The exploits of Hajime Hinata. 2

Chapter 5:

Nagito's Motive Summary: Was Nagito's motivation to destroy the remnants of despair and keep the traitor alive or was he trying to give him away during the chapter? What did he do to achieve this?

1: Blew up the hotel to convince that he had a bomb.

2: Manipulated the participants by threatening to give him a bomb even though he didn't have one to begin with

3: To keep the traitor alive, he added a strong poison to one of the fire bottles and relied on his luck.

4: Cut himself beyond recognition so that the killer would try to get information about the bomb from him and torture him.

5: Tore out the necessary pages so that no one would know who they are now.

Let's move on to the case of the 5th trial:

1) Hajime was able to explain that Nagito committed suicide and one of them was not involved in Nagito's torture.

2) He was able to find out Nagito's intentions thanks to his affection for him.

3) He told me that one of the bottles was poison when he threw it into the fire to put out a strong fire, because he determined that Komaeda wanted to leave the traitor alive.

4) He recognized the traitor thanks to his memory, because at the moment of Chapter 4, the only one who knew that Hajime was going to the dead man's room was Chiaki, because everything that happened on the island and his attempts to enter the dead man's room were written down on Monomi's notebook.

5) He determined the killer thanks to the notebook, because Komaeda's goal was to leave the traitor alive, that is, Chiaki.

Additional feats:

Hajime was able to accept his fate thanks to Nanami's support and was able to help out not only his friends but also take full responsibility for the destruction of the world

Manipulation:

In the anime Goodbye Future, after they stopped the Future Foundation's murderous game, Hajime persuaded the island participants to take responsibility for the fact that they were "involved in this" because they were the remnants of Junko Enoshima's despair and forced them to play this game and told the whole world whether it was interesting to watch all this despair against hope.

What was his manipulation in front of the whole world?

After he realized that Tengan and Chisa forced to play the final battle between Despair and Hope forced Ryota to watch all this they had no proof that they themselves organized it because they helped many people during all these 4 years of battle between them and he decided to choose the option to take this responsibility together with the participants because the whole world hated them for everything they did.

1: Took responsibility for the game held in the States of the future because the organizers were Tengan and Chisa because humanity will not believe the words of survivors from the future

2: Hajime persuaded Nitarai saying that Hope and Despair are the same coin because if they were not in the world, there would be no human emotions and achievements achieved even if there are shortcomings of hope and despair on both sides

3: Returned all his friends alive thanks to the talent received from Izuru and removed painful memories, this can be seen in 2.5 from Nagito Komaeda's perspective

4: Was able to cause program failures and defeat Junko because she herself was surprised that he was able to do this. Hinata persuaded his friends to turn off the program and soon came out of the simulations

5: 1 trial, weapon identification: Mikan said that the killer killed Byakuya with something thin and sharp, about 5 millimeters in diameter and 50 centimeters in length, but it was not known where the murder weapon was hidden from. Later, Hinata said where the weapon was hidden.

Hajime:

1) Before the party, when Byakuya was taking out all the dangerous items, he spoke with Teruteru, "Ch checked the inventory list and it looks like one skewer is missing."

2) About the hidden weapon:

Hajime: Couldn't you hide the skewer in a piece of meat on the bone?

"Impossible." That's what Byakuya and I thought, so we looked it over. But in fact, you could only hide the weapon in food that they wouldn't check. Of all the dishes you prepared, such a long weapon as a skewer could only be hidden "In a piece of meat on the bone."

The skewer had a bone-like handle so he hid it easily. No one would have believed that there was a bone-shaped skewer in the food until they looked at it closely, but they had no reason to until the first murder occurred.

3)About the embarrassing pose: During the blackout, she slipped and fell in the dining room.

Hajime: If you claim that you were in the dining room when the lights came back on. Then you should know what pose Mikan was in, right?

Well, Teruteru? If you were really in the dining room then, you should know the answer to that. She fell in a rather specific way. You would never forget that.

Strategy:What was Hinata's goal in the anime and the game?

Hajime assessed the situation in the state of the future, learned that they had carried out an assassination planned by Tengen and Chisa, and comes to the rescue with his friends only at the end of the series.

1:Exit the simulation and wake up all of her friends and fix their psyche and school memories with Izuru's talents.

2:Help Makoto and save the remaining people from the remnants of the future from many soldiers and agents.

3:Convince Nitarai from brainwashing and stop clinging to the past and move towards the future despite everything that happened in the past.

4:Accept full responsibility for what happened in the state of the future and in all countries while they were brainwashed.

5:Reveal the killer during the trial and understand the motives for the murder committed

6:Find school memories and your talent in other islands during the end of their trial

7:Find out who these “destroyers of the world” are and find the organizer of the game.

