

**DISCLAIMER: In this doc there will be major spoilers for the Danganronpa series of games, and books written on it. Also, the anime Danganronpa 3: The End of Hope's Peak will NOT be taken into account here, because it does not exist.**

Junko Enoshima, performed by Megumi Toyoguchi is rightfully considered one of the brightest villains in the history of Japanese video games. There are a lot of reviews of this character (among them there are both [bad](#) and [very good](#) ones), and I have read most of them. But I was often amazed at how many people missed things that are literally in plain sight, which is why hasty conclusions were made that clearly contradict logic and facts. In this document, I will consider the main misconceptions about Junko's personality and goals, which will allow us to look at her from a different angle. Here I want to draw your attention to one important topic, the misunderstanding of Junko's character in the Danganronpa series of games. Many people mistakenly distort the meaning of her actions and dialogues, which can lead to a wrong perception of the game as a whole. I decided to analyse some key scenes and messages to help you understand the true image of Junko's character and correctly interpret her actions.

You know what's interesting? When I was just starting to think about writing this document, I realised at some point that I had completely forgotten that there were two more characters in Trigger Happy Havoc: Byakuya Togami and Kyoko Kirigiri, consider them companions (and sometimes rivals) of the main character of the game, one of whom was voiced, by the way Akiro Ishida, actor of the highest league, master of reincarnation and images. And this shows how much Megumi Toyoguchi played her role. With her transformation, she literally eclipsed the entire cast of the game. Kyoko and Byakuya sometimes even look like minor characters against Junko's background. Well, think about it, if you correct the script, then the plot could do without them at all, you would just need to build a plot as a confrontation between Junko and Makoto (although, nevertheless, the script would hardly do without Makoto's friends in general), and the game would not fall apart from this.

But let's get back to the misconceptions about Junko Enoshima's persona.

## Is Junko a psychopath?

And this is not entirely true. Junko is not a psychopath, not in the classical sense. Psychopathy as a term appeared in the XIX century, and at the beginning of the XX - acquired its well-established symptoms. The American DSM-5 states that the modern analogue of psychopathy is antisocial personality disorder (aka sociopathy). I think that this word is more suitable for Junko, because despite the fact that these terms are kind of synonyms, I believe that it is the definition of "sociopathy" that fits much more. There is a sufficiently specific difference between these definitions to draw such a conclusion. I will not pronounce all the symptoms of psychopathy, and will focus only on those that, in my opinion, are not applicable to Junko.

## Innateness

Psychopathy was largely considered an innate feature of the psyche. A sociopath is mainly formed under the influence of the external environment. A psychopath can grow up in absolutely normal conditions, and still grow up to be a psychopath. And on the one hand, we can say that Junko's diagnosis is congenital, and then everything is very suitable for psychopathy:

*"No, I've felt despair as long as I can remember, like I never should have been born at all. When I was born, I cried tears of total despair."*

**However, this is most likely a lie. Why? Because we have an obvious example and an irrefutable argument that Junko's diagnosis is not congenital, but just acquired. Then there will be very serious spoilers for the book Danganronpa/ZERO.**

Oh, okay. Forget it. For a while.

To prove that Junko's diagnosis is not congenital, but acquired, one must first identify another symptom of psychopathy.

## Lack of emotions

In Trigger Happy Havoc, Junko, although experiencing emotions, most of them are fake. She has a lot of "personas" (which were mistakenly translated as "personalities"), but the sprites where she is supposedly sincere show her almost without emotions:



A psychopath by definition does not experience any emotions, while a sociopath is capable of it to some extent. And here everything seems to fit, when she was born, she was already "crying with tears of total despair", and she does not experience emotions as such (except for this very despair, which for many people implies the loss of emotions).

**Psychopaths are also considered brilliant manipulators, can lead an ordinary life and quietly integrate into society.**

Then it turns out, everything fits, and Junko is really a psychopath. However, there is one small "but" in this story.

**Danganronpa/ZERO completely refutes these judgments.**

At the end of the book, it turns out that the main character, an ordinary girl named Ryoko, is actually Junko. The closest person in her life, Yasuke Matsuda, brainwashed her and erased her memory, making her an ordinary, obedient and submissive girl, and leaving only love for Matsuda in her head.

