Akiyama Shinichi Ultimate Document



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Includes: Liar Game/Roots of A feats
Side content at the end:

— Estimation of Akiyama's IQ

— How much did Akiyama extort in LG

— Ranking Akiyama's top 10 best feats

Total of feats shown by Akiyama during all of Liar Game: (151)

First Round | 100 Million Yen game



Duration: Chapter 1–6 (6 chapters)

Total feats: (15)

Rules: *You and another player are given 100 million yen each. You have one month to steal the money from your rival before the Liar Game Company finishes the game and checks how much money you have. Until then, everything is permitted, except for violence against your adversary, as it is in all of the other games.*

1) Akiyama is able to destroy a multi-level marketing company by using their own methods against themselves. **(Deception)**

2) He is also able to steal so much money that it is stated to be the largest sum of money stolen in japanese criminal history. In japanese criminal history there is the famous case in 1964 where a man robbed 300 million yen from a bank, but that was in 1964. Due to inflation, and taking account the fact that the author wrote Liar Game in 2005, we are able to calculate that the amount in yen in 2005 would be approximately 1 billion and 271 million yen, adjusted with inflation. Translating it to dollars in 2005, we get about 8 million and 257 thousand dollars. So Akiyama stole more than 8 million dollars or 1 billion yen during his takedown of these marketing companies. **(Extortion)**

3) Akiyama disguises himself as a police officer and tricks reporters into following a random convict by implying that the man was actually him in disguise, tricking them into following him while he takes an isolated path as instructed by one of the guards, who is working with him closely. So it seems like Akiyama persuaded the guard into helping him escape, with him creating a good relationship between himself and the prison guard.
(Disguise/VCI/Misdirection/Deception/Direct Manipulation/EU)

4) Threatens Nao's teacher into revealing that he stole money to the police, with this the teacher reveals that he thinks that it was fair since it is all a game, and it wouldn't be a crime.

But this is what Akiyama wanted him to say, since he just admitted he had the intention of taking the money of Nao's hand. **(Direct Manipulation/Anticipation/EE)**

5) Akiyama notices a flaw in Nao's teacher's plan, as in the last day of the game (sunday, june 14th) the bank would be closed, so he wouldn't be able to get the money out of the bank's box, unless he took it out at friday, two days before the deadline. **(Analysis Depth|Complexity/Logical Thinking|Reasoning)**

6) Both Akiyama and Nao threatens Mr. Fujisawa by saying that they will steal his money, with Akiyama saying that they have a really good plan to do so, leading to Fujisawa going inside his house and trying to get away from the danger that both could impose on him. **(EE/Direct Manipulation/VCI)**

7) Akiyama predicts that Fujisawa will call the cops on him so he rents an empty house near the teachers house to watch him for a month. **(Anticipation)**

8) Akiyama does a 24 hour surveillance in Fujisawa's house to put his mind in an abnormal state of mind, of which is used by con artists to fool people with a scam, such as putting buyers in the crowd to make it seem like a fair trade for money, or change their voice in a similar way to people closely related to the one's they call so that they will get desperate when the scammer asks them for their help in a painful tone. By putting him in this state of weakness with his threats and the constant surveillance, Fujisawa will think about their plan, or what their words mean, making him more anxious, to the point that he doesn't even get out of his house. **(Planning Depth|Complexity|Length/Strategy Depth|Complexity|Length/EU/EE/knowledge/Direct Manipulation/Tactics/Psychology)**

9) He deduces that Fujisawa hid the 200 million yen inside his home since if the money was on the bank he wouldn't want to be stuck at home at all, and if he had hid it on another place he would have even more reason to not lock himself inside his own home, which leads to Akiyama deducing that the reason that he stays in his home while being watched is because the money is gathered inside of it. **(Deduction/Analysis Depth|Complexity/EU)**

10) Akiyama guesses the blueprint of Mr. Fujisawa's home by observing it with attention. **(VSI/Analysis Depth|Complexity/Observation)**

11) With the help of Nao he is able to force smoke into Fujisawa's house by putting it next to the vents on the outside, and creating a sound of burning surroundings with a sound box, making him think that his house is getting set on fire.
(Deception/Tactics/Creativity/Planning Depth|Complexity)

12) He uses his tactic of faking a fire on the teachers house to see how he would react to it. This causes Fujisawa to call his friend to help him find where the fire is coming from, rather than calling the fire department, without looking for it, since he didn't want to get out of his room. This showed Akiyama that Fujisawa wanted to stay in that specific room because the money was hidden on it, instead of the other places in the house, and Akiyama was able to conclude that with these simple actions coming from the teacher. **(Logical Thinking|Reasoning/Deduction/Analysis Depth|Complexity/EU/Direct Manipulation)**

13) Akiyama threatens and makes the teacher even more anxious by claiming that it would be child's play opening his secure safe, making him doubt himself, adding security measures to make it harder to open it. **(EE/Direct Manipulation/Psychology/Bluffing)**

14) The legendary swindler explains cognitive dissonance to Nao, and how it affects her teacher psychologicaly, breaking down his mentality. **(Knowledge/EU/Psychology)**

15) By making Fujisawa stay inside his house by watching him for 24 hours every day of the month, he is able to make him get away from his mailbox, switching the Liar Game's card with a fake card that he created specifying a different hour to deliver the money itself. With this, he is able to convince Fujisawa without any doubts that the card is true, since he is already psychologicaly cornered and has no reason to doubt the cards validity. He also doesn't let Nao know about this plan so that she acts in a believable way to the time running out, and her possible loss arriving in time. With this, Akiyama disguises himself as one of the Liar Game staff members, and manipulates Fujisawa into giving him the 200 million yen back. **(Fabrication/Disguise/Deception/Misdirection/Direct Manipulation/Strategy Depth|Complexity/Planning Depth|Complexity/Extortion/Setting Traps)**

Second Round | Minority Rule



Duration: Chapter 7–17 (10 chapters)

Total feats: (8)

Rules: *You will have some hours to cast a ballot of either yes or no on a certain question, the minority that voted in one of these answers will not be eliminated, while the majority will be disqualified.*

1) Akiyama creates a certain win strategy by making a team of 8 people that can go through the game by splitting the votes evenly and sacrificing themselves, until only one of the players on the team survived until the end. Shinichi showed a step by step development of how this would work out to Nao, with the 14 players numbers getting smaller while there were still members of his team among them. **(Foresight/Prediction/Strategy Depth|Complexity/Analysis Depth|Complexity/FRI)**

2) Doing the math he is able to reach the conclusion that out of the 2.1 billion yen that the winner receives, he can use 1.05 billion yen to pay for each of the other 7 players 100 million yen debt, alongside the extra 40 million yen debt that they would have due to the first round. **(QRI/Calculations)**

3) The Liar King had identified Fukunaga as Mr. X by reasoning that Tadaka Michiko would have played the game if he hadn't taken her place, which would mean that Mr. X would try to disguise himself as someone else to fool Michiko, as he would be alongside her most of the time. This meant that Fukunaga would go from disguising as a man to a woman, which would coincide with the fact that he was representing a female player during the game. By reasoning this, Akiyama had already taken player 15 out of consideration, specially since he was using sunglasses, and that it would clearly seem to others that he was using a disguise. **(STP/Deduction/Logical Thinking|Reasoning/EU/Observation/Analysis Depth|Complexity|Lenght)**

4) The strategy used by his team had one major flaw, which was that if any other team used it as well the game would be locked in a stalemate. This already made Akiyama suspicious on what the other teams wanted to do, but when he noticed that none of the players showed any kind of sadness or negative emotion after losing, being happy about the situation they were in, even if they were about to have 100 million yen in debt, it strenghtened his reasoning that there were other teams which used the same strategy as his own. **(EU/EP/NVI/Observation/Logical Reasoning|Thinking/Deduction)**

5) By seeing that player number one had returned to the mansion, even with an enormous amount of debt, made his previous theory even more plausible, since it would mean that he came back to see if his team's victor would run away with their reward or not. **(Deduction/Logical Reasoning/EU/STP)**

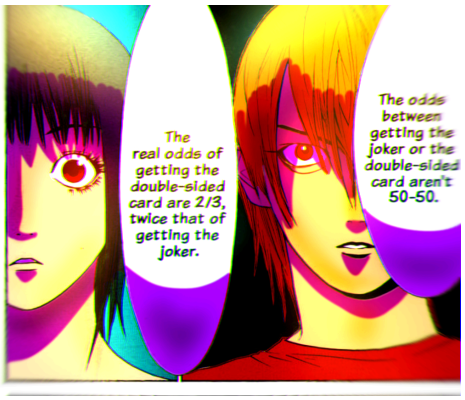
6) Fukunaga exposed himself during his conversation with Nao, in which Nao had only talked about 100 million yen being stolen by Mr. X, meanwhile not mentioning any check at all. Fukunaga mentioned it as a check, which would only be possible if he was Mr. X, since only he would know about it. **(VCI/Observation/Logical Reasoning)**

7) Akiyama votes "no" so that Fukunaga and the others only option is to make a draw by having two vote "yes" and one vote "no". With this, the three other players ally with each other. In the end, number 15 convinces the other two players to give him both their "yes" votes, for him to dispose of in the ballot. Fukunaga and the other player agree since if player 15 voted "no" it would lead to a draw, and if he voted "yes" he would lose the game, which wouldn't make sense for him to do. This was all part of Akiyama's plan, in which he made player 15 get the other two players definitive votes, so that he voted "yes" in the end and made Akiyama the minority between all 4 players present. **(Setting Trap/Strategy**

Depth|Complexity/Planning Depth|Complexity/Logical Thinking/EE/Foresight/Prediction/Misdirection/Deception/Indirect Manipulation)

8) By talking to player 15 way before the end of the game, he was able to gain his trust by giving him his name plate, which was worth 100 million yen in value. With this, Akiyama got information on player 15's team, which confirmed his suspicion on other teams using the same strategy as his. By making an alliance with player 15 he was able to win the second round of the Liar Game Tournament. **(Direct Manipulation/Information Intel)**

Revival Round | Downsizing Game



Duration: Chapter 19–28 (9 chapters)

Total feats: (7)

Rules: *Players get 100 million yen in money through the M ticket, which they can use to buy anything in the game, and even use it in transactions between other players. There is a voting system, and for this system every player has a L ticket, that can be used to vote five times for any player in each round. The additional votes that a player accumulates can be used as well. The person that gets the least amount of votes is eliminated.*

1) Akiyama came to the conclusion that Nao was in trouble since she didn't call him. He then called the LGT to confirm if there were other games being hosted, linking the two things together. **(Pattern Recognition/Intuition/Deduction/Logical Reasoning)**

2) Explaining it to Nao, Akiyama is able to solve Fukunaga's trick with the joker and the double sided card. Since Fukunaga wins when the double sided card appears, and Nao can only win when the Joker appears face down first, she only has 1 in 3 odds of getting the joker, meanwhile Fukunaga has 2/3 odds of always getting the double sided card. With the Joker facing up, Nao has to put the cards back into the bag, redoing this process all over. **(Analysis Depth|Complexity/Logical Reasoning|Thinking/QRI)**

3) Akiyama knows about a scam present in mahjong named "Ganpai", which consists of scratching many mahjong tiles in the back to know which one is which. **(Knowledge)**

4) Coming up with a strategy similar to "Ganpai" he tells Nao to make a tiny dent in the lengthy side of the double sided card, so that she can differentiate between the double sided card and the joker card. To stop Fukunaga from getting suspicious initially, he asks Nao to get more of the joker card when the game is near it's end, with this also being something that he uses to trick Fukunaga, as the joker card wouldn't have the dent while being pulled from the bag, meanwhile the double sided card wouldn't be pulled out at all, making it so Fukunaga wouldn't verify it and find out how Nao is cheating. **(Logical Thinking/Creativity/Deception/Indirect Manipulation/Anticipation/FRI/Strategy Depth|Complexity|Execution)**

5) By using Nao to talk with the other players, he makes a plan to convince them that Fukunaga is going to finish the game with more money than all of 7 of them, making them believe that he will surely win the third round with all that money, with Nao using words to motivate them into thinking that they can beat Fukunaga, as well as a lie that a player quit another revival round, making it possible that she is chosen to go into the third round due said player having dropped out, and with the loser with the highest vote being 19 votes, which is less than the 20 votes that she would get. This all leads to them accepting Nao's deal of 70 million yen for 10 votes, with her maintaining it a secret that she talked with many others to get even more votes. **(Planning Depth|Complexity|Control|Execution/Indirect|Mass Manipulation/Deception/VCI/Misdirection/Logical Thinking)**