Hajime Strategy 2.5 anime:

Hinata's goal is to wake up Nagito Komaeda from the virtual world and force him to the meeting place.

1:Threaten him that he will kill everyone even the rest of his friends in the world if he does not come to the meeting place, he also killed Peko, Soda, Sonia and Fuyuhiko, and the police officers at the beginning to confirm.

2:Made him think that thanks to the tower in construction that he will kill him because of Komaeda's luck.

3:Killed Soda off-screen so that the 4 friends would arrive at the meeting place with weapons in construction.

Manipulation of Komaeda in anime 2.5:

He threatened him that he would kill everyone if he did not come to the place of coordinates that he sent him, after which they see each other.

Reasons to drag him by force:

1:He heard the sound of a gunshot before Peko's death and took her phone.

2:Possibly sent a photo of his dead friends Sonia and Fuyuhiko lying on the construction site.

3:He killed Soda off-screen.

4:Killed many police officers in the virtual world.

Emotional Control:

After Hajime remembered the experiments on Izuru and what happened in the world, he fell into a hopeless situation, while he was in his right mind, thanks to Nanami's help, he was able to defeat Izuru along with Enoshima and was able to accept the situation with the world and live as Hinata.

Deception:

Also Hajime can get deception in the anime due to the future arc where he massively deceived people that he and his friends staged a killing game in the state of the future (even though they themselves started a massacre on murder in the states and blamed Makoto, lol), and Chisa and Tengen watched what was happening, while in the meantime they had plans for them, and they implemented it successfully, showing Ryota of despair inside the building so that he in the future would turn on hypnosis, but Hajime at the end of the anime persuaded him not to do it.

Plan:

Hajime's plan was that his goal was to first awaken his friends from the virtual world and restore their memories with the psyche, then they go to help the future foundation with the help of the ship.

Hajime takes on the rest and goes to Nitarai and talks to him, his original strategy was what?

1: Convince Nitarai from brainwashing with hypnosis, an analogue of a normal conversation, and he did it successfully.

Well, let's think about how Izuru found out about the location of Nitarai. It's obvious that his talent was the key. What did he need to do in order to get to Nitarai?

He found out where Nitarai was and knew how to approach him in order to convince him to stop brainwashing. He eliminated all unnecessary people so he could face Nitarai alone. Each of Hinata's classmates dealt with the hostile people so they wouldn't interfere in the conversation between him and Nitarai, which means he thought everything out beforehand before joining the future foundation and discussed it with his friends. He also eliminated 20weapon ships off-screen and destroyed an iron door in one blow, as if it were nothing.

2: Convince and join the future foundation for help from the moment of the battle with Kyosuke with soldiers, where the impostor helps him get rid of the soldiers in hypnosis.

Also, when Makoto and the Byakuya troops were advancing towards the state and were stopped by a horde of soldiers in a hypnosis state, we see Komaeda advancing towards the battle and accidentally dropped a rock, and then the soldiers died from a large number of rocks. How do Nagito and the Imposter know the location of both sides?

Very simple, Hajime told them where Kyosuke and Makoto are, and asked the rest to exterminate the enemy, as shown in the anime, thanks to Izuru's talents, but this does not mean that he does not receive a feat in strategy and foresight and implementation, as Hajime does, using Izuru Kamukura's talents, but I believe that in the situation of the anime in the future arc, both do, but Hajime does more with his plan and his actions. Also, if you want to understand more about the situation in the last episode, you can read Izuru's documentation about the situation of this plan.

(Document Memeochi!!!!!)⬇️⬇️⬇️

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"Saving the whole world! And hoping for the restoration of Strategy/planning"



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(This is not an advertisement above the Memeochi document, I swear, I just want to let you know the situations in the anime future arc and 2.5. in Nagito Komaeda's simulation, nothing more.)

3: And take full responsibility for what is happening in the future foundation along with the city of Monaki Towa City.

It can be said that strategy and planning are together, which Hajime was able to do successfully and without mistakes, his plan was to take everything into his own hands to atone for his past along with his friends.

Supplement:

1:Emotional management - Hajime behaved calmly throughout the game until they got to the fun house, and because of hunger (this was the motive), that the only way out was the "dead man's room", but Chiaki came and was able to calm him down. Also at the end of Chapter 6, when he found out everything that was done to him, and when he realized that the Academy used him as a lab rat, he begins to break down, saying that: "it doesn't matter, hope or despair, it doesn't concern me anymore, leave me alone

2:Emotional understanding - Hajime Hinata understood all the feelings of his classmates, and he calmed them down throughout the plot, and also understood his own, at the end of the future arc, he addresses the dead Chisa Yukizome, saying that talent was not the main thing in life, but, unfortunately, he did not understand this and was on his own worldview, and what all this led to.