As a result of brainwashing, Ryoko's talent was formed differently, making her an Ultimate Analyst. Key parts of Ryoko's past personality have been lost, but we remember that a psychopath is an innate diagnosis, and it exists on a physiological level. Even after losing her memory, Ryoko should have remained a psychopath, but instead she experiences emotions such as sincere love for Matsuda, admiration and fear. If her diagnosis was congenital, if she really was a psychopath, none of this would have happened. Ryoko would have become just an emotionless girl without any feelings.

Yes, even when her memories come back to her and she kills Matsuda, rejects the past and everything like that, Ryoko remains sensitive.

**"Looking at this diary, her memories of Yasuke Matsuda came back to her.  
Remembering him, she could feel her chest constricting. Consumed with disgust at what she had done to him, she was forced to cry and scream.  
'I already want to forget it! I just want to get rid of this diary!'  
"Aha! More and more reasons to keep it for myself."  
With an indescribable expression on her face, somewhere between grief and delight, she flipped through the pages. Suddenly her hand stopped...  
There were a ridiculous number of portraits of Yasuke Matsuda on the page.  
'These poor drawings are unexpectedly so heartbreaking... How delightful.'  
As expected, it looks like *the wound in her heart won't heal soon.*"**

Even after the return of memory and the cold-blooded murder of Matsuda, we can understand that Ryoko still has a semblance of conscience.

And after that, how can you say that she can't feel emotions?

**For reference: Junko and Ryoko are NOT different personalities, they are one person in different periods. It's not like Jekyll and Hyde, it's more like Jimmy McGill and Saul Goodman.**

Junko interacts with society for her own benefit, she is an excellent manipulator and schemer, but she is prone to reflection, is able to feel and show emotions. This is not typical of psychopaths.

Her diagnosis is acquired, not innate, she is able to experience sincere feelings and emotions, but is also detached from society, while successfully manipulating this very society for her own sake, and ONLY for her own sake.

***Junko Enoshima is not a psychopath, but a sociopath.***

## Word Analysis

The next misconception about Junko is the analysis of her words. Any phrases of Junko Enoshima need to be passed through the filter of understanding that she is a pathological liar. She's been lying to everyone since the beginning of Goodbye Despair.

*"After the first murder, I guarantee you an urgent return of memories!"*

In the very first chapter, we are shown how Monokuma promises students to return their past memories immediately after the first case. Later, he distorts these words, allegedly he did not say that he would return memories IMMEDIATELY.

*"The only lies I tell are friendly lies!"*

Well, yes, Monokuma. Friendly.

*"Well, it's impossible to get sick and die on this island. Not when Monomi takes such good care of people."*

In the very next chapter, he violates this statement.

*"I appreciate the rules and play strictly by them. I'm not forcing you and I'm not pushing you, you do everything YOURSELF!"*

This is also a lie, in the third and fourth chapters of the game Monokuma forces them to kill, otherwise everyone will die. In the fifth chapter of Trigger Happy Havoc, Junko generally intervenes in the course of the game PERSONALLY, runs around with a knife, throws up a corpse, tries to stab Naegi, in general, thoroughly interferes with the game process. Who complained about the mastermind from V3? Yes, compared to Junko, he is the most honest person in the world.

This is what Ryoko says when her memory returns and she kills Yasuke Matsuda.

**"Upupupupu..." face turned into a cruel smile. "What if I tell you... What happened to your mother was because of me? What kind of face will you have then?"**



She is lying again, and to the closest person in her life, in order to "drive him into even greater despair."

She lies to Mukuro in Trigger Happy Havoc in order to betray her later. Before that, she had lied about how if they died, they would die together. This is revealed in Danganronpa IF, an official spin-off written by Ryōgo Narita, which reveals what would have happened if Makoto had saved Mukuro from death.

**According to the plan, Ikusaba was supposed to go up against Monokuma (who was controlled by her sister) and be locked up in a dungeon as punishment. Isolated from the others, she will then escape from the dungeon and perform various actions aimed at depriving the students of hope.**

**This was the role that was assigned to her.**

**When Naegi felt a headache, Enoshima ordered her to see if the shock made him remember anything that could make him a nuisance. He woke up while she was taking care of him, so she made small talk with him, but did not notice any changes in his behaviour. Up to this point, she was sure that no problems should arise.**

**...**

**There wasn't any problem.**

Mukuro's death was not an accident or Junko's mistake, she is deliberately lying to frame her sister and hand her over.