6) Akiyama makes the players pay for votes to continue playing the game without losing, and for this he asks them to pay huge amounts of money, and in return they get few votes from the 30 excess votes that he has. Even with extreme and chaotic reactions from the players, his strategy is a success. Shinichi does this so that he can use all of the money to clear the loser of his debt, paying back all the players in the end. **(Strategy Depth|Complexity|Control|Execution/Direct|Mass Manipulation/FRI/EE/Negotiation)**

7) In a surprising turn of events, the legendary swindler steals 900 million yen from everyone in the downsizing game, which is equivalent to 5 million dollars. **(Extortion)**

Third Round* | *Contraband Game



Duration: Chapter 30–59 (29 chapters)

Total feats: (20)

Rules: *There are two teams, the North and South countries. They go on 50 rounds where they alternate between smugglers and inspectors. The North smuggles from the South's atm, meanwhile the South smuggles from the North's atm. Each player has 100 million yen given to them, with all of them having 900 million yen in total in the countries. In the atms they have a total of 2 billion and 700 million yen. A smuggler can only carry up to 100 million yen in a trunk. If an inspector doubts equal or more than what is in a trunk, he gets all the money from the trunk. If he doubts but there is nothing in it or less than what was doubted then he gives the smuggler half of his money. He can pass, and if there is money on it the smugglers can take it with them.*

1) Akiyama is able to hear the money inside Nao's trunk when she shook it, coming to the conclusion that she only had one stack of money, which would be worth 1 million yen in cash. **(PRI/Intuition)**

2) By using a stack of money and dropping it on the ground, he makes it seem as if the smuggler from the North had dropped it accidentally, as he waits for his reaction to confirm if he had any money on his trunk or not. After seeing his shocked face and how he looked at his trunk to see if that really had happened, Akiyama was able to tell that he had money in his trunk, and doubted 100 million yen. **(Tactics/Strategy Depth|Complexity/Deception/EE/Creativity)**

3) When doubting 100 million yen on the North's smuggler, Akiyama made the move not to win the money back, but to show the North that the South would doubt them if they needed to, reversing the flow of the game until now. Akiyama saw through their thought process of

smuggling 100 million yen since they saw the South as weak, and found a way to go against that. **(STP/Decision Making/Indirect|Mass Manipulation/EE)**

4) A random fact that he knows about is that some baseball players use long sleeves to hide the muscles of their wrist, making their pitch less noticeable. **(Knowledge)**

5) Discovering that Kizukawa is sending Yokoya's team information about the amount of money that they are going to smuggle, Akiyama secretly writes a note to one of his teammates for him to bet 91 million and 120 thousand rather than 91 million and 110 thousand, knowing that Yokoya would doubt less than that amount of money. **(Deception/Tactics/Anticipation)**

6) He realizes that Kizukawa is communicating to Yokoya with numerical signals through the glass, informing him of the amount of money that the South is going to smuggle, with Yokoya in return showing Kizukawa how much money the North was smuggling. With this, he also noticed that Kizukawa took 290 million yen from the North side since it was the same number that Yokoya took from the South side, with Yokoya's intentionally presenting his clairvoyant trick as something precise, meanwhile he made Kizukawa show his winning strategy as simply detecting if there is money on the trunk or not, in order to hide that they were doing the same trick. **(Analysis Depth|Complexity/Observation/Logical Reasoning|Thinking/Deduction/STP)**

7) Shinichi correctly predicts that Kizukawa would attempt to give more money to Yokoya, ordering someone to go with money in the trunk, to save himself from his situation, basically reading his mind. **(Mind Reading/EU/Anticipation)**

8) He notices that the atm's money plays a huge part into winning the game, meaning that even if a team has more money in the outside account, the other team could still win by adding their money with their atm account. He demonstrates this using an example, then making an analysis of the current situation of the game, with the North having 419 million yen in their outside account, and 2 billion and 318 million yen in their atm, meanwhile the South has 751 million yen in their outside account, and 1 billion and 900 million yen in their atm. Which would mean that counting the 900 million yen that the players have at the start, the South would only have 3 billion and 551 million yen, with the North having 3 billion and 637 million yen. **(QRI/Logical Reasoning/ Logical Thinking/Analysis Depth|Complexity)**

9) To fool a man into believing that he is holding money in his trunk, Akiyama takes advantage of the fact that he will take time testing other things in the game beforehand, making the inspector more confident that he is bringing money with him due to the wait, with this trick earning Akiyama 50 million yen from the 100 million yen that the inspector doubted. **(Tactics/EU/Misdirection/Deception/Indirect Manipulation/Anticipation)**

10) Akiyama goes around and discovers important facts about the game such as the fact that you can withdraw more than 100 million yen from the atm, that you can use cards that aren't yours in it, and that the cards can be replaced if they are broken. Even after confirming that the cards can be replaced, he specifically chooses to break Nao's card instead of his. **(Information Intel/Fluid Intelligence/Countermeasures)**

11) The Liar King knows about a term in psychology known as "tension reduction", which is the higher likelihood of someone committing a mistake after a stressful situation as they take their focus out of it, not paying attention to important things. **(Psychology/Field Skills/EU/Crystalized Intelligence/Knowledge/Academic Intelligence)**

12) Akiyama creates a plan to get all of the North's atm money by getting their 2 billion and 300 million yen from it, so that a traitor in the North can pick it up to move it to the South's atm, leading to the money being inserted into the machine, with the North's atm becoming completely empty, with too much money in the South's atm for the North to recapture and win the game. For this he plans to pay the traitor for his job, and has set up Nao for quite a while to talk to the other players in order to know them in advance, so that he could eventually earn their trust. This would all happen without the North even knowing about it, due to the fact that the hallways to the atm's aren't visible to them. **(Planning Depth|Complexity|Length/Strategy Depth|Complexity/Deception/Extortion/Logical Thinking)**

13) After all of the money from the South's atm gets deposited into the North's atm, Shinichi comes up with a brilliant idea to formulate a gigantic bluff against the opposite team's member named Akagi. He lies about the 1 billion and 900 million yen not being deposited into the North's atm, claiming that they hid it somewhere instead, putting fear in Akagi as he makes it clear that the North were the ones who took the money out of the atm, and that they would be the first to be searched by the LG company after they didn't find the full amount of the atm's money. When the money gets found, it would be treated as if it was still inside the atm, so Akagi wouldn't be able to touch it, making it impossible for him to deposit it in the North's atm. This means that the North wouldn't be able to get money from the South's atm anymore, only being able to carry out empty trunks. And with the South being hundreds of millions of yen above the North's total value at the end, it would lead to the North losing. Akagi being bombarded with this information asks him for help, as Shinichi intended. **(Bluffing/Direct Manipulation/Deception/EE/Acting/Logical Thinking/Creativity/FRI/VCI/Setting Traps/Planning Depth|Complexity|Length|Control|Execution)**

14) Observing the fact that they were ahead of the North in the outside account, he devises a strategy to lower the South's score, as it would lead them to the second revival game instead of the 4th round, where they could make more money to pay their debts. Since the North can't take more money from the South's atm, the South can just doubt 100 million yen to give the North 50 million yen, with the South bringing 100 million yen as smugglers so that the North doubts them and gains more 100 million yen. Akiyama predicts that it will take 6 to 7 rounds for the North to surpass them in the outside account. If the North tries to doubt 100 million yen as an inspector, they can just do it the same for them as their trunks are empty. **(Analysis Depth|Complexity/Prediction/Foresight/Logical Thinking/Logical Reasoning/Strategy Depth|Complexity|Length|Control|Execution)**

15) One of Akiyama's greatest plans begins with him taking in Akagi, Shibayama and Hasegawa as traitors within the North's dictatorship, promising that they will help them leave the game if they get the money from the North's atm. After getting the money and depositing it at the South's atm, Akiyama reveals that the South never had the 1 billion and 910 million yen, and didn't reveal it to them until that point so that they would comply into helping him

further after having done so much already. **(EU/Leadership/Extortion/FRI/Logical Thinking/Planning Depth|Complexity|Length|Control|Execution)**

16) To gain access to the South's atm he asks Hasegawa for his card, putting a speaker next to it, since speakers have a strong electromagnetic field to it that can damage the digital cards, erasing their content from the inside without any external damage. This way Yokoya wouldn't notice that Hasegawa is a traitor, not making him burn Hasegawa's card which is important for the money he gets at the end of the game. It also is important because with this internal damage to the card, Hasegawa can get another card that works, without Yokoya noticing said damage, and Akiyama can use this card to access the South's atm, having control of the money on both atm's. **(Creativity/Deception/Indirect Manipulation/Methods/Misdirection/Knowledge/Illogical Thinking/Planning Depth|Complexity|Length|Control|Execution)**

17) Using tape recorders given by Yokoya himself to his team, Akiyama was able to communicate with Akagi, Shibayama and Hasegawa without problems, explaining to the traitors about his plan in more depth, with them even talking to each other to coordinate actions. This is extremely useful as the tape recorders are small in size, so they can pass it to others, record their voice by hiding it in their hands when put near the mouth, and even put near the ears with their hands on top of it so it can't be seen. With this, the North wasn't able to notice the secret use of the device by the group.
(Methods/Tactics/Leadership/Deception/FRI/Logical Thinking/Creativity/Adaptability/Planning Depth|Complexity|Length|Control|Execution)

18) Akiyama goes into the North's atm to pick all their money, he then uses the copied card to interact with the South's atm, depositing the money in it. Then Hasegawa comes in to take the money from the machine. He carries the South's money into the North's place, making it seem like he had simply taken all the money from the North's atm, to deceive Yokoya into believing that Akiyama's plan had failed, that he wasn't able to withdraw the money of the North into the South's atm. **(Deception/Indirect|Mass Manipulation/Misdirection/Methods/Illogical Thinking/Extortion/Planning Depth|Complexity|Length|Control|Execution)**

19) The legendary swindler tricks Yokoya into increasing his outside account by making it seem like his bluff was real, and that he had hid the 1 billion and 910 million yen somewhere. He and his team act indifferently so that Yokoya notices that they aren't worried about the game itself, leading him to conclude that they must be winning instead, and taking this approach in response, in order to win the game with the most amount of money in total. Due to this, they can lower their score even more as Yokoya is helping them indirectly.
(Deception/Indirect Manipulation/Misdirection/Acting/FRI/Planning Depth|Complexity|Control|Length|Control|Execution)

20) The total amount of money stolen by Akiyama with the help of the traitors is a staggering 3 billion 348 million and 840 thousand yen. Nowadays it would be 3 billion 824 million and 761 thousand yen adjusted for inflation, or 24 million and 775 thousand dollars in money.
(Extortion)

Second Revival Round | East/West Game:



Duration: Chapter 60–83 (23 chapters)

Total feats: (19)

Rules: *This revival round is separated into three games played by two teams composed of three people. The three people from each team can only play one of the games. Here is each game explained:*

[1] *The first game is 24-shot Russian Roulette. 6 rounds can be loaded into the gun, a loud bang represents "death", and when a player dies he has to pay 50 million yen to the enemy team. Chips can be used to skip turns of shooting the gun. If a player dies, all the chips in the table goes to the enemy. If a player doesn't die after firing the gun, he gains all of the chips in the table. When a player skips a turn after another player has skipped their turn, they will have to pay a double amount of chips in return, each time one of them does it. If the players pass their turn 5 times it becomes a draw and the dealer takes all the chips from the table.*

[2] *17 Card Poker is a game of poker played with only 17 cards. 4 aces, 4 kings, 4 queens, 4 jacks, and one joker. The joker can replace any card. The strongest to weakest card formations are as follows: Five-of-a-Kind, Royal Flush, Four-of-a-Kind, Full House, Straight,*

Three-of-a-Kind, Two Pairs and One Pair. A dealer shuffles the cards in random order, and in each round the cards get replaced with a new cards from a different package to avoid cheating. Players can cut the cards from the top of the deck, placing it below the deck itself. The ante for the game is at least 5 chips. The maximum bet for the game is three times the ante. You can raise, call or fold a hand, with folding leading to the dealer getting the chips. Players can discard cards after placing their chips in order to make stronger hands. The first one to get their bet called on can cut their cards first. The winner of a round has to cut the entire deck of cards first right after the shuffle.

