Kokichi Oma's Feats & Analysis

"The Embodiment Of A Lie"

Made by Riiruu with the help of Machiavelli

This document goes over Kokichi Oma from Danganronpa V3: Killing Harmony. It includes everything from feats to statements that are necessary to scale Kokichi Oma accurately. The document itself is very detailed as well so there will not be any misconceptions about his feats any further. Scans are provided in the document itself wherever needed in hyperlinks.



Blue - Strategy, Planning, Tactics/Methods
Red - Deception
Purple - Anticipation, Prediction, Calculation
Brown - FSIQ
Lime - Perception, Observation, Cold Reading
Orange - Logical Reasoning
Green - Manipulation, EQ, SQ
Magenta - Adaptability
=> Cyan - Stats used
Pink - Scans used

Analysis contains spoilers

Progress:

Kokichi's ideology - 100%
Prologue - 100%
Chapter 1 - 100%
Chapter 2 - 100%
Chapter 3 - 100%
Chapter 4 - 100%
Chapter 5 and 6 - 100%
Free time events - 100%
All time feats - 100%
Non-canon feats (Ultimate Summer Camp) - 100%
Misconceptions - 100%
Chapter 5 and 6 Misconceptions/Proving - 100%
The “open” ending of Killing Harmony - 100% **(might be inaccurate)**
Scans - 100% (I suggest you play the game yourselves as scans cannot explain everything, will not be included in misconceptions, I am lazy and they are mostly repetitive scans anyway)

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I may revise or amend sections of the document based on any new discoveries or insights gained, especially in areas previously overlooked.

<u>Before you start reading:</u> First of all, I would like to briefly mention that Danganronpa as a franchise revolves around the concept of "Chekhov's gun" and I am pretty sure most of you are unfamiliar with the term, so let me elaborate, as this document is essentially built around its concept deeply.

Chekhov's gun is in short a principle that states that every element in a story must be necessary, and irrelevant elements should be removed. This basically means that any implication, proof or evidence are automatically a part of the plot and it always has a certain meaning to it, whether it's only underlying or evident.

Now, this is especially important when considering that Kokichi's feats are for the majority of the series only subtle, not revealing too much about him as a character or as an anti hero of the story, though some implications are evident. If you try to dismiss or discredit a part of an interpretation via. dismissing Chekhov's gun as a whole, the argument falls apart as a whole, because certain parts would never make sense, which further condemns applying Chekhov's gun is necessary for analysing a game such as Danganronpa, though I believe I have managed to analyse everything accordingly, without any unnecessary hard overestimating of Danganronpa's narrative and the concept of Chekhov's gun as a whole.

<u>Kokichi's ideology</u>

Before delving into the detailed analysis, it is important to understand Kokichi's beliefs, motives and goals throughout the entire killing game to better comprehend his intentions and perhaps gain a fresh perspective on Kokichi's character.

Many people label Kokichi as a sociopath or even a psychopath, but I strongly disagree with this notion. Kokichi exists in a moral grey area; he is not inherently good or evil. His focus is on achieving results, even if it requires sacrificing someone or something along the way. This means he engages in morally questionable actions to save everyone from the killing game, such as sacrificing Gonta in Chapter 4, for instance. Kokichi intentionally presents himself in a negative light, appearing as if he does not take the game seriously, even though he is deeply passionate about putting an end to the cycle. His disdain for the killing game drives him to try and dismantle it from within.

His ultimate goal extends beyond ending the current killing game, he aims to eradicate future killing games as well. This is why he does not bother identifying the mastermind, recognizing that the current game is orchestrated by a larger entity with authority over the killing game. Even if he eliminated the mastermind, the cycle of killing games would persist. Kokichi wants to both win the current game and dismantle the entire system.

Throughout most of the killing game, Kokichi operates as a hidden force, subtly influencing events while guiding Shuichi to reach conclusions he had already deduced beforehand. This strategic approach allows him to remain unnoticed and deftly control the course of the killing game. By presenting himself as a mischievous troublemaker, he aims to win favour with the spectators and avoid detection by both the mastermind and the other participants. Through his manipulation of Shuichi, he effectively steers the game as he desires, maintaining a level of secrecy and authority throughout.

Kokichi's actions are predominantly indirect, he seldom states things explicitly but implies them instead. The true meaning behind his motives becomes clearer when we carefully examine each individual action and connect them to form a cohesive interpretation. While he leaves room for various interpretations, a predominant interpretation emerges, enabling us to analyse him despite his seemingly mysterious intentions.

In summary, we have established that Kokichi operates in moral grey areas and is willing to go to great lengths to achieve his goals. His preferred method involves indirect tactics, using Shuichi as a tool in his plans. His overarching plan is not just to stop the killing game, but to dismantle it from within, allowing it to decay gradually and subsequently, preventing its continuation.

PROLOGUE

(Messing with Keebo) Kokichi was able to astutely discern Kibo's emotional state during the prologue without much difficulty - Within the confines of Classroom A, Kokichi wanted to find out about Kibos' robotic functions. When Shuichi and Kaede walked together into the class room and both of them introduced themselves, Kokichi at that point already recognized Kibos' cognitive faculties and he was keenly aware that labelling Keebo as non-human would trigger him.
(Also the time when Kokichi learned about Keebos recording functions, very important for Chapter 2)

=> Emotional Understanding, Emotional Management, Social Awareness

(Made for a killing game) At the outset of the deadly contest, when Monokuma revealed the compulsory participation in a life-threatening killing game where survival was uncertain regardless of one's role as a bystander or the culprit, despite all of this, Kokichi remained remarkably composed. Monokuma later described that the people can kill in any way they want from bludgeoning, strangulation, drowning, stabbing to any other foreseeable way to commit a murder.

After hearing this, Kokichi went as far as to express enthusiasm for the killing game. However, it's important to note that despite his outward appearance, Kokichi never truly enjoyed the thrill of a morbid competition. From the very prologue, he had already begun strategically deceiving those around him.

This demonstrates an extraordinary ability to adapt to a hostile environment and the very nature of the killing game. What sets this apart as a remarkable feat is Kokichi's unwavering composure. Despite Monokuma outlining a spectrum of gruesome methods for murder as well as realising the fact he is stuck in a game with complete strangers, who could potentially be murderers or assassins, Kokichi did not show a single hint of apprehension or unease. He maintained a face of collectedness throughout the entire prologue, even during the biggest hardships he had to face, such as his poisoning in Chapter 5.

=> EQM, Adaptability, Acting skills, Decision making

CHAPTER 1

(Kokichi's Gonta manipulation) Since the conclusion of prologue, Kokichi began subtly influencing Gonta according to his preferences. The initial step in this direction occurred when he raised the manhole cover, granting everyone access to the tunnel that should lead to escape. Kokichi commended Gonta for his strength, acknowledging its usefulness, while dissing Keebo about his uselessness. He foresaw the significance of aligning himself with someone possessing unmatched physical prowess for his own survival and possibly incorporate it to execute strategies later down the line. Subsequently, Kokichi deduced that Gonta relied predominantly on his brawn rather than intellect to safeguard others, as he is not the brightest tool in the shed. (Chapter 2 and Chapter 4 strategies most importantly)

=> Emotional Understanding, Social Awareness, Faster thinking, Emotional manipulation, Tactics/Methods, Prediction

(Kaede's escape plan) During the Prologue, when the discovery of a secret manhole raised the possibility of it being an escape route, Kokichi initiated his first strategy. The idea of using the manhole to escape was proposed by Kaede and it was met with numerous traps, making the escape seem implausible for many. Despite this setback, they agreed to make a second attempt, displaying a resilient bond among them already. Kokichi enthusiastically supported another try, but their efforts proved futile. With each failed attempt, their hope of using the manhole as an escape route dropped significantly. Amidst their struggle, Kaede persistently encouraged the group to persevere, maintaining hope. It was during Kaedes persistent attempts to find an

escape through the trap-filled manhole that Kokichi gauged the emotions of each participant perfectly. This is when Kokichi puts his plan into motion. (1) He appealed to their emotions, finally rejecting Kaede's fruitless attempts and stepped away from trying to escape through the manhole, influencing the decision of seven other participants of the killing game just through rejecting the idea of escape. With only half of the members wanting to keep trying, they collectively conceded the attempts to escape for the time being, deeming the escape impossible with half of the students out of the question. I will elaborate on Kokichi's goal behind his actions later.

Additionally, it was Kokichi who suggested finding an alternative route to escape the killing game. This ambiguous statement held various interpretations, such as: Escaping by resorting to murder, overpowering Monokuma and the Monokubs collectively, or even discovering a completely different exit within the academy itself. He deliberately chose such vague words and actions for three main purposes:

1) To identify potential killers in the game: He could identify the killers because those more likely to give up on escape were deemed to have weaker willpower and are far more likely to resort to irrational actions such as murder.

2) To assess the threat level of other participants: Kokichi aimed to identify those who would discern the underlying eeriness behind his message. This way, he would learn about the astutely sharp individuals within the group. This strategic move allowed him to keep a close watch on everyone that would be able to spot this throughout the killing game before any dangerous actions had even unfolded in the first place, which would be beneficial in the long run especially for somebody like Kokichi, who gained advantage in the killing game especially through profiling people.

3) Tighten their bonds: Isolate Kaede and for the upcoming hours strip her out of her leading position to rebuild their friendships completely with an even stronger bond than ever before. (I will elaborate on this below)

Armed with this knowledge, Kokichi patiently awaited the reactions of others to his statement. The first respondent was Rantaro, who immediately considered the possibility of escaping by killing somebody. Kokichi swiftly dismissed this, saying that he can also interpret it that way, which allowed him to subtly steer the conversation elsewhere. It would also prove Kokichi knew there are more interpretations that could be gauged out of this. By merely listening to Rantaro, he discerned a level of intelligence beyond what Rantaro had revealed, but ultimately decided not to press the matter any further than that, as he had already achieved his goal. Additionally, Kokichi rapidly undermined Kaedes leadership by swaying those more easily influenced against her in the heat of the moment, achieving his third goal. Later on, after they

slept, and met each other at the diner, it was Kokichi who first spoke to Kaede again. He inquired about her well-being regarding the previous incident, acknowledging that she appeared disheartened after the group's criticism for pressuring them to pursue an uncertain escape route. Initially, he focused on Kaede, but he decided to promptly shift attention to others as well, calling them sore losers for not listening to her request. This manoeuvre compelled them to defend themselves. They had to engage in a conversation with Kokichi, mending their bruised egos. Kokichi managed to directly hit the biggest weakness in humans - their pride. This tactic prompted a reevaluation of their initial reactions when Kaede wanted to escape the killing game through the manhole, as they decided they overreacted. Though this would also lead Kaede to apologise, skillfully preventing potential grudges from oozing among the group.

Note that despite there being no visible animosity toward Kaede and no reason to bring this up anymore, Kokichi escalated the conflict further, highlighting that everyone had wrongfully blamed her for attempting to escape, disregarding their collective responsibility, as it should have been everybody's responsibility to try and escape the killing game in the first place, which goes contradictory to Kokichi's actions. By taking Kaede's side in the conflict, he steered the situation towards resolution, aiming for Kaede to offer apologies to diffuse tension and restore her leadership role, and therefore her trust along with it as well, despite there being people who initially raised clear objections against Kaede. This way, everything should go smoothly and no further arguments should stir up anymore and Kaede will be as strong as ever in her position as a leader of the group.

This strategic move aimed to strengthen the group's bonds by resolving conflict with a mutually agreeable solution. Bonds always tend to get stronger after every fixed argument, where a solution is presented that fits everybody, which is a pattern that will fortify a relationship without fail. Had a single person remained dissatisfied, his plan would have crumbled, underscoring Kokichi's astute understanding of personalities involved in the game. But this had never happened, showing that Kokichi had in fact psychoanalysed everybody during Chapter 1, because a chain reaction of emotions had to be calculated ahead of time to reach this outcome. His tactic aimed at fostering stronger bonds through a fabricated conflict - a tactic he confessed to later. He claimed the intention of his actions was to unite everyone, which would lead to better teamwork of everybody in the group. He acknowledged his deception, but asserted that many of his lies were rooted in good intentions, highlighting his underlying motives for actions, which were needed to distinguish his actions in other chapters.

So, what can we conclude from all of this?

Kokichi strategically waited for the right opportunity when everyone grew fatigued, and therefore disinterested in pursuing what seemed like an aimless scavenger hunt in order to escape the killing game. With keen observation of the situation and about half of the participants in the desired mental state, he initiated his plan. He shifted all of the blame onto Kaede, insinuating that she compelled them against their will into a seemingly meaningless activity, as repeated attempts yielded no exit whatsoever.

The real intention behind this was to manipulate the emotions of the others while discrediting Kaede's emotions, diverting everybody's attention, making them forget the purpose behind Kaede's actions and from the actual goal - escaping the school in which they were trapped in. Initially, it might appear that this was to sow discord among the participants and create internal chaos, but that's not entirely accurate. The primary aim was to evoke remorse in Kaede and this way compel her to apologise to everyone, and for the group to accept her apology afterwards.

Kokichi's understanding of each individual's psyche, including Kaede's, guided his actions. He anticipated that the group would forgive Kaede without bearing any deeper grudges against her anymore, despite her pushy actions. Recognizing Kaede's dominant role within the group and her resilient willpower, he saw the necessity for her to apologise to everybody in order to maintain her influence and therefore ensure the safety of everybody else. This approach aimed to fortify the bonds among all the participants in the killing game, making team building and cooperation significantly more attainable than before. Despite them being put in a situation where they are assumed to distrust everybody, their trust had grown exponentially thanks to Kokichi as early as Chapter 1.

=> Emotional Understanding, Emotional Perception, Emotional Engagement, Emotional Management, Social Awareness, Social Skills, Relationship Management, Inductive Reasoning, Deductive reasoning, Abductive reasoning, Misdirection, Setting Traps, Observation, Anticipation, Cold Reading, Information Gathering, Tactics, Mass Manipulation, Emotional Manipulation, Indirect Manipulation

(Monokuma copies') Despite having limited knowledge about Monokuma and the Monokubs, Kokichi was aware that destroying Monokuma wouldn't terminate the killing game. An earlier instance where Monokuma was destroyed, only to return unscathed, solidified this belief immensely.

This indicated the existence of backups or copies of Monokuma and possibly the Monokubs as well, stored away to replace them in case of malfunction or destruction. This apparent resilience in their reappeareance hinted at a systematic contingency plan in place.

The certainty that a mastermind existed stemmed from this observation. The consistent reappearance of Monokuma, unfazed by destruction, suggested a higher entity orchestrating events behind the scenes, ensuring continuity within the killing game, so even if they destroyed Monokuma, it would not stop the killing game.

=> Inductive reasoning, Abductive reasoning

(Kokichi figuring out Kaedes' and Shuichis' relationship) Kokichi easily discerned the budding relationship between Kaede and Shuichi. A connection he had already discussed with Kaede in the initial stages of Chapter 1, despite their limited interaction between the two of them.

=> Social Awareness, Observation, Emotional Perception, Emotional Understanding

(Kokichi showing awareness of the killing game) Kokichi displayed scepticism regarding the authenticity of the killing game when Monokuma reappeared seemingly out of nowhere, despite being destroyed earlier in the chapter. This sudden resurrection showcased an incredibly advanced technology, far beyond what could be readily accessible in the real world. This raised suspicions in Kokichi's mind, prompting him to contemplate the possibility that the entire scenario might be fabricated and they are possibly within a virtual game. Subsequently, he retreated to his room, stating "Maybe I will go back to my room and think things over. Alone." after an additional motive was introduced too.

Later on during a Free time event with Kaede, he cryptically mentioned: "Will he end it… Or start a new one" hinting at the notion that the killing game might be replicable if they were indeed trapped in such a scenario, which would also prove he did not just contemplate about the additional motive, but about Monokuma's reappearance too. This holds particular significance because the specific wording of "End/Start" suggests the likelihood of their involvement in a virtual killing game rather than a real-world scenario. In a genuine situation, one might use phrases like "Make a new one" or "Create a new one." Moreover, the logistical challenge of kidnapping 16 highly skilled Ultimate students for such a game adds weight to the possibility that the game is set within a fictional world. His deduction that they were being observed by spectators further solidified this belief. By this juncture, it becomes apparent that he had discerned that they were participants in some form of a "game."

Given the games are inherently designed for observation by spectators, it can be inferred that Kokichi was cognizant of the concept of "spectator" since the inception of the narrative throughout Chapter 1 ranging from the established rules to the nature of the killing game. Consequently. His non-cooperative demeanour exhibited throughout Chapter 1, such as his refusal to divulge his alibi during the investigation preceding the

class trial, was a deliberate portrayal aimed at depicting him as a disruptor - a figure simultaneously appealing to a fraction of viewers, particularly from the spectators' standpoint.

This deliberate portrayal as a troublemaker was orchestrated to imbue him with a certain level of protection for survival within the overarching game's context. By cultivating a persona that garnered attachment from spectators, there existed a diminutive defence mechanism - creating a plausible deterrent against potential harm from a hypothetical orchestrator of the game. This strategy relied on the premise that the mastermind, if present, would be less inclined to eliminate him due to the established affinity of spectators towards the persona he meticulously sustained throughout the game.

Afterward, he began to provoke everyone more and more in each subsequent chapter. From this, it is apparent that he consciously weighed the advantages of assuming the role of a troublemaker within the group rather than following a more conventional path of cooperation. These advantages included:

1) Aiming to remain inconspicuous while relying on someone perceptive within the group to serve as an astute detective capable of solving all the class trials, deflecting attention away from himself and redirecting suspicion toward that person, such as Shuichi. This strategy allowed him to operate stealthily and execute future plans without drawing too much unnecessary attention as the target was on Shuichi, not him.

2) Given his established reputation as an untrustworthy individual, he recognized that others would naturally distrust him, allowing him to act without the burden of others relying on him.

3) Understanding that the killing game was intended for spectators, he adopted the troublemaker role to generate conflicts and drama, captivating the audience and their interests. This heightened attention served as a form of protection, as it would create a vested interest among spectators to keep him alive. Importantly, he ensured that the drama he incited would not directly antagonise the mastermind, thereby avoiding becoming a prime target. He understood the psychology of the people that would be watching a killing game and made a selection based off the information available to him to act a certain way that would ensure his safety.

Later, during the murder investigation in Chapter 1, Kokichi appeared remarkably nonchalant despite the life-or-death circumstances. He remained seemingly unconcerned, refusing to engage in the investigation and even declined to disclose his

alibi to Shuichi, (1) (2) (3) asserting that doing so would enhance the game's intrigue. While part of this attitude stemmed from Kokichi's belief in the surveillance cameras, revealing the true culprit, his overall indifference toward a trial where his life hung in the balance spoke volumes.

This behaviour further underscores his awareness of the potential scenario that the killing game might be unfolding within a virtual world, positioning them all as mere players in the larger scheme. Subsequently, this realisation led him to comprehend the game's intended audience: Spectators. This realisation triggered his formulation of a plan rooted in linking events from Chapter 1, especially the trial, with the broader context of the game.

By leveraging the notion that Monokuma might be manipulating the game, Kokichi orchestrated a strategy to undermine the game and its integrity from within. This calculated manipulation was a direct attempt to exploit potential flaws or cheating by Monokuma, aiming to gradually dismantle the game's structure and ultimately bring about its downfall.

=> VCI, Inductive reasoning, Abstract thinking

(Class Trial) During the Class trial, Kokichi confronts Kaede for her contradiction - she is "Yapping about teamwork" but at the same time, accuses someone of being the Mastermind. He had managed to highlight the disparity between her actions during and outside of the trial this way. Kaede's response in Kokichi's eyes solidifies her unwavering determination to end the killing game, even if it means finding the "Cold hard truth" that runs deep within her. This conviction that Kaede had suggests to Kokichi that she might have taken action before the trial to halt or at least did something that she thought would lead the killing game to its end. This marks the initial moment when Kokichi starts suspecting Kaede of the crime. He had already realised that this murder could have only been done by the people who had prior knowledge of the cameras. This reduced the options to 3 people -> Shuichi, Kaede and Miu. (Bear this in mind)

This is why at the beginning of Trial 1, Kokichi antagonises Miu, suggesting she is the culprit due to her knowledge of the hidden cameras, implying she used this information to commit the murder. Through this deception, Kokichi manages to sway most participants to consider Miu as the culprit based on her awareness of the hidden cameras. When Miu's defence was challenged, Kokichi persisted in pressuring her further to sow more doubt among the group. He does this knowing that confronting the person aware of the cameras is crucial to resolving the trial, considering only three individuals were aware of this detrimental information, them being: Miu, Shuichi and Kaede. Following Gonta's wrongful accusation and subsequent vindication (which is

not relevant to Kokichi's plan as he was certain Gonta was unaware of the cameras' functions at the time, given his lack of knowledge about the cameras), the fact that Kokichi did not care about Gonta's accusation is evident, as he did not engage in this part of the discussion at all, knowing it is irrelevant. The discussion reached a stalemate after Gonta was cleared.

Miu eventually disclosed a crucial detail of the case. The revelation was a simple fact: There was a 30-second window between the timeframe the cameras could take another snapshot. This indicated the possibility that somebody could have entered the library after Rantaro and departed within the same time frame, committing the murder without being captured on camera. Of course, this could only be done if they were aware of the cameras themselves, which narrowed down Kokichi's suspect list substantially. This basically means that the only people that could have exploited this loophole was Miu, who had an alibi and Kaede, or Shuichi, they both became prime suspects in the case for Kokichi. Kokichi endorsed this line of reasoning and initiated accusations against Shuichi. It was imperative for Miu to reveal this detail, otherwise, the case would have stagnated, jeopardising her position, which was a fact Kokichi abused astutely while taking his time to devise this tactical manoeuvre.

After this, as his new target, Kokichi chose Shuichi. He hinted at the notion that only Shuichi knew of the camera intervals and accused him immediately, which prompted everybody to focus on him.

Now, why did Kokichi target Shuichi instead of Kaede? There are two straightforward explanations for this decision:

> 1) First of all, Kokichi understood that implicating Shuichi would make it considerably simpler to deduce Kaede as the culprit using an “odd one out” approach to solve the case without too much effort. The reverse strategy, singling out Kaede first, would have been more challenging since Shuichi possesses significantly higher intelligence and deduction skills as opposed to Kaede.
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> 2) When the information regarding the time intervals emerged, it became apparent that only Shuichi and Miu were privy to this information, as it was revealed later on that Shuichi intentionally withheld this information from Kaede, raising the suspicion bar of everybody. Given that they were collaborating to uncover the culprit, the omission of such crucial evidence seemed suspicious and cast a spotlight on Shuichi as a potential suspect. Kokichi seized this opportunity to elevate Shuichi as the primary suspect of the case. Kokichi's aim here was to create an emotional response from Kaede. This manoeuvre compelled Kaede to immediately make up a lie in order to depend

on Shuichi, though he remained silent. The consequence of Kokichi's accusation was to pressure Kaede into fabricating a falsehood. By inducing agitation and nervousness in Kaede, Kokichi aimed to prompt mistakes in her reasoning, potentially revealing her as the true culprit.

In essence, Miu's alibis assured her complete innocence, leaving Shuichi and Kaede as the only viable suspects. Pressuring either of them would potentially instigate suspicion between the two, as they were the only people that could have done it. At this rate, it would only be a matter of time before they would deduce who the culprit actually is. When either of them realises this, they will be forced to disclose this vital information to everybody to accuse the other, otherwise, they would die, along with everybody else involved in the killing game.

Additionally, Kokichi pointed out that Shuichi was responsible for setting up the sensor on the bookcase, but he also claimed that Shuichi might have fabricated placing it there and that he held it himself the entire time. When Shuichi met Kaede, there was a possibility that he could have just set the sensor off in his hand directly in secret. However, if the sensor wasn't placed initially, it couldn't have captured a picture of Rantaro, rendering this theory immensely flawed.

Kokichi acknowledged the flaw in his reasoning that he had presented, but Korekiyo noted that Kokichi spoke as if he had been aware of this flaw from the get-go, lending more credibility to the entire argument that he attempted to eradicate any inconsistencies about the case.

Ryoma introduced another intriguing point to the debate - that being if Shuichi actually possessed the receiver and deactivated it in the first place. This scenario would have ensured the capture of a picture, but without triggering the alarm. Kaede failed to provide a rebuttal to this, opting instead to fabricate a falsehood to cover for Shuichi and get people to stop suspecting him. Kokichi immediately detected her lie but chose not to challenge it, refraining from prying any further as Kaede and Shuichi commenced confronting each other. Shuichi had already realised Kaede is the culprit of the case at this point, which was Kokichi's goal the entire time. For the two of them to go after each other.

Kaede opted to cover for Shuichi, yet Shuichi remained notably quiet throughout the entire confrontation. Kokichi allowed this silence for the time being, anticipating that the mounting pressure on Kaede could compel her to reveal her own guilt. This strategic approach stemmed from his prior estimation of Kaede's personality as evidently shown during her escape attempt and at the confrontation with Kokichi at the start of the trial, which explains why he applied pressure on Shuichi rather than Kaede as well. When Kaede ultimately confessed as the culprit, Kokichi remarked on

her hypocrisy - preaching about teamwork while committing a murder herself. This aligned with his earlier remarks to Kaede at the trial's outset when she accused others, indicating his initial suspicion towards her.

However, the situation becomes complicated when considering Kaede's confession to a crime and her inability to steal the Monopad in the library as she wasn't present. This suggests that someone other than Kaede might have taken Rantaro's Monopad or replaced it with a new one. This raises more questions than it answers, as it implies the involvement of the mastermind either directly or through Monokuma, breaking the already established rules. It's unclear whether Kaede actually committed the murder or simply covered for the mastermind, possibly acting as their accomplice. Alternatively, the mastermind might have used Kaede's plan for murder and executed Rantaro themselves. However, one thing is certain - the mastermind had a role in the events.

We know that Kokichi was aware of the Monopad Rantaro carried and its high relevance to the class trial. He was puzzled when others claimed the Monopad had no significance prior to the class trial, which led him to make two deductions. First, since the Monopad was discovered in Rantaro's clothes rather than near him (1) (2) or in his hand as shown in the pictures, it suggests that someone swapped it with a new one devoid of incriminating evidence. This could mean Rantaro had it in his possession in all the pictures, or he had two Monopads, and the mastermind took one away. The involvement of Monokuma or the mastermind was crucial for this switch to even be possible, as Kokichi learned that Kaede couldn't have managed this on her own due to executing a kill from a large distance.

In essence, the idea of Rantaro carrying the Monopad to the library without purpose seems illogical, especially since he aimed to end the killing game at that precise moment, indicating the Monopad's significance, which is what made Kokichi question the validity of the class trial.

Given the mastermind's potential awareness of Kaede's plot to eliminate Rantaro due to their affiliation with Monokuma, it is plausible that they managed to evade the camera's surveillance intervals. This allowed them to await Rantaro's demise and seize the Monopad from him. Alternatively, it's conceivable that Monokuma, potentially acting on behalf of the mastermind, removed the Monopad post-mortem, constituting direct involvement in the case. All these scenarios, as deduced by Kokichi, ultimately implicate Monokuma in breaching established regulations.

Further fueling Kokichi's scepticism is the eagerness exhibited by Monophanie to develop the photographs, despite Kaede refusing to let Monophanie do so. (1) This prompts the query: Why would the Monokubs, who were closely connected to the

mastermind, display such enthusiasm to assist? This instance would discredit the notion of the mastermind leveraging their position in the game. If the mastermind were the culprit, the Monokubs would logically expunge any traces of their involvement from the photos and manipulate them before dissemination to the participants. This presents the most plausible explanation for their fervent cooperation.

Another enigmatic aspect worth considering is the culprit's decision not to seize the First Blood Perk, (1) a guaranteed exit from the killing game. Plausible explanations emerge: Either the culprit, akin to Kaede's circumstance, felt remorse for their actions, or the culprit, possibly synonymous with the mastermind, aimed to perpetuate the killing game. Consequently, they took control of the situation by employing Kaede's initial assassination attempt to mask their own subsequent killing, deliberately shunning the First Blood Perk due to their indispensable role in the game's continuation.

Lastly, a significant statement from Monokuma asserts his avoidance of direct actions toward anyone. This insinuates the likelihood of indirect intervention, potentially through the conduit of the mastermind. This contradicts Kaede's proposition, highlighting Monokuma's dismissiveness when she suggested the mastermind doubling as the culprit. An incongruity that introduces the prospect of the mastermind's potential involvement from the onset of the class trial.

Undoubtedly, these deductions lack absolute certainty, yet they instigate a substantial degree of scepticism, prompting deep contemplation. It was at this juncture that Kokichi discerned the possibility that the mastermind operated beyond the constraints of the rules, a revelation he would exploit in Chapter 5. Here, he orchestrated a situation forcing the mastermind into falsehood. Subsequently, the unveiled lie compelled everyone to ponder the manifold ways Monokuma and the mastermind could have directly manipulated the outcome of a class trial - a crucial aspect of Kokichi's objectives in Chapter 5. This underscores Kokichi's cognizance of the likelihood that the mastermind might have been the perpetrator in this particular case, forming a foundation for his strategic planning.

(This particular deduction functions as a sequence of events culminating in his tactics in Chapter 5, with further elucidation and substantiation of its validity expounded upon during my analysis of Chapter 5 and 6. Notably, there exists no direct evidence pinpointing the exact moment when Kokichi pieced this together, but the most plausible inference suggests that Kokichi likely grasped this revelation immediately or shortly after the class trial, given the high-stakes nature of the life-or-death situation in the killing game, rendering retrospective analysis of resolved cases as unnecessary.)

So, what was Kokichi's strategy to narrow down the list of suspects?

The culprit had to be someone acquainted with the concealed door's existence and also privy to the presence of the planted cameras. This significantly reduced the number of suspects of this case to just three individuals - Kaede, Shuichi and Miu (Excluding the mastermind). It's noteworthy how Kokichi immediately began pressing Miu at the very beginning of the class trial. This tactic aimed to eliminate or condemn her as the culprit. By applying pressure, Miu would be compelled to present her own alibi to avoid being voted out, if she was innocent. Her defence would emphasise an airtight alibi, further supporting the idea that somebody else, aware of the cameras, would orchestrate such an intricate plan to kill Rantaro. Those who were not aware of the cameras would likely opt to directly assault Rantaro in the library without devising a scheme like this, if they had not known about the cameras beforehand.

Consequently, this narrowed down the suspects list further to just two contenders - Shuichi and Kaede. It was at this point that Kokichi had already gained a considerable advantage and the victory was at the palm of his hands already. By accusing Shuichi, he deliberately steered the reasoning process into Shuichi's consciousness. (As follows: Culprit evaded the cameras -> Culprit must have been aware of the cameras -> Only three people knew about the cameras -> One of them has airtight alibi -> It must be me or Kaede.) If Shuichi wasn't the culprit, it would be glaringly obvious that Kaede held that role. Conversely, if Shuichi did turn out to be the culprit, Kaede would likely follow the same line of reasoning, it would just take more time. Ultimately, they would expose each other through this method, no matter the circumstances.