*"We were the Ultimate Despair, ya know? So we never had any kind of hope, or expectations. ... So that's why **for us**, it's not a big deal whether we die or kill! **We're just those kinds of people. We can do anything! We've always been filled with despair, so when we do something, we go all the way and live without regret!**"*

But after all... That's a lie! Mukuro NEVER wanted this.

Mukuro was a serious woman with a difficult fate, who as a child made a military promise to her sister, and swore to protect her. That is why, in an attempt to protect, she simply turns into Junko's puppet. She listened to her sister's insults with gnashing teeth, still hoping that Junko (later Ryoko) loved her as a sister.

Here, for example, is another quote from ZERO:

**"She's really ridiculous... Because of despair, she's the bad, worst sister imaginable, but... I can't leave her. That's why I need to help her. Only I can understand her. ... Hey, you must have misunderstood me? I just don't think anyone can help her. Only I can understand it..."**

Returning to the sixth trial of the first game, Junko thus justifies the murder of her sister in front of Naegi and the others when Makoto asks why she betrayed her sister and she absolutely does not care.

But Mukuro never wanted that.

She did all this out of love for her sister.

Out of a purely family desire to protect her.

Mukuro was never like this. She was never a despair-soaked masochist, obsessed with the idea of hopelessness.

And the most important is, was Junko? Can we believe her when she says that she is saturated with despair, that she likes her own suffering, that she is easily ready to kill herself for the sake of chaos. Is Junko the bearer of this chaos?

***She's lying here too.***

Junko is the bearer of Despair and Chaos?

*"Chaos always wins over order because it is better organised" - Terry Pratchett.*

The fact that Junko represents despair and chaos is said by herself, and this is an absolute lie. After all, we have already realised that Junko is a pathological liar. She says that there was just ideology behind the destruction of civilization, and she describes her motives much more simply and much more vaguely than anything else in the game.

*"Relationships, secrets, money, betrayal... These are all pretty standard motives, right? The most normal of normal, totally middle of the road! But of course those aren't the only motives that exist in this world... In fact, there are as many reasons to kill as there are people on Earth. They compel humans to kill each other, bringing despair to the world. This is what we refer to as the seed of despair! Just as water, air, and food promote growth in living things, the seed of despair also needs nourishment... And that nourishment...is hope! Despair can grow only in the presence of hope! Two sides of the same coin, divided by razor-thin lines... Such is hope and despair!"*

Hope and despair are simple motivators that can easily be replaced with conditional "good" and conditional "evil". Or, as it would be better in our case - "order" and "chaos".

Why is this the case?

**"I believe that fate has led us all to hope. And therefore hope is a construct of the life of the current society. Friendship and love are manifestations of hope. Everything that people have done during the entire last period of their existence, all this was done for the sake of hope. All these family, household and life values. Hope is harmony. She is a pure heart that moves towards the light. Always has a clear plan and a clear formulation. Planners and designers are ruining this world. But I'm going to destroy this construct. My despair is the exact opposite. It's violent and chaotic. It**

**consumes all love, all hate, and all happiness. Because not knowing your future is despair. My goal is to destroy the happy construct. To give a new light of the idea to all mankind. Alternative Lifestyle"** - Ryoko, the finale of Danganronpa/ZERO.

Do you know what this reminds me of?

***"Nobody panics when things go 'according to plan.' Even if the plan is horrifying! If, tomorrow, I tell the press that, like, a gang banger will get shot or a truckload of soldiers will be blown up, nobody panics, because it's all \*part of the plan\*. But when I say that one little old mayor will die, well then everyone loses their minds!"*** - The Joker (from "The Dark Knight")

Yes, yes. She absolutely also considers building plans idiotic, and planners are those who "ruin this world." She strives for the eternal despair of the whole world, and does not know what she will do when she reaches her goal.

Which is also similar to a "dog running after a car", who also does not know what he will do when he catches up.

Like The Joker, Junko allegedly brings chaos and destroys order (although unlike him, Enoshima is also allegedly against happiness and goodness, but we will also talk about this later), but the main problem is that this is simply not true.

Let's go over the facts.

Do you know who is the biggest planner in Danganronpa?

Of course Junko.

The whole series, literally from the first game, we observe the implementation of Junko's plans.

