Nagito Komaeda chapter 4 doc [investigation/deadly life/nagito's pov]

Doc made by GXTHIE on Youtube

SPOILERS!!!



[Ultimate luck]

"The reason I'm alive is because I always believe there's hope...no matter what."

This is a Nagito mini doc to demonstrate how Nagito Komaeda solves the final dead room and it will also demonstrate his FSIQ and whatever other fucking categories that may be SCD core(don't take that last part seriously, i'm fucking joking).

Anyways, If anyone doesn't know what the final dead room is (for those that never played DR2), it is basically the puzzle part of Danganronpa 2 where you play as Nagito Komaeda to solve a puzzle in the fun house in chapter 4 and because of this, Nagito was able to know how the secrets of the fun house (also i'm gonna have a "before the final dead room section" just for some context, btw in the puzzle idk if i fucked up on the order when playing through it again but ehhh).

Btw if you wanna play another game like Danganronpa 2 that have final dead room type segments then i heavily recommend the Zero Escape series.

I am also using **NO HINTS FROM MONOMI** (obviously) despite it being optional, now let's get on with the doc…



|[]CATEGORIES[]|

FSIQ (ex. VCI, VSI, WMI, AWMI, etc.)
Logical reasoning (ex. deductive, inductive, abductive, etc)
EQ (ex. emotional understanding, perception, etc)
SQ (social skills, cooperativeness, social awareness, etc)
AQ (composure, mental fortitude, etc)
Thinking (ex. critical, abstract, etc)
Risk taking/risk calcs/planning
Info gathering
Observation

Before the final dead room

So after talking to Fuyuhiko, Gundham and Kazuichi he was wondering how Nekomaru got into the grape tower despite the elevator being disabled around that time.
This includes the fact that he knew about the rumbling noise and alarm clock but Nagito didn't hear it so he takes his time by talking to Kazuichi in which he got info about the alarm clock and talked to Fuyuhiko's account about witnessing Nekomaru.





So in a chronological order... He now has knowledge that Fuyuhiko witnessed Nekomaru at 5:00 am of where he went down to the first floor and at 5:30 am, the alarm clock in the lounge started ringing so he came to a conclusion that both Kazuichi and Gundham woke up to leave their rooms to go the lounge of where Fuyuhiko was and after that they heard a strange rumbling sound that didn't make quite sense, Gundam said "something might've happened to Nekomaru" so Nagito responds to this saying that this means that the final scream must've been Nekomaru's final scream before he breathed his last. (Logical reasoning + info gathering + observation)

Kazuichi jumps in to ask "if Nekomaru died when we heard that sound, doesn't that mean we have an alibi?"
Nagito was a bit confused about this but Kazuichi said that they were all at the lounge so that means that all the people in the lounge have a solid alibi.
But Nagito thought to himself that it might be too soon to declare that just yet since they can't be certain unless they clear up the mystery surrounding the rumbling noise, Nagito was thinking maybe something heavy fell over, so based on what everyone told him he becomes curious that the three heard the alarm

clock in the lounge go off just before the rumble, he was trying to know what they meant by that. (Critical thinking)

Kazuichi then leaves the lounge to try to fix the elevator.
Anyways though Nagito talks to Fuyuhiko to have him investigate something, which was the clocks in the 1st floor lounges of both grape and strawberry house since it didn't make sense that he heard a strange rumbling noise.
Fuyuhiko was wondering why but Nagito was sparing the details for later, so Fuyuhiko told him that he can investigate it for himself.
Nagito replied saying he would do it by himself but by the time the elevator is fixed, there's a chance he might not be with all of the remaining students anymore so he counts on Fuyuhiko. (SQ: cooperativeness)

Nagito was gonna think that there's only one thing he can do for them, to go to that place, that place he's referring to is the final dead room itself since he can't let them face that danger since he must be the pariah who goes in their place. (Emotional engagement)

Nagito gets out of the lounge area and he had an idea that he should investigate one more time before he heads over there,
which is the elevator and the door at the far back of the strawberry hall, it was just in case since it would be good to make sure they're blocked off.

Nagito heads down to the first floor to go to the elevator door to examine it, he thought if he can press the button next to the elevator, the door should open so he can ride it but nothing happens when he presses it so it's definitely broken.
Kauzichi was annoyed that Nagito was in the way of repairing the elevator but Nagito asked why did the elevator break in the first place just for Kazuichi to answer that the killer malfunctioned the safety device and he points out to the silver cover under the button, which is the elevator's control panel.
Kazuichi thinks that they probably opened it up and messed with the setting even though the cover is locked so they wouldn't have been able to open it unless they had a tool.

Nagito asked if there were any tools in the building but Kazuichi answered that it shouldn't be and he doesn't know if they forced it open with one equipped since the control panel on the side wasn't the one that was forced open.

Nagito then asked “it’s the control panel on the grape house side that’s broken then?”
Kazuichi answers that if the one on this side isn’t broken then that is all he can think of and he’s pretty sure that there should be a control panel over there as well including the fact that the elevator is stuck at the Grape house side.
Nagito asked him “wouldn’t that mean the last person who used this elevator went to grape house?”

Kazuichi answers that it's official since the elevator was disabled on the other side and after that he just tells Nagito to go away so he can do the repairs but he doesn’t have any tools, but Nagito pulls out a boy scout knife that has multi-tools, Nagito told him that he had it with him before he even arrived at the fourth island because he knows it’s essential to bring this kind of equipment if they are going to explore new islands. (Contingency)

Kazuichi didn’t like that he was carrying something as dangerous and Nagito asks if there was something wrong but Kazuichi denies it, so Nagito hands him the boy scout knife with multi-tools so he can fix the elevator faster but in exchange he wants Kazuichi do something for him, Nagito tells him that the multi-tool has a compass and after Kazuichi fixes the elevator, he wants him to ride it so he can see how the compass reacts since there was still something he doesn’t understand regarding the structure of the building, so he persuades Kazuichi to find out the relationship between the building and the elevator, Kazuichi didn’t get it but he will check the compass for Nagito and Nagito leaves the rest to Kazuichi. [Thinking + SQ: cooperativeness]

Next, Nagito goes to the strawberry hall that has the door which leads to the tower.
Nagito started to process his thoughts examining the door saying that the button is broken and there is no way it’ll open and he then remembers on what Fuyuhiko told Hajime over the phone that the other side of the door is also barred with chains, which means that the culprit must’ve been really cautious to go to the trouble of barring the door from both sides, Nagito thinks that is suspicious. (Deductive + wmi)

Gundham (being the best autistic person) said that the killer’s intent was to keep him from entering the scene of the crime which means the killer is afraid of the

conclusion promised by his assumptions? What the fuck? Ok moving on, just Gundham being his usual self.

