Byakuya Togami's VSI

This document will cover Byakuya's main VSI feat for SCD: the hacking gun blueprint.

Note that the proofs come from non-canon Danganronpa material, whether or not you want to value it in canon is up to you.

We will be, like for the CPI doc, using some game mechanics for reference, and scaling. Again, whether or not you believe them to be applicable is up to you.

I'll apologise in advance for the lack of presentation and potential false information. If possible and motivated, I'll modify parts of the doc in order to make it look better, and easily more comprehensible.

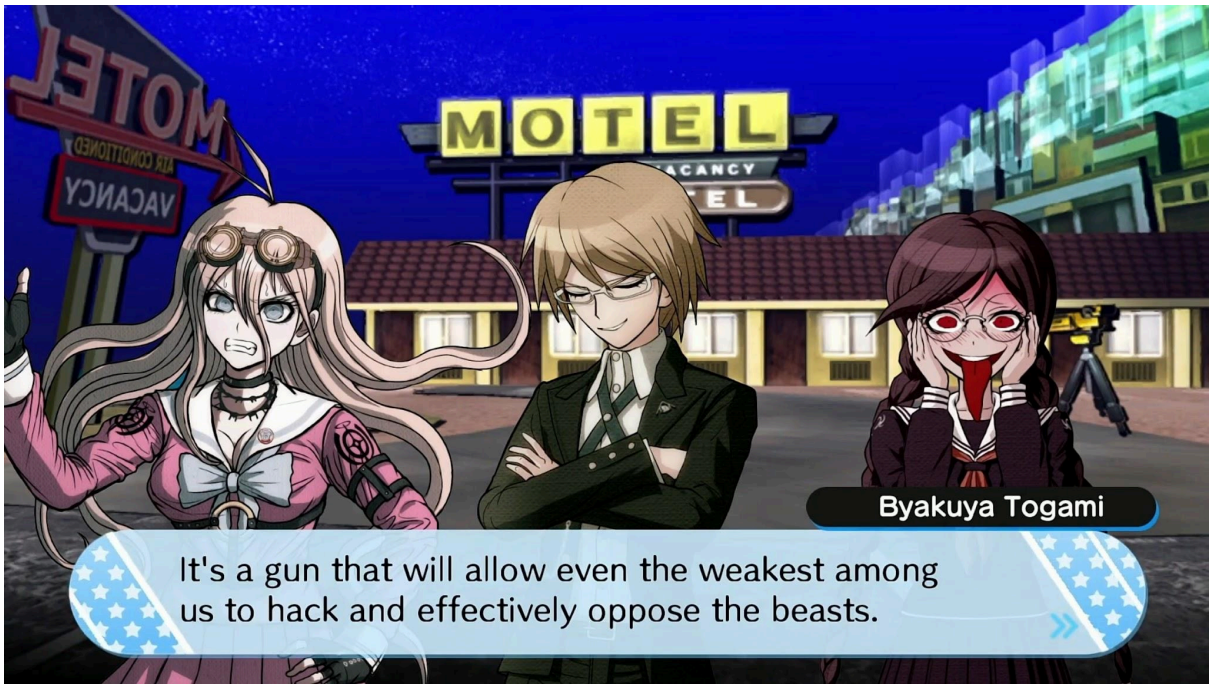
Creating the Megaphone Hacking Gun Blueprint

Context : in Danganronpa: Ultra Despair Girls, we are presented an item, the Megaphone Hacking Gun which Komaru utilises in order to navigate through Towa city during the Demon Hunting, and later on to get rid of all the Monokumas. It is her default weapon, gifted to her by Byakuya from the Future Foundation. Capable of defeating Monokumas and much more, it is undoubtedly complex.