[3] *Stationary Roulette is simple. There is a roulette where a ball can be placed to fall in one of the 4 sides inside the object chosen by the player. There is a betting table, with 4 sides represented as 4 squares. Each player alternates between the role of the dealer, putting the ball inside the roulette, and betting on any squares that he wants. The participant opposed to the dealer can only bet on 2 squares in comparison, and has to bet the same or a higher amount than what the dealer had proposed. The roulette and the table go from the number 1 to 4, and the other chips that didn't fall into a winning number are added together and divided between players with the ratio of how much they bet on said winning number (Player 1 bets 10 chips on winning number, player 2 bets 15 chips, meaning that there is a 2:3 ratio, and the rest of the 35 chips are divided into 14 chips for player 1 and 21 chips for player two). When no player bets on the winning number all chips go to the real dealer, the LG member overseeing this game.*

1) Akiyama analyzes the russian roulette game, coming up with important insights about it. He realizes that you can place 3 rounds with an interval of 7 shots between each other, knowing that you will certainly get killed in 8 shots after dying by the first round. Another trick that he comes up with is loading all your 3 rounds in succession in order to anticipate the other two rounds after getting killed by the first round. If you get killed on the first shot, you will choose to pass the second shot, as the second shot not having a round reveals that the first shot's round was one of the enemy's rounds, and if the enemy gets hit by another round in the second shot you will know that those are your rounds, meaning that you can anticipate another one coming up next. **(Tactics/Strategy Depth|Complexity/Logical Thinking/Logical Reasoning/Analysis Depth|Complexity)**

2) Being able to notice a slight difference in the click of the gun during its spin, Shinichi deduces that the click getting louder for a brief moment has to do with the center of gravity of the gun being shifted by the bullets own weight, leading to a higher sound on the heavier side. He observes during the mock game the pattern that they picked, where most of the bullets are on the lower side, and tries to replicate said pattern himself, discovering that the deviation during the rotation of this type of pattern is about one chamber less than before, with a pattern where all the bullets are on the lower side having a deviation of more than one chamber. That is why Akiyama asked Nao to pick numbers 18, 20, and 23, to see the deviation cause by the bullets positioning on the order that the shot would be fired after the spin. This means that when filled with all the bullets in the lower side one can at least expect that the starting 6 chambers have almost 0% chance of having a bullet in it. **(PRI/Abstract Thinking/Abstract Reasoning/Analysis Depth|Complexity/Illogical Reasoning/FRI)**

3) He intentionally leaks the three rounds in a row tactic near his enemies to make it seem like a slip up, just so that they would pick up on it and use it against Fukunaga in the first

game, making it so that both sides place three rounds in a row near each other, leading to the one chamber deviation that would help Fukunaga in knowing the location of the bullets with ease. **(Direct Manipulation/Anticipation/Deception/Misdirection/Acting/FRI)**

4) The cut of 4 cards done by Kikuchi in the simulation for 17 Card Poker is shown as a sign of suspicion that Akiyama catches on, as Kikuchi with a one pair would most likely have cut three of his cards to get a higher rating, or even cut two of his cards to make the opponent think that his three cards are of higher value. Instead, he chooses an extremely risky approach, which might imply that he knows how to win in this game, being so confident in it. **(Analysis Depth|Complexity/Observation/Deduction/Logical Reasoning)**

5) In the first round of the game Akiyama's thinking is to cut three cards after betting 10 chips, since it would make it less likely to Kikuchi that he has the joker. Using the Three-of-a-Kind as an example, with the joker you can only cut two cards or less, since cutting the unnecessary cards makes it more likely to form stronger hands that wouldn't be possible without the joker, but if you cut more than two then you also destroy your chances of making a Three-of-a-Kind with the assistance of the joker. This could also apply to other cards formations. After cutting three cards, Akiyama bets 10 chips again, not raising the amount of chips to reinforce the idea that he's got a bad hand without a joker into Kikuchi's head. **(Anticipation/EU/Logical Thinking/Illogical Reasoning/Logical Reasoning/Decision Making/Deception/Direct Manipulation/Misdirection/Tactics)**

6) The reason why he was able to cut three cards without worries is that even then he was able to maintain the joker and ace as cards, so he can still beat his opponent with cards stronger or as strong as the Three-of-a-Kind, as his opponent seemed to not have a strong hand at all. To get the strongest Three-of-a-Kind possible, he chooses one ace alongside the joker to form a combination of three aces, which has an astounding 62% chance of happening. Even then, Akiyama still had the chance to make a Straight, a full House, or even a Four-of-a-Kind with his 2 cards. **(Strategy Depth|Complexity|Control|Execution/Decision Making/FRI/Analysis Depth|Complexity/Logical Reasoning)**

7) Shinichi observes the irregularities in Kikuchi's actions such as trading 4 cards in the simulation, trading 5 cards in the third round, and avoiding Akiyama's joker by folding without being able to know it. He connects all the dots and figures out that Kikuchi knows the joker's location, later stating that he can see the position of the cards with hindu shuffles, with Nao's detail of Kikuchi noticing something in the middle of the game being the probable reason why Akiyama got to this specific conclusion. **(Pattern Recognition/Deduction/Logical Reasoning/Observation)**

8) In the 8th round, after making the dealer do one riffle shuffle, Akiyama raises the bet from 5 chips by Kikuchi to 15 chips in an instant, then he cuts all his 5 cards, and keeps his bet of 15 chips the way it is. He bets 15 chips first to make Kikuchi think that he doesn't know about him having the joker, as well as make him call the bet, letting Akiyama take the joker in the process. Shinichi then uses the fact that he will be the first to cut cards to replace his hand with a better hand that he foresaw. At this point Akiyama knows that Kikuchi will get a good hand if he cuts, and that if he continues with a 15 chip bet it will lead to Kikuchi thinking that his hand can beat Akiyama's hand, with Shinichi not raising it being a sign that his hand

wasn't that strong. **(WMI/AWMI/PSI/GAI/CPI/EU/Mind Reading/Decision Making/Direct Manipulation/Deception/Misdirection/Logical Thinking/Logical Reasoning/FRI/Anticipation/Strategy Depth|Complexity|Control|Execution/Setting Traps)**

9) After asking for the dealer to shuffle the deck one more time after another shuffle, Akiyama checks in the 9th round on purpose in order to manipulate Kikuchi into thinking that he wants to discover the strenght of his hand with how much chips he will bet. He then bets 8 chips, with Akiyama acting as if it was lower than he expected, to lure Kikuchi into a sense of security with his hand. With Akiyama replacing his entire hand, Kikuchi's perceived value of his own hand skyrockets, making him believe that Akiyama is desperate, specially when Shinichi raises his bet to 30 chips. In the end, the Liar King is able to outsmart Kikuchi, and form a hand comprised of Four-of-a-Kind queens. **(WMI/AWMI/PSI/GAI/CPI/EU/Mind Reading/Acting/Deception/Misdirection/Logical Thinking/Anticipation/Direct Manipulation/Decision Making/FRI/Logical Reasoning/Strategy Depth|Complexity|Control|Execution/Setting Traps)**

10) Akiyama tells Kikuchi that he will bet all in at the final round, and then asks for the dealer to shuffle the deck three more times after the first shuffle. He bets 15 chips, to later raise it to 30 to make Kikuchi call it thinking he had a way better hand. Shinichi cuts all his cards after he bets 15 chips, to make it seem like he believes that even with a bad hand he can beat Kikuchi's hand. This leads to Kikuchi deducing that Akiyama thinks that he has no joker. Due to this, he cannot cut two cards from his hand, since he would be taking the rest of the cards in the deck, meaning that from Akiyama's perspective he would have definitely taken the joker, since Akiyama saw 10 of the decks cards by cutting them, not seeing a joker in any of them, meanwhile his enemy would have 100% taken the joker if he cut two of his cards. Akiyama most likely set this up, knowing that Kikuchi would only have two cards left, and manipulating him to believe that he didn't know he had the joker, so that he stayed with the same hand and losed as a result. **(WMI/AWMI/PSI/GAI/CPI/Setting Traps/Direct Manipulation/Misdirection/Deception/Logical Reasoning/Logical Thinking/Acting/EU/Mind Reading/FRI/Decision Making/Anticipation/Strategy Depth|Complexity|Control|Execution)**

Important Observation: The 8th, 9th, and 10th feats have Akiyama visualizing the cards multiple times during it, that is why it has been marked with WMI, AWMI, PSI, GAI and CPI. We don't get the time for how fast he visualized these cards in his mind, but it should be pretty fast. Anyways, for the 8th round he only visualized 17. For 9th he asks the dealer to shuffle the deck of cards one more time, meaning that he visualized 34 cards. For the last round the deck is shuffled 3 times, so counting with the starting order of the deck, he visualized 68 cards. During all of these feats, he visualized 119 cards in total. Not bad.

11) One of the things that the Liar King discovered is that the deck in every 17 Card Poker package has all the cards in the same order, meaning that the joker always goes first. This helped him a bit in figuring out the original order of the deck, even if it is not the reason why he was able to solve it completely in the end. **(Fluid Intelligence/Adaptability/FRI)**

12) Akiyama was able to riffle shuffle a deck of 17 cards 17 times, not only memorizing all the cards in his mind but also changing them in seconds (note that it is shuffled 17 times, but there is also the initial order that is counted as a one). If we estimate that it would take 3 seconds for him to shuffle 17 cards each time (as his shuffle is shown in three fast consecutive panels), then we can conclude that he can memorize 5,6 cards in a second, but even more impressive is that he could memorize 306 cards in 54 seconds. We get this number with the 17 × 18 cards, and it is more impressive than just memorizing 5,6 cards in a second since it takes more effort to hold that much information in your head as time passes, and as you are adding more details to it, which makes it quite the outlandish feat. **(WMI/AWMI/PSI/CPI/GAI/VSI)**

13) Understanding how the game works, he realizes that if you shuffle the cards 8 times it comes back to the exact same order as it was initially, by analyzing 17 cards 9 times, basically analyzing a set of 153 cards. He had to do this in his mind, since he would have to go through all the shuffles to get to the eight shuffle and notice the pattern between it and the first order of the deck, specially since he couldn't shuffle the cards 8 times himself during the 17 Card Poker game. This also applies to the two and six perfect shuffles done by Akiyama, that puts the cards into exact groups of four. **(Analysis Depth|Complexity/WMI/AWMI/PSI/GAI/CPI/Pattern Recognition/Observation/Fluid Intelligence)**

Important Observation: Akiyama shuffling the 17 cards initial order 17 times in a row could be seen as him simply predicting the order that the cards will be in with the repetition between the initial deck and the 8th shuffle, not being a calculation based feat but simply knowing when a pattern will repeat due to the numbers of shuffles done. However, the other feats suggests that he is going through all the shuffles by changing the order of the cards in his mind in real time, so it would be understandable to assume that the 12th could possibly be considered a WMI, AWMI, PSI, GAI and CPI feat.

14) Having used the excuse that Kikuchi was cheating by seeing the cards, Akiyama manipulated the dealer into changing the hindu shuffle to a riffle shuffle, so that the order of the deck was changed with each shuffle done by the dealer. With him using it in the 8th round when he asked the dealer to do shuffle in that style, which he did once. That correlates as to why he cut 5 of his cards, to see the other 10, and alongside the perfect shuffle, it allowed him to work backwards, figuring out the deck's original order by the end of the 8th round, as well as each order of each shuffle. **(Acting/Deception/Misdirection/Direct Manipulation/Logical Reasoning/Deduction/WMI/AWMI/PSI/GAI/CPI)**

15) Him asking the dealer to shuffle three more times after his first shuffle during the 10th round was necessary, to get a 100% winning pattern of shuffles that appears in two, six, ten or fourteen shuffles. This pattern also appeared in the 9th round, which he was able to make a Four-of-a-Kind by letting Kikuchi cut his cards first, disposing of the cards that Akiyama would need to make said hand. In the 10th round he bet so that he could cut his cards first, making a Four-of-a-Kind hand again. In both rounds the cutting process was different, leading to the two different ways that Shinichi reached the strong hand. He analyzes all of it, explaining it in detail to Nao. **(Analysis Depth|Complexity/Logical Reasoning/Logical**

Thinking/WMI/AWMI/PSI/GAI/CPI/Pattern Recognition/Observation/FRI/Decision Making/Tactics)

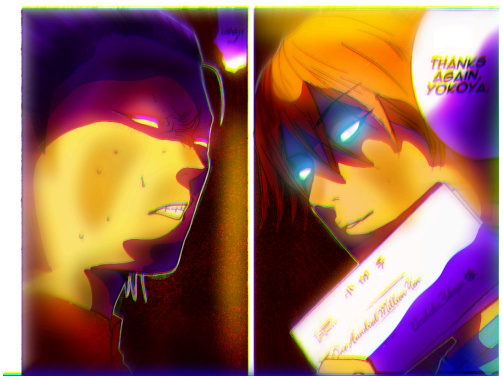
16) One of the main flaws of the game which he uncovered is that since the player has to bet the same amount as the dealer, if the dealer is the only one to bet on the right number, all chips goes to him. Since he can bet on all 4 squares, he can never miss the winning number, meanwhile the player can since he only has 2 squares in which he can bet. And even if the player wins, due to the small ratio between their bets, the profit isn't that substantial at all. So the odds are tripled in favor of the dealer. **(Observation/Logical Reasoning)**