So... Nagito thinks to himself that there was no mistake that the elevator and the strawberry hall door look like they're completely broken and he didn't expect the contact elevator to be disabled from the Grape House.
As long as it's disabled, there is no way to move between houses, which means the person who disabled the elevator would be stuck in Grape house.
He thinks that person should still be at Grape house, but stops himself from trying to form an answer but he won't be too late to find the answer after he finishes investigating the final dead room. (Deductive + thinking)

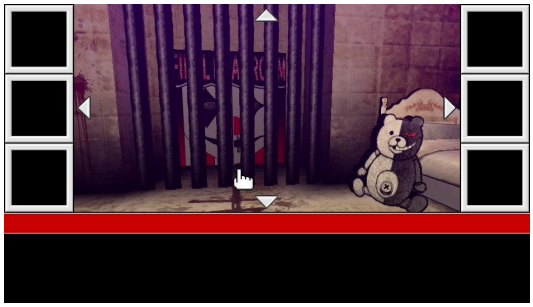
Nagito then heads over there and starts talking to himself, "the final dead room... Only those who won the life-threatening game contained within will reach the Octagon and inside the Octagon, the ultimate weapon awaits.
There's no doubt Nekomaru's killer has been to that place.
No matter where I search, there are no weapons anywhere in this building.
Regardless of the weapon used to kill Nekomaru, the killer must've obtained it there.
If that's the case, I should get going, also... unlike everyone else, I don't mind dying at all.
That's all the more reason why... I should go." (risk calcs/risk-taking + emotional engagement + emotional management)



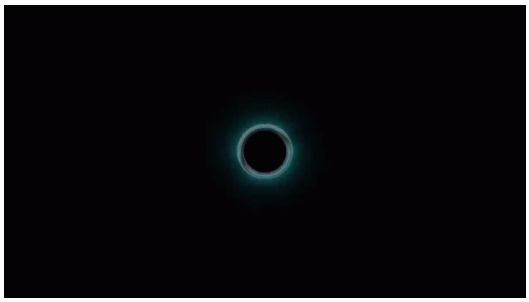
Inside the Final dead room

Nagito risks his way to enter the final dead room to continue the investigation for clues, Nagito finds the room to be a little eerie and hopes(ha) he doesn't become scared.

Suddenly the door locks itself, so Nagito in thoughts said that the door is designed to be automatically locked and knows himself that it's not like he would've turned back if it stayed unlocked.
After that Monomi comes out of fucking nowhere and started crying she thought the door finally opened but now it's locked again.
Nagito was just sitting there in silence for a moment (no shocker, where the fuck did she come from).
Nagito figured she turn up since she haven't seen her in a while but didn't seen her in a while but never expected her to be here (foresight anti feat🤓).



Monomi was surprised that Nagito was in a dangerous place and Nagito asked the same to her.
Monomi then said she heard the body discovery announcement and thought something happened in this room.
Nagito told her that she was a fool for even being locked inside.
Monomi said she is truly ashamed but Nagito doesn't give a shit, as long as she doesn't get in his way because she would find it annoying if she got in Nagito's way since the life-threatening game is gonna start soon.
Monomi is asking if he's planning to do it and Nagito said that if he doesn't, he can't get out and it's the only way he can be useful by risking his life for everyone's sake (proceeds to call himself trash and Monomi didn't like that so she tries to tell him that he isn't trash and humans deserve to live blah blah blah this mf is so annoying, let's get this shit over it). (Emotional engagement)

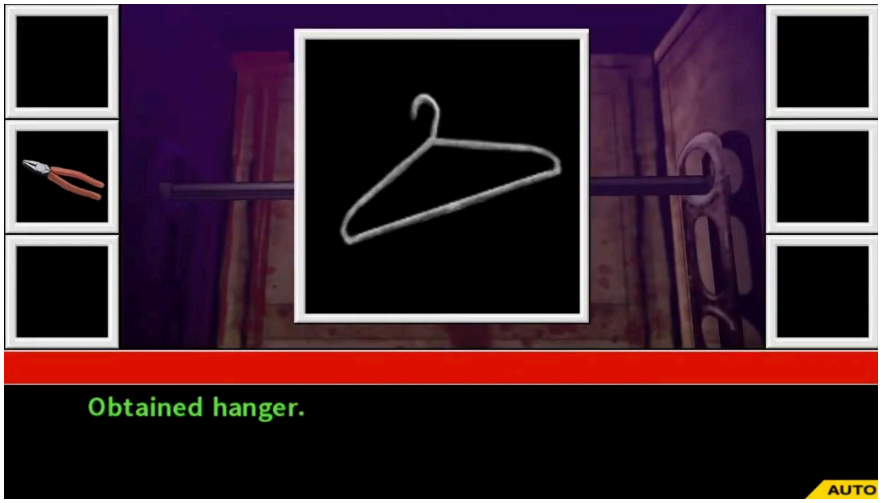


Let's seek a way ou- wrong game, i mean...

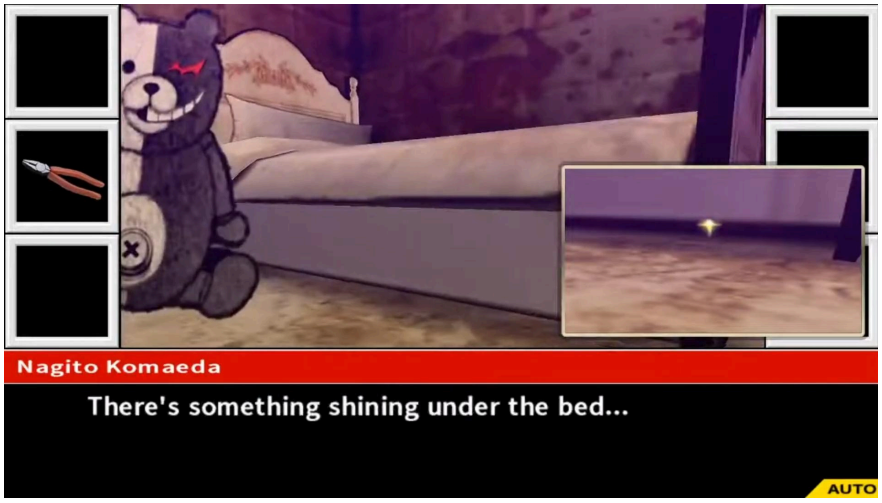


Let's ***escape*** I guess.

