

blame gakuen Online PDF

Understanding Blame Gakuen: An In-Depth Exploration

blame gakuen is a term that has garnered significant attention within the realms of internet culture, anime fandom, and digital art communities. Originating from the iconic manga and anime series *Blame!*, created by Tsutomu Nihei, the phrase has evolved into a broader cultural reference, symbolizing themes of dystopian futures, technological despair, and artistic innovation. This article aims to provide a comprehensive overview of what Blame Gakuen represents, its origins, thematic significance, and its impact on contemporary media and fan communities.

The Origins of Blame Gakuen

From Manga to Meme: The Birth of Blame Gakuen

The term "Blame Gakuen" is a fusion of the title *Blame!* and the Japanese word "Gakuen," meaning "academy" or "school." While *Blame!* originally refers to a dark, dystopian universe filled with towering structures and rogue AI, the addition of "Gakuen" transforms this bleak universe into a fictional setting reminiscent of a school or academy, often used in fan art, memes, and parodies.

The phrase gained popularity through:

- Fan interpretations that imagine the dystopian world of *Blame!* as a school setting.
- Internet memes that juxtapose the bleak aesthetic with typical school life scenarios.
- Anime and manga communities creating derivative works, blending the original series with school-themed narratives.

The Artistic and Cultural Significance

Tsutomu Nihei's *Blame!* is renowned for its intricate art style, sprawling cityscapes, and themes of technological entropy. These elements have inspired countless fan creations, including:

- Parodies that place characters in school uniforms.
- Fan fiction imagining *Blame!* characters as students or teachers.
- Digital art showcasing "Blame Gakuen" as a cyberpunk school setting.

This fusion captures the imagination of fans, combining the bleakness of Nihei's universe with the

familiarity of school life, creating a compelling juxtaposition.

Core Themes and Symbolism of Blame Gakuen

Technological Dystopia and Human Resilience

At its core, Blame! explores the consequences of unchecked technological advancement, artificial intelligence, and human alienation. When adapted into the "Gakuen" setting, these themes often symbolize:

- The struggle for knowledge and understanding within oppressive systems.
- The resilience of individuals in the face of dehumanization.
- A critique of societal structures that prioritize technology over human connection.

Visual Aesthetics and Artistic Style

The distinctive visual style of Blame! features:

- Monochromatic, highly detailed line art.
- Massive, labyrinthine architecture.
- Minimalist character designs emphasizing the scale of the environment.

In "Blame Gakuen" adaptations, these visual elements are often stylized to resemble school environments, blending sci-fi architecture with traditional school motifs.

Popular Interpretations of Blame Gakuen in Media

Fan Art and Digital Creations

Online platforms like DeviantArt, Pixiv, and Twitter host numerous fan artworks depicting "Blame Gakuen." Common themes include:

- Characters in school uniforms amidst futuristic ruins.
- Scenes of students navigating labyrinthine hallways.
- Parodies combining Blame! aesthetics with school life humor.

Anime and Manga Parodies

Some creators have produced parody manga or short animations that:

- Reimagine Blame! characters as students or teachers.
- Incorporate humor into the otherwise dark universe.
- Explore "what if" scenarios of the Blame! universe functioning as a school.

Gaming and Virtual Spaces

Video games inspired by the aesthetic often include levels or environments labeled as "Blame Gakuen," offering players the chance to explore digital worlds reminiscent of Nihei's architecture, but with school-themed elements.

The Cultural Impact of Blame Gakuen

Influence on Fan Communities

The concept of Blame Gakuen has fostered vibrant communities that:

- Share fan art, stories, and cosplay.
- Organize online discussions about themes of technology and society.
- Create cosplay costumes blending cyberpunk and school uniforms.

Educational and Thematic Discussions

Scholars and critics sometimes analyze Blame Gakuen as a metaphor for:

- The loss of innocence in a technologically dominated world.
- The impact of societal neglect on youth.
- The importance of human resilience amidst chaos.

Merchandising and Cultural Products

The aesthetic elements of Blame Gakuen have been incorporated into:

- Fashion items inspired by cyberpunk themes.
- Posters and prints featuring hybrid school and sci-fi visuals.
- Limited edition collectibles for fans of Nihei's work.