17) Coming up with a no-risk strategy for Nao as a dealer, he brings up the fact that if she bets more money than the enemy team on a winning number (but not all the money of her team), she can make them doubt if she actually placed her bet on the winning number or not. Because if she didn't, then the enemy team will lose all their chips, while the East will still have chips that they didn't use in the game, leading them to victory. In case it was the right number, they couldn't get more profit from it. And if they tried to spread their bets to another square to lower their chances of betting on a wrong number, it would give Nao more of their chips since the ratio of her chips would be higher, not suffering any losses in the process. **(Strategy Depth|Complexity|Execution/EU/Logical Thinking/Logical Reasoning/Tactics/FRI/Deception)**

18) Akiyama didn't bet on numbers 1 and 4 since he knew about a psychologist who used to ask students for questions of multiple choices, which had 3 options in it. He conducted the test with 100 students, noticing that most of the correct answers to the questions were the second and third option, with the first option being chosen by almost no one. Shinichi reasons that the answer is displaced that way since the first option can be used to hide the right option asked later. With his opponent having bet first on 4, he knew that 1 and 4 were unlikely options, so he only made the choice to bet his chips on 2 and 3, leading to him getting a profit of 6 chips over his opponent. **(Psychology/Knowledge/EU/Field Skills/Crystallized Intelligence/Logical Reasoning/Decision Making)**

19) He finds a loophole to beat the Stationary Roulette faster. If one side of the game gets way more money than the other, they can bet huge amounts of chips on incorrect numbers to press the enemy team into betting on the same numbers, which would lead to the winning number not being picked, meaning that the real dealer would take all of their chips, basically emptying the enemy team of all their chips. The Liar King did this with the West, placing huge bets worth 150 thousand yen on numbers 2 and 3, making his opponent do the same, resulting in the loss of all his chips. **(Logical Thinking/Logical Reasoning/EU/Anticipation/Deception/Misdirection/Direct Manipulation)**

Fourth Round Qualifier | Pandemic Game



Duration: Chapter 85–102 (17 chapters)

Total feats: (20)

Rules: *There are two types of players: Normal and Infected. Every player has a watch that they can use to contact each other, creating vaccines by having two normal players touch each other, and passing them to infected for them to become normal by using it. If you become an infected you can use a remaining vaccine to turn yourself normal. There are 4 rooms that can be used to check out your status, and nobody will discover your status in there.*

1) After the 15 minutes from the mockup game and half of the additional time of the wait for the actual game, which would be 30 minutes, Akiyama deduces Yokoya's entire plan, devising a tactic to find out the one who started the wave of infection by asking others to write down in a paper who they first contacted with. With this, they discover that Yokoya was infected, and that he contacted everyone in a specific order to make all 10 players become infected in 4 steps. Akiyama proved this with his two 10 step reasoning of one to two infected players touching others, leading to their infection only multiplying by two in the end of the steps. Which meant that the only way a player could infect all others was with the infected contacting 4 players one after the other, and then all 10 players contacting in a certain order after that. **(Tactics/Logical Thinking|Reasoning/Deduction/Analysis Depth|Complexity/Prediction)**

2) Akiyama in some minutes creates a 10 step reasoning of all 10 players in the game and how the situation would change by the infected contacting others, the creation of vaccines, and the order in which they contact each other. He does this with a sheet of paper, and does this two separate times. So in this way, he analyzes how the infection would spread with one or more infected players randomly touching others without a specific order. With this, he would have to develop every players status along the way, which would lead to him accurately reasoning all 200 status of said players in these two 10 steps, while writing down the information in real time, engaging in the manipulation of said information by his brain. **(WMI/AWMI/CPI/PSI/VSI/GAI/Analysis Depth|Complexity/Prediction/Logical Thinking|Reasoning)**

3) He also makes a 4 step reasoning of how the game would be affected if one of the infected touched the others in an especific other. But since it doesn't require as much

change in the players status it isn't as impressive as the last feat. But even then, it shows his logical thinking and his analysis. **(Logical Thinking|Logical Reasoning/Prediction/Analysis Depth|Complexity)**

4) Shinichi deduced that both Fatty and Bangs were working for Yokoya, and that after Yokoya knew that he was infected he would make them act as if one of them was infected, leading to all the others contacting the rest except for Fatty and Bangs. This made so that Fatty and Bangs could create vaccines, and turn Yokoya normal. Akiyama discovered that with the help of the monitor displaying the 3 players that had normal status, when it was supposed to be 10 infected players among the 12 total players. **(Deduction/Logical Thinking|Reasoning/Analysis Depth|Complexity)**

5) Akiyama goes against Nao's thinking of contacting each other to help Akagi, since it would lead to others wanting to stay away from them, getting suspicious of Akiyama's group because of Yokoya's actions that lead to a lack of trust between all players in the game, which would make the creation of vaccines between other people difficult for Akiyama and Nao. **(Foresight/Prediction/EU)**

6) Stopping the players dead in their tracks, Akiyama made the remark that Yokoya's offer was actually bad, by reasoning that the first one to enter his group would be an infected, since the infected would benefit from it by having a chance to win the game. So this would mean that there would only be one infected in the group of 8 people left from the rest of Yokoya's 4 way group, leading to the 8 people group being able to create more vaccines than Yokoya's team, and enough vaccines to reach the 4 vaccines condition to clear the game. His words were enough to make the players doubt themselves, and stop to think about the implications of Yokoya's offer. **(EU/EE/Direct Manipulation/Prediction/Foresight/Analysis Depth|Complexity/Logical Thinking/Reasoning/Deduction/VCI)**

7) By asking Akagi to run along with the others players, he used him as a precaution in case his plan of taking the attention of the players failed, which would lead to Akagi becoming one of the members of Yokoya's group, helping Shinichi make his next power move. This showed that Akiyama already had a hunch on what Yokoya had been thinking, seeing through his intentions and plans before they even had a chance to happen. **(Countermeasure/Intuition/Mind Reading/STP/EU/Tactics)**

8) Akiyama reveals the problems in all 4 of Nao's plans in quick succession in a span of time of less than 10 minutes. During the first one he asks Nao to write it on the paper to see it for herself on why it wouldn't work, which would mean that Akiyama probably saw the progression of the 12 steps development of the infection between the 9 players in his mind, with him already visualizing their 108 status in a period of about 2 minutes, if Nao explaining her 4 plans took about 8 minutes, since she said that she still had a few minutes left after that, with "a few" mostly being associated with the number 2, so it would be fair to assume she would have 2 minutes left after that, in the 10 minute break for the next round of the game. He then said that Nao's plan 2 and 3 wouldn't work since nobody would believe their words, with him explaining that her fourth plan wouldn't come to fruition since the infected wouldn't show himself to the others in his team. **(EU/Prediction/Foresight/Logical Thinking|Reasoning/WMI/AWMI/CPI/GAI/VSI/PSI/Analysis Depth|Complexity)**

9) By attaching two strings with different lengths with balls on a stick, Akiyama is able to fool people into believing that he can discover who is infected and who is normal based on the fake affirmation that the signals on their wristwatches will move said balls depending on which signal is emitted. He makes this a "fact" by fabricating information about him working in a job that fixed circuits, how the technology is used in the medical field to pass status of patients to the nurses office, and by inventing a special type of circuit called the ushirisuki circuit that would only show it's mechanical effects under certain circumstances. With this he is able to trick most of the players into accepting his explanation, by manipulating the balls into moving with a simple trick of twisting the stick at the same cycle of the swinging ball that he wanted to move. **(Fabrication/Deception/Improvisation/Creativity/Direct|Mass Manipulation/Tactics/Bluffing/Misdirection/VCI)**

10) He sets up Akagi as a possible infected in the other players minds by asking him to stand near Yokoya's team, making the others suspect of him. Akiyama did this minutes before he took action on his string trick, since he wanted people to associate Akagi with the short string ball, and the short string ball with identifying only people who are infected. That way he was able to make the rule that infected were the ones who moved the short string ball more believable, making his lie seem like a objective truth, even before it was tested with other players in order to find out which string had more people moving it, as to identify which of the strings showed who was normal. **(EU/EE/Psychology/Deception/Direct|Mass Manipulation/Planning Depth|Complexity)**

11) Akiyama made use of gamblers fallacy by testing the ball with the long string with him and Kanzaki, and the one with the short string with Akagi. By doing this he manipulated the player's into thinking that Akiyama and Nao are normal, and Akagi is infected, since it is more probable for the two to be normal due to the amount of players, while infected players are less likely. With this, even before he proved his theory correct he had already gained all the players trust in his method. **(EU/EE/Psychology/Deception/Direct|Mass Manipulation/Planning Depth|Complexity)**

12) With only one statement that declares that he can find out who the normal players are, and that they can begin to contact each other, Akiyama puts the idea into the infected player's mind that he will be treated with indifference, with others not wanting to contact with him. With this, Akiyama can find out which one's of the players are the normal one's by seeing who isn't hesitating in proving his theory correct. That is how he is able to deduce that muscles is not infected in the first place. All of this and the two previous feats were a massive set up for Akiyama to make the other players believe on him. So all of them can also be taken as planning. **(NVI/EP/EU/EE/Direct Manipulation/VCI/Deduction/Planning Depth|Complexity)**

13) By contacting Nao first he was able to make vaccines. That was so even if muscles was truly infected he could cure him by doing this. It showed that even then he was cautious, not letting his guard down. With this he also foresees both a 6 step and 4 step development in infection with three players in a very short period of time, which would mean he analyzed 30 player status mentally, and reasoned that if Kanzaki touched muscles first in the case of him being infected, there wouldn't be enough players to make a vaccine and both muscles alongside Kanzaki would become infected, leaving Akiyama with no way to cure them.

(Decision Making/Countermeasure/Self Awareness/WMI/AWMI/VSI/GAI/Logical Reasoning|Thinking/Foresight/Prediction)

14) Akiyama made the verbal remark of Akagi being of no importance to make the other infected even more unwilling to expose himself. **(VCI/EE/Direct Manipulation)**

15) For an instant Akiyama tries to warn Kanzaki about contacting with Akagi. If we take into account that her action occurs in about one second and that later Yokoya explains the reason to why Akiyama was so nervous, being that he was going to use it against Akiyama's team, by making it seem like Nao had 4+ vaccines instead of 2+, and using the argument that Akiyama's group didn't want to help the other players since they didn't have to take big risks after this, making it seem like they lied about Akagi being infected to deceive others. For this he makes two different cases with 15 different status, displaying Nao's final status by the end of it. If Akiyama was able to understand what Yokoya was trying to do, he probably also visualized how the development of different status would benefit his side. With this, it could be assumed that Akiyama thought of the 15 status indicated by Yokoya in a second. 15 status in one second means that in one minute it would become 900 status, to put it into perspective. **(WMI/AWMI/PSI/CPI/GAI/VSI/Foresight/prediction/STP/Analysis Depth|Complexity/Deduction)**

16) Akiyama reasons that four eyes cannot be an infected because in that context the infected would want to got to Yokoya's group in order to get vaccines, since only a group with 4 people would be enough to win the game with 4+ vaccines, while the normal player, being four eyes, would want to avoid the risk of getting infected knowing that the two infected are going to Yokoya's team. **(Logical Reasoning|Thinking/Deduction/Analysis Depth|Complexity/EU)**

17) The Liar King notices that by Yokoya implying that Akagi was normal the entire time he also made it possible for there to be two infected in his team, meaning that no one there could achieve the 4+ status, so they wouldn't want to contact each other at all. This way, Akiyama predicts how this hesitation in Yokoya's group is going to turn out in the future, leading to them using the rooms to check out their status, as he takes advantage of Nao's persuasion to get the help of muscles and slick, in order to block out all the rooms from being used by Norihiko's team. **(Creativity/Observation/Foresight/Prediction/Illogical Thinking|Reasoning/FRI)**

18) With a psychological technique called the "door in the face technique" Akiyama is able to get slick and muscles into his side to help him block all the rooms in the game. The technique consists of a big proposal being made only for it to be refused, so that a more humble request can be accepted by the person it is being offered to. Nao helped Akiyama with this by going first to ask their help in a situation where they could have been at risk, with contacting the possibly infected four eyes, while Akiyama came after to propose a method for them to help four eyes without suffering any risks. And by exploiting their guilt for not helping Nao, Shinichi made them feel even more obligated to pay the debt of fulfilling Kanzaki's request. **(Psychology/EU/EE/Direct Manipulation)**

19) Alongside Akagi he is able to steal 300 million yen from Yokoya Norihiko, or about 2 million and 219 thousand dollars in today's money. **(Extortion)**