With that said, Kokichi recognized Kaede's formidable determination - her resolute drive to expose the mastermind and break free from the killing game was insanely high. This determination was evident in her refusal to take up the Blood Perk Monokuma provided as a way to escape the killing game. Instead of fleeing from the game, Kaede consciously chose to withhold that escape route. She perceived that the absence of any item incriminating the culprit as the mastermind was a pivotal detail. Hence why she decided to endure a class trial rather than escape the killing game. Considering that Kokichi had profiled Kaede perfectly already from her escape plan, the fact that she would not take the Blood Perk would align with Kokichi's prior assessment of her character, which would lead his initial suspicions towards her specifically. This was further driven by Kaede's reaction when Monokuma reappeared after Rantaro had died, because she believed eliminating Monokuma would actually terminate the killing game. Now, if she chose to stay and pursue the truth by withholding her identity as the culprit intentionally, she would learn the truth about whether she had actually killed an innocent member of the team or the actual mastermind controlling the killing game as a shadow eminence. This would also provide an opportunity for everybody else to draw closer to the identity of the true mastermind, which would be satisfactory for her, and for everybody else involved.

Moreover, recalling Kokichi's statements at the beginning of the trial - he highlighted Keade's suspicion towards everyone despite advocating teamwork, which led Kokichi to believe something is off yet again. Kokichi later said if she is “ready to face the cold hard truth.” These remarks hinted at Kokichi's deeper knowledge, suggesting her suspicions of Kaede from the very start. This would explain why he probed Miu and Shuichi but refrained from pressing Gonta when accused, as he had already reasoned that the individual who was knowledgeable about the cameras would eventually emerge as the culprit of the case.

In essence, Kokichi unveiled the culprit through his familiar “odd one out” method, frequently employed by him throughout the entire killing game. It is evident this method was not foreign to him by any means.

During Chapter 2, Kokichi once said that “process of elimination wins again”, strongly suggesting his prior use of a process of elimination in a trial, which would refer to Chapter 1, as there is no other instance where he could have used it other than the class trial in Chapter 1.

=> VCI, Emotional Management, Emotional Understanding, Emotional Perception, Social Awareness, Deductive reasoning, Inductive reasoning, Abductive reasoning, Lateral thinking, Critical thinking, Abstract thinking, Indirect Manipulation, Logical Manipulation, Individual Manipulation, Emotional Manipulation, Misdirection, Information Control, Fabrication, Anticipation, Prediction, Adaptability, Overall Strategy, Observation, Perception

(Kokichi's way of handling emotions) Kokichi exhibits an exceptional aptitude for regulating and controlling his emotions. During Shuichi's emotional distress following Kaede's execution, Kokichi advised him to essentially just reset his feelings, which directly implies that he manages his own emotions through the same fashion. His ability to swiftly transition from tears to total composure within moments further substantiates this notion. Regardless of the intensity of the emotional burden he has to carry, he demonstrates a remarkable capability to govern and facilitate his emotions astutely on his own accord, no matter the situation he is in is insanely good at handling and managing his own emotions as well as the emotions of all the other participants.

Crying can be considered as a physiological reaction to certain stimuli. In order to have full control over these physiological reactions, Kokichi must have an extraordinary ability to mentally regulate his emotions during the most anxious situations. This requires a high level of emotional and cognitive control, which is a mental and psychological feat as well.

Kokichi's effort to exert an immense control over these reactions and produce tears whenever he wants requires a high level of conscious effort. Crying is of course controlled by the sympathetic nervous system, which is a part of the body's autonomic nervous system, which shows a great control over something which happens automatically.

Kokichi had used this method of handling his own emotions in Chapter 4 before Gonta was executed. I will elaborate on this in my Chapter 4 analysis.

=> Acting skills, Emotional Management, Self Awareness

CHAPTER 2

(Dragon statue) During the second Chapter's investigation, following the distribution of four items by the Monocubs, the students set on a quest to discover their intended purpose. Initially, Kokichi eagerly volunteered to snatch all the items for himself for further exploration. Though the group collectively decided that the person that should hold on to the items should be Shuichi, as he is the most trustworthy individual currently. It was also Shuichi who stumbled upon Kokichi near a peculiar dragon statue. Kokichi, with a calculated air, pointed out how weird the statue looks and expressed his anticipation of Shuichi's arrival at that precise spot, strategically choosing to await his arrival. Observing the dragon statue, Shuichi used one of the four items given to him by the Monokubs. Subsequently, a section of the wall began disintegrating, revealing an alternative pathway leading to a thus far unexplored area of the school. Some of the students present near the dragon statue decided to explore it along with Shuichi.

Evidently, Kokichi had a desire to possess the items provided by the Monokubs, as he perceived their importance. But how did he discern their significance? Notably, the dragon statue surprisingly lacked an eye that could be replaced with one of items provided in place of the absent eye. In a matter of seconds, Kokichi recognized the striking resemblance between the gem in their possession, the void in place of one eye and the second eye already embedded, which explains his striking attempt to acquire the items for himself. When his request was denied, he strategically opted to wait for Shuichi, confident that Shuichi would explore the area with the dragon statue as well. Kokichi intentionally refrained from giving out too much unnecessary information about the statue, merely calling out its “suspicious” appearance, adopting a more lowkey demeanour for his actions.

=> Perception, Observation, Planning, VCI, Inductive Reasoning, Faster thinking, Misdirection, Data analysis, Memory

(Kokichi figuring out they are in a virtual world) After the Flashback light revelation, some of the memories were partially restored to the group, but not every part of their memories had been regained. The concealment of their lost memories by Monokuma raised perplexing questions: Why obscure these memories? Was it to drive a killing game, to incite motives for murder, or to plunge individuals into despair before offering abstract glimpses of hope to them as a form of placebo? These considerations prompted Kokichi to realise his deduction that the game is watched by spectators is the right one. In his point of view, all games, whether played or observed, adhere to specific rules and parameters and the same can be observed in this killing game. Subtly, his demeanour shifted ever so slightly since this incident. He escalated his confrontations with the group, became less cooperative and intensified his role as a person who withholds necessary information. The strategic shift aimed to position himself as a potential mastermind or an evil-doer in the future while avoiding drawing the attention of the actual mastermind hidden among the students, essentially flowing under the radar. Kokichi realised that if he revealed his sharpness, cooperative nature, or posed a threat to the killing game, it might lead to his elimination by the true mastermind, as he would be an obstacle to them, therefore they would opt to remove him more likely than the other participants, which is why he decided not cooperating with anybody (1) (2) would be for the best.

Furthermore, by deliberately antagonising others, he sought to portray himself as a villain and somebody who is willingly going against the cast, making the game more captivating for the said spectators. By assuming this role, he anticipated gaining favour from the audience as he would create ruckus and the people outside of the game will fight for his survival to a certain extent, due to the nature of humans and their love for drama, though the survival was not granted by any means. This would make him appear as if he does not even want to survive as he takes everything like a joke, though unbeknownst to the rest of the participants, this was actually a great plan to protect himself. This would also explain his weird behaviour during Chapter 1, when he was seen alone and did not investigate whatsoever, meaning he had already started being aware of this earlier. Another reason is his heightened suspicion of Rantaro when it was revealed that Rantaro had actually possessed knowledge about the Ultimate Hunt before the rest, prompting Kokichi to question Rantaro's identity, the reasons behind his advanced knowledge and Monokuma's decision to conceal his talent.

Additionally, at the beginning of the second trial, Kokichi had a perceptive remark about the courtroom being meticulously detailed, almost as if designed for a show, stating: "You put a lot of elaborate detail into this courtroom, almost like it is for a show." This suggests that they were a part of some sort of a wicked game intended for spectators to observe, as there would be no other reason to decorate a murder trial. Clues hinting at Kokichis awareness of their participation in a game are scattered throughout all the chapters, not just limited to Chapter 2, for example Chapter 3 and

the memory of funerals, but there are some indications even in Chapter 1, proving that Kokichi had this suspicion even before the events of Chapter 2 even unfolded, though that is covered in my Chapter 1 analysis.

=> VCI, FRI, Emotional Understanding, Emotional Management, Emotional Engagement, Social Awareness, Abductive reasoning, Abstract thinking, Lateral thinking, Mass manipulation, Emotional manipulation, Indirect manipulation, Acting skills, Fabrication, Concealment, Information control, Tactics/Methods, Adaptability, Prediction, Observation, Decision making, Data analysis

(Gontas' Meet and Greet plan) Before the motive videos were revealed, Shuichi sought to enter Maki's newly discovered Ultimate Lab, yet Maki stopped his attempt to barge in. This is when Kokichi showed up and decided to side with Maki, emphasising that Shuichi shouldn't access the lab without her consent, as that is not the morally correct thing to do. However, Kokichi remained wary of Maki's motives, questioning why she would withhold entry to her Ultimate Lab, especially considering its dissimilarity to what one would expect from the Ultimate Lab of the "Ultimate Child Caregiver" whom Maki claimed to be. This added on top of the fact Maki looks as if she could kill somebody, as directly stated by Kokichi in Chapter 1. This prompted a sudden realization.

When the motive videos were disclosed, it was Ryoma who raised an opposition to abstaining from watching the motive videos, this was aligned with what Kokichi had thought as well. He argued that it was more advantageous not to collaborate with anybody at the time due to the disruptive nature of all of the previous interventions by Monokuma, which was a solid line of reasoning. Kokichi after stating his opinion about the matter, decided to engage Gonta, suggesting they find a way to compel everybody to share their motive videos while urging Gonta to think about it together, Gonta accepted this proposal, completely manipulated by Kokichi. They eventually devised a plan leveraging Gonta's remarkable speed and strength to gather everybody into the Ultimate Entomologist's Lab and trap them all there for the time being to create an opening for Kokichi.

This strategy was specifically designed to scatter the group, giving Kokichi a window of time to access each person's room and view their respective motive videos while lockpicking into their private dorms. While watching his own motive video, he must have been aware that Monokuma addressed everybody by their actual talents and a name and presented backstory to each participant. This prompted him to devise a plan to reveal Maki's actual Ultimate talent and at the same time, figure out who owns Maki's motive video at the time, that could be used to blackmail her at anytime, as they would have known her real Ultimate talent by now, which cause great discord in the late stages of the game, which is why he had to act swiftly. The potential revelation of

this information by someone other than Kokichi cannot be afforded, it would provoke more severe repercussions and everybody would doubt her, as she did not reveal it herself, which is why he knew that he has to reveal her true persona himself, as he is labelled as a liar - somebody who is not well respected by the others. This in itself would minimise the damage done if he had leaked it himself, which is exactly why he had done it at the very end of Chapter 2, post trial. During the early stages of Chapter 3, Kokichi advised Kaito to engage with Maki to lift her spirits while encouraging everyone else to refrain from interacting with her - everybody other than Kaito, that is. His calculated intent was to isolate Maki, driving her to embrace her true self, a transformation he anticipated would be made possible due to Kaito's compassionate nature. This alienation was engineered so that Maki could confront her identity head on, leading others to accept her authentic self. By achieving this, it would make Maki cooperate in future investigations, as she had cared too much about keeping the facade she was putting on at the time, completely indifferent towards the outcome of the trial, by revealing this secret, she would become a helpful member of the cast.

Another motive behind discovering the content of Ryoma's video was rooted in his self-proclaimed lack of desire to live, a fact articulated both by Ryoma himself in Chapter 1 and later told by Kaito during the motive videos' unveiling. Kokichi promptly grasped that Ryoma, with his lack of will to survive, became an easy target in the ongoing killing game. Kokichi aimed to remove individuals who might later cause disruption or chaos for the group. His support for Ryoma's decision to view the motive videos was entirely strategic: He claimed that the motive videos contained footage of their cherished loved ones. Essentially, having a participant in a life-and-death situation who openly embraces death could be manipulated by potential culprits to commit something atrocious. For instance, persuading Ryoma to cooperate in devising a murder plan would complicate the subsequent trial significantly. Kokichi's intention was to avert the potential ramifications of involving someone with a tendency to kill himself in the killing game at all costs.

Kokichi's strategy to gather everyone at Gonta's lab was quite intricate. He exploited the aversion some individuals had towards bugs, striking a chord in Gonta, who cherished bugs deeply when Kokichi directly told Gonta some people do not like bugs. Capitalising on this soft spot, Gonta decided to organise a mandatory “Insect Meet and Greet” in his Ultimate Lab, aiming to help everyone appreciate bugs more. Kokichi perfectly anticipated this outcome and cleverly understood how to manipulate Gonta's emotions, triggering a chain reaction in Gonta's mind. Kokichi orchestrated the abduction of the group, fulfilling his personal goals astutely, knowing Gonta's strength - despite his lack of intellect - would ensure the success of his plan to abduct most of them.

Why elaborate such a plan? Firstly, it served as a means to shape the image of a mastermind and paved the way for even grander schemes to unfold by Kokichi. Additionally, it aimed to cover Maki's true Ultimate talent and gain insights into Ryoma's motive video as well. It was a multifaceted plan, efficiently ticking off many of Kokichi's objectives in one sweeping strike.

The evidence of Kokichi's ulterior motive lay in his initial claim of wanting to host a screening party. However, when Gonta was unable to abduct everybody, among which was Ryoma, Kirumi, Miu, Kaito and Maki, Kokichi abruptly altered plans, suggesting to proceed despite the absence of these individuals, which is contradictory to his original plan. (1) (2) This hinted that simply revealing motive videos to everybody was not his sole aim and he had another objective.

When Shuichi was abducted and before Himiko and Angie were brought to the room by Gonta, Shuichi asked him why he was doing all of this. Kokichi craftily misled him by disguising the purpose of holding the Insect Meet and Greet, opting to say that it is a screening party for everybody to watch their motive videos together, disclosing the process of how he had manipulated Gonta intentionally.

He deliberately twisted this to his own liking to set up Keebo, who had a recording function, which Kokichi was already aware of as he had disclosed this to him during Prologue. When Keebo intended to expose Kokichi's manipulation of Gonta to him directly, Kokichi abruptly cut him off (1) and hastened to secure everyone's Kubspads, showing his prior knowledge of Keebo's recording function and cunningly preventing any damaging revelations by Keebo at the time. Ultimately, Kokichi's calculated actions showed his deep foresight and ability to exploit the situation to his advantage.

After Gonta returned, Kokichi instructed him to showcase the wonders of bugs and prevent any attempts to escape. He made it clear that they would be forcibly brought back if they tried to get away, as he advised Gonta to keep everybody in the Lab, using the very fact that Gonta is obsessed with bugs and persuading him to make everybody admire them more. Meanwhile, Kokichi walked out of the room to retrieve everyone's Kubspads containing their motive videos, picking their locks to access their rooms and accomplish his goal this way. Upon his return with the Kubspads, he noticed that bugs are scattered all over the Ultimate Lab and while Gonta urged him to join, Kokichi subtly denied the offer, citing the need for moderation as the bugs already all look very tired and sleepy - a gentle nudge aligned with Gonta's aspiration to become a refined gentleman, thus convincing Gonta to cease the bug activities for the time being as he puts them all to sleep.

Just before Kokichi could initiate his “plan”, Keebo activated his recording function intending to expose Kokichi's deceit towards Gonta in hopes to stop his plan from

happening, though Kokichi's plan was in fact to fail. Kokichi had already anticipated Gonta's extreme gullibility, evident from all the hints dropped in Chapter 2 before the Insect Meet and Greet. Kokichi knew that expressing hate for bugs would prompt Gonta to release all the bugs at once, as he wants everybody to start liking bugs.

This would incite panic among the group, compelling them to hastily retrieve their Kubspads and leave the room as fast as possible, as none of them truly harboured any liking for bugs, not wanting to experience all the events that transpired in Gonta's Ultimate Lab once again.

The situation was anticipated by Kokichi beforehand. When Tenko grabbed the Kubspads from his grasp, Kokichi merely smiled and expressed an indifferent "Awww..." His apparent lack of concern about the plan failing suggested the potential existence of an underlying motive, as previously discussed. These events played a pivotal role in the subsequent Trial 2, continuing Kokichi's scheme further. Further evidence of Kokichi's foresight is that he had already viewed all the videos before entering the lab, seeking information. Had Kokichi not anticipated the plan's failure, such actions would be utterly pointless. His knowledge of the content in Ryoma's video implies that he had also seen the videos of everybody else.

How did Kokichi begin to cooperate with Gonta? The relationship between Kokichi and Gonta began with a strategy rooted in building trust that took place during the events of Chapter 1. Kokichi had planted the seeds of admiration in Gonta's mind by commending his ability to lift a very heavy manhole, hinting at a potential route, while dissing Keebo's inability to do so. By showing this admiration, Kokichi ensured a strong relationship between the two of them, envisioning Gonta's immense strength as an asset for his future plans in the game. In Chapter 2, he utilised Gonta as a means to gather everyone in the same room due to his robust physical abilities and later in Chapter 4 also to murder Miu.

Following the conclusion of the Insect Meet and Greet, Kokichi encountered Ryoma shortly before his death, informing him that Maki possessed his motive video. Kokichi understood that Maki having Ryoma's motive video would compel him to pressure her into giving him his own motive video, as he was so keen on watching them initially, potentially resorting to coercion due to Maki's fear of having her real talent exposed by the others, making her the easiest target. This information was exploited and anticipated by Kokichi in advance, which is why he created a scenario in the trial where Maki was forced to speak up and reveal she had seen Ryoma that night (or did not, as Kokichi had no way of knowing if they had actually met, this was a plan to discover it.) This was for Kokichi to find out whether he was the one who had seen him according to the alibis (which he had fabricated beforehand) or whether it was Maki and Ryoma

successfully tracked her down before getting murdered. This would help him solve the trial easier.

Kokichi achieved 10 different goals with one strategy at the same time, showing insane efficiency, due to the limitations he had to face, turning a seemingly unfavourable situation to his advantage:

1) Discover Maki's Ultimate Talent
2) Alienate Maki during Chapter 3 so she can accept her own self and make her cooperate with everybody
3) Build himself up as the mastermind gradually, which would serve as a way to end the killing game
4) Portray himself as a troublemaker - somebody who could bring fun and excitement to the killing game, pleasing all the spectators of the killing game
5) Suicide induce Ryoma, essentially getting rid of a weak link
6) Get rid of another weak link, this time Kirumi, somebody who can potentially become a culprit
7) Get Shuichi to intentionally lie during the trial, reassuring himself he is willing to lie as he had already done it once during Chapter 1 for Kaede
8) Completely place Gonta under his control, knowing he easily could use him as a tool to execute his plan at any time
9) Learn about everybody's motives and figure out who would be more likely to kill this way
10) Learn additional information about each and every single one of the participants by watching their motive videos, gaining information advantage over everybody.

(Note that some of these points are only apparent during the Trial analysis, so keep reading and link these two feats together if you want to create the best possible feat.)

=> VCI, FRI, Emotional Understanding, Emotional Perception, Emotional Management, Emotional Engagement, Fluid Intelligence, Logical reasoning, Lateral Thinking, Abstract Thinking, Logical Manipulation, Individual Manipulation, Direct Manipulation, Emotional Manipulation, Logical Manipulation, Misdirection, Acting Skills, Fabrication, Information Control, Concealment, Verbal Deception, Overall Strategy, Overall Planning, Adaptability, Observation, Perception, Anticipation, Decision Making, Information Gathering

(Faking foam at the mouth) Between the interlude of the Insect Meet and Greet and the subsequent Chapter 2 Trial, Kokichi orchestrated a calculated performance, feigning an episode of foaming at the mouth by harnessing the power of his own emotions. Foaming at the mouth, a medically serious condition, was meticulously

mimicked by Kokichi to ensure Gonta's departure after he was left with him in Gonta's Ultimate lab, affording him the opportunity to swiftly communicate with Ryoma regarding Maki's possession of his motive video and vice versa.

This particular medical phenomenon can solely be replicated through the manipulation of one's emotional state, notably anger. Intense emotions have the capacity to induce physiological alterations within the body, leading to an augmented production of saliva. The amalgamation of surplus saliva with accompanying physical signs of heightened emotions, such as accelerated respiration or clenching of the jaw, can occasionally result in the accumulation of saliva resembling foam.

However, it is crucial to highlight that Kokichi's demeanour did not harbour any genuine anger towards the circumstances. He had premeditated the failure of his scheme, foreseeing Gonta's release of insects within his Ultimate lab to alter Kokichi's perception of them.

This would mean that Kokichi adeptly contrived and controlled his own emotional responses to the extent of generating intense, unfeigned anger within himself, all as a part of his grand scheme, despite not harbouring any anger beforehand.

In essence, he adeptly summoned and fabricated anger to an extraordinary degree - a feat that most individuals cannot even fathom to do despite experiencing genuine fury, unlike Kokichi, whose anger worked entirely in the form of a placebo, though resulted in success. This showcases Kokichi's unparalleled mastery and manipulation of his own emotional faculties to fulfill a predetermined objective at any cost.

=> Emotional Management, Emotional Engagement

(Trial 2 + Murder Investigation) It's crucial to highlight that Kokichi never read the Monokuma file during this chapter.

Given Kokichi's close proximity to Gonta, Angie, Tsumugi and Miu, it's reasonable to infer that he overheard all their testimonies. As Kaito and Shuichi investigated the murder scene within the fish tank area, it was Angie that joined their conversation, though she was much farther away from Gonta than Kokichi was, a pivotal proof that shows he was able to overhear everything.

From the acquired information, Kokichi learned the following:

1) Angie was unaware of the nature of the magic trick, as Himiko referred to it as magic, not a trick
2) Kirumi sewed the curtains
3) All the necessary props for the magic trick were brought from Himiko's Ultimate Lab

4) Angie and Himiko started setting the magic show after the morning announcement
5) During the show, Gonta ascended the stage before the piranhas dropped down, as he was scared Himiko would be killed. He observed nothing inside the tank to his surprise - Neither Himiko, nor Ryoma
6) Gonta could not have saved Ryoma, implying that Ryoma was deceased before being dropped into the tank already.

Choosing not to look at the Monokuma file, Kokichi proceeded to Himiko's Ultimate Lab, aware that all the props used in the act were sourced from there. He discovered that the tank employed in Himiko's trick had a concealed hatch. The fact that he went to her Ultimate Lab would further prove he was eavesdropping, in this case - specifically the third point.

Since Kokichi was directly in the gym investigating with everybody, it is also safe to say he had observed all the details of the case just like Shuichi did, if we exclude the individual testimonies far from him that might have been overheard.

Let's move on to the class trial itself:

Kokichi initiated the blame on Himiko, claiming that she was responsible for Ryoma's death due to her involvement with the magic trick, which was undeniable. As a result, accusations were aimed at her. Kokichi pursued this angle, anticipating that Himiko's revelation of the magic trick would be pivotal in uncovering the culprit. However, Himiko remained resolute and did not disclose any crucial details that would help solve the case, deeming her trick as magic.

Consequently, the focus shifted to the details of the actual magic trick, an angle brought forth by Kokichi once again. He claimed that when the tank above Ryoma opened, the piranhas immediately consumed him. Kokichi aimed to highlight that Gonta ascended to the top of the fish tank at the time, so he must have known the answer to this question and debunk the statement. It was the perfect way to confirm whether Ryoma was present in the tank prior to the incident. Kokichi had gathered this information through Shuichi's discussions, collecting alibis and insights from everyone. This manoeuvre aimed to divert the attention from Himiko by reinforcing the possibility that the body might have been within the piranha tank all the time, unrelated to the magic trick at all. His intention was to delve into solving the magic trick first, ensuring the body must have been inside the piranha tank. By minimising suspicion around the magic trick, Kokichi strategically built suspicion on Maki instead of the accused Himiko, compelling her to speak later on during the trial. Himiko did not budge an inch and did not plan to reveal her trick, he opted for this way to solve the matter.

Furthermore, Himiko managed to execute the trick within a 60-second window, Shuichi deduced that this duration was insufficient for drowning entirely, implying that he might have been drowned prior to the show. This was supported by the absence of any signs of movement from Ryoma as he descended into the tank with all the piranhas, suggesting he was either unconscious or had already drowned before - an inference based on common sense though.

Kokichi redirected the discussion by probing whether there existed a place on the stage other than the fish tank where the body might have been concealed by the culprit. This shift in focus aimed to explore the possibility of how the body could have arrived at the stage in the first place, prompting Himiko to reveal necessary information about her magic trick once again.

This manoeuvre was a strategic approach executed by Kokichi to uncover the location where the body might have been concealed all the time. His decision to steer the conversation in this direction was primarily driven by his prior visit to the Ultimate Lab owned by Himiko. Kokichi chose to investigate her lab without consulting the Monokuma file whatsoever, prioritising the understanding of the murder mechanism instead. He discovered a secret hatch within an identical fish tank replica present in her lab before. The tank also featured a panel that could open on its side, typically serving as her escape route. However, utilising this route would have resulted in water spilling everywhere, raising some questions. This is where the second trick comes into play - the door was connected to the box itself. This design ensured that only a small puddle of water was present near the staircase and nowhere else. Additionally, spare uniforms were found in dorms of all the participants and nowhere else, which would explain why Himiko did not appear wet when she faced them all after she had performed her trick.

Upon consideration, it became apparent that Himiko's escape trick was not related to Ryoma's death, as there wasn't enough room within the stairs for two bodies simultaneously. This theory raised another question though: That Himiko might have dragged Ryoma from the stairs, placed him in the tank and switched places. However, Shuichi refuted this notion when Kokichi casually remarked, "So basically nobody saw anything", despite being aware of Gonta's testimony during the investigation. Shuichi pointed out that Gonta, who saw nothing, would have noticed Ryoma's body if it had been present, effectively dismantling this theory. This allowed Kokichi to steer the conversation away from Himiko's magic trick, advancing his plan further.

Since Ryoma's body wasn't part of Himiko's illusion, the only plausible explanation was that it had been dropped alongside the piranhas into the tank located above. Shuichi deduced that by using the glass panel within the tank, the body could have been separated from the piranhas. This would clarify why the piranhas seemed overcrowded within the tank. Their density might have obscured the body, leading it to going

unnoticed. Consequently, Kokichi erased Himiko's suspicion, prompting the group to focus on other crucial details.

This was the perfect time for Kokichi to take it another step forward and inquire about everyone's alibis. He claimed, falsely, that this trick needed to have occurred before nighttime, (1) citing school regulations and the process of elimination. Furthermore, it was impossible to conceal the body during the morning either, as Angie and Himiko were already at the gym before the morning announcement had even played, making it improbable for anyone to enter the gym unnoticed during that time.

The group collectively sought to narrow down the timeframe of Ryoma's death after this. Kirumi gathered the alibis and revealed that Gonta was the last person to have seen Ryoma, which was supposedly around 8pm. This pointed to a time of death between 8pm and 10pm, before the show had commenced, leaving a two-hour window. However, Kokichi had seen Ryoma after 10pm, knowing all of this is untrue, but not raising any objections.

During the timeframe in question, conveniently, Kokichi organised his Insect Meet and Greet, providing alibis for many, except Kirumi, Kaito, Miu and Maki. Kirumi openly disclosed her alibi, surprising Kokichi who commented on how it would incriminate her later on. She admitted to spending 5 minutes in the gym during the said period in time, which Kokichi found even more surprising, comparing it to self-incrimination.

It was at this point that Kokichi had already found Kirumi as the most suspicious (1) and that is mainly because she has the highest motivation out of everybody to commit a kill especially given the fact she was the only person who had her own motive video, which could have been the reason to execute a kill. The weight on her shoulders compared with her dismissive behaviour throughout the entire class trial would prompt a realisation.

Despite all of this Kokichi testified that he encountered Kirumi at around 9pm and confirmed her gym visit was only 5 minutes long, which was insufficient time to commit the murder and place Ryoma in the piranha tank, temporarily relieving suspicion from her. Subsequently, Kokichi redirected focus onto the other three without alibis, which was also the sole purpose of him bringing up alibis and faking the time of Ryoma's death: Kaito, Maki and Miu. Miu was eliminated from suspicion as the statement said by Gonta proved she was outside half-naked, which Shuichi had learned during the investigation. Kokichi attested to being present at that time, and considering Mius' personality further supported her innocence in the matter, as she would be the most likely to get stripped to get away from something. Regarding Maki, Kokichi did not disclose the fact that she would not distance herself from guarding her Ultimate Lab an inch at all. This left Kaito and Maki as potential suspects, setting the stage for the next

move in the puzzle Kokichi was creating - that being putting pressure on Maki to disclose any interactions she might have had with Ryoma during that time.

He knew that Maki and Ryoma might have met because he also met Ryoma past 10pm and informed him that Maki has his motive. Knowing that he lacks will to live, he informed him about his “empty” motive video. He discerned Ryoma would do anything to watch this video as if to find the last straw of purpose in his life and if he fails, he would be far more likely to commit a murder of some sort or get killed. This was of course Kokichi's plan to efficiently and effectively get rid of him by either him committing a kill or getting killed before he could collaborate with potential culprits himself, which would complicate the killing game significantly. This was basically a way to uncover whether he was the last who had seen Ryoma or if it was Maki.

After this revelation, Kokichi emphasised the importance of recalling alibis during this time as well, subtly suggesting that he knew the death did not occur during this time. He knew the alibis thus far are completely useless, but it would be absolutely necessary to go through them once again once they reach an unanimous truth later on.

When Shuichi suggested that they should start with determining the sequence of events, Kokichi swiftly dismissed the idea. Instead, he proposed an alternative approach to identify the culprit, as Maki and Kaito were the only available suspects during this time - through a verbal confrontation between the two of them. Their objective would be to convince everyone of their innocence while pinning the blame on the other person. Kokichi pointed out the facade of teamwork among them, stating: “They are too scared to point fingers, so they hide behind the sentiment “trust.” With this, he asserted they are all scared of pointing fingers at one another and that their goal should be to corner the culprit psychologically and unveil their dishonesty, believing that under pressure, a liar reveals their true self. Kokichi tactically manipulated Maki into a position where she was compelled to speak up about this, as he had built her up to be suspected since the very beginning of the trial - also the reason why he did not correct the false time of death.

The initial topic he wanted them to discuss was Ryoma's Kubspad. Kokichi introduced this topic strategically because he knew Maki possessed Ryoma's motive video. By not absolving her of suspicion but rather placing her in the spotlight completely this time, he aimed to prompt Maki to defend herself for the first time, which was something somebody as perceptive as Shuichi would not overlook, basically using the intelligence of others as his own weapon to achieve his goals. He was aware that Ryoma's video belonged to Maki as well, intending to force her to reveal her interaction with Ryoma. This manoeuvre led to Maki admitting to meeting Ryoma during nighttime, implying Ryoma was still alive at that time still. Kokichi falsely claimed her statement as a desperate attempt to deceive everybody, although he was privy to its truthfulness, driving Maki to continue speaking further. She revealed that Ryoma had sought her out

to see the motive video she possessed, indicating Ryoma was aware that Maki held his own motive video at the time.

How did Kokichi come by this knowledge then? Kokichi told him this, as he was the only one who had seen everybody's motive video. Maki chose to remain silent rather than speak up, fearing suspicion would arise if it was known they each had the other's motive video. However, this wasn't entirely the truth because after the trial, Kokichi exposed the real reason behind Makis' silence, revealing that she was in fact being blackmailed by Ryoma, which was why she refrained from speaking up at the time.

To corroborate Maki's previous statement, Shuichi pressured Kokichi to confirm whether he indeed informed Ryoma about Maki having his motive or not. Kokichi confessed to being the informant, lending credibility to Maki's testimony. When Kirumi asked Kokichi directly if he had watched everyone's motive videos, he refused to admit it, although it was known he had already seen them all, Ryoma's and Maki's included as well. Logically speaking, there would be no other reason to just hand pick the motives of certain people. This would also explain the longer timeframe before he got back to the Insect Meet and Greet.

But then why did Kokichi willingly manoeuvre Maki and himself into this situation? It was a strategic move to determine who had last seen Ryoma. This plan had been devised by Kokichi from the very beginning, recognizing that establishing this fact would significantly alter the presumed time of death, hence why he decided to say that Shuichi should keep in mind everybody's alibi. Despite Maki's unverifiable testimony, Kokichi orchestrated a subtle trap only he could comprehend, aiming to analyse the truthfulness of Maki's claims by himself solely, undetected by others. This is also the real reason why Kokichi didn't just outright expose Shuichi's lie in a desperate attempt to save Maki from these allegations thrown at them by Kokichi.

Considering these revelations, the pressing question emerges: When did Ryoma actually die?

It had to have occurred during the night, despite the regulations set by the school. It would be impossible any other time. Kokichi suggested a scenario, where it would be possible during the morning and brought up that the piranha tank was too far away from the entrance, but Shuichi countered this by suggesting that the access to the tank could have been attained through the pool window, which linked the two rooms together. Moreover, the area itself was still not off-limits, only the pool itself. The window must have been the method of transport to the piranha tank.

The real question though still lingered: How did the culprit transport the body?

No one had a plausible answer to this question and due to this, they diverted their attention to where Ryoma was killed instead. Kokichi supported this shift deeply,

implying there might be more clues at the murder scene, while also expressing surprise at the oversight: „Why didn't anybody realise this yet? Ha, that's strange“ His understanding of the conversation was that it was purposely redirected. He was already highly suspicious of Kirumi before, so it would be plain obvious to him who was really steering the conversation, which would make him almost certain, if not completely certain that Kirumi is the culprit at this point. Moreover, knowing that the pool was off-limits at night for living people, Ryoma could not have drowned there anyway. Therefore, the murder must have taken place elsewhere.

That place would be Ryoma's Ultimate Lab. Evidence of this theory lies in the scratches found on the sink, likely caused by the handcuffs. Conveniently, these handcuffs originated from Ryoma's room, further substantiating the case that Ryoma died in his own Ultimate Lab. However, the question remained: How did the culprit manage to attack him, considering Ryoma's agility could have helped greatly with the attempt to escape the situation?

One plausible explanation of this was that they ambushed him, but Kokichi opposed this theory without explicitly stating his disagreement as to why. He was privy to the fact that Maki had indeed met Ryoma and verified this through his astutely executed strategy. Kokichi deduced that since Ryoma had seen his motive video, he must have willingly surrendered himself to the culprit from the amount of despair he must have felt at the moment, eliminating the possibility of an ambush completely, hence why he refused to state why, as it would reveal his true knowledge.

Now the last piece of the puzzle to uncover was how the body was transported to the gym. It seemed the most viable method was through window-to-window transfer, as there appeared to be no other doable way to do this. Perhaps a rope was employed for this purpose too. Interestingly, a rope of sufficient length was discovered near the crime scene, yet it remained unclear as to why. However, the culprit could not have tied the rope to both windows due to how far away they were from one another. Another probable element utilised might have been the tennis cable net found in Ryoma's Ultimate Lab.

So, here is what had happened: The culprit tied the tennis net and the rope to each window separately, then linked them both together. This action essentially created a rope line connecting both windows. Kokichi hinted that the culprit likely placed the body in the piranha tank themselves, carefully, (1) but when Shuichi caught on to this hint and asked Kokichi whether he was hinting at something, Kokichi simply just denied hinting at anything directly and that it was just his imagination. Nevertheless, they fashioned something resembling a ropeway to facilitate moving the body. Shuichi grasped the idea after Kokichis indirect clue, suggesting that Kokichi had already deduced the use of a ropeway, which is how he was able to lead Shuichi towards the right direction once again.

The mechanism involved using an inner tube found near the crime scene. Given that Ryoma's Ultimate Lab window was higher than the gym window, gravity would cause the inner tube to descend to the gym, carrying both the culprit and the body. Afterward, all they needed to do was to disconnect the rope from both of the windows, toss it through the gym window, and the plan was a success. Kokichi had pieced this together, which is supported by the fact that he had given a hint to Shuichi leading to this explanation.

Kokichi at this point already knew who the culprit was – the only person who seemingly had the time to arrange the crime scene meticulously was Kirumi. Considering the number of steps involved, everyone else had sufficient and solid alibi, leaving Kirumi as the only option for being the culprit, considering the sheer number of steps involved to complete the preparation of the crime scene. All of this was mentioned if you had chosen incorrectly.

Kokichi decided to revisit the issue of the motive videos. He asked Kirumi whether she took action because she saw someone dear to her in danger and felt compelled to act quickly, as he expected she would have been murdered due to her motive video he had seen himself. Kirumi remained completely confident in her defence though, despite Kokichi knowing the tremendous responsibility Kirumi had to carry solely on her shoulders.

The final damning evidence against Kirumi was a black piece of cloth that matched the material on her gloves. Consequently, people voted for Kirumi after this and she was deemed as the culprit of this case.

PS: The timeline of Chapter 2 is quite complicated to grasp perfectly, which is why I will be leaving this separate document here

=> VCI, FRI, Emotional Understanding, Emotional Perception, Emotional Management, Emotional Engagement, Social Awareness, Fluid Intel, Deductive Reasoning, Inductive Reasoning, Abductive Reasoning, Abstract thinking, Critical thinking, Lateral thinking, Logical Manipulation, Indirect Manipulation, Mass Manipulation, Individual Manipulation, Emotional Manipulation, Misdirection, Acting Skills, Information Control, Concealment, Overall Strategy, Overall Planning, Tactics/Methods, Prediction, Anticipation, Observation, Perception, Data Analysis, Information Gathering

(Reading Kirumi) When Kirumi shared her motive video with everybody, revealing her role as the prime minister and the immense responsibility she held for the well-being of her entire country, Kokichi was already aware of her own intentions behind this facade. He understood that she disclosed these details because she was not prepared to die just yet, she had not given up hope and was banking on the possibility that if everyone knew the truth, they might volunteer to take her place and die instead. Even if

Monokuma opposed this idea, she might have incited rebellion among the group, distracting Monokuma while she makes her final attempt to escape the killing game.

Kokichi was already aware of the position Kirumi held as a prime minister. He pretended not to have watched everyone's motive videos during the trial, but in reality, he had, including Ryoma's motive video. (1) (2) (3) Logically speaking, it would make no sense to view Ryoma's video alone, indicating that he had seen all the videos, including that belonging to Kirumi.

=> Emotional Understanding, Emotional Perception, Misdirection, Information Control

(Figuring out Ryoma blackmailed Maki) After the class trial had concluded, Kokichi stopped everybody for a while before they all dispersed. He started to say that Maki is an even bigger liar than he is, which shocked everybody. According to Kokichi, Maki lied about Ryoma merely asking her to see his motive video, but instead, he was blackmailing her.

How did he know this? Kokichi understood it was the very reason why Maki hesitated to speak during the trial at first. She did not want to expose her genuine identity to everybody or the actual motive behind showing Ryoma her own motive, as it would lead to her exposure.

=> Deductive reasoning

(Kubspad memorization) Kokichi committed to memory the details about the Kubspads - who possessed which ones, recalling 14 Kubspads and their respective owners, including their original holders, as well as the information contained within them.

=> WMI

CHAPTER 3

(Alienating Maki) Why did Kokichi reveal Maki's Ultimate talent? It was to help Maki become more aware of herself and therefore encourage her to cooperate with everybody for the first time. Maki had put a lot of effort into hiding her true talent instead of focusing on investigating the crime scenes when a murder occurred, which spoke volumes about her priorities. By exposing her talent, Maki would no longer have anything to hide, compelling her to work more openly and freely with others, once she gets accepted by the rest.

With Kaito, who was a moral compass of the group still alive, it was ensured that Maki would find her way back to cooperating with the group, specifically with his help. Kaito

would not want anyone feeling isolated. Kokichi's apparent “Maki-hating” behaviour was actually a strategy to help Maki accept herself and cooperate better with everybody. Throughout Chapter 3, Kokichi pushed this agenda until Maki finally embraced the way she is, at which point Kokichi stopped ostracising her, as she became helpful as intended.

All of this was a part of his plan during Chapter 2 which I have previously described.

=> VCI, FRI, Emotional Understanding, Emotional Perception, Emotional Engagement, Emotional Management, Social Awareness, Fluid Intel, Abductive reasoning, Lateral thinking, Indirect manipulation, Emotional manipulation, Information control, Tactics/Methods, Anticipation, Decision Making

(Kokichi reading Angie) Kokichi understood Angie's plan with her Atua cult and the real purpose behind it all. She is using the chaos of the situation to her advantage and the killing game itself to make everybody rely on Atua. This helps her gather followers and gain influence systematically, which is useful both in controlling the dynamics of the killing game, but also beyond it at the same time.

Moreover, Kokichi found it unexpected that Tenko, of all people, chose to join the student council. He had a feeling that Tenko might be the one most likely to betray the student council, so it did not surprise him when she eventually backstabbed Angie and stood against the student council, helping the people not involved with the student council to overthrow Angie's rule.

=> Emotional Perception, Emotional Understanding

(Who would be the resurrected student?) As Angie started slowly forming a cult during Chapter 2 and expanded it in Chapter 3, Kokichi foresaw potential trouble brewing already. He anticipated issues will come as Angie imposed a rule against leaving the school building at night - preventing everybody from killing as all the previous killings happened at night as well as breaking the Flashback light provided by Monodam, while also planning to use a resurrection ritual provided by Monokuma as a motive to resurrect the person in mind and kill him, if Monokuma presented another motive similar to that in Chapter 1. The person she aimed to resurrect was Rantaro, (1) who died in Chapter 1.

Kokichi strongly disagreed with this plan, firmly stating that he did not want to see Rantaro revived. Instead, he preferred Kaede to come back (1) mainly because of Shuichi and his feelings towards her. Throughout the killing game, Kokichi trusted solely Shuichi, making Kaede's return a reasonable choice for him. It is important to note that Kokichi always considered Rantaro as a tough opponent - an individual with a

mysterious aura surrounding him and on top of it, great perceptive skills. From the trap in Chapter 1 to Rantaro revealing too much before everybody else, Kokichi deemed it too dangerous to bring him back to life since they did not truly understand who Rantaro was and what did he actually know, representing essentially “stranger danger.”

=> Anticipation, Deductive reasoning, Misdirection

(Tenkos' student council betrayal) The day after the scheduled workout meeting for Kaito, Maki and Shuichi, only Maki and Shuichi showed up, basically defying the Student Council's wishes that were established by Angie directly. Tenko, who approached them, revealed that she had only pretended to support Atua to gain Angie's trust and wanted to overthrow her in secret. She suggested going to Angie's lab to talk some sense into her and they agreed.

On their way, they encountered Kokichi, who questioned why they were out late with Tenko. Tenko, still claiming to act on behalf of the Student council, said she was taking them back, since they were outside, portraying herself as somebody who is carrying all the duties of a Student council member. Kokichi immediately saw through Tenko's facade (1) but went to sleep as ordered by her. They tried persuading Angie against reviving a dead body, a motive given by Monokuma, but they failed and went to sleep at once, planning to commit another try the next day.

The next day, they went to Angie's lab with Kaito as an addition and met Himiko standing in front of the door to Angie's lab as they were planning to break in. They realised the door was locked when they tried to open it. Kokichi, who had been following and listening to them actively, revealed himself and used his picking skills to open the door himself and help them get in.

As for how Kokichi ended up conveniently arriving at the right time and the right place, he had already suspected Tenko's betrayal while she was walking with Maki and Shuichi at night, making the whole interaction between them suspicious. He subsequently understood Angie's obsession with Atua and knew she would use it to mask her true intentions. Realising their persuasion attempts would not work, Kokichi anticipated another try would be made and decided to Monitor Angie's lab himself, waiting for Shuichi and the others to arrive.

=> Emotional Understanding, Emotional Perception, Critical thinking, Prediction, Anticipation, Observation, Perception

(Seance) As Kiyo got ready for the seance, Kokichi, Himiko, Kiyo, Keebo and Tenko agreed to join him as he needed five people precisely for it to work as intended. At this

time, Kokichi managed to memorise the entire 67-word song perfectly within the timespan of 5-10 minutes.

=> WMI

(Murder investigation + Class trial) When Shuichi opened the door, they discovered Angie dead and all the wax sculptures of the previous participants of the killing game were turned upside down, hanging from the ceiling, Kaede's wax figurine was pierced with a sword. During the investigation, to uncover the truth, Kiyo organised a seance with Shuichi, Himiko, Tenko and himself in order to communicate with the deceased Angie. The group, feeling desperate to expose the real culprit, agreed to participate in the seance.

Tragically, Tenko died inside the cage during the seance, therefore prompting another investigation to begin. However, Monokuma declared that only the culprit behind Angie's murder would count and the one responsible for killing Tenko wasted their opportunity. A clue in Tenko's murder was a missing crosspiece on the floor in the room.

During the investigation, Kokichi went to explore all the empty rooms and intentionally fell through the floor in one of the three identical rooms in which one of them Tenko was killed. He promptly inferred that the absence of cross pieces in various rooms was intentional, drawing a parallel to Tenko's murder. This suspicion had already been brewing in Kokichi's mind. Logically analysing the situation, there appeared to be only one possible location where he could have stepped to trigger the floorboard collapse. This scenario seemed highly improbable, especially considering his stated purpose was to search only for “candles” as shown by the end of the class trial. This revelation provides us with deeper insight, indicating that his motive was not solely to investigate Angie's case, but also Tenko's case.

Given that the missing cross piece was positioned in a specific area within one room, and Kokichi's singular step caused the floorboard to collapse in the very centre of the room, it suggests his prior awareness of the trick involving the removed cross piece and that is why he went to check the other rooms as well in the first place. Upon confirming this pattern, he swiftly deduced the culprit behind Tenko's murder. The person responsible was likely the one, who conceived the seance, not merely the individual who chose the room.
By this point, Kokichi had already contemplated how Kiyo could execute the murder, considering the room was pitch dark and Kiyo would have had to step precisely on the designated floorboard. Not to mention that Shuichi directly states that the floorboard looks thick and heavy and would not come loose so easily. (1) Due to the sheer fact that it would not come loose so easily, it is safe to say that even if Kokichi stepped on it,

it would not really make him fall down and trip, or at least he would have the necessary time to move out, especially considering Kokichi's weight and build. This would further prove he jumped on the floorboard rather than just step, confirming something such as seesaw effect was used in the execution. Though his balance was not so great and he ended up falling down anyway, which resulted in his head injury.

To unravel the mystery, he brought the book that was needed for the seance to reenact it, using it as a guide, checking in for perfection. He wanted to inspect the other rooms for the "finer details", but he kept this information a secret until the class trial began, which commenced afterward. (Bear this in mind)

At the time, he lied about the fact Kiyo drew the magic circle perfectly (1) just like in the picture. We know this because Kokichi hinted at this during the trial in order for Shuichi to figure out how Kiyo would move in the dark and kill Tenko. We can also be certain that Kokichi knew who the culprit of Tenko's case was at this point, rendering this as the only possible conclusion.

The initial suspect of Angie's murder case was Kiyo because Miu suggested he might have broken into Angie's lab and used the katana found at the crime scene, since it came from his Ultimate lab. However, Shuichi disproved this as the lab's door was locked and Kiyo had no way to get in.

Kokichi agreed with this deduction and added that Himiko could not be the culprit due to her close relationships with both Tenko and Angie. He used Himiko and her emotions as evidence. He pointed out that the remaining suspects were the three student council members: Tsumugi, Gonta and Keebo. As they argued among themselves, Kokichi joined in and claimed that only the student council members could access Angie's locked lab (although he lied about this intentionally - he wanted to make everybody believe the murder happened in Angie's lab, but it did not, I will elaborate later.) He concealed his lockpicking abilities to divert the attention of the participants from the locked room mystery for the time being.

When Shuichi challenged Kokichi's claim by stating he could have also opened the lock by using his lockpicking skills, it was a tactic to shift focus from the locked room dilemma to something else entirely, invented by Kokichi. Kokichi anticipated Shuichi's response and pretended to confess to the murder, intending to provoke the real culprit into revealing themselves - this way, he would be able to reveal the culprit easily. He confessed to creating the locked room mystery using his lockpicking skills to enter and relock the door from the outside, applying his lockpicking skills to practise. However, it was impossible since the backdoor, which had a sliding lock was also locked from the outside, a task not possible to achieve solely through lockpicking.

Kokichi's intention was to confirm whether one of the members of the student council members could have committed the murder. Despite not believing they had done it, he double-checked to confirm. This would be possible due to the fact Kokichi believed the members of the Student council are not that intelligent, considering they got manipulated by Angie so easily. The other intention behind bringing up the student council and concealing his lockpicking ability is for Shuichi to realise he could not have done it as the backdoor was locked from the outside. A task not possible to execute by lockpicking, not to mention there were indications that another method was done to lock the door.

Shuichi countered the claim that Kokichi was the culprit, prompting a realisation. Instead of random accusations, Kokichi actually guided Shuichi toward recognizing a fundamental issue in their investigation thus far:

How was the person able to create a locked room mystery in the first place?

Shuichi discovered that a katana must have been involved in the trick. Katanas' hilt was used to turn the handle of the sliding lock by being stabbed into Kaede's effigy. By spinning the effigy, the katana affected the lock and made it lock. The position of Kaede's effigy allowed the katana to almost touch the lock, causing it to appear as if it just glazed the lock as well. Shuichi deciphered how the culprit entered and exited the locked room after this. Evidence of the katana's use on the lock was seen in the form of small gold fragments that scratched the lock during its turning.

This revelation contradicted Kokichi's claim of locking the door from the outside with his lockpicking skills. However, this still did not directly clear him from suspicion, as the culprit might have lied about this easily.

As suspicions pointed towards him, Kokichi shifted the focus and implicated Himiko as a suspect instead, going against his earlier statement at the trial's start, where he defended her innocence due to her friendship with Angie. Despite being accused himself, Kokichi seemed to take charge of the conversation with a detective present, completely unnoticed by him, steering it in a different direction completely.

He made these statements to prompt Himiko to speak up in her defence, which would explain his contradictory actions. Kokichi was aware of the strong bond between Tenko and Himiko and due to this, he was expecting Himiko to bring up Tenko's case and not only focus on Angie's case, creating an outrage. To add on top of this, he aimed to steer the discussion not only towards Angie's case, but also to get Himiko emotionally involved. Knowing her childish nature, he anticipated her denial of his claims, deliberately dismissing Tenko's case as insignificant, abusing Monokuma's statement to his advantage perfectly, as only the culprit that had killed Angie would count as the

blackened for this case. Additionally, pressing Himiko would make her defend herself, as she is childish and she would try to refute anything he said, hence why he brought up and said Tenkos case is meaningless. This tactic was designed to inflict emotional damage on Himiko and evoke sympathy for Himiko among all the other participants, making others far more likely to discuss Tenko's murder first, instead of Angie's.

Despite Kokichi's previous investigation efforts into Tenko's murder, as shown when he encountered Shuichi when he went to check all of the three empty rooms that are linked with Tenko's case as well, he acted contradictory during the trial. His plan, however, was to skillfully manipulate the conversation using Himiko's emotionally brimming reactions. Despite initially stating Himiko could not be the culprit, he strategically proposed she could be involved as well to redirect the flow of the entire conversation, once again. This way, he would be able to lead Shuichi to focus on Tenko's trial first because it would be far easier to figure out and it would directly link to Angie's murder case, which Kokichi was already aware of.

To reinforce his intentions, when the discussion shifted, he sarcastically remarked: "Finally, you noticed,, geez, you are so slow." This hinted at the existence of two interconnected murders, as Kokichi knew the significance of figuring them out both, which is something Kokichi had deduced through various observations. Simply put, were they solve Tenko's murder, they would also solve Angie's. By steering the group's focus toward solving Tenko's case, Kokichi aimed to create a scenario where everyone would believe Kiyo was the culprit in both instances, once all pieces fell into place and no other doubts could be raised anymore.

Even Shuichi noticed the abrupt change of topic when suddenly everybody started focusing on Tenko's murder instead. Kokichi accused Kiyo of the murder, highlighting that Kiyo had organised the seance. In response, Kiyo argued that he did not choose the room, suggesting that people outside the seance could also be suspects since they knew the plan already and could have set the killing plan beforehand.

However, Kokichi saw through Kiyo's defence since the beginning of the trial, realising it did not matter who picked the room as the same trap was present in all of the rooms. Furthermore, it was also Kiyo who had pressured Himiko to choose a room, aiming to protect his alibi by framing Himiko as the true culprit of this case. This revealed to Kokichi that Kiyo was behind Tenko's murder prior to the start of the trial. This is the time I should elaborate on how Kokichi figured out Kiyo is the culprit of Tenko's murder case. By stepping through the floorboard, Kokichi deduced that all the rooms had loose floorboards as he knew 100% that at least 2 out of the 3 rooms had this trap set, making it illogical to not assume the third room did not have the same trick prepared beforehand, indicating the trap was set in each one of the rooms. This made Himiko's choice of the room irrelevant and served as a cover-up for Kiyo's role in the murder, as

he himself suggested they should perform the seance first and that it needed to be performed in one of the rooms. WIth prep time, he could have easily executed this, no matter what and how. The backroute of Chapter 3 would confirm this entirely.

As the discussion unfolded, some proposed the idea that Tenko might have taken her own life as Shuichi figured out that the murder could not have happened from under the floorboards. Kokichi disagreed, referencing Miu's insight that the sickle, the supposed murder weapon, would have remained in the cage if Tenko had truly committed suicide as stated, because it was located under the floorboards, contradicting the whole premise of the suicide theory. Nonetheless, Kokichi suggested that Tenko might have staged her own death to frame someone else, contradictory to his own belief, he chose to say that Tenko could have killed herself anyway. Kokichi theorised that Tenko, feeling ignorant and frustrated, had murdered Angie and then fabricated her own death to implicate someone else as the culprit of the case, specifically targeting Himiko - the person ignoring her all the time, despite her utmost efforts to interact with her.

By fabricating a lie about why Tenko died, Kokichi ensured that Shuichi would have to lie to manoeuvre out of the inconvenient situation. Without solid evidence suggesting otherwise, it would seem Tenko had died by suicide in the cage. Shuichi had previously lied in Trial 2 to reach a conclusion as well, and Kokichi anticipated the same result in Trial 3. He had noticed Shuichi's lie in Chapter 2 (back route as well) and aimed to test whether Shuichi would resort to deceit again to reach the unanimous truth, essentially abusing the use of underhanded methods, just like Kokichi himself. This information would be crucial for Kokichi to exploit later on, which is why he built up Shuichi as an “all-knowing” detective in Chapter 4, linking everything to his Chapter 5 plan.

Although most agreed with the suicide theory, Shuichi chose to deceive everybody as he did not believe it himself, because when Tenko said they are all going to survive together, she did not seem like she was ready to die just yet. He argued that Tenko's death was instant, suggesting she could not have disposed of the sickle, which should have still been inside the cage with her. Shuichi asked Maki to trust him before making his claim. Kokichi, aware of Maki's expertise as the Ultimate Assassin, deliberately involved her in the lie to make everybody else believe this lie. Maki was initially confused, but Kokichi pointed it out and asked Maki, he intended to remind her that Shuichi was lying and to encourage her to support his deception, knowing her confirmation would be highly convincing, especially as she was not on the suspects list. This was part of Kokichi's strategy to manipulate the situation to his liking. With this, they cleared the possibility of Tenko committing suicide.

Now at this point you might be thinking why did Kokichi just not directly implicate Kiyo. We must understand how class trials actually work for that. Every possible angle

where Kiyo could be cleared and another person would be implicated must be cleared in order to actually corner Kiyo, which is what Kokichi was striving for throughout the class trial.

Shortly after, they started to discuss a loud bang that they heard during the murder. Kokichi suggested it sounded like something falling from above onto the floorboard, as if someone had stomped on it deliberately.

His knowledge of this was due to a previous incident where he fell through the floor in another room with a similar floorboard trick. This would naturally mean the same trick would be prepared in this room as well. Although this was previously explained, the group was just arriving at the conclusion Kokichi had reached a long time ago already.

Why would someone stomp on the floorboards then? It was to create a seesaw effect. The sickle, used as a murder weapon, had likely been positioned on top of the cage. When the culprit jumped on the floorboards, it acted as a pivot, lifting Tenko towards the blade of the sickle, causing her a fatal injury in the neck, resulting in her death.

Kokichi's awareness of this trick was apparent as he strategically guided Shuichi to deduce it throughout the entire case, using several different methods. At the same time, he cleverly avoided revealing his own deductions, making it seem like they were solely Shuichi's conclusions instead. One notable instance was Kokichi's specific mention of the culprit stomping through the floorboard - a detail crucial to understanding the circumstances of Tenko's death. If Kokichi had not known about the actual method of Tenko's death, his mention of the floorboard stomping would have been entirely illogical. This also directly correlates to the fact he was even able to find the loose floorboard in the other rooms, as it would be nigh-impossible unless he was actually seeking to find it as well as the fact that the missing cross piece would likely not even cause him to fall in the first place due to his weight and build.

Shuichi knew that Kiyo was the last person to handle the cage. As Kiyo covered the cage with a white cloth, he could have secretly placed the sickle there and later removed it while also taking off the cloth as he was the only person who could have performed this.

However, despite Kiyo shifting blame onto Himiko again for choosing this specific room, Kokichi already knew something entirely different, as previously mentioned.

Another suspicious aspect noted by Kokichi was that nobody, except himself, had stepped on the loose floorboard in the room. Kiyo had drawn a circle, preventing anyone from stepping inside it. Kiyo had already given a thorough warning that

entering it would disrupt the seance, which would lead to its failure. The floorboard was within the circle itself too, ensuring no one would step on it.

Variables like Tenko's position, placement of the cage needed to be defined beforehand. It must mean that the person who drew the circle must be the culprit as well, it was necessary to manipulate the crime scene just like the culprit wanted before executing his murder plan. Kokichi indirectly guided Shuichi to this conclusion by highlighting why he was the only one who stepped through the floorboards, giving the impression that Kokichi was still unaware of the crucial details of the case, flowing under the radar, undetected. This would also imply he knew Kiyo and his circle was drawn incorrectly since the beginning, as we can directly say Kokichi knew Kiyo was the culprit due to the back route that we can trigger during this non-stop debate.

In the back route of Danganronpa, it is actually said directly by Kokichi that he knew it did not matter which Himiko chose as the trap was set in all of the rooms. (1) which would imply Kokichi was aware of Kiyo being the culprit from the beginning. This also proves that Kokichi is capable of working in the shadows, directly guiding Shuichi toward the right conclusion, as shown in this back route specifically, which gives further quality to my interpretation that this was happening throughout the entire killing game.

Eventually, Kiyo confessed to killing Tenko.

However, the case was not concluded, because the perpetrator behind the murder of Angie remained unconfirmed. According to the rules, only the person directly responsible for killing Angie would be considered as the culprit. Despite confessing to Tenko's murder, Kiyo denied being involved in Angie's death in any way.

Angie's body presented two crucial details: A blow to the back of her head, seemingly to render her unconscious, followed with a clean stab to her neck using a katana. Notably, both murders shared the same method - stabbing the neck.

But why would the killer take the trouble to render Angie unconscious first before killing her?

It seemed unnecessary since they already possessed a katana that could have been used to kill her anywhere. This raised the possibility that Angie might have been murdered elsewhere and then placed in her lab to divert everybody's attention. This setup was meant to create the appearance of a locked room mystery, suggesting that Angie had exited her lab at some point during the sequence of events.

Kokichi specifically mentioned: "I am not sure if the culprit waited for her, but they probably killed her when she came out." This statement hinted at his leaning towards a particular theory, guiding the conversation in that direction. Another puzzling aspect was the occurrence of two murders happening simultaneously without a clear motive, suggesting the culprit might have acted impulsively or unintentionally, which caused one of the deaths. While Tenko's murder seemed intricate, Angie's appeared less elaborate, leading to the suspicion that the attacker was not as methodical with Angie's death. This could explain why Angie was first struck with a blunt object before being impaled and killed in her Ultimate lab.

Kokichi asserted that he had considered this likelihood right from the start of the class trial. His deductions were supported by observable evidence, and notably, he had not revisited the Monokuma file, suggesting he had formed these conclusions without relying on it. Consequently, he investigated places Angie might have visited, including the three dark rooms, as those were the only places he could imagine her visiting at the time. This would prove that he went to the dark rooms not only to figure out how and who killed Tenko, but also to identify where Angie could have died if not in her Ultimate lab.

When Kiyo accused Kokichi of his "misleading and lies", Kokichi did not outright deny it. Instead. He suggested that because of his supposed lie, someone must be panicking right now. This implication hinted at Kokichi's unwavering confidence in his own remarks, even though he did not directly refute the accusation, as he believed no one would believe him anyway, due to his label as a liar. Soon after, Korekiyo was deemed as the culprit and executed.

How did Kokichi uncover where Angie might have gone and deduce the culprit of the class trial?

It was established that conducting the ritual to resurrect the dead required a candle, available in one of the three dark, vacant rooms. Kokichi's assertion that "There are no other rooms I could think of that Angie would go to" was substantiated by this knowledge. Angie's involvement in the endeavour to revive Rantaro indicated her need for a candle from one of these rooms. Consequently, it strongly hinted that the assailant who targeted Angie did not do so within her Ultimate lab, but rather in one of these unlit rooms, a deduction directly suggested by Kokichi.

Given that all the effigies necessary for the ritual had already been prepared, it became evident that there was no need to delay the resurrection process any further. This realisation pointed towards the likelihood that Angie would leave her Ultimate lab specifically during this period to acquire a candle. This rationale contributed to Kokichi's belief that she was more likely killed in those dark rooms rather than her lab.

This inference formed the basis for Kokichi's connections of Kiyo to both Angie's and Tenko's murders.

Furthermore, compared to Tenko's case, Angie's appeared far less planned, relying heavily on the locked room mystery. Kokichi deliberately guided Shuichi, through Himiko, to first resolve Tenko's case, aiming to reveal Kiyo as the culprit of this case, a conclusion Kokichi had already reached himself. As the two cases were intertwined by the question of “Why are there two kills?” solving Tenko's murder was crucial to understanding Angie's case and the motive behind killing her likewise. This linkage made it simpler for Kokichi to ascertain the culprit behind Angie's death, as he had an answer to this crucial question.

One murder was meticulously planned, carefully thought out with prep time and precision, while the other seemed rushed and hastily executed. Given the location and circumstances surrounding Angie's death, Kokichi deduced that she stumbled upon Kiyo preparing for Tenko's murder. To prevent her from revealing this information, Kiyo was compelled to silence her by killing her himself before she could reveal anything. He had to hastily devise a murder plan to cover his tracks. This might explain why Kiyo used a katana from his own lab as well, intentionally raising suspicion on himself, as well as the absence of candles in Angie's lab, despite her preparation for the resurrection ritual. It suggests she was attacked in the empty room, not in her Ultimate lab.

In order to eliminate any suspicion that someone else within the student council might have killed Angie in her Ultimate lab, Kokichi actually set up a trap at the start of the trial. However, the trap failed to discover anybody, confirming Kokichi's belief that Kiyo was indeed the true culprit of the case, doubting no more. This is also when he figured out the murder must have happened outside of her Ultimate Lab.

It appears logical that Kokichi had already identified the culprit of Tenko's murder before the trial had begun and then figured out the culprit of Angie's case and solidified his already existence deduction at the beginning of the class trial. This implies that Kokichi had deduced the identity of the culprit without even checking the Monokuma file provided through an unorthodox and unconventional way.

On top of everything Kokichi accurately sensed Himiko's suppressed emotions. He noticed her efforts to conceal her true feelings and deceive herself about her own emotions. Kokichi observed that she was constantly trying to hold back her emotions. (1) recognizing her genuine sadness and grief over the death of Angie and Tenko. This further supports the idea that he knew Kiyo was the true culprit. Despite initially blaming Himiko for the murder and accusing her of orchestrating it, Kokichi had earlier sensed her emotions and knew she could not be the culprit, especially due to her

feelings towards Angie and Tenko, making it to be a tactic in order to lead Shuichi to figure out the actual culprit of the case.

Following the final debate that pinpointed Kiyo as the definite culprit, Kokichi remarked for the last time: "Well, that was obvious, such an obvious boring answer." This remark hinted that Kokichi had been aware of the culprit's identity all along. This additional evidence strengthens the reasoning behind the entire analysis of the murder case.

=> FRI, VCI, PSI, Emotional Understanding, Emotional Perception, Emotional Management, Emotional Engagement, Social Awareness, Fluid Intelligence, Inductive reasoning, Abductive reasoning, Critical thinking, Abstract thinking, Lateral thinking, Faster thinking, Logical manipulation, Mass manipulation, Emotional manipulation, Indirect manipulation, Misdirection, Fabrication, Information Control, Concealment, Overall strategy, Adaptability, Observation, Perception, Intuition, Cold reading, Decision making, Methods/Tactics, Data analysis, Information Gathering

CHAPTER 4

(Prior to the case + Murder investigation + Murder case) Before Miu even started getting ready for the game, Kokichi already knew she planned to kill him specifically. We know how he figured this out through a flashback featured in Chapter 5, showing Miu and Kokichi, showing how sceptical Miu actually was over the entire situation unfolding as Kokichi's perplexed reaction towards this. It was at this time he realised she was planning to kill him - due to her lack of trust, she decided to take matters into her own hands and execute a kill before anybody gets the chance to kill her. (1) (2)(3) (4). We can tell this because of his private talk with Monokuma. Kokichi mentioned that somebody is planning something really interesting and asked Monokuma to introduce the same motive he had gotten to counteract what she was up to in the game. He was not talking about Gonta's rebellion, as he was not present when Gonta tried to bring it up. Instead, he was referring to Miu's game idea that she wanted to execute very soon. Kokichi was assisting Miu with setting up the virtual world, (1) (2) and took the opportunity to extract information from her because she was overly eager for everyone to participate. Miu had no choice but to give Kokichi a basic rundown of the virtual world, as he would refuse to cooperate otherwise. This helped Kokichi understand how she intended to kill him. (1) His only goal afterward was to uncover how she planned to do it and stop it from happening.

What is especially impressive is that Kokichi discovered Miu's intentions to harm him before she even began working on the computer and before he had the conversation about the rundown of the world with her.

How did Kokichi figure out her plan to commit murder? Despite Miu removing all dangerous weapons from the game, she mentioned that the in-game items could not be destroyed with force. This immediately caught Kokichi's attention. Additionally, Miu made sure that all the characters in the game had equal strength. While these might seem harmless in a game focused on killing, Kokichi was very careful and saw a different purpose altogether. He believed this setup could be a perfect way to kill someone by making everyone equally as strong, which meant a person would not be able to defend against an attack, since they would be as physically capable as their attacker. This could easily be a method of getting rid of Kokichi's bodyguard - Gonta. This would be natural to think so as they had already cooperated once in Chapter 2. Considering Miu's gender, Kokichi reasoned she might find this necessary. He also suspected Miu had not revealed everything and had likely added hidden measures to execute her plan flawlessly, given the rushed yet careful way she put it all together, making a functioning and elaborate plan.

How did he stop Miu from killing him then? It was all because of the "motive card" Monokuma gave to everyone at the beginning of Chapter 4. Kokichi pretended that he could not find where the card belonged, but that was a lie. He had discovered the door leading to the motive - the truth of the outside world almost at the beginning of the Chapter. He had already seen what was outside and used this knowledge to stop Miu from harming him.

As a precaution, he tricked Monokuma into including the same motive in the virtual world and for him to apply it once again. (1) Knowing that the game was watched by spectators who craved excitement, he manipulated this fact against Monokuma. He persuaded Monokuma to introduce the game's motive, promising to make the game much more thrilling for everyone included. However, this was a huge bluff. His real intention was to save himself, not to make the game more interesting. Monokuma completely fell for this bluff and decided to reintroduce the motive video into the virtual world as proposed by Kokichi. Essentially, Kokichi had Monokuma under his complete control from the moment their conversation started, knowing that Monokuma would never miss a chance to make the game more captivating, revealing his one and only weakness. Monokuma got fooled completely and he decided to implement the motive video in the virtual.

Kokichi knew well ahead of time that this video would deeply affect Gonta - breaking him. He understood Gonta's emotional state, knowing he is a pacifist - someone who would never harm anyone without a strong reason to do so. When Gonta learned the

truth about the outside world, Kokichi predicted it would plunge him into despair. This would cause an effect to trigger - for Gonta, the killing game was already like a living nightmare in the first place. What if the world outside, which everyone hoped to escape to, was just as awful as the killing game? Gonta would have thought the only way to save everyone from the constant suffering was by ending it mercifully - through what he might have seen as mercy killing.

Kokichi's manipulation of Gonta also served its purpose. It made him seem more like the mastermind behind the game, allowing him more opportunities to turn everyone against him, as intended. By creating an unanimous belief that Kokichi was the villain, especially after his staged breakdown following the trial, he aimed to bond everyone especially tightly together. Despite the risks of Gonta revealing he had seen the truth of the outside world, Kokichi felt confident walking alongside Gonta. This was because he was confident Gonta would not reveal anything, because he had already completely analysed Gonta's behaviour and correctly predicted that Gonta would not disclose this information to anyone, showing to what extent did Kokichi profile Gonta already. He also foresaw Gonta's reaction to the truth of the outside world, all of which worked in Kokichi's favour to save himself and in order to set up his already existing premise of the plan in Chapter 5.

What makes this plan impressive is its execution. Kokichi not only put himself in a favourable position but also managed to achieve multiple goals efficiently and precisely. Convincing a pacifist that would not even hurt a fly, let alone a human being to actually harm another person is an incredibly tough task. Yet, Kokichi succeeded in persuading Gonta through a brief conversation coupled with revealing the truth about the outside world solely - the motive behind this chapter.

Now, Miu began pushing everyone to join the killing game. Kokichi also encouraged everyone to participate because of another motive that could potentially reveal more information on how to escape. (1) (2) His persistent persuasion eventually convinced everyone to agree and go to the virtual world.

Once he entered the killing game, Kokichi intentionally hit Keebo, (1) (2) beginning his investigation of the virtual world. This way, he was trying to figure out whether the nerves of the game characters were directly linked to the bodies in the real world, showing that a person could be killed. He did this to check if there was a way to kill someone through these connections, essentially confirming his initial suspicions. Since he often teased Keebo, he thought it would not raise suspicion and would only appear natural if he hit Keebo out of everybody.

When they all started discussing their investigation plans, Kokichi already knew about the motive video and its origin from Monokuma prior to entering the virtual world. As

they talked, they noticed maps of the virtual world. Kokichi found these maps very suspicious and decided to ask Miu whether she or Monokuma created them.

Why?

He suspected that Miu might have manipulated the settings and the entire map to suit her intentions, the location where the map loaded was also conveniently positioned in the middle, dividing the left side (Mansion) from the right side (Chapel) with a river. Kokichi found this odd because logically, the loading point should have been at the edges, not in the middle, as in any game. This made him realise that the world had been altered and later inferred the world loops. We can be sure of this through him discovering the sign that was connecting the bridge when Miu decided to push it down the stream, though it was found at the other side of the stream. There would be no reason to check it for Kokichi if he did not come to this conclusion. Miu responded in a distressed tone, a sudden hint of uncertainty that both Shuichi and Kokichi noticed. However, Kokichi chose not to press further with questions, deeming it as an adequate response to confirming his intentions.

After confirming his need to investigate certain areas in the virtual world, Kokichi turned away and announced his intention to explore further. Kaito called out to him, insisting that they should all discuss together and he should not leave just yet. However, Kokichi was determined not to give in and decisively departed from the mansion to carry out his own investigation.

Why did Kokichi act this way? He was aware that he had positioned himself as the group's habitual liar, someone who is disliked by everyone. Moreover, he knew that they saw him not just as unpredictable but also as someone potentially dangerous for the group. Leaving him alone to wander in the virtual world could only pose risks. Recognizing that everyone's strengths in the killing game had been equalised, Kokichi predicted that Gonta would step up to watch over him, (1) seeing it as the only way to contribute for Gonta. Gonta was someone who always wanted to assist and protect others with his immense physical strength, but the setting of the virtual game made this impossible. At last, Kokichi had abused this fact perfectly, knowing that beyond his physical abilities, Gonta lacked intellect and practical help. Kokichi anticipated Gonta would be troubled by this aspect and cleverly used this to his advantage, manipulating his desire to protect by making him act as his watcher. Gonta agreed to accompany Kokichi, essentially becoming his bodyguard, exploiting Gontas sense of righteousness and determination. Even Maki remarked that it seemed like Kokichi had planned this all along. Kokichi himself mentioned that he knew Gonta would volunteer to watch over him.

Kokichi and Gonta headed straight to the forest to retrieve the secret of the outside world. Kokichi, knowing the secret was placed there, ensured he would arrive first, which is why he abruptly left earlier, to make sure everything goes 100% according to his plan. His goal was to obtain the secret before anyone else and ensure Gonta followed him. This was when Kokichi shared his plan with Gonta and showed him the truth of the outside world, explaining how to counter Miu and Gonta eventually agreed. They planned to regroup with everyone to avoid any unnecessary suspicion, already setting their plan into motion.

When everyone gathered at the chapel, Kokichi wanted to ask Miu something privately. He whispered his question to her to which Miu responded, also whispering. After this, Miu took charge and assigned tasks to the participants. She wanted Kaito to investigate the rooftop and Kokichi to explore the salon, with three others looking into the kitchen and dining room. Miu did not seem to care much about the others involved. This made Kokichi certain she was ready to execute her plan, but he agreed to follow her instructions nevertheless. He decided to take Gonta with him for protection against any attacks, just the way he originally planned. The other individuals assigned were Tsumugi and Shuichi.

After this, Miu decided to cut off the way from Mansion to Chapel intentionally by destroying the sign working as a bridge, throwing it down the river. Knowing the world loops, she was certain they would not be able to find it.

At the salon, Kokichi instructed Gonta to hide on the rooftop before the meeting was supposed to happen, ensuring he would go undetected with a murder weapon - a piece of toilet paper to strangle Miu from behind. Knowing the virtual world's items were unbreakable, Kokichi used this knowledge to his advantage for the killing astutely. When Miu arrived at the rooftop, she had already logged Kaito out to frame him as the culprit. Kokichi was already waiting for her at that time. He confronted Miu, asking if she intended to kill him, to which Miu admitted she did. At that moment, Kokichi tried to extract the final details from Miu, as he had given her a ground where she would naturally be confident in her win, as it would seem nothing is there to get in her way anymore. One of the reasons why she was so confident is that she set up a trick to immobilise him with just a touch, ensuring he could not escape. This was so Kokichi would understand the entire plan and her actions so he can use it to solve the trial and guide Shuichi throughout it effortlessly. After this, he had signalled Gonta and he strangled Miu from behind, causing her to die.

Following this, Gonta mentioned seeing Miu suddenly appear on the mansion side. Kokichi then realised the trick behind the world's layout. Being the world's administrator, Miu had control over all its properties, naturally. She could manipulate it so she can walk across the world's edges while preventing others from doing so.

Kokichi figured out that the world itself looped at the moment, connecting the edges together, which is also why the loading point was in the middle of the map, rather than the edges. Crossing from the right side meant appearing on the left side. Realising this, Gonta and Kokichi quickly left the crime scene.

When a loud noise startled everyone and both Kaito and Miu went missing, they all decided to gather together. They had no way of getting across the bridge from one way to another though, but Kokichi came to everybody, directing them to the place where the sign was stuck (1) in big boulders. He knew this as he had already figured out the world loops since this was post the murder already. After they gathered, they decided to immediately exit the virtual world. Only Kokichi and Shuichi remained inside the virtual world. Seizing the moment, Kokichi saw an opportunity and asked Shuichi to become friends with him, emphasising that Shuichi was "useful" to him. He meant that Shuichi was instrumental in reaching conclusions during the trial in every chapter, without Kokichi having to appear clever himself, allowing him to act more low-key, therefore making Shuichi a nice tool for himself. This way, Kokichi could maintain his person without looking like the brains behind the operation. He suggested Shuichi should leave Kaito behind and collaborate with him instead. Kokichi claimed he could assist Shuichi in saving everyone (1) and also be of help to him. This was a move to draw Shuichi into his plan during Chapter 5, but Shuichi did not agree. Later, after they both logged out and found Miu's deceased body, they decided to start investigating at once.

Kokichi advised Shuichi against teaming up with Kaito, because Kaito had logged out of the game before everyone else did. This could potentially make Kaito a suspect, as it was not clear yet if Miu was killed in the virtual world or in reality. Kokichi proposed that he would act as a substitute for Kaito and investigate alongside Shuichi for the time being, persuading Shuichi to accept, since he masked it as "keeping an eye out on him" to not interact with Kaito for the period of the investigation, putting them both on hold. His real goal was to gain Shuichi's trust, hoping to make Shuichi understand him a little better so that they could work together to end the killing game. This plan was crucial for Kokichi's strategy later on in Chapter 5. He cleverly took advantage of this situation, using Kaito's immediate suspicion in the case to his benefit.

After the investigation concluded, Monotaro finished gathering the necessary information, he gave the participants the chat log with the times of people logging in and logging out of the game. Kokichi then asked Monotaro if there were any other methods, besides the signboard, that could have served as a bridge to reach the other side. (1) The map had only one bridge, supported by a sign: Removing the sign would prevent anyone from crossing it. This crucial question from Kokichi was meant to guide Shuichi's thoughts in the right direction. It aimed to steer Shuichi toward understanding the situation correctly and also solidify Kokichi's belief in the looping world theory. Monotaro stated he found nothing else, and Kokichi chose to not delve

further, satisfied with the answer he had obtained, because it managed to directly push Shuichi to think. Monotaro also revealed that while everyone else was classified as a human, Miu was categorised as a non-human object. Additionally, Miu had added a wall outlining the y-axis of the map, allowing non-human objects to pass through it. (1) Monotaro's final revelation was that if Miu touched Kokichi, it would result in paralysis (1) for him and he would be unable to move at all. However, Kokichi was already aware of all of this information beforehand, so nothing revealed by Montaro had a significant impact on him and the trial itself.

Throughout the investigation and the subsequent class trial, Kokichi attempted to guide Shuichi in the right direction, providing subtle hints and nudges to help him unravel the truth of the case.

How did Kokichi help Shuichi throughout the entire trial, and how did he prepare himself as the mastermind in Chapter 5?

Initially, Kokichi accused Kaito of being the culprit. However, Shuichi disproved this by pointing out the warning label on the poison bottle. If Miu had drunk the poison, her eyes should have appeared bloodshot, but they did not, indicating that poisoning was not the cause of death. With no visible external injuries, they concluded that Miu was killed within the game and had been strangled to death. In the back route of Danganronpa, Shuichi actually spots Kokichi and his lie and fights against it with a lie of his own, (1) proving Kokichi simply toyed with the participants when accusing Kaito.

=> Kokichi's strategy was to intentionally direct suspicion toward Kaito, prompting Shuichi to focus on disproving his statement regarding the poison. We know this for a fact because Kokichi is also the one who claimed that Miu was actually killed due to the poison, we also know that would be a contradiction in his statement since he himself said the eyes would get bloodshot during the investigation, which was not the case, we also know this due to the back route. Kokichi was the one who informed Shuichi about the poison bottle's label, a detail he might have missed on his own. This deliberate act by Kokichi was the reason behind introducing the symptoms of the poison in the first place. When Shuichi shifted his attention toward the hammer near Miu's body, Kokichi was also the one to mention that she had prepared to kill him, (1) a statement Shuichi agreed with.

Miu logging Kaito off early served as a tactic to frame him as the culprit, as it would seem like he had no alibi. It might appear as if Kaito had killed Kokichi, especially due to the poison bottle placed near Kokichi's seat. Kokichi was aware of this plan ever since Kaito's intentional log out from the virtual world.

At this point of the trial, Kokichi antagonised especially Kaito, giving hints that I can provide to prove Kokichi and his real intention behind his Chapter 5 actions, most of which will be included in Chapter 5. After the unnecessary back and forth between the participants, figuring out that the poison was deliberately implanted on Kokichi's seat to frame Kaito and how did Miu get from the chapelside to the mansionside, using the layout of the virtual world, labelling herself as an object rather than a human, the first puzzle comes into play:

The first puzzle to solve revolved around how Miu travelled from the chapel to the mansion's roof after destroying the bridge herself. The key was the wall Miu set up in the middle of the world that allowed only non-human objects to pass through. Miu could traverse the divided parts of the map by categorising herself as a non-human object easily. Kokichi deliberately bad-mouthed Miu harshly, portraying her as a deceitful and disgraceful person that is not even deserving of respect. His aim was to provoke a response from Monotaro, prompting him to confirm or deny the existence of any hidden routes in the game. This was intended to remind Shuichi that such routes did not exist and to make it clear to everyone else that there were no other possible means, as Kokichi asked him this already prior to the class trial during the investigation. Kokichi was aware of Montaro's attachment to Miu, knowing he regarded her as a mother figure, so he expected a natural reaction. Monotaro denied the existence of any secret routes. Monophanie then added that he should not disclose crucial evidence, indicating the significance of the matter, proving Monotaro's statement. (1)

=> Kokichi manipulated both Monotaro and Monophanie simultaneously to extract essential information through just one sentence. He had previously known that there were no secret routes, having asked Monotaro the same question before. However, after Monotaro's memory loss, he exploited this fact to manipulate them into repeating the information, aiming to guide Shuichi toward a specific conclusion instead this time, as he seemed unable to remember Monotaro's previous statement confirming no possibility of a hidden route.

The second puzzle revolved around the discovery of the sign on the mansion side during the investigation. This was the same sign that Miu had thrown into the river, causing the bridge between the chapel and the mansion to collapse.

=> Kokichi highlighted an anomaly: (1) The river ended at the chapel side, yet the sign was found on the mansion side. Logically, this suggested that the sign was moving against the current of the river, an impossible scenario. Kokichi suggested that they were close to uncovering the truth already and asserted that linking all the peculiar occurrences (1) (2) would lead to a final conclusion. Once again, he emphasised that Shuichi was the only one capable of solving this mystery to build him up as the only person capable among the group for his plan in Chapter 5.

Shuichi began to deduce what Kokichi had already hinted at. He realised that as a non-human object, the sign could have passed through the wall. Moreover, the presumed end of the virtual world was not actually the end: Instead, the world itself looped. Upon reaching the virtual world's right end, it reappeared at the left side's start. Similarly, the walls were a single continuous wall along the Y-axis. Kokichi's earlier mention of everything being interconnected hinted at the idea that by connecting all these phenomena, they could comprehend that the entire world itself was interconnected.

The final peculiar event was the loud noise, the last thing Shuichi addressed.

=> The explanation for the noise lies in the positioning of the loading point at the edges of the world - between the chapel and the mansion. This placement clarified how they could hear the sound despite being in separate locations. It also provided an explanation for the presence of the sign and everything else connected to the looping phenomenon. Despite Kokichi being aware of this from the start, he credited Shuichi with the achievement asserting that without him, their efforts would have been futile again. Everyone expressed gratitude toward Shuichi for his contribution. This way, he kept building Shuichi up as this “Omniscient” entity - portraying him as the only person able to solve a class trial.

With the mystery of the looping phenomenon unravelled, Kokichi proposed that they should now focus on identifying the culprit, utilising all the necessary steps he had guided Shuichi through in solving the puzzle.

Kokichi suggested they should understand Miu's actions to uncover the culprit first. They began discussing her plan step by step. Everything seemed clear until a question emerged: If Miu was killed on the rooftop, why was her body discovered near the chapel?

=> Kokichi proposed that the loud noise they heard might be linked to this mystery. Shuichi speculated that it could have been Miu's avatar hitting the chapel wall. Building on this idea, Kokichi asked if they could determine why the impact was so strong that it could be heard from inside the chapel, even giving a clue to Shuichi as he did not realise. Following Kokichi's clue, Shuichi inferred that the culprit utilised the roof as a slide, following another one of Kokichi's hints. To reduce the friction and accelerate Miu's slide down the roof, lattice was employed. The culprit placed Miu on the lattice and slid her down the roof, explaining why the lattice was found near her body outside. Notably, this deduction was Kokichi's own conclusion, also confirmed by him directly, as he was unaware that Gonta had employed this method. This action was solely Gonta's doing and was not a part of Kokichi's initial plan.

In the back route of Danganronpa, Shuichi had actually lied about this and determined a signboard was used to slide Miu down the roof, intentionally trying to press Kokichi into revealing the truth. Of course, Kokichi knew Shuichi was lying and decided to align himself with Shuichi's intentions and reveal he knows everything about the trial, (1) (2) from the culprit to the murder method. This would also imply he knows about the world looping and every other thing I have covered in this analysis thus far.

After Kokichi refrained from intervening in the trial for a period of time, the group collectively concluded that he was still the prime suspect of the case. Despite his denial of being at the rooftop, he possessed an extensive knowledge of its details. The consensus pointed toward Kokichi as the culprit, especially since the real perpetrator must have investigated the mansion, an act that revealed the world's secret trick. Why did Kokichi choose to reveal so much information when he usually guided Shuichi without disclosing his own knowledge then?

His aim was for Shuichi to accuse him of the murder. By appearing desperate and divulging everything he knew about the case, Kokichi intended to make his explanations seem believable to others. Anticipating that no one would trust a known liar like himself, he orchestrated a scenario where he had to back himself into a corner for others to start paying attention and listening to what he had to say. "To expose a liar, you need to corner them psychologically." This phrase, mentioned twice by Kokichi during the game, reflected his current situation. He deliberately allowed Shuichi to corner him, offering too many clues - a departure from his secretive approach in previous class trials where he operated from behind the scenes, which is completely contradictory to his previous actions, opting for a more offensive approach.

Subsequently, he chose to disclose everything, including his plan. Kokichi then declared Gonta as the culprit, despite the group's reluctance to consider the possibility at all, they were forced to consider this idea. His strategy was to force Gonta to defend himself logically while Kokichi himself began simultaneously attacking Gonta verbally, (1) intending to evoke emotions from everyone present, as some still are still in denial that Gonta can be the culprit, which is why he did not give solid and factual proof as of yet. To pull the strings in everybody's heart - feel compassionate and then commit the killing blow, which would make everybody despise him even more, portraying an advanced level of human psychology. This portrayal of Kokichi as a heartless individual was fitting for a mastermind's characterization as well, which Kokichi aimed to build especially during this chapter's trial. Kokichi was also aware that Shuichi was slowly turning more and more to an actual detective, somebody who puts rationality over emotions, as that is what a detective does naturally. He abused all of these facts, knowing Gonta would have to be forced to be suspected. In short, he kept the trial ongoing for so long in order to portray himself as a heartless individual who loves the

killing game and for Shuichi to make all the deductions necessary to portray him as somebody who can figure out any class trial if people just listen to him and obey his deductions at all times, which is deeply linked with Kokichi and his plan during Chapter 5.

Initially, no one wanted to accept that Gonta could be the culprit still, but Kokichi presented a simple process of elimination (as usual) to prove his involvement:

Keebo, Himiko and Maki were ruled out as suspects because they did not have access to the crime scene at all. Kaito was also removed from suspicion because he was logged out at the time. Kokichi himself could not have committed the crime due to the extra trick Miu set up to specifically kill him as he would immobilise him completely at a single touch. Tsumugi and Shuichi were together, eliminating them from the suspects list too. Consequently, the only remaining person who could have carried out the crime was none other than Gonta.

But how did Gonta access the rooftop and left it afterward? He utilised the toilet paper discovered outside the mansion. Since the toilet paper was unbreakable, it served its purpose. Gonta used the toilet paper, hanging it on the binoculars on the rooftop and later retrieving it from there. This idea was devised by Kokichi, which is why he knew about it.

Before Gonta's execution, Kokichi had a breakdown. Initially, he began crying, pleading with Monokuma to punish him instead of Gonta. His emotional display seemed authentic, and his explanation for why he might have manipulated Gonta appeared convincing as well. (1) (2) This gained sympathy from the others, making them believe Kokichi's feelings were sincere, despite him being labelled as a pathological liar from the entire group before.

However, after Gonta's execution, Kokichi abruptly stopped crying and proclaimed that he would never shed tears for somebody like Gonta. He revealed that it was all an act, portraying himself as even more callous than initially perceived. This causes others to grow to completely despise him. This would allow him to hide the truth of the outside world and portray himself as the mastermind simultaneously.

This entire charade was part of his murder plan for Chapter 5.

Kokichi had a real breakdown in the class trial, but that was according to his own volition. Expressing the genuine emotions after Gonta had died would allow him to release the pent-up frustration he had when Gonta would be executed as well as portray him later as a heartless individual, when he would say the crying was fake. In

conclusion, he did not break his composure, he allowed it to break for his Chapter 5 plan to be flawless.

It aimed to set himself up as the mastermind, especially following the staged breakdown after Gonta's execution. Throughout the trial, he also presented himself as the mastermind, highlighted when Gonta remarked that Kokichi sounded just like Monokuma. Kaito added that not only did he sound like Monokuma, he also behaved just like him, completing his mastermind act with precision. I will provide the entire analysis and scans in Chapter 5.

In Kokichi's plan, Kaito played a crucial role. During Chapter 4, Kokichi strategically influenced the group dynamics to align with his intentions. He began relying heavily on Shuichi, emphasising that any interference with Shuichi's reasoning would only hinder progress. This led Kokichi to shadow Shuichi throughout the entire investigation, openly providing clues compared to his usual secretive approach in previous class trials. His goal was to prepare everyone to trust Shuichi's deductions later in Chapter 5, leveraging his thorough understanding of Shuichi's character to support and guide his reasoning for solving the case. He just needed to make a strategy that would support Shuichi and his line of reasoning so the case itself would not stagnate and could have been solved.

What makes Kokichi's strategy in Chapter 4 intricate is its dual nature. He could not simply inform others that Miu planned to kill him, as no one would have believed him anyway. It would have been futile to reveal this without any support. Thus, Kokichi had to devise an alternate strategy to thwart Miu's intentions without direct support from the group.

The simplest and most effective approach for Kokichi was to manipulate the information he already had. Knowing Monokuma's desire to entertain the audience with plot twists within acceptable limits, Kokichi aimed to deceive the game's very overseer - Monokuma, to gain a significant advantage over Miu directly. This method was flawlessly executed.

By using this strategy, Kokichi not only prevented Miu from directly harming him but also ensured that if he revealed his cooperation with Monokuma, everyone would perceive him as the mastermind. To amplify this perception, he adopted a more aggressive stance during the trial, especially when he accused Gonta as the culprit. This portrayal aimed to depict him as a callous individual, reinforcing the image of him as the mastermind even further.

Moreover, this strategy had long-term benefits for Kokichi's plan during Chapter 5. It led Kaito and Maki developing disdain for him, made Shuichi highly cautious of his

actions and positioned him as the “The one closest to Monokuma” in the eyes of others. Kokichi managed all this while evading a dangerous setup in a virtual world specifically designed explicitly to end his life, from the very structure and the elements within it to the intricate traps. This is how Kokichi managed to not only counter a seemingly hopeless situation for him, where he was stuck in a world where everything is designed to kill him, he also managed to set himself up as the mastermind and gain an advantageous position, turning the whole situation to his advantage.

Moreover, he deduced that Kaito is unlikely to be the mastermind due to his voting pattern regarding Kokichi. Despite Kokichi's clear assertion that Gonta is the true culprit, Kaito still cast his vote against Kokichi. If Kaito were truly the mastermind, he wouldn't risk his plan by voting against Kokichi, given that the mastermind's primary objective is to perpetuate the killing game. This observation informed his strategy in Chapter 5 and his subsequent collaboration with Kaito. Additionally, it's another reason why he inquired about the possibility of vote splitting in Chapter 4, apart from the explanation I'll delve into further in Chapter 5.

=> VCI, FRI, VSI, Emotional Perception, Emotional Understanding, Emotional Management, Emotional Engagement, Social Skills, Social Awareness, Self Awareness, Self Management, Fluid Intel, Deductive reasoning, Inductive reasoning, Abductive reasoning, Abstract thinking, Lateral thinking, Logical Manipulation, Mass Manipulation, Emotional Manipulation, Indirect Manipulation, Direct Manipulation, Individual Manipulation, Misdirection, Acting Skills, Information Control, Fabrication, Concealment, Overall Strategy, Overall Planning, Adaptability, Anticipation, Observation, Perception, Data Analysis, Cold reading, Trap Evasion, Information Gathering

(Kokichi's poison knowledge) Kokichi made an effort to remember all the poison bottles in Shuichi's room (1) in case they were used in a murder. His extensive knowledge of poisons was evident from the absence of any symptoms described on the bottles, though Kokichi managed to get the symptoms spot on. (1) (2) This suggests that he possesses a high level of expertise in chemical toxicology, as he was able to accurately and precisely describe the symptoms to Shuichi.
Shuichi's lab - all the poisons on the right side

=> Knowledge, WMI, VCI, Crystallized Intelligence

(Kokichi's mind reading) During the investigation of the 4th trial, Kokichi showed an uncanny ability to anticipate Shuichi's thoughts. He accurately finished Shuichi's sentence that Shuichi was just thinking of in his mind, matching the timing and content perfectly. (1) (2) (3) (4) This happened not just during the investigation, but also

previously during their Free Time Events (FTEs), which should prove this is not just a one-hit wonder. (1) (2) (3)

=> Emotional Perception

(Kokichi's engagement) "When I saw it, I finally saw Kokichi for what he really is. Malice. His entire body, nothing but raw and unfettered malice." (1) (2) - This was what Shuichi said about Kokichi after he had laughed at Gonta's death, antagonising everybody in the room.

Kokichi found out Miu was planning to murder him and the only way out for him to avoid it was to sacrifice the only person who would listen to him - his only friend in the killing game Gonta, despite knowing this might not even put an end to this killing game, knowing the "truth" of the outside world, he knew this was the only way out for everybody. He decided to voluntarily sacrifice his closest friend to achieve his goal despite knowing this would inflict an insane emotional burden on him as evident from his genuine breakdown after the class trial. After Gonta was executed, Kokichi transformed himself into a figure of pure malevolence in a brief second, changing from his state of emotional breakdown into a state of pure evil and chaos. Shuichi, who has a knack for understanding social cues, notices this malice immediately. This performance was all part of his plan for Chapter 5, leveraging his role as the presumed mastermind. At that instant, Kokichi seemed to embody malice itself. His emotional display was so intense that everyone in the vicinity began to disdain Kokichi for his behaviour during the trial and after it, which had been Kokichi's intention all along. Kokichi had transformed all the emotions he had felt when losing his best friend and the hopelessness he must have felt when seeing the truth of the outside world as well as knowing he would offer his life in Chapter 5 to save everybody and turned them into pure and unfiltered malevolence and evil in a second.

Furthermore, he invested his emotions in dismantling the entire killing game from its core. A killing game that persisted through more than 50 iterations, single-handedly undermining it from within. He aimed for this by even sacrificing himself in Chapter 5 for the greater good, in pursuit of ending the killing game, despite knowing well that even after his death, he would be hated and rejected by everyone, viewed either as a betrayer, or at best, an outsider who was never truly understood by anybody, though still sacrificed himself for each and every single participant of the killing game.

Not only that, but all of this was also driven from knowing the truth of the outside world. When the other participants saw the truth of the outside world, they began to break. Somebody like Shuichi, who could function normally after somebody he adored - Kaede, died the most gruesome death, was so broken by knowing the truth of the outside world that he did not get up from bed for days. Gonta, who saw the truth of the

outside world resorted to killing - a pacifist, who cherished life above anything else. Despite all of this, Kokichi put all of his pent-up emotions to finalise this act, put on such an elaborate murder plan to get rid of Miu, using his best friend knowing he will face the same kind of a gruesome death as the other participants and ostracise himself from the group, and using it for his Chapter 5 plan, even sacrificing himself for the greater good during that chapter, offering his own life for the sake of others, all while portraying himself as the very embodiment of malice, from the tips of his toes to his facial expressions, everything completely genuine in the eyes of the beholders, while also knowing that he would be poisoned with an extremely painful poison that could trigger sympthoms such as: Generalized muscle spasms, respiratory failure and brain death within 15-30 minutes. Seizures, cramping, stiffness, hypervigilance, agitation. The seizures are often triggered by sights, sounds or touch and can cause additional symptoms such as hyperthermia, rhabdomyolysis, myoglobinuric kidney failure, metabolic acidosis and respiratory acidosis. As the poisoning progresses, it will lead to increase heart beat rate, high blood pressure, rapid breathing, blue discoloration, sweating, water-electrolyte imbalance, leukocytosis, lockjaw, spasm of the facial muscles and spasm of the back muscles which results in extreme arching of the back. In rare cases, the person may experience symptoms like nausea or vomitting as well. Strychnine poison produces some of the most dramatic and most painful symptoms of any known toxic reaction, though Kokichi accepted this immeasurable pain in advance to save everybody.

His earlier statement during Chapter 1 about managing emotions would suggest this is the method he used to execute this.

=> Emotional Perception, Emotional Management, Emotional Engagement, Acting skills

CHAPTER 5 AND 6

Before you start reading Chapter 5: I highly recommend reading the misconceptions section for Chapter 5 and 6 after you have finished reading this analysis, as it will provide additional insights that are not included in the official analysis due to the length constraints.

(Kokichi's plan) Before we dive into Chapter 5, let's recap the key points that Kokichi used to execute his plan that he had already set up prior to the events of Chapter 5:

1) He had intentionally positioned himself as the mastermind to bait out the real mastermind and force them to act.

2) He had garnered negative attention from the other participants to isolate himself from them.
3) He had promoted Shuichi as an infallible detective, hoping that the others would rely on him for their deductions, which would ultimately lead to the revelation of the truth behind Chapter 5's murder plan.
4) He was aware of Kaito's illness and exploited it for his own purposes.
5) He had learned that the flashback lights were probably fake and that the killing game was being observed by an audience due to the nature of the killing game.

Following his actions in Chapter 4, which exposed his manipulation of Gonta and his deceptive nature, Kokichi became widely disliked and distrusted by the other participants. Throughout most of Chapter 5, he remained out of sight, seemingly hiding from the group. This is supported by the notion that he is an expert in hide-and-seek, enabling him to evade detection for extended periods.

Tsumugi, the mastermind, was acutely aware of Kokichi's absence and the potential threat he posed. It appears she is deliberately encouraging everyone to take action against Kokichi before it's too late. It suggests that she suspects Kokichi might be plotting something against the group while they are talking, desperately trying to find a way to eliminate him from the killing game. Kokichi essentially took Tsumugi and her place as the mastermind, and this seems to have unsettled her.

This is further supported by Tsumugi persistently expressing concerns about the trouble Kokichi might be planning, even though Shuichi has directly refuted her claims. If Tsumugi were truly the mastermind, she would not need to take such actions unless she was genuinely in desperate need to deal with Kokichi.

With Tsumugi already on edge, Kokichi pushes her further by adding the last letters to a stone, covering up the original message left by Tsumugi. This tactic not only muddles the initial meaning but also aims to steal the mastermind role from Tsumugi. This would force her to take action, bringing the end of the situation closer.

Kokichi's strategy effectively antagonises Tsumugi, prompting her to act, and it also raises doubts about him among the others. This creates a sense of danger, making others hesitant to leave him alone.

Now, let's delve into the collaboration between Kokichi and Kaito. It is clear that their teamwork started at least way back in Chapter 5, likely initiated when Kokichi reached out to Kaito off-screen and pitched his idea to put an end to the killing game, recognizing he is more likely to cooperate considering his unfulfilled goals and illness. This explains why Kaito, who was initially the most eager to find Kokichi, changed his stance and decided not to actively search for him anymore. (1) He assured the group

that he would take care of everything and help them escape the deadly game. Kaito's statement about heroes being misunderstood applies to Chehkov's gun and how Kokichi has been portrayed throughout the entire killing game. This is the most direct evidence of Kaito and Kokichi teaming up, but I will focus more on this aspect in the misconceptions of Chapters 5 and 6, so you can read about it afterward.

That said, Kaito purposely requested Maki to show him her Ultimate research Lab. This was made possible because Maki has romantic feelings for Kaito. Kokichi anticipated that this move would grant him the access to the murder weapons at Maki's disposal. Kaito showed particular interest in a crossbow (1) (2) he found in Maki's lab and asked her to teach him how to assemble it, claiming he could do it alone next time. This indicates that he had intentions for using the crossbow, which I will explain later on. It is also important to note down that all the guns in Maki's research lab are fake, as stated by Shuichi during Chapter 3, (1) with the only weapon that could cause damage being melee weapons and the crossbow, which was the only weapon that fit Kokichi's goal so much. His sudden fascination over a crossbow, and it coincidentally being the only weapon that could be used in Kokichi's trick in Chapter 5 is not luck, but a calculated tactic, which was employed by Kokichi.

Later on, Kaito called out everybody to assemble at the dining hall. With the discussion heading toward the whereabouts of Kokichi, Kaito dismissed it very fast again, showing his already existing cooperation with Kokichi. To keep Kaito's peculiar behaviour under the radar, including his request to see Maki's Ultimate lab and assembling a crossbow, Kokichi advised Kaito to initiate a rebellion against Monokuma by confronting him directly. This plan would be backed by Maki, driven by her feelings for Kaito, creating a ripple effect that would make the rebellion a reality. If Kaito was proposing the idea and Maki was sure to join on the bandwagon, it would create an effect where more people would agree with it and eventually, it would happen.

The purpose of this strategy was to divert attention from the real reason Kaito wanted to learn how to assemble a crossbow. It was orchestrated to make it seem like Kaito's actions were merely an attempt to spark a conflict with Monokuma, but not only that, it entirely fits the character of Kaito and what he would do at the moment, sensing this is the best situation to beat Monokuma with the Monokubs gone, though that is still just a fantasy, it would be extremely believable if Kaito proposed the idea, making it in impenetrable tactic. However, this approach would be inherently illogical, considering that Monokuma has the ability to resurrect as many times as he wants to if the mastermind is given the chance to resurrect him. Fighting against him would be futile, as he could have an unlimited number of replacements and could be directly backed up by the true mastermind, revealing that Kaito's true intentions were hidden elsewhere. To execute the plan, Kaito announced that the confrontation would commence at night, urging everyone to gather at the gym later in the day once it became nighttime.

We can be confident that all of this was a part of Kokichi's plan because, between Kaito's gym invitation and the actual meeting, Kokichi abducted Monokuma. (1) This moved aimed to keep Monokuma from interfering in the unfolding events, allowing the rebellion to proceed without any disruption. Kokichi received information about the opportune time to act from his collaborator, who himself set up the time and place. With Monokuma's kidnapping and Kokichi standing guard, it became evident that his entire plan, including the hydraulic press scenario, was set in motion, as there would not be any other reason to abduct Monokuma unless his goal was to commit an "unsolvable" crime.

Now, the official gym meeting has started with everyone gathered there. Numerous weapons were scattered on the floor, ready to aid them in confronting Monokuma effectively. Kaito wasted no time pressuring them to begin their rebellion. Right then, Kokichi entered the gym, revealing that, like everyone else, he aimed to bring an end to the killing game. However, he became prepared with electrohammers and electrobombs, making everyone believe he could use them to harm them, unless they listened to him. The fact that he was armed and chose the gym as the location indicated he was aware of the significance of this meeting. There were two possible explanations to this, though only one of which is logical:

1) He either overheard everyone, which seemed risky and illogical given his collaboration with Kaito and his desperate attempt to hide himself from everybody.

2) Or, he and Kaito used the fact they were already working together, which would make more sense in light of their previous actions and statements earlier in Chapter 5. Essentially, Kaito had informed Kokichi about the meeting, marking the beginning of their plan.

Kokichi initially suggested that only one person, besides himself, could survive, while threatening the others to blow them all up if nobody raises their hand, but nobody raised their hand anyway. Instead, they responded with strong resolve, demonstrating their determination to put an end to the killing game. Kokichi asserted that he foresaw everyone's reactions, stating that he only wanted to gauge their commitment. It was at this point that he began revealing the basic details of the plan to everyone. They would essentially be using "Anti-Monokuma weapons."

He started revealing the names and functions of the weapons he had acquired. Earlier, he had asked Miu to create them for him. They were named "Electrobombs" and "Electrohammers." These gadgets were designed to disrupt electronic devices upon contact, with electrobombs having a broader effect on machines within a specific

radius. Initially, the group was quite sceptical about teaming up with Kokichi, but he cleverly mentioned that these inventions served also as a sort of memento for Miu. This piqued their interest and they became more willing to consider his suggestion, especially as he explained how crucial these tools could be when fighting against Monokuma, given that Monokuma is also an electronic machine.

In a previous part of the game, Kokichi had requested Miu to create items like “Electrobombs” and “Electrohammers” without revealing their purpose, and she agreed to make them.

Miu's initial response was that someone would eventually betray them and commit murder and subsequently, she refused to be a part of the plan. (1) (2) She also emphasised that she could not afford to die in a place like this. Despite her reluctance to cooperate in defeating Monokuma with the group, she decided to create the inventions because that was her sole purpose.

Anticipating that the group would be hesitant to work with him, Kokichi deliberately provoked them by testing their reactions. He threatened them, creating an illusion that he wanted to eliminate everyone but one person. This was a way to assess if they were genuinely committed to ending the killing game, aligning with Miu's narrative. While Miu lacked the determination and feared betrayal, the rest of the group passed Kokichi's test by refusing to cooperate when faced with his threats. To illustrate, Kokichi removed Miu from the equation because of her lack of determination and her plot to kill Kokichi. However, the others, showing readiness to confront Monokuma, developed a false sense of security, even though they had to follow Kokichi to stop the killing game.
In this manner, Kokichi persuaded everyone to unite, despite his ruthless killing of Gonta. He revealed his “true” colours to everyone, displaying a remarkable ability to influence opinions, despite being labelled a pathological liar and disliked by the group. Kokichi suggested the idea of using electrohammers to clear the underground passageway. (1) (2) Though at the same time he warned them regarding the excessive use of electrohammers might cause them to run out of battery pretty quickly, using an Exissal as an analogy. (1) Using an Exissal as an analogy was detrimental for his future endeavours, which I will elaborate on later.

During that moment, Shuichi sought clarification on the message left on the rock before proceeding to come to terms with his plan. “This world is mine, Kokichi Oma.” Kokichi outright denied creating such a message, pointing out that it would be illogical for him to do so. Presenting himself as the mastermind would be counterproductive, (1) something no one would intentionally pursue - according to his own words. He cleverly used suggestive language, confident that others would not discern his true motives for acting as the mastermind, unless he was, indeed, the mastermind himself.

This would prompt doubts in others' minds, a prediction Kokichi made from the beginning when he started altering the message. However, Kaito skillfully redirected everyone's attention, diminishing the significance of this idea, once again, favouring Kokichi.

Concerned that Kokichi might be plotting something, Maki took aggressive action, grabbing him by the throat to force him to reveal his true intentions. However, Kaito, acting as his collaborator, intervened, cautioning against resorting to violence as it would bring the threat of murder closer - exactly what Monokuma desired, taking Kokichi's side again. Kokichi seized this opportunity to confirm that Maki would initially try to extract information before resorting to killing, which would align with his plan.

Before Kaito urged her to release him, she sneakily took one of Kokichi's Electrobombs, a move planned to be used later to access the hangar, all under Kokichi's watchful eyes. It is evident that Kokichi would notice if one of his Electrobombs went missing. However, since he had not taken any action or mentioned it for days, it is reasonable to say he had already taken this into consideration and predicted this would happen. That is likely also why he brought all three Electrobombs with him instead of just one, even though one would have sufficed to intimidate them, as initially intended.

After Kokichi left, he left everyone to ponder over the situation on their own, urging them to consider if they wanted to join in on his plan or not. To ensure their willingness to seize this opportunity, he not only revealed the option of taking the underground passageway but also enlisted Kaito's direct assistance in garnering the desired response from the group. Given Kaito's high level of trust and his role as a moral compass, people would be more inclined to accept the idea if it was accepted by him rather than Kokichi, seemingly attempting to manipulate them. Kaito pushed them into accepting this idea astutely. (1) (2) This tactic worked seamlessly, and eventually, each one of them agreed to venture through the underground passageway in the hopes of uncovering the truth about the outside world.

What would this mean? Kokichi had actually predicted Maki would jump at him the moment he would start speaking a little cryptic, reading her emotions perfectly - distinguishing that she is at the edge of her seat. He abused this information accordingly, predicted she will attack him and that she would grab one of the Electrobombs out of his pocket for herself, as he cunningly addressed that he will just give them the Electrohammers, as the Electrobombs are rare and too strong to use in the first place. This would make the “Ultimate Assassin” naturally react and get a hold of one as well.

Kokichi predicted Maki would burst out in anger once again and she would try to attack him, using Kaito - somebody who Maki is in love with to stop this potential attack - is the most efficient and surefire method to prevent this from escalating.

They managed to navigate through all the obstacles and unlock the door that promised to unveil the reality of the outside world. What awaited them was a ruined, desolate world, utterly devastated and devoid of life. A heavy silence fell upon everyone, causing some, like Shuichi, to nearly lose consciousness. The impact of this sight proved to be even more traumatic than the gruesome executions they had witnessed until that moment, emphasising the profound shock it induced within them.

=Video of his fabrication= This is when Kokichi appeared, anticipating their attempt to take up the underground passageway and subsequently, open the door leading to the truth to the outside world. He began revealing everything, officially casting himself as the mastermind and crafting a false narrative to plunge everyone into deep despair. According to him, it all began with meteorites raining down from the sky, leading world leaders to acknowledge the inevitable end of the world. In a bid to save humanity, they devised the Gofer Project - a plan to transport talented individuals to another world, where they could rebuild civilization from scratch and preserve mankind.

However, the 16 chosen high schoolers, known as “Ultimate” students were chosen to participate in this project, though they all refused to participate. The prospect of surviving alone, without friends, family, or loved ones, led them to reject the offer and opt to face the end together. To escape the organisation seeking their demise, they erased their memories and became ordinary students instead of Ultimates. Simultaneously, a cult formed, believing that humanity deserved the meteorite's wrath and actively sought the end of the world. Upon discovering the Gofer Project, they aimed to sabotage it immediately, leading to the Ultimate Hunt. To counter this, misinformation was spread that all 16 students had perished, successfully halting the Ultimate Hunt and protecting the students for the time being.

Eventually, the students were sent off to space as the last survivors of humanity. The academy where they were housed turned out to be a colossal spaceship colony. However, a major oversight occurred, as a member of the anti-Gofers infiltrated the spaceship, posing as one of the 16 talented students. This infiltrator, the leader of the cult, prepared a robot - Monokuma. Originally meant to wake the students from cold sleep upon finding a suitable planet, Monokuma manipulated the Ark, bringing it back to Earth before they were supposed to awaken. As the 16 students emerged from their slumber on a broken, uninhabitable Earth, the harsh reality was eventually revealed to them - an Earth devoid of oxygen, people, meteorites, cities or any living creatures unfolded in front of their eyes, which described the current situation.

After a brief discussion, Kokichi even admitted to being the leader of the organisation, the true mastermind behind the killing game and the creator of Monokuma. To further solidify his narrative, he asked Miu to create a remote control capable of controlling the Exisals - machines originally intended to watch over and protect everyone on the new planet, he used the remote control to prove that he was indeed the mastermind. This revelation was accentuated by the message on the rock that Kokichi intentionally left for everyone and was setting up since Chapter 2, subtly hinting that he was true orchestrator behind everything, which would make everything even more believable, including the fabricated story which was supposed to drive them into despair and for the real mastermind to take action, colouring Kokichi as an evil force that needs to be disposed of. This is why he portrayed himself as the mastermind and also why he revealed this information just now.

As Monokuma mentioned during the trial, this fabrication was actually mostly right, as it went hand to hand with what he prepared in the fake flashback lights.

He crafted a compelling narrative that would be highly convincing for everyone, incorporating various elements like his own statements, which urged them to distrust each other, the details presented through flashback lights, including the meteorites impacting the Earth, the Ultimate Hunt, the Gofer Project, the Exisals, memories of their funeral, Monokuma, and information about the mastermind. Additionally, he utilised Miu and her inventions and his past actions to reinforce this story to an extraordinary extent. This elaborate story, unveiling the supposed truth of the outside world and providing them with Electrohammers, served as a foundation for his forthcoming plan - to bring an end to the killing game by sacrificing himself. The most impressive part of this feat is that he created such an unbelievable story, which would never be accepted under normal circumstances. But given their bothersome situation, they all accepted it anyway, despite the sheer absurdity of it, making the fabrication even greater.

Kokichi predicted that they might attempt a rebellion despite having the Exisals on his side. To prevent this, he arranged the Electrohammers in a way that made it impossible for them to use the hammers effectively, ensuring they would run out of energy before any rebellion could take place. He carefully considered the size of the traps in the underground passageway, factored in the use of the electrohammers, and calculated the natural time that leads to greater depletion. This precise calculation aimed to thwart any potential attack, leaving them helpless in the face of the armed Exisals.

In a somewhat foolish move, Kaito, pretending to act impulsively, launched himself at Kokichi in an attempt to punch him. Despite the apparent foolishness of the action, Kokichi skillfully used Kaito and his actions to make the scenario more believable. Employing the Exisals, he apprehended and abducted Kaito, bringing him under his

control. Kokichi understood that, although this would deepen the group's despair by removing the moral compass, it was all part of his plan. Kaito was merely playing a role, acting according to Kokichi's design. The only two people that would be left unaffected by this was Maki - as apparent by her reaction when he was grabbed by the Exisal and the real mastermind, who Kokichi anticipated would take action sooner or later.

Kokichi deliberately mentioned that impulsive individuals like Kaito can be challenging to handle, suggesting they might act without considering the consequences and potentially reignite the killing game. It is important to note that Kokichi, portraying himself as the mastermind, should not be concerned whether the killing game restarts or not. Moreover, he should be aware that Kaito is the least likely person to commit a murder, especially considering his physical condition. This statement was a carefully crafted falsehood meant to make others believe it was the genuine reason for Kaito's abduction. In reality, this was all a part of Kokichi and Kaito's collaborative plan. Kokichi left with Kaito shortly after.

This is supported by Kokichi intentionally disclosing the location where Kaito would be held captive. He asked Shuichi to return the remote control from the Exisals hangar, taking advantage of his role as the mastermind and their weakened mental state. Kokichi was aware that, given their current situation, Shuichi could not refuse his request. By making this information public, Kokichi intended for everyone to later contact Kaito, revealing the exact time where the true mastermind was planning to strike. By carefully analysing their psychology and understanding their relationship with Kaito, Kokichi's prediction became entirely feasible. The confirmation of Kokichi's adept psychoanalysis of Maki surfaced shortly after when Tsumugi introduced a flashback light with the intention of convincing everyone that Kokichi was a wrongdoer. Despite being typically the most aggressive out of them all, Maki turned out to also be the most sceptical about it, serving as a clear demonstration of Kokichi's remarkable psychoanalytical skills and understanding of human emotions.

Understanding this, Kokichi could predict when Maki might attempt to rescue Kaito on her own and question him before trying to commit a murder. Knowing her impulsive tendencies regarding Kaito, it was clear she was driven by a desire for revenge and aimed to kill Kokichi after extracting the necessary information out of him, the actions the real mastermind would be forced to take would then solidify this intention. A collective effort to free Kaito would not align with her intentions, so Kokichi anticipated that she would take action independently beforehand. Given that the mastermind would have to portray Kokichi as the worst human being in order to ignite rebellion within everybody, because of this, knew that Maki would be driven to try and kill him individually. All of these details would assist Kokichi in pinpointing the time when Maki would hurriedly head to the hangar with the intention of killing him. With the knowledge that she had one of his Electrobombs, such an ambush became a real

possibility and Kokichi prepared for this perfectly. Moreover, the fact that she had taken the Electrobombs in the first place suggested a cunning plan was in motion.

Kokichi was aware that if he tried to steal the spotlight from the real mastermind, considering the terrible deeds he had committed, the true mastermind would react in a way that painted him in the darkest possible light. This calculated move by the real mastermind would stir the emotions of everyone, jolting them out of their initial despair. Kokichi anticipated that the mastermind would take this route using Maki - the closest person to committing a kill, given her bottled-up feelings, she would be the most likely candidate to eliminate him swiftly -a goal they aimed to achieve.

This foresight also informed Kokichi's expectation that Maki would launch an individual attack. The mastermind executed their plan through Maki, who had recently obtained a flashback light. Maki called everyone together to use the flashback light, revealing Kokichi as a Remnant of Despair - an elite soldier of Junko Enoshima. This revelation would spark a final revolt against him. Unbeknownst to the group, Kokichi had taken precautions in collaboration with Kaito to provoke this reaction. He anticipated that Tsumugi would exploit the fact that he presented himself as the mastermind, leading the group to confront him. However, Kokichi had already prepared for this double trap.

After several days of being holed up in his own room, feeling nothing but despair, Shuichi received a message from Maki, who had discovered a flashback light left by Tsumugi. Maki called everyone, not just Shuichi, to the dining hall to share the contents of the flashback light, all according to Kokichi's expectations.

Anticipating that Tsumugi would take this approach and Maki would use it to incite a final rebellion by having everyone view the flashback light and then turn against Kokichi, he also foresaw their heightened emotions would drive them to wanting to take action immediately. However, Kokichi had foreseen this too, which is why he encouraged them to clear the underground passageway before, using the Electrohammers. The natural depletion of the hammers would discourage them from thinking about recharging them immediately as they would be too plunged into despair knowing the truth of the outside world. Kokichi revealed that they would have to wait 24 hours for the hammers to recharge again, a piece of information provided to them. As mentioned earlier, this information would be detrimental to Kokichi and his plan, similarly to the analogy with the Exisals - They would need to charge it for 24 hours, as otherwise, hitting an Exisal with it would not do anything as it would lack the energy. They could not stop charging it halfway. So even if Maki had an Electrobomb, Kokichi could still pilot the Exisal manually, making it neccesary to charge the Electrohammers. This information would prompt Maki to act hastily and took matters into her own hands, as she would not be able to wait more than 24 hours anymore, (1) (2) which

directly correlates to the calculated time of deployed, ensuring that Maki would attack that night, despite there being numerous other reasons to believe this, which shows his meticulous personality.

During this 24-hour span, the participants, having snapped out of their despair, would have the opportunity to contact Kaito instead of immediately revolting. It was natural that some of them would want to assess the situation and the surroundings before executing such a strategy, and others would feel compelled to check on Kaito's well-being. Given the assumption that he was in the clutches of a heartless mastermind, checking on him seemed like the morally correct thing to do. Kokichi predicted this, which is why he strategically confined Kaito to the only room through which people could communicate with him. He predicted their arrival and once they did, they would inform Kaito of their plan. He would then ask them to bring him a crossbow, a topic he intentionally expressed interest in at the beginning of this chapter. In the given situation, Kokichi could gauge when their plan would unfold, allowing him to identify the moment when Maki would act individually as well. Additionally, he foresaw the opportunity to provide Kaito with a murder weapon that could later be used to stage a quarrel. Considering that the weapons in Maki's lab were merely props, the crossbow emerged as the sole authentic murder weapon, discounting the knives due to the associated risks, especially with Kokichi having Exisals at his disposal. To ensure a foolproof plan that would make it seem as though Kaito tried to kill Kokichi, he needed a weapon that would effectively conceal his intentions and align with their plan, which is only the crossbow. Conveniently, a crossbow is also a weapon that he set his eyes onto initially when visiting Maki's Ultimate lab, making this far too surrealistic to be called a coincidence.

One of the individuals who arrived at the hangar to investigate was Shuichi. Observing that Monokuma was being guarded by four different Exisals, he deduced that this was his only opportunity to survey the area, as the Exisals were currently inactive. Shuichi decided to examine the window, suspecting that Kaito might be there - and indeed, he was. Shuichi informed Kaito that the next morning, they would all attempt to rescue him. (1) Kaito assured Shuichi that he would take care of everything himself. Following a brief conversation, Kaito advised Shuichi to leave and he compelled, departing for the time being.

After Shuichi departed, it became apparent that Kaito must have informed Kokichi about this attempted uprising against his authority, precisely as Kokichi had anticipated. He strategically used Kaito as a decoy to gather the necessary information to determine when this overthrow attempt would occur. However, this information was not relevant to the timing of the rescue plan, as Kokichi anticipated that Maki would take action before it. This meant that they had to remain cautious for the next

few hours, prepared at all times to initiate the staged confrontation between them to ensure everything went according to their plan.

After a lapse of 24 hours, the group decided to proceed to the hangar as originally planned. Upon entering, they discovered an individual pinned beneath a hydraulic press. The victim appeared to be Kaito, as evidenced by his clothing protruding from the press, notably where he had been struck by an arrow. This identification was reinforced by Kaito and his physical condition, rendering him unable to overpower Kokichi. Despite the prevailing belief that Kokichi was the true mastermind, the killing game persisted. Monokuma, now unguarded by the Exisals, began disseminating the Monokuma files, initiating an investigation.

This event constituted the initial layer of Kokichi's hydraulic press strategy. Exploiting the specific way Kaito wore his clothes, combined with his strong desire for justice and to escape the killing game along with his illness, Kokichi crafted a murder scenario. The goal was to create the illusion that Kaito had been crushed by the press, with a sleeve coincidentally protruding, reinforcing the credibility of the act and discouraging suspicion of any ulterior motives.

Investigation findings include:

1) A crossbow (scan accounts for 1-3) sourced from Maki's laboratory, the very one Kaito had expressed a desire to procure
2) Three crossbow arrows, each drenched in blood.
3) A diminutive poison vial with blood covering the label, strategically rendering its contents illegible.
4) Blood traces leading from the main room to Kaito's location
5) The electronic lock for the Exisal hatch could solely be disengaged by the Monokubs under normal circumstances, but the electrohammers presented an unthinkable situation.
6) The possibility of something being handed over from the bathroom window
7) A torn sleeve from Kaito's coat protruding from the hydraulic press, likely penetrated by something
8) A severed power cord thwarting the hydraulic press's elevation
9) A safety function
10) The Green Exisal's return to the hangar and the revelation that Exisals could traverse the alarm system and barrier undetected
11) Himiko en route to the hangar with a black bag in her hands, the same black bag found near the crime scene
12) The hangar's front shutter exhibiting damage inflicted by a sharp object
13) The stealing of the electrobomb, one of three, by Maki, leading to inquiries about the whereabouts of the remaining two

14) Discovery of an electrohammer near the Exisals
15) Exisals operating on autopilot, exclusively deployed for surveillance on Monokuma in this particular scenario
16) The utilization of Strike-9 poison, with a delayed effect leading to a certain death
17) The presence of three distinct antidotes on Shuichi's table
18) Kokichi's clothes in a clogged toilet, saturated and blood-stained and disposed of in an obscure way.
19) A hole in the back of Kokichi's clothes, concealed beneath blood and also another hand on Kokichi's sleeve, likewise beneath blood.
20) Disappearance of both individuals in question - Kokichi and Kaito, irrespective of which one met their demise

These meticulously gathered clues set a set for the subsequent trial, where the participants gathered in the trial room to unravel the intricacies of this case.

To hide the real victim, Kokichi took advantage of the unusual way Kaito draped his jacket over his shoulder, rather than wearing it conventionally. However, this turned out to be a revealing clue that Kaito might not have been the actual victim. Kokichi deliberately let the sleeve stick out, realising that Kaito always wore his jacket on his right arm. The sleeve found under the hydraulic press, however, was a left sleeve, recognizable because of the buttons. If Kaito had been crushed with his left sleeve and arm outside of the press, there should have been some flesh nearby. But since the sleeve was empty, it suggested that Kokichi set up a trick to confuse everyone about the victim and culprit, providing a crucial clue for everybody.

Another thing pointing toward Kokichi's potential involvement was the wet clothes discovered in the toilet. If Kokichi just wanted to dispose of the evidence, he could have kept his clothes on, as the hydraulic press would not lift anyway due to the cut off power cord. This means people would not discover the hole in Kokichi's clothes, and they would not suspect that Kokichi might be the victim. All of these details would create a seemingly unsolvable mystery for everyone, including Monokuma himself. (More details will be explained later.)

Switching to another aspect of his strategy, Kokichi brought an Exisal into play. He foresaw that the surviving person, either Kaito or himself, would be suspected as the culprit through a process of elimination since there were only two options to begin with. Kokichi managed this situation cleverly by using a controller provided by Miu. If Kaito took control of the Exisal, its voice-changing feature would foil even Monokuma's attempt to identify the user. The uncertainty about the Exisal's operator, who was possibly Kaito or Kokichi, who had carefully planned for this situation, portraying himself as a psychopath, added an extra layer of threat. This ensured that

neither Monokuma nor anyone else could challenge the Exisal, recognizing its ability to swiftly eliminate them, while the uncertainty about the operator's identity increase the intimidation factor. This was also the first time Kaito began following Kokichi's script he had set up for him, guiding the entire class trial, predicting responses and the trial's unfolding, reinforcing the belief that Kokichi intended for his strategy to result in failure.

The most damaging aspect of the plan's failure was the prepared evidence in the form of a video recording, capturing the moment when Kaito seemingly died. He intentionally recorded the victim's death for the specific purpose of this plan. Naturally, if he had not made this video, nobody could have determined whether it was Kokichi or Kaito as long as he continued lying. However, by creating this evidence that would implicate Kaito as the real culprit, it suggested that he wanted to everyone to realise Kaito was not the culprit, this was something even Shuichi figured out. (1) as shown in the back route too. (1) (2) (3) This would lead to the failure of his plan, Kaito's execution later on, triggering a chain reaction of chaos among everyone involved, while succeeding to fulfill his final aim.

You could say he created the video to prove that Kaito was the one who got killed. Howewer, there is a clear pause in the video, suggesting it was stopped before the press crushed Kaito, this would mark the moment where the bodies could have been switched. This strongly indicates that Kokichi is the actual victim, not Kaito. Adding to this, we are aware that Kaito worked with Kokichi since the very beginning of Chapter 5. It does not make sense for Kaito to agree to a plan where he is the only survivor if the goal is to make everyone believe he is the real culprit, leading to the death of everyone else. Kaito is all about justice, and the idea of escaping alone without his friends would be devastating for him. He would not attempt such a thing, indicating that Kokichi had a different motive that Kaito knew about but never disclosed, hinting at their cooperation and their plan to make this trick fail in order to save everybody. Additionally, Kokichi's claim that the video was fake is supported by the fact that he mentioned the camera had only three functions: play, record, and stop. This implies he could have easily switched places with Kaito from the beginning, and Shuichi did not even need to consider the safety function that would stop the hydraulic press.

The script Kokichi had crafted served as a proof that he intentionally revealed the video, even though he admitted it was a mistake later. Since the speech was long and made sense, acknowledging their mistakes afterward, it is evident that Kokichi planned to show this video and knew it would just give out more hints for everybody, even though he lied that he was supposed to show them after the class trial. He intended for this motive video to guide them toward a specific conclusion and even acknowledged the error, making it seem like Kokichi was the real culprit early on.

However, Shuichi has a particular way of working. He likes to have everything resolved thoroughly, including understanding the motive, before reaching a conclusion.
If there are gaps, he persists in pushing himself and the group to arrive at a unanimous decision. Kokichi was aware of this, as seen in all the trials where he consistently guided Shuichi toward the right conclusion, recognising the necessity of revealing everything before concluding the trial.

Considering that they discovered this and continued with the trial, and Kokichi's script kept unfolding as planned, as evident from the back route, it proves that Kokichi expected this from the beginning. He anticipated Shuichi's deductions and the way he does things to extend beyond this point, indicating that the video served as substantial evidence in itself, even though it seemed to have no purpose for Kokichi. This would clarify the true motive behind showing them the motive video - to unravel the case.

Thanks to the safety function, they realised that the person under the press was already dead. The evidence supporting this was the large trail of blood leading from Kaito's room to the hydraulic press, (1) deliberately left untouched by Kokichi. Despite having plenty of time, Kaito did not clean it up, raising the question of whether he purposefully left more evidence at the scene for everyone to find. It would not make sense to think otherwise, knowing Kokichi schemed all of this.

This is backed up by Kokichi intentionally leaving the left sleeve of Kaito's jacket seen, serving as a proof of Kaito being injured, setting it up so they would figure out both the trick that this was the wrong sleeve as well as the fact Kaito must have been injured somehow. Conveniently, the weapon that could make a small hole like this was also left at the crime scene, even though it could have easily been removed. Kokichi wanted them to know that Kaito had been shot by a crossbow, and they all agreed on this conclusion. Additionally, the script continued without interruption, addressing details Kokichi should not have been aware of, like Himiko being the one who gave Kaito the weapon. Since the script was too extensive to be created on the spot, it suggests that Kokichi expected Himiko to be the one to give Kaito the crossbow as well according to the script. Although he did not explicitly state that Himiko went to the hangar, he agreed with it and went along. If Kokichi's initial deduction was wrong, he would have to improvise for the rest of the class trial, which would not make sense, considering Kaito mentioned he only improvised “some” parts, indicating limited improvisation.

Eventually, they all agreed that Himiko could not have used the crossbow because she lacked the skill to assemble it, but Kaito could since he had asked Maki for guidance. This connects to Kaito's earlier actions in Chapter 5. It appears that Kokichi's plan from the beginning was to lead them to this moment, merging past events with the present through deductions he had foreseen since the start of this chapter, down to the smallest details.

He purposely had Kaito request Maki's help in learning how to assemble a crossbow to combat Monokuma, even though he knew it would be futile since they could not really kill him, knowing the mastermind is still alive and that there were more spares in storage. Additionally, Kaito oddly chose a crossbow, among all weapons, which is perhaps the least effective against someone like Monokuma, making the decision foolish. This implies that the real intention behind Kaito's choice lies elsewhere, though I have covered this at the beginning of Chapter 5 analysis.

Anticipating this scenario, Kokichi arranged for Kaito to learn how to assemble a crossbow. The plan was that when Kokichi kidnaps Kaito and keeps him confined where people can interact with him, someone would contact Kaito to share details about an uprising they were planning. Kaito would then request a crossbow to harm Kokichi. This was given to him by Himiko. The crossbow from Maki's lab was chosen because it could fit through the small window in the hangar without straight up killing Kokichi, making it the ideal weapon for the plan. Kaito specifically mentioned wanting to immobilize Kokichi, although shooting him in the shoulder did not achieve that goal, making this statement contradictory. This allowed the sequence of events, from Maki bursting into the hangar and accidentally poisoning Kaito as he got in the shot, when Maki was trying to shoot and poison Kokichi. Maki would then rush to provide an antidote for Kaito, though it would be stolen by Kokichi according to the plan. All of this indicates that Kokichi had his eyes on the crossbow from the beginning, explaining Kaito's seemingly unusual interest in it, an action that lacks proper logic.

Note that all the guns in Maki's lab were airsoft guns and could not have been used to kill Kokichi, explaining why a crossbow was chosen instead. Not only was this stated by Shuichi, but it is obvious since Kaito did not even bother trying to use them to revolt against Monokuma, as he learned they are airsoft guns.

Moreover, when Kaito learned that people would come to help him the next day, instead of waiting for the right moment in the morning, he chose to attack Kokichi at night simply because he was told about a rescue party happening the next morning? That is not logical and seems foolish, indicating there might be a hidden motive as well.

Following Kokichi's script, the most effective way to resolve everything and understand how Kaito and Kokichi shot each other is by establishing a timeline of events. This involves pressuring them to figure out what transpired during the time they shot each other. Eventually, they concluded that Himiko brought only one arrow for Kaito, not all three as Shuichi assumed earlier. This raises the question of how the other two arrows were used to attack Kaito and Kokichi:

The most likely explanation is that a third party entered with an Exisal. The participants in the killing game had already witnessed such an occurrence before. (1) Simultaneously, it was the only safe way for Maki to access the hangar without putting herself in great danger, considering there was always an Exisal available for Kokichi's protection inside. This would suggest that the same person brought the two arrows into the hangar. It also clarifies the presence of the hammer near the Exisals and why Kokichi left Monokuma and the Exisal exposed, despite providing everyone with devices to restrain the Exisals. Kokichi predicted that someone could exploit Exisals to enter the hangar, and the entire sequence of events indicated this. Hence, he hinted that the Electrohammers would lose power after just one hit to the Exisal, offering a significant clue to unravel this mystery. He did not need to share this information, as Exisals were originally designed for Monokubs, who were long gone, making this data seemingly unnecessary and useless to others.

They eventually concluded that Maki was the third party through some deductions. While Maki admitted to being the third party, she refused to acknowledge that she had killed anyone as any of the wounds found are not fatal. Shuichi debunked this when he pointed out the presence of a poison bottle near the crime scene. Kokichi had foreseen that Maki would use a slow-acting poison to try to kill him because she planned to question him about his real identity and intentions, given that she always asked him a question when she attacked him. He knew that Tsumugi would provide information that would agitate, sparking more inquiries. Kokichi was aware that people would be so desperate to know the full story. In Kokichi's script, he even went as far as to say: "Too bad Maki, I already predicted this would happen" hinting at a postmortem message Kokichi left for the others, knowing she would opt for a slow-acting poison and that Shuichi would figure out her involvement in the class trial.

Now, Kokichi's script went as far as to say: "Does this mean you are gonna vote for someone else, even if it is not the truth?" He knew it would come down to this, which is why he asked Monokuma in Chapter 4 if a tie would count as a win. (1) (2) Considering there were 6 people, if Shuichi caught on after Kokichi intentionally asked that question, he could get 3 of them to vote for Maki and 3 for Kaito if he remembered this detail, which would result in an surefire way to clear the class trial. This would effectively clear all potential suspects, as the cause of death was either the hydraulic press or the poison. Of course, this would be considered once Kaito revealed himself, a move which was either anticipated by Kokichi or a part of his plan. Kaito, being a pacifist who would not sacrifice anyone for selfish reasons, arguing that Kokichi wanted Kaito to win would be illogical. This does not align with Kokichi's goal to crush the killing game at all. Moreover, even if it were the case, someone of Kokichi's caliber would never let Kaito carry out this plan, as Kaito is not suited for it personality-wise, given his high sense of justice.

After a brief conversation, Maki started revealing everything she witnessed. It all started with a flashback light, portraying Kokichi as a Remnant of Despair, that is where Maki started planning to kill him. Upon rushing into the hangar with the Exisal, she found Kokichi and Kaito in the midst of a fight. Kaito had already shot Kokichi in the shoulder. Kokichi attempted to reach for the remote to control the Exisal (Already a bit odd, considering he had Electrobombs small enough to carry in pockets), and that is when Maki intervened, shooting him in the back with a crossbow laced with Strike-9 poison. (1) The choice of a slow-spreading poison suggested Maki wanted Kokichi to talk before he died - why he lied, tried to confuse everyone, and for him to reveal his true intentions, for instance. Kokichi's goal at this point succeeded, casting doubt and concealing his intentions perfectly. Exposing himself as the mastermind would be illogical from the mastermind's perspective. It would be wiser to avoid suspicion and remain hidden, contrary to Kokichi's actions, which Maki wanted answered.

After some questioning, Maki realised it was leading nowhere, as Kokichi refused to reveal more despite being on the brink of death. She decided to finish him off. However, before she could, Kaito stepped in front of the arrow, taking the poisonous arrow himself. He seemed to do this to save Maki from being the culprit, although there were other ways to prevent this - such as simply calling out to her, though he never said a word, all of this suggested a different plan was in motion. This is when Maki hurried to Shuichi's lab for an antidote, as Kaito was now poisoned as well. Upon her return, she found the hangar already closed, which she assumed was Kokichi's doing.

Now imagine two guys, both poisoned. Kaito did not bother to try and stop Kokichi from closing the hangar, knowing Maki would likely return with an antidote. By doing this, he essentially blocked the only way for Maki to get in, as she no longer had the Electrohammer at her disposal, and her Exisal was inside the hangar. She could not have used an Electrobomb either as that would disable the other Exisals she could have used, though it would have been impossible either way as we know Kokichi used it to disable the safety function of the hydraulic press. Making Kaito jump in front of the arrow was a tactical manouver, which prevented Maki from giving Kaito the antidote directly. She would have to hand it over through the bathroom window, and Kokichi could then snatch it from Kaito's hand easily, making it seem like Kaito did not expect this. Since Maki would be too far away at this point, this outcome would be unavoidable. Kokichi pretended to drink the antidote, to inform Maki that Kaito could not be saved anymore and blamed her for shooting him, as another class trial would be held because of this.

After Kokichi antagonising Maki for a few seconds, Kaito urged Maki to run and save herself. But from what? Kokichi was unarmed and severely injured and he was not much of a threat, he would need to get inside the Exisal to leave the hangar and pose a threat, but by then, Maki would be long gone. The others were not coming either, as the

escape plan was scheduled for the following morning, meaning nobody would catch her in the act. This suggests that Kokichi wanted her to leave so that he and Kaito could execute the final steps of their plan together flawlessly. Despite this, Maki persisted and tried to find another way into the hangar, but her attempts failed. When she returned to the bathroom window, no one was there, and no one responded anymore. Kaito then delivered a monologue following Kokichi's script, indicating that Kokichi was still involved in the unfolding events, given his script. He even mentioned the choice between Maki and him, (1) (2) the only two potential culprits at the time, as everyone believed Kaito to be dead. This brought the situation to a 50/50 vote, making his initial question at the beginning of Chapter 4 trial still applicable.

Now, a question arose, prompting Shuichi to take action. Maki seemingly used a knife in a desperate attempt to access the hangar by trying to break the control panel. However, this seemed illogical, considering the presence of an alarm system on the shutter. If someone approached the shutter, the alarm would have gone off. So what truly happened?

An electrobomb was employed to disable the entire alarm system. Since Maki only had one bomb and used it during the raid, she could not have used it then. This indicates that Kokichi was the one who had deactivated the alarm. However, the crucial reason Kokichi used an electrobomb was to disable the safety function of the press, allowing him to fake his death with the video. This discovery was significant, altering the course of the class trial up to that point.

It is possible that Kaito was the one who died after all, since the safety function would be disabled, meaning it would not stop when it detects a living organism. However, this line of reasoning was just a possibility, as Kaito could have easily died before due to the poison because nobody seemed to know the time when exactly was the victim crushed by the hydraulic press. Neither of this theories could be confirmed, leading Kokichi to create an unsolvable murder mystery, leaving only Kaito or Maki as potential culprits. Kokichi seemed aware of this, as evident in the prepared monologue for Kaito, suggesting it was not improvised. The uniqueness of this case lies not just in the unknown victim but in the unknowable culprit. At this point, Kokichi introduced a crucial part of his script - urging everyone to vote, as further deductions would not aid in solving the class trial, and that they should rely on intuition instead.

When they were on the verge of voting, Monokuma intervened, recognising that proceeding would result in undermining the core of the game. If they voted, Monokuma would have to deliver a verdict without knowing the true culprit, introducing intentional bias and guesswork from an overseer who was meant to be all-knowing. This would face substantial criticism in real life, possibly leading to the

demise of the killing game, which had been Kokichi's plan from the start. Regardless of the outcome, as long as they voted, the vote would be manipulated in some way:

1) If they voted for Kokichi, there would be no way of knowing, and Monokuma would have to rely on the possibility that he was still alive, given the peculiar circumstances making suicide seem unlikely
2) If they voted Kaito, the same dilemma would arise
3) If they voted for both Kokichi and Kaito, the vote would split, successfully identifying the blackened according to Monokuma's statement in Chapter 4
4) If they voted Maki and Kaito, the same scenario would unfold
5) If they voted Maki and Kokichi, the same result would occur
6) If they voted Maki, Monokuma would have to decide whether to eliminate her and declare her the true culprit or kill everyone involved except Maki. Considering Monokuma's desire to please the viewers, they would likely want the killing game to continue until the end, making an early conclusion less thrilling. Although an educated guess, this reasoning was strong. Voting for Maki was probably the least likely option anyway, as Shuichi would prefer to vote for Kokichi over Maki.
7) If all Maki, Kaito and Kokichi would be voted, they would clear the class trial

Through this strategy, Kokichi managed to corner Monokuma from every angle, preventing the class trial from concluding just yet. Considering Monokuma's position, he would always be more likely to let the class trial continue, making the vote correct intentionally despite not knowing the answer himself, though this would lead to a huge chance of him getting exposed due to bias and bad judgement.

Although we must note down that Kaito's deliberate reveal according to Kokichi's script would drastically change all these options and Monokuma would essentially be forced to declare Kaito the culprit.

It is crucial to note that if the vote ended in a tie involving two or three individuals, Monokuma would be compelled to admit their correctness based on his Chapter 4 statement. Additionally, he would have to identify the actual culprit among the tied individuals, as an execution was mandated. In doing so, Kokichi cornered Monokuma and provided an opportunity for the other participants to escape unharmed if they strategically split their votes for specific individuals. This exploited the rules Monokuma had established, giving the participants a favorable outcome. Furthermore, if Kaito's revelation was also a part of Kokichi's plan, this would reduce the number of potential options to just 2-4-6, pressuring Monokuma even more.

In case Monokuma decided to abruptly conclude everything and make an incorrect verdict, it would anger even more, accelerating the game's decline. The smarter choice

for Monokuma was to allow the game to persist. The dilemma here was that in either scenario, the vote would be manipulated, fulfilling Kokichi's objective. However, one option would lead to fewer casualties, something Kokichi had considered, evident in the will he left for them, discovered in Chapter 6 and also because of the fact this was the most likely option for Monokuma to choose.

How did he engineer a case that even Monokuma could not solve then? Before this case, Monokuma always possessed specific details about every incident, implying he oversaw the cases somehow. (1) To prevent Monokuma from observing, Kokichi took two crucial steps. Firstly, he trapped him through the Exisals (1) ensuring an attack if he tried to escape. Secondly, he used the Electrobomb, (1) (2) which would disable any nearby electronic device. Since Monokuma monitored the crime scenes solely through electronic devices, this method rendered the seemingly omniscient being incapable of solving the murder, accomplishing two goals at once.

With Monokuma cornered, he had no choice but to reveal that Kokichi was not the mastermind of the killing game and disclose the information he possesses, essentially participating in the class trial alongside the participants. Monokuma shared details about how Kokichi hijacked the Exisals using Miu's remote control (1) and fabricated the story that made everyone believe he was the true mastermind.

With Monokuma now involved as a participant of the killing game, the discussion shifted to something he was not aware of - the recording of Kaito being crushed by the hydraulic press.

Shuichi himself pointed out an issue with the video - presenting evidence that incriminates oneself is inherently awkward. Given Kokichi's apparent goal of "deceiving Monokuma," there would be no reason for such a video if it intended to frame Kokichi himself. This suggests another motive was at play.

The motive behind showing Kaito's death in the video was likely to make everyone believe Kaito was the culprit. This form of deception is the only purpose Shuichi identified for the video, implying that another body was used to fit under the press when it was crushed.

Now, Kokichi asserted that no alternative body could have been utilised as there was none available in the first place. Additionally, he claimed the video had not been altered within any school program, explicitly mentioning the functions of pause, play and record, seemingly even putting an emphasis on the "pause", meaning there would not even be time to switch the bodies. This extended monologue once again hinted at the continuation of the script, providing assurance that the script guided the narrative up to this point. The persistent attempts to uncover the video's discrepancy stemmed

from Kokichi's deliberate effort to maintain the facade, intending for everyone to expose his plan.

So, what method was employed to execute the switch between the bodies?

They eventually noticed something odd about the hydraulic press - it completely stopped for a moment when it was close to the bottom. This raised suspicions because hydraulic presses, as per general knowledge, do not operate that way. Moreover, Shuichi and Keebo had previously tested it, providing firsthand evidence that the hydraulic press does not stop while descending.

One possible method to halt the hydraulic press is to use the Force Stop button. This would have been possible despite the involvement of an Electrobomb. Assuming Kokichi pressed both the Force Stop button and the camera pause button simultaneously, there should be no delay in the video. However, Kokichi intentionally pressed the Force Stop button before pausing the video, leaving a small gap in the footage. This detail became a crucial clue in deducing the trick behind the case. It suggested that Kokichi was the one under the press, and Kaito was actually inside the Exisal.

Shuichi acknowledged that they were indeed pressed simultaneously, but logically, this seemed off. If they were genuinely pressed simultaneously, there would not be a gap in the video, leading to a flaw in Shuichi's deduction. However, even if they recognised this inconsistency, the lack of evidence to the contrary left them with no choice but to accept this conclusion - that the body was switched during that short “stop” frame and after the bodies were switched, they also simultaneously pressed the two buttons, allowing it to continue, creating an illusion that it stopped only for a moment.

The camera played a significant role in carrying out the plan, and the specific angle it captured was crucial for the success of the murder plot. Let me elaborate on why that is:

The camera had to be close to the switch so that both the hydraulic press and the camera would stop at the same time. If the culprit truly wanted to frame Kaito, they would have chosen a different angle to eliminate all doubts. This technique also served to hide the identity of the victim.

This provides strong evidence that Kaito is still alive, and his body was switched with another before being crushed by the press. Since all the corpses were discarded by that point, reusing a previously dead body was not an option. (1)

Only Kaito and Kokichi were part of this plan. The circumstances of the plan made it impossible for Kaito and Kokichi to swap roles without cooperating. This finally led Shuichi to conclude that they must have been working together, acknowledging the mistake he initially overlooked. Here is what happened:

One person operated the camera and the hydraulic press, while the other was beneath the hydraulic press. They then switched roles, and the person who was initially under the press restarted the camera and activated the hydraulic press simultaneously, creating an illusion that he was the one crushed. This setup condemned Kaito as the survivor and Kokichi as the victim in the end, all according to his plan.

Considering the deductions that brought him to this conclusion, it means culprit could be either Kaito, for restarting the hydraulic press, or Maki, for poisoning Kokichi. There is a chance Kokichi might have died from poison before being crushed, a detail Shuichi overlooked. Kokichi had planned this since Chapter 4, when he asked Monokuma about the outcome of a tie. Monokuma and his response was that the culprit would be identified, and the game would continue. Kokichi deliberately asked this to ensure it would not matter if Kaito or Maki were voted as the culprit, they would still clear the trial. Kaito was following Kokichi's script at this point still, indicating it was part of Kokichi's anticipation.

In a desperate attempt to protect Kaito, Maki claimed to be the real culprit, suggesting that Kaito might have died from the poison. This presented Shuichi with two possible culprits. Kokichi could have easily pretended to drink the antidote, serving as a proof of how he convinced Kaito to cooperate. This led to a solid deduction, as Kaito would then be offered the antidote if he agreed to cooperate, though given what we know, this is a faulty line of reasoning.

However, this deduction is not as reliable as it may appear, considering we have already confirmed that Kaito and Kokichi were collaborating beforehand. Kokichi anticipated this conclusion, and there was no other reason to cast doubt on this outcome.

Kokichi had cultivated an image throughout the entire game as someone who would do anything to win, even if it meant sacrificing his own deception. He created a flawless narrative to make everyone accept this conclusion over the course of the entire killing game without raising further questions, though it was an assumption. This fabrication was so intricate that even Monokuma, typically astute, could not fully grasp it. Kokichi's crafted persona was convincing, and despite all of that, he still managed to keep the facade throughout the entire killing game.

At this moment, Kaito, speaking according to Kokichi's plan, brought up a crucial point that hinted at his underlying intention. He revealed that if Monokuma correctly

identified the culprit, he would claim everyone's lives. However, if Monokuma guessed wrong, he would not have the authority to take everyone's lives. Since it was uncertain whether Kaito or Maki was the actual culprit. This would disrupt the core of the killing game, regardless of Monokuma's decision. It highlighted the fact that Monokuma had no certainty about the true culprit, as it could be either of them.

His aim was to dismantle the very foundation of the killing game. He would be expose that Monokuma is biased in his judgements, because he did not know the truth himself. Kokichi intended to make the spectators and real-life critics question the relevance of the entire killing game. The increasing doubts and resentment toward the mastermind, evident from the deaths of certain charactes, would lead to the collapse of the killing game and its core. Kokichi planned for the ordinary viewers of the game to be the ones to bring an end to it all, as he himself devised this plan. This was how Kokichi intended to conclusively achieve victory over Monokuma as he would stop the killing game from continuing - but not just this killing game, but every killing game that would take place after this one, destroying it completely.

Shuichi eventually came to realize Kokichi's true intent, which was to dismantle the game at its core, only after Kokichi explicitly stated it. This revelation highlights the cryptic nature of Kokichi's intentions.Kokichi and Kaito collaborated to disrupt the killing game from its foundation, although Kaito might not have been privy to all the specifics of Kokichi's plan. Despite this, Kaito chose to support the plan.

However, considering Kaito's character, he would prefer to lose the killing game and save everyone else, a scenario that could have occurred since Kokichi was already deceased. Kaito could have revealed himself as the true culprit, thus sparing everyone. The fact that this didn't happen serves as evidence that Kokichi's intentions remain unclear to everyone except Kaito, who has been cooperating with him since Chapter 5 began.

Furthermore, this suggests Kaito did follow Kokichi's script till the very end and intentionally reveal himself. This is seen due to Kaito's statement by the end of the trial upon revealing himself, saying he would never let anybody die because of him, (1) suggesting that Kaito's reveal was all a part of Kokichi's plan, otherwise Kaito would have revealed himself way sooner.

This revelation prompts Shuichi to falsely claim that Kokichi was inside the Exisal, despite having seen him after Kaito's demise and being threatened by Kokichi not to interfere. Although Shuichi's lie seems poorly conceived, Kokichi had already anticipated it. How?

1) Kokichi portrayed Shuichi as “omniscient”, positioning him as the sole savior capable of averting the inevitable catastrophe by uncovering the true culprit in the class trial, particularly evident in Chapter 4. By doing so, Kokichi fostered dependence on Shuichi's deductions, discouraging others from questioning or opposing them.

2) Kokichi tested Shuichi's willingness to deceive during class trials. The fact that he only needed to conduct these tests twice suggests he didn't need to repeat them later, having already confirmed Shuichi's capacity for dishonesty in such scenarios. According to Kokichi's ongoing script, he anticipated that Shuichi might need to lie to assist Kaito and himself in their plan to end the killing game once and for all. This realization led Kokichi to believe that if Shuichi grasped this plan, he would be more inclined to cooperate and bring about the end of the killing game, even if it meant resorting to deceit.

Understanding the immense risk they would face, essentially sacrificing their lives to defeat the killing game, Kaito made the decision to finally reveal himself, which was the last step necessary to be taken in the script.

When Kaito exposed himself as being inside the Exisal, everyone cast their votes for him, overlooking the possibility that Kokichi might have succumbed to poison before being crushed by the hydraulic press, thus potentially rendering Kokichi's plan successful regardless. Whether Kaito ultimately revealed himself or not became inconsequential; the decision to designate Kaito as the culprit was solely at the discretion of Monokuma in that moment, ultimately leading to Kokichi's plan succeeding.

Following Kaito's elimination by the vote, Monokuma announced that Kaito was indeed the culprit, emphasizing that Kaito essentially confessed to the crime by revealing himself. This served as the final element of Kokichi's plan, leveraging Kaito's advantageous position to compel Monokuma to designate him as the culprit through self-incrimination, rather than Maki. This explains the ambiguous statement. (1) Kaito himself was taken aback by everyone voting for him, aware of the possibility that Maki could also have been among the suspects.

At this juncture, Kaito disclosed that Kokichi had crafted an entire script for him, outlining most of his dialogue and even preparing alternate lines for different scenarios. Despite this, Kaito still had to improvise to some extent.

The key aspect here is the operational understanding of this statement. Kaito revealed that Kokichi had scripted the majority of his lines, indicating that "most" of his dialogue was likely utilized as planned. The subsequent statement, indicating Kaito's need to

ad-lib, suggests that only a portion of his lines were improvised, highballed around 20%. This wouldn't refute my official analysis, demonstrating Kokichi's anticipation of the trial's proceedings and its unfolding.

During this exchange, Kaito acknowledged the accuracy of most of Shuichi's deductions, although it's crucial to remember this still aligns with Kokichi's scheme. Kaito's nervousness while speaking indicates his necessity to fabricate in order to end the killing game, suggesting the flashback is indeed false and never occurred.

It's essential to recognize that this was essentially a visualization of Kaito's words, not an authentic flashback, as Maki responded immediately. This indicates Kokichi's awareness that the mastermind would incite it and thereby instigate Maki's actions, as deduced from the flashback. Kaito was likely privy to this information either through Kokichi's briefing or through his memorization of Kokichi's script, which doesn't alter the situation significantly given Kokichi's continued foresight even after the trial.

Subsequently, the group begins to realize they were misled by a flashback light filled with falsehoods about Kokichi, leading to increased skepticism regarding the validity of previous flashback lights and the entire killing game.

Another visual representation of Kokichi's words then surfaced, this time accurate. He stated that if the real mastermind violated the rules of the game, it would be unjust to everyone and therefore prohibited. This implies the game was being observed, (1) (2) as there would be no need to enforce rules if no one were watching, suggesting someone was monitoring their gameplay.

Maki then posed a pertinent question, inquiring why Kaito chose to cooperate with Kokichi. He could have simply agreed to kill him, consumed the antidote, and then refused to cooperate with his plan, yet he opted to comply. Kaito then asks himself just how much Kokichi had seen in the future.

After this, Kaito shared a little bit more insight as to why did he begin cooperating with Kokichi to begin with, (1) (2) (3) showing his real nature this time. All of this would suggest that Kaito would collaborate with Kokichi even if it was not for the blackmailing, supporting my interpretation.
Kaito rationalized that if he didn't act, Maki would perish due to Kokichi being poisoned by her, presenting it as the only means to rescue her. However, adhering to Kokichi's scheme would potentially endanger the lives of everyone for Maki's sake. Considering Kaito's lack of romantic feelings for Maki, this decision seemed entirely illogical and couldn't serve as valid proof for his cooperation with her.

Furthermore, the scenario where Kokichi's death would continue the killing game, aligning with Monokuma's objectives, remained unchanged whether Kokichi perished at the hands of Kaito or Maki. This aspect didn't provide much clarity or explanation either.

Given Kaito's ailing health and impending demise, he chose to bet on this alternative path and proceed with his plan, a detail he would later reveal. (Links to Kokichi portraying Shuichi as the "omniscient" detective in Chapter 4 again, everything is intertwined) However, the same reasoning could also be applied to why Kaito initially cooperated with Kokichi before the poisoning incident. Kokichi was aware of Kaito's condition and used it as leverage to persuade him to collaborate, even before the poisoning occurred, by outlining his plan as a perfect solution to save everyone and dismantle the killing game from within.

Now, Kaito asserts that he foresaw their ability to unravel everything, which is why he aligned himself with the plan. One might attribute this to Kaito's sentimentality. However, if Kokichi and Kaito had truly collaborated beforehand, wouldn't it have been more logical for Kokichi to disclose his plan and the expectation that they would uncover it? This action could have safeguarded everyone from the threat of execution, particularly with Kaito potentially incriminating himself as the true culprit, compelling Monokuma to vote him out.

Maki regarded this sequence of events as futile, yet Kaito holds a contrasting viewpoint, contending that it resulted in a significant success. This assertion suggests he was aware that Kokichi's plan was destined to fail. In his own words, they are now closer to uncovering the mastermind, knowing that Kokichi isn't the true mastermind. He states, "Behind this truth, there's gotta be a hint that leads to the real truth." The hint he refers to is likely the actions Kokichi took in Chapter 5, hinting at their true intentions.

Keebo further remarks that Kaito speaks as though Kokichi were his genuine partner, despite his previous animosity towards him. This observation directly challenges Kaito's later attempts to refute their relationship as merely adversarial.

Shortly thereafter, Kaito was executed.

By executing Kaito, Kokichi introduced another potential method of halting the killings, albeit one that is considerably less probable and would only lead to a quicker resolution of the killing game.

By removing Kaito from the equation, Kokichi anticipated that the heightened emotions and agitation among the group would provoke them into rebelling against

Monokuma. This rebellion could serve as an opportunity to uncover and eliminate the true mastermind behind the killing game, though this method of ending the game would be much less stable.

This action was merely a gesture to provide them with a glimmer of hope, encouraging them to take charge of their own fate and potentially survive through their own efforts.

Even following the class trial, Shuichi confessed to having no knowledge about Kokichi, implying that the purpose behind his actions remains elusive. This suggests a sense of uncertainty regarding whether his apparent intentions align with his true motives or if they merely serve as a means to a larger objective and only Kokichi is privy to this information.

During Chapter 6 of the killing game, the group explored Kokichi's ultimate lab and notably his private room. Inside, they discovered a collection of items hoarded from previous class trials. Among these was a Monopad containing a video of Kokichi's most cherished individuals, particularly his own organization. Additionally, there were numerous blueprints for various items and tools. Kokichi had meticulously crafted these blueprints in his spare time, storing them in boxes to obscure which items he intended to request from Miu for production. (1) (2) This strategy aimed to prevent Monokuma from predicting Kokichi's requests accurately, thereby keeping his true intentions hidden.

Of particular significance was the discovery of Kokichi's will within these boxes. This suggests that Kokichi anticipated someone inspecting his room after his demise, prompting him to leave behind a testament. This strengthens the analysis that Kokichi had planned ahead.

In his hints, Kokichi directed the reader to investigate the wall near the boiler room in the rear garden. This indication implied the presence of something important. Shuichi uncovered a concealed message there, reading "twins b," which aided in deciphering the puzzle within Rantaro's hidden room. The second message, "horse a," was obscured by Kokichi throughout the game by disguising it as "This world is mine, Kokichi Oma." This provides substantial evidence that Kokichi had envisioned two potential resolutions for the killing game, both of which were already addressed and explained.

And how accurately did Kokichi predict others' actions in Chapter 6?

Early in Chapter 6, it was revealed that Kokichi coerced Miu into creating a device called the "Bugvac." This machine was intended to capture the "bugs" mentioned by Gonta.

However, the issue arose when it became apparent that there were no actual bugs. What Gonta had been witnessing were Nanokumas, which surveilled every corner of the academy. These Nanokumas were capable of capturing everything, particularly the occurrences of killings and how they were carried out. This information was then transmitted wirelessly to Motherkuma, where it was processed and relayed to Monokuma.

Kokichi not only recognized that Gonta's sightings were not bugs but rather devices providing Monokuma with information about the deaths, but he also deduced that Monokuma couldn't have constantly known the victim and culprit without cameras in the building (which weren't present). This indicated that Monokuma must have employed an alternative method to gather this information.

Kokichi realized that the objects Gonta observed were electronic devices transmitting information to Monokuma. To counter this, he requested Miu to create Electrobombs, intended to disable these devices. This was crucial for his Chapter 5 plan, allowing him to deceive both Monokuma and Tsumugi.

Notably, Gonta, possessing the sharpest vision among the group, remained unaware of the true nature of these devices. Consequently, even if Kokichi were to use the Bugvac to capture them, he wouldn't be able to see them. This rendered the Bugvac pointless. So why did Kokichi have Miu make it?

In essence, Kokichi intended the Bugvac as a means to offer everyone a glimmer of hope, suggesting a chance for them to collectively escape the killing game. He knew his plan wouldn't immediately succeed, but by disclosing all relevant information, he aimed to provide the group with even the slightest opportunity for change.

=> VCI, VSI, FRI, Overall EQ, Overall SQ, Deductive, Inductive, Abductive, Abstract thinking, Critical thinking, Lateral thinking, Individual Manipulation, Mass Manipulation, Direct Manipulation, Logical Manipulation, Indirect Manipulation, Emotional Manipulation, Misdirection, Fabrication, Acting skills, Information control, Setting traps, Overall Planning, Overall Strategy, Prediction, Anticipation, Observation, Perception, Cold reading, Decision making, Methods, Tactics, Data analysis, Creativity

(Hydraulic press visualization) First, let's acknowledge some key details about Kaito and Kokichi's physical stature. Kaito stands at 6 feet tall, while Kokichi is notably shorter at 5.1 feet, resulting in nearly a foot of height difference between them.

As for Kokichi, he finds himself poisoned by Strike-9, a lethal toxin that guarantees death within an hour of ingestion, with initial symptoms surfacing within just 15 minutes of exposure.

Now, let's explore the daunting physical and mental hurdles Kokichi must confront as he grapples with the effects of Strike-9. These include a range of symptoms such as muscle spasms, respiratory failure, brain death, seizures, cramping, stiffness, hypervigilance, and agitation.

Furthermore, seizures induced by Strike-9 can be triggered by various stimuli such as sights, sounds, or touch, leading to additional severe symptoms including hyperthermia (extreme body temperature), rhabdomyolysis (rapid breakdown of skeletal muscles), myoglobinuric kidney failure, metabolic acidosis, and respiratory acidosis. As the poisoning progresses, symptoms escalate to include increased heart rate, elevated blood pressure, rapid breathing, bluish discoloration, profuse sweating, water-electrolyte imbalance, leukocytosis, lockjaw, facial muscle spasms, and extreme arching of the back due to back muscle spasms.

In rare instances, individuals may also experience symptoms like nausea or vomiting. Strychnine poisoning induces some of the most intense and agonizing symptoms known from any toxic reaction.

It's important to note that Kokichi likely didn't endure all the symptoms described here. However, even if we assume he experienced only half of them, it still represents an overwhelming array of symptoms caused by the poison, adding to the complexity of executing this strategy flawlessly within a very short timeframe.

Now, let's focus on the remarkable achievement:

Kokichi successfully visualized the precise location where Kaito lay on the hydraulic press. He then flawlessly replicated Kaito's position while recording the scene on camera. Subsequently, Kokichi switched positions with Kaito to create the illusion that Kaito perished, when in fact, it was Kokichi who met his demise.

Let's analyze this feat further. It's truly impressive because Kokichi had to mimic the exact posture of someone significantly taller than himself, down to the smallest details. The intricacies of the gameplay indicate that not even a finger seemed to have shifted from its original position, amplifying the complexity of Kokichi's accomplishment.

This implies that Kokichi managed to visualize and replicate every aspect of Kaito's position with incredible precision, including the placement of fingers, hands, arms, and even the leads, without deviating by even a fraction of an inch. Additionally, he had to consider Kaito's clothing, strategically left beneath the hydraulic press to create the illusion of his demise. Therefore, Kokichi not only had to envision Kaito's entire body but also had to accurately imagine the positioning of Kaito's jacket to construct a cohesive depiction of his supposed death.

Now, let's intertwine this feat with the symptoms Kokichi experienced, particularly muscle spasms. These spasms involve involuntary and uncontrollable movements, making it impossible for him to remain still. Hence, he chose to lie beneath the press, ensuring that he would be squashed immediately once the symptoms manifested. In essence, without the instantaneous onset of symptoms, he wouldn't have been able to execute this trick successfully.

=> VSI, PSI, Emotional Management

(Electrohammers) In the middle of Chapter 5, Kokichi had prepared Electrohammers that he had specifically asked Miu to prepare for them beforehand, calculating precisely the power, depletion rather upon contact with electronics and also the natural depletion rate and calculated all this perfectly based on simply observing the mass and weight of all the electro traps in the underground passageway, without even touching them. The proof of this is that he had specifically said that it just takes one Exisal hit to completely deplore the power, as well as saying the precise time it takes for the Electrohammer to be recharged. This is further supported by the fact that he said he did not expect for the electrohammers to last for so long, which implies his calculations were slightly off - but only by a tiny margin, as it was the natural depletion of the electrohammers that made it run out of power, showing little mistakes in his calculations.

Motion sensors:
Kokichi breaks down the structure of motion sensors into their fundamental parts, such as the circuitry responsible for detecting motion, the sensor elements (e.g., infrared or ultrasonic sensors), and the housing or casing that encloses these components by examining the size, shape, and typical materials used in each component, Kokichi made estimations about their individual weights. for example, he expects circuit boards to be relatively lightweight compared to metal or plastic casings. Kokichi observes the motion sensors present in the passageway, looking for commonalities in their design, construction, and behavior. he notices consistent patterns across multiple sensors, such as similar shapes, sizes, or response times, he infers that they share similar internal components and thus have comparable weights which allows Kokichi to generalise his estimations based on a representative sample of sensors.

Kokichi then uses mathematical principles to estimate the weight of the sensors based on their physical dimensions. he measured the volume of a sensor using geometric formulas (e.g., for simple shapes like cylinders or rectangular prisms) and then calculated the mass using density values for common materials which gave Kokichi a quantitative method for estimating the weight of the sensors, adding rigor to his

accuracy. Kokichi draws upon his observations of other devices or technologies encountered throughout the game that share similarities with motion sensors. even if these devices aren't explicitly labeled as motion sensors, Kokichi used them as reference points for estimating weight based on their known properties and behaviors. This was all done while Kokichi was of course not seeing the inside of the sensor.

Cages:
Kokichi observes the cages to gather information about their appearance, size, shape, and materials. He would note details such as the thickness of the bars, the spacing between them, and any additional features. By closely examining the cages, Kokichi gains insights into their structural integrity, durability, and potential vulnerabilities. Kokichi analyses the function of the cages within the context of the game's narrative. He consideres why they are present in the underground passageway and how they are used.

Based on their design and features, Kokichi infers that the cages are intended for containment purposes, such as trapping or imprisoning characters within the game. Kokichi compares the cages to known examples of similar structures, such as animal cages, prison cells, or security enclosures. By drawing parallels between the cages and these reference objects, he gains insights into their design principles and intended use. He also considers similarities and differences in size, shape, construction materials, and security features to inform his analysis.
He assess the structural characteristics of the cages, including the materials used in their construction and their overall strength and stability. He precisely speculates about the materials used to make the cages, such as metal bars or wire mesh, and considers their durability and resistance to damage or tampering.
Kokichi evaluates the tactical implications of the cages within the game's narrative. He would consider how they affect character movement, visibility, and interactions within the environment but what does make it insane?

The assessment like he has to assess the structural design of the cages, noting the arrangement and configuration of bars or mesh that make up their framework and the complexity of this design as the spacing and interlocking of bars, the presence of multiple layers or compartments, and any additional features makes it even harder since Kokichi should assess factors such as the thickness and spacing of the bars, the complexity of any welded joints or connections, and the overall geometry of the cage structure.

He has to recognize that metal cages are greater in terms of strength and durability compared to cages made of other materials and the complexity of the cage design may reflect efforts to maximize structural integrity and resistance to damage or tampering.

Furthermore, environmental conditions within the underground passageway, such as temperature, humidity, and air pressure, may impact the weight of the cages. Kokichi would need to account for these factors when making his estimations to ensure accuracy.

Flying bombs:
How's that possible? by noting details such as their dimensions, aerodynamic design, and any visible propulsion or guidance systems.
He should consider factors such as their intended purpose (e.g., offensive, defensive, or surveillance), payload capacity, and method of deployment.
He observes the flying bombs in action, noting their size, speed, and trajectory. He also has to observe any visible features such as casing, fins, or propulsion systems and by observing their flight patterns and behavior upon detonation, Kokichi understands their overall design and potential weight distribution.
But let's break down electrobombs, basically they contain electronic components such as circuits, batteries, and triggering mechanisms in addition to the explosive material which contribute to the overall weight of the bombs and must be considered in Kokichi's estimation.

But for the most important part, what makes this feat impossible to pull? Simply the constant motion. Kokichi must contend with factors such as velocity, acceleration, and changing trajectories when assessing the bombs, and the presence of obstacles is crucial to point out because these obstacles cause the bombs to change direction, slow down, or speed up as they maneuver around or collide with them. When flying bombs explode upon contact with obstacles, it introduces dynamic environmental changes that affect air currents, shockwaves, and debris which makes it harder for Kokichi to accurately observe everything, including the other traps.

Kokichi's ability to observe the flying bombs may be hindered by the presence of obstacles, especially if they obstruct his line of sight or impede his access to certain areas of the passageway —> reduces the amount of data available for analysis —> increases the difficulty of estimating the mass and weight of the bombs.

Bombs:
So firstly, Kokichi would focus on external features of the normal bombs, such as their size, shape, and casing material. He notes any visible things that could provide clues about their internal composition, such as markings or construction methods. despite not being able to see the inside of the bombs, Kokichi can still analyse their function based on their observed behaviour.

By understanding how the bombs explode upon impact or detonation, he can infer the type of explosive material they contain and make estimate their overall construction.

Kokichi voluntarily subjects himself to the effects of a normal bomb explosion to gather firsthand knowledge about how it functions. by observing the type of explosion and its aftermath, he can make inferences about the bomb's internal components and adjust his estimations accordingly. His estimation process involves a cycle of observation, experimentation, and refinement.

Each encounter with a normal bomb provides new clue and data points that he can use to improve the accuracy of his estimations. Lastly Kokichi uses mathematical modeling/simulation techniques to estimate the mass of the normal bombs based on their observed behavior and explosive characteristics. By inputting data such as size, explosive yield, and casing materials into simulation software, he derives estimates of mass through computational analysis.

Despite the circumstances, it's important to note that both Kokichi and the other participants were in comma before awakening in the academy. Kokichi had to rely on hindsight to estimate how far ahead they were in the future. He managed to anticipate the future advancements in technology, including its components, with minimal information. His ability to understand the extent of technological progress demonstrates an exceptional level of insight and knowledge, which far outclasses genius inventors in his verse. He had to analyze how existing technologies were modified to enhance their functionality, based on a restricted dataset, highlighting the remarkable nature of this achievement.

=> VSI, VCI, FRI, Abductive reasoning, Inductive reasoning, Observation, Perception, Data analysis, Application thinking, Critical thinking, Abstract thinking, Knowledge, Anticipation, LTM

FREE TIME EVENTS

(Kokichi's knowledge of languages) Kokichi has demonstrated proficiency in speaking a minimum of four languages - namely English, Spanish, French and Japanese, as evidenced during the FTEs during the Kaede route.

=> VCI, Crystallized Intelligence

(Cold reading 1.0) After Kokichi discloses his ability to influence global politicians and stock market, asserting control through subordinates spanning from the Kremlin to Wall Street to Tokyo, Shuichi doubted the veracity of these claims in his head. Specifically, he silently thought "This must be a lie." Immediately, Kokichi responded, cautioning Shuichi against doubting him. Startled, Shuichi inquired "What?" to which Kokichi echoed the exact thought that he had just crossed Shuichi's mind, stating that

"This must be a lie", asserting his awareness of Shuichi's entire thought process, while also claiming it was pretty evident to tell what's he thinking, asserting how easy it is to read him.

He did something very similar in Chapter 4 as well.

=> Emotional Understanding, Emotional Perception, Cold reading

(Cold reading 2.0) Kokichi intentionally tied Shuichi in at least seven rounds of Rock, Paper, Scissors against Shuichi, showing it was not mere luck, considering the odds were as low as 3.5%. Eventually he grew bored and stopped trying. He informed Shuichi of a method to always tie the vote. Additionally, Kokichi tied the "Shadow Game", which is about drawing a card higher than your opponents to win. Kokichi drew a 7, making Shuichi's likelihood to die only 5%, but despite this, Shuichi still drew a 7, just like Kokichi. Kokichi claimed these ties were all intentional, suggesting a limited number of outcomes in interactions with him. Everytime he interacts, he would be essentially getting closer to death - according to Kokichi's statements at least, but that was never his intention.

This ability is a mix of cold reading, keen observation and understanding of Shuichi's emotions and behaviour cues. By closely watching Shuichi's body language and facial expressions, he accurately guesses Shuichi's choices.

Kokichi could profile Shuichis feelings second by second, noticing his increasing distress during the continuous ties. This ability allowed him to understand Shuichi's actions and emotions almost instantly. He did this multiple times as well.

He stated he meticulously planned every event from their initial encounter throughout their subsequent interactions.

=> Emotional Perception, Cold reading, Observation. Perception, Overall planning, Anticipation

(The purpose of Kokichi's free time events) Starting from their first free time event, Kokichi threatened to harm Shuichi if he did not engage in various games, from cards to rock-paper-scissors to a knife game, purposely losing each time to essentially "spare" Shuichi. However, Kokichi's goal was not winning these games. Instead, he aimed to intrigue Shuichi, making him constantly wonder if the threats were genuine. This tactic was to ensure that even after the game ended, he would never forget about him, leaving him questioning whether the threats were serious or not.

Despite these interactions, Shuichi never truly grasped who Kokichi actually was and what did he want.

=> Information control, Misdirection, Acting skills

ALL TIME FEATS

(Kokichi deceving Shuichi) Kokichi successfully tricked Shuichi Saihara, the Ultimate Detective, multiple times in each chapter. He took advantage of Monokuma's influential position within the game and incorporated it into his own scheme to eliminate Miu. He had a habit of constantly lying and manipulating situations, and despite his death, the entire group never grasped his true nature. Not only did he deceive Shuichi profoundly, but the rest of the group also remained oblivious to his genuine intentions, showing no interest in understanding him from the start as well. Interestingly, this was all a part of Kokichi's plan to destroy the killing game from within - essentially beating it/destroying it completely.

=> Acting Skills, Emotional Understanding, Emotional Engagement, Concealment

(Verbal calculations) This feat is happening constantly throughout multiple trials numerous times, during the panic debates, or even during the trial itself, where four or even more people argue simultaneously, presenting their viewpoints amidst constant interruptions, where they are invalid or valid arguments.

Remarkably, Kokichi guides Shuichi toward the correct conclusions or answers even amidst these chaotic debates with precision, not failing once, listening to multiple conversations simultaneously. To do this, he must keep mental tabs on notes of various aspects such as:

1) Who is speaking
2) Reasons behind their statements
3) What are they referring to
4) Relevant information associated with the information provided
5) The credibility of the information presented.

He processes the vast amount of information at an incredibly swift and accurate way, while responding in a way that ensures he remains unnoticed by someone as perceptive as Shuichi Saihara, who possesses exceptional observational skills.

Simultaneously, Kokichi must also manage an overwhelming amount of verbal input on top of all this, including:

1) Choosing the right set of words to guide Shuichi accurately
2) Conceal his intentions from up to 13 other students and the concealed mastermind at the same time.
3) Not stray too far from his original message, offering subtle hints about what might have occurred while altering others perceptions in the trial
4) Maintaining a low profile to avoid raising suspicion, as this would inevitably put a degree of suspicion on him
5) All of the above while deciphering the case itself, as seen for example in Chapter 1 specifically, further adding to the information overload that he needs to process all at the same time.

This ability is crucial due to the fast-paced nature of the trial: failure to process this information and guide Shuichi inappropriately would lead to disastrous consequences. Kokichi might find himself in a vulnerable position, if this ever were to happen, compelled to speak out despite being labeled as a liar, blowing his cover entirely. This would also undermine his facade as the mastermind, as he aims to appear uninvolved in trial discussions as much as possible, explaining why he frequently takes contrary positions despite knowing the truth, essentially pushing Shuichi into the conclusion himself.

Kokichi accomplishes all these mental tasks in split second, showcasing his proficiency in PSI and WMI both.

=> WMI, PSI

(Kokichi's mastermind act) Kokichi worked on establishing himself as the mastermind as early as Chapter onward, when he figured the game's virtual nature, although he had suspected it earlier in Chapter 1. He steadily and methodically started provoking everyone increasingly, particularing targering Maki in Chapter 3, Gonta in Chapter 4 (post-trial), teaming up with Monokuma also in Chapter 4, and confronting Kaito and the others, including the actual mastermind in Chapter 5, which marked the peak of his schemes.

Throughout all these actions, Kokichi managed to go completely unnoticed by the other participants of the killing game.

=> PSI, Acting skills, Overall planning

(Kokichi derailing off the script) From Chapter 6, we know that Tsumugi was lying about the script working perfectly as intended and that Kokichi deviated from it astonishingly. There are two compelling reasons to believe this. First is his plan in Chapter 5, which worked and aimed to completely destroy the killing game from within and second is the fact Kokichi never visited his Ultimate Lab. As the killing games are structured, every character visited their Ultimate Lab before their death, excluding Rantaro and Kokichi. Given the fact Rantaro somehow derailed from the script very early (I do not have an explanation for this), only Kokichi could have altered the flow of the killing game since Chapter 2 as the only person that we know derailed off of the script. If Kokichi himself derailed off of the script, the script itself becomes very flawed as his actions would pose many other things to derail, which would cause a massive inconsistency in the script itself.

What makes this insanely impressive is the fact all the previous 52 instances of killing games were successfull and reached the desired outcome, which means we can make a logical assumption that the scripts worked at least 95% perfectly based on the psychoanalysis done before on all the members of the killing game. That being almost 850 students were perfectly psychoanalysed throughout the killing games before, but Kokichi was a sole exception to this rule, which showcases his brilliant acting skills.

=> Acting skills

NON-CANON FEATS (ULTIMATE SUMMER CAMP)

(Reading Monaca) Kokichi discerned that Monaca was not genuinely disabled (1) when she requested his assistance in retrieving a book beyond her reach due to her height and feigned condition. Despite her plea, Kokichi proposed that he would not assist her, pointing out that she could easily access the book by standing on her wheelchair. This suggestion implied that Kokichi saw through Monaca's deceit immediately, as such an action would be implausible for someone truly disabled.

=> Perception

(Understanding Hiyoko) Kokichi grasped the intentional misbehavior of Hiyoko, recognizing that she exploits her childlike appearance and behavior to escape consequences. Her deliberate actions make people inclined to overlook her behavior, dismissing it as typical of a child.

=> Emotional Understanding, Perception

(Reading Rantaro) Kokichi perceived that Rantaro had sustained multiple injuries while overseas, leading him to consider Rantaro as a suitable candidate for his malevolent organization. Rantaro promptly refuted this claim, as he always tried to be methodical about concealing this, but Kokichi contended that he deduced it from Rantaro's movements and the way he utilised his uninjured hand, showcasing an advanced understanding of body language.

=> Cold reading, Perception

MISCONCEPTIONS

A word for the beginning: Given the limited understanding of many individuals within the Danganronpa community, I've decided to produce a documentary highlighting the remarkable achievements of my personal favorite character, Kokichi Oma. There are numerous misconceptions surrounding him and other Danganronpa characters, which has inspired me to create a dedicated category called "Misconceptions." This category will serve as a platform to dispel misinformation about Kokichi.

My aim is to provide a fresh perspective on his character and to foster greater appreciation for him both as a character and as a clever strategist. It's important to note that some of the misconceptions addressed in this documentary may appear as noteworthy feats, while others will be briefly discussed during the analysis stage. So, if you experience a sense of déjà vu, don't be alarmed—it's all part of the process.

And last but not least, I will be explaining all of this in laymen language, so it is easier for everybody to understand, especially for those that are not native speakers.

Furthermore, if you feel there are additional areas that are being misinterpreted or if you're uncertain about something, feel free to reach out to me on Discord. I'm more than willing to clarify any misunderstandings and address any questions you may have. Your input might even prompt me to incorporate more misconceptions into this document in the future.

CHAPTER 1 MISCONCEPTIONS

1) The biggest misconception about Chapter 1 is the trial itself. Much like any other trial with Kokichi, they are often misunderstood.

This time, many people believe that Kokichi solved the class trial before the class trial had even started or that he did not know about the culprit at all and did not even do anything during the trial to find out who the culprit is.

To begin with the basic two misconceptions of Chapter 1. No - Kokichi did not predict who is the culprit of the trial since the beginning, but yes - Kokichi did lead Shuichi to figure this out himself. There were only 3 options as only 3 people knew about the hidden cameras. Miu, Shuichi and Kaede. Miu had impenetrable alibi, clearing her completely. The decision of who is the culprit got to either Kaede or Shuichi. He intentionally pressed the blame onto Shuichi since Shuichi would realise that only he or Kaede can be the culprit later on. Due to Shuichi being the Ultimate Detective , this is also why Kokichi chose to tell Shuichi over Kaede.

I am not sure where did these two misconceptions come from, as there is nothing indicating Kokichi could have solved the murder case prior to the class trial, but I would simply attribute it to how underanalysed Kokichi actually is as a character.

In order to truly realise the hidden layers of Kokichis tactics and feat, you actually need to take your time to properly analyse him as a character before making and judgements. For instance - Chapter 2 is one of the hardest materials I have analysed yet - if not the hardest. In order to see behind Kokichis intention, you need to completely understand his character, his motive behind the killing game and what was he trying to achieve each chapter while at the same time - distinguishing between what is a truth and lie effectively and accurately.

2) This is not as much of a misconception, but rather a general lack of knowledge on Kokichi in this community. Many people who played the game believe Kokichi had no idea that the mastermind could be involved in the first class trial, but this is wrong. The mastermind could have been involved as Kokichi expressed his genuine surprise when it was revealed Rantaros Monopad contained nothing important for the investigation.

Knowing that Rantaro wanted to and the killing game that time, there would be no reason to simply have the Monopad with yourself if he did not plan to use it for something. Since throughout the class trial, we learn that Rantaro could not have been the mastermind, this possibility is also eliminated, but despite this, many options remain: Kaede is the mastermind and switched the Monopad with another, somebody other than Kaede switched the Monopad with another or Rantaro always had two Monopads to begin with for some reason and the more important one was stolen by Kaede, if she was the mastermind or the actual mastermind.

This worked more as a hunch but only the abduction is enough for Kokichi to suspect this possibility and thus forging his Chapter 5 strategy early on. We know that building himself up as the mastermind early on was because he wanted to gain a position where he would be able to abuse this knowledge efficiently, undermining the killing game from in between Monokumas legs as he would create a strategy that directly focuses on the possibility that Monokuma and the mastermind might be cheaters, which would appeal to the general audience and the participants of the killing game likewise, leaving them to contemplate back on the events of Chapter 1 and possibly other cases as well.

Generally speaking, because Kokichis Chapter 5 plan was structured in a way it was, it is far more likely he had realised something might have been off with Chapter 1, as some questions were left unanswered. I have more or less covered this misconception in my Chapter 1 analysis itself though, so more information could be found there.

3) Many people believe that Kokichi was oblivious to Monokuma being destroyed and somehow appearing back shortly after his initial destruction. Though the events of Chapter 4 are contradictory to this. When Gonta proposed that they should all fight Monokuma as there are barely any Monokubs left, Kokichi had stated that these attempts to fight Monokuma are fruitless. This is because he knows that as long as the mastermind is in the game, Monokuma would keep popping out of nowhere, which is why we know that Kokichi during Chapter 1 did not genuinely think that the killing game ended with the destruction of Monokuma, but rather only acted this way.

4) It was as early as Chapter 1 that Kokichi had already started to think that the killing game is not real and they are located in a game. Games are also meant to be watched or played by a third party, which would be a direct correlation to his knowledge of the spectators, which is later demonstrated on-screen in Chapter 2, though it is also an inseparable part of his inference regarding the nature of this killing game.

We know this for several reasons from his own observations of Monokuma. Essentially, him getting destroyed and coming back to life is something that is unheard of in the actual life. Or the fact that the nature of this killing game resemled that of a simple game as well. This is shown during his remark when he said “Will he end it.. Or start a new one?” during one of the free time events in Chapter 1, which directly hints at this notion.

Among the other instances I could mention is the sheer motive for not trying to appear as smart during the class trial. This would not put a target on his back and rather he would use Shuichi as a meat shield - a cover for his own deductions while simultaneously presenting himself as the antagonist for the sake of the viewers, as this should allow him to gain at least a little bit of protection, due to the fact that viewers

are also often the ones making the decisions as to why dies and who does not, depending on the popularity of the characters in question.

This is why he picked up on his act ever since Chapter 1, when he refused to give Shuichi his alibi during Chapter 1 investigation and opted to reveal them at the trial, which would make the game more interesting. We can see he was not taking this game seriously, which is something any person would do under these circumstances, though that is only if they did not reach the same conclusion as Kokichi did.

CHAPTER 2 MISCONCEPTIONS

5) One of the misunderstandings surrounding Chapter 2 is undoubtedly EVERYTHING about the Insect Meet and Greet. First of all, having a goal to make everybody watch the motive videos together and throw a screening party is totally illogical to do in Kokichis position. Not only will this be counterproductive to ending the killing game but it would result in everybody suspecting one another by observing their social cues and how impactful the video actually was.

The real intention behind hosting something like an Insect Meet and Greet was to actually learn about Makis Ultimate Talent, since Kokichi had always found Maki suspicious, even in Chapter 1, when he said that Maki looks like somebody that can kill. Of course this was just said intuitively as Kokichi had no way of knowing her talent, but this is the reason he was so wary of her. Then Chapter 2 kicks in and we discovered Makis Ultimate Lab. The fact that Maki does not want to let anybody into her Ultimate Lab makes Kokichi even more suspicious, as she gradually grows more and more uncooperative and this had to change. Conveniently, Monokuma presented everybody with a motive where he would be able to identify Makis real Ultimate talent easily. But knowing that the motive videos were mixed up, he knows that somebody other than Maki and himself are now aware of the fact she is lying about her Ultimate Talent. This plan was to discover who it is AS WELL as discover Makis Ultimate Talent.

This would also allow Kokichi to expose Maki whenever he wanted to, as he did it as early as the start of Chapter 3. This was done in order for Maki to be more self aware and ultimately - cooperate with everybody more. The fact that she had given more effort in trying to conceal her actual hidden talent than investigating a crime scene says a lot. But by revealing Makis Ultimate Talent, she would be forced to cooperate with anybody to an extent, as there would be nothing else she would need to hide from. With the moral compass still alive - Kaito, this would also assure that Maki will get back on her trail, as Kaito would never want anybody to be alienated from the group. This was also why Kokichi had pushed this “Maki hating agenda” so far, even throughout the entire Chapter 3, till Maki finally accepted the way she is.

There are more reasons he had set up all of this and this reason directly links to Chapter 2 Trial. Knowing that Ryoma and Kokichi had met after the Meet and Greet, we can infer he had watched everybody motives video, as he told Ryoma Maki had his, knowing Ryoma had hers as well. Knowing that Ryoma desperately wanted to watch the motive videos as he objected to not seeing them earlier in Chapter 2, he set up a plan to discover the purpose of his eagerness. He wanted to reassure himself there is somebody that he still cares about, which would be a driving force for Ryoma to not give up his life. Though the motive video presented no such person, rather - it was empty.

