Tsumugi Doc Rebunk

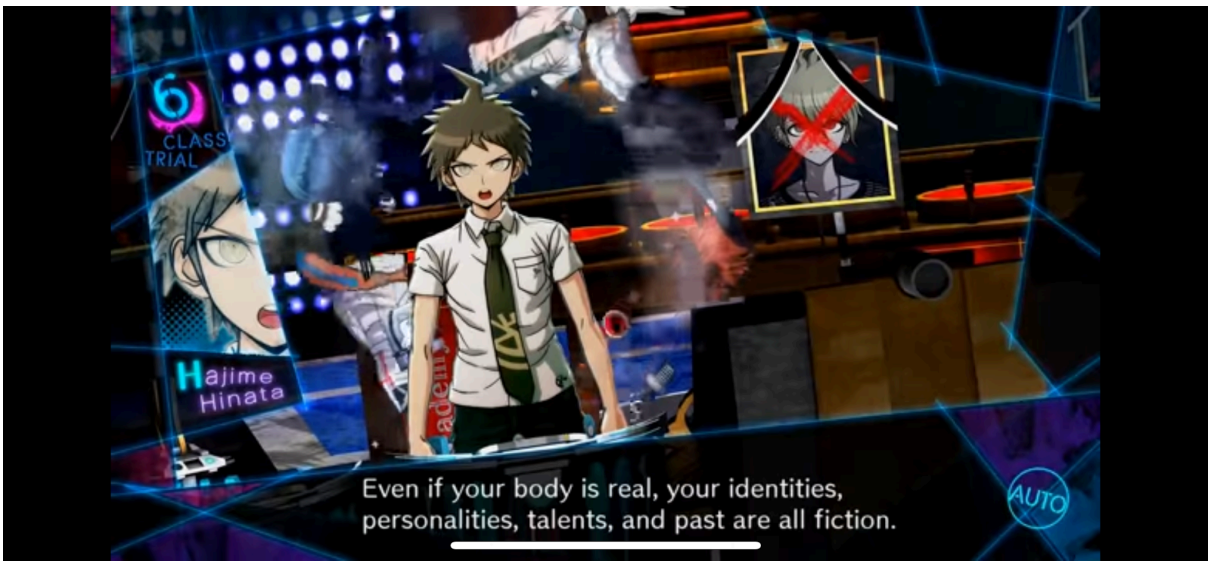
Rebunking my Tsumugi Doc in response to Riiruu's debunk that you can watch here. You can read the Tsumugi Doc here.

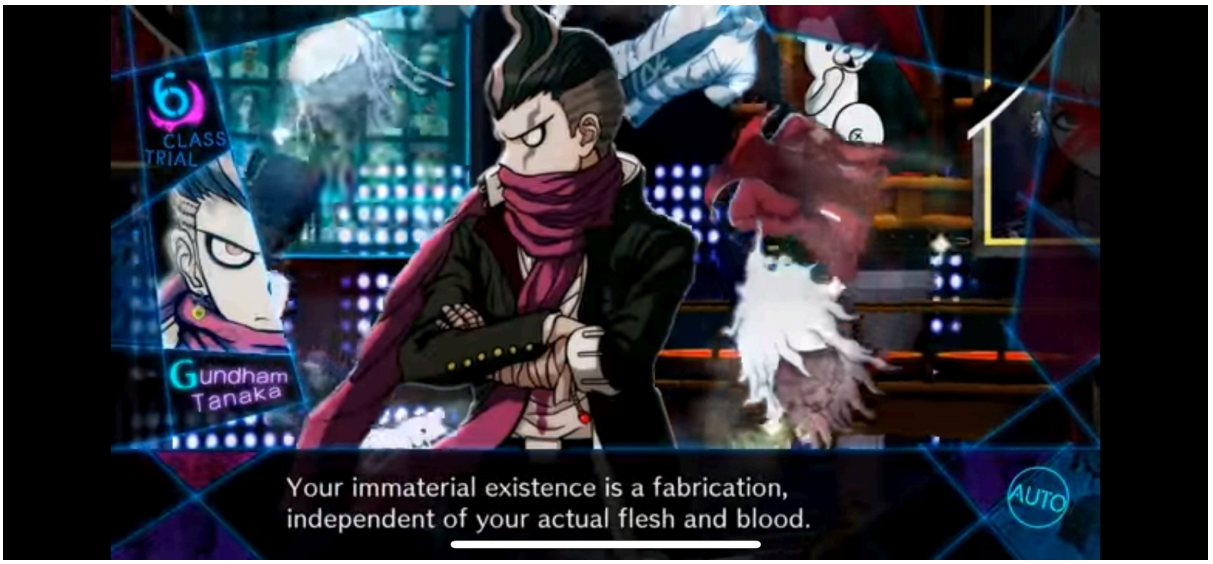
I appreciate the time and effort spent reading and analysing the doc, even if you did make me watch an hour of Tsumugi slander lol

