

PERTEVMUN'26

FCC Study Guide

Agenda Item:
Danganronpa 2: Goodbye Despair

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1. Letter From Secretary-General

ESTEEMED DELEGATES AND DISTINGUISHED GUESTS,

ON BEHALF OF THE WHOLE PERTEVMUN FAMILY, AS THE SECRETARY GENERAL, IT IS MY GREAT HONOR AND PLEASURE TO WELCOME YOU TO THE THIRD ANNUAL SESSION OF PERTEVMUN.

I WOULD LIKE TO EXPRESS MY APPRECIATION TO OUR AMAZING ORGANIZATION TEAM AND ASTONISHING ACADEMIC TEAM FOR THEIR HARD WORK AND GREAT EFFORT. THANKS TO EVERYONE'S DETERMINATION AND COMMITMENT, WE PREPARED YOU 12 COMMITTEES FOR YOU, WHICH INCLUDE TWO GENERAL ASSEMBLY COMMITTEES, SEVEN SPECIAL COMMITTEES, AND THREE CRISIS COMMITTEES. THE COMMON GROUND OF ALL OF THESE COMMITTEES IS TO ENCOURAGE YOU TO DEBATE OR ACT UPON EITHER HISTORICAL, CURRENT, OR FUTURISTIC ISSUES AND GLOBAL TOPICS TO BROADEN YOUR PERSPECTIVES.

I HOPE FOR THE DURATION OF PERTEVMUN'26, ALL THE PARTICIPANTS HAVE ONE OF THE MOST SPECTACULAR EXPERIENCES OF THEIR LIVES FILLED WITH TEAMWORK, NEW FRIENDSHIPS AND UNFORGETTABLE MEMORIES.

#LIVEFORTHEAPPLAUSE

SINCERELY,

ELA KARABATI

SECRETARY-GENERAL OF PERTEVMUN'26

2. Letter From Under Secretary-Generals

Welcome distinguished delegates of PertevMUN'26!!

Before we proceed, we would like to take a moment to express our sincere gratitude to our esteemed Secretary General, Ela Karabatı (diva btw love her) for granting us the opportunity to serve as the Under Secretaries General & Academic Assistant of this distinguished committee.

We are looking forward to meeting all of you, and we hope that PertevMUN'26 will be an amazing experience. We wish you luck in your preparation! We hope this committee allows you to experience as much fun as we had writing it.

If you have any questions regarding the committee, feel free to reach out to us through our socials:

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Best Regards,

Haktan Efe Özgür & Dora Kölemen & Emir Burak Çakmak
Co-Under Secretaries General of the FCC Committee

3. Introduction to the Committee

Welcome to this crisis committee inspired by Danganronpa 2: Goodbye Despair. In this committee, you will step into a setting where the ideas of hope and despair shape every action and decision. Instead of representing countries in a traditional format, you will take on the roles of individuals placed in an unusual and high-stakes situation.

The committee takes place on Jabberwock Island, where a group of talented students known as the Ultimates has been brought together under unclear circumstances. Although the island appears calm and welcoming at first, it soon becomes clear that leaving is not simple. As events unfold, trust between participants begins to weaken, and each decision carries serious consequences.

This crisis committee will differ from standard procedures. Information may be limited or change over time, and new developments can occur without warning. You will need to think critically, adapt quickly, and consider both your own goals and the impact of your actions on others.

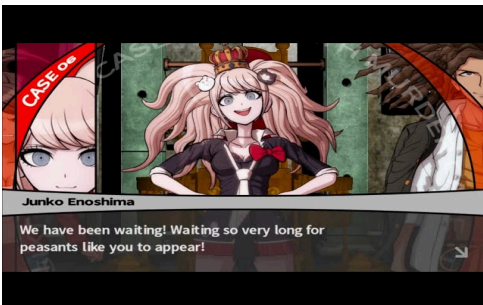
Participants will be challenged to navigate uncertainty, form alliances, and respond to evolving situations. The choices you make will influence not only your own outcome, but also the direction of the entire committee.

Your task is to find a way forward in a situation where certainty is rare and every decision matters.

4. Background

Finale of the First Game

The first game, Danganronpa: Trigger Happy Havoc, ends with six alive students: Makoto Naegi, Kyoko Kirigiri, Byakuya Togami, Toko Fukawa, Aoi Asahina, and Yasuhiro Hagakure. As they continue to investigate Hope's Peak Academy, they find a body that is supposed to be the 16th student. Surprisingly, the corpse they discovered turns out to be Mukuro Ikusaba, Junko Enoshima's sister. The supposed "Junko" was thought to be dead since her death at the beginning of the game, but these events make the real Junko the controller of these killings.



During the final trial, Junko reveals herself as the true mastermind. She admits that she was behind Monokuma to control the students and the killer of Mukuro. Junko then explains her main goal, which is to spread despair across the world. The idea of hopeful students to kill each other made her feel despair could beat anything.

After this, the students learn that society has already collapsed due to an event known as The Biggest, Most Awful, Most Tragic Event in Human History.

The trial also reveals that the students had once known each other before the events, and they had spent two years together at the academy. Junko erased their memories and made them believe that they had just entered the academy.

As the trial reaches its end, they debate about hope versus despair. Junko tries to convince them to support despair, but Makoto never gives up, and his determination also motivates the other students. After the students expose Junko, she faces her punishment, which is known as "Ultimate Punishment". This execution combines every other execution in the game. And as for the final, the surviving students leave the academy together to look out for the collapsing world. In conclusion, hope wins as the students make the correct decision.



