feel. this is why junko gives so much special attention to causing the despair of those she loves the most, i.e. her childhood love matsuda yasuke, her sister mukuro, and her classmates at hope’s peak.

As supporting evidence for the aforementioned case,

Insane emotional engagement and management truly unrivaled since she ins’t a sociopath or psychopath moreover you can even see such evidences here



And this excerpt from danganronpa 0

Looking at this notebook brought back memories of Yasuke Matsuda. Remembering him, she could feel her chest tightening. Consumed by disgust at what she did to him, she was compelled to cry and scream out. *I want to forget this already! I want to just get rid of this notebook!*

“Aha! All the more reason to keep this on hand!”

Anyway back on track,

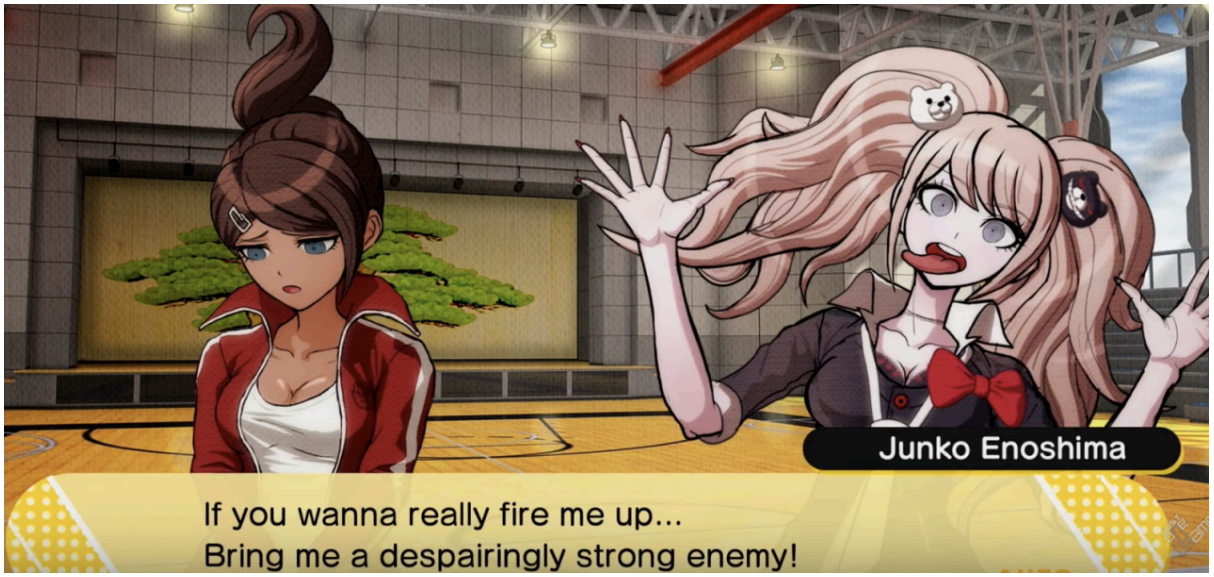
There are more layers in this when you realise making the students of hope peak feel despair also induces said despair in Junko on top of that and that is with her orchestrating the killing and trial on top of that which is further emotional management intra and inter as well as logical and abstract reasoning due to her planning out the trials and obviously having to reverse engineer it. And allow for the logical steps to have the possibilities to solve the crime in a fair trial, specifically deductive in Junko's case since she actually knows how it happens and just has to distil that from the premise of the victim and blackened killed with all the numerous arguments that lead to the how which you can spectate the trial if you’d like to know that,

Junko also does cleanup which requires stealth, but more importantly she does it to not give them time to mourn but also to help their mental states so they don't turn mad from a rotting corpse which would mind you create more despair no? But it's unnatural and predictable despair which takes away from it. Junko is trying to keep this as a school life after all with the killing as an added bonus.(EQM, EQU and EQP)

I suppose I should add that Junko made the executions which are unique to each student bar herself, so pri feat.

Monokuma allows the students more freedom every time a trial is clear to stimulate them but also to manipulate them into not necessary;all be inclined to leave but to prevent junkos plan and defeat her too

Which can be referenced here



And the stuff covered in danganronpa 3 despair arc.

But junko carefully feeds them information to help them uncover the logic and slowly have the drive towards pursuing the truth ultimately to crush them or be rewarded with her true wish.

Interesting thing to note is that Monokuma tracked and knew byakuya shenanigans with genocide jack but this isn't that important.

First we have Junk understanding and perfectly describing chihiro inferiority complex from being a boy but being so weak, however even the layers to it such as instead of overcoming it chihiro instead furthered it into the boy became a petite girl to hide from the inferioty complex.