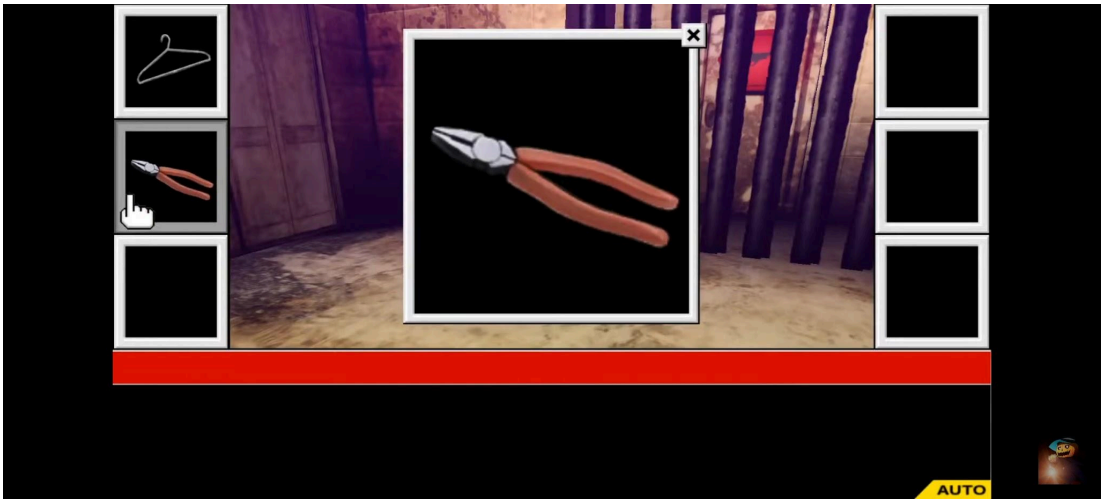
So first Nagito goes to the closet and sees a hanger hanging in a closet, he thinks it might be useful for something, so he grabs it just in case. (Thinking)

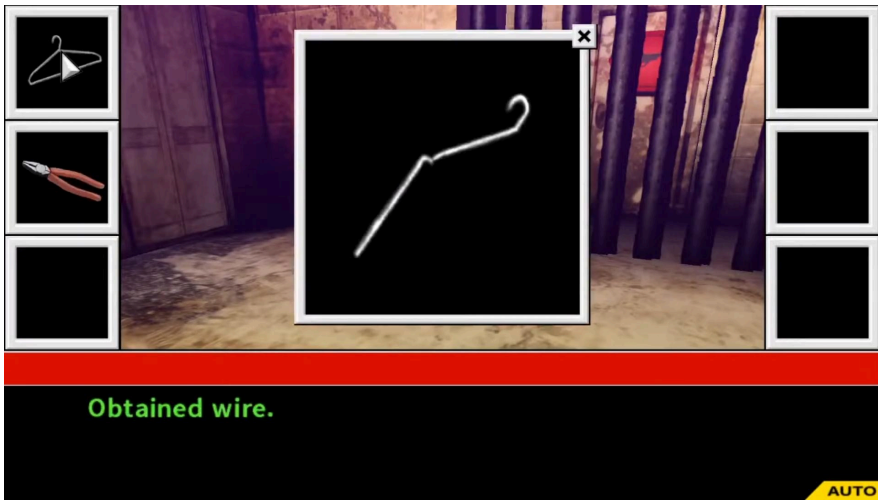


Nagito looks under the bed to see something shiny, so he knows he needs something long and thin. (Observation)



Nagito then examines the center part of the dresser so he can grab some pliers as it should be useful, Nagito then uses the pliers on the hanger to make a wire.





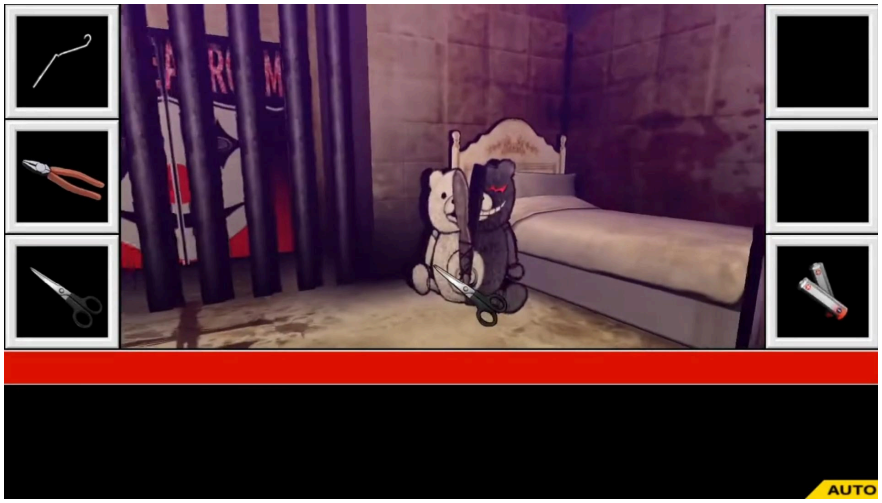
With that wire he uses, he was able to pull out the shining object to obtain a desk key. (Thinking)

He goes to the desk and unlocks the left side to obtain scissors.