Past School Life

Hope's Peak Academy was an elite school that only accepted students known as the "Ultimates" who possessed spectacular talent in a particular field. The school's aim was to bring hope to the world. In addition to the Main Course for the Ultimates, the academy also operated a program called "Reserve Course," which accepted ordinary students without any talent, usually by paying a high tuition fee. As a result, this caused a hierarchy to emerge within the school. Main Course students were regarded as the brightest individuals in the school, while Reserve Course students were marginalized and treated as second-class students.

Class 77-B was one of the Main Course classes at the Hope's Peak Academy. Before "The Biggest, Most Awful, Most Tragic Event in Human History," the students of Class 77-B lived normal school lives, attending classes, studying for exams, forming friendships and being cultivated in order to become the "symbols of hope." Their teacher was Chisa Yukizome, who aimed to educate her students to become cooperative and compassionate individuals rather than merely well-trained, highly skilled prodigies.

In the beginning, the relationships within the class were mostly chaotic rather than genuine because of the variances of their characters. Over time, the students gradually commenced to bond with each other, participate in school activities and spend memorable moments together, mostly thanks to Chiaki Nanami, who inadvertently became the central figure that united everyone collectively and created a supportive environment for her classmates. Concurrently, another student also studied in the academy but in the Reserve Course program: Hajime Hinata. He was a Reserve Course student, meaning he lacked exceptional talent. Nevertheless, he admired the Ultimates and looked up to these talented individuals. As he observed the Ultimates, he gradually felt incompetent and inferior. Consequently, this condition had a detrimental impact on his mental state, making him the best subject for the secret Izuru Kamakura project.

This project was run by the administration of the academy. The goal was to create a human being possessing all kinds of Ultimate talents. Hajime was selected as a subject for this secret experiment. Because of his admiration towards the Ultimates, he volunteered to participate, in the hope of becoming someone exceptional just like the Ultimates he had always adored. In the experiment, Hajime's neurological structure was altered, giving him numerous abilities, while his original personality was almost erased. The result was Izuru Kamakura, a being with virtually all Ultimate abilities but almost no emotions.

In the meantime, a devious student was gradually devising a plan in order to plunge the world into despair. This student was "Junko Enoshima." In the public eye, Junko was perceived as the stylish Ultimate Fashionista but her ultimate talent lay in her exquisite skill of analyzing human behavior. She had the ability to read and manipulate people's psychological states with extreme accuracy. This capability of hers was pivotal to her plans to

engulf humankind in despair. Hope's Peak Academy was the ideal place to spread despair because it represented humanity's hope. The academy's collapse would be devastating, making it Junko's target. Despite her exceptional abilities, Junko was not sufficient on her own to accomplish her plan, so she sought assistance from her twin sister Mukuro Ikusaba, the Ultimate Soldier.

As the first step, Junko identified the weaknesses of Class 77-B students, but there was one student obstructing her from gaining full control, Chiaki Nanami. She was the moral center of the class and her presence kept the students united. In order to successfully manipulate the students, Junko had to eliminate this obstacle. Therefore, Junko set a deadly trap for Chiaki. Designing a tortuous death game for her to navigate her way out. Chiaki overcame numerous lethal obstacles successfully, she fought for the sake of her friends' hope. Unfortunately, her determination and effort failed to help her to escape from a dreadful end. She was gravely injured and eventually succumbed to her wounds. Even in her final moments, Chiaki tried to protect the morale of her classmates but ultimately, she could not escape and passed away. Junko recorded this tragic event and showed the footage to Chiaki's class. The students were psychologically shattered witnessing their friend's death. Her loss destroyed their unity. Junko seized this opportunity to manipulate the students further, gradually eroding their minds and finally, leading them into despair.

Ultimately, the students of Class 77-B fell into the caliginous arms of despair and joined Junko's cause, becoming the group known as Ultimate Despair. This group caused a catastrophic global event known as the "The Biggest, Most Awful, Most Tragic Event in Human History."

During this global tragedy, the world was covered in despair and fell into chaos. Societies collapsed, cities were thrown into disorder, and Hope's Peak Academy itself was destroyed. After Junko's death, a new organization was formed to rebuild the globe: Future Foundation. Their mission was to restore order and capture the members of the Ultimate Despair.

Class 77-B students were eventually apprehended. Future Foundation did not want to execute them, believing they were victims of manipulation. Instead, they decided to rehabilitate them using advanced technology. They came up with the Neo World Program, a virtual reality system. The program's purpose was to erase the students' memories and place them into a peaceful simulated environment, allowing them to recover from the influence of Junko and return to normal life.

However, once the program began, unforeseen complications arose. A digital copy of Junko Enoshima infiltrated the system, turning the peaceful Neo World Program into a new killing game by manipulating the system and the students' memories and forcing them into a new deadly cycle.

5. Timeline

The game begins with the player getting introduced to our new protagonist standing before Hope's Peak Academy, still the pinnacle of hope for society's future. Normally, the only way to get in is to be scouted by the school itself, or by being the Ultimate at whatever you do, but our protagonist, the ordinary Hajime Hinata, admits his circumstances are a little different. During his recount of his first day at school, his memory suddenly becomes fuzzy, and he finds himself in a classroom with 15 other students, none of whom remembers how they came to be here either. They are all soon introduced to a pink rabbit named Usami, who claims to be their new teacher and chaperone of their school trip.

As it turns out, the classroom they're in is a prop in the middle of a tropical island. In order to calm the students, Usami tries to explain that this trip is to help everyone build hope in their hearts. In order to build bonds with each other, they're actually assigned to relax, have fun, and generally enjoy themselves on this school trip on this island. Even though Hajime doesn't remember what he is Ultimate at, he meets the others: Nagito the Ultimate Lucky Student, Hiyoko the Ultimate Traditional Dancer, Akane the Ultimate Gymnast, Nekomaru the Ultimate Team Manager, Mahiru the Ultimate Photographer, Fuyuhiko the Ultimate Yakuza, Mikan the Ultimate Nurse, Ibuki the Ultimate Musician, Kazuichi the Ultimate Mechanic, Gundham the Ultimate Breeder, Byakuya (claiming to supervise students), Peko the Ultimate Swordswoman, Chiaki the Ultimate Gamer, Teruteru the Ultimate Cook, and Sonia the Ultimate Princess.