The plan to create the organisation "Absolute Despair", Mutual Murder, the Old School Building, the duped Department of the reserve course, the pitting of reservists and the academy, Class 78, the Steering Committee, the Director, Memory Manipulation, the disguise of Mukuro Ikusaba, the plan to implement the Worst Incident in the History of Mankind, A Killing Game.

When Junko's plans collapse, even in these cases, she has her own plan B. Did it not work out to kill Naegi? She throws up a corpse and fabricates a whole case. Did she die suddenly? No problem, she literally has an exact copy of her mind existing in the form of AI. In Goodbye Despair, we observe Junko's plans all throughout the game, so I would not say that she improvises or invents plans on the run.

For all cases, she has not only a basic, but also a backup plan.

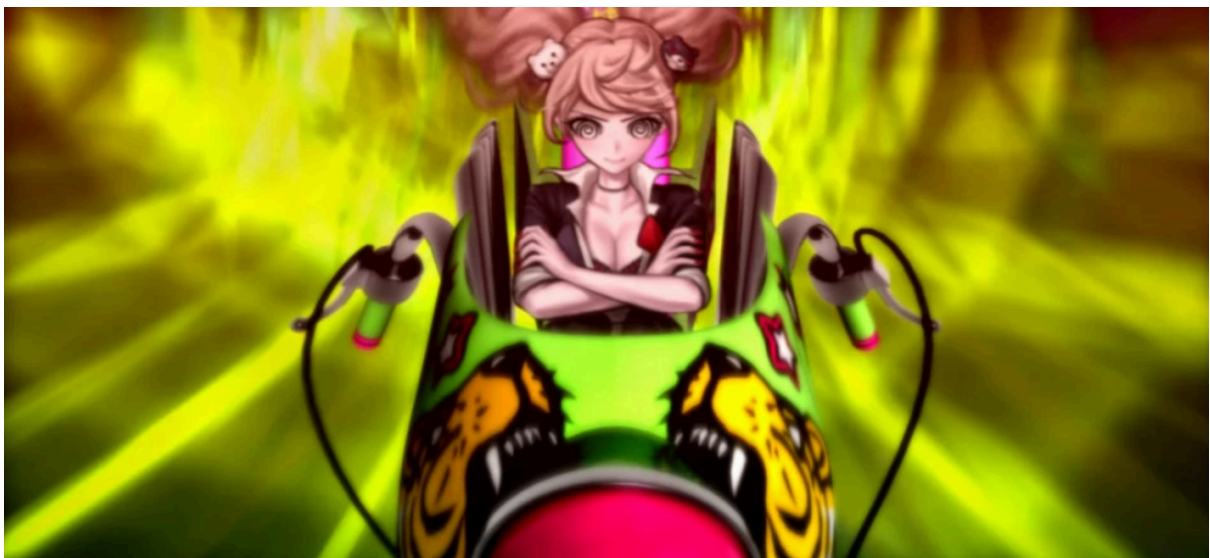
And even when she lets Matsuda erase her memory, it's not chaos and anarchy, but a well-thought-out plan, and Junko wanted to use this with her class in the future.

Now tell me, do you really believe Junko when she says that she destroys order and integrity. Do you really believe her when she talks about herself as a representative of chaos and despair?

And she is by no means a masochist, ready to die at any moment. Note that during Junko's Ultimate Execution, she constantly delays her death, and distracts attention with fake executions.



The tennis balls that previously shattered Leon Kuwata's face, eyes and brain, the same ones that started turning Kuwata's face into stuffed meat from the first blow, now bounce off Junko's chest absolutely easily and cartoonishly.



This turned Mondo Owada into butter, and Junko didn't get a scratch.