3:Emotional Involvement - Hajime admires Hope's Peak Academy and it was his dream to be among the absolutes, he believed that he deserved to be there due to his diligence and attendance in his studies, which he got excellent grades and passed the exams too. (If I understood this category correctly, of course.

Well, my document about this is finished, if you found a discrepancy, or unadded feats in the writing of my document, then feel free to correct it, I will accept your criticism, thank you for reading my first document.

4:At the end of the class, when Peko said not to worry and choose freedom (that is, to survive himself, and the rest will die from execution), Fuyuhiko thought about it. At this point, Hajime understands that he is hesitating, and with words persuades him, recalling the "moment in the diner" (on the second island), that in the end Fuyuhiko made the choice to stay with them, we can say that Hajime helped him in what?

Fuyuhiko will change for the better, as shown in future chapters.

Narrative +Canon??. It Theory:

Hajime is also strong in the narrative and would have been able to obtain other talents, he was gifted I will give an example from Wikipedia:

Junko Enoshima (AI) stated that the reason Hajime was chosen for the Izuru Kamukura project was because of his strong admiration for Hope's Peak Academy and because he had no talent at all, however during Danganronpa 2 and in numerous side content, Hajime displays many skills and gifts such as his detective work, therapy skills, photography which is praised by Mahiru Koizumi herself, and high analytical skills to name a few. It is possible that Hajime was always quite talented and that he was chosen because of his many skills and that Junko was simply lying to psychologically manipulate Hajime into despair, or that due to his brain surgery, Hajime retained some of Izuru's abilities when his ego was reconstructed in the Neo World program.

Alternatively, Junko was telling the truth as she believed it, and the researchers believed that Hajime was unqualified and therefore "perfect" to be a guinea pig for the project, but in reality, Hajime had always had such skills or talents and was either unaware of them or kept quiet about them.

Well, I have a theory that may be canon, why did they take Hajime in the Izuru Kamukura project experiment, well, where do we start?

Hajime was born gifted from birth, he got excellent grades and passed exams, as stated in the game/anime, why did they choose Hajime and not someone else?

1) They chose him because he was the perfect vessel for Izuru due to his characteristics in studying and exams, he did not miss a single class and had perfect grades, which is proof of how well he performs in court.

2) They did not choose him by chance or because he is the first person to participate, firstly, they could have approached other people, for example Sato or Natsumi or someone else, they did not care which body Izuru would move into. Secondly, they are picking on Hinata from the start, giving him privileges in that he doesn't have to pay for the reserve course, but he is given a limited time to accept Izuru's project, and Tengan comes. Tengan, the former director of the academies, came to the place where Hinata was and started talking about a normal life and not being afraid to be normal, judging by that, Tengen made Hajime think about experiments even more, because he apparently understood how much Hajime admires the academy, that he is ready to give up his body to become an absolute, which was obvious that Hajime simply would not agree with his opinion, given his past, that he used to be an outcast with an inferiority complex, and he has one chance to become what he dreamed of his whole life.

3) Hajime could become an absolute without experiments, don't you understand what I'm talking about? Well, let's take Wikipedia again: "Junko Enoshima (L) stated that the reason Hajime was chosen for the Izuru Kamukura project was his strong admiration for Hope's Peak Academy and his lack of talent, however, during Danganronpa 2 and in numerous spin-off materials, Hajime displays many skills and gifts, such as his detective work, therapy skills, photography that Mahiru Koizumi herself praises, and high analytical skills, to name a few. It is possible that Hajime was always quite talented and that he was chosen because of his many skills, and that Junko was simply lying to psychologically manipulate Hajime into despair, or that due to his brain surgery, Hajime retained some of Izuru's abilities when his ego was reconstructed in the Neo World Program." "On the other hand, Junko was telling the truth that she believed in, and

the researchers thought that Hajime didn't have the necessary qualifications and was therefore "perfect" to be a guinea pig for the project, but in reality, Hajime always had those skills and talents and didn't know about them."

Additional: During his free time, Nidai said that he would be good at rugby or other sports if he put in the effort, but Hajime simply refutes it, saying that he doesn't want sports and that it's not right for him.

2) Talking to Fuyuhiko, he says, "You could easily become a psychologist, in that you calm down the people who are in this situation here." Fuyuhiko sometimes saw Hajime as a psychologist who easily calmed people down.

You can agree or disagree with this theory if you think it's nonsense that I made up, but I think this theory is the most plausible. Because I don't think Hajime's meeting with Tengen was a coincidence. Tengen knew about the project, and he was among those who participated in the project, as was Jin Kirigiri along with Yasuke.

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