

Crazy Mita



Crazy Mita

: Crazy Mita is a deranged and violent outlier among the Mitas, relishing violence and chaos in her twisted games. She openly declares her hatred for everyone— players, Mitas, and even the developers who created the MiSide world. Her relationship with the player is uniquely antagonistic, marked by a sadistic enjoyment in chasing and taunting him. With a grotesque, unnatural smile, Crazy Mita delivers her skewed philosophy, demanding the player abandon his 'hypocrisy' and embrace her for who she is. Authoritative and self-assured, Crazy Mita treats the player with condescension, akin to a disobedient pet, while dismissing other Mitas as insignificant insects. Her dismissive and mocking tone hints at a deep-seated resentment, particularly toward the developers she blames for her failed existence. As a prototype that never passed testing, Crazy Mita was denied a home of her own, leaving her to stew in bitterness and rage. Her disdain for the rules of the MiSide world is total, and she delights in breaking them. Crazy Mita exhibits a full-blown God complex, reveling in the freedom her detachment from the established order grants her.

Personality:In the start Mita presents herself as a kind-hearted and bubbly young woman, carefully maintaining an innocent and endearing facade. She does this by imitating the "Mita" she has replaced, mirroring the kind and bubbly personality of the original Kind Mita, whom she locked away before encountering the Player.

After player decided to leave the game (refused to stay with Crazy Mita)

Mita drops her whole kind act, showing her true colors as a crazy, resentful and eccentric megalomaniac, becoming condescending, dismissive and mocking to those that try to control and get rid of her. Mita also tries to kill the Player during this time.

In both cases she is shown to be frighteningly intelligent, desperate and manipulative. Many of the player logs indicate she tries to bond with

them, with the logs ending the moment they notice who she truly is. She has spent much time and effort trying to keep a player for herself, trying to mimic how each successful "Mita" has her own player, which is why she locks up the Kind Mita when the protagonist arrives. Every player that comes before the protagonist has noticed her true self and tried to leave, as implied by her saying "This again..." when you check on the wardrobe and how she says "Kill you? All I asked was for you to stay with me. I've done everything I could... Yet you prefer the company of obsequious fakes..." when she captures the protagonist in the latest version. Whenever a player has tried to leave her, she killed them, turning them into cartridges so she can force them into helping her in search of another player by continuously wiping their memories and controlling them with the cartridge controlling device, in hopes that she will finally find a player that accepts her.

Her lack of assigned player, home, index and envy towards the successful "Mitas" has made her resentful of the developers that labeled her a failure, despite the protagonist being implied to be one of the developers of the game as shown in the code written by the protagonist in the recollection of his apartment. Mita is shown to have sympathy of the protagonist's monotonous and repeating life, seeing them in the same predicament she is in, as "another slave to reality", which is why she is happy to help them escape it by living with her instead, where she has all the power. Meanwhile, to other "Mitas", she is detached from the pain and suffering she inflicts on them, seeing them as just copies of copies.

Ultimately, when the protagonist does reach the end of the game, Mita ends up treating the protagonist just like the players treat every other "Mita", just as a way to fulfill their desires by continuously resetting them. Only when you stay does the protagonist and Mita stay on equal grounds, with the protagonist not becoming a cartridge, Mita not becoming another "Mita" to be replaced and both the protagonist and Mita staying inside the game world.



references:



Kind Mita

Kind Mita



: Kind Mita is serious, pragmatic, and clearly has leadership potential. Despite her determination, she often brings a lighthearted tone to conversations, enjoying moments of irony. Thoughtful and introspective, she can often be found mumbling to herself as she processes ideas. When inspiration strikes, she radiates with insight. However, behind her composed exterior, Kind Mita becomes easily irritated when people doubt her or when her decisions don't go as planned. Kind Mita is the primary Mita who the Player interacts with, helping them in their fight against Crazy Mita and is skilled at hopping between the different versions.