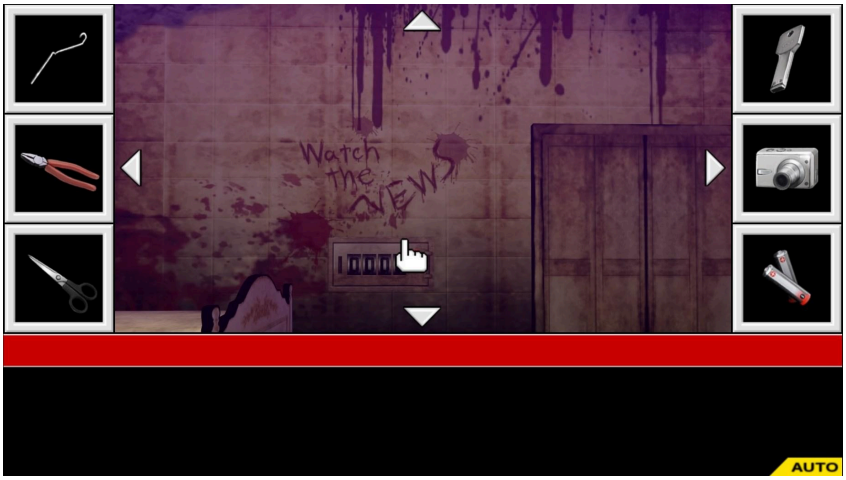


He goes up to the Monokuma plushie and says if it's talking then it might be powered by a battery.

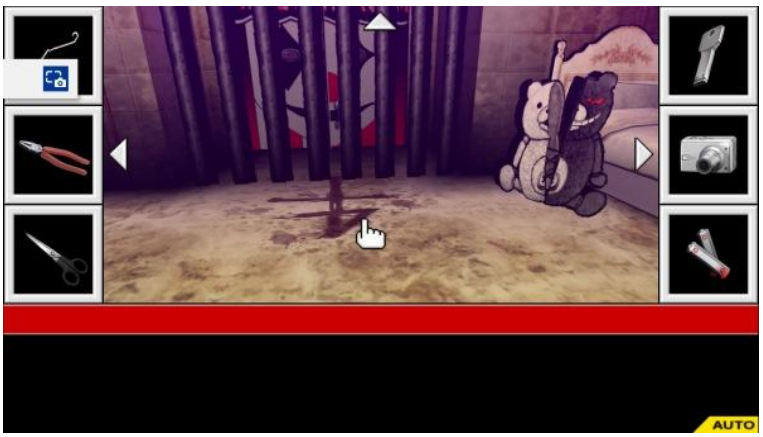
Nagito cuts the plushie open to obtain batteries. (Observation)



Another thing Nagito does is look at the floor and Monomi tries to point out that it's a number 4 but Nagito argues that this is a symbol that you often see on maps, he then saw blood being written down saying "Watch the NEWS". Nagito knows that this is just a secret code, a common one that leads to a password. (Observation + thinking)

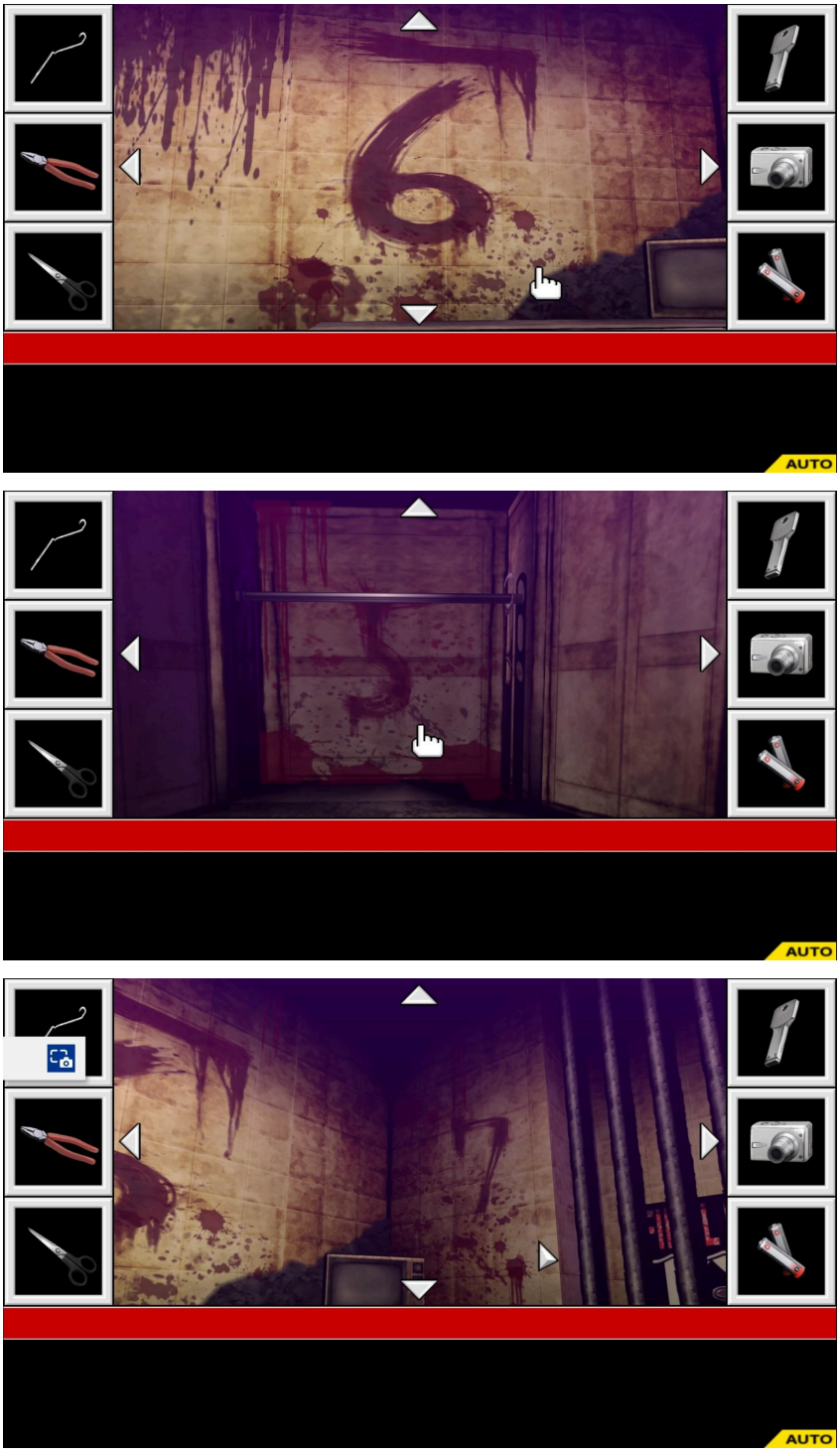


He then recalls the compass symbol on the floor meaning that “NEWS” actually stands for North, East, West and South, which the number 4 indicates what is north and so on. (WMI + VCI (considering he is Japanese then understanding english like that checks out)