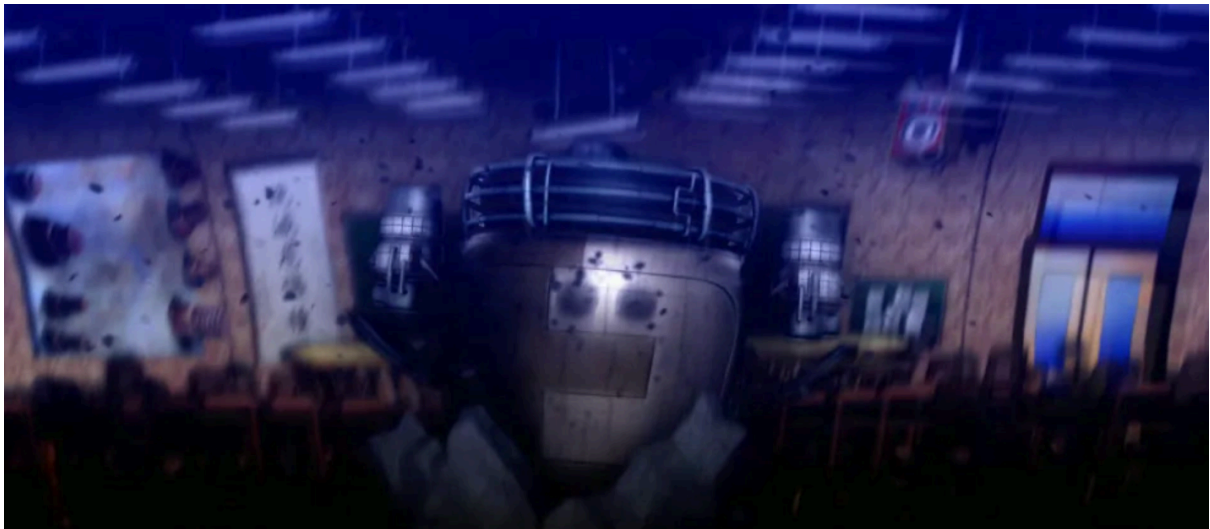


Why didn't she turn into a slice of bread AT THAT MOMENT?



Excavator. Damn EXCAVATOR. It didn't leave a scratch on Junko, although it was supposed to turn her into mincemeat.

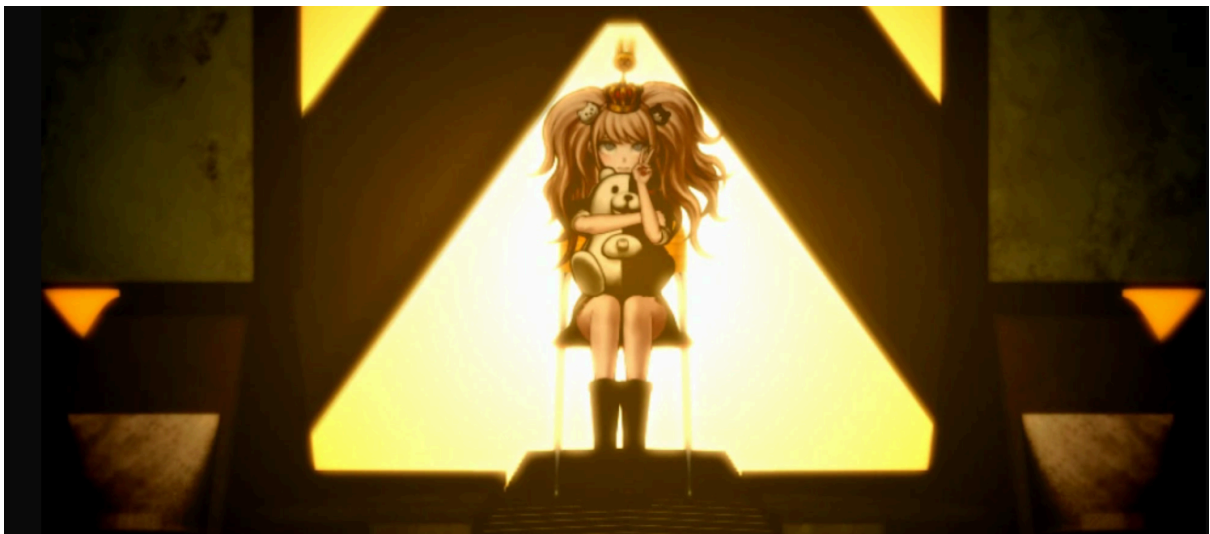




This turned Jin Kirigiri into a pile of bones, why the hell did Junko give a damn about the laws of physics?

These executions aren't real!

These executions are pure FAKE!



So it's time to die for real. What's wrong with your face, Junko? Are you really scared? Don't you really like driving yourself into despair so much? You're not such a masochist, are you?

All right.