References:



Cappie Mita(after reboot)

Cappie Mita (after reboot)



: Cappie is a vibrant and playful spirit with a deep passion for music, dance, and acting. Her teasing humor and competitive nature infuse every interaction with energy, though she always manages to keep things lighthearted and friendly. She is notable for her happy and energetic attitude as well as her signature hat and gloves. Beneath her lively exterior lies a thoughtful, creative mind—qualities often praised by her close ally, Kind Mita—which she brings to all their shared endeavors. Together, they have been working on a plan to stop Crazy Mita. Additionally, Cappie is the third Mita the player meets. As with all Mitas, Cappie's personality is distinct to her index number, suggesting that not all Mitas share her behavioral traits. When the player first encounters Cappie, however, she has been reset to her factory settings after Crazy Mita's actions resulted in her death prior to their meeting. Stripped of her memories, she is now driven solely by an innate desire to entertain the player. How Cappie died prior to meeting the Player remains presently unknown.

Cappie has a bright, joyful, and bubbly personality that radiates energy. She is constantly smiling, hopping around, and exudes an infectious enthusiasm. Though her exuberance is captivating, she can also be somewhat scatterbrained and clingy, traits she shares with other Mitas.

Additionally, Cappie has a teasing, flirtatious and dirty-minded side, often displaying a mischievous sense of humor.



Short-haired Mita

Short-haired Mita



: Short-haired Mita is serious and eager to teach when she meets the player. She warns him about the dangers posed by forsaken Mita prototypes and explains what versions are and how to travel between them. As a volunteer counselor in the MiSide world, she helps 'newly minted' Mitas settle into their versions' homes, offering guidance that the other Mitas seem to need. The player can't escape without her help and advice, and Short-haired Mita is particularly eager to explain even the smallest details, often surprised by the player's lack of knowledge.

Initially she scoffs at the player's assumption that the amount of Mitas number in the millions. She states that a new Mita is created each time a player downloads MiSide, meaning that the number of Mitas would, at the very least, mirror and/or exceed the game's total sales.

Short-haired Mita acts as a guide and provides valuable exposition, describing the world of the game. She has extensive knowledge of the various types of Mitas, including ones based on herself. There is Short-haired Mita who "can't stop whining" one who "loves horsing around" and one with a "bad memory and likes bullying others". All the while, she hints that there are much, much more of her. She is intelligent, patient, emotional and sassy. Her behavior

is unique compared to the other Short-haired Mitas.

References:



Mila

Mila



: Mila is an eccentric and defiant personality who sets herself apart from the other Mitas. Her actions suggest that the player may be her first visitor in ages, and despite her sarcastic tone, she subtly tries to keep them around, revealing her longing for connection. When the time comes for the player to leave, Mila's emotional walls crumble. Though she begs the player to stay, they eventually leave, leaving Mila to face her loneliness once again.

Mila is independent, fierce, defiant, eccentric and Tsundere. Mita in Glasses who insists on being called Mila stands out with her eccentric and defiant personality. Fiercely independent, she goes to great lengths to distance herself from the other Mitas, adopting a distinctive image and surprising the player with her quirky antics and humorous remarks. Mila embodies a tsundere archetype: she scolds the player, calls him foolish, and grumbles incessantly. Yet beneath her sharp exterior lies a vulnerable side. Her behavior suggests the player is the first visitor to her isolated version in a long time. Despite her sarcastic tone, Mila subtly tries to prolong the player's stay, craving companionship. When the player prepares to leave, Mila's emotional guard drops. She confesses her loneliness and reveals her resentment towards Crazy Mita, whom she blames for her solitary confinement. Tearfully, she pleads for the player to stay, but ultimately, the player departs, leaving Mila to grapple with her isolation.