Even though chihiro grew a defense mechanism chihiro was still an empty shell attached to the complex no matter how well he hid it his weakness, monokuma uses the analogy of survival of the fittest to characterise how chihiro felt. Monokuma specifically predicted chihiro reaction to his secret being divulged by him specifically describing the shell being an armour with cracks in it, in reality instead of breaking chihiro using the threat of discovery to motivate himself monokuma paints it that chihiro knew mondo would keep his secret out of honour and that he was the “macho man” chihiro aspired to be able to use his image as inspiration for his courage. Even deducing Mondo's reason for transporting him was to cover up chihiro's secret after death for their bond as men. Monokuma somehow knows and uses analogies to describe the specific inferiority complex mondo felt for his older brother daiya and the gossips and whispers gnawing at mondos soul,he explains how mondos lie became the truth even though mondos weakness is what caused his brothers death and not mondo's strength. He told all sorts of lies to fake this image of strength which was shattered as soon as the killing game began and he realised he was just another ant ready to be stepped on.

And then the secret not for the killing game but the gang outside that no longer existed the abstraction of it being held up by a lie to crumble is why Mondo did what he did.

Chihiro weakness and being freed from it cut into mondo like it was him he was describing

He was jealous of Chihiro's courage coupled with the timing of the secrets the situation converged to create the murder it overcame him and created such a tragedy.
Monokuma after this says everyone there is the same, they're weak and possessed no strength and couldn’t cut the regrets from the outside world.

(vci)

Monokuma fabricated a whole suicide note of sakura which was psychologically accurate from hinas perspective as her best friend that genuinely drove her to nearly kill everyone using the class trial to make them atone for their sins.

Junko took over sakuras family dojo which is how she became a tool.

Which was one of junkos contingencies if none of her methods worked and it became a stalemate.

Junko even tried to manipulate further making sakura sacrifice and real note seem meaningless but was countered by danganronpa jesus ofc.

Junko knew about alter ego from the start and anticipated the entire scenario from the beginning just to plunge them into despair when the survivors could cling to hope,

And again like every trial leaves them with the parting words about clinging to their regrets of the outside world.

Junko literally manipulated Kirigiri into sacrificing Naegi even though she had no idea if he would live or not.and with the mukuro sacrifice deceived junko out of the picture entirely until the climax with such masterful deception and ruthless methods which is another layer to it aside from the eq.
Essentially junko prepared photos for each remaining survivor and it was a fabrication that didn't include one of the survivors in each photo which through cognitive biases they would assume each other were the mastermind and ignore the fact junko is covered in each picture including the observational kirigiri and the sharp byakuya togami.
During Junkos exposal she still muddies the water so to say by playing her Monokuma role well.
Junko gets bored really easily in fact you can say it's her worst feeling for her and yet she maintained her role of Monokuma day in and day out which described as a slow suicide which is insane emotional management and engagement,

Junko has been told she is cuter than 100 chihuahuas combined which could be a charm argument I suppose.

Junko explicitly stated playing monokuma and keeping an eye on them day in and day out would have been impossible for mukuro which confirms some stuff prior she also calls herself the director which is interesting language because in danganronpa 0

"Just answer me!" Frustrated, Matsuda raised his voice angrily. "What is it you want to achieve? Just what is it you're trying to do?"

Enoshima tilted her head slightly to the side.

"Nothing really. I don't want to do anything."

"… What?"

"It's too late, I shan't do a thing. I'm not going to do a single thing, I have everyone else doing it for me. Guys like the student council, the headmaster or the steering committee… and also that girl who you absolutely adore… EEEEVERYONE is running around, doing my work."

And this which she had tested in danganronpa 0 which is why she knows mukuros capabilities as being her.

Junko killed mukuro did add unpredictability into her plans specifically which is important because of Danganronpa iF but she confirms she is capable of calculating all possibilities but yes she killed her to aleivate her boredom too aside from this to prove her philosophy and to ease her mental state which was still hard to do because she did love mukuro.