How to Engage with Blame Gakuen

Creating Your Own Blame Gakuen Content

Interested fans can:

- Draw or commission artwork blending Blame! with school themes.
- Write fan fiction imagining characters in a school setting.
- Develop cosplay costumes inspired by the aesthetic.

Joining Online Communities

Platforms such as Reddit, DeviantArt, and Discord host groups dedicated to Blame! and its derivatives, where fans share their creations and discuss themes.

Attending Conventions and Events

Anime and comic conventions often feature panels or displays related to Blame! and cyberpunk art, providing opportunities to connect with like-minded enthusiasts.

Conclusion: The Enduring Legacy of Blame Gakuen

Blame Gakuen represents a fascinating intersection of dystopian science fiction and youthful innocence, reimagined through fan creativity and cultural commentary. Its origins in Tsutomu Nihei's Blame! universe have sparked a multifaceted phenomenon that continues to inspire artists, writers, and fans worldwide. Whether as a parody, homage, or thematic exploration, Blame Gakuen exemplifies the power of fandom to reinterpret and expand upon original works, blending dark futurism with familiar school motifs in a way that captivates the imagination.

As digital communities grow and new generations discover the aesthetic, the concept of Blame Gakuen remains a testament to the enduring influence of cyberpunk narratives and the limitless creativity of fans. Whether you are a seasoned anime enthusiast or new to the genre, exploring Blame Gakuen offers a unique journey into a world where technology, art, and youth collide in compelling and thought-provoking ways.

Blame Gakuen: Unveiling the Myth, Culture, and Impact of a Controversial Phenomenon

Introduction

Blame Gakuen? a term that has increasingly permeated online forums, social media, and pop culture

discussions?refers to a complex phenomenon rooted in Japanese youth culture, media narratives, and societal tensions. While at first glance it might appear as a simple meme or internet slang, the concept of blame gakuen embodies deeper themes of societal blame, generational conflict, and the perception of education and authority. This article aims to dissect the origins, cultural significance, and societal implications of blame gakuen, providing a comprehensive understanding rooted in both historical context and contemporary discourse.

Origins and Etymology of Blame Gakuen

What Does "Gakuen" Mean?

The term gakuen (学園) directly translates to "academy" or "school" in Japanese. It is often associated with educational institutions, ranging from elementary schools to universities, and even fictional settings like manga, anime, or video games where schools serve as central locations.

The "Blame" Element

The term "blame" in this context signifies a tendency?or perceived tendency?within Japanese society to assign responsibility or fault to educational institutions or youth communities for social issues. When combined, "blame gakuen" hints at narratives or sentiments that blame schools or students for broader societal problems.

Emergence in Internet Culture

The phrase gained prominence in online communities around the late 2010s, initially as a satirical critique of societal blame-shifting. Users would comment that issues such as youth delinquency, declining academic standards, or social unrest were "blame gakuen"?an ironic way of suggesting that schools are scapegoats for larger societal failures.

Cultural Significance and Symbolism

Reflection of Societal Tensions

In Japanese society, education is a highly valued institution, often seen as the pathway to social mobility and success. However, it is also a source of pressure and conformity. The phrase "blame gakuen" encapsulates a societal tension: while schools are supposed to nurture and educate, they are also blamed for issues such as:

- Rising youth delinquency
- Academic stress and mental health crises

- Lack of individualism
- Social stratification

By blaming gakuen, society externalizes its frustrations, sometimes unfairly, onto educational institutions or the youth themselves.

Media and Pop Culture Influence

Anime, manga, and Japanese dramas have long depicted schools as microcosms of society, often highlighting conflicts, rebellion, and conformity. The narrative of blaming gakuen is reinforced through these cultural products, which depict students grappling with societal expectations or authorities failing to address real issues.

Societal Implications of Blame Gakuen

Education System Under Scrutiny

The phrase underscores ongoing debates about Japan's education system, which many critics argue emphasizes rote memorization, conformity, and high-pressure environments. Some consequences include:

- Mental health crises among students: Rising rates of anxiety, depression, and suicide.
- Bullying and social exclusion: Persistent issues within school environments.
- Lack of adaptability: Critics argue that the system fails to prepare students for a rapidly changing society.

"Blame gakuen" can be seen as a shorthand for these systemic issues, with society looking to schools as both the cause and the scapegoat.

