Hachiman Hikigaya (Oregairu)



This document will cover Hachiman's plan in Season 1 Episode 13 to win the Athletic Festival.

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The Plan



The Athletic Festival consists of two teams. Red team, led by Hayato; White team, led by Saika. The final game of this festival is pole toppling and this game will decide who wins the tournament. This festival is important for Yui and Yukino, and they are also counting on Hachiman to win it so although Hachiman doesn't really care about winning, he makes a plan anyway because he wants them to be happy.

[Emotional Engagement]



Before the game starts, Hachiman calls over Zaimokuza to explain the plan to him. This is because Zaimokuza is an important piece in this plan. He tells him what to do, and I will explain the plan while Hachiman executes it.

[Social Skills, Leadership]



Also, please note that there is something in Hachiman's pocket while he explains the plan. This will be useful later and I'll explain what it is.

The next step of the plan is to cheer up the team so they would perform better overall. Hachiman leaves this job to Zaimokuza and he does a great job at cheering the team up. The reason for choosing Zaimokuza instead of Saika is that Saika is a shy person so he won't do a good job at cheering people, this is why Hachiman chooses Zaimokuza for this job because Zaimokuza is not shy at all and he wouldn't be afraid to speak out loud.





[Leadership, Social Awareness, Deductive Reasoning, Critical Thinking, Convergent Thinking, Planning Coverage, Short Term Planning]



Now, the game will start. The goal of the game is to take down the pole of the opposite team. Also, remember, Hachiman and Zaimokuza are on the Red team.



After the game starts, Hachiman finally takes out the thing in his pocket, which turns out to be a bandage. Hachiman could have only achieved this by going to the infirmary before the game because he wouldn't be able to find a bandage elsewhere.
[Preparation Process, Planning Coverage, Short Term Planning]



In the next scene, we see Zaimokuza screaming. The goal here is to attract attention so that there won't be pressure on Hachiman while he does what he needs to do. Hachiman uses this to misdirect people so that he could be free. Hachiman anticipates that this trick will surely succeed because he is aware of the stupidness of the people around him.
[Social Awareness, Planning Coverage, Short Term Planning, Anticipation, Setting Traps, Fabrication, Misdirection, Creativity, Convergent Thinking]



In the next scene we see Hachiman, who was in team Red, wearing a white headband. Remember that Hachiman was keeping a bandage in his pocket before the game started. Then, after the game started, he wore the bandage on his head to disguise himself as someone from the White team. This, combined with Hachiman having only a few friends, allow Hachiman to easily get to White team's pole without getting seen. If it were a normal person instead of Hachiman here, they would have gotten caught because a friend of theirs would notice that they have switched teams. But because Hachiman has only a few friends, no one from the White team suspected him, just as he thought.
[Social Awareness, Planning Coverage, Planning Intricacies, Short Term Planning, Anticipation, Fabrication, Misdirection, Acting Skills, Creativity, Linear Thinking, Convergent Thinking, Deductive Reasoning]

However, we get a huge shock in the next scenes…





As we can see, Hayato predicted Hachiman would come so he waited for him. Hachiman gets surrounded and he raises his hands.



Hayato asks Hachiman if he is going to give up, which Hachiman responds with…



It is revealed that this was all a part of Hachiman's plan. Hachiman then calls over Zaimokuza to finally finish the plan.



Zaimokuza then goes and takes down the pole, and the Red team wins the festival. The double decoy plan here is absolutely brilliant. Hachiman perfectly anticipated that Hayato would notice Zaimokuza's bait and wait for Hachiman. Hachiman, knowing this, orders Zaimokuza to take down the pole when he gives the signal. While Hachiman distracted Hayato and his people by faking a surrender, he suddenly gave the signal to Zaimokuza and there was no one there to stop Zaimokuza, thus the Red team won the game.
[Planning Coverage, Planning Intricacies, Short Term Planning, Anticipation, Fabrication, Misdirection, Acting Skills, Creativity, Linear Thinking, Convergent Thinking, Emotional Perception, Leadership, Planning Unpredictability, Setting Traps, Trap Evasion, Risk Calculation, Tactical Complexity, Fluid Methods]

Also, this was a novel problem for Hachiman and he succeeded in solving it.
[FRI, Fluid Intelligence]