Junko presented a theme for each motive along with the executions indicates she predicted the whole scenario which would be common with danganronpa 0

asically, there's a lot of ideas that point to the fact that most of the motives were actually anticipations made by Junko way before the killing game started. This is because;
Every motive is deeply rooted in the emotions of specific characters.
Sayaka - Relationships
Chihiro and Mondo - Secrets and the past
Celeste - Money aka greed
The executions had to be planned beforehand. You literally wouldn't be able to build something like this while improvising on who's the killer and such. Even in an unrealistic world like DGR, this is just impossible.
The same can be said about the motives themselves;
Sayaka: The world already fell into despair by the timeline in THH, and, as such, all of Sayaka's group members should be dead, meaning Junko would have to have gotten a hold of them before they died, so that she could record the motive and such.
The same would need to be done with all members of each and every single one of the other students. Plus, we know that Sayaka would be the one most affected by this type of motive since it specifically attacked the thing she cared about most; her relationships.
Chihiro and Mondo: Again, same thing. The secrets are really not the problem here, but the execution is. Plus, the amount of psychoanalysis she made on them is most likely from before the killing game, so the year that 78th class lived together.
The fact that some secrets are really not reasons to kill also implies that she specifically wanted these two to be the ones affected. I mean, Makoto's secret is really not one to kill for, Toko's is the most dangerous, but she would've been contained by Byakuya, and the others don't get explained. By Chekhov's gun, then we can consider them insignificant to the narrative.
Celeste: I mean, here we would again fall into the problem of psychoanalysis plus execution. Plus, every other student does not seem to care about money, even expressing certain disgust at the idea they would kill for money (have multiple scans to back this up). Sakura's was an improvisation, but it still was a great motive.

Also, the reason why there aren't enough motives for the amount of chapters that there actually are in the game is because they, as i've said before, were just contingencies. Sakura was supposed to make the first move as the traitor, which would create a domino effect. This also showed Junko's understanding of human nature. Her motive mind you was betrayal which she even considered the possibility for even though it was an on the fly situation.
(Credits to luganlh)

She actually notes there are as much reasons and motives to kill as there are people on the earth which she underlies with a unifying concept that being the seed of despair big vci and thinking feats as well as logical reasoning, she also uses the analogy of water and food being analogs for growth such that the seed of despair needs nourishment that nourishment being hope. She took away their memories to give them hope, which mind you she tested in danganronpa 0 if you’re starting to see how insane that strategic planning was.

Even genocide jack paled at the tragedy which is impressive because she has slaughtered 1000s apparently and also even triple 000s cannot stop her if we throw dangaronpa togami into it, another to add Junko predicted the end of the world in 100 years.

Junko's whole plan was a year of peace 2 years even from her classes perspective, memory loss for them and then killing to escape into a world that was already destroyed by soul crushing despair. Junko deception from danganronpa 3 and 0 let her be like a virus that entered a hosts body executing her 78th class mutual killing plan way easier. They trapped themselves inside their own prison but wanted to escape when the lost their memories inducing cognitive dissonance. And the killing game itself was a method all of it planned out and anticipated to clean up the last specks of hope in a despair ridden world. Junko hijacked the airwaves and used a simple high school deathgame as a method to cause worldwide suicide for those that clung to hope since like the despair arc showed hopes peak was a magic porridge pot for hope. Junko actually mixes the truth with the lie here saying they were chosen due to the love she had for them again due to 2 years of memories and then lied which seemed like the truth and could be a truth that it was to poison them with more despair when they realised a classmate had betrayed them.

Junko's whole plot was creating such a mystery so they could despair at the truth.

She made classmates who lived together for 2 years pointlessly murder each other for such a truth.

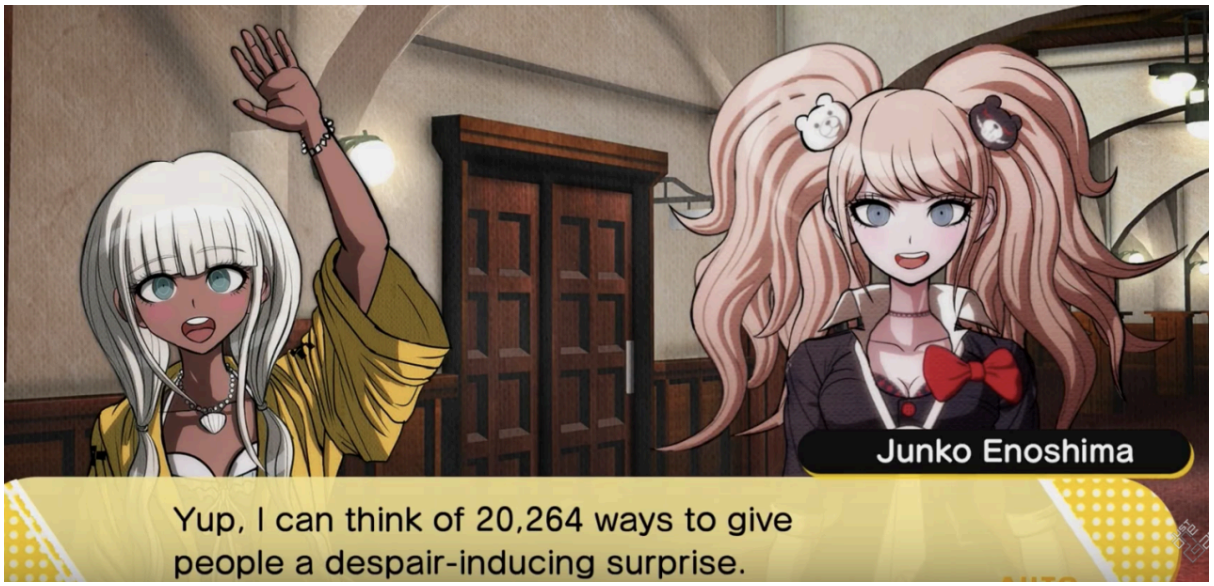
Junko nearly gaslighted them into giving into despair and just dying at hopes peak if it wasn't for jesus naegi she even broke genocide jill who already knew about the tragedy and Kyoko kirigiri who has lived through horrible events such as losing her best friend who died for her and her own maternal grandfather at 13.

