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Danganronpa bullet time battle negative

of life or death... Life or death... trial class ... — Kaede Akamatsu, Danganronpa V3: Killing Harmony Class Trials (判) Gakkyū saiban級裁 is the final act of each chapter of danganronpa’s main game. The students argued among themselves, using evidence gathered during the investigation phase, to determine the culprits in each chapter. The debate takes place in a courtroom setting, and consists of several phases of debate and minigames. The trial ends when the culprit - known as Blackened - is revealed, and eventually executed, or if the culprit is not identified, the jury is executed, ultimately ending the killing game and allowing the culprit to pass. This page serves as an overview of The Trial Class mechanics. For a more in-depth explanation and overview of Class Trials in each game, please see the subpages for Danganronpa: Trigger Happy Havoc, Danganronpa 2: Goodbye Despair, and Danganronpa V3: Killing Harmony respectively. About the purpose of the Class Trial is for students to uncover Blackening, students who have, either voluntarily or unknowingly, killed other students as part of a joint Killing Game. During the Class Trial, they defied all other students, known as Spotless. The students determined who they believed guilty of by participating in the vote at the end of the trial. If Blackened is found guilty, they will be executed by Monokuma and Killing Game will continue, but if the student finds the student wrongly guilty then every student except Blackened will be executed and Blackened will be allowed to leave. Participating in a Class Trial is mandatory for all students. Students who have been murdered or executed before the trial are represented in the courtroom in portraits displayed in a stand on a former podium The layout of the courtroom is as follows, ranging from the person in front (and slightly to the right) monokuma and traveling clockwise: Danganronpa: Trigger Happy Havoc Junko, Yasuhiro, Chihiro, Chihiro, Celeste, Leon, Shop, Hifumi, Makoto, Sayaka, Kiyotaka, Mukuro, Sakura, Kyoko, Mondo, Aoi Danganronpa 2: Goodbye Desperate Byakuya, Chiaki, Nekomaru, Sonia, Teruteru, Peko, Kazuichi, Mahiru, Hajime, Hiyoko, Gundham, Akane, Fuyuhiko, Ibuki, Ibuki, Nagito, Mikan Danganronpa V3: Killing Harmony Rantaro, Gonta, Kaede, Himiko, Kokichi, Tenko, Keebo, Miū, Shuichi, Kaito, Kirumi, Ryoma, Maki, Angie, Korekiyo, Tsumugi Core Mechanics Influence and Concentration Influence are the two gauges that appear in hud’s Class Trial, represented by Influence is basically the protagonist’s health bar during the class trial, and becomes exhausted if they choose the wrong answer or make a mistake during the minigame, but are restored by selecting the correct answer during the multiple choice phase of the trial. If the protagonist’s Influence Gauge runs out, the protagonist fails the tryout and the game ends. Concentration is a special ability that can be used during Class Trials to make minigames easier to complete, usually by slowing it down and reducing crosshair drift to make it easier to shoot correctly. Concentration thins every time it is used, but slowly restores itself when not in use. Concentration has special effects during Bullet Time Battle/Panic Talk Action, triggering Fever Time which allows players to ignore tempo markers until the Concentration meter is thinning. Nonstop Debates and Bullets of Truth During the trial, the protagonist must participate in several phases of the Nonstop Debate. In these debates, students will debate among themselves in a series of statements. Certain phrases will be highlighted in orange; this phrase is called a weak spot. Truth Bullets are used during Class Trials to fire evidence at a weak point in a student’s argument. If the correct Bullet of Truth is selected and fired at a weak point using a cross, it shows contradictions in their statements or proves the truth (note that the weak spot that the player must agree on will appear blue rather than orange). At a later stage, additional Truth Points can be absorbed from student arguments and used at different points in the same debate. Text called White Noise will also appear on the screen during the Nonstop Debate, moving around the screen and making it more difficult to reach weak points. White Noise can be removed from the screen by photographing it. Successfully shooting white noise will add seconds to the time limit, but accidentally hitting White Noise with Truth Bullets while aiming at Weak Point reduces the time limit. From Danganronpa 2 onwards, White Noise takes a few shots to destroy as the game progresses. Skill Skills are special abilities that can make a Class Trial minigame easier. They are obtained through the main game by various tasks, such as bonding with other students during a Leisure Event. Skills are available for minigames, causing effects such as slowing down time, increasing the time limit, increasing the recovery of Influence or Concentration, or slowing down or speeding up the crosshairs. However, some skills can’t be shared because they conflict with each other, or make things too easy for players (i.e. Chiaki Nanami Cheat Code and Gundham Tanaka’s Infinity Unlimited Flame). The Closing Argument of Each Class Trial concludes with the Closing Argument minigame, in which murder events are put together in Manga-style comics. The comic is built by selecting frames from the pool below the comics, some of which are incorrect. When the entire comic is finished, animatic version of the comic is played, narrated by the protagonist and culminates in revealing the culprit. Main Article Execution: Execution After students choose who they believe is the Blackened, the Blackened then Executed by Monokuma, also known as The Time of Punishment. The execution style is usually related to the ultimate character’s abilities, their main interests, or their general personality, e.g. Leon Kuwata, ultimate baseball star, executed by being hit by a baseball fired from a pitching machine. Trial Class Minigames are divided into several phases, with each phase containing a minigame. Danganronpa: Trigger Happy Havoc For a full overview, see: Class Trial/Danganronpa 1 Aside from nonstop Debates and Closing Arguments, Danganronpa: Trigger Happy Havoc has 2 main minigames: Hangman’s Gambit and Bullet Time Battle: Hangman’s Gambit: Players travel to Makoto’s mind and try to finish the hangman game by shooting letters floating on the screen to form the correct word. Bullet Time Battle: A rhythm-based minigame where Makoto has to negate student statements. Like Non Stop Debates, there are weak points that must be destroyed using bullets obtained while keeping up with the rhythm, until the student’s influence gauge runs out, where the correct Points of Truth must be selected and fired. Danganronpa 2: Goodbye Desperate For a complete overview, see: Test Class / Danganronpa 2 Aside from Nonstop Debates and Closing Arguments, Danganronpa 2: Goodbye Despair has 4 main minigames: Increased Hangman Gambit, Frantic Talk Action, Show Rebuttal and Logic Diving: The enhanced Hangman Gambit: Players travel to Hajime’s mind in a minigame similar to Danganronpa: Trigger Happy Havoc’s equivalent, but the letters now move on a set path and must be shot in order. If two different letters collide, it causes damage to Hajime’s gauge. If Hajime shoots the wrong letter, it causes damage to the influence gauge. Panic Talk Action: Danganronpa 2 is equivalent to the Bullet Time Battle minigame. Although the mechanics of the rhythm are the same, instead of measuring the influence of Hajime is now destructive floating around your opponent. After the shield is destroyed, 4 words or word segments will appear on the screen if selected in the correct order, form a rebuttal to the opponent’s argument. Rebuttal Show: Similar to Nonstop Debates, but the opposite is a one-on-one debate against an opponent. The statement must be destroyed using a knife, until the correct weak point is identified and destroyed with the last Truth Blade. There are several stages, where players have to destroy all their opponents’ statements to proceed to the next stage. If players can’t destroy all the statements, they will suffer a retreat, and go back to the previous stage. Logic Dive: Players travel to Hajime’s mind and snowboard through virtual obstacles. At certain points along the course, multiple choice questions are asked that are answered by traveling along the correct route. Choosing the wrong answer caused Hajime to fall off the course and waste time. Hajime must reach the end of the course before the deadline expires. Danganronpa V3: Killing Harmony For a complete overview, see: V3 Class/Danganronpa Trials Aside from Nonstop Debates, Rebuttal Show, and Closing Argument, Danganronpa V3: Killing Harmony has 7 main minigames: Hangman’s Gambit Ver 3.0, Lying/Perjury, Argument Armament, Debate Scrum, Mind Mine, Psyche Taxi, and Panic Debate Lying/Perjury: During Endless Debate, if you hold the button to fire the Bullet of Truth, you can turn it into a Bullet of Lies instead. By shooting Lie Bullet at a weak point, you can do Perjury to lie to refute the actual inconsistent statements. Hangman’s Gambit Ver. 3.0: Select the correct letter among those floating on the screen to spell out the answer to a particular question. If you focus your energy, you can illuminate the center of the screen, which makes it easy to identify floating letters. However, some letters are obscured by shadows. You have to rely on the light that occasionally appears to express it. Argument Armament: An Argument Armament is a one-on-one debate against angry opponents who wear armor made of their own arguments and theories, and who refuse to listen to your reasoning. To win Argument Armament, you have to shoot down your opponent’s statements while maintaining the rhythm of the debate. Only then will you pierce their armor and reach a conclusion. Scrum Debate: A Scrum Debate occurs when participants in a Class Trial are divided between two opinions and cannot reach consensus. Characters on both sides will each make comments that address a particular subject, but these comments alone will not result in a consensus being reached. For each comment made by the opposing party, you must identify the main subject of the comment and match it to similar comments made by your party. The purpose of Debate Scrum is to matches all comments in one round of debates. After all comments are matched, the player will enter a stage where they must repeatedly press a button or button to press the argument to their side (note key will change). During the Scrum Debate, the main subjects appearing in the comments of both sides will be displayed at the bottom of the screen. This main subject will always be visible when your party makes their comments, but it will be hidden for the opposing side. It is best to read each opponent’s comments first, then try to identify the main subject of each comment. Mine’s mind: Sometimes, questions will arise that can only be answered by clearing up all the unnecessary chaos so that the truth can be revealed. In Mind Mine, colored blocks will include images that represent the correct answer to a particular question. By selecting two or more blocks of the same color, you can delete them in one motion. When you delete a block, the adjacent blocks also change color. Use color shifts to your advantage to clear blocks and reveal the answers. If only one block is left, you can mine it several times to force it to disappear, but you will be penalized for doing so. Psyche Taxi: Drive down a deserted road, picking up words and phrases, to spell out the questions posed by a particular case. After successfully completing the question, you must then choose the correct answer to progress further. Pick up the woman who holds the correct answer to make her a passenger and keep driving. Mass Panic Debate: In a Mass Panic Debate, you have to find inconsistencies in student statements as they all shout at each other. Although similar to Nonstop Debate, because so many characters speak at once, the screen becomes cluttered with words and sounds, making it very chaotic, and more difficult to find inconsistencies. 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