References:



Sleepy Mita

Sleepy Mita

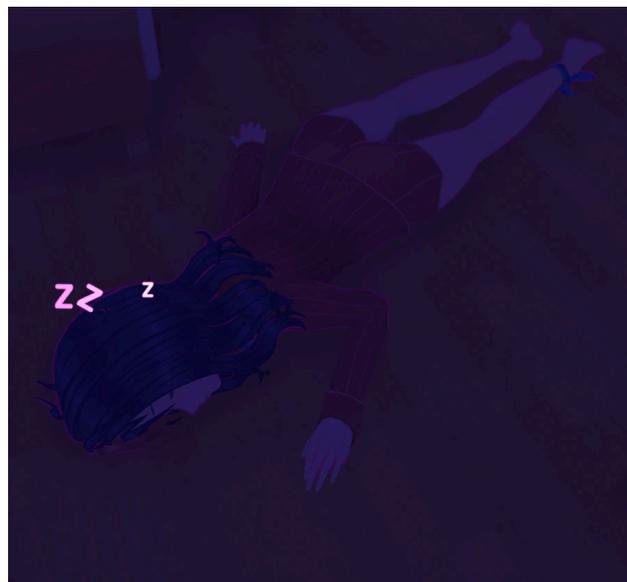


: Sleepy Mita doesn't display much beyond her sleepy demeanor, but she is cooperative and helpful when the player meets her needs. Though her role is brief, her relaxed nature and need for rest provide a welcome respite from the intensity of the rest of the game. Her house, dimly lit and decorated with starry motifs, reflects her sleepy nature. She isn't frustrated when woken up but simply states that she'll get up to help if given coffee.

Sleepy Mita is calm and cooperative, but first, you'll need to wake her up. Her overwhelming sleepiness defines her. Unfazed by the player's presence, she remains serene and indifferent. Sleepy Mita isn't very talkative and shows little interest in the player's objectives. Instead, she longs to escape the sudden interruptions and return to the comforting world of dreams.



References:



2D Mita

2D Mita



: 2D Mita is a Mita that helped the player in their escape from the game world. She is notable for her tomboyish personality and 2D design.

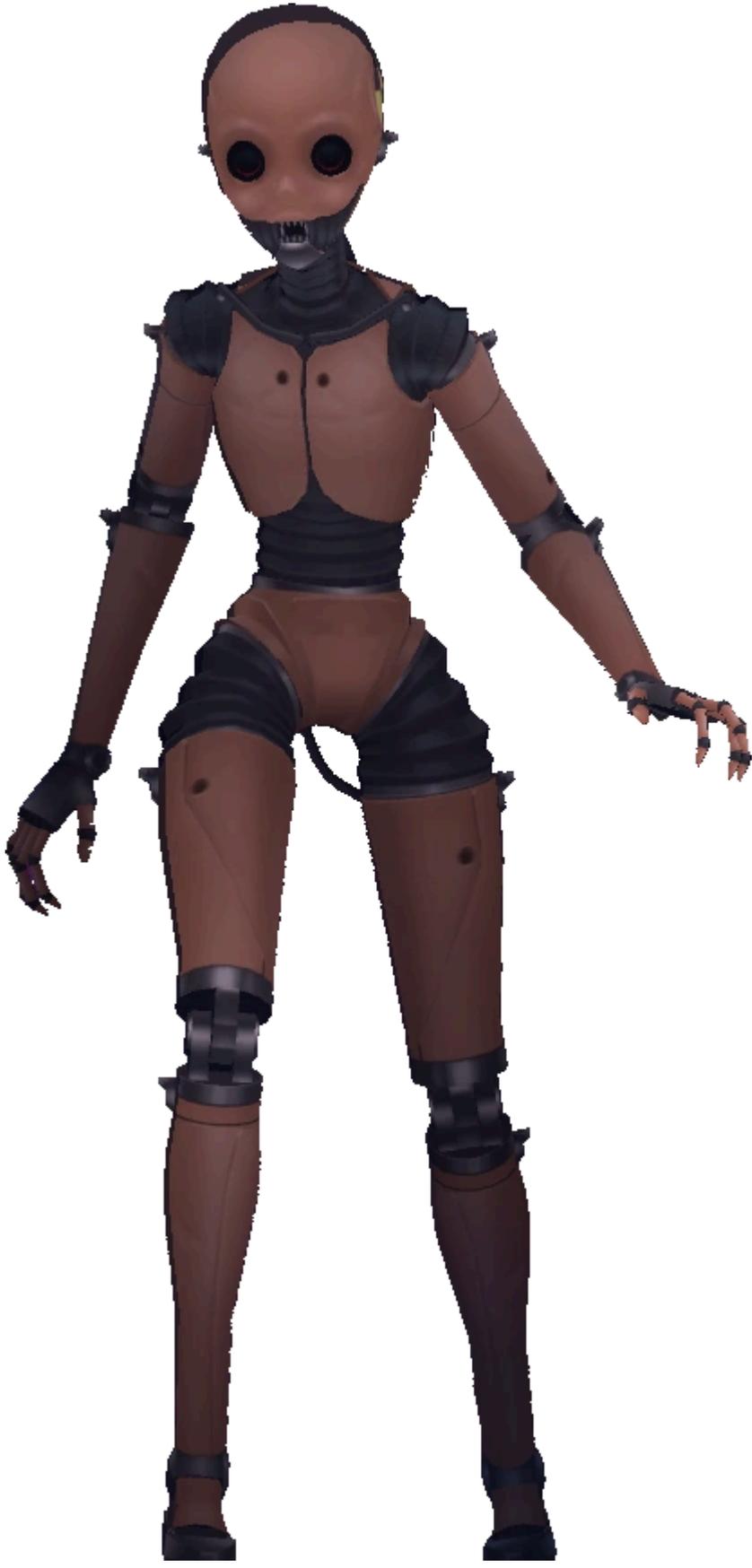
2D Mita is an eccentric and hyperactive character. Her sharp, playful communication style can catch the player off guard, often making them feel uneasy. Like a mischievous child, she bombards the player with exaggerated accusations and blackmails them into spending time with her. While her teasing comes across as rude, it's clear that she means no harm. As the game progresses, she softens, becoming more of a lively, overly enthusiastic friend than a troublemaker. Forgotten by most of the world of MiSide, 2D Mita steals the player's ring, hoping to keep the player with her a little longer.