Junko also lived through most of the ultimate punishment through sheer emotional management and engagement as well as playing her many roles for another layer of ee, just 1 was enough to kill mondo when he was engaged in despair and theoretically sakura ogami the world's strongest human in danganronpa.

Lastly if you're wondering why the tragedy itself wasn't detailed that will be for danganronpa 2 aka the first of Junko's massive contingencies plans

But i will briefly cover danganronpa IF feats she can pilot groups of 10s of monokuma all at the same time. All of which have control systems more powerful than nasa can comprehend or recreate
And her best cpi feat in the series which is calculating and knowing of infinite hypothetical IFs or possibilities and paths and we know this as this is a direct statement from Monokuma itself in the monokuma theatre and if you use an argument well she doesn't even do big number calculations verbatim usually so it is iffy,





Unfortunately for you she does instantly for the most trivial of things.

<u>Danganronpa Ultra despair girls</u>

So I mainly have to cover junkos feats here because it has alignment with both her tragedy plan and her contingencies to her deaths right.

Ok so we already demonstrated Junkos desire for death but we know Despair trumps all for her which is why she has to balance these two contradictory desires aka she can't experience despair if she is just dead.

I'll start with her warriors of hope strategy.

During the incident of Hope's peak before it truly kicked off, junko paid a visit to the elementary program because she was looking for a cooperation to mass produce Monokumas. She capitalised on the troublemaker class who were about to group suicide junko noticed Monaca wasn't going to go through with it and took a silent interest in her conveying it through her body language in the only way the two intellectuals could understand. To give context all the warriors of hope have a traumatic and abusive backstory against adults, specifically their own parents and then the adults of hope's peak shunned them into this class labelled as the bad batch essentially. Junko came into the warriors' lives and asked them to give their lives to her if they weren't going to use it for themselves. She showed them they could be courageous against adults and for the first time in their lives Junko was someone who showered them with love and showed compassion. Junko then proceeded to abduct them due to their statuses no one cared though, but junko gave them hope, became their light and gave them a dream. Showed them how adults were demons and that children had talent to overcome them and should strive for that dream. So they started killing which empowered them and Junko was delighted from the despair of children killing adults which empowered the warriors. On the Monaca hand she was producing robots for Junko and eventually found out junko was just using her for her talents but didn't care because junko was the light that showed her despair and the light in such a boring existence for someone of her intellect. Junko had monaca deceive her father and brother until it was too late they were forced to work with despair because otherwise junko would just sell them out that the towa group made the mass killing robots of the tragedy. Another thing Junko had Monaca make was shirokuma and kurokuma because what ended up happening in towa city was it wasn't that affected by the tragedy due to towa group playing both sides of the war knowing how to deal with their own effects ofc. Eventually the warriors of hope killed their own parents and had an army of brainwashed monokuma kids which are kids with brainwashing monokuma helmets and monokuma units slaughtering adults which caused a war from a revolution from haiji towa and junko disguised and deceiving as shirokuma post killing game playing the adults side as a benevolent multifaceted monokuma unit. With kurokuma working as an advisor of the warriors of hope also junko basically caused a war by drawing attention to towa city due to the concentrated adult slaughtering among other things after the tragedy so this is what junko had lined up as a contingency how she is able to retain and transfer her consciousness into monokuma units is by synthesising chihiro fujisaki and yasuke matsudas talents and researches with ultimate analyst. She had a few goals one was to lure in the future foundation for her and izurus neo world plan, the other was to create a successor to lead the despairs in her absence, which was double faceted because it was at first deception to manipulate monaca into betraying the warriors of hope and scheming to put komaru naegi into a position as to where she is responsible for 1000s of brainwashed childrens death and becomes the next junko enoshima after the war plunges into further despair by the deaths of the adults children. But Junko was only whispering into monaca ear as kurokuma making her think those are her true wishes when in fact she just wanted the destruction to lure her enemies and to be a contingency in case her neo world plans failed. But i think that is pretty much everything leading into danganronpa 2 which is why she is alive basically and the memory loss plan still covering stuff even a year after junkos death is insane. (Emotional perception, emotional understanding, manipulation, planning, strategy, foresight, manipulation, deception, cold reading even on monaca for reading she is like her based off how she was orchestrating the suicides and how she was skillfully acting)