Edit from the future: The Tsumugi doc has been updated countless times since the release of Riiruu's video and this doc. Some of the things mentioned in both the debunk and rebunk are now outdated. However, the points regarding reality, fiction and the script remain the same.

I'm not going in a strict chronological order as it'd mean I'd have to explain the same things multiple times, but it does try to work chronologically overall along the video. Also sorry I'm not quoting everything you said when I respond to it so you're probably gonna have to follow along the video if you want to know what part of your argument I'm referencing.

Firstly, I want to reinforce my argument about the killing game taking place in the real world, rather than a fictional world. You stated that Tsumugi implies that the characters and world are literally fictional, especially in Trial 6. What I mean by literally fictional is a complete work of fiction, meaning they are non-physical, fictional characters in a non-physical, fictional world, simply made up by Team Danganronpa. This was never implied. The reasoning for this in the doc was for some reason ignored, where I referred to a quote from Tsumugi saying:





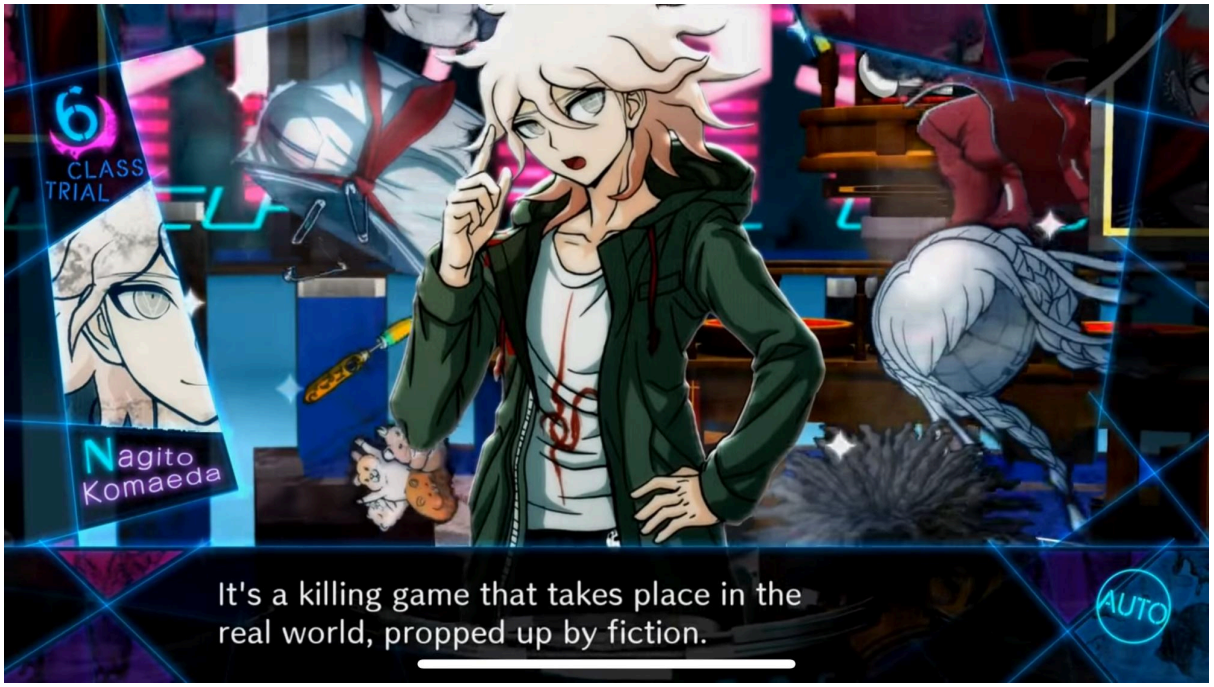
To translate from Gundham's wording, he essentially reiterates Hajime's words, saying that "Your non-physical self is fabricated, unlike your physical body".