As Usami gathers everyone by the beach, Byakuya theorizes this island is a real place in the Pacific called Jabberwock Island, given its distinctive geography, but something seems off. While hanging out at the beach and having fun, the sky suddenly darkens with unnatural

clouds as a silhouette of a bear suddenly appears on a nearby TV, and invites them all to Jabberwock Park. As they gather before the giant statues of this island's mythical guardian beasts, the black and white bear named Monokuma makes his entrance, once again proclaiming himself the headmaster of this school. He immediately expresses his displeasure at the boring lack of death and despair here, and Usami steps in to try and stop him. After the fight between the two, Monokuma breaks Usami's magic stick, stripping her of her powers. As punishment, he then changes her appearance to a dual-tone like his, declares her a little sister, and even changes her name to Monomi.

Monomi still intends to oppose Monokuma, but Monokuma is still too strong for her. Now in control, Monokuma changes the rules of the game to a killing school trip, shocking everyone with news that if they want to leave this island, then they must kill someone else and make it through a class trial without getting caught. The class trials are a trial examining the murder, and the survivors vote on who they think is the killer. If they are correct, then only the killer gets punished. However, if they are incorrect, everyone except the killer gets punished.

Naturally, everyone is in disbelief, and Monomi still stands to defy Monokuma, so Monokuma not only unveils an array of giant robots called the Monobeasts, but also uses one of them to make an example of Monomi. Deploying a massive minigun from the aerial Monobeast, Monokuma has it shoot down Monomi, leaving nothing behind, showing that Monokuma is very serious about this arrangement. He leaves a horrified group behind, and Byakuya believes there must be someone controlling all of these machines as well as Monokuma.

Not to mention, there is still the lingering suspicion of betrayal now amongst them all. They convene the next day to assess the situation, and Byakuya nominates himself as the leader of the group to ensure no one falls victim to the death game. However, they discover a mysterious bomb where the statue used to be, with a countdown clock. Incidentally, it also turns out Monomi is still alive, somehow, adding to their already growing list of questions. Monokuma gathers everyone to the park, with himself appearing all dressed up in order to do a two-man comedy show with Monomi. However, the real joke is on everyone, as he reveals Monomi is responsible for erasing all of their memories of the years they spent at Hope's Peak Academy till this point when they arrived on the island. He proves this by knowing they all blacked out at the same time when they entered the academy. However, he says he can restore their memory if, of course, they commit a murder successfully. To spread further paranoia, he tells the students that there is a mystery traitor among them right now, and now, with a motive, they all have a convenient excuse to kill someone. Both Monokuma and Monomi retreat before any questions can be asked, and the students are now left uneasy.

The next morning, Byakuya unexpectedly declares the need to throw an all-night party in an enclosed space, though his reason for doing so seems unclear. When the party starts, Byakuya himself conducts body checks for security and confiscates anything that may be easily used as a weapon. The festivities begin, and everything seems to be going well, but all of a sudden, the lights are cut off, and after the blackout, Byakuya himself is found stabbed and underneath a table. Not long after the initial panic of the discovery, Monokuma appears to confirm that one of the other students committed the murder, and an investigation will commence immediately before a class trial. He leaves them a forensic file to get started, and they begin their investigation by looking at Mahiru's photos that she took of the party so far. After gathering all of the clues they could find, Monokuma gathers them before a new performance, Monokuma Rock, where an escalator shoots out before them and takes them down to the Class Trial field.

The trial for the first murder begins, and as they sort out this blackout murder where nearly everyone has an alibi, they find a rather clever execution. As it turns out, Byakuya received a letter threatening murder that night, hence why he threw a party with everyone there and security set extra high. At the same time, someone plugged in just enough irons to almost overload the power usage of the cabin they were partying in, and set the air conditioner on a timer that would overload it at a precise time. When the lights went out, Byakuya happened to come prepared with night vision goggles and witnessed Nagito when he was moving strangely in the dark to try to retrieve his hidden knife, as it was actually him who had set all this up to try to kill someone. At the same time, someone else who knew of Nagito's plan was also preparing an act of their own under the same cover in the kitchen. Using a long iron skewer used in the prepared meat, a portable stove as a light source, and a spare tablecloth as cover, they moved under the cabin to where they knew Nagito would be. Meanwhile, Byakuya stopped Nagito from getting to the knife, and in doing so, took the skewer intended for Nagito, and was killed in the act of trying to prevent a killing. The only person who could have done a botched murder was Teruteru. Incidentally, while preparing food for the party, Teruteru saw Nagito prepare the murder while cleaning the party area beforehand, and actually confronted him about it. But, Nagito explained openly that he wanted to start the killing not because he wanted to leave the island, but in order to prove that hope will win against despair; he'll gladly be the villain in order to make heroes of the Ultimates he so idolizes. Nagito admits this and reinforces that, as a fanboy for Ultimate students, he feels he's unworthy of them all, and would rather die to make them look better than survive longer than any of them. Still, despite Teruteru's best intentions and Byakuya's sacrifice, Nagito has an unhealthy obsession with finding an Ultimate Hope student and seeks to create a greater despair to uncover one. Granted, Teruteru wasn't fully innocent either, as while he did want to save the others from Nagito, he actually wanted to use this as a way to get back home anyway. Leaving Teruteru to be executed.