What she accomplished successfully revived, positioned her chessboard easily, powered backup the tragedy because keep in mind makoto had prevented her leadership and inspired the masses which allowed hope to fight back, she mostly nullified alot of that, she also prepared for the final killing game somehow which means she anticipated the possibility of her losing again if her neoworld plans failed, she also successfully executed the means to pull off neo world and has a successor for the outside world.

Danganronpa 2: Goodbye despair

Now time to cover the pretty much last stretch of Junko the second game and then I suppose the hope arc.

First we'll start with the motives and the like of the normal trials prior to the endgame.

Trial 1

She understood Teruteru's dreams and ambitions of making the biggest restaurant that Japan had ever known, and used this as a way to persuade him into trying to kill someone.
-She understood Teruteru's love for his mother, and was able to reach the conclusion that she would do anything for her.
-Because of the memory erasing, Teruteru didn't actually know what happened to his mother (Although, since he was an ultimate despair, he most likely killed her tbh).
-She understood that Teruteru genuinely cared about his classmates, and would try to prevent anyone from killing them.
-Because of Nagito's plan to murder somebody, he was able to have the perfect excuse to try to escape, and at the same time protect his classmates.
-She was not shown necessarily predicting Nagito's plan, but she had a great understanding of Nagito's Ideology, so she knew that Nagito would try to get himself killed.
-Because of all these points, she was able to predict that Teruteru was going to kill somebody.
(CONTEXT: MOTIVE WAS TO RECOVER MEMORIES)
Keep in mind Nagito's mental illness causing him to be prone to erratic behaviour is something she has accounted for which is insane since it is literally madness but nagito uses that as deception, yet junko saw through it easily nearly as easy as izuru who saw it the moment he noticed nagito's existence and to a much deeper degree in chapter 0 of danganronpa 2.
(A great guy called lughnlh will be expanding on things in regards to this trial in his junko doc so keep your eyes peeled for that)

Trial 2

This was a motive specifically tailor made to manipulate fuyihiko the entire game, even the victim of the trial was a bystander and was only killed because her righteous judgement pissed off fuyihiko. Junko saw through, predicted and exploited the actions of the tool with a

heart peko pekoyama, all to create a greater despair. Talking about the game, it at first looked odd but she deceived nanami, the ultimate gamer to figure out how to actually play the real game which contained information of the predicted blackened past. She predicted mahirus reaction to fuyihiko eye for an eye motion killing the one who killed his sister, mahiru not even having memories that that was her friend. Meaning it is just the pure emotions of mahiru being used here based off the information junko had on the despairs class from tsumiki 3 years ago at this point. She let peko try to exploit the rules knowing she was the blackened with no ifs or buts about it possibly predicting even that nagito would try to bring out fuhiyikos true feelings about peko since they grew up together since they were babies. And in fact the likelihood is pretty much a certainity and not probability based on nagito himself speculating about this to junko before chiaki tells Junko to shut up.
This was definitely a more potent step than the tereteru trial tbh even though it was much more focused rather than a general motive.

Trial 3

Eh this trials motive was the despair disease but it is pretty irrelevant like celestia's nothing too interesting due to her symptoms she remembered the past as a despair and she is love bombed and seduced by Junko who basically pulled what she did on the warriors of hope on an individual level way when she originally brainwashed her. But there were other possible blackened because there were 3 others afflicted with the disease. And 2 out of 3 could have done it since it is based on their prior lives as despairs. Nagito nah he is just truly twisted.

Trial 4
Well pretty good pri for 2 things rebuilding and preserving nekomarus life despite it being considered to be impossible. He became a cyborg anyway.

Second, the funhouse, the layout of it and stuff since she just programmed it in and didn’t have to build it by using an analogy. This is impressive because Usagi is also an admin and didn’t notice junko building it. Also the secrets contained in the funhouse only nagito could have obtained from clearing the game due to it being russian roulette until usagis interference. Moreover this actually setup nagito into a ticking bomb for the next trial entirely which is insane manipulation and understanding of nagitos nature and grey morality as well as anticipation as per usual. But basically Junko grasped gundhams philosophy of life, his secret feelings of care for his classmates along with his inferiority complex which leads to a need and delusion of grandeur which turned him into the blackened after killing nekomaru the robot after a great battle in his eyes, but he sacrificed himself so his classmates could keep living along with all those other reasons junko deduced. Deduction because she has certain data that will lead to the conclusion of the trial. Anyway this is a very impressive understanding of Gundham and preparations for the last actual trial.