Kokichi figured out that allowing Ryoma to watch his motive video would "suicide induce" him and he would seek somebody to kill him, or that he would die voluntarily. This would mean that he will not only get rid of a potential threat that could cooperate with a culprit just because he desires to die, but it will also get rid of the actual culprit of the case. Meaning somebody who is willing to kill will be dead himself. This would lowers the possibility of a murder happening in the future chapters.

Another reason for Kokichi to throw the Insect Meet and Greet is to gain some intel about everybody involved in the killing game. Their social status, the burden they each have to carry or the strong affiliations that theyve had with people in their real life. Knowing all of this, it would be easier to figure out who will be more likely to kill and it would give him an upper hand in the future, as he had intel that nobody else was aware of.

The last reason for Kokichi to do all of this is to start acting like the mastermind. Abducting everybody into Gontas research lab resembles the killing game. They were all kidnapped likewise into a building where they had no way to escape. All done while Kokichi portraying himself as somebody who is willing to go to great heights to reach his goal. This would mark the start of his attempts to color him as the mastermind of the killing game, as he started antagonizing the group gradually more every chapter.

This is an insanely efficient and effective plan, as Kokichi solved many problems, while he himself gained not only social advantage, but also informative advantage with a single strategy.

6) A more minor misconception is the fact that Kokichi had no idea who the culprit is. While this misconception is true to an extent, he had many clues to narrow down the list of suspects. We know he had watched the motive videos of everybody. Knowing this, it would be easier for him to identify who is more likely to kill and who is less likely to kill. Knowing Kirumi received her own motive video and knowing she is the only one who received her own motive video, except Kokichi himself, it would put make Kokichi

distrust her. This is evident during the class trial itself, as Kokichi started saying things as if Tsumugi is tying a noose around her neck when she is disclosing relevant information to the class trial that might incriminate her in the future. This proves he was aware of her the entire time.

The estimated time where we can be certain he knew about Kirumi being the murder is somewhere in the middle of the trial, when Kokichi pushed Shuichi into a conclusion that something like a ropeway was used. This creates a chain reaction of deductions:

A ropeway was used -> The culprit must have been at the gym to set it up -> The culprit must have not been caught by Gonta -> The culprit did not have alibi -> The culprit is Kirumi (as she is the only one who fits the bill)

CHAPTER 3 MISCONCEPTIONS

7) One of the misconceptions, very early on in this chapter is the fact that Kokichi wanted to revive Kaede because he liked Shuichi and did not see the benefits of resurrecting Rantaro.

This is a misconception that ties to Chapter 1. Specifically - Kaedes escape plan. Kokichi set up a small trap to distinguish who might be dangerous or who is a person that is more likely to kill. The only person who fell for this trap is Rantaro himself, which is why he did not want to resurrect him. He basically deemed him as a problem since Chapter 1 - and if that problem would come back to life, it would pose even more problems and it would directly interfere with his plans, hence why he proposed that Kaede should be resurrected instead.

8) The biggest misconception in Chapter 3 is that Kokichi identified the murderer of Chapter 3 as the trial moved on. But he knew who is the culprit ever since the trial started. With subtle implications, he always drew Shuichi to a conclusion that would lead him to another step that would be necessary to figure out. Kokichi was always one step ahead. The most notable one in this chapter is when he called everybody slow when they finally realized they should focus on Tenkos death, despite the fact that only the culprit of Angies case would count as the blackened.

He did this solely to drive Shuichi to figure out Tenkos case first. If he were to figure out Tenkos case, it would automatically interlink with Angies case and it would be significantly more easier to figure out Angies case with the clues presented when they investigated Tenkos body.

More proof to support he knew more then he let on it the fact that he went to investigate Tenkos body, despite himself claiming that it is completely useless to investigate it and that they should only focus on Angies body.

Furthermore, the fact that Kokichi “stepped” on a thick layer of wood and made it collapse under him, which resulted in him getting hurt. Logically speaking, the off chance he stepped on the exact spot the cross piece was cut is really slim and the fact that he knew the floorboard below Tenko was moved despite there being no way how would suggest he had tested if the cross pieces were cut in all of the other rooms as well, already suspicious of the one who orchestrated the seance. This observation lead him to figure out the killer of Tenko.

Adding to it - in Angies case. He knew about the murderer because he went to check whether a candle was missing - thinking that the murder actually did not happen in Angies lab, therefore - even a person outside of the student council could have done the kill. Which was the correct line of reasoning. By Kokichi narrowing down that the murder did not happen in Angies lab and that the only place where the murder could have happened is one of the 3 empty rooms - where conveniently Tenko died, he figured out that the culprit must have been the same person.

There are more instances such as the killing being completely rushed unlike Tenkos kill, or even the purpose of the second kill, but I would like to not dwell on it any further. You can always reread my Chapter 3 trial analysis again and make it clear for yourself.

CHAPTER 4 MISCONCEPTIONS

Chapter 4 contains a little more misconceptions, some of which directly link to Kokichis Chapter 5 plan, which is probably the most misunderstood plan in this whole community.

9) To kick it off, I would like to address that Kokichi actually knew that Miu was planning to kill him before she even started setting up the virtual world. If we look at the timeline of events of Chapter 4 chronologically, his meeting with Monokuma came before Miu and Kokichi started preparing the virtual world, so his statement of learning that Miu wanted to kill him during their talk is false - he knew prior to this already. The only difference is that Kokichi figured out how exactly was she planning to kill him during the time they started preparing the virtual world as Kokichi used her to give him a basic rundown of the virtual world. This in itself is very impressive as Kokichi managed to identify the killing method by directly asking the person planning the murder, but many people seem to overlook this as well.

We know this because in the first moment Kokichi came into the virtual world, he punched Keebo, testing if the virtual bodies and their nerves are linked, which would allow for a person to die in the virtual world.

What if Kokichi spoke to Monokuma before figuring out Mius plan? Whereas that is a possibility, it is illogical. There would be no reason to implement a motive to the killing game once again as Kokichis goal was not to stir any more chaos or killings. He simply wanted to protect himself from a murder attempt. There is also no vivid proof to support this assumption, whereas Kokichi figuring out Miu planned to kill him would make more sense - both chronologically and logically as there would be no need to take such brutal precautions if he did not already suspected Miu was planning to kill.

10) Many people are still under the impression that Kokichi actually relied heavily on Shuichi during Chapter 4 blatantly because of the fact that he said it himself. Though it is of utmost importance to distinguish between Kokichis lie, as it is never clear whether what he is saying is true or lie. That being said, there is also a small portion of people who attribute this to the fact that Kokichi has a crush on Shuichi.

I do not particularly care about Kokichis sexuality but it makes me genuiely laugh. Kokichi claimed to rely on Shuichi so hard during Chapter 4 to instill the image that only Shuichi can solve the upcoming trial - Chapter 5. Kokichi already had an image of how his plan should look like and he abused this to make everybody see Shuichi as a God and that his reasoning is impenetrable and should never be questioned. Kokichi deeply trusted Shuichis reasoning and deemed him as the only trustworthy person with the group. This is also why did he tag along investigating with Shuichi. He wanted Shuichi to understand him and his motives, at least ever so slightly so it can be of help during Chapter 5 trial and later on even during Chapter 6.

This can be supported by Kokichi calling Shuichi “useful” when they are alone and that they can have a mutually beneficial partnership, were they cooperate with one another.

11) Many people seem to think that the only reason why did Kokichi setup this counter plan was to simply defend himself. Whereas this was the original purpose and probably the most important one. He also thought of a plan to precisely fit his Chapter 5 plan. He intentionally used Gonta as a method of killing Miu. Collaborated with Monokuma to make the game “more fun”. Despite the fact that he actually deceived Monokuma, people would always have him labelled as the “person closest to Monokuma” which is also exactly why was he more offensive during this Trial. It was to invoke emotions within everybody that he might be the mastermind. This is also why did he fake his breakdown during Gontas execution - No he did not lose his composure.

So in short, this plan actually had multiple pros for Kokichis, not only just preventing his own death, but labelling himself as the mastermind, telling everybody about the “truth of the outside world” which would be deeply linked with his Chapter 5 plan. Make Kaito and Maki despise him - and everybody else to see him as the mastermind as well - all with one simple and efficient strategy that he executed amazingly.

12) Last but not least, this misconceptions ties to what Kokichi says during the trial or hints at during the entire chapter. And thats that he had already thought of a plan fitting the description of his Chapter 5 plan.

Some instances where it is the most visible are:

- "Although I dont plan on dying so soon, you know.. When I become the victim... or the culprit... I will set up lots of tricks so everyone can have loads of fun.
- (Maki) “Are you planning on becoming the next blackened?” (Kokichi) “Yeah, sure, if that would help me win, I would do it”
- "Its possible we might find an info on the outside world. Maybe with that info, we could even put an end to this killing game."
- "You love to believe, Kaito. But this belief can turn against you, especially in this killing game, yknow?"
- "What happens if the votes result in two first places?" …… "Since thats answered, I can finally start enjoying this life-or-death game now!"
- "The one who will win this game.. is me"
- We can definitely say that Kokichi knew Maki likes Kaito since Chapter 4 as he directly hinted at it at the end of the trial.
- His intentional portraying Shuichi as an omniscient detective.

Those are only statements that could be found during Chapter 4, all of which deeply link to his Chapter 5 plan. It is illogical to just neglect this as simple “coincidence” as Danganronpa itself works on the principle of Chehkovs gun, which adds to the relevancy even more.

CHAPTER 5 AND 6 MISCONCEPTIONS

13) I believe the by far most widely spread Misconceptions here is that Kokichi actually improvised writing the script the moment he was poisoned, but this is completely faulty.

Kokichi was poisoned by the strychnine poison, or so in game called “Strike-9” poison, directly referencing the strychnine poison which exists in real life. The problem with this statement is that the people who are affected by this poison suffer from brain

death within 15-30 mins of exposure to it, meaning that the “4 hours” statement is not applicable and is completely wrong.

Given the fact that he wrote an entire book full of scripts, it would be completely non-sensical to assume he wrote all of this, even the alternate lines within 30 minutes max at high ball.

PROVING KOKICHI DURING CHAPTERS 5 AND 6

I decided to make these two chapters fit into one big misconception area. As the misconceptions during Chapter 5 are so vast that I believe they deserve its own place where they are discussed. This will completely alter your perception on Kokichi and his actions throughout the entire killing game and especially Chapter 4 and Chapter 5.

Kokichi worked with Kaito to do the murder plan prior to him getting poisoned.

How? Kaito was completely under Kokichis control, he was locked behind a bathroom door, but when Maki conveniently barged into the hangar and just found Kokichi and Kaito fighting each other, Kokichi was already shot with the crossbow.

Kokichi had complete control over Kaito, he knew that Kaito had a window door opened, and used 4 Exisals to guard Monokuma.. If he didn't want anybody talking to Kaito he would make 100% sure talking to him would be impossible. He would place the last Exissal in front of the window, preventing everybody from doing so.

By not placing it there, Kaito could communicate with the people passing by. That is why he was able to speak with Shuichi once and Himiko. He ordered Himiko to bring him a crossbow with ONE arrow, nothing more than that, as he would just want to talk with Kokichi and immobilize him. Himiko brought it to him.

It is illogical to assume that Kokichi would open the door for Kaito without even going in his Exissal, since it would be too dangerous to do so, he could ambush him at any time. What if he gave him food or water? There was no food or water found on the crime scene later on and even if it was, that still does not disprove why Kokichi didn't go in his Exissal to give him the food. We already know how meticulous Kokichi actually is.

More evidence to support this is Keebo saying Kaito talks about Kokichi like they were partners when Kaito was revealed as the culprit.

Kaito saying he decided to cooperate with Kokichi the moment he said he would "ruin the killing game" whereas in the flashback we were given, Kokichi only said he would "end the killing game" not ruin it, implying they teamed up before that.

Kokichi couldn't make the script for Kaito within 30 minutes. The poisoned used on Kokichi was strychnine, which causes the victim to suffer from brain dead in 15-30 minutes, meaning he would have 30 minutes to write an entire book of scripts to Kaito, which is impossible timewise, which means the book was prepared beforehand for Kaito to use, which would further condemn their teamwork way before the poisoning.

Kokichi asking what would happen if there was a tie between two first places to Monokuma in Chapter 4, implying he had already set up a plan like this - where two people could have been chosen as the culprits - tying for the first place, which could have been used by Shuichi as an alternative to win the class trial.
Kaito's illness, which was also stated to be the reason he helped Kokichi, since Kokichi promised it would put an end to this killing game. We also know Kokichi knows about Kaitos' illness ever since the end of Chapter 4.

There is also the matter of the reaction of the turn of events. We all know Exissals make pretty loud sounds as they walk. Since Kaitos' window from the bathroom was opened, we can infer this is when he signaled Kokichi to open the door. He opened the door, got shot, and this is the exact time Maki barged into the hangar - The timing of this seems a little too convenient for Kokichi to think of such a plan in a matter of seconds. As Kokichi wanted to take control over her Exissal using the remote control Miu set for her, she was forced to shoot him with the arrow, poisoning him. We know that Kokichi knew Maki never fully trusted his mastermind act and this is why she wouldn't choose an instant kill poison - Rather, she would try to interrogate him before killing him. He intentionally gave her no useful answers and Maki claimed this is where she would end it. Instead of calling out to Maki that she should stop which Maki wouldn't ignore, considering she has a crush on Kaito, Kaito instead jumped in front of the shot, poisoning himself as well. Kokichi also likely knew that Maki had a crush on Kaito, since he immediately recognized that Shuichi had a crush on Kaede, it was a piece of cake to him. It was then that Maki went to grab the antidote in panic - and this is when the events of the game start to align and they are the original as the killing game.

Kokichi claimed he wanted to end the killing game numerous times throughout the entire game, but how would he end the killing game by posing as the real mastermind - going directly against the work of the real mastermind? He would cause an enormous

discord between both of them, where they both would try to overcome the other. Kokichi - posing as the real mastermind stopped the killing game when he claimed that the killing game is over, since he got bored - but he also anticipated that the real mastermind will take action in trying to prevent it from happening, as this would ruin the very principle of the killing game. Yet, he still chose to remain dormant, kidnapping Kaito for no apparent reason. For somebody claiming he chose to end the killing game, kidnapping Kaito was also a blatantly unnecessary move, which was only abused by the real mastermind to drive Maki into attacking Kokichi, which was anticipated by Kokichi.

How did Kokichi figure out who was the most plunged in despair?

Whereas everybody pondered over the thoughts of the outside world and looked absolutely distressed, it was only Maki that kept trying to intimidate Kokichi despite him claiming to be the mastermind when he picked up Kaito. He tested her determination with this and he could infer she would be the one that the mastermind would push into taking action.

We can also know that Kokichi was leaving the hangar while keeping Kaito inside. We can be certain of this because of Maki's statement when she said that she saw Kokichi walk out of the hangar during night time. He wasn't staying dormant, he was moving, he could have easily eavesdropped on everybody to learn the states of mind everybody was in, ruling out who could or who couldn't be the person that the real mastermind would use to attack him.

We know he is a master of hide and seek as well. He can eavesdrop easily without being undetected, which could be how he found out about the states of the people in the killing game after he revealed to them the secret of the outside world. Maki was clearly the only one trying to fight still, the others were crushed by despair.

Another way how Kokichi could know about something happening is when Shuichi visited Kaito the day before the murder. He had said that tomorrow morning the people are going to rescue him. Kaito also promised he would do something as well, since everybody else is working so hard to try to get him out of the hangar. As we know

- He cooperated with Kokichi. He could have told him this information and Kokichi could have acted accordingly.

If Kaito would tell Kokichi this, what would this lead to?

Kokichi knew that everybody was plunged into despair, however, as they are planning to barge into the hangar and get Kaito out, he knew this situation was changed by the true mastermind. But the goal of the true mastermind was not to help Kaito get out of the grasp of Kokichi - rather - their goal would be to start a killing game again. Kokichi - a very meticulous individual would be very wary of this and set up the procedures necessary to counter a possible strike during night time, as the mastermind would distance themselves from killing Kokichi when everybody was involved. Shuichi revealed they are planning to help Kaito escape tomorrow morning, drastically reducing the time the mastermind could attack - only leaving the night time as the possibility.

And how did Kaito know that Maki specifically would attack? The person who apparently led the escape attempt was Maki. Shuichi told this to Kaito. Not to mention that Maki was also the only one clearly filled with bloodlust after Kokichi grabbed Kaito and kidnapped him - this was evident to Kokichi. Everybody else felt numb and shocked by the secret of the outside world.

How did Kokichi anticipate his plan would fail?

After the events of Chapter 5, he placed his own will in his room, as he expected people would try to find whether what he was saying was the truth or not. By scavenging his room, they would inevitably find this piece that was left by him. When opened, it led to another hint, which turned out to be "twins b". This was to leave the pieces of evidence Kokichi was gatekeeping from everybody else to lead them to the full picture - The actual conclusion, since he figured that the message “horse a” and “twins b” had a coded message behind it.

Asking what would happen if there are two first places to Monokuma regarding the blackened in front of everybody during the trial - this was done in order for Shuichi to pay close attention to what he is saying, since he deliberately spent most of the Chapter 4 with Shuichi - this could later be an important factor during his case as he was betting on the chance - if Kaito would not reveal himself, that Shuichi would tie the

votes for both of the first places, clearing the trial no matter if Kaito or Kokichi were the victims. Since we know Kaito cooperated with Kokichi, Kaito could have voted for Kokichi, all according to his plan, Tsumugi - the real mastermind would vote for Kokichi for two reasons - One is to get rid of Kokichi and the second one is for the killing game to continue, which was detrimental for her. Maki would vote for Kokichi out of sheer spite as she would completely deny the possibility that Kaito is the culprit. Whereas Shuichi would vote for Kaito, as well as Himiko and Keebo, who always trusted his detective work far more than anybody else.

Entrusting his plan to Kaito - a person who he did not necessarily deem as smart - yet, he still chose Kaito specifically as a working partner for him, knowing how righteous he is and that he would never sacrifice the lives of everybody else in the killing game so he would escape, this choice seems odd if not considered that Kokichi could have chose Kaito deliberately so he would reveal himself at the end of the trial, leaving with the greater probability of his plan to succeed.

Leaving necessary pieces of evidence during his trial - Taking off his clothes for no reason before getting crushed for no reason, as the hydraulic press won't show your clothes if you didn't want them to, showing the presumably video of Kaitos death, despite there being an obvious "stop" moment in the video before Kaitos body was crushed, which would create an impression that Kaito was not crushed, as the video was stopped right after - if the video was not recorded at all, this could have been dismissed and would be left at pure chance.

He also didn't even bother trying to hide the evidence of poisoned arrows, the crossbow case or anything else and left it lying down intentionally, despite Kaito having a great amount of time to clear up the crime scene afterwards. In order to create the scene of an unsolvable murder, he could have gotten rid of all the evidence by flushing it down the toilet. We know he cooperated with Kaito as well, so he could have entrusted this job to Kaito - by Kaito not thinking about the possibility of getting rid of the clues, this shows he knew about the real goal that Kokichi had in mind and would also support the idea that Kokichi and Kaito cooperated before the poisoning took place.

How did Tsumugi actually fail to profile Kokichi?

Kokichi simply getting himself in the position of the mastermind of the killing game is a piece of evidence, but to support it more - By establishing himself as the mastermind, declaring the end to the killing game, Tsumugi was forced to act as she bestowed the newborn hope for everybody using the Flashback Lights in order to win.

Using just those Flashback lights however already led to the end of the killing game. By giving Maki the push to commit a crime and try to murder Kokichi, it resulted in pure chaos. Tsumugi could not have known who is the actual culprit and neither did Monokuma, which is supported by all the pieces of evidence I have already covered above. But she desperately NEEDED the killing game to continue as this was her only purpose, she needed to make a decision and she needed to get rid of Kokichi.

For Tsumugi, somebody who said that everything went according to her plan - it seems a little off. Tsumugi was doing the killing game for the authenticity of the killing game - a copycat crime, as stated at the end of the game. However, even Junko never lied about the verdict in a trial nor did she ever want to twist the facts of the victims and the culprits, meaning this replica of the killing game was a failure of the one Junko produced.

When Kokichi managed to create the unsolvable murder, Tsumugi's authenticity would be discredited no matter the outcome. The viewers of the killing game were supposed to represent us - The humans. Among the humans, there are critiques that would pick up on Tsumugi's lies and match the inconsistencies within the story to blame the management of the game further, which is essentially the same as ruining the killing game from the core, as it would lost many supporters through the immense plot holes and seemingly biased management. The simple fact that Kokichi managed to create an unsolvable murder is already a direct hit for the game, as the outcome of the trial could have never been definite and many fans watching would disagree with this decision and the show would be on decline.

The excessive use of Flashback lights was also one of the reasons why Tsumugi's plan failed, as they all managed to find out that Kokichi was not a Remnant of Despair and that the Flashback lights had variables and possibilities - contradictory to one another, which would create an impression that ALL of the memories are fake, which would eventually lead everybody to make a decision that they would abstain from the killing game because they would all die no matter the outcome.

If they won, they would be forced to participate in another killing game and likely die. If they lost, they would all be executed. By trying to ruin the very game from the core was the only correct decision - but this decision would have never been reached, if Tsumugi did not unnecessarily reveal more than she initially wanted to and it would likely never get to this stage without Kokich Is interference with the game itself. All of this stems from the fact that Kokichi indirectly killed Kaito, which boosted the morale of everybody in the group and gave them a reason to fight the killing game some more.

THE “OPEN” ENDINGS OF KILLING HARMONY

Here, I aim to delve into the open-ended conclusion of Danganronpa V3 and offer my perspective on what might be the most plausible resolution. The interpretation of V3's ending is multifaceted, largely influenced by Tsumugi's deceit throughout Chapter 6 and the Prologue. To discern the true ending, we must dissect the following elements:

1. Spectatorship and Global Awareness: Does an audience watch the killing game, and if so, is it broadcast worldwide?
2. Predetermined Script: Did the killing game unfold according to a meticulously planned narrative, as Tsumugi claimed?
3. "Copycat Crime" Significance: What is the significance of the "copycat crime" referenced by Tsumugi at the end of Chapter 6?
4. Existence and Nature of the Outside World: Does the outside world exist, and if so, is it in a state of peace or turmoil?
5. Reality of the Characters: Are characters like Shuichi and the rest of the cast genuine individuals, or were they fabricated? If they are real, what is their connection to previous games like Trigger Happy Havoc or Goodbye Despair?
6. Role of Tsumugi and Team Danganronpa: Is Tsumugi the sole orchestrator of Danganronpa, or does a collective entity like "Team Danganronpa" truly exist as she claims?
7. Rantaro's Past and Involvement: Was Rantaro truly involved in previous killing games, or was this merely a role assigned to him by Tsumugi?
8. Tsumugi's Identity as Mastermind: Is Tsumugi the true mastermind behind the killing game, or is she merely a puppet master selected upon entering the game?

By scrutinizing these aspects, we may uncover the nuances of V3's conclusion and arrive at a more comprehensive understanding of its narrative implications.

To, to answer all of the bullet points above:

Most of what I will be taking as a form of proof stems from Prologue and the “fucked up” attempt to start a killing game as the Monokubs failed to give fake memories to everybody, thus everybody had their own memories at the time. This would mean their reactions are completely genuine.

To address each of the points above:

1) The primary evidence I'll be drawing upon originates from the Prologue and the failed attempt to induce fake memories by the Monokubs. Their failure resulted in each participant retaining their own memories, leading to genuine reactions throughout.Regarding spectatorship, it's evident that the killing game is indeed observed by an audience. This inference arises notably from the Prologue, where the Monokubs' panic over the failure to implant fake Ultimate student memories indicates a significant issue. The urgency is underscored by Monosuke's statement that it's a "huge problem" since the participants became generic high school students. This delay in memory manipulation, even if brief, suggests a concern about adhering to a scheduled broadcast time, implying the game's viewership anticipation. Monosuke's subsequent remark, "Nobody wants to watch a bunch of generic high school students," further confirms the game's spectatorship.On the global awareness of the killing game, certainty is elusive. Despite numerous references to the "killing game" upon awakening, participants displayed initial confusion. Considering that Trigger Happy Havoc and Goodbye Despair were globally recognized, the lack of awareness regarding these events raises questions. It's plausible to speculate that either these previous games are fictional within the world of Killing Harmony, or this current killing game is fictional, while the others are real. Alternatively, if all were real, participants would likely be aware of Junko's infamous actions and the preceding killing games, suggesting a fictionalized narrative.

2) The presence of a script governing the killing game is evident, as indicated by the Monocubs' admission of errors, such as their introduction in the Exisals, and Monotaro's assertion that events should have a backstory. This suggests a predetermined narrative to some extent. However, the precision of this script poses a significant and challenging question within the Danganronpa universe. One approach to evaluating its accuracy is through the assignment of Ultimate Labs to each participant. Notably, individuals like Rantaro and Kokichi perished before accessing their respective labs, often coinciding with their demise. This alignment suggests a scripted sequence of events, with most Ultimates meeting their fate soon after lab introductions, possibly indicating a meticulous orchestration. Exceptions to this pattern, such as Kokichi's untimely demise before accessing his lab in Chapter 6, and Rantaro's lab introduction in Chapter 5 followed swiftly by his death, suggest deviations from the script. These deviations, involving individuals like Kaede, Kaito, and Maki, along with Keebo's actions towards the end, challenge the script's purported flawlessness. Despite Tsumugi's claims of flawless predictions in Chapter 6, these deviations cast doubt on its efficacy. Kokichi's ability to manipulate events, potentially jeopardizing the killing game's integrity, further highlights the script's limitations. Its failure to anticipate and counter such disruptions raises

questions about its true reliability. While certain aspects, like Maki's affection for Kaito, may have been scripted, the oversight of critical factors undermining the game's stability suggests the script's predictions were only partially accurate. In conclusion, while the script exhibited some level of functionality, its inability to foresee and mitigate significant disruptions reveals its inherent limitations, rendering Tsumugi's claims of flawless predictions only partially true.

3) The concept of a copycat crime in the context of Danganronpa V3 revolves primarily around emulating Junko Enoshima and her infamous killing games. However, beyond this emulation, there appears to be little else to copy. Therefore, it's reasonable to conclude that this copycat crime was essentially fabricated as a result of Junko Enoshima's influence. The extent to which this crime was inspired versus improvised is unclear. Tsumugi's assertion of the script's flawless execution, already proven false, undermines the notion of a perfect replica of the killing game. Moreover, the absence of spectators during Junko's events and her lack of deception in the conclusion of Trigger Happy Havoc starkly contrasts with Tsumugi's deceitful tendencies. Apart from Tsumugi's demise, there seems to be no direct connection between this killing game and Junko Enoshima's previous endeavors. Whether Tsumugi orchestrated her own demise and the events of Chapter 6 remains uncertain. However, given the demonstrated fallibility of the script, this possibility seems remote, prompting questions about Tsumugi's true intentions.

4) The evidence we'll be examining primarily originates from the Prologue and Chapter 6, with a focus on the audition video tapes provided by Tsumugi. One notable anomaly is the bleeping of Shuichi's name in the tape, indicating a potential discrepancy between his current and past identities. Despite Shuichi's assertion of his name pre-memory wipe, the taped background resembling Tsumugi's cosplay lab floor and the deliberate camera angle concealment raise suspicions, especially given Tsumugi's emphasis on peculiar camera angles during the fifth trial. Additionally, the enigmatic nature of Tsumugi's cospox, triggered by fictional characters but affecting her nonetheless, suggests the possibility of using a different alias to cosplay as the auditionees in the tapes, rendering them all fabricated. Further scrutiny is warranted by the absence of recognition from avid fans of the show towards the Monocubs in the Prologue, despite Tsumugi's claim of the game's worldwide popularity. Moreover, the discrepancy between the anticipated excitement among participants upon realizing the situation and its absence in the Prologue suggests potential

fabrication. These inconsistencies lead to the belief that the outside world indeed exists.Regarding the peace within this outside world, the immediate answer contradicts Tsumugi's assertion of its tranquility. Shuichi's pre-memory wipe recollection of being kidnapped by someone, corroborated by Kaede's recovered memory, paints a contrasting picture of a world far from peaceful.

5) Elucidated upon in Point 1

6) The orchestration of the killing game undoubtedly involves a larger entity, which we can hypothetically designate as "Team Danganronpa," granting Tsumugi the benefit of the doubt. This assumption is grounded in the understanding that a single mastermind, such as Tsumugi alone, would likely lack the extensive resources required to execute a game of this magnitude. Moreover, Keebo's role as an antenna connecting directly to the audience suggests a need for behind-the-scenes personnel to manage audience polls and transmit their feedback to influence Keebo's actions. Given the acknowledged flaws in the script, automated processes seem unlikely, implicating the involvement of human operators. With Tsumugi occupied as the primary mastermind, it follows that other individuals within Team Danganronpa likely facilitated this aspect of the game. Additionally, the mass kidnapping of participants, including Shuichi and Kaede, implies the involvement of a larger group rather than solely Tsumugi. Executing such a feat alone would be implausible, particularly considering the gender diversity among the kidnapped individuals. This further supports the notion that the operation of the killing game involves collaboration among multiple individuals within Team Danganronpa.

7) Before their memories were wiped, Rantaro was the sole individual aware of the impending killing game. Notably, he couldn't have accessed the Monopad or received his Survivor Perk, implying his awareness stemmed from a previous experience rather than mere knowledge. This suggests he had likely participated in a prior killing game, rather than merely being informed about it, as the others were unaware of the game. This notion challenges the idea that Rantaro was solely a creation of Tsumugi's script.

8) Similarly, pre-memory wipe, Tsumugi displayed genuine surprise alongside the others, casting doubt on her role as the mastermind. Her lack of motive to maintain her facade, considering the inevitable memory reset, raises questions about her true intentions. Furthermore, subtle indications suggest Tsumugi herself may have been affected by the Flashback Lights, as evidenced by her uncharacteristic behavior. Her appearance out of uniform, coupled with her altered screams pre- and post-Flashback Light usage, suggests potential brainwashing. This implies that Tsumugi may have been selected as a mastermind from among the participants rather than being the orchestrator, leaving her true role ambiguous and prompting further inquiry.

In considering the most likely interpretation of the ending:

It appears probable that Tsumugi serves as a facade for the true masterminds operating behind the scenes. The existence of spectators confirms that the killing game isn't entirely fictional, suggesting it's either a part of a larger scheme akin to Goodbye Despair or entirely genuine. The flawed and often inaccurate nature of the script indicates Tsumugi's deceit, reinforcing the notion of the game's reality.

The conclusion of the killing game seems to have been orchestrated primarily for entertainment, as evidenced by my decision not to include scans. This indicates a focus on enjoyment rather than the finer details, such as the scaling of Kokichi, suggesting a lighthearted approach to the conclusion.