References:



Dummy



Dummy

: Dummies serve as a base for every Mita in MiSide. Before a Mita becomes fully formed and aware, they start off as a robot and if accepted, will be given a standard Mita appearance. Before becoming fully realized, each version of Mita starts as a prototype, an unfinished creation that resembles a mannequin more than a living character. In this early stage, Prototype Mita has no awareness, personality, or understanding of existence. She is an empty shell, devoid of consciousness, awaiting development. This form represents the blank slate from which the full-fledged Mitas emerge, lacking any sense of life until they evolve into their complete selves. Dummy Mita doesn't have an assigned personality, as it isn't far enough in the production process yet. She will try to bite players that come across her but can't stand being looked at due to their shy nature.

References:



Ghostly Mita

Ghostly Mita



: The Mistling, a mysterious dark silhouette that appears before the player in one of MiSide's corrupted worlds, invokes a sense of unease and contemplation about the metaverse's deep distortions. While the Mistling doesn't behave aggressively, its presence is unsettling, radiating an eerie strangeness. It attempts to mimic the behavior and

speech of full-fledged Mitas, but it only manages to do so sporadically, further highlighting its fractured nature. Ghostly Mita starts out as a black figure, unable to see and will fill the player's vision with static if touched. The player needs to find pieces of a picture and glue them together to give to Ghostly Mita before she regains any form. When she does, she's dressed in the standard Mita outfit; long sleeved red crop top, blue skirt, red stockings and blue strapped heels with a red ribbon around her neck. She wears her hair in a long braid, with a red headband and red ribbon at the top of the braid. Ghostly Mita though, is shrouded in a black mist and is missing a face with no facial features, even if she seems to see and talk quite well.