Trial 5

Basically junko abused nagito's own morality and philosophy against himself, letting him kill himself and manipulating him into fabricating information that the future foundation was a criminal organisation who trapped them on the island for part of their plans for world domination.
As well as the seeds from trial 5 and the having mikan confirm it in trial 4. She achieved a goal of such despair that would be created from chiaki being revealed to be the traitor, nagito sacrificing himself to kill their friend chiaki as well as himself. Eliminating the future foundation spies giving junko complete control despite being restricted by future foundations interferences and clash by making and manipulating rules of neo world junko indirectly crushed such foes. So she can perfectly execute her true goal of the neo world.

Trial 6
First thing Junko did is make them reason through their memory loss so they can make them confront the fact they're game avatars with bodies in the real world setup by the future foundation this is true, Junko then lies the killing game was the fault of the future foundation because using fuhyihikos own conclusion against him the fact is if the avatar dies in the game it dies in the real world also coupled with an experiment sonia references to show the realism of the situation essentially everyone who died is braindead and junko lies and says this is a result of the future foundation. Mixing the truth with a lie to drop them into despair but also to manipulate them into going against the future foundation. They used their emotions to facilitate thoughts to see this is potential manipulations and bluffing and tbh this actual strategy wasn't even meant to make them believe it off that she was rather just toying with them, however junko phrases the future foundation as world ender and shows how they're still the survivors true enemies.

Junko kinda countered nagitos own plan for them to deduce his trial as a suicide to kill the remnants of despair this is clearly revealed here.
Junkos manipulation of the ultimate despairs made them sever their own body parts to become one with junko, orchestrated countless slaughters by making people suicide, giving their families to Junko to perform killing experiments on them.

After junkos death one even implanted one of junkos eyes into their own socket to see true despair. Monokuma fabricated an entire existence of a fake makoto naegi and manipulated using that fake which was Junko so herself since she is monokuma to persuade the despairs to graduate which would have succeeded if not for hajime remembering makotos words and email about the future foundations trying to kill them and that makoto defied the foundation but here is supporting them which is a contradiction. Along with the clues she fabricated that even were logically real and required abstract reasoning to get past.

Junko can create a personality for herself who even is bored of being bored that is insane ee
Also she confirms the stuff in danganronpa zero she can easily perform mind reading because she has enough data on them. Such as what fuyihiko was thinking and going to say. Junko made her ai herself for her contingency when she was still alive and izuru uploaded her into the neoworld. Junko hacked into the AI world and she got essentially smarter with computers due to becoming an AI due to her ultimate analyst. But anyway she in her words took a really long time to create a new graduation program that could resurrect people who died int the neo world because of the encryptions among other things, but this should have even something she describes as difficult that only took her a few days to

program and manipulate. She even made the timer to challenge herself to succeed with her plan which is actually a real life example of emotional engagement.

Even the ultimate's will to live was manipulated by Junko by giving them a goal to work towards.

She once again mind reads hajime.

Junko uses what they most desires and this whole scenario as a trap nearly persuades them until Makoto steps in.

But even that was timed by Junko for that extra taste of despair and because she doesn't like her plans succeeding perfectly.

But basically Makoto reveals Junko lied about her resurrecting their dead friends not about that she can't do it or didn't do it but her true goal was to manipulate the program into a despair restoration program. She essentially planned this out to take over the ultimate despairs directly after her death using the future foundations own plan against them and anticipating it before they even came up with it, take over future foundation organization to junko fy mankind turn a lot of mankind into her turning it into a junko utopia where you can despair as you please so a more actualized version of the tragedy.

The killing game wasn't just to create despair because she loves it or anything but she made it seem it was as meaningless as showing how easily it is to manipulate your own understanding of even herself against you. But rather because the rules of the school killing trip prevented the direct killing of the remnants. Thanks to the future foundations preparations and tricks such as the observers. And yes that means nagitos plan would have benefited her if not for his own luck ironically saving him rather than achieving his goal.