So when Tsumugi says that they are fictional, she means that they're fictional in the sense that everything that makes them themselves is gone and replaced with made up stuff, except their physical body. This essentially just makes them fictional characters, which is why she calls them as such. However, they're still real in the sense that they have physical bodies.

- If you believe that the characters originated from the outside world and came into the killing game, which is what the narrative states, then I'd like you to explain how they would've been converted from a real, physical person to a complete, non-physical work of fiction. If you say they took or replicated their consciousness or something to that effect, that doesn't make sense considering everything that makes up their mind was changed in comparison to their past self in the outside world, so there would be no point in using a real person's consciousness just to override/change it.

- If you believe, contrary to the narrative, that the characters were not literally taken from the outside world, and they were created within the killing game boundaries, then first I would like you to explain why you believe as such, considering you're straying away from what the game has stated as fact. Secondly, I'd like you to explain the prologue, and why they needed to have their personalities and memories implanted. If they were completely fictional from the start, body and mind, they could've been written to have whatever personality and backstory was needed, so there's no need to use convoluted technology to achieve that if their bodies weren't real. This includes the idea of "copy pasting" by imitating someone who exists in the outside world by creating a fully fictional character that represents them.

I then stated that since they're real, physical people, it means that the world they are in is real too, since real people cannot exist in a fictional world. Your response relied on your interpretation of the characters as fully fictional, but now that I've explained why they're not, I hope it'll make sense why it's impossible for a physical person to exist in a fictional world, therefore both the setting and the characters must be real. To back this up, we have this quote from Tsumugi:



You stated that the reason Tsumugi did not prevent the actions of Kokichi and Shuichi despite allegedly having a script is because the script was imperfect, but you didn't elaborate on this. How was this imperfect script created? What evidence is there to suggest the creation of this script happened? Why was it imperfect? You also stated she did prevent Shuichi's actions, which isn't true as he literally ended Danganronpa.

You stated that the fact that everyone is confused in the prologue and don't know what's going on before they receive the first flashback light means that either V3 is fictional or the other games were fictional/didn't happen, otherwise they would have realised they were in a killing game since they should've seen the previous killing games and understood their situation. You acknowledged that Rantaro wasn't confused because he survived the previous killing game, which means that one previous killing game is proven to occur. However, the other characters still don't remember that, even though it did occur, likely published as season 52, so it's safe to say their memories of past seasons of Danganronpa were erased with the Blackout Light.

You also stated that since everyone except Kokichi and Rantaro got to explore their labs, it means a script must've been used to predict when they would die and reveal their lab before that point. A small inaccuracy would be that Kaede didn't get to explore her lab either. Regardless, the whole situation is really not so improbable that you need to jump to a script being the answer. At the start of Chapter 2, 6 people had open labs, while 8 people had closed labs. It's easy to predict Keebo wouldn't die, as he's a robot created specifically to survive the killing game as his eyes are the audience's cameras and his inner voice was the audience survey. So the fact that no one with closed labs died was a 46% chance. In Chapter 3 it was a 64% chance. In Chapter 4 it was a 56% chance. And in Chapter 1 and 5, people with closed labs died. Of course, even with these fairly even percentages it would be lucky to have no one with closed labs die each time, but the fact that 3 people with closed labs died makes it much more probable. Also, I explain in my doc how Tsumugi often targets a specific person to be the culprit with the motives and with what is revealed in each area, making it more probable. Ultimately, there's no reason to jump to the conclusion of there being a script because of this.