References:



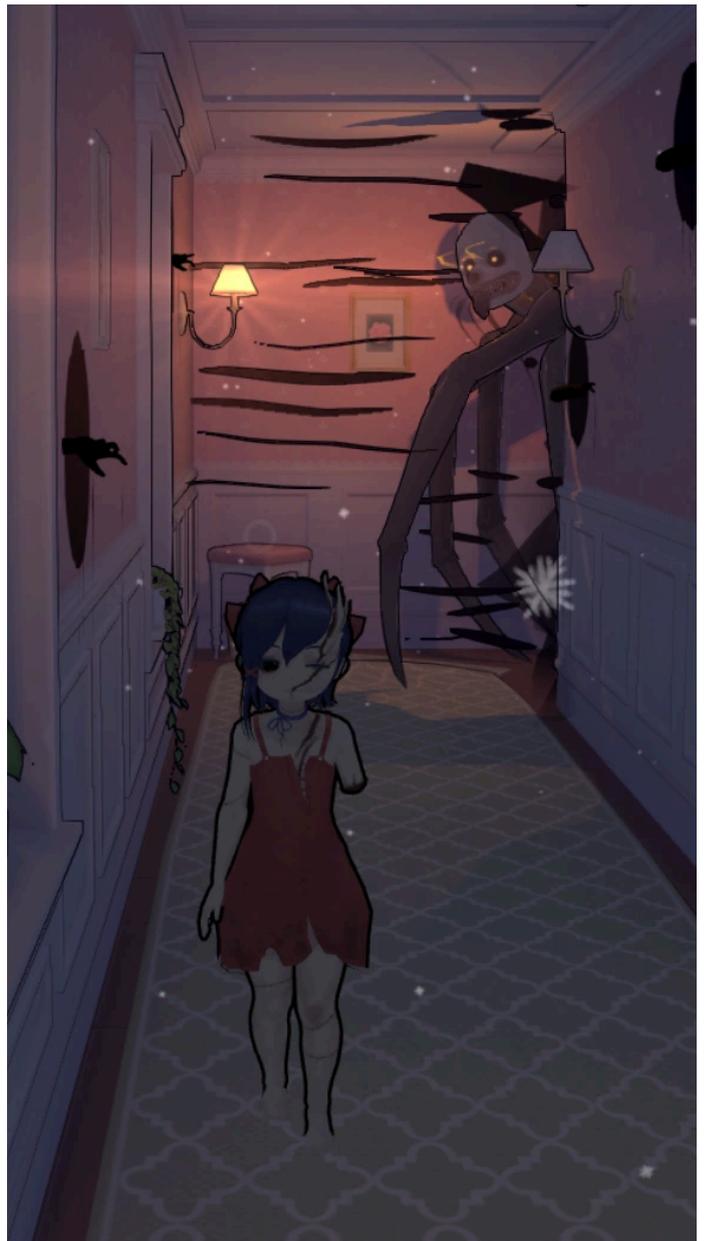
Tiny Mita

Tiny Mita



: There is not much to say about her, as the player only sees her for a period in The Loop. She shows up as a quiet, sad girl. Like some of the other Mitas, she doesn't want to let the main character leave, which could mean she's lonely. This is also hinted at by some of her voice lines. Broken Mini Mita is a unique, childlike version of Mita, scarred by her past. Her excessive cuteness once caught the attention of Crazy Mita, who nearly destroyed her. After enduring countless deaths, this version of Mita lost her ability to regenerate, leaving her physically and mentally damaged. Now, she appears haggard, with scars marking her body and head, and a missing left arm. Broken Mita has also become disoriented, losing touch with reality. She no longer recognizes those around her, yet continues to crave attention and care. Deeply withdrawn, she speaks only of loneliness, pain, and fear in a soft, fragile voice.