20) Akiyama anticipates that Yokoya will try to bribe both slick and muscles, so he makes Kanzaki mix up the position of Akagi/Akiyama and muscles/slick, so that Yokoya will send the money to the one's who won't get out of their respective rooms. They also act as both muscles and slick, trying to hide their voices behind the door. With this he forces Yokoya's group into contacting with Nao and four eyes, leading to a draw in the Pandemic Game. **(Anticipation/Foresight/Deception/Misdirection/Tactics/EE/Indirect Manipulation/Acting)**

Fourth Round | Musical Chairs



Duration: Chapter 104–138 (34 chapters)

Total feats: (19)

Rules: *You can not seat at the same chair in succession. There are 25 chairs hidden across a part of the island, each numbered from 1 to 25. Each person has 23 medals that they can share with each other for 100 million yen each. Players need to seat on a chair in 10 minutes after touching a pole, or they are eliminated. A chair is removed in the leader selection, where both players and the ones who have been eliminated (extras) vote for a leader, but people can chose to not participate in it. A watch is given to each player to know when it is time to sit on the chair.*

1) Before the mockup game for the actual game starts, the players are set of by a fake alarm, but Akiyama doesn't get off his position as he isn't moved by this trick, showing that he noticed it that it wasn't the real deal. **(Observation)**

2) Is able to deduce in a couple of seconds that a note that he stole from Kei Kimura was a fake one based on the different format, paper size and the fact it was written in riddles. **(Observation/Deduction/TRI)**

3) Discovered one of the Harimoto's group three hidden chair's by reasoning that they would want to move the chairs outside of the path's that lead to their locations, with the chair in the middle of the map only being able to be moved to the back of the position where it was in, or else it would be near the paths that Akiyama and Yokoya would take to reach the chairs. **(Logical Thinking|Reasoning/Deduction/Anticipation)**

4) He negotiates with Baldy by telling him that he can join his team if he gives 3 of his medals to each 5 of the members on Akiyama's team. After he refuses Akiyama reads his mind and scares him by revealing his intention of stealing Nao's chair by following her, after he turned Akiyama's proposal down. Akiyama then makes him anxious by threatening to remove the chair that he stole in the leader's selection, by knowing the number of the chair, in case he didn't get into his team. By threatening him with this information, he is able to manipulate Baldy into working with his team. **(Negotiation/Mind Reading/STP/EU/EE/Direct Manipulation)**

5) Advises his team to find every chair that they can, as well as finding the number of Harimoto's group chairs. He also tells them to keep an eye on their chairs to not be stolen, and for others to not find their chairs numbers. **(Leadership)**

6) After finding out about Yokoya's and Harimoto's cooperation with each other, and their paper with three numbers scheme, Akiyama creates a plan to make the two groups turn against each other. By boycotting the leader selection they can get more time to find extra chairs, but also make Harimoto doubt Yokoya's intention. He explains to Nao how the paper number reveals Harimoto's team chair numbers by not choosing a specific number that appears over and over again in the papers that are given to Harimoto. After explaining this to his team, Akiyama predicts that Harimoto will think to himself that Akiyama's threat of chosing a leader in the selection is gone, as well as the danger of Aki's team to his group, so he will think of taking care of Yokoya soon, going against him. By getting out of the leader's selection Akiyama manipulates the old man into removing one of Yokoya's chairs from the game, instigating a rivalry between the two competitors. **(Indirect Manipulation/Analysis Depth|Complexity/Logical Thinking|Reasoning/ Prediction/Foresight/Mind Reading/EU/Misdirection)**

7) Akiyama predicted that Yokoya's and Harimoto's mutual tactic of chair removal by number would lead to them doubting each other, leading to the development in the 10th period, with Yokoya knowing that Harimoto is lying by saying that he can't pick the numbers in the paper since all the numbers were his, when one of them was one of Yokoya's group numbers, which Yokoya had put in the paper to see if he Harimoto was lying. **(Foresight/Prediction/EU)**

8) Manipulates the voting system by making the gap between votes influenced by extras shorter so that both groups are more invested in giving out medals to extras and negotiating with them, instead of being hopeless that they are losing votes, creating more engagement between the extras and the teams who want to win the leader selection with the votes of many extras on their side. This all is executed and passed down to the other extras with the help of Shima who is being guided by Akiyama. **(Deception/Indirect|Mass Manipulation/EE/EU/Influence)**

9) Akiyama's reasoning passed down to Shima to make the extras work with him is explaining that by collecting medals and demanding more of them, eventually the trash medals would stop being given, with the valuable ones going to the hands of the extras themselves, benefiting their alliance. In a way, Akiyama persuaded all of them indirectly. **(Logical Thinking|Reasoning/Analysis Depth|Complexity/Indirect|Mass Manipulation/Negotiation)**

10) Akiyama manipulates Shima (Young Jump) into working with him by giving him 2 medals of 4 players in his group. With this he asks Shima to pass his analysis of the trash medals, and the demand of votes by Yokoya/Harimoto's group by giving out medals, to other extras. This results in the creation of the 10 person organization of the "Gaya Alliance", which the main leader is being manipulated by Akiyama, who is influencing Yokoya's and Harimoto's rivalry and eagerness to fight each other from behind the scenes. **(Indirect|Mass Manipulation/Deception/Influence/Analysis Depth|Complexity)**

11) Extras were made sure by Shima that Akiyama's group couldn't win the game, and Akiyama predicted that they wouldn't be able to know the meaning of each chair removal without being inside the teams themselves. By boycotting the game, Akiyama not only found more chairs, making Yokoya and Harimoto go against each other, but also made it seem like his team lost all hope that they had in the leader selection, as if they were desperate and cornered. Even then, Akiyama knew that the extras wouldn't know who was closer to victory if they didn't know which number of the chairs belonged to a certain group. **(Decision Making/Foresight/Prediction/Indirect Manipulation/Deception/Misdirection)**

12) Akiyama made Shima use the fact that Yokoya stopped giving medals to the extras as a way to make the extras dissappear from the normal voting selection. By explaining that with them boycotting the leader selection it will lead to Harimoto's and Yokoya's groups growing impatient, forcing them to give out more medals, they agree with this decision without any doubts, leading to only the three teams (Harimoto/Yokoya/Akiyama) being present in the voting process, which meant that Akiyama with a group of 6 people had more voting power than that of the other two, which he had acounted for if the Gaya Alliance got out of the selection. This resulted in Kanzaki Nao becoming the next leader with 6 votes in total. **(Strategy Depth|Complexity|Control/Planning Depth|Complexity/Analysis Depth)**

13) Akiyama comes up with a plan if Harimoto and Yokoya start giving out valuable medals to the extras. He makes so that Shima tells other extras who haven't gotten medals to vote for Nao Kanzaki as the leader so that the other two groups will get pressed by Akiyama's group, leading to them distributing more valuable medals to the Gaya Alliance. He knows this will work since Yokoya/Harimoto don't want to shrink the quantity of medals that they have, so there will be extras with and without medals, and those without will be enough to help Akiyama's team take the lead. **(Planning Depth|Complexity/Analysis Depth|Complexity/Strategy Depth|Complexity|Control)**

14) He accepted the fact that Baldy didn't want to become an extra to give him a sense of security, and to not betray the group when the game started in it's second day. By making Akagi seem like he would become an extra, he made Baldy forgot about betraying the group, eliminating the possibility of Baldy stealing two chairs by telling a fake location to the next member who would sit on his chair, while he got the actual location of his next chair by the member himself. With this, Baldy tells the true location of his used chair to Akagi, who relocates the chair from the location given, and Akagi lies to Baldy about the actual location of his next chair, leaving Baldy without any chairs, which resulted in him becoming one of the extras. **(Analysis Depth|Complexity/EU/Foresight/Prediction/Deception/Direct Manipulation)**

15) Akiyama expected Baldy to be removed from his group since he started to go against it in the mansion, so he told him that they got into contact with Harimoto's group, meaning that to him Yokoya's group would have no ties with Akiyama, being the team he would like to join if he were to go against the ex-con. With this Akiyama found an opportunity by removing Baldy from his team, since Baldy has Akiyama's chair numbers, and with this, he could be used to discover Harimoto's chair numbers. Akiyama predicts that Yokoya will take one of Harimoto's chairs first with this information, since he will want to do a advantageous strike on Harimoto's group before Yokoya's group and his group are the only one's left. With Yokoya being focused more on what will happen after he crushes Akiyama's team than the threat that they represent at the time, since they are being cornered and are heavily weakened. Akiyama used this into his advantage to get one of Harimoto's chairs out of the game. **(VCI/EU/Foresight/Prediction/Analysis Depth|Complexity/Logical Thinking|Reasoning/Misdirection/Deception)**

16) The idea to explain one of Harimoto's members becoming an extra that came from Shima, in which it was actually a chair from Akiyama's group that got removed and one of the groups members stole a chair from a Harimoto group member, possibly came from Akiyama himself, as noted by the Liar Game Staff. A particular sophism derived from Akiyama. **(Logical Thinking/Creativity/Deception)**

17) He predicted that the endgame might have come down to the situation he was being faced with, and used Yokoya's lack of sharing of medals to convince the extra players into helping him in his strategy, by highlighting the fact that Yokoya and Young Jump played them into helping Yokoya's group without any type of reward, which lead to them taking Akiyama's side at the end of the game, which resulted in Akiyama making a human circle around Yokoya to stop him from going to his designated chair. **(Direct Manipulation/Foresight/Prediction/Creativity/Illogical Thinking/Influence/Leadership)**

18) Akiyama made Yokoya and Harimoto go around the mansion at night so that they wouldn't be able to get the proper rest that they needed to exert the maximum physical abilities in case they were to get trapped inside of Akiyama's circle. **(Deception/Direct Manipulation/Prediction/Foresight)**

19) Akiyama already had the plan to make fatty a possible winner since he got most of his trash medals as a way to secure them in case fatty won, and so did Young Jump by getting medals by Yokoya, which he gave away to some of the extras. With this, Akiyama came up with the plan to make someone who would be considered a loser the winner, making his medals with no value the most valuable out of all of the players, with him getting 14 medals out of Shima, by exchanging their team's medals for random trash medals acquired by Shima. He made it seem like a normal trade, when it hugely benefited him. In that way, he deceived both the extras and Young Jump, winning 1 billion and 400 million yen in total for his team. Akiyama planned this the moment he made Shima reveal to others that they were being deceived by Yokoya with trash medals all along, and that they needed to pressure the groups to make them give them actual valuable medals. **(Planning Depth|Complexity/Strategy Depth|Complexity/Deception/Misdirection/Mass Manipulation)**

Fifth Round Qualifier | Bid Poker



Duration: Chapter 141–167 (26 chapters)

Total feats: (18)

Rules: *Every player is given a tablet that can only be accessed by using their fingerprints. They have 300 gold coins to waste that are worth 1 million yen. With this hey will bid competitively to win different poker cards lots in a catalogue. There is 30 minutes after the catalogue is revealed, with 5 minutes to bid for every lot. You can change your cards five times, in the 10 minutes change section of the game. There is 30 minutes to check the change catalogue, and 5 minutes to bid in each lot. There are 5 change sessions in total, and after that the game will end, with the players being ranked by the strenght of their hands. A player with less than 5 cards will have no placement, and a player with more than 5 will get his cards reduced to the best hand possible.*

1) Akiyama sees through Harimoto's trick in the first bidding period of 5 minutes. In these 5 minutes, he reasons the fact that Harimoto used Yasukawa to tell other players about Harimoto and Akiyama potentially having a alliance in the game, so that when Kimura told the other players about her working with Nao, they would believe that Yasukawa was telling the truth, and that this alliance did in fact exist. Baldy dropped the possibility in his conversation with other players that he was going to do something during the bidding period, so that their attention would get shifted to him acting suspiciously. This enabled the creation of of a blind spot in the players circle, with Kimura operating Harimoto's tablet with her fingerprints, meanwhile Mikamoto took Kimura's tablet from him and acted as a distraction for the others alongside Harimoto. Even the masked LGT hosts notice how fast Akiyama got to that conclusion. **(Analysis Depth|Complexity|Length/Logical Thinking|Reasoning/Deduction/STP/WMI/AWMI/PSI/VSI)**

2) Using Harimoto's own tactic against himself, he is able to enter the blind spot of the players, and input 3 gold coins into lot B without being seen, leading him into winning said lot. **(VSI/FRI/Misdirection/Deception/Adaptability/Counterability)**

3) With the lie of Harimoto's strong spirit affecting his tablet, he convinces others that Harimoto's spirit made him bid on lot B, with him using this excuse as a way to isolate Harimoto from bidding in the game, getting him as far away from his group as possible. He knows that Harimoto won't disprove of this since Akiyama's words make all the sense with the explanation that he gave about his spirit affecting the tablet. Going against Shinichi would invalidate his own claim. **(VCI/Mass|Direct Manipulation/Logical Thinking|Reasoning/Abstract Thinking/Creativity/Anticipation/Counterability/Adaptability)**

Important Observation: He also uses the third feat as a way to see the true hierarchy hidden inside Harimoto's group, with someone being a leader that is controlling Harimoto from behind the scenes.

