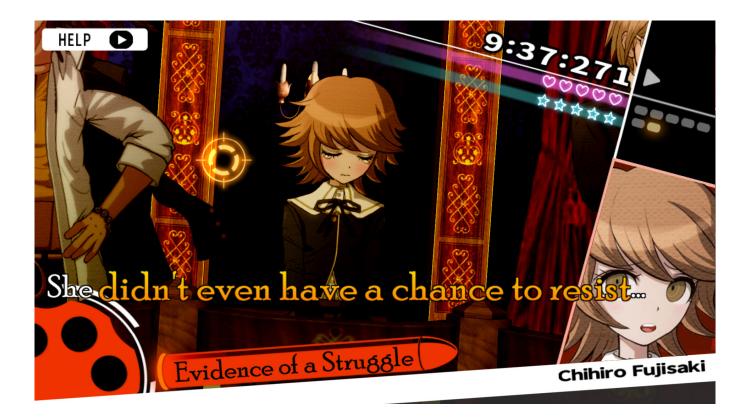Danganronpa: Trigger Happy Havoc FULL

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About This Game

Hope's Peak Academy is home to Japan's best and brightest high school students—the beacons of hope for the future. But that hope suddenly dies when Makoto Naegi and his classmates find themselves imprisoned in the school, cut off from the outside world and subject to the whims of a strange, murderous little bear named Monokuma. He pits the students against each other, promising freedom to anyone who can murder a fellow classmate and get away with it.

It's up to you to find out who Monokuma really is, and why you've been taken from the world you once knew. But be careful what you wish for—sometimes there's nothing more deadly than the truth...

Key Features

- **Daily Life, Deadly Life:** Trapped in a school-turned-prison, students are murdering each other one by one. You'll have to investigate each incident, search for clues, and talk to your classmates to try and get to the bottom of each brutal case!

- **Mock Trial:** The nefarious Monokuma serves as judge, jury, and executioner as you engage in deadly wordplay, going back and forth with suspects, dissecting their statements and firing their words back at them to expose their lies!

- **Popularity Contest:** Sway classmates to your side in each investigation, squeezing information from them to figure out who did it. And when you do, turn up the heat in a variety of timing and reflex-based game systems to uncover the truth and save your skin!

- **Steam Features:** Supports Steam Achievements, Steam Cloud and Steam Trading Cards.

Title: Danganronpa: Trigger Happy Havoc
Genre: Adventure
Developer:
Spike Chunsoft Co., Ltd., Abstraction Games
Publisher:
Spike Chunsoft Co., Ltd.
Franchise:
Danganronpa
Release Date: 18 Feb, 2016

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Minimum:

OS: Windows 7

Processor: 2.8 GHz Intel Core 2 Duo or better

Memory: 3 GB RAM

Graphics: OpenGL 3.2 or DirectX 9.0c compatible GPU with at least 1GB of VRAM

DirectX: Version 9.0c

Storage: 5 GB available space

English,Japanese,Traditional Chinese

I love this game and all the other games too I certainly recommend it to other people.
But when I say this, if you get too attached to the characters (i already did and i have cried a lot) you will cry, and that's for sure.

The credits were MMMMMM *I would marry Megumi Ogata aka Makoto's and Nagito's japanese voice actress*
10\/10 monokuma's
would recommend
. in my dreams i eat chicken cup noodles with kirigiri.. This is a really great game, I would recommend playing without any prior knowledge to anything that happens in the game. Monokuma is the best fictional toy bear to currently exist (opinion).. 10\/10 Kyoko and Celeste are the best girls. Upu... Upupupu~

Arguably one of the best visual novel series out there! If you like VN's, puzzles, murder mysteries, death games and fantastic writing that will leave you stunned days after finishing it, then this series is for you. Comes with crazy over the top characters that are impossible not to enjoy and a brilliant soundtrack that really captures the spirit of the game.

If you're looking for new series to grab you, there's not many better choices than Danganronpa.

Highly recommend to play with JP voices, you have to read either way and the EN VA's are pretty awful in comparison and ruin a lot of the characters.. 10\/10 would Despair again

I played Danganronpa: Trigger Happy Havoc for the first time this year after a friend recommended it to me. I liked the game. It was a good time. It features a cast of compelling, brightly designed characters who are pressured to try and kill each other so they can be the ones to escape from a prison school. The core 'gameplay' features three main sections: free time, investigations and class trials.