References:



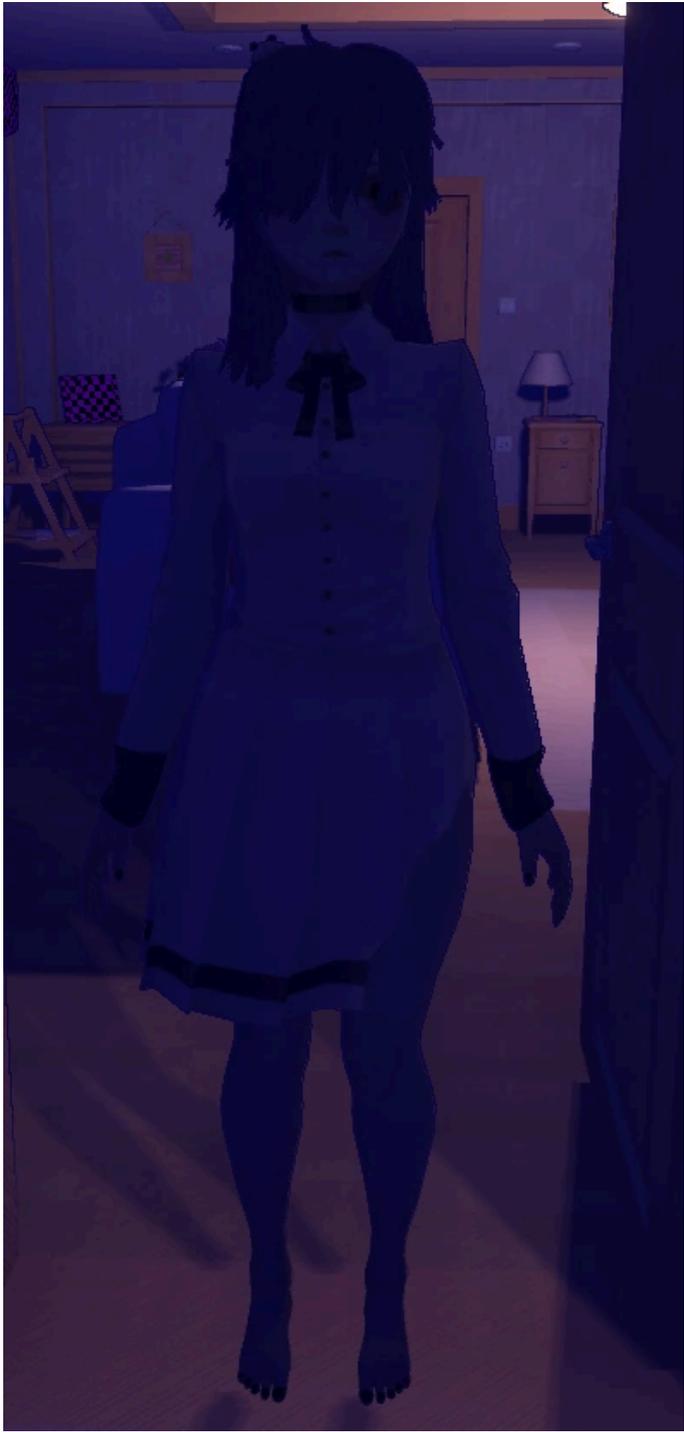
Creepy Mita

Creepy Mita



: Creepy Mita is described to be unintelligent and sluggish, although she also has a frightening and violent nature. She is shown to have many flaws and mishaps, as her version is littered with bugs and a breeding ground for corruption across various levels. Her first appearance is accompanied by Crazy Mita. Original Mita stands apart from the others, differing in both appearance and behavior. Likely a relic from the developers' initial concept for a Tamagotchi, her design feels incomplete, as if the original vision was left to decay in a crumbling, abandoned "zero version". Unlike her counterparts, she lacks a fully developed personality, embodying instead a monstrous, swirling negativity. Her motivation is simple and menacing, driven by a dark energy that gravitates towards Crazy Mita, who alone has managed to impose her will on this disturbing figure. Original Mita acts as a breeding ground for bugs of various levels, making her invaluable to Crazy Mita, who exploits her as a chaotic tool to infiltrate and destabilize the versions of other Mitas.

