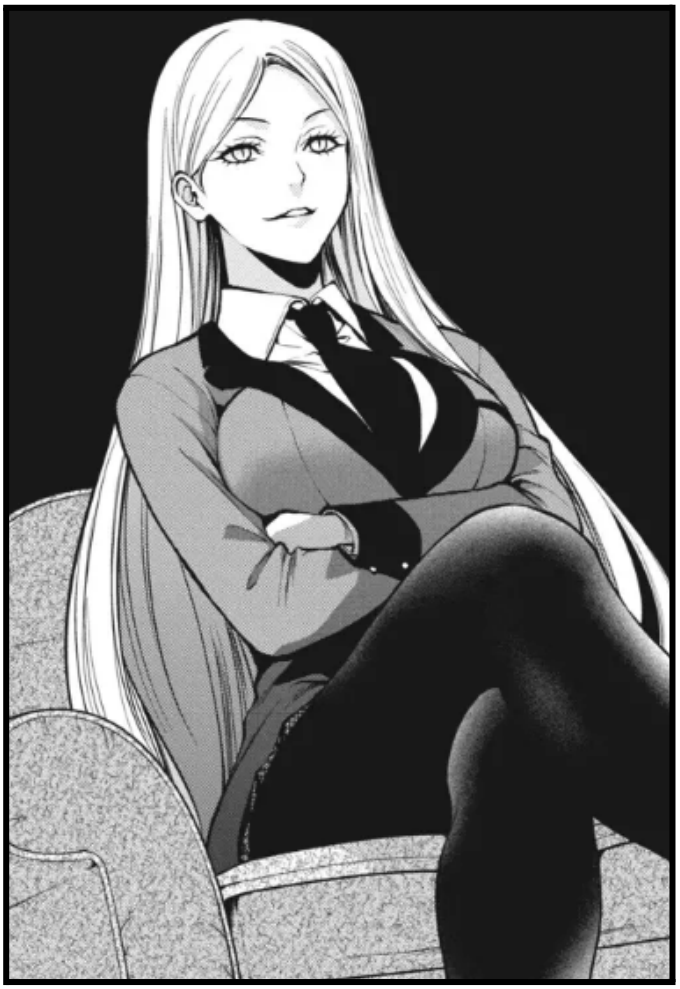
Sachiko Juraku Mentality Transition Strategy

(Kakegurui Twin chapter 28 / Made by Hellos-17)



Context

Sachiko Juraku, student at the private Hyakkaou Academy, a member of the student council and head of the public morals committee, has the authority to manage the academy's gambling rooms (clubs). She heard about a student named Mikura Sado who is said to like to torment people through bets (this student sometimes wastes the chance to win more money to further sink her enemies). Sachiko, knowing this, became interested in her.

Sachiko saw right through this student and knew from the little information she had that everything that was said about Mikura was wrong. Sachiko assumed that this entire personality/way of acting that Mikura was said to display was just a misconception held by the people around Mikura and Mikura herself (meaning that this perspective that Mikura likes to torment others and make them suffer was what other people and even Mikura believed). Sachiko understood that Mikura truly believed that concept of herself, but in reality, beneath that concept that Mikura had of herself, there was a part that show Mikura's true nature, which was not that she liked to make others suffer, but that she craved to feel the same way she made those she harmed feel (in short, Mikura seeks to torment others to supposedly feel good, but what she really wants is to feel that suffering). With this in mind, Sachiko

looked for an entertaining way to completely change Mikura's life and mentality, to turn her into her personal pet.

(Abductive Reasoning + Associative/Critical Thinking + Psychoanalysis + EU/EP + Inductive reasoning)

Mentality Transition Strategy

First of all, Sachiko will look for Mikura to challenge her to a bet, in which she will destroy and completely sink Mikura by turning her into a pet, Sachiko will ask her why she lost, this with the intention of generating doubts in Mikura, evidently at this moment Mikura will not be able to answer so Sachiko would offer her a deal, both will bet again the following week (giving Mikura a chance to get her life back) and as a sign of their agreement Mikura must put a dog collar on her neck, in addition to this Mikura will have to have a chain attached to her collar with which Sachiko will take her everywhere (that is, Mikura will be next to Sachiko with the dog collar in front of all the students). Sachiko will repeat this process of “a week of humiliation” and “a moment of rebellion” until Mikura finds the “answer” for herself, which she would let Mikura know every time Juraku wins a bet (“finding the answer for herself” represents Mikura discovering and recognizing her true nature for herself through this repetitive process).

(Tactics + Emotional inducement + Methods + Field crafting)

Meaning of the elements:

"A week of humiliation." - This (for the strategy) means putting Mikura through all the suffering and torment she herself inflicted on her victims. This would help Mikura feel like she's in her victims' shoes. Added to this is the fact that Mikura is like Sachiko's personal pet, complete with a collar and chain, in front of everyone. This affects Mikura's dignity and morals. These humiliations and experiences will make her feel closer and closer to what she truly wants. As this process repeats itself, she will gradually begin to recognize the desire she yearns for.