4) He doesn't reveal the truth behind Harimoto's actions so that players won't get suspicious of each other, which would lead to bidding skyrocketing, that would result on many players losing the game, ruining Kanzaki's plan of wanting all players to win the game with the least amount of debt possible. **(Anticipation/EU/Decision Making)**

5) The Liar King notices that Mikamoto is about to give Kimura her tablet back so that her bidding won't appear under Harimoto's name, so he stops her by reasoning that her excuse of not being able to bid because of the two tablets in her hands is not good enough, making her backtrack in her intial efforts. **(VCI/Observation/STP)**

6) Akiyama orders Baldy and Mikamoto into standing next to each other, so that the attention will shift to them. While it may seem like his main intention is to bid on lot E without anyone seeing, he is actually setting up Kimura into falling for a trap. He reads Kimura's intention of wanting Baldy to distract the others to bid on lot E, so by ordering him to change positions he manipulates Kimura into making Baldy shift the attention of everyone to Shinichi. With this Akiyama can outbid Kimura who will bid only one coin since she expects him to not bid on said lot. He then uses the fact that she bids under Harimoto's name to gain the trust of other players and to justify his decision of bidding unexpectedly, by anticipating that Harimoto's name is going to appear in the dealing session. **(Direct Manipulation/STP/Mind Reading/Setting Trap/Misdirection/EU/Anticipation/Planning Depth|Complexity|Control)**

7) Taking Kimura's statement of Harimoto's and Akiyama's team working together, he makes it seem like him taking lot B was justifiable, because the Harimoto group broke their pact with him, which also makes him seem like the victim to the other players in this situation. **(Counterability/Mass Manipulation/Deception/VCI)**

8) Akiyama explains how Harimoto's group wanted to get the first lots to guarantee a rank with their teammates having at least two lots for themselves, and that the players who bid last wouldn't want to bid in the start since they would wait for their time to come, while the ones who took the lots first can break the pact made between the players, taking more lots

for themselves. Harimoto tried to break the pact with his "spiritual power" talk to get as many lots as he could, before being stopped by Akiyama. **(Analysis Depth|Complexity|Length/Logical Thinking|Reasoning/Deduction)**

9) Akiyama brings up the fact that you can guarantee your win with 2 lots, and that it is better for you to not win any lots than to win one and not get any place in the ranking of cards, since you would lose gold coins by bidding on one lot, making it a loss of money to pay the debt that would come with your loss. With this, he sets a limitation in the other players minds on how much they should bid on a lot, in which they bid less than 150 gold coins to have a chance in winning two lots so that they can get a rank in the game. Nao points out that Shinichi foresaw that the players would bet competitively, and that he made the remark with the intention of helping the players. Akiyama doesn't deny it, and instead brings up the possibility of that being true. **(Logical Reasoning/Mass Manipulation/Direct Manipulation/VCI/Anticipation/FRI)**

10) Yasukawa and Kawai aren't able to get 5 cards, so Akiyama comes up with the plan to exchange 5 cards alongside Harimoto, since each have 10 cards in total. Analyzing the situation, the cult leader brings up some arguments against the idea, such as Taninaka, Saeki and Shimoharada trying to take the cards from both, as well as not trusting Akiyama, thinking that he would bet to get his cards. But Shinichi reasons that Yasukawa and Kawai only have to bet 231 coins to surpass the betting limit of the other three players, with him making an agreement to switch tablets with Nao after he disposes of his cards so that he can't bet, locking himself up on a room with only one entrance where Harimoto's team can keep a look on him. In the end, Harimoto has to agree with this plan. **(Logical Reasoning/Negotiation/FRI/Counterability/Planning Depth|Complexity|Control|Lenght|Execution)**

11) Harimoto wanted to improve his hand to gain a overwhelming victory in the game. With him discarding 5 cards, that would compromise his plan. So when Yasukawa made a wrong bid, and used 233 coins instead of 231, that gave Harimoto a pretext to make Mika bet on Akiyama's cards, using the argument that he couldn't trust the players due to Yasukawa's breaking the promise of bidding 231 coins. But this was all a setup by Akiyama, who also made Yasukawa bid 233 coins so that Harimoto would see it as if they bet one coin more than Harimoto's team would need to surpass Yasukawa's first bid of 231 coins, meaning that he thought that they would take the cards from him. And that sentiment was proven even further with Kawai's bet of 300 coins, which was the maximum that he could bid, being advised by Shinichi to do so, just to make Harimoto mistrust the players. He was aware that Harimoto wanted to improve his hand, seeing through his intentions and knowing how he would act. **(STP/Anticipation/EU/Mind Reading/Logical Reasoning/Indirect Manipulation/Deception/Misdirection/Tactics/Setting Traps/Planning Depth|Complexity|Control|Lenght|Execution)**

12) Kimura's position in Harimoto's group as a leader had been noticed by Akiyama since Musical Chairs. Like how Kimura always stayed besides Harimoto no matter what when important decisions were made, and how Harimoto's group didn't crumble after Harimoto locked himself in the bathroom, meaning that someone still imposed order in the group, being a type of authority to them. He then concluded that Kimura was the true leader of the group, not Harimoto. **(Logical Reasoning/Deduction/Observation)**

13) Analyzing the current situation of the game, he predicts how Harimoto's team is going to act using logic. They will discard their cards, with Harimoto discarding his K of clubs first, followed by Mikamoto disposing her 3 of spades. When that happens, Abe will bid all her 299 coins on the first lot, making so that Harimoto gets all the coins in exchange, having 532 coins to bid on the 3 of spades, with the money returning to his team in the process. Even if Akiyama were to buy the second lot, Abe alongside Mikamoto still could dispose of their cards, giving Harimoto an 8 and 6 of spades to form a Straight Flush. **(Analysis Depth|Complexity/Logical Reasoning/Deduction/Anticipation/EU/Mind Reading/Observation)**

14) Developing his main plan for the game even further he let's Harimoto take the 3 of spades, which he uses as the perfect excuse to make Kawai get away from him and seek Kimura in order to help him get cards. This all leads to Kimura accepting his help, where he tells her about how much the other players are going to bid in order to gain her trust, with his information always being true. Of course, Akiyama is plotting with the other players, alongside Kawai, to trick Kimura later down the line. **(Indirect Manipulation/Mass Manipulation/Leadership/Deception/Setting Traps/Misdirection/Foresight/Prediction/Planning Depth|Complexity|Control|Lenght|Execution)**

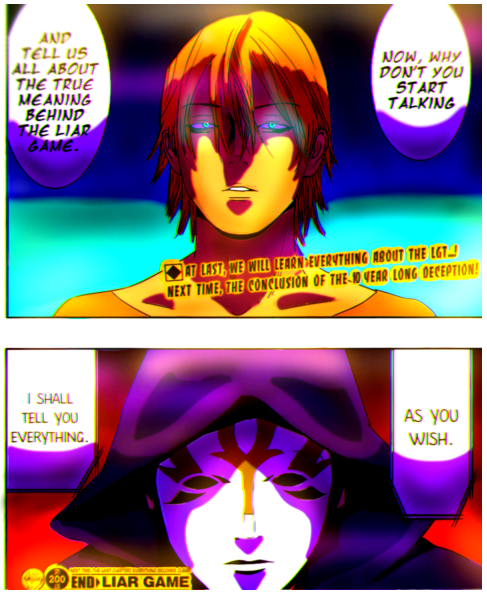
15) During the 4th and 5th round he creates a scenario were 4 of the players that aren't ranked don't want to discard their cards. He predicts that Kimura will use Kawai in these rounds to manipulate the other players. In the 4th she makes Kawai tell the others that one of them is going to bid a low amount of coins for the other one's cards, profiting enough from it to drop out of the game which would otherwise be impossible if they paid a high amount of coins for the cards. Meanwhile, during the 5th round, Kawai tells each player a lie that the other ones are going to discard all their cards to get more coins, since they wouldn't be ranked either way and the larger amount of coins would help them cover most of their debts. This happens so that no one disposes of their cards, thinking that someone is going to do it for them. Akiyama is able to forsee all of this more than a hour before it even happens, and he does this so that Kimura can't anticipate the many lots that would appear in the end, not being able to pass the money between her team with her own lots since she wouldn't put any in the beginning. **(Foresight/Prediction/Indirect Manipulation/Mass Manipulation/Leadership/Deception/Misdirection/Planning Depth|Complexity|Control|Lenght|Execution)**

16) Akiyama purposefully made Harimoto's team bid many times on the others players lot to lose money, so that they would get closer to being on the red. He did this to manipulate Kimura again, by making her seek other players like Taninaka and Kawai, to gain more money from them. 285 coins from Taninaka would be better than the potential money coming from his loss, with Kawai paying a high price for 4 cards, only to bid low on another one so Kimura could outbid him by a small amount, leading to him not getting ranked, and with Kimura benefitting from his hundreds of coins, as well as his loss. Shinichi's main goal was to make Kimura give away her cards, so that everyone could have cards in the end with the way he executed his master plan. **(Setting Traps/Foresight/Prediction/Indirect Manipulation/Mass Manipulation/Leadership/Deception/Misdirection/Planning Depth|Complexity|Control|Lenght|Execution)**

17) For the conclusion of his long plan during Bid Poker, Akiyama makes a lot A first so that Taninaka can bet on it and get ranked, meanwhile Shinichi gets enough coins to outbid Kimura and the others. If they tried to outbid Taninaka they would be in the red, plus all their money would go to Akiyama, so their efforts would be in vain. With this, the Liar King is able to buy lot B and lot C, upgrading his hand to a Straight Flush. With the discarding and bidding rotation between Akiyama's team, all the players except Nao were able to get ranked. To add to this, he explains how trying to interfere in the rotation would lead to the other team being in the red, with the card that they get not being useful, just leading to a waste of money overall. He also analyzes how in this scenario the bigger group with more players can't get outbid by the other group, noticing that if the last player decides to betray the group taking all the money from it, all the other players would suffer in return. **(Analysis Depth|Complexity/Foresight/Prediction/Mass Manipulation/Leadership/Logical Reasoning/Planning Depth|Complexity|Control|Lenght|Execution)**

18) He stopped Kimura from upgrading Harimoto's hand even more with the introduction of Kawai into her team, making her pass on this opportunity. **(Misdirection/Indirect Manipulation)**

Final Round | Records of the Four Kingdoms



Duration: Chapter 170–201 (31 chapters)

Total feats: (17)

Rules: *For the last game in the series there are 3 parts that together forms the entire game, with them being Ghost Lottery, Human Auction and Records of the Four Kingdoms:*

[1] *Ghost Lottery has 19 vertical grids in it, in which you can add 10 horizontal lines anywhere you want inside the grids. You and other players compete to take any circle above the grids, which can become your starting position. All the horizontal lines made by the*

players are compiled together, and the circles go through them until they reach a specific number that defines the position of the player on the next game, Human Auction.