Free time lets you hang out with the characters in a an almost 'dating sim' style game where you give them gifts and gain relationship. The characters are really the selling point of Danganronpa so these sections normally ended up being my favourites as I got to learn and laugh with them.

The investigations are sequences where, after a students is murdered, you set out to gather evidence and figure out who did it. These are the weakest parts of the game as they are highly scripted, and since you have to find all the clues for the trials to work the game never lets you miss anything. That lead me to just click on everything that may be vaguely relevant till the game arbitrarily shuffled my out the door saying I had found it all. I think if there was more time dedicated to 'why' rather than 'how' the murders took place in the investigation sections I would have enjoyed them more because it would put the focus onto the characters and their clashing moralities, rather than Agatha-Christie-esque whodunits. However, I will also respect that this might be just personal preference and, as far as whodunits go, there are some pretty clever ones in this game.

The class trials are, like the investigations, highly scripted. As far as I could see any divergence from the planned narrative ended up with you either taking damage or loosing outright. The scripted trial narratives are broken up with a series of mini-games. I'll be blunt and say I felt all the mini-games kind of sucked. The controls were sluggish (I assume part of this is the fault of porting from the PSP) and they were often based on specific word choices or spelling that had to go though the gauntlet of a mediocre translation. After the trial concludes, the game normally gives an exposition dump that explains the murderers behavior. These were normally interesting, but as I said earlier I wish they had been part of the investigation rather than the trial. That I had earned this information rather than just being told it.

The plot overall is good. There are a few decent twists, and I literally opened the game once or twice to play it with my friend who recommended it watching; but instead of actually playing the game we just got into long discussions about the various characters and the way the game manages to occasionally pull off ATLUS-level subtext when presenting them.

Speaking of ATLUS, if you are also a fan of Persona 5, it shares like half the same English voice cast as Danganronpa. I'm the kind of guy to get a kick out of that sort of thing, if you are too then that is worth noting.

I also need to mention the translation. As far as I can tell there are two major translations of this game. One that has been hammered out, no doubt by some intern in an office somewhere, working with crippling deadlines. Then another that was made by this franchises dedicated fan-base. Of course the official English script uses the one by the office worker. However, I think that is a real shame since, though I always understood what was being said, if something seemed dumb and I looked up what the fans had written instead, normally made a lot more sense.

I know that while never getting huge attention Danganronpa has amassed a dedicated fanbase that has lead to multiple sequels. To all those fans I want to say I see your love, I appreciate your love but I can't quite bring myself to share it. I didn't enjoy the times where the game tried to be a 'game' much, and I would have needed a little something more from the story for me to really fall in love with it. I don't want to say specifics because of spoilers but a bit more from the main villain would have been nice and there was one particular character that I saw no value in (who, based on some footage I saw of an early demo build, I don't think was ever meant to survive as long as they did, and it shows) as a few examples of where I wanted a little more.

I will say this though, Danganronpa is a weird Asian psychological horror game that is unafraid to use intense violence, imagery and and concepts to gets its hooks into you. If it does get a chance to grab you I can't promise that you'll love the ride, but I can almost guarantee that is will be an interesting one.. I have completed the Ace Attorney series and Zero Escape series, playing through the first Danganronpa, I would put it below the first game of those 2 series.

Overall it was ok - and for fans of Ace Attorney, Zero Escape and even Professor Layton I'd say if you're needing the itch scratched it's worth a play, but expect it to be less endearing as AA and PL, and expect it to be less bewildered as ZE. However I do plan to try the second instalment (Goodbye Despair) and heard they might be better.