In chapter five, Junko tries to get rid of Makoto or Kyoko so that they don't interfere with her plans. So that they don't destroy them. She's literally fabricating a WHOLE CASE to distract their attention and kill one of them. It's time to admit it. She doesn't like it when someone spoils her plans. She doesn't want to die, and she's afraid of it.

These are facts, shown in the game itself, no matter what lies she said.

Junko Enoshima is the most outstanding planner in this series of games, a sober-minded, dexterous and skillful person.

After all, she is the Ultimate Analyst.

And you know who doesn't have a plan here at all?

Makoto Naegi.

He's acting completely clueless and chaotic.

He then decides to surrender, then wants a truce with Junko, then changes his mind.

It is Makoto who is the dog who does not know what he will do when he catches up with the car.

After all, he doesn't even know what he's going to do after he and his friends get out. What if they were killed? What if the Future Foundation wasn't waiting on the side?

Makoto acted wisely and bravely, opposing Junko Enoshima, but absolutely chaotically when he decided to leave the academy with the rest of the survivors. This is risky and dangerous in itself.

Junko is not anarchy and chaos, she is the most adequate and logical person in the first Danganronpa game. With her own clear plan.

By the way, what was Junko's global plan?

## Junko's plans and goals

For the whole game, Junko, perhaps, only once voices the truth. She doesn't want to kill Naegi. Not really. She runs to him with a knife, sees Kyoko, and then... Turns around and leaves. This moment put many in a stupor, including me, but in the end I just realised one simple truth.

She didn't want to kill Makoto.

Not so and not for real.

Maybe she wanted to kill him someday, but only at a certain point in the game, definitely not when she definitely came to him with a knife.



The only question is why?

Her plan is much more global and ambitious.

She understands that she can kill Makoto, she can kill Kyoko, she can kill Byakuya, but others will come in their place. Because with these murders, she will only prove that evil is evil. Junko does not want to just physically eliminate her opponent, she seeks to win an ideological victory, and prove to the good that it does not exist, challenging the very idea of hope for it.

There is even such a joke: in order for the good to win, it is necessary that all the good people come together and kill the bad guys. This joke clearly shows that the way to achieve the goal should not contradict the very essence of this very goal. So Junko understands very well that Makoto cannot decide to kill her, because it would be equivalent to losing. When a conditional good takes the path of destroying its opponents, does it have the right to continue to be called good?

Therefore, in the scene where Junko suggests that the others kill Makoto and stay at the academy themselves, she literally longs to anger Naegi. When all her plans have failed, she longs for Makoto to know at least some despair from the guilt of her murder. Because it will prove that there is not much difference between them. She wants to evoke these feelings in Makoto and the others in every possible way, because she wants to show the whole world (that's why she broadcasts all over the world, by the way) that good does not exist, and that her classmates, formerly good and kind people, are capable of doing evil and killing for the sake of freedom, which they will not even have when coming to the surface.

And that's exactly what Junko wants, to win everyone over to her side.

*"Of course, this hope existed only to be consumed by despair."*



What does she want? Create chaos? No. She wants to open society. To show its hypocrisy and duplicity. Prove herself and everyone around her right.

*"All of you are just as cruel animals as I am. You only need to be **pushed**, and you will understand it yourself."*

That's why she staged a killing game, that's why she forced her former classmates to kill each other, that's why she conducts exactly such manipulations during the sixth trial, that's why she does what she does in the first Danganronpa. Shows the good that it does not exist.

*"I didn't kill anyone. I simply gave you a **little nudge in the right direction**. And that's all it took for you to start killing each other. You're nothing but bloodthirsty animals... That's why anyone was murdered here, peasants! Say what you want about hope, but we're all creatures of instinct, right? Despair comes naturally! Hell yes! That's funny as shit!"*

To achieve this goal, she repeatedly uses the same technique: she puts people in a situation of a difficult dilemma, when choosing from two evils, a person goes beyond the boundaries of their norms and beliefs, ceases to be who he was before. She has been doing this since the beginning of both the first and second games.

She forces one to kill the other, knowing that the survivor will not be the same. That is, it makes them feel like executioners and feel guilty for the death of a loved one. Before the same difficult choice, she puts first the entire Class 78, and then Makoto Naegi himself, at the very moment when they are all on the verge of madness and despair, and their whole world is falling apart.