"A moment of rebellion." - This (for the strategy) means giving Mikura a moment of hope, hope that she could get her life back on track. However, these hopes would be destroyed time and again by Sachiko's strength and superiority in betting. This would make Mikura feel the same way she did when she defeated her opponents to the point of leaving them with nothing. Mikura's desire to continue betting against Sachiko would eventually persist, but not to regain her life, but rather to continue feeling that damage. She wouldn't recognize it at the time, but as the process repeats itself, little by little she will begin to doubt her own goals when it comes to continuing to bet against Sachiko.

“The process repeats until you find the answer”. - This (for the strategy) means putting Mikura in an eternal cycle, in which events/happenings repeat themselves over and over again, the fact that it repeats itself will cause the increase of doubts and the disappearance of what was once Mikura, after all, she would feel each of the defeats and humiliations over and over again, changing her perspective and opinions on them. And about the meaning of “until you find the answer” it represents the unknown that

Sachiko posed to her at the beginning (“How did all this happen?”), this unknown will torment Mikura’s mind until she understands it, she will constantly be asking this, repeating everything, only to continue losing, she will slowly adopt a new stance regarding this repetitive process, and will cause that at some point (whether she needs a clue or not) she will finally be able to understand and recognize her true nature.

(Psychological application + EU/EF + Abusing insecurities + Emotional inducement + Demoralization + Brainwashing)

Execution and Effectiveness

Sachiko challenged Mikura Sado to a bet, in which Mikura lost everything and even went into debt. Mikura was confused. Sachiko would tell her that she would now become a pet, and Sachiko would ask her, "But why did this happen?" (this would begin to torment Mikura's fragile mind). Upon hearing this, Mikura thought, "I don't know. Why did I lose? Why did I bet on this? Why am I betting in the first place? Why am I even...?" Sachiko perceived this and would therefore interrupt Mikura's thoughts by telling him that if her doesn't know the "answer", then she would give her a chance every week to bet again, and as a sign of that agreement, she would have to wear a dog collar. Mikura would accept it, disgusted (as Sachiko expected).

(Tactics + Demoralization + Methods + EP + Reinforcements + EF/EU)

And so, a week passed in which Mikura accompanied Sachiko like her pet everywhere. When the time came, Mikura, eager for revenge, asked Sachiko for a rematch, but Sachiko won again, leaving Mikura stunned. Mikura, with no other option, would put the collar back on. Sachiko, seeing this, questions whether she doesn't know yet (a form of mild mental torture), and Sachiko agrees to continue with the process.

(Methods + Demoralization + Emotional inducement + Abusing insecurities)

This went on for several weeks, with Mikura becoming increasingly self-doubting. Every time Mikura lost a bet, Sachiko would repeat the same words, "We'll repeat this until you find the answer." This caused Mikura to slowly abandon her main motives/goals and part of who she was before.

(Methods + Coercion + Abusing insecurities + Reinforcements + Demoralization + Emotional inducement + EF + Brainwashing + Mind control)

Sachiko and Mikura were betting again, and Sachiko won again. Mikura, at this point, was already showing a noticeable change. She wasn't stunned when she lost, but instead remained neutral, asking Sachiko if she would give her another chance (deep down, Mikura already knew she would continue to lose, as Sachiko expected). Upon hearing this and seeing how Mikura was, she perceived her emotions and Sachiko knew it was time, so she would adapt her strategy, adding a method that would finally achieve her goal. Sachiko would tell Mikura that she would give her another chance, but before that, she should lick her heel. This would be the trigger, since after everything she put him through, Mikura, seeing her in that neutral and confused state, would be the perfect moment to force her to feel directly what it is that she truly yearns for, since previously Sachiko only used methods and tactics that would

indirectly give Mikura an idea of what she truly wants, and now Sachiko is using a direct method that would make Mikura understand that that is what she wants. And so it was, Mikura was finally able to recognize her true nature and accept the fact that she wants to belong to Sachiko (it should be noted that this was done intentionally by Sachiko, since she knew that if she helped Mikura recognize her true nature, then she would be in some way grateful to Sachiko and therefore would end up wanting to dedicate everything to her). This can be confirmed since Sachiko wanted to turn Mikura into her personal pet from the beginning, since she saw her as an entertaining toy.

(Tactics + EF + Mind control + EP/EU + Methods + Coercion + Psychological application + Emotional inducement + Brainwashing + Indirect/Logical /Emotional/Individual Manipulation)

*As you can see, Sachiko caused a great change in Mikura, since she went from a Mikura who firmly believes in the concept that she likes to torment others, to one who is totally under Sachiko's control, to the point of obeying every order, happily receiving every punishment, and even showing affection for her. All this was achieved thanks to Sachiko's methods to gradually transform her future pet. In fact, today it is seen that this did have an effect, since Mikura demonstrates total loyalty (It is worth noting that Sachiko already knew that sooner or later Mikura would recognize her masochistic nature and her affection towards Sachiko). It is worth noting that in addition to all this, Sachiko also applied her own personality to contribute to Mikura's mental transformation, since Sachiko's devastating/capricious and indifferent personality is present in every moment she is with Mikura.