Exploring the new island themselves, the group is still set to find not only a way to escape but also unwind from the earlier tragedy. However, all they find are more clues to reveal that while the Jabberwock Island they're on matches the geography of the real Jabberwock Island, none of the architecture does, leading them to suspect this is all artificial, and surprisingly, Monokuma confirms this to a degree. Later, they find what seems to be a giant ruined, yet modern building that says "Future" on its door, which is a mystery to even Monokuma and Monomi. Instead, Monokuma talks about an organization called World Ender, which is responsible for literally ending all current society, and has a mole hidden among the students, waiting to betray them all.

The next day, Nekomaru and Kazuichi take the initiative to tie up Nagito, the suspected traitor, in case he tries to murder someone else in the name of hope, and Monokuma presents a video game he claims will be their new motive for murder. Later, Hajime takes a look at the game, and while it seems a cryptic adventure game retelling the murder of a schoolgirl, it holds no influence on Hajime. The next day, as Mahiru seems strangely absent from their usual group breakfast, Kazuichi, who has a crush on Sonia, overhears that she and the other girls were planning on hitting the beach, and asks Hajime to run wingman as he makes his move. As they wait for the girls to come by, with Akane having just fought coach Nekomaru, and Peko arriving to say she was just swimming and couldn't find a nearby island to swim to for possible escape. Sonia finally arrives, and right when they're ready to go, they discover Mahiru dead in the beachhouse, killed in an eerily identical manner to how the girl died in the video game.

As they investigate, even Nagito is let free to help, and they check out the game once more for its connection to the murder. While the murder and people within are based on true events, it's also during school time that got wiped from their memories, so the girls who happen to share the same name as those in the game can't verify it. Solving the murder mystery video game is only the first step, as it is revealed that Fuyuhiko's sister was killed, and Mahiru helped cover up the identity of the true killer. As the class trial proceeds, it turns out Mahiru went to talk with Hiyoko about them being characters in the murder videogame, and they agreed to meet later, and the killer overheard them, planning to use the meeting to stage a particular murder. The killer forged letters to both recipients to meet at the beach house at two different times, so when Hiyoko arrived first, she was knocked out and put away to be framed later. Next, Mahiru was deliberately killed instantly by a similar metal bat as the same murder in a video game. Using the water bottles in the beach house to wash off, and then hid. As Hiyoko woke up, she saw the body and fled, adding more suspicion to her, and the real killer used their bamboo sword to escape through a tall window, and pretended to just meet up with the others. Despite the seeming lack of connection to the victim, the real killer is thought to be Peko. Before the final vote, Peko rushes them all to a vote, and after they vote for her, she reveals she was only a proxy for the real killer, Fuyuhiko, who really planned, prepared, and intended to kill Mahiru as revenge for his sister.

She is actually Fuyuhiko's retainer as part of the same Yakuza clan, and suddenly the question of what defines the real killer comes out. Monokuma admits it's a gray area, but since Peko is the one to definitely do it, even though the motive and order came from Fuyuhiko, only she will get punished. For her execution, Monokuma controls Peko like the tool she was, and pits her against an army of samurai until Fuyuhiko rushes in to try and save her, and accidentally gets slashed in the eye by her instead. She stops and comforts her master, as the army surrounds them and brutally stabs them both. Though Peko is certainly killed, Fuyuhiko is still barely alive, and Monokuma is forced to save his life, as per the rules, only the blackened is permitted to be executed.

After the trial, Monomi implores a mysterious audience to resolve the issue not only before the countdown on the bomb occurs, but also before more students die. She then defeats another Monobeast and opens the way to a new island for the students to explore. Within, they find a computer with a strange file on it, revealing even more about the calamity that happened to mankind. At first, there was a revolt within the school by the reserve department against the primary department, but by the hand of a powerful authority, social rioting began to spread across the world to an uncontrollable yet deliberate degree. Afterwards, survivors of the academy that caused this riot were even forced to kill each other as a lesson in despair. Hajime questions Monokuma about the Reserve Department as well as the surviving students, but gets no answers. Later, they find the hospital Fuyuhiko was sent to, and it turns out he survived his attacks after all. As they cheer up, Fuyuhiko returns with a new eyepatch and a friendlier attitude, though Hiyoko isn't ready to forgive him for killing Mahiru and Peko. As part of his apology, he bows to them all and slits his own stomach, which convinces the others of his sincerity as he's carried again to the hospital.

As they spend more time enjoying another party, they note Akane is missing, and as they look for her, they find her losing in a duel against Monokuma. As he prepares to kill her for insubordination with a bazooka, Nekomaru jumps in and takes the blast, saving Akane, and just barely surviving himself. Calling this sacrifice even, Monokuma agrees to save Nekomaru, but it's still a strong reminder of the situation they're in. The next day, Hajime notes that Akane, Ibuki, and Nagito are all acting very strangely all of a sudden, and Mikan reveals they are all under some strange fever. Monokuma enthusiastically agrees and clarifies that this fever is not only their new motive, but also something called the Despair Disease. As the name suggests, the victim experiences a fever and suffers from varying expressions of despair.

For now, Nagito is a constant liar, Akane is a coward, and Ibuki is completely gullible. This personality-altering disease is also highly contagious, so it's now very likely that the bonds of friendship they've been building will reverse into murderous intent. Mikan takes them under her care in the hospital, and the rest of the group wonders how to handle this disease. Hiyoko pushes for complete quarantine for the 3, as well as Mikan, who might get contaminated taking care of them; however, Fuyuhiko suspects this is actually a trap by Monokuma to separate the group and stir up paranoia. Hajime and Fuyuhiko volunteer to stay behind with Mikan and the infected, while the others intend to keep their distance at a nearby motel.

The next morning, Hajime is energetically woken up, as Fuyuhiko shows Hajime a video chat device Kazuichi rigged up. Unfortunately, Monokuma forces all but Mikan to leave the hospital for the night, and as he dreams, Hajime recalls something from the past suggesting he got into Hope's Peak Academy not through talent, but by paying his way in.