You said she wasn't stated to have made characters, but there is evidence to the contrary. When Keebo's personality was erased, she said "That makes me sad too, y'know? He was a character I created." She also talks about coming up with Kaito's character and giving him a virus too.

I will now explain why it's illogical to assume Tsumugi was brainwashed into believing she is the mastermind. Firstly, it is canon that the flashback lights aren't all powerful, and don't work if you know they're lies. In Trial 6, Tsumugi says:

"Even if we make more flashback light motives for you, you'd know they're lies… So no matter how many flashback lights we provide, it's more likely that nothing will happen."

So we know that it would be impossible to use a flashback light to manipulate someone if they know the flashback lights are lies. However, Tsumugi is the one producing and distributing the flashback lights using the flashback light producer

throughout the game, so she'd know that they're fabricated, and her mind would reject the flashback light's lies. Also, while it does seem strange at first that Tsumugi would be acting scared in the prologue when everyone's memory would be wiped anyway, it makes sense logically. If she acted like her usual mastermind self, that would basically be telling everyone "hey, I'm the person who kidnapped you all". Announcing to a group of 15 people that you're their kidnapper is not the smartest move, even if the Monokubs were going to use the flashback lights on the group eventually, they need to be in the same place so they all get captured by the light, and she also can't count on the Monokubs doing it in time before things escalate and the group turns on her, considering they messed up already. Keep in mind everyone needs to enter the game unscathed.

It's true that it wasn't Kokichi's focus to find the mastermind, but it's still impressive that she acted so well that he didn't naturally discern any deceit when she was lying to everyone's face (e.g. about not going to the basement in Trial 1).

Unethical just means morally wrong. So the outside world would view the morally wrong things that fictional characters say and do as comedic. I don't think I worded that poorly. Also, the point of that feat is that she appealed to the people inside the killing game (by being normal) and the audience outside the killing game (by making references in otherwise tense situations).

No matter how advanced the technology, it's illogical for a physical person to be able to exist in a non physical world, i.e. a simulation. If it was a simulation, that would make the people inside non-physical. Take DR2 for example, because they were inside the neo world, their bodies weren't actually real inside of that world, instead, their bodies were sleeping in the real world.

The reason I said about her altering the flashback light manually is because when you're playing as Shuichi it only shows multiple choice options on the screen, and there's no option to make your own custom flashback light. However I admit that it is a highball to assume she altered the mechanisms of the flashback light, rather than assume there is just a feature to edit the flashback light via the machine.

Sorry for the confusion, I meant she wanted Shuichi to overcome her diversions and discover the truth of each case, and she was just bringing up red herrings to make it more interesting in the trial. Like when she brought up the theory that dead Rantaro could be Angie's killer, she didn't actually think that, nor did she want everyone else to believe that and get executed. She just brings up false arguments so the audience can watch Shuichi overcome falsehood and find the culprit. I do think she wanted to get revealed in Chapter 6, but I definitely don't think she was trying to get caught before then.

Also I wanna state that I do believe there was a whole team behind the killing game, not just Tsumugi, it's just I think she was a key contributor. I'm not sure what made you think I thought otherwise.

That was absolutely a reference to Danganronpa 2. She specifically mentioned marking her with glowing paint, which is completely illogical to conclude as there is obviously no paint on Tenko, no glowing paint in the academy and no way to mark her discreetly, however it does happen to align exactly with what happened in Danganronpa 2 Case 1. Monokuma even immediately follows up by saying "Boy, that sounds familiar! But I'm just gonna ignore it…" There are other references, like the gold katana with gold leaf that rubs off on you if you touch it (DR1 Case 1), and Tsumugi saying "Isn't it rad that it looks like a letter, but it's really a number?" while cosplaying as Leon in Trial 6 (DR1 Case 1 again).

Thanks for helping buff Tsumugi a little by confirming that Tsumugi did preplan who the motives videos went to, smart reasoning too.

Angie was the one who created the student council, but it's still a feat for Tsumugi that she supported Angie so closely, such as through encouraging Gonta to join, as the more supporters Angie had, the more conflict she would be able to create. So it's not like Tsumugi did nothing. Also, Maki and Kokichi both said they wanted to kill off Angie. Kokichi was more than likely not serious, but Maki was as she had to be talked out of it. She says:

"There are two sides to this… Why don't we just "remove" one of them?"

Shuichi goes on to say how they can't do that and she responds with:

"Just… think about it. That's all."

When I said distraction, I meant that everyone was focused on the necronomicon causing a murder and being the motive, when it was actually the other things introduced in the chapter that caused a murder.

She didn't ensure that Kiyo committed a ***good*** murder, and especially not to the extent that it would get everyone killed, she just motivated him to commit ***a*** murder with the ritual equipment, so that the killing game would continue. She most likely understood Shuichi and Kokichi's deductive skills and knew that a good murder wouldn't just end the killing game. Don't worry I'm not lost lol.

You say that Kokichi planned to have Maki infiltrate the hangar, which is why he abducted Kaito, however because Maki thought the outside world was gone she quite literally didn't try to infiltrate the hangar. It's only after the flashback light was

given to her that she infiltrated the hangar. Also, Kaito retells what Kokichi said after getting attacked by Maki:

“I thought if I showed you the despairing truth, you guys wouldn’t wanna go outside anymore… I thought it would end the killing game. But instead… this happened. I’m gonna die by Maki’s hands… Why do you think this happened? Why do you think Maki tried to kill me? Why do you think the killing game started again? Because the true mastermind instigated it. I’m certain of it.”

Now Kokichi did have a backup plan and countered this counter with his perfect crime, but it doesn’t mean that Tsumugi didn’t manipulate Maki and counter the stalemate at that point. She defeated the first layer of his plan, but he had another layer. I acknowledge that she failed to counter this second layer in the “actual mistakes” section.

The thing is, I don’t believe the guess Monokuma made in Trial 5 as to who the culprit was affected the killing game all that much. In Trial 6, we can see all the comments, and none of them express criticism of the killing game being unreliable. Tsumugi even openly admits to having cheated by executing Kaede, and she doesn’t seem to care, and neither does the audience. The killing game only stopped because of Shuichi and the group’s persuasion, in addition to abstaining from the vote.

What I said about Tsumugi concealing the fact that she didn’t vote and condemned herself to death doesn’t contradict anything you said. I should’ve specified that she was prepared to die though from the beginning though, I agree.

She was smiling as Junko, but when she turned back to herself, she was frowning. After the trial, she definitely expresses disappointment that the series was ending.

When I said frame Kaede, I’m talking about how Tsumugi literally framed her as Rantaro’s killer.

There’s no proof Tsumugi wanted the killing game to end. She was willing to get caught and to die so hope could win and she would “lose” like every mastermind does, but the killing game would still continue, like it has 53 times. She didn’t want Danganronpa itself to end completely, she was just willing to die so that “hope” could win. But in the end, neither hope nor despair was accepted because no one voted for either choice. I suggest you watch Trial 6 again.

“If you’re willing to die to stop the killing game, I’ll die to continue it!”

The perpetuate killing game strategy is to get Danganronpa to keep having seasons. Her dying would not prevent Danganronpa from having more seasons as long as she

got executed for losing to hope, however that wasn’t the case as Shuichi and the group abstained from voting so they all got executed, making the audience leave. I’m starting to think you don’t know what perpetuate means.