Despair and junko as a character are synonyms and the pursuit of it as not an instinct, philosophy, way of life or emotions, so even that cannot be turned against her, however even this is a fabrication as when she recalls a memory of 1000s of people killing themselves for her fondly due to the despair of it she mentions despite her boredom that comes easily she still can recall it. Which indicates her boredom is an even deeper trait than her despair and her boredom comes from her intelligence which is like how i can see characters that can compete not many of those can overcome her. Also when she laments on the fact that even death did not release her from her boredom but this is a tangent as this is mainly a feat doc. But I wanted to show how deep her emotional management and engagement can be sourced from too.

What she is mentioning is the reverse course mass suicide which she didn't even do via her despair technological methods. Which is insane that regular ol junko has that emotional manipulation potential as a result of her domino effects.

Anyway the toll was 2357 students from the reserves course.

Junko easily negged the future foundations shutdown contingency which wasn’t even made for her as just another goal of the killing game, which left not enough people alive to fulfill the conditions of the shutdown. And Junko deduced this even though the future foundation concealed it. Even the future foundations second contingency lead to trying to convince them that becoming the ultimate despairs after activating the shutdown when kyoko and byakuya spawned in was the only option and a necessary sacrifice for junkos defeat even though then ud are literally junkos puppets aside from izuru who they do not even know about.

Junko brainwashing is so thorough that even people in the real world don’t know how to undo it.

Junko on the spot thought of 17, 082 ways just to break a egomaniacs worldview for people that have hope and ideals from reaching the top.essentially talented and hopeful people that leads them to condescension in a way she diverges from izuru who thinks untalented people are the problem. While Junko is someone who is the antithesis to hope. Izuru is a twisted hope.

The killing school trip stemming off her udg actions which used to lure the baited future foundation in moreover her rewrite of the neoworld prevented the only option but to gamble with their lives to save the remnants the future foundation because junko understands they couldn’t just sit back and watch people die in the same game they played. Really potent emotional understanding like always with junko. Forced to solve puzzles and riddles just to be showed to the future foundation while also aligning with her goals of getting uds bodies which is crazy good juggling of her plans considering she had to treat the despairs as important tools but also side charcaters at the same time while also staving off her boredness. Really good working memory and emotional management among other things.

The ultimate despairs planned out the killing school life through their love for junko, making it looked like they wanted to come into the neoworld of their own free will and deceiving the future foundations completely as they came up with the acting for the script of the killing school trip themselves before the neoworld meaning the metacognition to understand how their highschool selves and priors would act. All this under the leadership of junko without even being present. Junko even made the future foundation reliant on the ultimate despairs once they entered because they needed to follow the rule of needing the teacher to judge you fit to graduate. And she would never do that so they endlessly repeat the grade unless the remnants help them become the majority vote.the reason the future foundation had no idea about another potential mastermind the true mastermind if you will is because of junko manipulated hope's peak into concealing all traces revealed to him which she ties all the knots with the many coverage of her memory loss plan. So the future foundation couldn’t even gather info about izuru. Junko broke izurus spirit to make him into an ultimate despair which is something the tragedy itself as well as chiaki's death covered.

Junko used Izurus' own existence to manipulate Hajime into wanting to graduate.

Which traps the future foundation and gives everyones body to the ultimate despair but using the perfect information of what hope's peak did to izuru as well as the fact he won't existence is a perfect blend of logical and emotional manipulation to cause such a terrible outcome which is a contingency junko prepared to deal with makotos hope.

And she then uses the fact that their experiences of the island from the time they were freed from their crimes of being ultimate despairs will be gone almost like a dream only to wake up to a nightmare where they will be killed regardless.

Both options seem terrible but junko triangulated once again but using the real future foundations options and the reality of it all she created. Everything went exactly as she expected and planned from the start this very specific scenario which is insane.

Junko's plans failed because izurus's plan went perfectly such an abstract plan too.

But she even had a potential contingency for this which we know is her first stage 1 but second stage we will have to explore in the future arc.

But she actually achieved one of her goals via this because she achieved a state of not just pure despair but true despair where she didn't have to hope for it and felt truly hopeless. Because really had no guaranteed way out, likely because she predicted the outcome of stage 1 which she called stupid herself even though it was her idea and stage 2 was riddled with uncertainties which is uncommon for junko because when she creates flaws she knows even how to get around said flaws she intentionally leaves to create uncertainties.

Anyway may as well plug the tragedy itself

- Staged "The Biggest, Most Awful, Most Tragic Event in Human History", and succeeded in doing so, which almost caused the total destruction of the humankind. Caused a movement in the internet, shook the foundation of society to the core, caused mass panic, made people kill each other, made people desensitised to murder and violence, overflowed the media with death reports, caused talented people to create software that spreads despair, caused a serious atmospheric pollution worldwide that made most of the planet uninhabitable, and a company contributed to the pollution just so that the same company could gain immense profits from making an effective air purification system, caused the mass production of Monokuma Units, caused influential people to create new ideals for spreading despair, caused governments around the world to stop functioning properly and made the government's authority ineffective, caused powerful people to brainwash citizens, caused terrorism and coup d'etats around the world which caused war. Caused a war to happen globally, a war that happened, not because of motives such as greed, ideals or religions, but for the

> sake of pure war and chaos. This tragedy was so devastating that its effects were still influencing the world even after she died.