The next day, he's awakened by Mikan again, and as he checks their video-chat device, he sees a creepy video of a person in hospital robes and a bag over their head ascending a step ladder and into a noose. The video cuts off, and as Hajime hurries to the transmission source in the music venue, he sees Ibuki's hanging dead body. He hurries out to get help, and as soon as he returns, he is shocked to see that Hiyoko's dead body has suddenly been added to the crime scene. As they investigate, it seems this is meant to imitate a theater movie Monokuma made that Hajime has not yet seen. Hajime later sees a context for the murders as the class trial begins.

He unravels this mystery, starting with the situation only he saw, quite deliberately, as the killer wanted Hajime to think they were seeing a live hanging in the music venue, when it was actually them staging it in another room in the hospital. So it turns out, Ibuki and Hiyoko were already dead, and the killer worked to lay red herrings to make the scene look like a closed-room murder-suicide. The surgical precision of this murder was actually composed by Mikan.

When confronted, Mikan falls into the embrace of Despair, and Nagito reveals he noted Mikan caught the Despair disease while she was caring for the infected, further reinforced by how feverish and daring she's been recently. Apparently, her symptom was remembering things, and as such, Mikan claims she did it for the sake of her beloved, but doesn't reveal who it is. She proves she remembers by revealing that the organization World Ender and that it is also the organization called the Future Foundation, and that they brought them to this island as part of taking over the world. She also knows who the traitor among them is, but refuses to say. Right before her execution, she reminds them that regaining her memories allowed her to regain her personality, as the person she was before was only her past person, not her real, current one, and that's true for all of them.

Later, Monokuma cheers them up by bringing back a restored Nekomaru, though unexpectedly, he's been brought back in a machine body.

Meanwhile, as the strange device continues to count down, the surviving 9 students try to focus on their current mysteries. Hajime seems the most likely to be the traitor as he's always been the only one with no declared Ultimate Talent, but that's all interrupted as Monomi comes in to reveal they have new access to another island. The students don't feel encouraged to explore, as it may lead to more murder, but Monokuma sweetens the opportunity by saying they can find information on the Future Foundation, parts to make a boat, and even their student profiles from the school, on that island.

The island has an amusement park theme, and as Nekomaru tests his new functions like dispensing soda, housing a clock, and having a sleep mode button, the group checks out the attractions and receives a file with information on the Future Foundation. It details the events of the first game, as well as the survivors, and they can't help notice that Byakuya is among them, and they all have no memory of this killing game occurring inside the school.

As they investigate further, Monokuma gasses them all, and brings them to a place called the Strawberry House, a section of the Funhouse, where they are placed in a situation like in the Hope's Peak killing game. They are all sealed in the Funhouse and can only get out when the killings begin again. Exploring their surroundings, they find a portrait of Hope's Peak Academy founder, Izuru Kamukura, as well as an elevator to another section of the funhouse called the Grape House. Within, Monokuma drops the news that there is no food in these fruit-themed towers, so they should hurry up and kill someone before they all starve to death. They find a curious statue named Ogre, and decide to go to sleep early to save energy. However, Monokuma won't let them rest, forcing them to participate in 7 am Tai Chi and make them desperate enough to engage in another attraction here, the Life-Threatening Death Game, wherein he claims a weapon can be obtained. That night, Hajime believes he hears a loud crash, and the next day, Nekomaru is discovered thoroughly dead and dismantled. Despite being a cyborg, his murder is real, and a Class Trial ensues after a weary investigation. After playing the life-threatening Death game in order to see what happened, Nagito wins the russian roulette and wins the student profiles of everyone during their time at the Academy. It also details information about the previous killing game, and Nagito notes that the sequence of murders this time is strangely identical to the file.

The first murder was an unexpected person in an unexpected place, the second revealed a serial killer mark, and the third was a double killing. With Monokuma driving the motives very specifically this time, its strange since that would suggest this fourth murder would be ruled a suicide like before. Furthermore, he reveals Hajime was actually not ever an Ultimate student, but in fact a Reserve student from the reserve department. It turns out there are two tiers of students at Hope's Peak Academy, in which the Primary course is for the custom-picked Ultimates, and the Reserve course for regular students who paid an exorbitant tuition and passed an entrance exam. Basically, the reserve students were used as stepladders to support the advancement of Ultimate students, and in return got to claim the prestige of attending the school.

Nagito immediately changes his tone to a more dismissive and condescending one to not only Hajime but everyone else as well. The Trial Room erupts from below the room, and during the trial, Nagito reveals that the Ultimate Weapon is knowledge of the funhouse's tricky building structure, which plays into the way the murder occurred. First, the killer sabotaged the elevator, cutting off access between the Strawberry and Grape houses, and turned back all the clocks back in order to fool everyone except for Nekomaru, who had an internal clock. Having already obtained the proper tools from the funhouse death game, they were ready, and with everyone except for Nekomaru displaced by, they knew Nekomaru would be in the Tai Chi room at 7 am. There, the killer used hamsters to activate Nekomaru's sleep mode and tied him up, and placed the weapons in such a way to prevent the others from learning the tricky architecture of the Funhouse, in which the two houses are actually atop each other as a 6-story building rather than 2 adjacent 3-story buildings.

When Nekomaru woke from sleep mode, he struggled against his bonds, but fell 4 stories onto a pillar below, decapitating himself and dying instantly. This tricky, overly complicated murder in the trickhouse was performed by none other than Gundham. Gundham plays off the verdict, and it's suspected he's actually sacrificing himself for their sake, as he faces an execution of being gored by a wild stampede, but not before ensuring the safety of his animal friends.