Generational Divide

The phrase also symbolizes a broader generational conflict. Older generations may view schools as institutions that uphold traditional values, while younger generations often see them as oppressive or out of touch. The blame gakuen narrative sometimes manifests as youth rebellion or critiques of authority figures within educational settings.

Political and Social Discourse

In political debates, "blame gakuen" is invoked either to criticize policies that impact youth and education or to call for reform. It becomes a rallying cry for activists demanding better mental health

support, anti-bullying measures, and curriculum reforms.

The Internet and Meme Culture

The Role of Online Communities

Platforms like Twitter, Reddit, and niche forums have popularized the phrase, often using satire or irony. Memes may depict schools as the root of societal problems, parodying the tendency to scapegoat institutions.

Notable Memes and Trends

- "Blame gakuen" as a meme phrase: Used to mock overly simplistic blame assignments.
- Satirical comics: Depicting schools as villains responsible for societal woes.
- Hashtag campaigns: Calling for reform or awareness about youth issues under the banner of blame gakuen.

Impact on Public Perception

While often humorous or satirical, these memes contribute to a nuanced public discourse about education, societal responsibility, and youth welfare.

Criticisms and Controversies

Oversimplification

Critics argue that "blame gakuen" reduces complex societal problems to mere scapegoating of schools or youth, ignoring broader economic, political, and cultural factors such as:

- Economic stagnation
- Urbanization
- Family structure changes
- Media influence

Potential for Stigmatization

Using blame gakuen as a catchphrase can inadvertently stigmatize students, teachers, and educational institutions, leading to:

- Increased pressure on students
- Reduced morale among educators
- Public distrust in the education system

The Need for Holistic Solutions

Experts advocate for comprehensive approaches to address youth issues, emphasizing mental health support, curriculum reform, and community engagement rather than simplistic blame.

Moving Forward: Reconciling Perspectives

Educational Reforms

To address criticisms associated with blame gakuen, reforms should focus on:

- Reducing academic pressure
- Promoting mental health awareness
- Encouraging individuality and creativity
- Incorporating life skills and emotional intelligence into curricula

Societal Responsibility

Society at large must recognize its role in shaping youth experiences, including:

- Economic support for families
- Media literacy initiatives
- Community-based youth programs

Fostering Dialogue

Open dialogue between educators, students, parents, and policymakers is essential to move beyond blame and develop sustainable solutions.

Conclusion

Blame gakuen encapsulates a layered discourse about education, societal responsibility, and youth in Japan. While it began as an ironic meme or critique, its evolution highlights genuine concerns about the pressures faced by students and the systemic issues within Japanese society. Recognizing the phrase's cultural significance offers an opportunity to foster nuanced conversations

about reform, empathy, and shared responsibility. Ultimately, addressing the root causes behind the phenomena associated with blame gakuen requires collective effort?shifting from blame to understanding and action for a healthier future for Japan?s youth.

Question What is 'Blame Gakuen' and how did it originate? 'Blame Gakuen' is a popular internet meme and parody that combines elements of the 'Blame!' manga series with school-themed humor, originating from online communities to create humorous crossover content. Who are the main characters featured in 'Blame Gakuen'? The characters typically include exaggerated versions of 'Blame!' series characters like Killy, along with fictional school students and teachers, often portrayed in comedic or satirical ways. Why has 'Blame Gakuen' gained popularity on social media platforms? 'Blame Gakuen' resonates with fans due to its humorous mashup of sci-fi and school life, along with its meme-friendly visuals, making it widely shared among anime and manga communities. Are there official 'Blame Gakuen' manga or anime adaptations? No, 'Blame Gakuen' is an unofficial parody and has not been officially adapted into manga or anime; it exists primarily as fan-created content and memes. How do fans typically create 'Blame Gakuen' content? Fans create 'Blame Gakuen' content through digital art, meme edits, fan fiction, and social media posts, often using tools like Photoshop or meme generators to blend 'Blame!' characters into school settings. What themes are commonly explored in 'Blame Gakuen' memes? Common themes include humorous school scenarios, parody of serious 'Blame!' themes like dystopia, and playful character interactions that contrast the dark tone of the original series. Has 'Blame Gakuen' influenced any official merchandise or collaborations? As of now, 'Blame Gakuen' remains a fan-driven meme without official merchandise, but its popularity has inspired unofficial merchandise and tributes within fan communities. How do newcomers engage with 'Blame Gakuen' content? Newcomers often engage by browsing meme platforms like Reddit, Twitter, and TikTok, where they can find popular 'Blame Gakuen' memes, participate in community discussions, or create their own content. What is the future outlook for 'Blame Gakuen' as a meme community? Given its viral nature, 'Blame Gakuen' is likely to continue evolving with new memes, fan art, and humorous takes, maintaining its relevance in online meme culture for the foreseeable future.