[2] *19 players compete to make fours teams of 4 players, with the 3 other players being taken out of the game. Every player will be seen as a lot that can be bid on by other players. Minimum bid is 10 million yen, maximum is all 300 million yen that they are given. Bidding period for each player is 10 minutes. People will outbid each other, and the highest bidder will pay with their money, meanwhile the others will gain their money back from their failed bidding. When a team of two is formed, they can't bid on a team of three players, and a team of three needs to bid on one player, as they can only make teams of four. A team of two or more players still can be bid on as a lot, and after going from player 1 to 19 the order will restart, with the team's lot number being represented by the smallest number in the team. The losers have to pay 200 million yen of debt.*

[3] *Records of the Four Kingdoms has 4 teams composed of 4 players each. The teams are named "Wei", "Wu", "Shu" and "Wo". Each kingdom has a tower with 100 life points commanded by a general, and in every round they can choose to attack, defend or do nothing against the other three kingdoms, but you can only do at most three actions against the three kingdoms in one round. An attack deals 3 points of damage, costing 1 point. Defending yourself also takes 1 point to do. Planning time for a round takes 20 minutes. A boss will choose the general that will control the towers, but he can't take his place. He can step down of his position to become the general if he really wants to. If two kingdoms end up losing all their points in the end, then the one who lost by inputting their attack first is the real loser, as well as the kingdom who input their attack later than the other one, meaning that they got hit first in the endgame.*

1) He chooses the 19th circle, which is far away from the middle, since he knows that statistically choosing circles in the middle results in a higher deviation from the starting position, meaning that if you choose circles far away from the middle you will get numbers near your initial number, or even the same number that you picked. **(Logical Reasoning/Decision Making)**

2) After Yokoya completes his team he is locked in a room for the rest of the Human Auction. Akiyama takes advantage of this to make a strategy to dispose of the three players with 200 million yen, without Yokoya's challenges in his way. It starts with Mizuki bidding 10 million yen on Sakuma, and then they bid 30 million yen on Takashima, creating a 3 player team. He then threatens the player by buying number 17. He does this because if he buys number 17, then only one team can make a 4 player team, and if Shinichi buys another player into his team then no one can form a 4 player team, making all the 15 players lose as a result, with the exception of Yokoya's team. This scares the players so much that they have to buy number 17 and 18, with fear that Akiyama can buy them, making most of them losers. With this, he makes it so that only two teams can try to buy him in the end. **(EE/Analysis Depth|Complexity/Logical Reasoning/Logical Thinking/Direct Manipulation/Mass Manipulation/Strategy Depth|Complexity|Execution/Planning Depth|Complexity|Execution)**

3) The reason for him pressuring the players into getting number 17 and 18 was because Mizuki's team were more likely to buy it, which would go against his plan. Since the other

teams had many people with debt, as well as being uncertain that Akiyama could give them the win, he anticipated that they would only bid 50 million yen per person in him, leading to the other two of Mizuki's team bidding all of their money and getting him with their 600 million yen. So to stop that he made the other teams get player 17 and 18, making him the last one to be chosen, which would develop so that the other team was cornered into bidding more money on him, as they didn't have other chances to gain another player, making a higher bid as it was necessary for their survival. This bid would then surpass Mizuki's team bid of 600 million yen by the two players of the team, as Mizuki was manipulating them all along, following Akiyama's instructions and deciding not to bid, letting the other team to win Akiyama. **(Strategy Depth|Complexity|Execution/Planning Depth|Complexity|Execution/Logical Thinking/Logical Reasoning/Analysis Depth|Complexity/Anticipation/Deception/Misdirection/Indirect Manipulation/Decision Making)**

4) He expects that Mizuki's two teammates are going to steal her tablet and take a hold of her hands to unlock it in order to bid the maximum amount of money from the team. So knowing this, he switches her tablet with his, destroying the players chances of forming a team, and successfully making the three players with 200 million yen lose the game. **(Anticipation/EU/Misdirection/Deception/Counterability/Countermeasures)**

5) The Liar King wins the 4 way simulation game for the Wo kingdom, becoming it's boss. It isn't stated how he beat the game, so we can just speculate on it. **(Adversity Quotient)**

6) Just from Yokoya defending from the kingdoms of Wu and Shu, Shinichi was able to realize that he was trying to lose points on purpose, with his team's loss being the promisse that he gave to the two kingdoms in order for them to cooperate with him, raising the chances of either winning to 50%. **(Observation/Deduction/Logical Reasoning/STP)**

7) Coming up with a strategy to get Wu in his side, he comes up with the idea to continuously attack Wu, leading to Shu stopping their defense, which would increase the difference in their amount of points, leading to Shu being more likely to win than Wu. Akiyama will then come up to Wu to join forces, even if Wu was getting attacked by him not long ago. Their alliance will work, since they will be put into a corner, and the only way to surpass Shu would be for them both to act in the same interest, going against Shu and Wei. Yokoya won't be able to stop the strategy, as his relationship with both kingdom's would be compromised if he tried to do something about it. **(Mind Reading/EU/Foresight/Prediction/Logical Reasoning/Analysis Depth|Complexity/Strategy Depth|Complexity|Control|Lenght|Execution)**

8) Shinichi formulates a story about a fake rich person in the game that could help everyone pay their debts off after Wo wins, with their debts being paid with the help of the rich guy's father. While Akiyama's persuasion of the other two kingdoms fail, Yokoya doesn't care to dismiss the existence of this rich individual, knowing that he can get the two kingdoms either way. He also puts the idea in the players mind that the rich person is most likely from Wu or Shu, as Nao implied he would lose the game if Akiyama's team won. This was all a trap set by Akiyama, in order to execute a plan later in the game. **(Setting Traps/Anticipation/Creativity/Deception/Mass Manipulation/Indirect**

Manipulation/Strategy Depth|Complexity|Length|Control|Execution/Planning Depth|Complexity|Lenght|Control|Execution)

9) The fake rich person that Akiyama created for Nao to talk about is a reflection of Yokoya, which he uses to manipulate him emotionally. Shinichi knows about Yokoya's relationship with his rich dad, so he analyzes him, profiling his intentions and motivations. He brings up things like the father meddling in the son's business, how he looks down on him, and how the son will feel pathetic if he loses in the Liar Game, depending on his father again. These things can also be applied to Norihiko, and with Nao statement about the other rich person at least trying to distance himself from his father's ideology, it strikes Yokoya emotionally in a hard way, which would help for him becoming good at the end of the game. **(EE/EU/EP/Indirect Manipulation/Analysis Depth|Complexity/Profiling/Cold Reading/Hot Reading)**

10) He went with the previous strategy, knowing that it would get countered by Yokoya. His plan all along was related to the fake rich person being important to tie the game. So making Yokoya aware of the Wu alliance strategy was his intention all along. He did this because with Yokoya's orders it would make it impossible for Wu or Shu to betray each other during the game, leading to the tie at the end being a possibility, as they would continue with the same amount of points as each other for a long time. At least, that is what can be interpreted. **(Strategy Depth|Complexity|Length|Control|Execution/Planning Depth|Complexity|Length|Control|Execution/Indirect Manipulation/Anticipation/Deception/Misdirection)**

11) Talking with the members of Shu, he builds from his initial set up hours ago, claiming that between Shu and Wu there is the rich guy, as well as a spy that he got by bribing someone from the opposing team. He also passes this information to Wu, making both kingdoms suspect of their own players as spies. Akiyama makes it clear that the rich guy wants to win the game, so from the view of the players the rich guy would have revealed himself already to their respective kingdoms if he was going to win the game with the help of a spy. However, since the rich guy doesn't exist, both Wu and Shu think that the rich guy is actually in the opposite kingdom to their own, meaning that they think that there can only be a spy in their kingdom. **(Strategy Depth|Complexity|Length|Control|Execution/Planning Depth|Complexity|Length|Control|Execution/Deception/Misdirection/Mass Manipulation/Direct Manipulation/Creativity/VCI/Logical Thinking/Logical Reasoning/FRI/Methods)**

12) Akiyama comes back to each team to give them an advice on how to tackle the situation, making them change generals every round, without discussing the plans with the general, making him do his own actions. This means that the spy will be found if he tries to leak the plan, as only the general would know about his own actions. He also asks them to be aware of the general that makes the kingdom fall behind in life points from the enemy kingdom, because that would be the spy trying to mess with the team. For this, he states that they should make said general shoulder all of their debts by himself. The last order is done to make every general stick to the safe option of only defending or attacking in any round, meaning that they wouldn't try to attack and defend at the same time, or even do nothing, as it might cost them to lose life points in the process, making it appear as they are the spy. Doing this, in the rounds were they went against each other, the kingdoms would only lose

one life point each, leading to a potential tie in the end stages of the game. **(Strategy Depth|Complexity|Length|Control|Execution/Planning Depth|Complexity|Length|Control|Execution/Deception/Misdirection/Mass Manipulation/Direct Manipulation/Creativity/VCI/Logical Thinking/Logical Reasoning/FRI/Methods)**

13) Shinichi is able to come up with a graph of 16 possibilities regarding the two kingdoms opting for no actions, defense, offense, or both defense and offense. He seems to do it quite fast, and in the context of the scene he might be visualizing it in his mind. It is implied that he has analyzed these 16 possibilities, ruling that no actions is too risky to do, with defense and offense, as well as just offense, not being the most optimal choices to take. This only leaves the safe option for the two kingdoms to take, with it being defense. With defense, they only lose one point no matter what. So both kingdoms stick to defense most of the time. Shinichi explains that they should use offense oftenly as well, to make it so that the enemy won't try to make no action, to create a gap between the kingdom defending and the one who isn't losing any points by not defending their own. Offense also leads to the team losing one point, with the other team defending losing one point as well. And if both teams choose offense, then they both lose 4 points, so no matter if they choose offense or defense, they all lose the same points in the end. **(Strategy Depth|Complexity|Length|Control|Execution/Planning Depth|Complexity|Length|Control|Execution/Deception/Misdirection/Mass Manipulation/Direct Manipulation/Creativity/VCI/Logical Thinking/Logical Reasoning/FRI/Methods/VSI/PSI/WMI/Analysis Depth|Complexity)**

14) To finish it all off, he states that when the spy gets to be a general he will leak the information directly to the rich guy, leading to him making his move against the enemy kingdom. This is used to explain to each kingdom why the opposite kingdom is also using offense and defense. In reality they are doing it because Akiyama is making them think that there is a spy in their respective kingdoms, but this means that from their perspective, the other team is choosing the same options for a different reason, that being the existence of the rich guy, who is playing safe until he gets confirmation on the choice of his spy. In the end, the shouldering of debt from earlier would also be used against the spy, making it clear to the kingdom's players that the spy would most likely betray the rich man, as he would suffer more loses by betraying the team then trying to win with them. Something that he creates to explain why the other teams will continue with the safe option after so many rounds, as the rich guy wouldn't make his move at all. **(Strategy Depth|Complexity|Length|Control|Execution/Planning Depth|Complexity|Length|Control|Execution/Mass Manipulation/Direct Manipulation/Creativity/VCI/Logical Thinking/Logical Reasoning/FRI/Methods)**

15) Since the start of the Records of the Four Kingdoms game Akiyama Shinichi, the Liar King, had already envisioned the outcome of two teams possibly being tied with each other, not being able to do any moves without losing one point at the same time. With 59 rounds being played, and it taking 20 minutes to make their decisions in each round, it means that Akiyama had foresaw this endgame 19 hours and 40 minutes before it even happened. **(Strategy Depth|Complexity|Length|Control|Execution/Planning Depth|Complexity|Length|Control|Execution/Foresight/Prediction)**

16) Talking with Yokoya, he reveals that his plan didn't work because of luck. This means that he expected the players to believe Nao's lie, and Yokoya to not bother with her lie. Because they knew that Nao was honest, so they thought that she was telling the truth. Akiyama knew this, and in the end, it was Nao's existence that saved everyone in the Liar Game. These words said by Akiyama also affects Yokoya, making him change his ways about his father, as well as go with Akiyama's idea of a tie to fight against the Liar Game corporation, ending the game once and for all. **(Strategy Depth|Complexity|Length|Control|Execution/Planning Depth|Complexity|Length|Control|Execution/Direct Manipulation/Anticipation)**

Important Observation: Sometimes feats with little planning or strategy can have all the subcategories of these intelligence categories since they are a part of a larger plan. In this case, the 16th feat correlates to Akiyama's main plan/strategy in the game, so it is labeled this way.

17) The main purpose of the tie was to make it so that the LG company would have to host the game multiple times, which would be hard to do. This alongside Yokoya's supporting the tie and breaking the entire data of the company stored in their machines lead to the Liar Game Tournament coming to an end, with the defeat of the Liar Game corporation. **(Strategy Depth|Complexity|Length|Control|Execution/Planning Depth|Complexity|Length|Control|Execution/Methods/FRI)**

Roots of A



Duration: Chapter 0–1 (2 chapters)

Total feats: (8)

1) Akiyama notices that the culprit who was able to open Iwashita's drawer left the code 3105 in it, when said culprit had also seen that before he put the code in it, the numbers in the code were all set to 0000. That meant that, if the person wanted to see the exam papers, they could do it without raising suspicion, by setting the code back to 0000, as it would been as if no one had looked into the drawer at all. So with this, Akiyama realizes that the person left the code as it was on purpose, so that it would be seen by Iwashita, as a type of

message. **(Logical Reasoning/Logical Thinking/Analysis Depth|Complexity/Observation/Deduction)**

2) Remembering that Iwashita said that his wife used the drawer in the past, and the fact that Aratani saw a woman in her 50's getting out of the professors room in a hurry, Akiyama came to the conclusion that she was the only one who could have opened it alongside her husband, and that she was the one who left the code for him to figure it out. **(Logical Reasoning/Deduction/Pattern Recognition/Profiling)**

3) Akiyama was able to understand the message that Iwashita's wife left for him while she searched for an important document, which was the fact that the number 3105 is spelled San–Too–Go (3–10–5), or in other words, Sa–To–Ko, which was the name of his wife, meaning that she left the code as it was to remind him that it was her who opened the drawer. **(Logical Reasoning/Illogical Reasoning/Abstract Reasoning/Deduction)**

4) While being a major in humanities at the Teito University, Akiyama was one the three that were promissed positions in Japan's government and top rate corporations if they passed Okabe Yukiya's classes. In the 5 group of students, some were set to get into tv networks, government ministries, and banking institutions. Akiyama never get's his potential position stated, but it would have been something of governmental influence. **(Influence)**