Meanwhile, Nagito reflects on the information gained from winning the Funhouse death game and how no one saw through his lie. He approaches Monokuma with an offer to help root out the traitor and ease despair, in an attempt to give everyone hope and become the Ultimate Hope himself. He actually deduces that Monokuma not only knows who the traitor is, but he's also waiting for someone to make things more interesting. As the remaining 7 students convene the next day, Monomi defeats the last Monobeast, and Hajime confesses his secret of being a reserve student, though everyone does not seem to mind and still considers him a trusted friend. On the final island, the setting seems to be a future metropolis, and within, they find a literal Monokuma factory manufacturing Monokuma plushies and other merchandise. They also see a military base and find a book detailing Future Foundation's plans to turn this island into their home base.

Later, they find a research lab for Sea King Industries, where the Monobeasts are being created, as well as a new, strange robot. As they regroup, Nagito is obsessed with becoming the Ultimate Hope, and declares there is no need for another motive as he'll root out the traitor with the info he has, even if it costs him his life. The next day, Kazuichi implements a plan to tie up Nagito again, but the situation reverses as Nagito sets up multiple bombs around the island and declares an intention to save everyone by blowing up Jabberwock Island. He adds that the bombs will all go off in two days if the traitor does not reveal themselves.

The next day, the remaining students opt to search for the bombs hidden around the island, and within the large castle on the theme park island, they find a clue to the password to the Future Foundation building ruins, but make no progress toward the bombs. The next day, Akane loses patience and attempts to strangle the answers out of Nagito, but fortunately, Chiaki stops her before she kills him. Nagito leaves clues as to where he hid the bombs and they opt to split up and search each island separately. They find the explosives in the Monokuma plushie factory, but it's rigged with no conceivable way to quickly disarm it. A nearby laptop taunts that only the keycard of the traitor he discovered will disarm it. Chiaki tries her ID, but nothing happens, and Sonia learns during her search that it's not bombs but fireworks in the truck. The fireworks go off, and Nagito taunts them again for believing his trick. He invites them to the warehouse next door, where he wants them to share who the traitor is, if they have outed themselves. Breaking down the jammed door, they are greeted by strange music and a sudden combustion of the warehouse. After throwing some nearby flame retarding, strangely ineffective grenades, the sprinklers turn on, and after the smoke clears, they see an area sectioned off in the warehouse, wherein they are all shocked to find Nagito, bound, stabbed, gagged, stretched, and impaled.

The need for a Class Trial afterwards means one of them actually committed the brutal murder, and as they investigate, Hajime finds a journal by Monomi, and an unusually thick file in Nagito's room, which was the student profiles Nagito won earlier. They discover that of the 16 students, they note that Byakuya's file isn't actually there. Rather, there is a profile covering an unknown new student, titled the Ultimate Imposter, proving that the one they thought was Byakuya here was a fake pretending to be the Byakuya who survived the previous killing school game. Incidentally, this then models again the first set of trials in which the first person killed was a case of mistaken identity. Before the trial begins, the students are reminded that this will be the last trial per Monokuma, and Monomi warns that he's planning something worse after the trial.

As they break down this bizarre setup, they gradually conclude that Nagito set up his own death in such a manner that they have no way of solving it through logic, as they have been, and have to rely on luck. Namely, Nagito saved a killer poison he also won in the Funhouse death game, and with gear from the military base, he filled one of the fire grenades with the poison. He then sent everyone away with his bomb threat while he set up an elaborate self-execution, starting with self-mutilation. The fire was rigged to start when the others burst into the warehouse, and the tainted grenade was set up to be used so that once thrown, the poison would evaporate, and Nagito would die, forcing the spear he held in place to fall and impale him.

All this would make it look like someone killed him deliberately, when it really made one of them an incidental killer by random chance. Because the real killer was unaware of the trap and there was no way for them to solve it, Nagito's trap got them all. Chiaki points out that Nagito may not have wanted the killer to be left to chance, as it appears that he was always adamant about outing the traitor despite the deep despair, and actually used his Ultimate Lucky talent to have the traitor be the one to throw the poison, even though it seemed completely random. Even more, to have the group guess, Nagito also believed in his luck that the real traitor would be revealed. Chiaki begins to speak strangely about not being allowed to think or act out of line as a traitor, and compels Hajime to point reluctantly at her. In addition, Monomi's journal is not her own, but rather one written and sent to her as a report, as proven by a note within that only Chiaki and Hajime himself would know. Urging everyone to vote for her, the group dishearteningly votes Chiaki as the killer, and it turns out to be true, even by the long odds of the Ultimate Lucky Student. As a result, Monomi volunteers to be killed with Chiaki, the Ultimate Gamer.

For their execution, Monokuma sets up an elaborate game of Space Invaders with a real tank, though Chiaki sees a way out. Running towards the supposed secret escape, she instead finds herself trapped in a closed room set up like a Tetris game, where she is crushed by a high score. Despite the unpopular conclusion to the last trial, as it resembled the first wave of trials in which it was more a witch hunt killing than a murder trial, Monokuma declares no more obstacles and the end of the killing school trip. However, Hajime catches that there are still 2 days on the giant Monokuma bomb in the park, yet he seems strangely fine with allowing specifically five of them to leave early.

The next day, Hajime wakes up, but suddenly everything seems disoriented. Outside, Hajime runs into Chiaki as if nothing is wrong, and they chat about the leftover message by Nagito, with Gundham randomly there. Apparently, he wanted to kill everyone except for the traitor, though Byakuya urges them to listen more. Nagito reveals more, including his same rhetoric about wanting to be the Ultimate Hope, but reality itself seems to be crumbling and jarbling on itself. With the password in hand, everyone, literally everyone, goes inside, and Hajime becomes self-aware that there is something very wrong with the world.