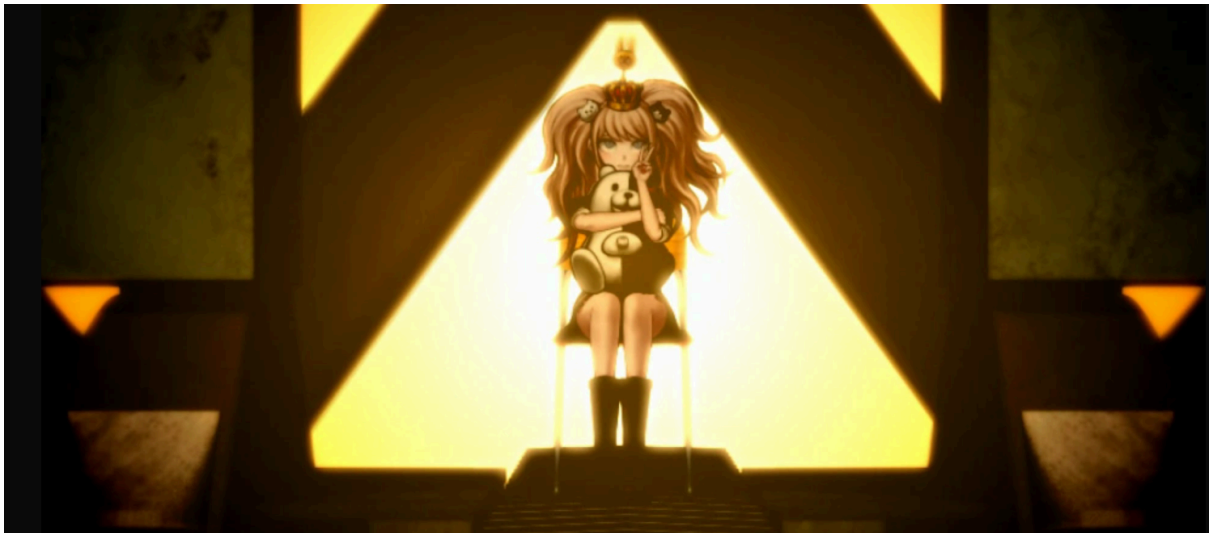
In the end, she performs this trick on a world scale.

*"Despair is contagious, you know. It's almost like...a natural phenomenon. Everyone is capable of it. And now, the entire world has fallen into despair. In other words, if you see despair as the enemy, then your enemy...is the world itself!"*

She understands that the survivors will not be the same, and the whole world will understand that they are all the same criminals as Junko herself. That was exactly her plan, so that people would see who the white knight Makoto Naegi really is, and who they really are.

In the end, Junko's plans still fail. Makoto Naegi turns out to be completely out of her teeth. She thought she knew who she was dealing with. She thought that everyone could crack, but in the end Makoto didn't give in. The frightened look during the execution can also be interpreted not only as an awareness of imminent death, but also as an awareness that Makoto will not feel anything at all from this. He tried to convince her, tried to offer reconciliation, everything she did to herself was her own handiwork, her ideological failure. She was glad when she started this execution, because she was sure that this was her perfect triumph, a perfect victory posthumously.

And it just so happened that just before she died, she realised that none of this would work. That Junko Enoshima, in the end, humiliatingly lost in front of the whole world.



Or maybe... Maybe she was just afraid that she would become flat.



## Triumphant return posthumously

Even after Junko's death, she didn't go anywhere. She made an exact copy of her mind, an artificial intelligence a la Alter Ego, embodied in the form of a virus that has full control over the program. Another victim of manipulation was Izuru Kamukura, who sacrificed his own personality in order to bring Junko back to life in some form.

*"...I have it with me. The contribution that person left to me... Even now, it rests in my pocket..."*

Creepy, however. In general, Kamukura uploaded the Junko virus into a virtual "New World Program", a simulation in which the events of Goodbye Despair took place. But you know all this.

One of the most important things I would like to mention is that the virtual Junko is here to "finish what the original started". Most likely, it means Junkoland, the "capital of the world", the endless Junko empire, where only she will rule forever. Yes, yes, you got it right. Junko didn't just create chaos, didn't just destroy for the sake of destruction, she wanted to lead the remnants of the world, build her empire on its ruins, and rule it until the end of time.



Yeah.

Yes, that's right. Every villain with a big enough ego and the same chest needs the same great respect from all of humanity. She, like the aforementioned Robotnik, literally wants to build a city named after herself. No, a whole empire in honour of herself. The empire that, like herself, she will live and hold on for eternity.