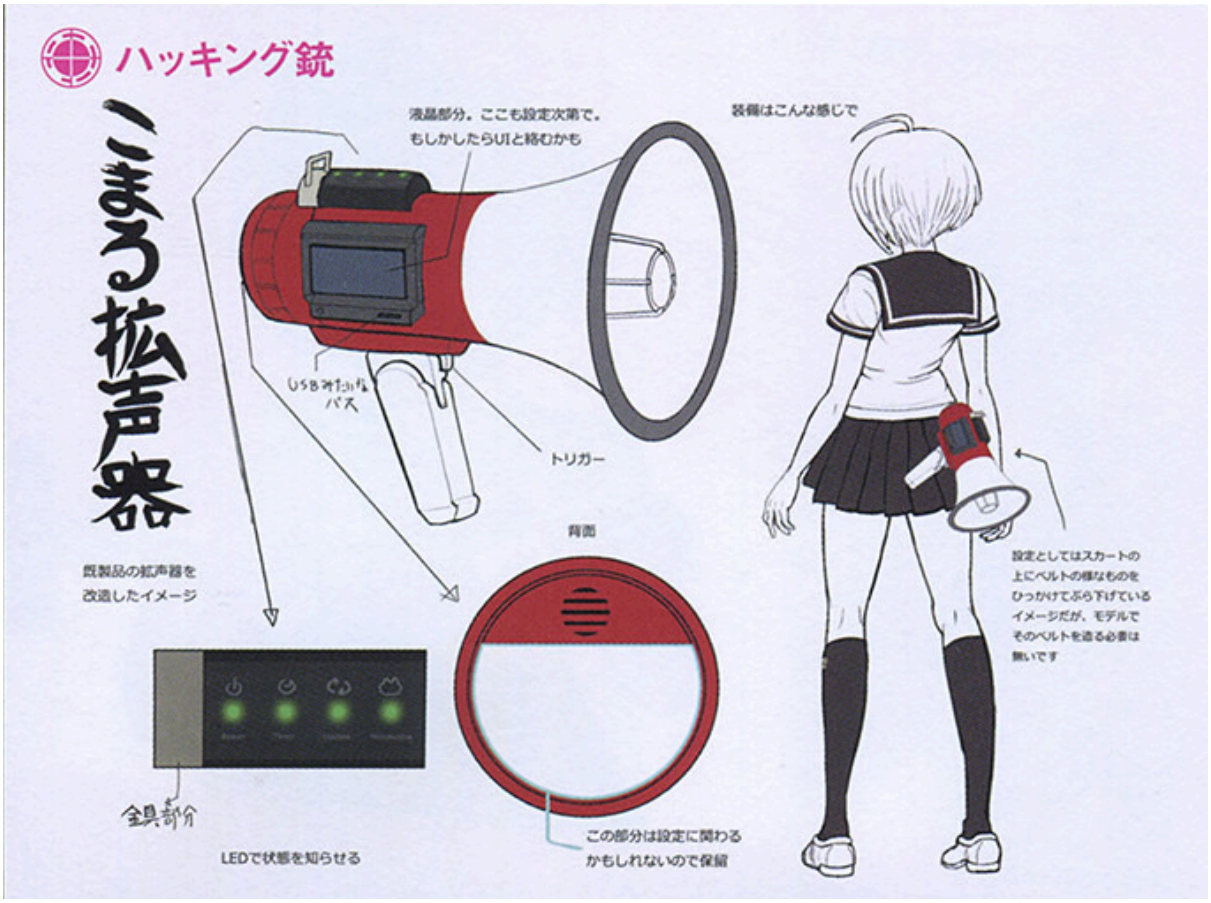
In Danganronpa S, it is implied that Byakuya came up with the concept, having made a blueprint.







Thus, we'll be focusing on the full extent of the Hacking Gun, as such explaining his VSI.



How does it function?

The gun sends out programming codes in an electromagnetic wave, allowing it to hack into the target's mechanisms from a distance. It has multiple types of bullets, capable of:

1. Releasing these blue orbs which can knock back and directly destroy the Monokuma units (BREAK).

2. Activating certain machines, such as moving vehicles, vending machines or arcade machines (MOVE).

3. Stunning and forcing the Monokuma units to dance, making them completely defenseless. Using such a bullet on a Siren Monokuma will cause its siren to go off, and attract nearby Monokumas (DANCE).

4. Detecting hidden inscriptions (invisible to the human eye) on walls and such (DETECT).

5. Firing multiple shots horizontally, blasting away the Monokuma units, knocking them back by quite a lot. It can also cause Guard Monokumas to lose their shield, making them vulnerable (KNOCKBACK).

6. Firing electric fields, capable of greatly damaging and stunning multiple Monokuma units at once in a certain range, potentially spreading through water if targeted (PARALYZE).