Related keywords: blame gakuen, cyberpunk manga, Tsutomu Nihei, dystopian city, mech architecture, futuristic cityscape, sci-fi manga, post-apocalyptic world, cybernetic enhancements, urban decay

BLAME 1

blame 1 is a term that often appears in discussions related to psychology, social dynamics, and conflict resolution. Understanding what blame 1 entails, its implications, and how to manage it effectively can significantly improve interpersonal relationships and foster healthier communication.

In this article, we will explore the concept of blame 1 in detail, examining its origins, effects, and strategies for addressing it constructively.

What Is Blame 1?

Blame 1 refers to the initial act of assigning responsibility or fault to someone else for a particular problem, mistake, or undesirable outcome. It is often characterized by a tendency to point fingers outward, rather than inward, and can be a reflexive response to stress, disappointment, or frustration.

Origins of Blame 1

The concept of blame 1 originates from psychological studies on attribution theory, which explores how individuals interpret and assign causes to events. When faced with negative outcomes, people naturally look for someone or something to hold accountable. Blame 1 is typically the first step in this process, serving as an immediate reaction before deeper reflection or analysis.

This initial blame response can be influenced by various factors:

- **Emotional state:** Feelings of anger, fear, or hurt often trigger blame.
- **Cultural influences:** Some cultures encourage external attribution of faults more than others.
- **Personality traits:** Individuals with higher tendencies toward external locus of control may be more prone to blame 1.

The Role of Blame 1 in Conflict and Resolution

Blame 1 plays a significant role in the escalation or de-escalation of conflicts. While it can serve as a way to identify issues quickly, over-reliance on blame 1 can hinder effective problem-solving and damage relationships.

Positive Aspects of Blame 1

- **Immediate clarity:** Blame 1 can help identify who or what caused a problem, enabling swift action.
- **Emotional release:** Expressing blame can temporarily alleviate feelings of frustration or helplessness.
- **Accountability initiation:** It can serve as the first step toward acknowledging issues and prompting investigation.

Negative Aspects of Blame 1

- Defensiveness: When blame is assigned prematurely, it can lead to defensiveness and denial.
- Blame game: Repeated blame 1 can create cycles of finger-pointing, preventing resolution.
- Relationship damage: Excessive blame can erode trust and foster resentment.
- Avoidance of responsibility: Focusing on blame might distract from personal or systemic contributions to the problem.

Understanding the Difference Between Blame 1 and Constructive Approaches

While blame 1 is a natural reaction, it is essential to distinguish it from more constructive methods of addressing issues.

Blame 1 vs. Responsibility

- Blame 1: Focuses on identifying and assigning fault often with an emotional charge.
- Responsibility: Involves acknowledging one's role in a situation without assigning blame, fostering accountability.

Blame 1 vs. Problem-Solving

- Blame 1: May hinder problem-solving by focusing on fault rather than solutions.
- Solution-oriented approach: Emphasizes understanding causes and working collaboratively to resolve issues.

Strategies to Manage and Transform Blame 1

Recognizing blame 1 is the first step toward transforming it into a more productive response. Here are practical strategies:

1. Practice Self-Awareness

- Pay attention to your emotional responses when problems arise.
- Notice if you tend to immediately assign blame and ask yourself why.
- Reflect on whether your blame is justified or a knee-jerk reaction.

2. Shift from Blame to Inquiry

- Instead of blaming, ask questions like:
- "What are the underlying causes of this issue?"
- "How did my actions contribute to this outcome?"
- Foster curiosity rather than judgment.

3. Use "I" Statements

- Communicate feelings and perspectives without accusing others.
- Examples:
- "I feel frustrated when deadlines are missed."
- "I noticed that the project faced delays, and I wonder how we can improve our process."

4. Foster Empathy and Perspective-Taking

- Try to understand the circumstances and motivations of others involved.
- Recognize that mistakes are often human and can be opportunities for growth.