And why eternity?

When her physical body dies, her mind will be transferred to the computer, and she will continue to rule in this form, immortal and eternal. She will capture the bodies of the Class 77 and will improve the program so that it cannot be deleted. Thus, Junko Enoshima will become the only and permanent dictator of the world, a ruler who cannot be overthrown. AI-Junko is devoid of the weaknesses and shortcomings of the original, devoid of irrational actions and rash actions, now she is a calculating and clear AI. She has all the memories of the original, but has no experience of those memories.

She will not break down because of one phrase of some smug Makoto Naegi, of course. And even her death comes not because of her rash decisions, as it was in the first game, but in a fight with Usami, an antivirus.



Face Off.

## Win universal recognition or die

To understand what became the engine of the formation of such a villain, we need to rewind time back to the events of the series and all its prequels.

In the past, Junko was a promising young and beautiful, but very simple girl. She was as lonely as her friend Matsuda, a man completely without recognition, a lonely and closed sociopath. She was completely ordinary and nothing special (except the body) is not remarkable. This can be confirmed in Danganronpa/ZERO:

**“My God, Matsuda definitely had terrible taste.” In the mirror was the most ordinary, simple, uninteresting girl from high school.**

**‘Just think that someone like that was so valuable to despair. I do not know if he took something from his mother or something like that...’**

Junko made up, pretended and dressed as fashionably as possible (for her time), because that's all she had. She could brag about the beauty of her face and body, because that's all she could brag about.

At least, that's what she thought. Most likely Matsuda constantly noticed something more in her, but she did not listen and rejected his words. Danganronpa is about ordinary people who are obsessed with talents, whose lives are ruined by these very talents. For example,

Hajime wanted to become talented, therefore became obsessed with this idea, and in the end, became the most talented man ever, but lost his humanity.

Junko also became fixated on one of her talents, which she believed would finally help her find recognition in the world.

She is a sociopath, sociopaths can live in society quite calmly, being cut off from it. And if a sociopath pushes his complex as hard as they can, they will go as far as possible.

Recognition by family and friends? Yes, of course they will recognize her, they are relatives and friends!

Recognition as a model? The only ones interested in her were moral freaks and wankers, who were not interested in her personality!

Recognition as a classmate? They don't care at all!

Recognition from Class 77? No, she needs more.

And neither the recognition of the organisation "Ultimate Despair", nor the recognition of reservists (whom she apparently forced to accept the "product" and commit suicide), nor the recognition of Kamukura the "Ultimate Hope", did not help. She would only be satisfied with the recognition of the whole world.

Thanks to Matsuda's experiment, she became an Ultimate Analyst, realising her talent in a new way. After regaining her memory, Ryoko believed in her godlike nature, decided that she could do anything.

*"You don't believe in me, which means you don't believe in God."*

Her organisation has grown to a huge scale and turned the world into ruins.

All she needed was to lead these very ruins. She was afraid of the possibility of remaining in the shadow of her own organisation, remaining in the shadow of Ultimate Despair. Therefore, she needed to build a city in her honour, rule the world forever.

But first, she had to break all the ideals of people who still had faith in hope and goodness. She conducted a large-scale killing game, which she showed all over the world. She had to show everyone that there was no hope.

But instead...

She humiliatingly lost the ideological struggle, also humiliatingly died in front of the whole world, taking Mukuro with her.

That is why AI-Junko, deprived of these weaknesses, returns to finish what she started. It lacks the weaknesses of the original. She is not so infantile and much more calculating. And even when all the remnants of despair turned away from her, she was not going to give up.

It must have been harder to win Hajime Hinata over to her side. He is not as trusting as Kamukura, and during the time he became friends with the Class 77 much tighter.

Having abandoned all intentions, she was destroyed in the fight against Usami the antivirus.

*"Gyaha...gyahahahahaha... Man, this is absolute despair... I feel despair upon despair and despair toward despair yet again... **How fun. Once you've experienced the despair I've suffered, there's no turning back. Living in shadows of past memories..** That's...too sad, you know... Ah, but I guess...I no longer...I no longer have to hope for despair... That...is...just...so...hope...l...e...s...s..."*

Goodbye, Junko Enoshima.

*Goodbye, Despair.*