So north = 3, east = 9 (as the 6 being flipped, it would be a 9), west = 5 (in the closet) and south = 7. (VCI + VSI)





Since he knows that he can combine them in order to get it, he thinks logically that the letters that are written above are a hint (that hint is the one explained above), so he puts down the passwords 3957 as the correct password. (Deductive reasoning)

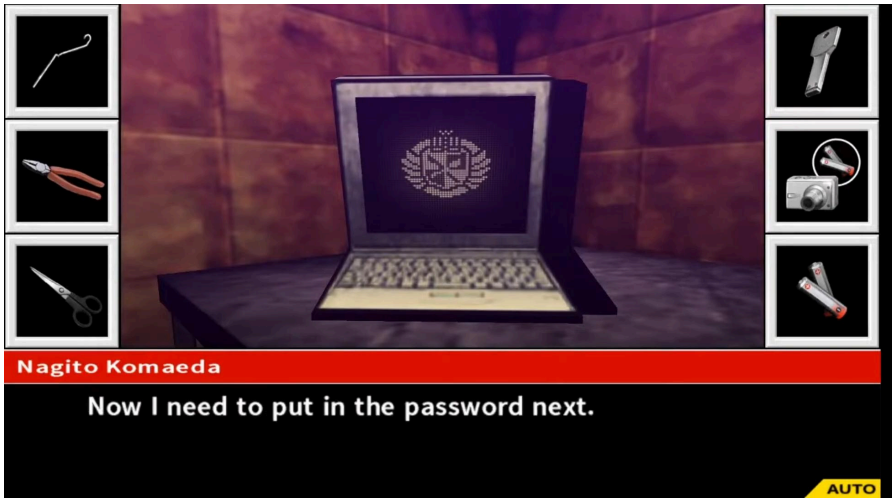


He unlocks on what was behind that code to meet with a digital camera and a usb stick right in front of him so he grabs both.

He notices that there were no batteries inside the camera so he uses the two batteries he got from the Monokuma plushie in order to place batteries in so he can use it for later. (Observation + thinking + even planning due to the fact he takes a picture of the window with this same camera for the class trial later so the cast can figure out the secrets of the elevator)



He walks up to the laptop to plug in the USB stick to unlock the lock for the laptop but he has to put in the password next, he thought the memo that was inside the desk drawer might be the password. (Thinking

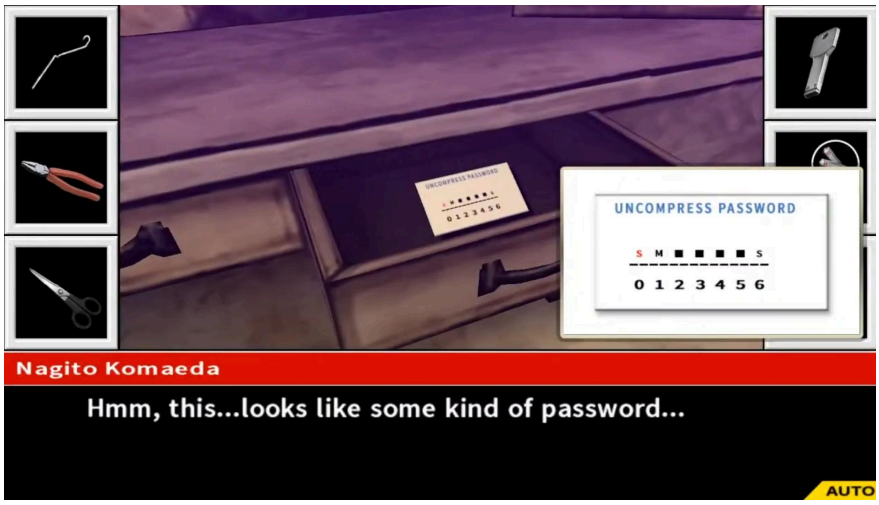




Monomi (fuck you) jumps in to say it's the first letters of the days of the week (monday, tuesday, wednesday which means MTWTFSS?? I hate this fucking bunny rabit), this results in an error which got Nagito to doubt it's simple. Nagito then checks inside the camera to see a space poster that was posted on a wall somewhere and he wonders what it means.



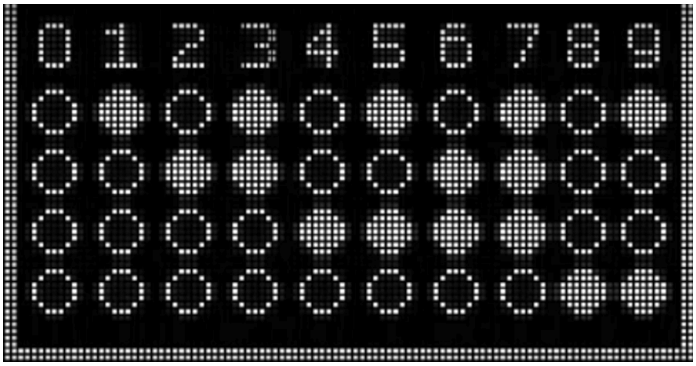
By recalling the memo he obtained from the desk with words starting from S and M and at the end there is an S, he notices that these are the first letters for the planets when comparing both the poster and the memo in an order, even with the numbers indicating the planets on that memo and poster seem to connect. (WMI + VCI)



0; Sun = S, 1; Mercury = M, 2; Venus = V, 3; Earth = E, 4; Mars = M, 5; Jupiter = J and 6; Saturn = S.
Nagito then figures out that the password is SMVEMJS. (VCI)



Upon entering that password he is met with Othello (if you don't know what that is, look that up, not the story of Othello but rather the computer program about it, though it has nothing to do with Othello.
It is called that due to the black and white circles that look like Othello pieces).