5) The profiling of the letter sent by a mysterious person is decoded by Akiyama, who initially makes it seem like he deduced it, but he actually asked the professors wife about it, who in turn gave the answers to Akiyama, with him discovering the story behind it, of a 19 year old ill man who wanted to spread his letters through ballons, with one of them actually getting in the hands of someone, the professors daughter. **(Hot Reading/Profiling/Information Intel)**

6) Looking at the letter, Akiyama remembers that he used to put a letter inside a plastic bag before he sent it away with a ballon, so that they don't get wet, meaning that the black smear of ink would have happened after the letter was open by someone. **(Logical Reasoning/Deduction/Knowledge/Memory)**

7) Akiyama deduced that the person didn't introduce himself because he didn't want to talk about himself, and used words that conveyed positive things as a way to shake off the difficult things he has been going through. **(Observation/Logical Reasoning/EU/EP/VCI/TRI)**

8) Akiyama continues to study with Okabe, going from a humanities major to psychology graduate. In the Contraband Game he himself states that he has a masters degree in psychology from Teito University, with a masters degree being one of the highest levels that someone can achieve in this area. **(Crystallized Intelligence/Knowledge/Psychology/Academic Intelligence/EU/Field Skills)**

—Estimation of Akiyama's IQ—



We all know how intelligent Akiyama is, but how much IQ does he actually have. For starters, his official IQ has never been shown in the manga itself, not even in other media such as the live action show or the Roots of A chapters that have him as the protagonist. The truth is that, for as much as we can speculate on it, we will never get the answer on that without asking the author himself (Shinobu Kaitani) for an answer, and even then many people might not agree with it. So what methods should we try to use, and how can we calculate IQ anyways? Well, the answer is pretty simple. IQ can be measure by taking an individual's mental age, dividing it by their actual age and then multiplying it by 100. So the formula basically is written down as this:

Mental age/Actual Age × 100 = IQ

We already have his age, 27 years old during the present events of the manga itself. What we need to find is his mental age. For that we have some reference points, like comparing him to Yokoya or other characters in relation to intelligence, and how these other characters would rank in IQ based on their feats, and how these feats translate into quantifiable intelligence in real life areas of work. For example, leaders and speakers of multiple languages tend to have higher IQ's, and this would place Yokoya and Harimoto quite high when measuring their intelligence. We know that Akiyama should be smarter than those two, and at least as smart as Yokoya is. But how do we quantify that? Let's give it some examples:

Yokoya states that he can solve university entrance exams while graduating elementary school, which means that at 12 years old he would be completing tasks that a 19 year old would need to solve, placing his IQ at the 158 range, at the very least, since he could do that easily. Taking that into account, his IQ could be much higher, since he could be able to solve questions that are made for 22 year old students that are ready to graduate from university, placing his IQ at the 183 range, which does seem fair, and since he did solve the entrance exams easily, as stated by himself, it should be more accurate to suggest an IQ of this range for him.

Anyways, professionals of important areas have IQ's towards the 120 range, with the smartest of leader's and presidents reaching IQ's of the 170 range, as seen with the IQ of Harvard Graduate John Quincy Adam's, the president of the USA with the highest IQ among all others, having an estimated IQ of 175. Of course, Harimoto should be in between these ranges, since he is smarter than your avarage profesional, but he isn't the best leader possible, since his cult was made better by Kimura, so it could be expected that he has an IQ of 130-140, specially with his vast knowledge on tactics and the heart of people. But even then he isn't the intellectual type, but more of a manipulator.

So how high is Akiyama's IQ? Well, for all we know, his IQ should realistically be in the 180 IQ range, along with Yokoya, but a more accurate data might be comparing him to his university teacher, Okabe Yukiya, who is 62 years old, and seems to represent his age both chronologicaly and mentally. Akiyama is in many ways his successor, with Okabe being someone respected by everyone that loves psychology, being the greatest psychology teacher in Japan. Akiyama has learned from him, and they do think alike, even if they are completely different people. The manga makes parallel between them, as teacher and student, with it highlighting Akiyama's intelligence over Okabe. So it would be fair to assume that Akiyama's mental age would be towards that of a 62 year old, maybe a bit less.

With that we only get one conclusion:

62 years/27 years × 100 = 229 IQ

So Akiyama's IQ should be 229, or if you want to get more technical, it could be said to be in between the 183–229 IQ range. As Akiyama is shown to be smarter than gifted and genius people in intelligence, it seems fair for him to have such a high IQ, even if it is an estimation.

Akiyama Shinichi official IQ
183–229 IQ

—How Much Did Akiyama Extort in LG?—



It is funny how much money Akiyama is able to steal in Liar Game. It makes me question, does the total amount of money that he extorts rival Baku's 50 billion yen extortion in KY Declaration, what about other series, like Squid Game's main prize that is worth more than 30 million dollars? With these questions in mind, let's see how much money Shinichi made throughout the series. We will assume some things for this: First, he himself has to extort the money. If the money is extorted by his actions, directly or indirectly, it is his. Second, even if he gave away the money or didn't keep in the manga, he will be able to have it as long as he takes it first. Third, the yen's inflation from 2005 to the modern day will be accounted for, and then the japanese currency will be translated into dollars, to give some perspective on how much value it actually has.

So, let's do this. Here is all the times where Akiyama stole money from someone, in order:

— Stole 8 million and 257 thousand dollars during his takedown of a multilevel marketing company

— Took all of Fujisawa's 200 million yen. Nowadays, it would be about 1 million and 479 thousand dollars.

— Extorted all the players in the Downsizing Game, gaining 900 million yen. Nowadays, it would be about 6 million and 655 thousand dollars.

— Robbed the entirety of the North's atm, gaining 24 million and 775 thousand dollars in the process.

— Steals 2 million and 219 thousand dollars from Yokoya during the Pandemic Game

Adding it all up, we can get the amount of money that Akiyama stole during the whole story of Liar Game. That number being:

43 Million and 385 Thousand Dollars

Wow, that is a lot. For comparison, a youtuber calculated that Jigsaw only used about 500 thousand dollars to make all his traps in the Saw franchise. Meaning that Akiyama would be

86 times richer than Jigsaw. He would also beat Squid Game's main prize, as the amount of money offered in the game is only 31 million dollars, with Shinichi having 12 million more in his possession. For Usogui, the Lie Eater, i did some math, and his 50 billion yen extortion feats is equivalent to 368 million and 826 thousand dollars nowadays. It is more than 8 times the combined amount of Akiyama's extortion, which just highlights how impressive that feat was. Even then, the Liar King is no joke.

—Ranking Akiyama's Top 10 Best Feats—



(10)
Psychology Formation

Akiyama's master degree in psychology is already amazing by itself. He was trained by the greatest psychologist in Japan, Okabe Yukiya, having utilized his knowledge of psychology practically, like the "door in the face" technique in Pandemic, and understanding the intentions of others due to it.

(9)
Company Takedown and 8 Million Dollars

Taking down an entire company alongside 8 million dollars worth of money is no joke. The only problem is that we are never shown how Akiyama did it, and we know that he got caught in the end doing said feat. And while the amount of money that he stole is huge, he has stolen more money after the fact, like when he extorted all of the 24 million dollars from the North's atm in Contraband.

(8)

200 Status two times

In Pandemic, in the span of a few minutes, he is able to make an analysis of how the game would develop with certain players being infected. With this, Akiyama should have mentally visualized the development of 100 status in 10 steps. He does this two times, meaning that he visualized 200 possible status that the players could have gotten, in a short amount of time. This is a crazy demonstration of WMI, AWMI, PSI, CPI, GAI and VSI.

(7)
Pandemic 15 Status in One Second

In the span of one second, Akiyama is able to mentally notice what Yokoya was planning against Nao during Pandemic, when she was going to touch Akagi. This means that he understood Yokoya's intentions, plan and his 15 status explanation of why his plan worked the way it did, just in one second. This is immensely impressive. While the 200 status feat has a bigger number of status to calculate, this one is way faster, and in comparison the 15 status is the same as 900 status in one minute, just to put it into perspective (not that Akiyama can visualize 900 status of course). Plus, at the same time he visualizes the 15 status, he needs to understand Yokoya's main goal with his action, which makes it more remarkable than the previous feat.

(6)
Mental Shuffling of 306 Cards

Akiyama mentally shuffles a deck of cards 17 times, mentally. If he visualized the deck of 17 cards first, and then shuffled it 17 times, it would lead to the mental visualization of 306 poker cards. He did this in the estimated span of 54 seconds, with it confirming that he can visualize 5,6 cards in a second.

(5)
Contraband's Final Plan

Contraband's plan requires a lot of deception. Shinichi makes an ultimate bluff that the money that was supposed to be in the North's atm was hidden, then he gets the help of traitors to win the game, deceiving Yokoya and his entire team in the process. He uses Yokoya's portable device in his advantage to communicate with the traitors, as well as using a megaphone to copy a player's card without Yokoya noticing. Manipulates the Failed Dominator into thinking that his bluff was real, making him take more money for their external account. He then is able to steal all of the 3 billion yen from the North's atm, winning the game, and dealing a crushing defeat to Yokoya's group.

(4)
Bid Poker 233 Coins Manipulation

By making a certain player bid 233 coins instead of 231 coins, Akiyama sets up a massive plan that is able to manipulate Harimoto and Kimura, seeing an hour into the future, predicting how Kimura would act. He uses her own actions against herself, making her feel comfortable in the situation that she was in, with Akiyama being able to stop her from

upgrading Harimoto's card, and giving her the notion that she had fooled the entirety of the players in the game, when she was actually being taken to the worst possible outcome for her team, with all the players being saved. Harimoto and Kimura are some of the smartest players in the game, and seeing the Liar King manipulate them with such ease is simply amazing.

(3)
17 Card Poker Manipulation of Kikuchi

The manipulation of Kikuchi during the later stages of the 17 Card Poker is immense. Akiyama strategizes in a few minutes, thinking of the exact actions that he can do to make Kikuchi think of specific things that will lead to him acting in a certain way that will open up the chance for Shinichi to win every round after he memorizes the cards. He analyzes how many cards he has to cut, how many he has to discard, if it is his time to cut or not, and memorizes the cards that he disposes off, as well as the cards that Kikuchi takes. To add more to this, he needs to bet on specific amounts to manipulate his enemy's thinking, being able to understand his thinking process perfectly. During these few minutes, Akiyama visualizes the card shuffles of the dealer, as well as shuffling a deck of cards 8 times mentally to figure out that the cards order resets after 8 shuffles. This means that for figuring out the order reset the visualized 153 cards, and with the shuffles of the dealer he visualized 119 cards, both counting the initial deck of cards. So he visualized 272 cards in his mind, shuffling them mentally many times, which is an absurd CPI and AWMI feat.

(2)
4 Kingdoms Final Lie Tie

The creation of a lie so good that 8 people believed that a fake person actually existed. He predicted the tie of the game 19 hours and 40 minutes before it happened, making each kingdom think that the other one had a player that had a spy in their kingdom, making that spy give information about the group's actions to destroy them. With this story, he manipulates the two kingdoms into losing only one point each during many rounds, to in the end tie with one point of life. It is very complex, with a large amount of depth, as Akiyama makes the scenario to purposefully make them choose defense and offense as their only action, the threat of being appointed as the spy by choosing anything other than this to stop the players from attempting anything that isn't these two choices, as well as coming up with a shouldering strategy which would make the spy get more debt if he betrays the kingdom, leading to the two kingdoms believing that the spy won't betray them, meaning that the opposite team's rich dude would stick with the safe strategy, as Akiyama wouldn't want them to suspect of the other team doing the same two actions as their own for a long period of time. An amazing strategy and plan to end the manga with.

(1)
Musical Chairs Plan

One of the greatest plans in fiction. Akiyama's plan takes many hours of development, changes and improvisation. He manipulates Yokoya, Harimoto, and 10 people at the same time. He creates an entire team without them knowing he was the one behind it. Shinichi reads everyone's minds and their thought processes perfectly in this arc, predicting the end

of the game many hours before it actually takes place. He takes care of medal distribution, finding chairs, hiding chairs, manipulating Yokoya and Harimoto to go against each other, manipulating the elections with the Gaya Alliance, taking out a traitor in his team, meanwhile touching the central pole and remembering his chair to stay in the game, with the players having run 30km in the first day. In the end, he overcomes the second and third/fourth smartest player in Liar Game while having a massive disadvantage of players in his team. He controlled entire rounds, entire decisions, just from simple actions, and saw his loss as a way to win by getting the medals of the winner, making the Gaya Alliance go against Yokoya, eliminating him from the game. Simply spectacular.