5. Focus on Solutions and Future Prevention

- Collaborate to develop strategies that prevent similar issues.
- Emphasize teamwork and shared responsibility.

Impacts of Blame 1 in Different Contexts

Blame 1 manifests differently depending on the environment and relationships involved.

In Personal Relationships

- Excessive blame can lead to misunderstandings, resentment, and emotional distancing.
- Healthy communication involves owning one's part and avoiding disproportionate blame.

In the Workplace

- Blame 1 can create a toxic environment, reduce collaboration, and hinder innovation.
- Cultivating accountability and a learning mindset encourages growth and resilience.

In Societal and Cultural Settings

- Blame can be used to scapegoat groups or individuals, often leading to social division.
- Promoting collective responsibility and understanding fosters social cohesion.

Conclusion

Understanding blame 1 is essential for personal development, effective conflict resolution, and fostering healthier relationships. While it is a natural initial reaction to negative events, recognizing when blame is unhelpful and shifting toward inquiry, responsibility, and solutions can lead to more positive outcomes. Emphasizing empathy, self-awareness, and constructive communication transforms blame from a destructive force into an opportunity for growth and understanding. By managing blame 1 thoughtfully, individuals and organizations can build stronger, more resilient connections and create environments conducive to problem-solving and mutual respect.

Blame 1: An In-Depth Exploration of Its Significance, Context, and Cultural Impact

Introduction: Understanding the Concept of "Blame 1"

Blame 1 emerges as a multifaceted term that invites a variety of interpretations depending on the context in which it is used. Whether it pertains to a specific cultural phenomenon, a psychological concept, or a reference within a media franchise, the phrase encapsulates themes of responsibility, guilt, and accountability. This article aims to dissect the various dimensions of "Blame 1," offering a comprehensive overview that encompasses its origins, applications, and implications across different fields.

The Origins and Etymology of "Blame 1"

Historical Context

The phrase "Blame 1" is not rooted in a single historical event or traditional linguistic development but has gained prominence primarily through modern digital culture, gaming, and media discourse. Its usage often references a first or primary accusation level, frequently in hierarchical or sequential contexts.

Linguistic Breakdown

- "Blame": Derived from Middle English "blamen," meaning to censure or find fault.
- "1": Indicates the initial or primary level, position, or source.

Together, "Blame 1" signifies the initial point of responsibility or the first party to be held accountable in a chain of events or accusations.

"Blame 1" in Popular Culture and Media

Gaming and Internet Culture

The phrase has become increasingly common within online communities, particularly in multiplayer gaming and social media forums. In these contexts, "Blame 1" often refers to the first person to be accused of a mistake, often humorously or colloquially.

- Example: In a multiplayer game, when a player makes a mistake, others might say "Blame 1" to point out the initial culprit, sometimes as a joke or to deflect blame from oneself.

Memes and Social Media

"Blame 1" has found its way into meme culture, symbolizing the tendency to assign blame to the first person or element involved in a mishap. Memes often depict "Blame 1" as a caricature or placeholder for the "culprit," reinforcing themes of responsibility shifting and scapegoating.

Media Franchises and Narrative Usage

In narrative storytelling, especially in crime dramas or detective stories, "Blame 1" can be conceptualized as the primary suspect or the first individual to be under suspicion, setting the tone for investigations and plot developments.

The Psychological Dimensions of Blame and Its Hierarchical Levels

The Nature of Blame

Blame is a complex psychological construct involving attribution of responsibility, emotional responses like guilt or shame, and social dynamics of accountability. It functions both internally (self-blame) and externally (assigning blame to others).

Hierarchies of Blame: From "Blame 1" to "Blame N"

In many situations, blame operates on multiple levels or stages:

- Blame 1: The initial or primary source of fault.
- Blame 2: Secondary or subsequent responsible parties.
- Blame N: Tertiary or downstream actors.

This hierarchical framework helps in understanding how responsibility propagates and how individuals or groups assign accountability within complex systems.

Psychological Impact of "Blame 1"

Assigning blame to "Blame 1" can have significant psychological consequences, including:

- Guilt and Shame: The individual identified as "Blame 1" may experience intense emotional reactions.
- Defense Mechanisms: Others may deflect blame by focusing on "Blame 1" to avoid responsibility.
- Group Dynamics: Collective blame can influence social cohesion and conflict resolution.