Nagito looks at the unlocking device to see the blinking lights above could represent the numbers, he was thinking that he can use the signal book on the laptop to decipher it when he used the USB drive for the computer. (Analogical reasoning)

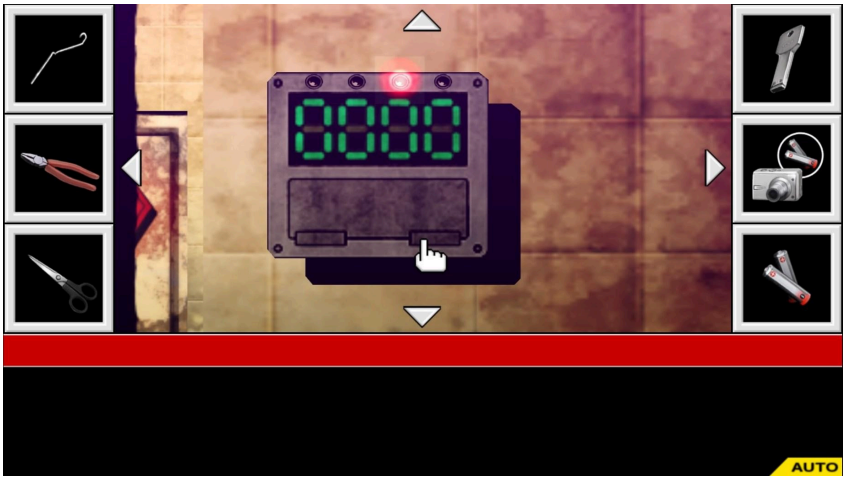
So the order for these blinking lights Nagito saw went like this:

Ex. [x = empty circles/no light
0 = filled circle/light]

1st: 0X00



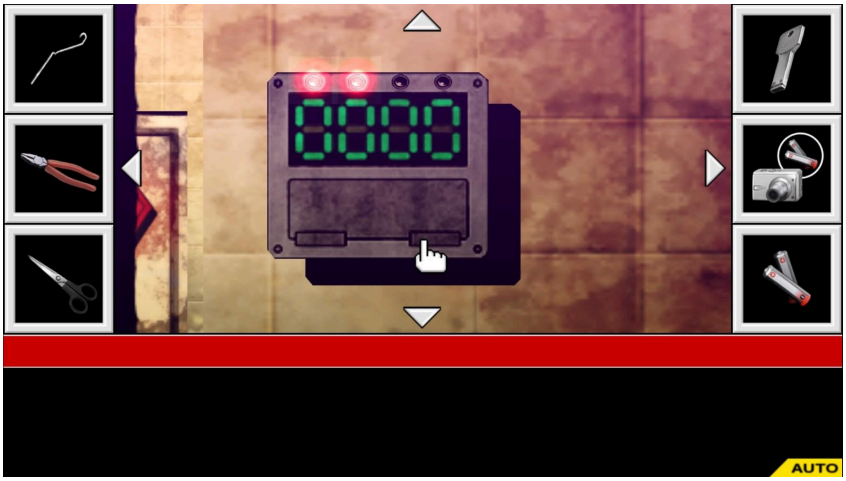
2nd: XX0X



3rd: XX00



4th: 00XX



(Observation)

Nagito then figures out how to decipher this code.

There are four sets of blinking lights (that are blinking in binary) and each set has four lights, the total of lights that are blinking (0) and not blinking (X) are a total of 8 and 8 sequences. (Inductive + thinking)

He uses the first number of each set for number 1, the second number for each set for number 2, the third of each set for number 3 and the fourth set of number 4.
Light 1 is 1-4 on sequence 1 going 0X00
Light 2 is 1-4 on sequence 2 going XX0X
Light 3 is 1-4 on sequence 3 going XX00
Light 4 is 1-4 on sequence 4 going 00XX. (Inductive + thinking)

Rather than focusing on the column and horizontal,
Nagito focuses on the row and reads it vertically as he stacks the sequences to be on top of the other which leaves light 1 being sequence 1 and 4, light 2 being sequence 4, light 3 being sequence 1-3 and light 4 being sequence 1 and 3. (VSI + inductive reasoning)

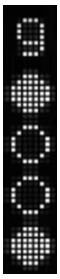
-	Light 1	Light 2	Light 3	Light 4
Sequence 1	0	x	0	0
Sequence 2	x	x	0	x
Sequence 3	x	x	0	0
Sequence 4	0	0	x	x

(For those who might be confused)

By comparing this to the othello hint on the computer he was able to finally decipher the code.
So in a vertical view reading down to a row, Nagito was able to understand this(VSI):

[also try this, you might be shocked yourself]

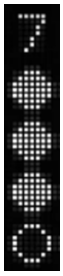
Light 1; sequence 1 and 4 = 9



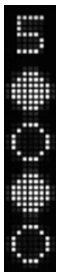
light 2; sequence 4 = 8



light 3; sequence 1, 2, 3 = 7



Light 4; sequence 1 and 3 = 5



(Inductive reasoning)

So the password he put down (on the one that is below “WATCH THE NEWS”) is 9875, as he inputs this code down to get it right and he hears something.
(Inductive reasoning)



He turns around and sees below the blinking lights of where it shows 9875 instead of 0000, but below that there is a keyhole, he uses the usb drive stick to insert it and it changes to “OPEN” meaning that the bars opened from the north opened and not the south, but there is a revolver standing right in front of him. (Observation)

Monomi was glad that the game was cleared but the exit wasn’t open so Nagito thinks the game isn’t over yet.
Monomi then brings up what she found earlier wasn't a joke (which is the letter).
Nagito was curious about what it was, so Monomi showed him the letter.
The letter tells Nagito (or perhaps the reader of the person who has the letter) about the life threatening game being a life threatening roulette and explains that the reader of the letter is held liable for setting the roulette’s difficulty and depending on that difficulty there is a special prize prepared.

Nagito said “hmm, i see... so that’s what it meant...”
Monomi wonders what it means so Nagito answers saying that it means the games up until now were just an opening act but from this point on is the real performance.
Since Nagito reads the letter saying life-threatening roulette, he assumes it’s like russian roulettes since the revolver came out of the floor which means he has to play Russian Roulette in order to pass.
Monomi was shocked about this and tried to convince him to not play it, but Nagito wants to understand the rules of Russian Roulette so she asks her.
Monomi explains that you load one bullet into the chamber then spin it and after that you point the gun towards you and pull the trigger, but after she explains it she tells Nagito he can’t since there is a one-in-six chance that he’ll die.

Nagito says that a one-in-six chance of death is a failure rate of only one-sixth and asks if that rule is really ok, Monomi was confused.