7. Firing rapid flame bullets, effective to counter fast-moving and aggressive Monokuma units (BURN).

8. Allowing the user to take control of a Monokuma unit, implied via game mechanics to directly input the user's consciousness into the robot. The user can then move around in the unit freely, until a certain time runs out, the time depending on the strength of the unit (LINK).

9. Firing an even stronger version of the BREAK feature, albeit seemingly situational. At most, one can assume it relies on the user's determination and engagement in hope (HOPE).

Extra note : THH Monokuma states that NASA is unable to even comprehend its structure. The idea of its complex mechanism is further pushed by Byakuya himself when he professionally disassembles the unit in chapter 5, claiming that it indeed is a sophisticated machine. Whether or not this statement holds equally true for UDG Monokumas does matter for the analytical aspect, because Byakuya, in order to make this weapon specifically for the Monokuma units, needs to fully understand its system in order for the LINK bullet, and the other bullets in general to function correctly. Here, we'll be considering so due to IF (and perhaps even just THH, although more subtle) implications of Junko having had hundreds of Monokuma units in reserve, and due to the fact that there is intrinsically no need for the units in the Killing School Life to be more intricate than the ones mass produced by the Towa Group.

Anywho, already, in order to come up with such an idea requires mastery in:

- Electromagnetics and EM wave manipulation – transmitting code via the waves, capable of hacking different systems to the point of direct insertion of consciousness in hyper-complex robots.

- Cybersecurity and reverse-engineering – hacking process being instantaneous suggests familiarity with encryption bypassing and dynamic decryption, open and closed systems.

- Robotics – grasping robot architecture, here Monokuma units which are supposedly far more complex than the usual robot, to the point of being able to figure out how to disable, hijack and influence their behaviour, implying deep hardware and software knowledge.

- Neurotech – again via the LINK function.

- Applied physics and engineering – designing bullets that can fire electric fields, flames, and forceful knockbacks, whilst remaining portable and rather safe to use, when used correctly.

The objective of the Hacking Gun is to counter Monokuma units, which is done so beautifully thanks to:

- Facilitation of usage – even people with zero experience in the field can use the weapon effectively, and can learn to master it efficiently (as evidenced with Komaru), all the whilst creating a safety framework under dynamic field conditions, preventing things such as hacking unintended targets or backfiring.

- Innovation and creativity – the range and variety of bullet types (8+) from direct combat (BREAK, BURN, PARALYZE), to field utility (MOVE, DETECT), to AI hacking (LINK): not only are they easy to use and somewhat unique, but they are also specialised for Monokuma combat and environmental circumstances. Byakuya needed to think of the problems and find adequate solutions in advance fulfilling the conditions from the point above (Guard Monokumas via KNOCKBACK, Siren Monokumas via DANCE, Destroyer & Beast Monokumas via BURN, etc…).

- Accounting for potential errors – signal bounces or fails, even more so regarding the LINK function which contains dangerous undertones (loss of consciousness, failure to fully account for two active cognitive threads, mental disorientation leading to cognitive overload).

- Adaptation to machine variability – the different Monokuma units may have different operating systems or firmware.

- Other field application ideas – switching bullets effectively and efficiently, easy comprehension of the device (this point is pretty much included in 1 too, just forgot to mention it then).

Ultimate Summer Camp implies he can formulate such a blueprint in a maximum of 50 days, possibly way less.

Why this feat is attributed to VSI is due to how blueprints are. Byakuya must have detailed and precised each function and part of the gun through its structure and applicability.

Hence, he:

- Could visualise and solve all potential issues and problems in advance.
- Could break down Monokuma units, potentially systems even NASA couldn't comprehend.
- Make it buildable by someone else feasibly via instructions and detailed structure.
- Envisage the interdisciplinary integration of all fields of knowledge stated before, connecting them with the situation and circumstances in reality.

Therefore, this feat not only demonstrates VSI, but also various types of thinking and reasoning on a conceptual and analytical level.

It’s very impressive in different aspects.

Hope this helped in understanding Byakuya’s prowess in VSI (and potentially other SCD categories). Another opportunity of mine here to say how overlooked he is in FSIQ, especially considering these aren’t even feats from the LN.

Doc from Ranposano.