The Sociological and Ethical Implications

Scapegoating and Blame Dynamics

The concept of "Blame 1" is intricately tied to scapegoating phenomena, where the first identified individual or group bears disproportionate responsibility, often unjustly. This can lead to social injustice and hinder objective analysis of causality.

Accountability versus Blame

Distinguishing between holding someone accountable and unfair blame is crucial. While "Blame 1" denotes the first responsible party, ethical considerations demand thorough investigation before assigning such blame to prevent wrongful accusations.

Organizational and Corporate Contexts

In organizational failures, "Blame 1" often refers to the individual or unit initially blamed for adverse outcomes. This can influence corporate culture, impact morale, and affect systemic improvements.

The Role of "Blame 1" in Crisis Management and Resolution

Identifying the "Blame 1" in Problem-Solving

Effective crisis management involves accurately pinpointing the "Blame 1" to address root causes. Misidentifying or rushing to blame can exacerbate issues rather than resolve them.

Strategies for Fair Attribution

- Conduct comprehensive investigations.
- Consider systemic factors alongside individual actions.
- Promote accountability without unjust blame.

Case Studies

- Corporate Scandal: Initial blame placed on a single executive without examining systemic flaws.
- Public Policy Failures: Blame directed at a specific agency or individual, delaying broader reforms.

The Evolution of "Blame 1" in Digital Discourse

From Simple Accusations to Complex Narratives

Digital environments have transformed "Blame 1" from a straightforward accusation into a nuanced process involving online mobs, misinformation, and social amplification.

The Impact of Algorithms and Echo Chambers

Algorithms can entrench "Blame 1" narratives by prioritizing sensational content, leading to rapid and often unjust blame assignments.

The Role of Digital Forensics

Investigative tools and digital forensics aim to identify "Blame 1" accurately, balancing swift response with thorough evidence collection.

Critical Analysis: Is "Blame 1" Always Justified?

Pros and Cons of Immediate Blame

Advantages:

- Rapid response in emergencies.
- Clear attribution can facilitate swift action.

Disadvantages:

- Potential for injustice.
- Oversimplification of complex issues.
- Risk of fostering resentment and conflict.

Ethical Considerations

Assigning "Blame 1" requires ethical mindfulness, emphasizing fairness, evidence, and context. Premature blame can undermine trust and exacerbate problems.

Conclusion: The Significance and Future of "Blame 1"

"Blame 1" encapsulates the human tendency to seek responsibility at the first available point in a chain of events. While it plays a vital role in accountability, its application demands caution and discernment. As digital culture continues to evolve, the concept of "Blame 1" will likely become more complex, intertwining with issues of misinformation, social justice, and systemic accountability. Understanding its nuances is essential for fostering responsible communication, fair justice, and effective problem-solving in an increasingly interconnected world.

In summary, "Blame 1" is more than just a phrase; it is a reflection of societal, psychological, and cultural mechanisms that shape how responsibility is assigned and perceived. Its study offers valuable insights into human behavior, organizational dynamics, and the ethics of accountability in contemporary society.

Question What does 'blame 1' typically refer to in a gaming context? In gaming, 'blame 1' often refers to assigning responsibility to the first player or character for a mistake or failure during gameplay. Is 'blame 1' a common term in software development? No, 'blame 1' is not a standard term in software development; however, it may colloquially refer to pointing blame to the first person or component involved in an issue. How can understanding 'blame 1' improve team dynamics? Understanding the concept of 'blame 1' can help teams recognize the tendency to assign blame prematurely, encouraging more collaborative problem-solving rather than individual fault-finding. Are there psychological effects associated with 'blame 1' in conflict situations? Yes, blaming the first party involved can lead to increased defensiveness, resentment, and a breakdown in communication, adversely affecting conflict resolution. In the context of project management, how should 'blame 1' be addressed? Project managers should foster a blame-free environment by focusing on solutions rather than assigning blame, promoting accountability and continuous

improvement. What are some strategies to avoid 'blame 1' in team settings? Strategies include promoting open communication, emphasizing collective responsibility, analyzing issues objectively, and focusing on solutions rather than individuals.

Related keywords: accuse, fault, responsibility, blame game, accountability, criticize, reproach, guilt, faultfinding, condemn

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