Nagito asks if there is a one-sixth chance of failing wouldn’t the game be too easy, so it should be the opposite.
He then explains, removing one bullet and then using it while there are still five bullets loaded and if you do that then that means there is a one-sixth chance of success.
Nagito finds this to be more thrilling (which scares Monomi) and gives it a go.

Nagito holds the gun to his head to play Russian Roulette, he says that he removed one bullet so there's a one-in-sixth chance he'll survive.
Monomi gets more anxious about this.
Nagito then rambles about how it's not much of a talent but even himself has an ultimate talent, which is the ultimate lucky student.



But if he can't win when there's a one-in-sixth chance of success then the ultimate talent would be useless since if his luck gets him killed like this then it really couldn't be a talent so if he's truly the ultimate lucky student then he needs to survive Russian Roulette.
Nagito then presses the trigger just to hear it click despite using 5 out of 6 bullets in the chamber. (AQ: composure + emotional management + emotional engagement + risk taking/risk calcs)



After that Nagito hears a sound of a door unlocking which means he finally cleared it.
Though this scares Monomi, Nagito doesn't care much so he opens the north side of the door to get to the Octagon to see a whole bunch of weapons and shit.
Then Monokuma came out of fucking nowhere to congrat Nagito for clearing the final dead room and even congrat him more fot clearing the room with 5 out of 6 bullets so he hands him a present which is a future foundation file (well, an extension of it unlike the one at the roller coaster) and he gives him one more prize of Hope Peak's academy file (which are profiles he and the cast don't remember at the times at Hope's Peak), though Nagito doesn't believe that he spent time there (due to his inferiority complex).

Thus Nagito is excited to see Hajime's true talent and thinks Hajime will be happy when he shows him the file so he can prove that he is useful (gay ass).
Monokuma was surprised that he obtained the Hope's Peak student profiles and wasn't sure if he was lucky or unlucky, Nagito doesn't know what he means and Monokuma told him that things are gonna be more interesting, Nagito still doesn't know what's talking about.

After some Monokuma and Monomi annoying ass banter, Nagito investigates the room.
Nagito looks at the weapons but thinks the ultimate weapon doesn't lie in here.
Nagito looks at a window and was wondering why only one window was in a place like this and thinks there is some kind of hidden meaning to it, so he peeks out the window and in excitement he pieces it together that he is finally starting to get a larger perspective of the funhouse.
Nagito then examines a fridge to see poisons stored in there.
Nagito finally spots a door on a floor and asks himself if this is the 1st floor of the Strawberry House and if the door leads underground, based on the sketch there shouldn't be a bunker. (Observation + Thinking)

After he was done investigating he comes to a conclusion that this place can't be reached unless you clear the final dead room and thanks to him arriving, all the separate pieces all connect together all thanks to one clue.
Everything connected was from that window and thanks to that window, he was able to figure out the ultimate weapon and the funhouse. (

So now he feels the need to tell everyone but before he does that, he starts to read the file Monokuma gave him since it seems important if everyone's student profile is on there.
He opens the file and finds SOMETHING in there.

<u>After the final dead room</u>

Nagito makes a sudden appearance in the Grape house which shocked Hajime, then he gave all the info about the strawberry house he investigated and exchanged these details to Hajime and Chiaki such as the elevator, strawberry hall's button, fuyuhiko's account and the wall clock. (Info gathering)

He told Hajime and Chiaki that he cleared the final dead room and told them that he did an escape room that ended with russian roulette.
Chiaki explained what it is the same way Monomi did (idk if this is foreshadowing for the AI plot twist revealed at chapter 6).

Nagito misunderstood and thought he had to take one bullet out the cylinder so that's how he did it.
Hajime thought it was crazy that he had a one-in-six chance of surviving.
Nagito points out that he is still alive and the only good thing about him being alive is his luck (BPD vibes ngl no wonder why he is like me fr, i unironically act like Nagito irl too and I do the same exact sprite poses as him too at times... which has nothing to do with this doc whatsoever).
Anyways though, this does showcase that Nagito will pull crazy shit even if it is indeed suicidal like the russian roulette thing with 5 out of 6 bullets. (Risk taking)

On the side note.
Nagito then explained that because he cleared the final dead room, he was able to obtain several rights which were the freedom to move between grape house and strawberry house including the fact that he was able to move back and forth since he doesn't need to play the game again.
Hajime asks how but Nagito starts being cold towards him after he finds out something in those files (BPD vibes).
He then calls himself lucky and due to this luck, he was able to clear roulette at the highest difficulty to obtain a prize (since the more bullets you put in, the higher the reward.
Which is why Gundam passed with one bullet in got access to the weapons hence the clean looking hammer next to Nekomaru's dead body including the secret of the funhouse and Nagito was able with 5 bullets in to not just win the same prize as Gundam but got a bigger one that contains the extension of the future foundation files but even the hope's peak academy file as well with the student profiles to look at their previous life before the killing school trip).

Nagito tells him that the file is a continuation that they got at the rollercoaster and even points out that there's even more detailed info about the killing school life that was earlier in the file.
But even Nagito and the rest learned more about 'the killing school life'.

it held no relevance to them and there was info about the order of the killings and the culprits as well, in which Nagito found it boring to read about the deaths of those he didn't know besides “Byakuya”.
Hajime said that it was maybe the Byakuya they knew.
Nagito then states that the info wasn’t completely useless as there are similarities between the killing school life and the killing school trip.

He brings up examples such as the first murder involved someone important getting stabbed to death in an unexpected place (Sayaka in the Makoto’s room disguised as Sayaka’s and “Byakuya” stabbed by someone under the floor when he was under the table as the important victims), the second was that the murder was revealed among the group (Mondo and Peko being the murderer).
The third murder were also two killings that happened in a succession (with the victims being Hifumi; Kiyotaka and the Ibuki; Hiyoko). (Connecting the dots)

Nagito wanna know what they think of these strange similarities, Hajime finds it strange and Nagito can’t think these are coincidences if Monokuma is behind the motives and driving the murders.
Nagito also points out that the 4th murder is ruled as a suicide so whether it means something or not is something each person should think about on their own. (Connecting the dots)

Nagito after that keeps getting cold against Hajime again and he even stated that he knew his true talent but he concealed it, BPD vibes...
He then flexes the hope’s peak crest that seems to have their school memories stored but he also said it doesn’t contain it, it just has Hajime’s information and finds it interesting that Hajime couldn’t remember his talent.

He finds it surprising that he was able to land in Hope’s Peak due to him being a reverse course student, unlike the primary department for the main courses students who possess ultimate talents while the reverse course students enter in the school through a basic entrance exam.
He also says that Hajime is like a substitute for the second string.
Even in name only, the reserve department only exists to increase Hope’s Peak revenue stream since to be a reserve course student, you don’t need talent, you could just pay a rather costly entrance fee and tuition and with these funds

obtained from the exams, the academy can focus on “bolstering and researching talent.”

Nagito talks about Hajime being a stepladder of hope blah blah, hope this and hope that.
Holy fuck he is so cold towards Hajime, hope hope hope hope hope hope.

Anyways he then tells him that he doesn’t have a talent after all and he is just a normal highschool student and there was no way he could be associated with the future foundation.
He thinks that if it’s not Hajime then who is the traitor, he was thinking maybe “Byakuya” but that’s impossible or maybe the traitor is among those killed as well but he stops thinking about it afterwards. (Logical reasoning)

Chiaki asks if he had gone to the octagon due to the fact he obtained the files when cleared the final dead room.
Nagito asks if she is curious about the deadly weapon.
Both were curious on what it was but Nagito was trying to hide it as usual (must be something THAT bad hmmmm).

More nagito hope rants, skipping this shit.
Nagito then reveals that he did go to a place that seemed like the octagon and found many weapons there but not worthy of an ultimate weapon.
Hajime starts talking, Nagito becomes cold again and fucking leaves....
Yeah that’s it.
Other than telling Kazuichi to disassemble Nekomaru due to Mikan's death since they can’t do an autopsy and he becomes cold towards the whole cast and shit.

mf is just talking shit for a bit then he points out that under the pillar fragments that tipped over since they missed out on an important clue, he even points out that the screws came off with it, which wouldn’t happen unless you applied a ton of force to it and he added that there are scratches near the base of the doorknob. (Observation + deductive reasoning)

He then says if they examine the far back door in Grape Tower, the door knob is still intact, so in that case he asks where does the doorknob come from.

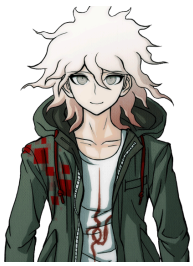
Hajime responded saying that if it's not the door that leads to the strawberry hall then the other possibility is that it has to be connected to the Grape hall that they entered.
Nagito thinks he should try it out since it makes sense to think about it like that.
He wanted to try to take the elevator to the strawberry house and enter the strawberry tower and enter the strawberry hall because that's the only way they can see the other side of that door. (

Nothing after that is more important afterwards than Hajime pointing out the strawberry hall button being broken and then Nagito brings up that he doesn't need to worry about it since they have Kauzichi to fix it.

So they all exit out of the grape house to go to the elevator and go down to the strawberry house so Nagito and the others can try out to see what happens if they press the button to the strawberry hall's door.
So Hajime presses the button to see the floor rotate to a 180.
(This is also why he got Kazuichi to test out the compass from the multi-tool so he can put this part into use for the elevator having a strange feel hence why he said he felt like he was going back and forth) *planning*.
Maybe this was his whole entire plan...

Anyways Nagito points out that the chain disappeared, which explains the strange feeling because he felt like he was going back and forth between two towers but with this method, he was able to confirm this. (
Hajime was shocked that he knew this the whole time and Nagito tells him to look at the door far back (with the picture of the grape) since there's a hidden clue and Hajime notices that the doorknob with the screws with it is gone.
Nagito says it was the same as the doorknob that was on the floor. (Observation)
Hajime then says the doorknob next to Neko's body came off the door to the grape hall...

That's basically it since Nagito just leaves without saying much, the rest is at the class trial but I would rather keep just at deadly life since I really want to showcase how the Othello puzzle was done but i added before the final dead room and after to give in much more context.
so i'm pretty much done with this doc, so overview time.



Overview

Basically the final dead room feat pretty much buffs his FSIQ, mostly his VSI and all that other FSIQ shit like WMI, VSI and VCI mostly with the “Watch the NEWS” and the othello, including the computer password when comparing the memo and even the space poster.
The othello was so hard for me to understand until I had to look up a bunch of shit that surfaced and it caught up to me quickly.
The fact that Nagito can solve some shit like that is pretty damn impressive and I hope(ha) that people won’t underestimate him after this.



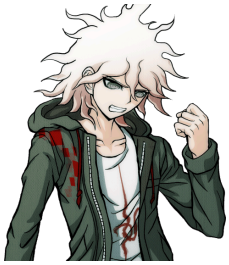
I want to point out that before and after the final dead room, he was able to show good logical reasoning and thinking as well (a bit of SQ on the side), and was even gathering so much info as a whole with the final dead room too which showcases how extremely useful he was in chapter 4 as a whole.
Let’s talk about the risks that was made too of where he uses 5 out of 6 fucking bullets in the chamber and passed it, he was even showing hella composure when met with the fact he had a low percentage of winning the russian roulette section (though it was through luck but still), it shows that Nagito will do crazy shit in order to suceeed.



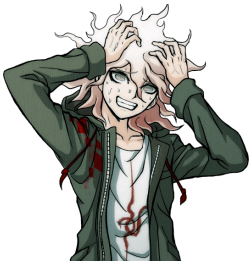
Anyways, if i get categories wrong im sorry, but shut your bitch ass the fuck up.
I hate you SCD mfs with a passion and hope you get the fucking Charlie Murphy from power treatment.
On the side note though, I had fun making this doc.



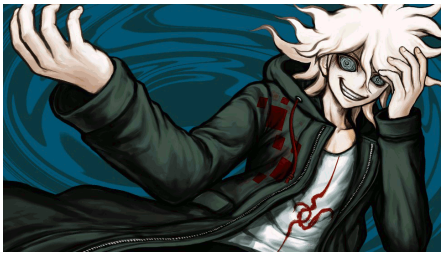
The thing is, I love the SCD related media i consume, i just hate the pathetic scalers and i hate you fucking retards in this community in particular.



Fuck you and fuck your extremely boring ass debates you faggot ass, no personality having incels who make scaling your only way to have a personality cause you have a soul of a vulture while you have dick cheese and shit flake unwashed assholes.



Ok bye



(I’m him)

Makoto doc coming soon