Meanwhile, the Monokuma bomb detonates, destroying certainly everything, but possibly nothing. As things rewind to the inside of a boat, Nagito is seen talking to someone who reveals they have something left behind by the Ultimate Despair, to do something about the mundane masses who bend the world instead of those with real talent. Nagito also reveals that despite his hatred of the Ultimate Despair, he has had his hand replaced by her severed one as a means of claiming her power, though he finds himself questioning his hate of her as they approach Jabberwock Island. Back with Hajime, he finds himself in a classroom, and later the gymnasium of Hope's Peak Academy, where Monokuma tells them to research the outside world and decide whether to stay on the island or leave for the outside world. Monokuma leaves them a manga retelling of the history of the academy, which delves deeper and reveals that the recruiters of the school are also its educators and researchers, as the school is also a research center for talent.

However, researching is expensive, and so to supplement their funds, they created the Reserve Department, wherein normal students can pass an entrance exam for entry and be taught by normal teachers. However, in exchange for the status of going to this school, the reserve students would have to pay very high fees and tuition. Still, despite the thin veil that the Reserve Department was only made to collect money, it became very popular. However, the goal of all the research was to create a true genius who would become mankind's greatest hope. Unfortunately, an unexpected Tragedy crippled the school and forced it to shut down. In another manga volume, the central figure of the Tragedy was a student named Izuru Kamukura.

He was the genius and symbol of hope developed by the academy's research program, and was a genius possessing many talents. Armed with superior Talents, he was referred to as the Ultimate Hope. To protect their investment, the academy erased Izuru's past and identity, so even most students in the academy didn't know of him. However, he was responsible for the Tragedy, in which he brutally murdered the 13 members of the student council, the leaders of the already great Talent in the school. Not only that, the school actually covered for Izuru and pretended the incident never happened. However, another student investigated and brought to public knowledge the murder and cover-up, and stirred up a riot among the already-exploited Reserve students.

This incident would then escalate worldwide in the biggest, most awful, most tragic event in human history, as detailed in the actual sidestory, Danganronpa/Zero. In yet another manga volume covering the global tragedy, it continues that the social riot in the school spread to the internet and other countries and cultures, and prejudices were taken to violent extremes. A mentality of despair grew throughout the world, and eventually, people were simply warring for war's sake. Granted, this movement was facilitated by a large and powerful group devoted to the student who started the tragedy, a group called the Ultimate Despair. The group then used their own and others' Talents to create and influence even more despair.

Later, Monokuma explains that while there was a group called Ultimate Despair, they are named after the title of the high school girl with the same talent, Junko Enoshima, aka the Ultimate Despair. Junko recruited everyone in the group and used their own positive and negative biases against them to create despair and an obsession with her. She manipulated people in such subtle yet direct ways that, for example, by changing their motivations, she compelled the 2,357 students of the reserve department to voluntarily commit mass suicide. Only one reserve student remained, Hajime himself. Fuyuhiko adds that in another manga volume, it recaps the killing school game and events of the first game, ending with 6 students surviving and Junko dying. Later, they learn that those same students formed up with others to create the Future Foundation, and that Jabberwock Island has become the site of a Neo-World program, involving 15 more found students of the academy.

Later, they find a list with all of their names as test subjects on it, but also a newspaper with Hiyoko's picture on it, but she's much older and more mature than the impish child they knew. In addition, they find yet another portrait of the Academy's founder, Izuru Kamukura, but this seems contradictory to the information they already gathered. In another room, they learn of the Hope Cultivation project, the name given to the effort made by the academy to create what they viewed as the one True Hope, and a report saying the 15 captured students were to be left in the care of the survivors of the killing school life. A later report addressed to Makoto Naegi expresses alarm at his act of keeping the captured Remnants of Despair alive as opposed to terminating them.

In another room, they find a tablet detailing the Neo World Program, which is a psychotherapy program meant to place its subjects in an artificial virtual world and replace memories with synthetic ones to undo trauma, reverse brainwashing, and rehabilitate the subject. Later, Hajime encounters the AI Alter Ego, which currently administers the Neo World Program, who informs him that a virus has infected it and caused all sorts of peculiarities, such as this very school. It confirms Monomi and Chiaki were sent into the virtual world along with the other 15 students, like Hajime, in order to help them recover, but someone on the outside uploaded a virus to turn their world into a killing one.

Monokuma interrupts before more can be revealed, but as the world begins bugging out, a new silhouette brings Hajime out to inform him that help is there and will arrive during the perverted graduation exam Monokuma has prepared soon, and they will bring a forced shutdown sequence that so far has been blocked by the virus and the necessity of needing 8 people present. As the world resumes, Monokuma brings them to a final trial spot, where he begins stalling for time until some people he's waiting on arrive. In the meantime, he reveals that this whole world is virtual, hence all the absurdly over-the-top and inconsistent details on the island. All of them are actually in pods in the real world, with their minds being synchronized to a computer program. They themselves are just avatars made from their memories from before the academy.

At first, they are reluctant to believe this, but when considering the evidence they find of their real bodies being much older, it makes sense that their minds constructed these high school bodies. Unfortunately, despite this being a virtual world, those who have been killed, their minds, with this hyper-reality, would likely have stopped functioning too, with their bodies technically alive but brain dead. Next, the guest Monokuma was waiting for arrives, and it's none other than Makoto, from the original game, who appears and informs them all that before he rescues them, he needs them to accept some truth.

Firstly, the Neo World Program, also called the Hope Restoration Program, was meant to rehabilitate them, the 15 rescued students from Hope's Peak, who were also the Remnants of Despair. They were the group Ultimate Despair that killed their friends and family, committed self-torture, and ushered in the end of society and order worldwide. In fact, when Nagito learned the truth as his prize for the death game, it's why he tried to kill them all in the name of Hope. However, in a latent vision, Hajime recalls Nagito even once severed his own arm and attaching the late Junko's arm in hopes of keeping her alive within himself. Makoto urges them to choose graduation, so their avatar persona will be uploaded to their real body, thus overwriting their past Despair selves.