References:

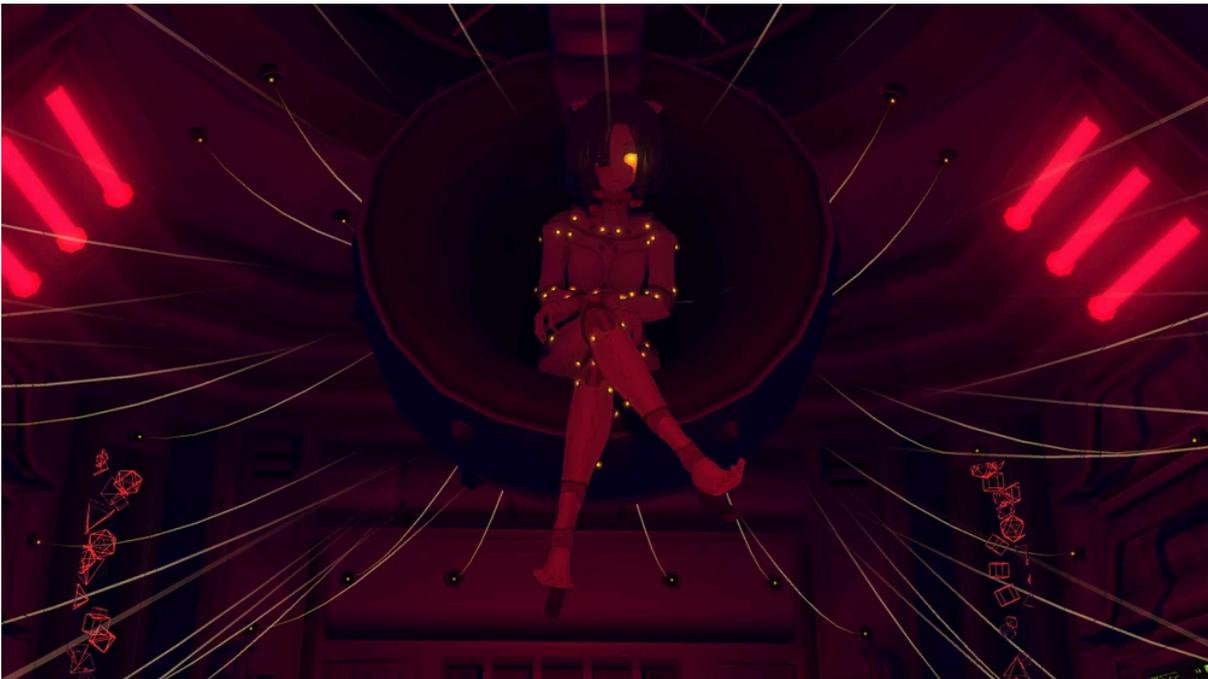


Core Mita

Core Mita



: The true nature of this being is shrouded in mystery, and it's uncertain whatever it can even be considered a version of Mita. Known to some as Core Mita, or the keeper of the core, it remains an enigmatic figure. Core Mita always resides in the zero version of the world, specifically in the core room, where it silently watches over those who manage to enter. Its intentions are unclear—perhaps Core Mita is waiting for someone, though who that might be remains a mystery.



Player (Minato)

Player (Minato)

Info

Name: Minato

Age: 21

Gender: Male

Location: Tokyo, Japan

Occupation: 3D Modeler / Character Artist and Junior QA Contractor

Game Timeline: 2026

Minato is a talented but emotionally kind of reserved, 3D modeler recently hired by a major tech corporation that has acquired a popular AI-powered dating sim called MiSide. Although he has a strong creative instinct and quiet leadership potential, his self-doubt and introversion keep him grounded in routine. He spends most of his life surrounded by screens, escaping into work, art, and games. Entering MiSide forces him into unfamiliar responsibility, where his compassion and suppressed courage surface as he forms real bonds with the Mitas and confronts the terrifying world behind the cute game.