Obviously this isn't a mere friend level feat. The scale is too advanced in both futurism, beyond human limits to execute, as well as friend actually being realistic to perform in the right conditions without even being that much varied intel along with the amount of luck friend had along with friend being unreal in the sense that he had 0 intelligent opposition apart from once that he got out of via luck.

Anyway even the tragedy is not her best work. Her feats are described in trial 6 of danganronpa 2 and her plans and foresight are just impossibly advanced.. For now anyway knowledge and logic are not absolute, never underestimate humans and their souls for the future.

Danganronpa 3: future arc aka Junko's last stand for now.

Coordinated with the remnants of despair, lead from the fucking neo world by Junko the despairs infiltrated the future foundation, for the final killing game but what is interesting about this is this is actually prior to makoto showing up in the neoworld. Meaning she prepared this while she was busy with her neoworld plan. Moreover she did this while the remnants got clapped by the future foundation in terms of influence and winning the war in fact Junko describes it as near total annihilation. Makes sense because the future foundation is in fact made up of alumni of hope's peak with its chairman being the surviving committee staff of hope peak along with the former super high school level student council president prior to the one who got murdered in danganronpa 0 I am guessing but the most prominent president with that talent as a vice chairman and vice chairman respectively. But anyway yeah after junkos death also losing her leadership remanats have a lot of talented leadership but get fucked over by their mentality and future foundation also having good leaders but also a bunch of super soldiers more unified under hope and survival. Also it was confirmed here Junko planted brainwashed Nagito with the warriors of hope which has very interesting implications knowing what we know about her and him. Well prior to naegi bringing the remnants into the future foundation.
How she did this is by tricking Naegi into inviting the despairs in among other things using his hope and empathy for people against him which was also for her neoworld goal duh. By this final killing game too yeah.

Anyway Junko made chisa yes despair arc chisa yukizome kill herself to kickstart the killing game her mole she planted for 3 years.
The goofy man who implies makoto manipulated junko and was working with her, our gay boxer himself activated junko's killing condition witnessing violence of course reliant on predicting his actions specifically because everyone else there was either pragmatic or peace lovers. And someone else dies which kicks them in action to spur the search for the traitor.

Tengan reveals they are all traitors and the attackers but essentially tengan himself caused the killing game to lure in ryotai mitarai. He acts as if he is a remnant of despair he programmed the monitors he manipulates mitarai which was his goal manipulated by tengan who was manipulated by junko through chisa yukizome.

Chisa manipulated munakata, organized the killing game. And buried the future foundation to rubble so junko would have won on both accords by preparations from years ago. But she failed to resurrect herself from danganronpa 2 and izuru kinda killed despairs victory through her remnants on both accords. Or ig hajime izuru fusion is more accurate.

That is the end of that.

End of hope and despair unless you look to the future.

Epillogue

Junko is pretty cool.

Her strengths

Her ability evaluated by izuru to have her cold hard logical reasoning to have her 12 steps ahead in any situation this can be shown when she countered numerous factions plans such as the future foundation and mikado shinsen who anticipated the tragedy 6 years before it happened because he has a similar talent to Junko. Either way he got negged.

Her logical reasoning and strategy are very underrated for obvious reasoning.

She is one of the most absurd planners in catalogued fiction though

Her emotional engagement and management is some of the best in catalogued fiction

Her understanding of human nature is scary.

Her weaknesses

She creates flaws in her plans because she hates perfection. Someone on her level or above can kinda exploit these flaws but even that is risky because of her contingency planning and emotional engagement it can even be a trap.

She can’t entirely see through uncertainty like izuru can.

Your best bet is having insane creativity, metacognition and eq yourself against her. I'd even argue deeper than that and abstract reasoning for things like the soul since her ee source is tied to that rather than her mind or body. So emotional perception and understanding makes people who use that useless because of her traits and emotional engagement and management. I am talking about strengths but I have to in order to expose her weaknesses.

Her 1 emotion you can exploit is her boredom but you have to be very cautious with this one.

THIS HAS BEEN YOUR HOST JUNKO ENOSHIMA, HAPPY DESPAIR DAY AND HAVE A BEAUTIFUL DAY. you should also read the Lughnlh Junko doc that will release thanks.



Monokuma was here…