However, something seems off as Monokuma and Makoto both seem to want the same thing. Hajime catches that Makoto is actually a fake, and in response, Monokuma powers up and unveils a giant virtual Junko. She admits that while she's really dead, she adapted the Alter Ego AI and her own version when she was still alive. Someone infiltrated Future Foundation and uploaded her to this program, wherein she began modifying the graduation program so that they can not only return to the real world, but those who died can come back as well.

Despite the lack of reason to trust her, the group almost presses forward, when just in time, the real Makoto interrupts to expose her lie. In truth, Junko was working to modify the graduation system in which her avatar and mind would be uploaded to everyone's mind who died in the program. Eventually, she intends to clone herself in every mind across the world to create an Ultimate Despair Utopia. Fortunately, Makoto had a hidden command in this program that could shut down the world and stop Junko totally, but they need at least 8 people versus the 6 they have now.

Just then, virtual avatars of Kyoko and Byakuya appear to lend their aid to Makoto, though it comes out that the shutdown deletes all avatars within, including all of them, meaning they would wake up as their original Despair selves with no overwriting. However, Junko is confident the students won't agree to the shutdown and go back to despair, so she believes she's effectively trapped them all here.

As a final trump card, Junko calls upon Izuru Kamukura, the original Ultimate Hope, starter of the great tragedy, and also Hajime's true identity. As it turns out, part of the Academy was researching the talents of the Ultimates in order to create the ultimate true hope for humanity in the Hope Cultivation Project, also called the Izuru Kamukura project in honor of the Academy's founder. Hajime was the Reserve student used as a lab rat in their project to manufacture an artificial Ultimate, resulting in a transformational operation that granted him the specialty of Talent itself.

Later, Junko would break his spirit to turn him into an Ultimate Despair, and he not only has another flash to what he really looks like, but also the realization that he was the saboteur who uploaded the Junko virus AI into the system in the first place. Hajime cannot find himself choosing a clear option, as every choice before him has a bad outcome for the main party. If he chooses Graduate, then their avatars will live, but the future foundation will be stuck, and Junko will escape. Repeating means no one leaves forever, and a shutdown means Junko will be stopped and the future foundation lives, but Hajime and the other avatars will be erased. Junko takes the initiative and resets the game, and Hajime finds himself floating in a subspace, consulting Chiaki, who turns out to be just an NPC like Monomi that only existed within the game, and she encourages him to believe in himself and create a new choice.

Confronting his own nihilistic presence and the despairing choice laid before him, Hajime chooses to create his own future and break out of his own mental prison. Erupting with awakened ultimate talent and confidence in the future, Hajime breaks the others out of a deadlock of hope and despair, and definitively cuts down the series of bad choices before them. With the students bouncing back with a belief in control of their own lives, they press both the graduate and repeat buttons at the same time, while also triggering the shutdown. Suddenly, Usami comes back and single-handedly uses her powers to defeat the giant viral AI Junko, both programs ending once and for all.

As the game concludes, the original students are impressed at the unexpected solution Hajime presented, and all the students finally leave the simulation and the killing school trip.

Back in the real world. Hajime and the others opt to stay with the Future Foundation on the real Jabberwock island and find a way to help their sleeping friends, while Makoto and others see this as a sign that those students succeeded in not reverting to the Remnants of Despair with a future they made.

6. Characters



Hajime Hinata is the main character. Unlike the others, he does not remember his talent at first and is introduced simply as a student of the Reserve Course. Throughout the story, he searches to find his true self.



Chiaki Nanami is the Ultimate Gamer. She is known for her calm and sleepy nature. Chiaki often helps Hajime during investigations and class trials.



Nagito Komaeda is the Ultimate Lucky Student. He seems friendly at first, but his extreme obsession with hope leads him to act unpredictably and dangerously.



Sonia Nevermind is the Ultimate Princess. She comes from the European kingdom of Novoselic and is polite and curious.



Kazuichi Soda is the Ultimate Mechanic. He is talented at building and repairing machines and often helps with technical problems on the island.



Akane Owari is the Ultimate Gymnast. She is energetic and loves food. She usually uses her physical strength rather than thinking.



Fuyuhiko Kuzuryu is the Ultimate Yakuza. He comes from a powerful crime family and appears aggressive towards others.



Peko Pekoyama is the Ultimate Swordswoman. She is extremely skilled and serves as a loyal bodyguard to Fuyuhiko.



Ibuki Mioda is the Ultimate Musician. She is loud and playful, bringing a lot of humor and chaos to the group.



Mahiru Koizumi is the Ultimate Photographer. She is responsible and often acts like the “big sister” of the group.



Hiyoko Saionji is the Ultimate Traditional Dancer. She is talented but also childish and frequently insults other students.



Mikan Tsumiki is the Ultimate Nurse. She is very shy and nervous but highly skilled in medicine.



Gundham Tanaka is the Ultimate Breeder. He speaks as if he were a dark overlord and has four hamsters which he calls the “Four Dark Devas of Destruction.”



Nekomaru Nidai is the Ultimate Team Manager. He focuses on physical training and motivating others, often acting like a loud but supportive coach.



Teruteru Hanamura is the Ultimate Cook. He is an extremely talented chef who behaves flirtatiously.



Byakuya Togami also appears at the beginning of the story, claiming to supervise the students. However, later in the game, it is revealed that this person is actually **Ultimate Imposter**, someone with the ability to perfectly imitate others.



The island killing game is organized by **Monokuma**, who is assisted by **Monomi**.