Here are a few reasons why I felt this about Danganronpa: Trigger Happy Havoc:
- Characters are not as quirky and the references\/banter etc less on-point than AA and PL
- Investigation is similar to AA, but traversing the areas is about a bit more annoying as the layout of the school is bonkers
- DTHH makes you walk around a lot for no real reason I feel, but it does give a decent creepy feeling but to no pay off compared to ZE
- Much less scary\/disturbing than the ZE series. The story is also less chilling or interesting than ZE imo
- Strange trial mechanics, where you can know exactly what you're doing but the weird delayed bullets and random bad shooting mechanics makes takes me out of the experience
- Bit more plot holes than than the other 3 series mysteries I think

I did no try the "School life mode", as the characters don't have me hooked enough to want to. All in all, I'd replay all of AA1, maybe ZE1 but definitely wouldn't revisit DTHH.. Bought it looking forward to the trials, but it ended up being an animu snoozefest about every single trope in the book. Tons and tons of just straight gobble from characters I couldn't care less for on a story that somehow I even care less for, resulting in me wanting to power through the boring\u2665\u2665\u2665\u2665\u2665character monologues going over the godawful tropes of their cliche, marysue-ish characters, but at the same time not wanting to miss on the important stuff that relate to the game's plot, which results in me being forced to slow down and pay attention to stuff I really don't feel rewarded for paying attention to. The only times I enjoyed myself on the time I've spent with the game was when it went so tongue in cheek it could lick its own ear, like when it presented you a high school student as the leader of all biker gangs in japan or an "ultimate gambler" called "ludenberg". Most of the characters are uninteresting single note affairs, and buying presents for, or spending time with the ones you feel like is absolutely pointless as there's only one track you'll be following which, in a game about relationships between characters makes it extra un-endearing.

The presentation is interesting, the art style is nice, the music is pretty good, the premise is... passable, but seeing how this game centers squarely in exploration and dialogue and that's what I have a big problem with, I'm going ahead and say that 80% of this game, which is staring at predictable, long winded and repetitive text, is absolutely hopeless.

I'm personally huge on Phoenix Wright and thought I might enjoy this as well after watching Tehsnakerer's video on both franchises, but wherein one is more about fun characters telling a story which will rarely stop to mope about their life story (three to five-ish at a time, depending on the case), the other one is about bouncing between FIFTEEN terrible, ill-fitting cutouts talking about themselves for so long that the setting and story becomes dilluted and second to a bland piece mainly centered on anime stereotypes. It's not about investigating a crime and finding a culprit, it's about getting your ear chewed off by very basic archetypes for hours, and at the end all converging on a whodunit that seems to be in place just out of obligation to justify the drivel you've been subjected to all this time. Even if we substract the whole crime investigation angle from the equation, the Nine Persons Nine Doors games do a much better work of presenting a character driven mystery while keeping the narrative focused on the story instead of it taking a backseat to uninspired tripe.

I haven't reached a trial yet but my two hours are up, and seeing what I've seen, imma have to ask for a refund because I feel like I'm going to maybe enjoy a couple of the 20 hour total run of the game. It's simply not entertaining.. Pros:

- Sympathetic characters even the ones who are the killers

- Complex and mostly unpredictable mysteries

- Intense and concentration inducing class trials

- Awesome gallery and choice to unlock the arts, music and such content you like the most

- Skills can be learnt from other students to prepare yourself for class trials

- Badass and touching music in every way possible

- Really dark and evil backstory with exciting plot for a visual novel

- The story test your feelings about the characters like if you were living together with them in the school

- Very addictive and cute school life mode after the story

Cons:

- The game freeze in full screen mode if we take a screenshot, so we are forced to use borderless window mode

- Sometimes the game doesn't let you access to your e-Handbook and you must reach a part where you can access it

- Lacks of replay factor, like the killer and the victim are always the same people and there are no such game mode for it

- Feeling love about the characters may make you regret a few things in your life so be careful

- A little too expensive, so you better wait for a discount period

Altogether I strongly recommend this masterpiece. For the sake of long term experience, try to buy the bundle with V3 included, so you don't have to wait for another discount. If you are really into visual novels and detective style gameplay, then this game is for you.. I want Mondo to spit in my mouth.. If you're even remotely interested in murder mysteries don't sleep on this series.. If you're like me and you absolutely _despise_ every character in the beginning and are wondering whether it's worth going on: If you liked 999 and\/or Phoenix Wright, you'll end up liking this, too, so definitely give it a chance. There are semi-cringy dialogues everywhere that one has to push through, but I found that it grew on me after some time.
'cause yeah, I hated _everything_ about it in the beginning and was absolutely stunned towards the end. Fun stuff!. \u2605 \u2014 Recommended

Review will follow once I've finished the game.

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