Tsumugi Doc

By SoundStorm

This is a document compiling and analysing the feats and statements of Tsumugi Shirogane from Danganronpa V3: Killing Harmony. This is my first doc, so I'm open to any constructive criticism. Thanks to Gekonen for posting this on his channel. You can contact me via my discord soundstorm7.



"Lies are just like snowballs. The more you roll them, the bigger they get. The bigger they are, the more fun and shocking it is when they're revealed. That's why everything up till now has been lies! That's the truth!"
-Tsumugi Shirogane

Disclaimer

This doc uses the interpretation that there is no 'script hax' in V3. Script hax is the theoretical ability to unfairly know what will happen in the future and alter those events (to a varying extent). If you don't have a problem with that, you can skip past this segment and begin reading at 'General'. However, if you are sceptical about the validity of this, or if you believe she used script hax, then I recommend reading this segment explaining why I believe this interpretation to be the most valid. Firstly, I'll begin by disproving common explanations for how a script may exist.

“V3 is a work of fiction, while Tsumugi is from the outside world. Therefore, Tsumugi simply wrote the entirety of V3, and everything played out according to the script”

Counter Argument:
The characters and location of V3 are not literally fictional, in the sense that they are non-physical, and it was never implied to be that way. “Even if your body is real, your identities, personalities, talents and past are all fiction” - Tsumugi cosplaying as Hajime. ”But it’s not just any killing game… It’s a killing game that takes place in the real world, propped up by fiction” - Tsumugi as Nagito. The only way in which the characters are ‘fictional’ is that their minds have been overwritten with made up information, turning them into a sort of fictional character inside a physical body. This is further backed up by the fact that Tsumugi does not cosplay as any of the V3 cast in Trial 6, despite the immense despair it would cause - because they are technically real people, so Tsumugi would be afflicted with cospox like she was back in Chapter 1. In other words, it is “Ultimate Real Fiction” as it is called numerous times. They are simply sealed off from the Outside World by the End Wall, a technologically advanced dome.

“Tsumugi has plot manipulation powers”

Counter Argument:
We now know from the previous counter argument that this takes place in the real world, so it doesn’t make sense to suggest she has powers somehow. There’s nothing to suggest she has plot manipulation or reality bending powers, and it would be totally out of place for her to have them. After all, we can see the outside world looks relatively similar to our world, just with large technological advancements. Since V3 is still a Danganronpa game, it’s not unusual for people to have unrealistic abilities (e.g. Gonta’s super eyesight), but I doubt the outside world would be free of wars and conflict, to the point where everyone is extremely bored if it was riddled with powerful, reality bending beings. Besides, if she did have plot manipulation, she would’ve changed certain situations, such as Kaede’s shot put ball missing that forced her to violate her show’s rules, or Shuichi persuading the outside world that the Killing Game is wrong and ending the series for good.

“Tsumugi used hyper advanced technology to manipulate the plot”

Counter Argument:
While there is proof of advanced technology like the flashback lights and nanokubs, reality manipulation is on another level, and nothing suggests that level is even hypothetically achievable with technology, let alone that it was used by Tsumugi. Some people argue that technology was used to control the group’s actions rather than reality itself, but the same logic from the previous counter argument applies -

why would she not prevent the things Kokichi and Shuichi did, even though they were detrimental to her?

“The first flashback light was advanced enough to create a script for her”

Counter Argument:
While the first flashback light did implant the group’s identities and memories which heavily influenced their actions, it’s hard to imagine that it would create a sort of ‘script’ as a consequence. It’s illogical to assume that implanting memories would be enough to make all their moves perfectly predictable, as there are just too many extraneous variables. Tsumugi would still need to evaluate each person’s new character, and consider external factors if she tried to predict a person’s actions, therefore it’s not ‘script hax’.

An additional theory that some people believe is that Tsumugi was brainwashed into being the mastermind when she received the first flashback light. The only basis for this theory is the fact that Tsumugi acted like everyone else in the prologue, even though in theory she wouldn’t have needed to act because everyone was going to have their memories replaced, since the Monokubs messed up and hadn’t given them their new memories yet. However, to jump to her not being the mastermind before the first flashback light because of that isn’t logical, because it’s fairly understandable that she wouldn’t want to give away to 15 people that she is their kidnapper. She also can’t rely on the Monokubs to save her or administer the flashback light in time if anything escalated, because they literally just messed up, so her safest option was to just wait it out until they realised they messed up so they can give everyone the flashback light. Not to mention the fact that she needed to play along so everyone would be in the same place so they could all be affected by the flashback light at once. Regardless, even if there was a proper basis for this theory, it’s not possible for Tsumugi to be brainwashed. It’s 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 motives 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. Though, it’s not as if this matters, as the basis of this theory is too shaky to be valid in the first place.

Common questions:

Q: “Why did Tsumugi say she had a script if she didn’t?”
A: She lied in order to make the group fall into despair, and make them feel like there is nothing they can do to escape her predicament. The characters buying into the fact that they can do nothing to change their situation is a key part of her strategy in Trial 6. We know she’s bluffing when she makes statements like “All our words and actions have a writing credit” and “Even your thoughts are works of fiction”, as we know the characters do have free will because of the times they did things that would negatively impact her show. The same goes for when she refers to “plotlines”. She wants them to feel as if all their actions are predetermined, when in actuality, she just steered events to happen manually through flashback lights and other tactics that I’ll explore in this document.

Q: “Tsumugi has shapeshifting powers, so why couldn’t she have plot manipulation powers?”
A: It should be obvious that shapeshifting is not comparable to reality bending, as Tsumugi’s cosplays stay within the boundaries of how far Danganronpa is willing to go with unrealistic abilities. Nagito and Makoto’s supernatural luck, Junko’s Ultimate Analyst abilities, and the brainwashing effects of hope and despair are examples of completely unrealistic things in Danganronpa, but they never go as far as to say a character can somehow have full control over the very fabric of reality. That’s why Tsumugi being able to shapeshift does not imply she has plot manipulation powers.

Additionally, I am considering Tsumugi to be the main contributor towards the design of the Killing Game and the characters, including motives. This is because Tsumugi has already been shown to be a long-term mastermind for Danganronpa, hosting the following 50 real life seasons after Junko hosted the first fictional 3, and she proclaims to have created many characters and ideas in Trial 6. Therefore, I believe it is more accurate to assume Tsumugi to be the main contributor, rather than attribute the feats to non-characters when Tsumugi has the most contribution displayed. Although, I acknowledge things such as the set up of the killing game and creation of the technology would likely be attributed to someone else in Team Danganronpa, as Tsumugi seems to be a writer, designer and mastermind primarily.

Now that that’s settled… onto the main focus of this document! This will be ordered chronologically, starting with feats that aren’t tied to one specific chapter.

General

Tsumugi assumed a fake identity and personality, acting flawlessly to the extent that no one suspected her as the mastermind, even Kokichi, who had incredible insight and saw through every lie told by everyone else, and Shuichi, the Ultimate Detective, even after around 3 weeks of living with her. She never broke character and was always completely in tune with how her character should act, even in unprecedented situations, concealing her nature as the mastermind. She faked a variety of emotions for a long amount of time, and showed she was able to fake intense emotions, like cry on command after an execution, pretend to experience the mental disorientation from the flashback light, or fake a "thousand-yard stare" as Shuichi describes it, after she found out the "truth" of the outside world, and remain in false despair and depression for days on end.

(EE, EM, impulse control, disguise, fabrication, concealment, acting skills, bluffing, composure)

In the Harmonious Heart events in Dangan Salmon Team, Shuichi briefly attains the ability to read minds. When doing so, he uncovers the character's innermost thoughts, even seeing through the likes of Kokichi. However, in Tsumugi's event, she completely controls her thoughts to be filled with her worries about cosplay, so that not even a trace of Tsumugi's status as the mastermind, her perception of Shuichi as a fictional character, or her love for Danganronpa, slips through. It's confirmed that Tsumugi does still have the same memories as she did in the main game, as in her Dangan Salmon Team Graduation Event, she briefly reveals her mastermind self as her eyes glow in the same way they do in Trial 6, while she refers to her own appearance as a cosplay. This indicates that she was able to use her enthusiasm for cosplay to mask all her thoughts and memories that may implicate her as a member of Team Danganronpa against a mind reading ability powerful enough to infiltrate the mind of someone like Kokichi. It also confirms that her entire identity as Tsumugi Shirogane is just a cosplay.

(EE, EM, EU, self awareness, self management, mental fortitude, cognitive discipline, impulse control, acting skills, concealment, misdirection, bluffing, composure, metacognition)

She had the idea of disguising memory implantation devices as devices that recovered lost memories, giving them the name "flashback lights". She had Monokuma deceive the group as to their function, explaining that they recover the memories that were taken from them. She produced and scattered the flashback lights around the school, allowing the group to find them and voluntarily implant false memories into themselves. She chose what the flashback lights will show depending on how she wished to control everyone, and spaced them out strategically to keep

them always wanting more. In general, the flashback lights were motivation for the students, giving them the idea that there is more to their life than simply the Killing Game, discouraging them from giving up on escaping and therefore making them more likely to kill. By putting one in each new area, it encouraged the group to explore the full extent of the school with each expansion and therefore be aware of everything that they could use for a murder. This proved to be useful in continuing the killing game as each case utilised rooms and tools from the new areas. She even brings this up to Shuichi in Chapter 5, as if to test how deeply he had been taken in by the flashback lights.

Tsumugi: “And the fact that the murders keep happening in the areas we discover… I sort of thought… maybe it’d be better if we didn’t find anything.”

Shuichi: “But… to solve the mystery of this academy… we’re going to have to use the flashback lights to remember the truth”

(EU, EM, fabrication, misdirection, indirect manip, emotional manip, logical manip, mass manip, gaslighting, tactics, methods, setting traps, info control, hot reading)

As her persona, she was a generally likeable and polite person who made good friends with the more sane people. If you choose to do her freetime events as Shuichi, she can hold good conversations and grow close to him, despite actually being his tormentor. She also presented herself as easy to talk to, and fairly social, but knew how to behave so that she’d have little presence amidst the group. Outside of class trials, she often handled situations the most understandably and realistically, often acting as the voice of reason to call out the other’s strange or socially unacceptable behaviour. For example:

Miu: “Heeeee!!”

Tsumugi: “You’re a bit wimpy when someone stands up to you, huh? You’re actually a complete wuss.”

Tenko: “Well, Gonta!? Can you throw a shot put ball from that distance?”

Gonta: “Yes, probably”

Tsumugi: “You’re too honest, Gonta”

Tenko: “Whatever! Let’s just enjoy some tripe hot pot!”

Tsumugi: “Geez, you’re so careless, Tenko.”

Angie: “No… She has merely abandoned reality to speak to Atua”

Tsumugi: “That *is* escapism”

Keebo: “So you’re also a robophobe, Tsumugi.”

Tsumugi: “You were the one who brought it up, Keebo. Your persecution complex is a bit over the top.”

Tsumugi: “Really, Himiko. What’s the matter? You’ve been weird since we mentioned small holes.

Himiko: “W-What?! Are you after my small hole, too!?

Tsumugi: “See? Now that’s definitely weird.”

This shows she has a firm grip on societal norms, even while constantly being around such an eccentric group of people. This helps her to diminish her presence by continuously acting in line with people’s expectations. However, the reason this is impressive is because these societal norms are not the same as the norms in the outside world, where Tsumugi is from. The outside world would treat typically unethical or inappropriate actions and words as comedic when coming from what they perceive to be a fictional character. She shows she understands the outside world’s norms too, as she mixes her rational comments with jokes and references, even when in serious situations. She makes countless references to animes, games, and other media (seemingly having an abundance of knowledge on all types of media, so that she may link in references no matter the situation), behaviour that she knows will be welcomed by the outside world, and balances it with contrasting behaviour that she knows will be accepted in the fabricated society within the killing game.

(VCI, EU, EP, social skills, social awareness, relationship management, acting skills, concealment, adaptability, knowledge, crystallised intel)

She connected with Shuichi by being a refreshing sense of rationality and normality for him, and through bonding over her interests, which is displayed in her free time events. This bond is best shown when Shuichi begs Tsumugi to prove him wrong in

Trial 6 because of how badly he doesn't want her to be the mastermind. She connected with Himiko by playing along with her 'magic' enthusiastically, but not obsessively like Tenko. This bond is best shown as Himiko tries multiple times to say that Tsumugi can't be the mastermind, encouraging Tsumugi to prove Shuichi wrong. She connected with Kirumi by not being too demanding of her, unlike the others who kept adding to her workload. This bond is best shown when Kirumi comforts Tsumugi after Ryoma's death. She connected with Gonta by protecting him from Kokichi's lies, and always being caring and understanding with him. This bond is best shown when they explore new areas together, and when Gonta joins the student council upon Tsumugi's encouragement. She connected to Angie by pretending to believe in Atua and helping support her efforts in the student council. This bond is best shown when Angie embraces and thanks Tsumugi, trusting her to be outside her dorm at night. She connected to Kaede by being friendly and painting her nails. This bond is best shown with Kaede's overt affection towards Tsumugi. All of these bonds were faked on Tsumugi's part to become a part of the group without drawing too much attention to herself, and to steer people in the directions she wishes. The bonds and her lack of presence prevent her from being suspected until the right time - Chapter 6 - where she forces Shuichi to overcome the friendship he has with her and accuse her, increasing the drama and providing entertainment for the audience.

(EP, EU, EM, social skills, social awareness, relationship management, charisma, influence, acting skills, concealment, bluffing, direct manipulation, emotional manipulation, individual manipulation, persuasion, flattery, white knighting, planning, decision making, hot reading)

Tsumugi was stated to have masterminded 50 killing games in total. She states, while cosplaying as Junko, that:

"Our title is the 53rd, as this is the 53rd game we have masterminded"

By 'we', it is safe to assume she means that between her and Junko, they have masterminded 53 killing games. This makes sense, as the first 3 killing games were pure fiction, and we know Junko was the overarching mastermind in them, or at least Junko/Tsumugi would see it that way. This means that after Danganronpa became a show that uses real people, Tsumugi became the long-term host and mastermind for the remaining 50 killing games. This means that she was skilled, convincing, and creative enough to keep the whole world interested in Danganronpa all the way through, which includes remembering the details of past killing games so that she can make new and exciting characters, motives, gimmicks, etc. She proved she remembers stuff in great detail in Trial 3, when she says:

"Maybe they marked Tenko with glowing paint and looked for that? That'd let the culprit find her. Then they could stab her through the floorboards…"

This references a small detail of Trial 1 of Danganronpa 2, and given she could not have predicted how Tenko would die or what the conversation topic would be, it means she came up with the reference on the spot. She also references very specific parts of other past cases as well, which suggests she remembers almost all of Danganronpa with this level of detail. This means she potentially remembers details from approximately 318 murder cases. She also managed to keep herself from becoming mentally unstable or jaded, even after spending such a long time in a stressful environment, broadcasting the world's biggest entertainment, and causing hundreds of deaths in the process, using her passion for Danganronpa as motivation.

(EM, EE, mental fortitude, stress tolerance, perseverance, leadership, knowledge, memory, creativity, motivation, influence, experience, crystallised intel)

She implanted parts of their personalities and all of their memories into everyone, choosing things that would both create an interesting killing game/an engaging show, and create situations that continue the killing game. For example, Kaede's selflessness, Kirumi's responsibility, Korekiyo's goal, Miu's self-importance, Kokichi's cunning and Gonta's gullibility were all implanted by Tsumugi at the beginning and ended up causing a murder.

(EM, EU, indirect manip, emotional manip, prediction, planning, creativity)

She helped design the executions, which were complex and creative set ups designed to cause immense physical and psychological suffering to their victims. She would often use their talents and personalities against them, a prime example being Kirumi's execution, where Tsumugi capitalised on Kirumi's overwhelming will to live and her perseverance by forcing her to climb up a thorned vine to get to reach what looked to be the outside, while being gradually cut by buzzsaws. When Kirumi reached the top, it was revealed that it was not the outside world, it was actually an artificial light. At that moment, Kirumi's psychological suffering was at its peak, and Kirumi was sent plummeting to her death. All the executions exploited the character's weaknesses to maximise their torment, which served two purposes. Firstly, since she understood exactly what the audience needed, it provided the necessary shock value, engaging the audience and stimulating them to overcome the global boredom of the outside world. Secondly, it horrified the other characters, making them almost fall into despair numerous times. This forced them to push forwards and overcome the adversity even harder, which feeds back into engaging the audience in the story.

(EM, EU, EP, social awareness, fabrication, indirect manip, emotional manip, mass manip, individual manip, psychological warfare, insanity inducement, prediction, creativity)

She had to sneak out to the hidden room and the flashback light room many times throughout the killing game without getting caught. We know that the participants have roamed around at night many times too, as we can see people hanging around outside each time Shuichi goes to his room in the evening. This means that Tsumugi had to be alert, stealthy, and be apt at giving excuses for being up so late. She would have to observe her surroundings closely when sneaking around to make sure nobody sees her. She also made the flashback light room have a contingency where the display would deactivate the moment someone tried to enter the room.

(Acting skills, concealment, misdirection, observation, perception, anticipation, tactics)

From class trials 1-4, she was constantly making wrong but convincing accusations and diverting people's attention away from the truth, forcing Shuichi to overcome these difficulties to find the truth of each individual case, while still managing to appear innocent and clueless. She is fully aware that what she is saying is wrong, but says it anyway for the purpose of audience entertainment. She doesn't truly want to make everyone fail the class trial, but by "accidentally" misdirecting people in the class trial, it puts on a show for the audience as they watch Shuichi overcome these obstacles. I will now point out all the times Tsumugi has offered false suggestions, brought up red herrings, or steered the group to suspecting an innocent person/not suspecting the culprit. It's important to note that in order for her to so consistently make incorrect suggestions and derail the trial, she would need to reason what can and cannot be true about the case/culprit.

Trial 1:

As soon as Miu said to Kaede that she "told the intervals to your little beta boytoy", Tsumugi immediately translates what she meant and said "S-Shuichi?", accelerating the suspicion put on him.

Later, when the group is divided, she says that she just can't see Shuichi being the culprit, helping push the blame off him, and putting him in a position where he can now (wrongly) accuse Kaede. It's important to note that this was the only time she was on the 'correct' side of the debate scrum, and it was in the trial that ended with the false verdict she fabricated.

Trial 2:

She momentarily put more suspicion on Miu by pointing out that she's lying: "Doesn't telling such obvious lies make you more suspicious, Miu?"

She said that Kirumi meeting with Ryoma would be pretty difficult, and that the group should consider other possibilities, leading to the suspicion wrongly falling on Maki and Kaito.

She suggests the culprit moved Ryoma's body before the morning announcement, despite the fact that this was impossible due to Angie and Himiko being in front of the gym before the announcement.

When suspicion starts falling on Kirumi, the actual culprit, she says: "Maybe we should think it over one more time…"

Trial 3:

When Kiyo mentions there may be two killers, Tsumugi builds off this to say that one of the killers might not be at the class trial. She then goes into her theory that Angie revived Rantaro, who then killed her and became the culprit. This is impossible as the ritual didn't actually succeed, but some of the group seem to entertain the idea until Shuichi points out that the necronomicon has not been burnt.

When Himiko asks Tsumugi who killed Angie in the Mass Panic Debate, Tsumugi says she thought Tenko did it. Maki responded that Tsumugi's theory wasn't that far-fetched.

She doubts that the gold katana could move the sliding lock so easily, even though the sliding lock was actually loose enough.

She suggests the culprit may have marked Tenko with glowing paint and stabbed her through the floorboards, which doubles as a reference to DR2 Case 1 as well as a false suggestion.

She supports the false theory that Tenko committed suicide, saying: "But if Tenko did commit suicide, it would explain how she died during the seance."

She suggests that someone who participated in the seance tore off the floorboard, which is what made the loud noise, when in actuality it was because the floorboard was stomped on.

She suggests that the reason Himiko picked the middle room was because she was manipulated into it, which is not true.

Trial 4:

Tsumugi suggests that Miu may have drowned in the virtual world, to lead away from the fact that Miu was strangled.

She suggests that the hammer found by Miu's body was just used to break down a wall, when it was actually brought as a murder weapon.

She suggests Miu used a hidden passage in the back of the chapel to get to the mansion, leading them away from discovering the true nature of the virtual world.

She insists Gonta isn't the culprit multiple times, appealing to his innocent and gentle personality and using Kokichi's lying tendencies to try and convince everyone that Kokichi is the real culprit. She also tries to convince everyone that Gonta remembered the virtual world, but just didn't understand it. She did this under the guise of being protective of Gonta.

(EM, EU, misdirection, acting skills, fabrication, concealment, bluffing, sophistry, direct manip, emotional manip, logical manip, mass manip, persuasion, deductive, smartness)

She shows no sign of mental weakness or instability (except of course when she's monologuing dramatically for the audience in Trial 6) even after having witnessed countless gruesome deaths caused by her actions, to the extent that she is able live amongst the people she is forcing to kill as if they are her friends for weeks. It is clear how composed she is as she is able to rejoin the group in the dining hall like she simply came back from the bathroom, when actually she just bludgeoned Rantaro to death and framed Kaede moments ago in the execution of a precise and extremely important plan that not only had the stakes of everyone's lives (time limit) but also the continuation of that Danganronpa season, being watched by nearly the entirety of the world. Kirumi, Kiyo and Miu were in the dining hall and were unable to detect any differences in behaviour from her when she reentered, despite Kiyo and Kirumi's high EP and Miu's intuition.

(EM, mental fortitude, stress tolerance, self management, acting skills, concealment, bluffing, composure)

She remains completely motivated to create the perfect show, using her love for Danganronpa as fuel to continue the killing game no matter what atrocities she must commit and what she must sacrifice, even if it may result in her death, propelling her through 50 killing games worth of slaughter. She engages with the emotions the other students feel, especially Gonta, and becomes a part of the group, allowing her to enjoy the story she is creating and understand the emotions of the cast better.

(EE, EU, perseverance, social awareness, empathy, motivation)

In Chapter 4, when making a drink for Shuichi, Tsumugi reiterated what she supposedly said to customers so they gave her tips. A pink aura was displayed around her, and even though her words weren't directed at Shuichi, his internal monologue reveals that he suddenly felt charitable while he blushed. It is clear that she seduced Shuichi while barely trying. This scene with the pink outline appears again on the billboards in the Psyche Taxi minigame in the trial of the same chapter, and since the Psyche Taxi represents Shuichi's train of thought, it suggests Shuichi was still thinking about the scene with Tsumugi while trying to solve a murder days later. Back in Chapter 1, Kaede expresses multiple times that she also finds Tsumugi attractive. Tsumugi also used her perfect cosplay to seduce by switching to almost all the female characters as she asks the group to stay with her in Trial 6 during a certain dialogue section.

(Charisma, direct manip, emotional manip, seduction, love bombing, persuasion, aura)

She helped write the Monokuma Theatres, in which a variety of things are discussed and articulated, like society and human nature. There are also many that are simply for comedic purposes. Many of them parallel or foreshadow certain events in the killing game. Here are the relevant segments of certain Monokuma Theatres (MT):

MT3: "It's very important to express gratitude to someone who has done something for you. It will make that person feel happy, and they might do something special for you later. In other words, 'thank you' isn't just about expressing gratitude… it also expresses the expectation of a future favour. So the more you say 'thank you', the more you can use the people around you."

(VCI, EM, EU, social skills, social awareness, relationship management, direct manip, emotional manip, tactics, knowledge, experience)

MT6: "For example, do you know what the odds of the earth existing are? The same as a tornado blowing through a junkyard and assembling a working car. That's a miracle! All kinds of miracles happen every day. Life is made up of little miracles. But whenever a miracle does happen, it's chalked up to fate or destiny or whatever. Be grateful for the miracles that have already happened instead of hoping for new ones. If you do that, you should be able to enjoy miracles, right?"

(VCI, EM, EU, self management, knowledge)

MT10: "Did you know that when you talk to someone on a cellphone, you're not hearing their real voice? Their voice is converted to synthetic sound while you're both communicating. By breaking down their voice into various waveform patterns… the phone reassembles these patterns to recreate characteristics of the speaker's voice. This reduces the amount of voice data needed to make the call possible… Do

you think these facts are lies? Do you deny that these facts are lies? What would the world be like if all lies were denied outright? It would be a very lonesome world. Lies are what makes the world go round."

(VCI, social awareness, fabrication, sophistry, knowledge)

MT11: "If you're searching for the meaning of life, you're doing it all wrong. Your life doesn't need a meaning, it just needs a purpose. In other words, you just need something to live for. You can live for spending time with loved ones, or chasing dreams. You can even live for eating delicious food, or playing video games… Most people can get by as long as they have something to live for."

This Monokuma Theatre plays while the group has been plunged into despair by Kokichi and are suicidal. The theatre explains how their lives simply need a purpose, and right after this, they discover the flashback light that implants the idea that they're the symbols of hope who came to this place voluntarily as the last survivors of humanity, thus giving them a purpose, which is explained in the Monokuma Theatre to be the only thing that you need to keep living, which helps them gain motivation to live and fight Kokichi.

(VCI, EM, EU, self management, direct manip, emotional manip, mass manip, persuasion, planning, methods, tactics, knowledge, experience)

Chapter 1

Instead of making it clear that escape is impossible, Tsumugi left an "escape route" via the Death Road to Despair, hidden by a manhole cover but obvious enough that it would be found. She set up a dangerous and exhausting tunnel that not only didn't actually lead to the outside world, but was near impossible to complete, so that they would never truly know if it led to the exit. She anticipated that they'd try again and again to escape out of desperation and because of the more determined members of the group like Kaede motivating them. By allowing them to fail continuously to escape, she ensured the group learnt firsthand how hopeless it was to try and escape through any means other than giving into the Killing Game. As Rantaro stated, she wanted to leave a little bit of hope only to crush it, because "They want us to be desperate to go home. Corner us mentally". This effectively made the group fall apart and helped break down Kaede's leadership due to the group's hopelessness and frustration causing them to take it out on the one who convinced them to keep on going. It's worth noting that Tsumugi was also obligated to continually fail and exhaust herself in the Death Road of Despair for the sake of her plan, and she appeared to cope quite well, keeping going until almost everyone agreed it was too much.

(EM, EU, mental fortitude, perseverance, concealment, misdirection, bluffing, indirect manip, emotional manip, mass manip, demoralisation, insanity inducement, prediction, anticipation, setting traps, methods, tactics)

The two motives in Chapter 1 function in a general, face-value way, working to motivate the group as a whole towards murder, but it is strongly implied there is also an underlying, more specific vision that Tsumugi had when introducing the motives. I'll explain how the motives work in general first, before explaining how the motives were used to cause a specific chain of events.

Motive 1:

The first motive of Chapter 1 was the first blood perk. This was strategically introduced the moment the group started to try and band back together after the incident at the tunnel, in order to keep them divided. The first blood perk meant that the first kill would not require a class trial, and that the culprit would get out for free. This creates a version of the Prisoner's Dilemma in the sense that while it would be best for the group if everyone cooperated, not cooperating provides an advantage no one else gets, therefore creating an incentive to betray the group because logically, betrayal is the best option for each individual. Not only does this make anyone who is inclined to betray the group less likely to cooperate, but even those who don't intend to betray the group will have a hard time trusting each other out of fear of betrayal. This further breaks down Kaede's attempts to get the group to cooperate.

(EM, EU, direct manip, logical manip, emotional manip, mass manip, bribery, methods, tactics)

Motive 2:

The second motive of Chapter 1 was the time limit. This was a very "all in" motive that increased pressure and tension within the group significantly, and directly forced a murder to happen within a specific time frame, with the threat of death otherwise. The reason such a demanding motive was given is likely because Tsumugi needed to get the show rolling within a certain amount of time in order to hook viewers. No one tried to kill until the last hour, but to say the motive was ineffective would be wrong, as it was a major factor that drove Kaede to set up her murder plan and put her in the position to be framed. Not only did it force her hand into "saving" the group, but the pressure of a time limit stressed her out and made her think more irrationally. This was amplified by the intense music that was blasted from the speakers and the cartoon depictions of their mass execution on all the monitors around the academy in the last hour. It's likely that even if Tsumugi didn't intervene, someone would have given into the pressure in the last hour.

(EM, EU, direct manip, logical manip, emotional manip, mass manip, threats, psychological attacks, insanity inducement, methods, tactics)

Killing Game Initiation (KGI)

Main Goals:

- Start up the killing game
- Remain undetected

Tsumugi had to cause a murder to occur, and fast, in order to hook the audience and maintain the ‘Danganronpa formula’. She also had to remain undetected as the mastermind the whole time despite everyone coming up with different plans against her.

Side Goals:

- Kill Kaede
- Kill Rantaro
- Create an entertaining class trial

Rantaro’s survivor perk advantage and Kaede uniting everyone against the killing game makes them the best targets for Tsumugi to eliminate. Initiating a class trial would be the best way to eliminate both, by making one get executed for the murder of the other, and would also be more entertaining for the audience. However, this is not essential for the overall goal of starting the killing game, it is simply the best case scenario. This is relevant because even if the bulk of her plan was to create this best case scenario, it’s likely that even if it failed, the main goals would still be fulfilled.

Additional Context:

Tsumugi begins enacting this plan after witnessing Shuichi discover the hidden door due to the lack of books on top, and share his findings with Kaede. This makes them the second and third people to discover the hidden door, the first being Rantaro, due to his survivor perk indicating the hidden room on the map. Their knowledge and assumptions about the hidden door are imperative to Tsumugi’s plan, so only after this could she have begun formulating it. In other words, she spent at most one night formulating the main plan.

Part 1 - Double Motives:

Tsumugi begins her plan having Monokuma announce the first motive of the killing game - the first blood perk. This states that whoever commits the first murder will have the ability to claim the perk in order to graduate without the need for a class

trial. However, mere moments after announcing this, Monokuma is ‘accidentally’ crushed by an exisal, and is promptly mourned by the Monokubs. No one has a chance to really consider the first blood perk before they begin celebrating the end of the killing game, settling on waiting for help that they believed would surely arrive.

Later on, Tsumugi visits the hidden room via the library door to produce another Monokuma. This is a much more risky route than the girl’s bathroom hatch, since anyone can enter the library and see her in the long time it takes to open and close the bookcase, especially since Rantaro is already aware of it due to his survivor perk. It is also further from the dormitories. For this reason, it makes sense that her typical route to the hidden room is via the girl’s bathroom, and she only used the library door in this instance to displace the dust that Shuichi put in the card reader. This would assure him that someone in the academy needed to enter the hidden room in order to make another Monokuma, and that they needed to do it via that door. It was imperative that Shuichi reached this conclusion for later.

After she produces another Monokuma, she has him return, shocking the group. With this, the killing game resumes, and with it, the first blood perk silently comes back into play. However, once again, no one has the chance to consider this since Monokuma immediately introduces a second motive - the time limit. He announces that if a murder doesn’t occur within the time limit, then countless Monokumas made from the “rumoured Monokuma making machine” will be released, killing everyone. The mention of the “Monokuma making machine” being used when the time limit expires is very deliberate, as it causes both Rantaro and Shuichi to make key assumptions that I will cover later. It’s also important how the first blood perk has technically been reactivated, but no one pays attention to it due to how it was skillfully overshadowed and removed from the group’s minds, making it unlikely that anyone will claim it any time soon. Keeping the first blood perk active in the background is an important part of this plan for later.

Part 2 - Reasoning Control

I mentioned earlier that Rantaro and Shuichi’s knowledge and assumptions about the hidden door are imperative to the Tsumugi’s plan, and that she does multiple things to guide their reasoning, such as use the library door instead of the bathroom hatch, and have Monokuma specifically mention a “rumoured Monokuma making machine”. Let’s explore their reasoning and its importance.

Firstly, both Rantaro and Shuichi know about the hidden door in the library and that a room is behind it. Rantaro knows this due to his survivor perk, and Shuichi via his detective skills. Rantaro’s survivor perk additionally mentions this:

“The mastermind who is behind the killing game is hiding somewhere in this academy. Your best chance of exposing them is when Monokuma needs a spare. At that time, the mastermind will go to the library’s hidden room.”

Because of this information, Rantaro already has a lot of key information that Tsumugi needs him to know for the plan to work. As for Shuichi, Tsumugi reasons that because the door is hidden and not simply blocked, he will figure that someone in the group (who he'll assume is the mastermind) must be using the door to sneak in and out of a hidden room. So, when she has Monokuma announce how a "Monokuma-making machine" will be activated at the end of the time limit, she knows that he'll connect that with the hidden door, as it leads to the only plausible location for such a machine. She also knows he'll realise that the mastermind clearly needs access to this room, given how it has a hidden route to the main school. With this, both Shuichi and Rantaro now suspect the mastermind will enter the hidden door once the time limit is up, all according to her plan. This is precisely why she uses the library door when Shuichi places dust in the card reader, because if she used the girl's bathroom hatch and produced a Monokuma without displacing the dust, Shuichi would be able to conclude that the mastermind doesn't need to use the hidden door to produce a Monokuma, which would ruin everything.

As for why she wants them to make such a conclusion, it's because of the actions it'll lead them to take, which is explained next.

Part 3 - Lure

When it comes to Shuichi, she knows he'll share the information about the mastermind and any ideas he has with Kaede, as she can clearly see the closeness of their relationship, and she can induce that he will share ideas with Kaede as he has previously shared the results of the card reader dust being cleared with her.

Kaede will then be informed of everything Shuichi believes to be true, most importantly about how the mastermind will likely enter through the hidden door at the time limit. Tsumugi knows about Kaede's determination and drive, and how devoted she is to keeping everyone alive. The Death Road of Despair already made Kaede desperate to make up for her failure, and the time limit heightened her stress further, causing her to catastrophize, doubting if simply taking a picture of the mastermind would save anyone. Tsumugi knows Kaede would do anything if it meant saving everyone, even if that meant killing the mastermind. And the only way Kaede knew to identify the mastermind was as 'the person entering through the hidden door at the end of the time limit'.

This leads me onto Rantaro. She knows he won't share the information with anyone, due to his untrusting nature and the part of his survivor perk that states "Only share this with people you know you can trust. How you determine that will mean your life or your death". Therefore, he'll try and handle the problem himself, his innate 'Ultimate Adventurer' talent being one of his key personality traits that would lead him to seek to expose the mastermind himself, following the advice on his survivor perk and approaching the library's hidden door at the end of the time limit.

So due to Tsumugi's manipulations, Kaede plans to kill the mastermind, who she believes to be the person who will enter through the hidden door at the end of the time limit, and Rantaro plans to enter that same door at the same time Kaede is anticipating the mastermind to enter it. This will clearly lead to a clash and potentially Kaede murdering Rantaro, thinking she was murdering the mastermind, but Tsumugi has no way to tell exactly what each person's plan will be yet. So she waits until she sees a sign.

Part 4 - Backup plan

Eventually, she sees things start to happen. She witnesses Shuichi leaving Miu's lab the morning of the murder, and mentions it casually to Kaede as she greets her after breakfast. She then leaves Kaede, acting depressed at the approaching time limit, but actually heading straight to the hidden room to spy on everyone. Picking up on Shuichi's plan wasn't hard, due to how they overtly discussed and set up the cameras. However, she also figured out Kaede's secret murder plan, which isn't obvious even with the nanokubs, because Kaede was disguising her intentions well enough that even Shuichi who was beside her the whole time didn't suspect anything until much later.

After deducing Kaede's plan, she realises there's a high chance that the shot put ball will miss her target (who Tsumugi has engineered to be Rantaro). For this reason, she improvises a backup plan in case Kaede's plan fails. Note that figuring out Kaede's plan and formulating the backup was done in about 1-2 hours.

She obtains an identical shot put ball of her own from the warehouse and deposits it in the hidden room. She then joins a small group in the dining room, staying with them to forge an alibi. Once 1 hour is left of the time limit, the promotional BGM will play, which is a deafening, chaotic theme tune accompanied with a cartoon depiction of everyone's mass execution on all the monitors across the academy. This had 3 purposes:

- The overwhelming sounds and visuals drastically increase everyone's stress, inhibiting their ability to think clearly and control their emotions, continuously reminding them of the consequences of the time limit. This helps pressure Kaede into executing her plan. It also increases the chance of someone else committing a murder in the last moments, which is her final contingency in case Kaede doesn't kill Rantaro and Tsumugi isn't able to frame her.
- The deafening music created an environment where it would be easier to commit a murder, as most people would be distracted and unable to hear anyone preparing to kill them. This is shown to be effective as it disguises the sound of Kaede's rolling shot put ball.
- There is no active timer for the time limit, so it's the only measure of time they have by alerting everyone that there's only 1 hour left. She predicts this will prompt Rantaro to start his plan and head to the library. This means she can

use the start of the BGM as an indicator for when to go down to the hidden room, so that she will be there when she needs to be, and not go too early and have to stay too long where it becomes suspicious. She uses this as a defence in the trial, stating that she wasn't gone long enough to kill Rantaro.

She uses the BGM starting as a cue to excuse herself from the dining room and go to the bathroom, using the hidden passageway to reach the hidden room. She plans to wait and survey the situation, and if Kaede's shot does miss, then she can enter the library via the hidden door between the camera intervals and bludgeon Rantaro from behind with the shot she prepared, taking advantage of his shock and confusion from nearly getting killed by a falling shot put ball. She'll then take Kaede's clean shot and replace it with the bloody shot put ball, positioning it as if it had fallen on his head. She'll then take Rantaro's survivor perk before quickly retreating back into the hidden room, leaving the items in there and rejoining the group in the dining room, pretending she simply went to the toilet, which completes her alibi.

Part 5 - Perfect Execution

When Kaede's shot did end up missing Rantaro, Tsumugi executed her backup plan flawlessly. When everyone discovered Rantaro's corpse, there was no sign of Tsumugi or any tampering. More importantly, Kaede was completely convinced that she had killed Rantaro. She was then given the opportunity to take the first blood perk. I mentioned this back in part 1, and that it was deliberately made to be forgotten and left active in the background. This is because it was important that no one else claimed this before Kaede had the opportunity to. The first blood perk would activate whenever the 'culprit', who Kaede believed she was, admitted to their crime, and would allow her to escape for free. So the reason Tsumugi kept this in effect is that it would guarantee a class trial that played out to completeness, as Tsumugi knew that Kaede would never claim the first blood perk because she didn't want to abandon everyone after committing a crime, and would instead want to fight to the end to defeat the mastermind. This forced Kaede not to confess to the crime as that would activate the first blood perk and force Kaede to leave. This meant Kaede kept quiet about her involvement and instead tried finding the mastermind during the trial, creating an exciting class trial for the audience.

Eventually, Shuichi was manipulated into accusing Kaede because of the tampered evidence, and she was wrongly executed, genuinely believing herself to be the murderer. With that, Tsumugi achieved her main goal of starting up the killing game while remaining undetected, and also achieved her side goals of killing Kaede and Rantaro while initiating an exciting class trial. There were a lot of moving parts and variables in this strategy that made it so the outcome of Kaede and Rantaro dying wasn't guaranteed, but that's why this situation is the best case scenario. Even if for whatever reason Kaede didn't attempt to kill the mastermind, or Rantaro didn't enter the library, then her main goals would still likely be achieved due to her final contingency. The two individual motives - the first blood perk and the time limit - have

been in effect the whole time, and there was still a whole hour of the time limit to go after Rantaro died. Even if he didn't die there, it's very likely that someone else (e.g. Korekiyo, Miu, Maki, or even Rantaro himself) would've killed in the last moments out of desperation.

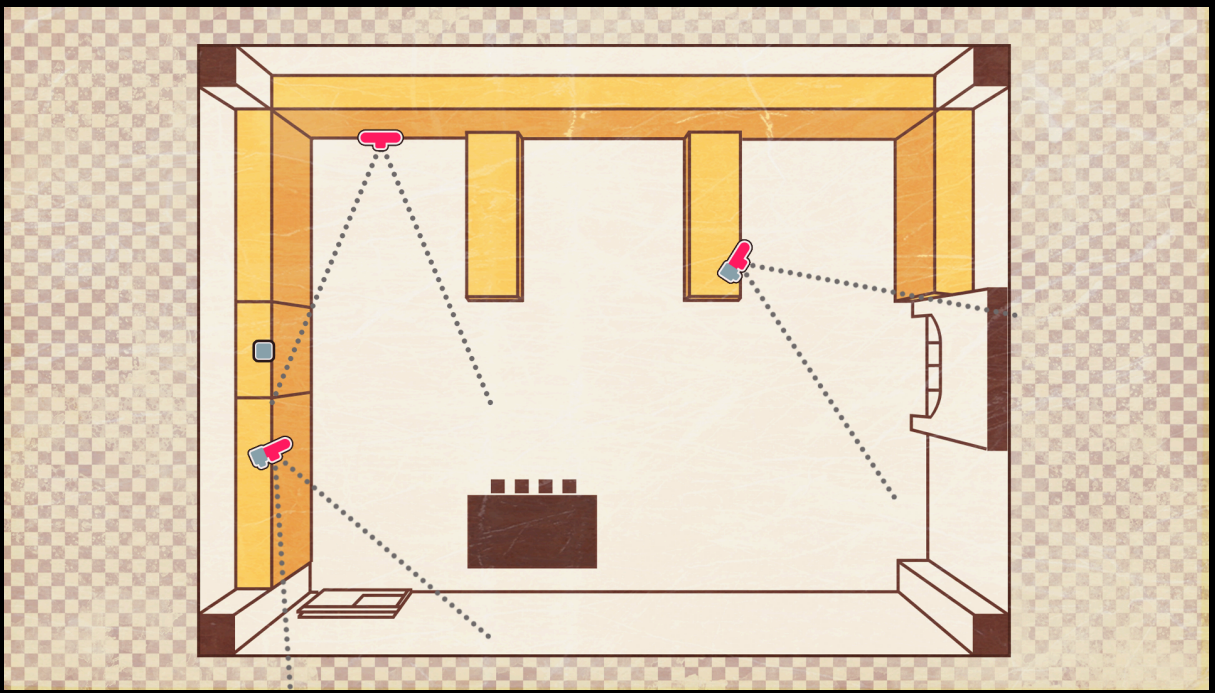
(PSI, FRI, EM, EU, EP, perseverance, acting skills, misdirection, fabrication, concealment, direct manip, indirect manip, emotional manip, logical manip, individual manip, abusing insecurities, threats, scapegoating, insanity inducement, strategy, planning, prediction, anticipation, setting traps, trap evasion, tactics, psychological warfare, methods, observation, perception, intuition, deductive, inductive, abductive, analysis, adaptability, info gathering, info control, creativity, decision making, fluid intel)

[I'll write a piece here in case anyone needs convincing that this is more than just speculation. If you don't doubt this, you can skip this part. Now, the game does not simply spell out Tsumugi's motives and methods. However, I'd like to present evidence that indicates that this interpretation is the intended one. Firstly, a little while before Kaede and Shuichi beg Miu to make the custom cameras, there is an optional event with Rantaro, Tsumugi and Kaede, where Tsumugi paints Kaede's nails, and then Rantaro repaints them better. At the end, she basically tells them both to die, with the voice clip "Rest in Peace". Now I by no means am implying that this was a motive for Tsumugi, as by then the first blood perk had already been introduced, however since Kaede hadn't even done as much as request the custom cameras from Miu, let alone start plotting her murder, there was absolutely no way for Tsumugi to predict that both would die just a day later. So either it's a crazy coincidence, or it's because Tsumugi planned them both to die like I said. Secondly, in the class trial, Ryoma's comments about how the case unfolded often turned out to be correct, most prominently with his Rebuttal Showdown in which he accurately described what Tsumugi did to kill Rantaro. However, earlier on, Ryoma also says "Or maybe the mastermind told him (Rantaro) about it (the hidden door)… To lure Rantaro to the library… and kill him". We know that Tsumugi did indeed tell Rantaro about the hidden door via the survivor perk, but if we're to deny my interpretation of events and Ryoma's theory, she didn't lure him to his death, she just… happened to be able to kill him when he turned up… and Kaede just happened to set the perfect trap that would allow her to get framed... Given the trend of Ryoma being correct but not having the evidence to prove it, and the fact that it really wouldn't logically make sense if Tsumugi didn't plan to lure Rantaro to his demise (via the plan above), it's likely this statement of his was also correct, rather than it all just falling into place coincidentally. And finally, with this explanation, many strange things suddenly make sense. What was the point of the first blood perk and the time limit being announced on the same day? It's not like the first blood perk failed or anything, it's just no one had a chance to use it. Why was Monokuma squashed right after announcing the

first blood perk? Why did Tsumugi use the library door to produce Monokuma when the girl's bathroom hatch is so much safer? Why would she let Monokuma mention the Monokuma making machine when Tsumugi knows Rantaro's survivor perk indicates the hidden room and tells him he can expose the mastermind as they go to make a spare? All the answers can be found in the plan above.]

She needed to gather many details within the 1-2 hour time frame to facilitate the backup plan:

1. She needed to know how the camera intervals worked. She likely spied (in person) on Miu explaining it to Shuichi, since Tsumugi tells Kaede in the morning that she witnessed Shuichi leaving Miu's lab.
2. She needed to observe Kaede taking the shot put ball so that she could use the same murder weapon (note that she is found standing not too far from the warehouse after Kaede exits after stealing the shot put ball).
3. She needed to work out and visualise what areas would be captured by the sensors Shuichi and Kaede set up, so that she knew which ones would be triggered if Rantaro entered and if she entered. This is because she couldn't enter the radius of any sensor that Rantaro didn't trigger, otherwise she'd be caught on camera.



4. She needed to work out the details of Kaede's plan. This meant observing Kaede's changes to the books (stacking them to form a subtle path for the shot put ball), vent (pushing it inwards) and camera (turning the flash on), and from that figuring out that Kaede intended to roll a shot put ball from the

classroom vent to the library before Kaede even entered the classroom that she would roll the shot put ball from. She then also needed to evaluate the chance of success of Kaede's plan.

(VSI, observation, perception, deductive, abductive, analysis, info gathering)

This is the most likely chain of reasoning Tsumugi used to obtain the information necessary for the plan above, given the information available. She made all the observations, used them to reach these conclusions, and constructed her plan all within 1-2 hours.

Deductive Reasoning String 1:

- Premise: Shuichi knows there is a hidden door in the library.
- Premise: Shuichi will pick up on the fact that the door is concealed, rather than guarded or blocked.
- Premise: Shuichi will grasp the fact that if the door was for Monokuma/Monokubs, then they wouldn't need to conceal it, they could just ensure it is securely locked.
- Conclusion: Shuichi will deduce someone in the school (likely the mastermind) needs to use this hidden door to access a hidden area for secret activities.

Deductive Reasoning String 2:

- Premise (from Deductive Reasoning String 1): Shuichi will deduce someone in the school (likely the mastermind) needs to use this hidden door to access a hidden area for secret activities.
- Premise: There are no signs of a Monokuma making machine in the school that Shuichi can see.
- Conclusion: If I have Monokuma mention a Monokuma making machine, Shuichi will assume that the machine is likely located in the hidden area behind the hidden door.

Deductive Reasoning String 3:

- Premise (from Deductive Reasoning String 2): If I have Monokuma mention a Monokuma making machine, Shuichi will assume that the machine is likely located in the hidden area behind the hidden door.
- Premise (from Deductive Reasoning String 1): Shuichi will deduce someone in the school (likely the mastermind) needs to use this hidden door to access a hidden area for secret activities.

- Conclusion: If I have Monokuma specify that the machine will be activated once the time limit is up, Shuichi will assume the mastermind will need to enter through the hidden door at the time limit.

Inductive Reasoning String:

- Observation: Shuichi and Kaede worked together when first searching for and talking to other members of the group.
- Observation: Shuichi and Kaede primarily discuss their findings and reasoning with each other.
- Observation: Shuichi told Kaede about his discovery of the hidden door.
- Conclusion: Shuichi will share his conclusion about the mastermind entering through the hidden door at the time limit with Kaede.

Deductive Reasoning String 4:

- Premise (From Inductive Reasoning String): Shuichi will share his conclusion about the mastermind entering through the hidden door at the time limit with Kaede.
- Premise: The time limit will stress out Kaede and make her think more catastrophically.
- Premise: Kaede would do anything to save the group, no matter how risky or sacrificial.
- Conclusion: Kaede will attempt to kill the mastermind, who she believes to be the person entering through the hidden door at the time limit.

Abductive Reasoning String 1:

- Observation: Kaede took a shot put ball from the warehouse.
- Observation: Kaede pushed the vent into the grate that connected to the vent in another room.
- Observation: Kaede set up books along the bookcase beneath the vent.
- Conclusion: Kaede has set up a mechanism that allows her to roll the shot put ball from another room to make it drop in front of a camera.

Deductive Reasoning String 5:

- Premise (from Abductive Reasoning String 1): Kaede has set up a mechanism that allows her to roll the shot put ball from another room to make it drop in front of a camera.
- Premise: The camera could attract someone who moves the hidden door to where the shot put ball will land, because the flash has been turned on and will trigger when it senses someone.
- Premise (from Deductive Reasoning String 4): Kaede will attempt to kill the mastermind, who she believes to be the person entering through the hidden door at the time limit.

- Conclusion: Kaede's mechanism is designed to kill whoever moves the hidden door with a shot put ball from afar.

Deductive Reasoning String 6:

- Premise: Shuichi has placed dust in the card reader to confirm whether the mastermind uses the hidden door.
- Premise: If the dust remains inside the card reader, this suggests the hidden door was not used.
- Premise: If Shuichi concludes that the hidden door was not used despite a Monokuma being produced, he will deduce that the mastermind doesn't need to use the hidden door to create a Monokuma, ruining my plan.
- Conclusion: I must ensure that the dust in the card reader is displaced to confirm Shuichi's suspicion that the mastermind will use the hidden door.

Abductive Reasoning String 2:

- Premise: Rantaro's survivor perk tells him that his best chance to expose the mastermind is when they go to make Monokuma a spare.
- Premise: Rantaro believes that the mastermind will enter through the hidden door in the library to make Monokuma a spare right before the time limit expires.
- Observation: Rantaro has stated that he has a plan to end the killing game.
- Conclusion: Rantaro's plan involves confronting the mastermind by entering the hidden room via the hidden door in the library right before the time limit expires.

Deductive Reasoning String 6:

- Premise (from Abductive Reasoning String 2): Rantaro's plan involves confronting the mastermind by entering the hidden room via the hidden door in the library right before the time limit expires.
- Premise (from Deductive Reasoning String 5): Kaede's mechanism is designed to kill whoever moves the hidden door in the library with a shot put ball from afar.
- Conclusion: If Rantaro dies from a shot put ball in the library, Kaede will believe her mechanism worked, regardless of if it did or not.

(FRI, EU, observation, perception, deductive, abductive, analysis, prediction, anticipation, trap evasion, fluid intel)

While waiting in the hidden room to see if Kaede's plan would fail or not, she had to keep a lot of information in her mind. She had to keep track of the current timings of the three different offset camera intervals, the sensor radii, the rolling shot put ball

and movements of Kaede and Shuichi, the strategy meeting group, and Rantaro. She had to be ready to react once Kaede's plan failed in order to kill Rantaro swiftly from behind. She remained focused on all of this while having the pressure of possibly ruining this season of Danganronpa if she was a second too slow, which we know is something Tsumugi values her life over. Danganronpa is also watched by almost everyone in the outside world, and it exists as something that keeps them stimulated in order to prevent war and conflict. She also had the pressure of knowing she'll have only a few seconds to kill someone, tamper with evidence, and escape using only a shot put ball. Regardless of this, she kept her focus on all of this, executed it flawlessly, and rejoined the group in the dining hall like nothing happened, with no sign of stress or change in behaviour.

(CPI, EE, EM, mental fortitude, stress tolerance, cognitive discipline, self management, composure)

Chapter 2 - 4

Motive Video Plan (MVP)

The Chapter 2 motive was the distribution of the motive videos. These were persuasively worded videos designed to convince the person to murder by implanting a false memory and using this memory to push each person towards escape. Each motive video was unique and needed to contain a memory that made sense with their character and would drive them to murder. Though it appears as though the Monokubs accidentally distributed the motive videos incorrectly, they were actually distributed in that way deliberately, and the story of the Monokubs messing it up was actually just a ruse in order to shield her strategy and justify selectively motivating some people and not others. This is confirmed when Monodam takes the motive videos back from Kokichi and somehow manages to distribute them back the way they were originally distributed. Considering they claimed that they couldn't see who's video was who's in the darkness, he had no way of knowing where each video should go unless the original distribution was actually preplanned. The motive videos were distributed in this way to create a scenario where Kirumi killed Ryoma, as she had the most drive and determination, therefore making the success rate of inciting murder higher. The Monokids story of mixing up the motive videos disguises this fact. This has two key steps:

1. Push Kirumi to murder. This is achieved by giving only Kokichi and Kirumi their own motive videos. Though Kokichi's video was given to him, his video specified that he used to have a no killing rule in his gang, so he wouldn't have been motivated to kill. Kirumi was the only other person who got her motive video, so she was the only one truly motivated, meaning no one could

get in her way. The effectiveness of the motive video going to her is demonstrated as she is quickly burdened by falsely remembering herself as the prime minister, tasked with protecting her country from an unknown disaster. This motive aligns with her preexisting selfless desire to serve and help others, so dialling it to the extreme efficiently pushes her to murder. However, she needed someone to be the victim, which is the purpose of the next step.

2. Set up Ryoma as the perfect victim for her. This is achieved by giving Maki and Ryoma each other's video. Tsumugi perceived Ryoma's desperation to find a reason to live, and predicted that due to the incriminating contents in Maki's motive, Ryoma would blackmail Maki into showing his motive video to him. She needed Ryoma to obtain his motive video in order for him to give up on life and allow Kirumi to kill him. However, simply giving it to Ryoma from the start wouldn't be enough as he would just be keeping the same belief as before, and simply try to live for the sake of the group. However, by giving him someone else's motive video rather than his own, it sparked hope that there was something more to live for, only to crush that hope and plunge him into despair. This made him realise just how meaningless his life really was, pushing him to the brink of suicide and making him the perfect victim for Kirumi.

(VCI, EM, EU, EP, fabrication, info control, direct manip, indirect manip, emotional manip, individual manip, mass manip, gaslighting, threats, triangulation, abusing insecurities, prediction, planning, methods, tactics, creativity)

Shuichi also sees Kaito's motive video, which contains a video of his grandparents saying that all they want is his survival, they don't care about anything else. This plays on Kaito's ambition and drive, designed to use the people he loves to convince him to do anything to stay alive, even kill. However, considering Kaito's personality, he likely would have considered defeating the killing game as the only right way to survive, so to escalate it further, it's stated that his grandparents "suffered an unfortunate accident", the details of which are purposely omitted. This aims to nudge his mindset from 'defeat the killing game' to 'get out of the killing game ASAP'. Though this wasn't used to make Kaito kill, it shows that all the motive videos were still all potential motives that were persuasive and customised to everyone's personality, in the event that people did end up exchanging motive videos.

(VCI, EM, EU, fabrication, info control, direct manip, emotional manip, individual manip, threats, abusing insecurities, methods)

The necronomicon served as a distraction from the main motivators introduced in that chapter, which were the empty rooms and ritual equipment for Kiyo's murder in

that Chapter, and the supercomputer for Miu which allowed her to prepare a murder for the next Chapter. Both Kiyo and Miu had the unique situation of their memories and personalities already being motives to kill from the beginning, Tsumugi recognised that and just supplied them with the perfect materials to utilise their talent to get the advantage and commit a murder.

(EM, EU, EP, concealment, misdirection, indirect manip, emotional manip, individual manip, anticipation, setting traps, methods)

When Angie started spreading her influence, Tsumugi quickly joined the student council, acting as if she was brainwashed by Angie and truly believes in Atua. She justified Angie's actions, encouraging Gonta to join and explaining to others that listening to Angie is the only way to get things done. There are two reasons she does this.

1. The student council introduced the rule that only members will be able to leave their dorms at night time. Joining the student council means she will be able to continue sneaking around to spy on people and produce flashback lights. An example of her using these privileges to spy on people is when she mentions that she saw Miu in the supercomputer room while she was 'scouting for people who were breaking the student council rules'. In actuality, she was checking to see if Miu had taken the bait and was preparing a murder with the supercomputer.
2. It helped the student council to grow and gain influence, making it more problematic. Doing this caused more conflict and animosity between the student council and the non-believers. The heightened tension created a situation where everyone is less united and feels the strain of the situation more, and are therefore more likely to commit a murder.

To add to this, the necronomicon was introduced as the motive for Chapter 3, and although it was never used and didn't directly lead to a murder, it did increase the division between the two sides as they both took opposite stances. She predicted that Angie and therefore the student council would be on board with the resurrection, while everyone else wouldn't due to it being a motive. We know this was effective as Maki even considered murder as a solution to the conflict. This acted as a contingency so that in case Kiyo was not driven to kill by his fabricated memory of bringing his sister 100 'friends', then tensions should be high enough to incentivise a murder anyway.

(EM, EU, EP, acting skills, concealment, bluffing, direct manip, indirect manip, emotional manip, mass manip, persuasion, triangulation, prediction, strategy, planning, info gathering, methods, tactics, adaptability, smartness)

Tsumugi made efforts to ensure each person got to explore their research lab before they died, and she succeeded most of the time. In Chapter 1 she intentionally did not open anyone's lab, as they were under construction. In Chapter 2, 3 and 4, she managed to open the correct labs each chapter. She was often able to do this due to instigating the murder in the first place. She was able to determine Kirumi and Ryoma would die due to the MVP she set up, and predicted Kiyo would murder due to her revealing the empty rooms and ritual equipment. She was also able to ensure whoever Kiyo murdered would have explored their lab, as she knew Kiyo would only kill girls, so she opened Angie and Tenko's labs in Chapter 3, who were the last 2 girls who didn't have an open lab. She was able to predict Miu's death due to introducing the supercomputer and spying on Miu tinkering with it in Chapter 3, under the pretence of scouting as part of the student council.

(EU, EP, concealment, bluffing, prediction, anticipation, deductive, abductive, info gathering, decision making)

The Chapter 4 motive was the card key that gave the right to see the outside world. The area it was used was likely the elevator-like structure beside the End Wall. Of course, entering this area showed nothing but a fabrication, displaying that the world had been destroyed. The aim here was to fill the person who saw it with despair, so that they would break mentally and commit a murder in an attempt to put everyone out of their misery. However, if everyone used the motive and saw the destruction of the outside world, everyone would be plunged into despair and the killings would cease, like what happened in Chapter 5. Therefore, Tsumugi likely predicted that the group as a whole wouldn't use the motive, as they would be too suspicious and cautious to use the motive. However, she also likely predicted that Kokichi would eventually use the card key, due to his thoroughness and risk-taking tendencies. Having just him be exposed to it increases the chance of a mercy kill, which happens in a more indirect way as he shows it to Gonta via a flashback light and who then attempts to execute the mercy kill.

(EM, EU, EP, fabrication, direct manip, emotional manip, gaslighting, psychological attacks, insanity inducement, prediction, setting traps, methods)

During Trial 4, Shuichi states that Kokichi was definitely on the roof, because he checked the salon and Kokichi wasn't there. Tsumugi catches him out on this lie due to the fact that Shuichi logically would've had to cross the dining hall, where Tsumugi was searching, in order to go to the salon. She begins stating this, making Shuichi nervous, before she retracted her statement and said that she trusts Shuichi because he's usually right about things. She didn't want to outright prove Shuichi wrong, but she still pointed it out as a warning for Shuichi to lie better, while still appearing clueless.

(Acting skills, concealment, bluffing, direct manipulation, emotional manipulation, individual manipulation, deductive, smartness)

Chapter 5

Negate The Stalemate (NTS)

When Kokichi began building himself up to appear evil, before he claimed to be the mastermind, she played along and continually reinforced the idea that he is sadistic and dangerous. She redirected everyone's focus to Kokichi as a villain on multiple occasions, using fearmongering to force them into action, in anticipation for Kokichi's plan of claiming the mastermind role and revealing the truth of the outside world. She was aware of the personality that she gave him, so when he began to deviate from it in Chapter 4 and build himself up to be a villain, she realised what he was plotting.

"We can't just let… that person… be. He's… a little too dangerous. No, not just a little… because he… he enjoys watching us suffer. His face just screams that he's having fun whenever he sees us suffer. He's not normal… There's obviously something wrong with him."

"Hey, if we don't do something, we'll be killed by Kokichi next! I bet even now, he's hiding somewhere and plotting against us!"

"We need to do something and find him!"

Shuichi tries to de-escalate the situation, but Tsumugi refutes it, using the recent events of Trial 4 to emotionally appeal to them.

Shuichi: "No, actually… we're safe right now. Kokichi told us that his objective was to win the killing game. He wouldn't risk a murder that so obviously implicates him"

Tsumugi: "But he might be planning to make us suffer some other way… like how he used Gonta. Anyway, we need to find him as soon as possible."

She also rounded up everyone who was searching the new area so she could announce to them that she had found the updated message in the courtyard that read "This world is mine - Kokichi Oma", solidifying him as a powerful enemy. She did all of this because she knew it would help her to later fuel an attack on him by building animosity against him, anticipating that Kokichi would have a plan that she would need to foil. This was proven correct when everyone was plunged into despair by Kokichi by having the "truth" of the outside world revealed, and they became

suicidal. She acted traumatised and suicidal too, but she later broadcasted a Monokuma theatre that said this:

“If you’re searching for the meaning of life, you’re doing it all wrong. Your life doesn’t need a meaning, it just needs a purpose. In other words, you just need something to live for. You can live for spending time with loved ones, or chasing dreams. You can even live for eating delicious food, or playing video games… Most people can get by as long as they have something to live for.”

She then produced a flashback light and placed it on the dining table. She anticipated that Maki would continue roaming the academy until she found the flashback light, and that she would then round up everyone to convince them to use it. The flashback light made the group believe they are members of Hope’s Peak, who voluntarily opted to be the last 16 survivors, in order to carry on the wishes of the people. This made them believe that the fact that they were the only people left alive wasn’t a reason for despair, but was actually their purpose all along, which aligned with the inspirational message in the Monokuma theatre (they now had a very strong purpose). This pulled them out of their suicidal state and made them become participants of the Killing Game again. Also, it made them “remember” that Kokichi was a remnant of despair, a fabricated memory that played on their existing animosity towards him that Tsumugi had previously amplified in anticipation for this scenario. All of the generated animosity and sense of danger surrounding Kokichi is what prompted Maki to infiltrate the hangar and attack Kokichi, which ultimately started the killing game anew, countering Kokichi’s stalemate according to Tsumugi’s plan. However, although Tsumugi did counter the stalemate, it’s important to note that Kokichi was able to work around this and create an unsolvable murder as a second plan to end the killing game.

(VCI, EM, EU, misdirection, fabrication, sophistry, direct manip, indirect manip, emotional manip, mass manip, persuasion, gaslighting, strategy, planning, methods, tactics, anticipation, abductive, setting traps, trap evasion, smartness, adaptability)

In the 5th class trial, since it’s actually important for the culprit to be found as Monokuma doesn’t know who did it either, she helped in subtle ways while still managing to stay faithful to her persona. She caught Maki’s and Himiko’s lies and pressured them, backing them into a corner with questions to get them to reveal the truth under the guise of concern for them:

“Himiko, what’s wrong? Why are you freaking out all of a sudden?”

“Seriously Himiko, what’s wrong?”

“W-What’s wrong Maki? You seem like you’re kind of on edge…”

“Really, Himiko. What’s the matter? You’ve been weird since we mentioned small holes.

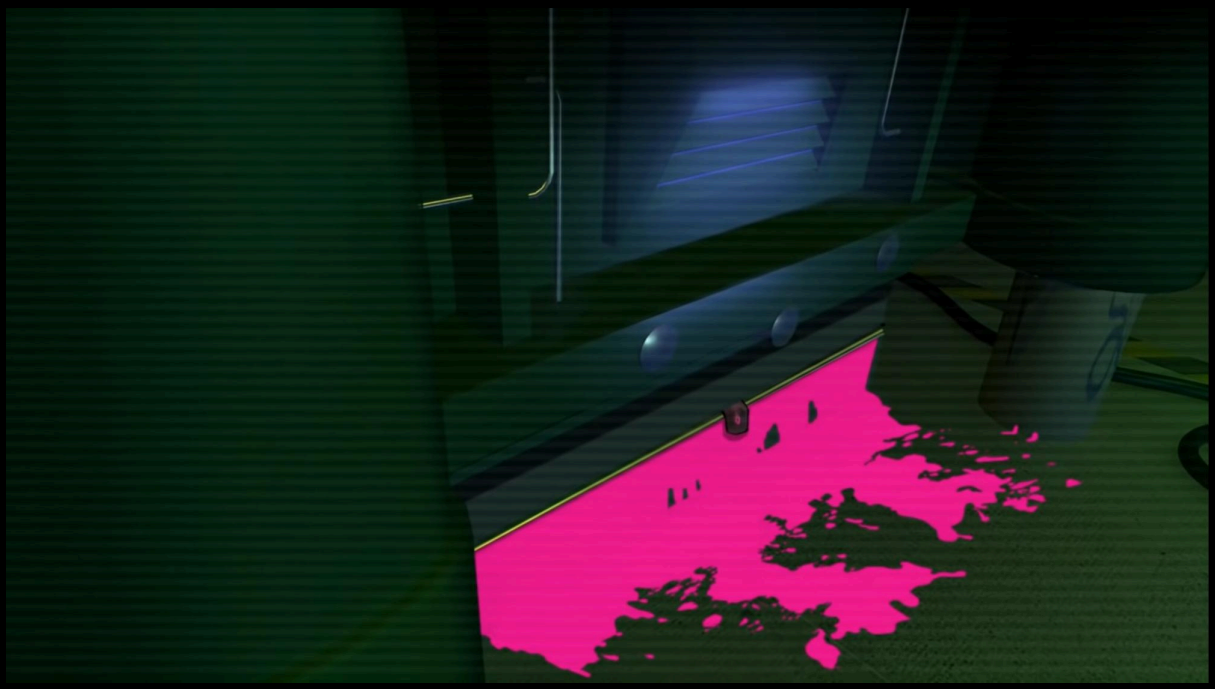
“See? Now that’s definitely weird.”

These questions end up leading to conversations which lead to their eventual confessions.

(EM, EU, EP, acting skills, concealment, bluffing, direct manip, emotional manip, individual manip, psychological warfare, hot reading)

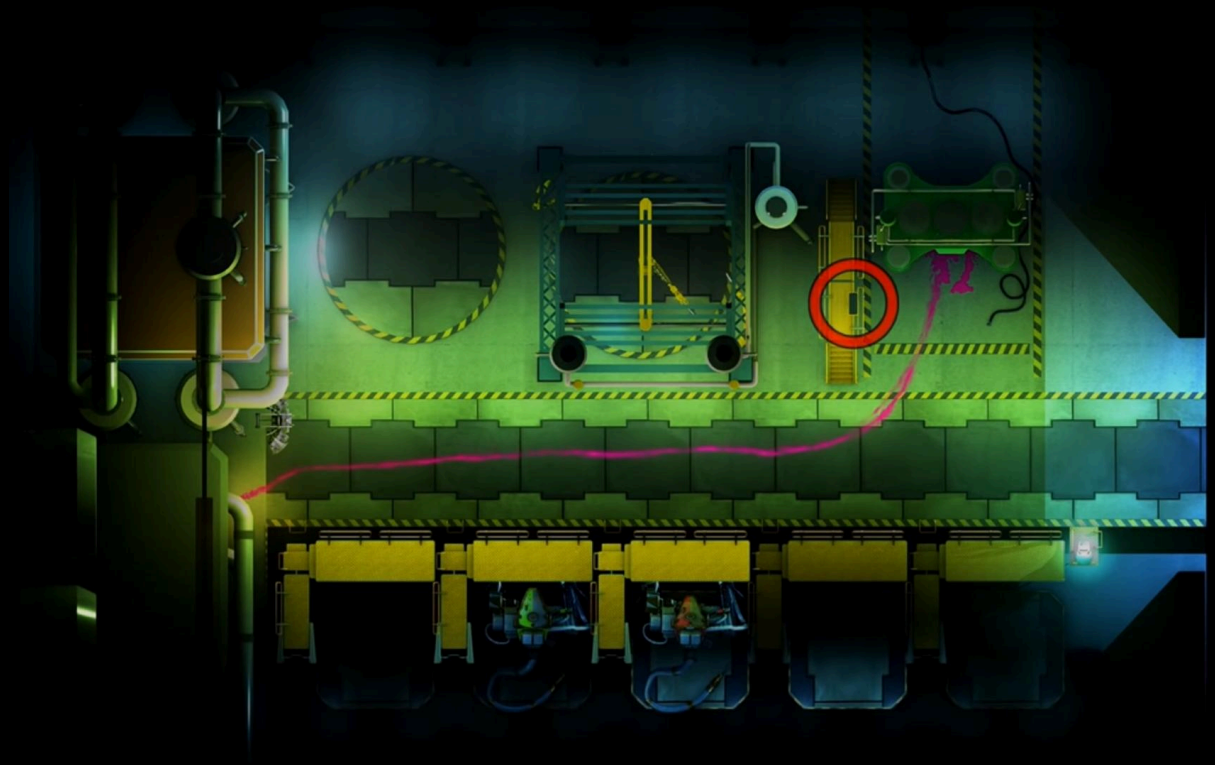
In the same trial, she also pointed out how the camera angle of the video filmed by Kokichi was suspicious, hinting at the Kokichi-Kaito swap. She saw the video for the first time, and it only played for a few seconds. In the video, a lot of attention was also drawn towards Kaito being brutally crushed, rather than the camera angle.

“Did the placement of that camera seem suspicious to any of you? The filming angle seemed unnatural, don't you think?”



“So they (camera and press) stopped at the same time… The camera position did seem odd to me… But now I get it. The trick wouldn’t work unless it was set up

there.”



This observation and reasoning was used as evidence that the camera and press were definitely stopped at the same time for some trick, because if you visualise the placement of the camera based on the camera angle, you can see that the camera was likely placed next to the control panel for the press. This would allow the camera pause button and the press stop button to be pressed simultaneously. It’s clear she was aware of this through visualising the position of the camera from her memory of the hangar layout and the few seconds that she saw the video, and then reasoning that it was evidence for the Kaito-Kokichi switch, which is why she hinted to the camera angle being suspicious right after she saw the video.

“That’s why the video was taken from that unnatural angle. If they were recording it like normal, they would’ve used a better angle.”

Also, the camera angle Tsumugi pointed out looked as if it was used to obscure the person in the press beyond a certain point.

“I wonder if they used that tripod in the hangar to adjust the camera‘s height.”

She then attributed these observations to her familiarity with camera angles as a cosplayer to maintain her clueless persona.

(VSI, acting skills, concealment, bluffing, observation, perception, inductive, abductive, intuition)

She also tried to suggest the correct answer to the case even when she lacked evidence, because she knew that Kokichi wasn't the mastermind and so would be able to deduce that Kokichi could be dead, as everyone assumed that would be impossible because they thought he was the mastermind. This is why she pushed this theory early on even without evidence, using Kaito's popularity among the group to make it seem a more convincing argument:

"Isn't it possible that Kokichi got crushed instead of Kaito?"

"Why are you so opposed to Kaito being alive?!"

(EM, direct manip, emotional manip, persuasion, guilt tripping, deductive, intuition)

She had Monokuma shoot a flashback light at the group at the end of the 5th class trial. This has a delayed effect, later implanting memories about how they voluntarily accepted their fate periodically throughout Chapter 6, with the purpose of pushing Shuichi towards discovering Tsumugi as the mastermind, and the truth of the killing game:

Shuichi first remembered running away from the gopher project, rejecting his talent so he didn't need to be entrusted with the role of humanity's last hope. He remembered being confronted by a kid who said he looked a lot like one of the members of the gopher project. When Shuichi tries to explain that he wasn't because the gopher project participants are dead, the kid claims that they can't be dead because heroes don't die or give up, they persevere, and that's why they're heroes. This, of course, motivates Shuichi to persevere and find the truth to make up for when he hid away from his responsibility.

Secondly, Shuichi remembered his friends entrusting their lives to him, asking him to live his life for them. Their last wishes were for him to carry on the world's legacy on everyone's behalf, effectively guilt tripping and pressuring him into persevering.

Shuichi's third memory was about all 16 students preparing to go into cryosleep, promising to work together and become friends when they wake up, and do their best as humanity's last hope. Tsumugi, who was with Shuichi and pretending to also receive the memory at the same time as him, reinforced the idea that they need to defeat the mastermind to fulfil the promises they made as a group, particularly Kaede's.

The final memory was of Monokuma waking them up from cryosleep, taunting them about how all the promises of friendship and their previous status' as humanity's last hope would be erased by the blackout light, and that they'd all be put into a killing

game. This motivated them to fight back against the mastermind who could do such a thing to them.

These memories motivated the students not to give up on hope, even though Kaito and Kokichi were gone, and Keebo had gone berserk. This is what motivated Shuichi to request a retrial, triggering Trial 6, which is what Tsumugi needed to happen so she could both follow the Danganronpa formula, and get an impactful ending for the audience. Tsumugi explains this in Trial 6:

“This trial was like that too, wasn’t it? Why was it you were so motivated to do it? Because you got a memory from one of the flashback lights, right? [shows the scene of Monokuma shooting the flashback light at the end of Trial 5]… Remembering the weight of that hope should’ve made you feel stronger.”

(EM, EU, fabrication, misdirection, indirect manip, emotional manip, mass manip, guilt tripping, psychological attacks, abusing insecurities, prediction, anticipation, setting traps, planning, tactics, methods, info control, creativity)

Chapter 6

She convinced Shuichi to follow her to a newly unveiled room in the investigation, containing chambers that supposedly put all 16 students in cryosleep. To solidify this as fact, at the same time, the delayed flashback light from the end of Trial 5 activated and reminded Shuichi of how they prepared to go into cryosleep as a group, manipulating him into being more certain that they were indeed the only survivors. Additionally, she showed Shuichi the participants list, and pointed out the fact that Kaede had a twin sister. She then used this fact to subtly hint that this may be a parallel to Junko and Mukuro. In the trial, she uses this as a talking point and suggests that Kaede’s twin sister is the mastermind, in order to draw attention away from the idea that the mastermind was one of the survivors. Even though she did intend to deceive, she expected Shuichi to overcome these misdirections (explained in the next feat), she simply did this to create more obstacles for Shuichi to overcome, much like how she did in all the other trials. In the end, it’s all for audience entertainment.

(Misdirection, fabrication, direct manip, logical manip, individual manip, tactics, methods, info control)

She set up pieces of evidence that allow Shuichi to unveil her role as the mastermind and the nature of the game. If she did not allow Shuichi to reveal all of that, then the game wouldn’t end at Chapter 6 as always, the audience wouldn’t be able to participate in the last class trial (the screens were set up in anticipation of the reveal)

and the true despair of the group wouldn't be able to be captured as they find out the truth. She laid the first pieces of evidence all the way back in Chapter 1, when she left the shot put ball and survivor perk in the hidden room. Motherkuma confirms that the students were always meant to find the hidden room, and therefore, the clues she left behind:

"Puhuhu… You found me. Or rather, you just found a place you were meant to find."

Motherkuma, operating under Tsumugi's command, gives a hint to Shuichi that the mastermind visits the room often, implying the mastermind stays in the main school and is therefore one of the group. We know this was an intentional hint that Tsumugi wanted Motherkuma to give due to this interaction:

Shuichi: "Why are you giving us 'hints'? Do you *want* us to find the truth?"

Motherkuma: "What if I do? As long as it makes the killing game more entertaining, anything goes!"

Shuichi: "Even if it ends the killing game?"

Motherkuma: "Hm? End the killing game? …The killing game is eternal! It doesn't matter what you do, this killing game will absolutely, positively never end."

This makes sense, as Tsumugi being found out as the mastermind did nothing to end the killing game, it only furthered the plot. The killing game ending was wholly unrelated to Tsumugi getting exposed, so it's clear she intended for Motherkuma to give those hints. Motherkuma also revealed the details of the voice activation system, which was also used to condemn Tsumugi. Tsumugi also deliberately created inconsistencies in the memory she gave them in Chapter 5 in anticipation for the Chapter 6 investigation, and then allowed Shuichi to access a book with the history of Hope's Peak to compare it to so he could discover the inconsistencies. Additionally, in Trial 6, she deliberately mentioned that she left the dining hall to go to the bathroom when recalling her alibi. This meant that if Shuichi forgot that Korekiyo mentioned that back in Trial 1, then he would be reminded. She then made flawed excuses and suspicious accusations when accused of killing Rantaro, and then had Monokuma and the Monokubs, who are unmistakably on the mastermind's side, defend her. All of this made her the prime suspect and allowed Shuichi to dig through Tsumugi's lies and advance towards the truth she needed them to reach. She predicted Shuichi would be able to use the evidence and inconsistencies she laid down to refute her excuses, given by her sarcastic "Oh dear, I am so surprised!" when the inconsistencies are found out. As she allows Shuichi to unveil all of this, she makes him convinced that he is doing what is right, even though he is setting the group up to be truth bombed by Tsumugi about the true nature of Danganronpa, and therefore be plunged into despair.

(Misdirection, concealment, bluffing, sophistry, indirect manip, logical manip, individual manip, prediction, anticipation, setting traps, planning, methods, tactics, info control)

Though she intended for Shuichi to reveal her as the mastermind, her initial performance of pretending not to be the mastermind was convincing, even when she had all the evidence against her. She chose to keep her clueless persona when trying to defend herself, and instead used the connections she had built up with everyone to persuade them.

“Hey… Come on… What’s wrong? Don’t be like that Shuichi. Do you… really think I’m the mastermind? There’s just no way! Hey everyone, say something! I’m not the mastermind! That’s crazy, right?!”

“Anything to say…? Even if you keep saying all that stuff… I… still don’t get it… Hey, let’s stop this already! You’re mistaken! Cuz we’re all friends, right?! Weren’t we going to work together to end this killing game!?”

She emotionally appealed to everyone (except Maki) to the extent that they were begging for her to give them some evidence so they could have a reason not to suspect her. Naturally, she didn’t, as she transitioned into her bit about it being Junko’s fault, allowing her to segue into her reappearance as Junko the 53rd. If she had actually tried to cover her tracks and remain hidden as the mastermind, it’s likely she would be able to do so, and shake off any suspicion using the manipulation she displayed in this section.

(EM, acting skills, concealment, bluffing, direct manip, emotional manip, mass manip, guilt tripping, persuasion)

She displayed her ability to cosplay flawlessly as any character, to the point where she is indistinguishable from the actual character. She appears to do this through some kind of shapeshifting ability, since she is able to instantly cosplay as even those who have completely different body types to her. In order to be able to imitate the characters so flawlessly, Tsumugi would’ve needed to observe, analyse and memorise every detail about every character. She cosplayed as 32 characters (though it’s implied she’d be able to cosplay as many others), so she’d need to do this process for every character, and remember it all. She would need to observe what she could see of them in Danganronpa 1 and 2 (she would presumably have only the two games to use for her analysis), recognising patterns in their behaviour, and analysing everything about them, including:

- Appearance: Body shape, facial structure, exact eye/hair/skin colour, clothing details
- Personality: Temperament, humour, fears, motivations, intelligence
- Speech: Tone, pitch, volume, pace, vocabulary, accent
- Body Language: Posture, gestures, facial expressions, mannerisms
- Story: Memories, relationships, development, role

Her vocabulary therefore is large enough to encompass all Danganronpa 1 and 2 characters at least, the extent of her vocabulary is shown when she cosplays as Gundham:

“A testament to this world’s blood-quenching thirst for Danganronpa”

“Your immaterial existence is a fabrication, independent of your actual flesh and blood”

She consistently thinks of the perfect lines for each character to say as she monologues in the last trial, recognising the emotional impact certain characters will have on the audience. She draws parallels between the things she needs to say in her monologue and every character’s storylines and personalities. This way, she can purposefully switch to characters to say lines that correspond with that character’s story. For example, ridiculing the idea of sacrificing one’s life as Gundham and Sakura, or pointing out that the group are talentless as Nagito. She did this to pull on the audience’s heartstrings and engage them with the show. She switches between characters on the spot, adjusting her acting flawlessly, recalling all the details that she would’ve needed to analyse (mentioned above) instantaneously, and using these details to formulate fitting lines in just a few seconds, sometimes doing this several times over just a few sentences, meaning she was doing it while articulating the current line. She also simultaneously instantly visualises the character’s exact appearance and shapeshifts into it, down to their slightest details and clothing nuances, so that she looks indistinguishable from the character.

(CPI, VSI, VCI, EM, EU, EP, impulse control, cognitive discipline, acting skills, fabrication, disguise, direct manip, emotional manip, mass manip, observation, perception, analysis, cold reading, inductive, adaptability, smartness, info gathering, creativity, knowledge, memory, decision making, pattern recognition, crystallised intel)

Danganronpa Perpetuation Plan (DPP)

She allowed the group to feel that they understand the situation and are in control. She does this through the fabrication of a mystery they can unravel, created through carefully spaced and selected memories implanted with the flashback lights. So

when they presented the truth to her in the Chapter 6 trial, she played along with the fabricated gopher project plotline for a while before revealing that everything is fiction, crushing their souls. She said the perfect things to weaken and demoralise the group, knowing what will affect certain people best. She also highlighted specific moments in Shuichi's journey that helped build him up, like Kaede's and Kaito's motivational speeches, and then completely contradicted them using the audition tapes of their pregame selves saying things that contradict their motivational words. She lied about how they reacted upon getting the Ultimate Wardrobe, and used the audition tapes to make everyone doubt not just their friends and the things they thought they knew about them, but also their own morality. She bluffs about having scripted even their thoughts, actions and emotions and convinces them that there's no way out of this situation. She puts them into this weakened mental state to both entertain the audience, and make them more susceptible to participating in her unfair "special vote". The vote rules were as such:

Hope: Vote for Tsumugi to be punished. Requires two other sacrifices, which will be punished as well. The rest get to escape the killing game.

Despair: Vote for Keebo to be punished. Killing game will continue, but flashback lights will lose effectiveness now that everyone knows the truth, so everyone else will live out their lives in the academy.

The ploy here is that the "punishment" is kept vague, because it's actually not death like they assumed, but instead it's being forced to participate in the next killing game, like Rantaro. It relies on omission of information causing the group to incorrectly assume that the punishment is the same as the previous trials - execution. So, in the hope option, the two sacrifices will move onto the next killing game, and in the despair option, only Keebo will move onto the next killing game. So while it's more desirable for them to strive for hope, which is why Tsumugi manipulates them towards that option, the rules were worded cleverly so that both choices would perpetuate Danganronpa.

The sheer amount of despair increases the likelihood of them submitting to the option of "hope" or "despair" in the special vote out of desperation for a way out, which would simply perpetuate Danganronpa. She hid the fact that this was her intention by insisting for them to choose despair, making them (particularly Keebo) believe that they had to pick hope despite the sacrifices to push back against the mastermind's will. She pretended that she only wanted them to feel despair, predicting that the audience would want the characters to fight against this, which would be conveyed through Keebo's inner voice. She further predicted that this would drive Keebo to motivate everyone to vote for hope, which is actually the best case scenario for Tsumugi. She accounted for the fact that he may not be able to motivate everyone, which is why voting for despair would also perpetuate Danganronpa, even if it's less desirable for her.

However, Shuichi manages to see through her intentions, realising what the punishment actually is, and convinces everyone not to side with either hope or despair at the cost of all their lives. Despite this, it turns out Tsumugi has also prepared for this outcome. She has set it up so that Keebo is programmed to go into a state where the audience can take full control of him if they vote to do so. Tsumugi believes the audience will definitely choose to vote for either hope or despair, so secretly abstains from voting herself in order to give the audience's vote complete power over the verdict and to prevent a tie from happening, though of course abstaining would cost her life. Unfortunately for Tsumugi, Shuichi somehow convinces the entire audience that Danganronpa is wrong, so the audience makes Keebo abstain too and they all stop watching the show, therefore ending Danganronpa for good.

(VCI, EM, EU, perseverance, fabrication, concealment, misdirection, sophistry, bluffing, direct manip, logical manip, emotional manip, mass manip, individual manip, gaslighting, guilt tripping, demoralisation, dismissal, intimidation, moving goalposts, psychological warfare, insanity inducement, strategy, planning, methods, tactics)

Protagonist Development Plan (PDP)

This long term plan spans the whole game, but only at this point in the game can we come to understand it. For the outside world, there was no strict protagonist. They saw everything from Keebo's POV, but due to the audience survey function, he was more like a self insert for the audience than an actual Danganronpa protagonist that they would be used to watching. Therefore, from the very beginning of selecting Shuichi, Tsumugi had a plan to develop Shuichi, keeping him alive and shaping him from what she called "the weakest ultimate detective ever" into an engaging protagonist to entertain the audience.

"When we saw your audition, we had a flash of inspiration. The weakest ultimate detective ever. Wouldn't it be great to see him grow?"

In order to make the development meaningful, Tsumugi had Shuichi start off lacking the traits that would make him fit to face off against her - he lacked confidence, assertiveness and resilience. She also gave him a memory of gaining his ultimate talent through convicting someone who committed a crime out of revenge towards a terrible person, and that many people said that the person he convicted was justified in commiting the crime. She made him remember the look of hate in the criminal's eyes as he was dragged away because Shuichi found the truth. This made him very hesitant to use his talent to find the truth again, especially when it involves convicting someone.

The first part of his development was to have Kaede push him forward and motivate him. She implanted Kaede with an optimistic personality, the opposite of Shuichi, and gave her the ability to encourage and bond with others easily. She then had them both wake up in the same room at the start, giving them the opportunity to get acquainted and start to become friends. Due to Kaede's implanted empathetic personality, she stayed by Shuichi's side, seeing how Shuichi needed her to push him forwards. This is what Tsumugi planned to happen, as Kaede helped develop Shuichi by offering advice and encouragement that would impact Shuichi for the rest of the game.

When Kaede had served her purpose, Tsumugi orchestrated her plan to kill both Kaede and Rantaro, but do so in a way that Shuichi would be involved in Kaede's conviction. She planned to either have Kaede kill Rantaro, or as a backup plan make it seem like Kaede killed Rantaro (KGI). Upon succeeding the latter, a class trial commenced, in which Shuichi was forced to come to terms with the 'truth' that Kaede was the killer. With Kaede's encouragement, Shuichi pushed past his fears of finding the truth and his connection with Kaede in order to accuse her, resulting in Kaede's tragic execution. While this was traumatic for Shuichi, it was also a turning point in his character, as he was forced to overcome his fears and take the leading role instead of Kaede. Once Kaede had passed, he used her legacy as a motivation to push him forwards. Tsumugi used Kaede as a tool to both start up the killing game and break through Shuichi's initial shell, creating an engaging development for the audience.

Tsumugi also created another character with a similar role to Kaede; Kaito had been implanted with a highly optimistic, empathetic, and motivational character who prioritises keeping everyone pushing forwards. She planned that once Kaito witnessed Shuichi's breakdown after Kaede died, Kaito would try his best in the future to keep Shuichi going. With this, Tsumugi was able to give Shuichi a traumatic event from him to develop from (Kaede's death) while ensuring he doesn't just give up (Kaito's involvement). Kaito was a tool used by Tsumugi to ensure Shuichi stayed on track as the growing protagonist. This is particularly prevalent in Trial 2, when Shuichi appears to be slipping into his original mindset after realising that convicting Kirumi was the wrong thing to do, since she was going to save her country from a crisis. This is also something Tsumugi planned using the motive video plan to ensure Kirumi was the culprit (MVP). When Shuichi seemed to be falling into despair, Kaito brought him back to reality, and continued to fuel him through adversity throughout the game, all the while Shuichi takes on board more of Kaito's advice, becoming a stronger and more confident person, to the point where he is even able to accuse Gonta of being the culprit, despite how heart wrenching it was and despite how Kaito was no longer encouraging him to do it. Even after Kaito died, Shuichi had built up the strength from Kaede and Kaito's legacies to push forwards and find the truth. This was particularly necessary in Chapter 6 in her plan to be revealed as the mastermind, allowing her to expose the truth of their predicament and make them fall

into despair. It would only be possible if Shuichi had the motivation to discover her clues and request a retrial, which she pushed him to do with the delayed flashback light in tandem with his now developed character.

She also ensures he stays alive by being the main trigger for each murder, none of which target Shuichi. The first case was directly triggered by Tsumugi, both directing Kaede to kill Rantaro and killing Rantaro herself, so only Rantaro was in line to be killed. The second case was orchestrated by Tsumugi with the motive video plan, where only Kirumi was motivated to kill, who she knew would try and do what is best and target the one with the least will to live, and Tsumugi also set up Ryoma to be the perfect victim in this strategy, therefore Shuichi was safe. The third case was caused by the introduction of the ritual equipment, one of the two true motives that the necronomicon distracted from. This of course only targeted Kiyo, and the goal she implanted in him meant he would only kill girls, therefore Shuichi was safe. The fourth case was caused by the supercomputer, the second of the two true motives, and Tsumugi knew Miu was very hesitant about direct killing, so would only do it against someone she despised like Kokichi, not Shuichi (who Tsumugi was paired with in the virtual world to ensure he didn't get murdered). The fifth case was caused by Tsumugi manipulating Maki into trying to kill Kokichi in her Chapter 5 strategy, and though she didn't know what exactly would go down in the hangar, she knew Shuichi wouldn't be involved since he wasn't there (NTS).

So Tsumugi developed Shuichi from a reserved, uncertain person who was afraid to reveal the truth, to a confident, courageous person who was willing to break through the bonds of friendship that Tsumugi had with the group (which Tsumugi intentionally forged as to make this moment more impactful) in order to reveal the truth. In Chapter 6, she goads him on with fabricated memories of his past invigorating him further, and leaving clues around that are just enough for him to feel confident enough to request a retrial. She uses this abundance of motivation and confidence that she cultivated in him to get him to delve in too deep and discover the 'fiction' plot, breaking his mind by taking away the things she used to develop him. She desecrated the legacies of Kaede and Kaito with the audition tapes of their pregame selves, destroyed all meaning he had found in persevering, and finally cemented his biggest insecurity and fear - which was that finding the truth led only to misery, by having his own truth-seeking lead to the horrifying discovery. She essentially reawakened the traumas that she herself had instilled in him (convicting the 'righteous' killer in his backstory, getting Kaede wrongfully killed, getting Kirumi [who he thought was a world leader] killed) and deepened those traumas further (DPP).

"No matter how much you grow Shuichi, you're still weak after all. Now that you know it's all lies, you've gone back to the weak ultimate detective."

From there, she leaves it to the audience to try and make Keebo into the beacon of hope and either bring the Shuichi they love back to 'end' the show by voting for hope, or clash with him in a battle of hope vs despair, victor uncertain. She

successfully orchestrated Shuichi's development so he could play his role perfectly, but Danganronpa was ruined when Shuichi somehow convinced the entire world to stop watching it.

(EM, EU, EP, fabrication, misdirection, direct manip, indirect manip, emotional manip, individual manip, psychological warfare, gaslighting, guilt tripping, triangulation, demoralisation, moving goalposts, strategy, planning, methods, tactics, prediction, anticipation, info control, analysis, creativity, decision making)

She captivated the entire world as the host of the killing games for 50 seasons, helping make a show that literally almost everyone in the world watched. They were so engaged by the killing games that it ensured the world stayed completely peaceful.

"The outside world is peace itself. There's no despair or wars, and… All the people in this peaceful world are straight up crazy for this killing game!"

"With so much peace, people have become bored. They need stimulation… We created this Ultimate Real Fiction so Danganronapa could fulfil that need."

She was able to meet the lofty expectations of the world, somehow making a continually unique show despite the countless seasons. The audience was clearly engaged, indicated by the many positive comments and viewers, despite the immoral nature of the show. She kept the audience entertained throughout her monologue in Trial 6, maintaining the audience's belief in something that should be a clearly corrupt idea for quite a while before Shuichi finally showed them the truth.

(VCI, EE, EM, EU, social awareness, charisma, acting skills, direct manip, emotional manip, mass manip, persuasion, propaganda, creativity)

She fully understood her philosophy and stood by it, even when the world turned its back on her. She continued to fight until she saw the audience had abandoned Danganronpa for good. She even condemned herself to death without hesitation, not displaying any kind of distress so that she could conceal the fact that she didn't vote for anyone in the final vote either, because she wanted to give full voting power to Keebo, who was being controlled by the audience, since she trusted that they'd vote in the name of hope.

"Well, since I didn't vote, I'll be killed with you guys… But I'll accept my death. If you guys are willing to die to stop the killing game, I'll die to continue it."

When the show she devoted her life to is finally destroyed, she quickly came to accept it and saw the silver lining in that at least she failed like Junko, seemingly unfazed by the fact that she will be executed and her life's work will be terminated. Even in the last moments of her life, with Keebo's blasters exploding her surroundings, ready to kill her, she remains unphased and shows only disappointment.

(EE, EM, mental fortitude, stress tolerance, self awareness, self management, acting skills, concealment, composure, motivation)

Summary

Overall, I believe Tsumugi is underrated in SCD, due to misinterpretations of the plot and her lack of onscreen feats. She is also generally quite unpopular as a character when compared to characters like Junko, Kokichi and Nagito, so she is not often analysed. I hope this doc helped people to understand that she has much more potential in SCD than people realise.

Main schemes:

- Killing Game Initiation (KGI)
    - Tsumugi used the two motives in Chapter 1 to help push the best case scenario, in which Kaede would attempt to kill Rantaro. Tsumugi also created a contingency in case Kaede's shot put ball plan failed, which entailed killing Rantaro and making everyone think Kaede did it, including Kaede herself. (Successful)
- Motive Video Plan (MVP)
    - Tsumugi had the Monokubs distribute the motive videos in such a way that Kirumi would be the only one with a true motivation, and set up Ryoma as the perfect victim for her. (Successful)
- Negate The Stalemate (NTS)
    - Tsumugi used her own words and an improvised flashback light to counter the stalemate Kokichi imposed on the killing game, and in turn manipulated Maki into attacking Kokichi and resuming the killing game. (Successful)
- Protagonist Development Plan (PDP)
    - Tsumugi developed Shuichi's character throughout the game using various tactics in order to mould him into a suitable protagonist that would be able to take on the roles she needs him to. (Mostly successful)
- Danganronpa Perpetuation Plan (DPP)
    - Tsumugi used several tactics to make the group fall into despair in Trial 6, so that they'd accept any spark of hope, including her unfair

ultimatum that actually perpetuates the killing game no matter what choice they make. This failed due to Shuichi persuading the audience that the killing game was wrong and abstaining from voting. (Failure)

Intentional mistakes - 6:

- Leaving the shot put ball and survivor perk in the hidden room
- Exposing the hole in her Chapter 1 alibi in Trial 6
- Getting exposed by the Motherkuma voiceprint activation system
- Making flawed arguments as to why she didn't kill Rantaro
- Having Monokuma and the Monokubs defend her
- Having inconsistencies in the final flashback light

All of these were intentional, and therefore not true mistakes, since Tsumugi intended to get outed as the mastermind. See the full explanation of that under the Chapter 6 section.

Actual mistakes - 3:

- Being unable to prevent Kokichi's plan to make an impossible case
- Being unable to make the group vote for hope or despair in Trial 6
- Being unable to convince the audience to keep watching Danganronpa

Ranking Tsumugi's categories:

1. Deception
    - She has insane feats in all subcategories of deception, as she deceived everyone countless times throughout the killing game, even when against formidable opponents such as Kokichi. She fabricated almost everything the group believed and controlled key info in order to conceal the true nature of the killing game and steer them in the complete wrong direction. She is above many verses in acting skills due to her long term flawless acting and her insane prowess for imitation in Trial 6. This easily makes it her best category.
2. Planning
    - Without script hax, it becomes clear Tsumugi's planning is insane, as she is able to plan out murders (particularly CH1 and 2) via various tactics with frightening precision. She also planned to be exposed as the mastermind in Trial 6, starting her preparations all the way in Chapter 1 when she purposefully laid the shot put ball and survivor perk in the hidden room, just to reveal as evidence about 3 weeks later to lure the group into progressing the game as intended. Her deliberate

development of Shuichi through various means in order to make him a compelling protagonist is also incredible. Her planning ability is what allows her to implement her strategies so well and make them successful.

3. EQ
    - She has absurd EM and EE demonstrated simply by the way she acts. She can control her emotions in any situation, whether it be slaughtering others or preparing for death herself, and uses her love for Danganronpa to propel her through the carnage 50 killing games bring. Her EU and EP is demonstrated through her motives, flashback lights and other exploits that require a deep understanding of the human condition as well as a deep analysis of each person's current emotional state and tendencies in order to be so successful. Most notably, her understanding of Kaede's emotions in Chapter 1 that facilitated her plan, Ryoma's complex emotional state in Chapter 2, and Shuichi's emotional fluctuations all throughout the killing game.
4. Foresight
    - Her spectacular foresight is one of the reasons her planning is so insane, as she is able to accurately predict the group's reactions to all her motives and flashback lights. This is especially displayed in the start killing game strategy where she predicts what Shuichi's entire line of reasoning would be if she were to reveal certain information, and what everyone would take from the conclusions they would derive. She anticipates different outcomes and possibilities, for example Kaede's shot put ball missing, and makes ample preparations. She manages to predict the exact course of how Shuichi will develop emotionally and cognitively over the span of a few weeks from the start of the killing game.
5. Manipulation
    - The motives and flashback lights she administers are excellent displays of manipulation, as they are effective in appealing to both logic and emotion in order to push people to commit murder. She manipulates directly, such as breaking everyone's minds in Trial 6, or building animosity against Kokichi, and also indirectly, like steering Shuichi into starting Trial 6 and revealing her as the mastermind, or stirring conflict in the group by joining the student council and introducing the necronomicon. She uses her best logical manipulation in KGI, and her best emotional manipulation in PDP.
6. Info Systems
    - Tsumugi's info control is insane, especially in how she fabricated the Gopher Project plotline and how she strategically reveals and withholds information in her KGI plan. Her KGI plan also shows off her info gathering prowess, as she manages to gather all the information, from

the details of Kaede, Shuichi and Rantaro's plans, to the camera intervals.

7. AC
    - Tsumugi displays good mental fortitude as she is able to keep her sanity and wellbeing after hosting 50 killing games of gruesome death and slaughter all indirectly caused by her. She performs well under pressure, like how she handled the pressure of executing the start the killing game strategy and maintaining complete composure as she returned from the bathroom. Also note that her show is constantly being watched by almost the entire outside world, who have very high expectations due to the amount of seasons already aired.
8. Strategy
    - Tsumugi's strategies are often very effective in achieving their goals, incorporating several interconnected tactics strung together to create a desirable situation. Her strategies are often well shielded and account for future events accurately. An example of a strong strategy would be KGI, which includes both planning and strategy.
9. SQ
    - Tsumugi has great SQ as she is able to manage and regulate herself and her temporary friendships despite undergoing countless killing games and practically being in constant disguise. She is aware of societal norms both inside and outside the killing game and caters to them. Her social skills are great, as she manages to make friends with others, even when surrounded by eccentric people, and can adopt any social role through her insane acting ability. She is very charismatic as the mastermind, managing to keep the world entertained in Danganronpa for 53 seasons. However, she lacks leadership feats despite being a high ranking member of Team Danganronpa.
10. Thinking
    - The formulation, preparation and execution of Tsumugi's tactics and plans require multiple types of thinking. She uses convergent, critical, analytical, associative and systematic thinking when analysing others with the nanokubs, predicting behaviour, and deducing plans, for example, how she analysed the behaviours of Shuichi, Kaede and Rantaro in Chapter 1. She uses divergent, lateral and application thinking when coming up with ways to use this knowledge to incite murder.
11. Adaptability
    - Tsumugi adapts to her situation well, adjusting her approach quickly and appropriately when required. For example, when she discovers Kaede's plan, she adapts to it and creates a backup plan to frame Kaede if it goes wrong. When Kokichi plunges everyone into despair, Tsumugi adapts and creates a custom flashback light to break the statemate. Even her plain persona itself is just an adaptation to the

killing game environment in order to not stand out and stay under the radar. Her cosplaying abilities also show the extent her behavioural adaptability can reach.

12. Insight
    - Tsumugi displays good insight with how she efficiently picks up on details for her plans. She has great observation when analysing Kaede's trap in Chapter 1. She also has excellent observation and perception when analysing the Danganronpa 1 and 2 characters, as she manages to notice and remember even the tiniest details about every character's appearance, personality, speech patterns, and more, since she is able to replicate it perfectly. In comparison, her intuition is not as good, though she still has the feat of suspecting that Kaito is alive and Kokichi is dead.
13. Reasoning
    - Displayed great logical reasoning when determining the details of Kaede's plan, and predicting Shuichi's reasoning. The whole line of reasoning can be read under Chapter 1. Also has decent reasoning feats in Trial 5, about Kaito's murder video.
14. FSIQ
    - She has decent feats in each subcategory scattered throughout the doc, particularly in VCI. However, due to her lack of onscreen feats, her FSIQ feats aren't as impressive as her other feats, making it her weakest category.