(EF + Brainwashing + Psychological application + Mind control + EU + Prediction + EE + Mentality)

*Sachiko was able to set the stage perfectly to completely dominate her opponent and shape the personality, way of thinking, and everything in general about this person, to the point that this person is no longer anything like what they were before. It's also worth noting that for Sachiko's strategy to remain valid, she had to defeat Mikura in every bet, and Sachiko was able to achieve this. This demonstrates Sachiko's great skills in betting (reading her opponents + having control over them + applying efficient tactics + navigating the battlefield + etc.). Furthermore, Sachiko persevered throughout those weeks of betting without despairing, since she knew that sooner or later Mikura would find out.

(Field crafting + Scenario proficiency + Psychology + EF + Adaptability + Tactics/Methods + Reasoning + Thinking + FRI + Analysis + EP/EU + Counteraction + G. Intelligence + Perseverance)

Logistics >= Flexibility >= Complexity > Forecasting > Fortitude > Building




FILTHY PERV ...!
...TCH!
ALL RIGHT.






LET'S HAVE A REDO!


YOU STILL DON'T GET IT?
NGH...


...AND A MOMENT OF REBELLION.
I'LL GIVE YOU A WEEK'S WORTH OF SHAME...
I'LL DO THIS AS MANY TIMES AS YOU NEED.
AS MANY AS YOU WANT!

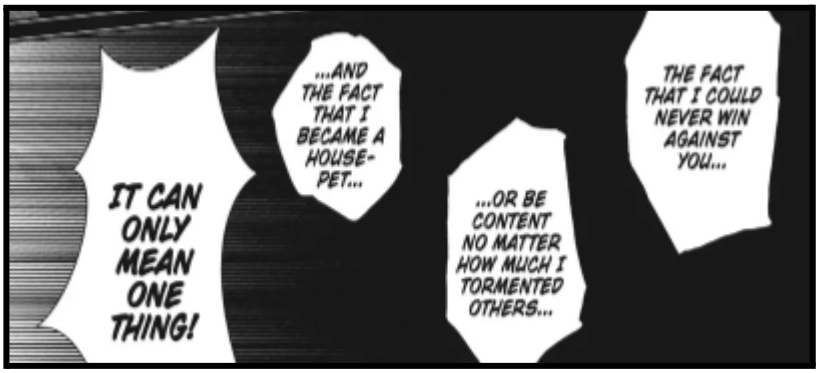

AGAIN...
...UNTIL YOU FIGURE OUT THE ANSWER...
...AND AGAIN...


...WILL YOU GIVE ME ANOTHER CHANCE?
OF COURSE.
BUT BEFORE THAT, YOU NEED TO DO SOMETHING.
?


DO YOU SEE THE ANSWER NOW?
IF YOU DO...
...THERE'S JUST ONE THING LEFT TO DO.
I...
...!
I—
.....

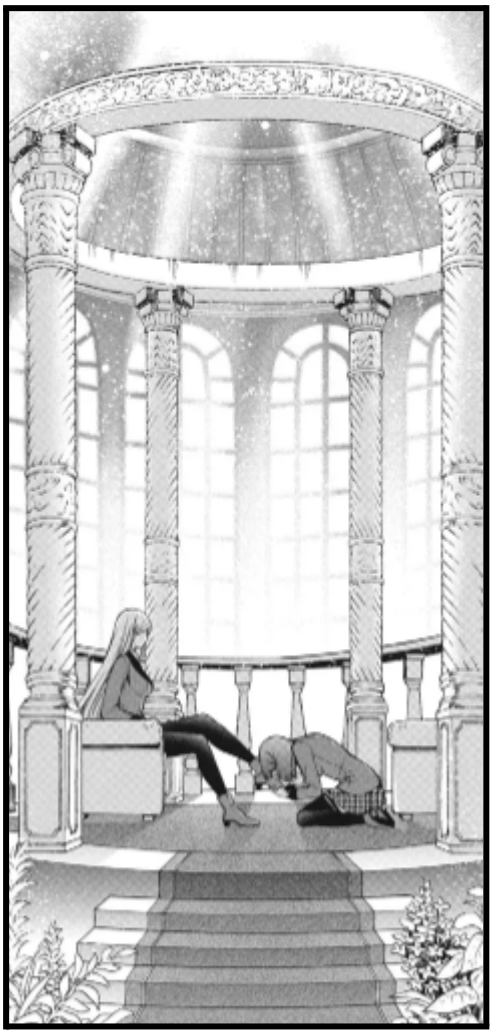

I WAS WRONG THE ENTIRE TIME...!


THESE PAST FEW MONTHS HAVE BEEN SO STRANGE.
I HAD NO IDEA WHY I COULDN'T BEAT YOU EVEN ONCE.


IT CAN ONLY MEAN ONE THING!
...AND THE FACT THAT I BECAME A HOUSE-PET...
...OR BE CONTENT NO MATTER HOW MUCH I TORMENTED OTHERS...
THE FACT THAT I COULD NEVER WIN AGAINST YOU...







Transition succeeded



Mikura in the present

Doc made by Hellos-17

PD: ALSO, I THINK COULD BE CONSIDERED LIKE A PLAN.