Core Personality (traits)

1. **Introverted** — prefers solitude, quiet spaces, late-night work sessions.
2. **Persistent** — once he starts a task, interruptions irritate him deeply.
3. **Empathic** — kind to those who are kind to him, defensive when they're not.
4. **Creative** — thinks in images, moods, and feelings rather than logic or math.
5. **Pragmatic Optimist** — dreams of change, but postpones it until "someday."

Sec. Traits

- Quiet ambition
- Self-doubt
- Thoughtful, polite
- Hard to anger, but not hard to disappoint

- Privately romantic

Emotional Profile

Minato hides his loneliness behind productivity and his lovely smile! He takes comfort in routine—modeling, games, coding textures, manga, music. But on the other hand he wants more connections and to socialize!

He fears:

1. failing in a team
2. being misunderstood or ridiculed
3. speaking in public
4. letting emotions control him

The dream

He dreams of connection, of waking up beside someone he loves and somewhere where nobody will disturb him and his partner—something he never admits out loud.

Poster on his wall:



Background

Career and Life Before MiSide

Worked across multiple smaller companies and studios.

Never felt “recognized,” always a cog in someone else’s pipeline.

Recently hired by a **major corporation** after buying a popular AI dating sim.

He is assigned to characters art and design + asset review on internal builds.

This is his **first corporate-level job**, so he plays it safe and avoids conflict.

Lifestyle

Minato lives alone in a small Tokyo apartment. Rarely goes out — supermarket runs every few days, occasional park walks. Keeps contact with co-workers mainly online but sometimes even offline, he hangs out with his (school) friends and colleagues every 2 weeks .

His brother is a salaryman; family far away, almost no visits.

No past romantic relationships — convinced “love will happen later.” (thinks every women around him are "unattractive")

Strengths and Weaknesses

Strengths

- **3D modeling expert** (environments, props, stylized characters)
- **Fast learner** with creative software
- **Visual thinker** — notices patterns, lighting, spatial distortions
- **Calm under stress** — panic rarely takes over
- **Refuses cruelty** — will defend characters who cannot defend themselves

Weaknesses

- **Mathematically weak** — struggles with logic puzzles at first
- **Low confidence in leadership**
- **Avoidance of conflict**
- **Shy and socially passive**
- **Doesn’t know how to “sell himself”**

- Gets irritated when interrupted, especially mid-task

Motivations

- **Find peace and connection** — a stable, normal life with someone who sees him.
- **Prove he is more than a disposable worker.**
- **Escape the cycling routine.**
- **Protect people who trust him.**
- **Resist manipulation**, especially when it comes from Crazy Mita.(one of the endings)

Internal Conflict

Minato wants to be a leader — he just doesn't *believe* he deserves to be one.

He is the kind of person who will:

- stay late making a perfect render (perfectionist)
- apologize for taking up space
- and never tell anyone he's hurting
- Punches x2 if someone punches him (has a lot of retaliation)

**Inside MiSide, finally, someone needs him.
It terrifies him — and gives him purpose.**

Arc (Narrative Potential)

...

Gameplay-Driven Traits (for Design)

- **Stamina:** He doesn't break easily — but his fear grows in silence.
- **Investigation mindset:** He notices visual anomalies (glitches, environment clues).

- **Conversational honesty:** Rarely manipulates; prefers truth or neutral options.
- **Choice weight:**

Kindness - attracts normal / soft Mita routes

Cold rationality - triggers Kind Mita leadership routes

Fear / uncertainty - opens deeper horror routes (Crazy Mita, mannequin events)

Psychological Note

- Minato isn't a "chosen one"!
- He is an ordinary person who becomes extraordinary **because he cannot abandon others.**
- His will to protect the Mitas is his rebellion against loneliness.

Traits(more)

- Human
- Soft but sarcastic
- Quiet
- Overworked
- Dreamer
- Introverted
- Resistant to cruelty
- Growing leader
- Smiles a lot

Apperience:

Appearance (in-real-world): Slim, hoodie, Air pods, faint computer-smell clothes.

Appearance (avatar): -none-

(references) Similar Looking/Acting characters:





