

Baku's Decade Long Plan

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Độc lập – Tự do – Hạnh phúc

SPECIAL THANKS TO
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This document was originally meant to be published as a part of a full Baku doc. The early release of this doc is meant to promote the upcoming Hal doc and Baku doc that are currently works in progress.

The Decade Long Plan

Throughout the entire story, we see bits and pieces of Baku's past set around 10 years before the main narrative. By piecing these fragments together, we can see inklings of the possibility that Baku planned most of the events that happened in the main story a decade before they unfolded. That's not to say that Baku had every infinitesimally minute detail of everything he would do for the next 10 years mapped out in his mind. However, he was most definitely aware of the broader strategic ideas and the stratagems and tactics needed to execute these ideas from his time meeting Hal to his second attempt at STL.

The 10 years that the plan covers are split into 12 chunks, these being right after meeting Hal, the years between meeting Hal and 1st STL, the 1st STL, the years between 1st STL and the main story, abandoned building, before Labyrinth, Labyrinth, Pandora's box pt. 1 (KY), Pandora's box pt. 2 (TOK), Bookstore, Ban match, and finally the 2nd STL.

Aim

The things going through Baku's mind as he was creating the plan are a bit abstract. We know that Baku strives towards the betterment of the world through the eradication of evil. But since evil is so intrinsic to the human condition, it will never disappear completely. Instead, Baku realizes that the only thing evil pales in comparison to is evil itself. Power is solely dictated by those who use it best. Thus, to consume evil from this world, Baku decides to become a "greater evil" that dominates lesser evils. **All this is to say that one of Baku's goals is to amass as much power as possible to take out other bad guys**.

Additionally, when Baku eventually wins STL towards the end of the series, he exclaims that he has always wanted to gamble with all his might against a strong opponent, knowing that he could lose everything with one wrong move. The same sentiment is echoed by Baku throughout his past when he first met Hal, and during their first STL against each other, Baku whispered to himself that the match wasn't what he was looking for. **Then, it is clear that Baku wanted a thrill, a game with stakes so incredibly high (stakes such as the success or failure of a 10-year plan) that his mind would go numb with excitement**. With these two goals in mind, he sets out a plan where he will first give Kakerou an unimaginable amount of power only to become its leader by beating Hal in STL. Then, he will use his new position of power to dominate evil across the world. This plan involves losing the first STL on purpose, staging a comeback, giving Kakerou an unprecedented amount of national and international influence in the form of Karamete men (more later), and exploiting Hal's weakness to beat him in their final showdown.

After meeting Hal (Winter 1998)

Set around winter of 1998, it all starts during the period right after Baku first met Hal, when Baku took a few actions that would shape his plan. These actions include overhearing Q-Tarou's abandoned building game (Ch.323), manipulating the police commissioner Sasaoka into creating the Crime Coverup System (aka the Labyrinth game) (Ch. 320), and discovering the intricacies of Hal's memory loss condition (Ch. 534).

When it comes to manipulating Sasaoka, it is strongly implied that Baku had already known that he would be dealing with the police on the day of his gamble with the president of the Sasaka company. Sasaoka at the time was a police commissioner from the security bureau of the MPD. Then, Baku phrases the wagers in such a way to inspire Sasaoka to come up with the idea of using the Kakerou system to erase events from the past. This action had 2 intended consequences, the first is to give Baku a way to rid himself of his punishment from losing his upcoming first STL attempt, the second is to give Baku the elements needed for him to gain an extraordinary amount of power. Baku is familiar with Sasaoka and the MPD's work in frame-up jobs for the elites, so he deduces that giving Sasaoka an easier way to coverup the crimes of elite would mean more powerful people for Baku to blackmail all gathered in one place, which is within the crime coverup system (later to be known as the L-File). Then, if Baku were to gain access to the names of every client that was involved with the system, he can pressure them into accepting Karamete men for his second STL attempt. To be clear, the Karamete is Kakeoru's method of sending spies into an organization to gather sensitive intelligence about them and control them from the shadows. For this method to work, the organization they are targeting must accept the spies into their ranks first. These spies are called Karamete men, and they are the first step in any Kakerou operation that involves taking over another organization. Additionally, providing Kakerou with at least one organization for the Karamete strategy is a requirement to challenge STL. Baku needs to fulfil this prerequisite if he wishes to challenge STL for the second time. Baku should also have inklings of the Pandora's Box plan worked out, i.e., using TV broadcasting to blackmail the crime coverup users into accepting Karamete men (more on that later).



Figure 1. Baku's awareness of the police and their crime coverup tendencies.

As for Hal's memory loss, in chapter 534, we see Baku figure out the secrete message for a hidden meeting place between referee Eba and Hal. After investigating that place, he stumbled upon an email about Hal's memory loss condition. The email contained sensitive information such as the way and amount of memory lost as well as its periodical occurrence once a month. On that day, Baku learned two important pieces of information. The first is that Hal will lose his memory once every month, which is something he will later use to gain an advantage on his second attempt at STL. The second is that after losing a large amount of memory, Hal will actively try to seek out *The Prince Bee* written by professor Eba since Eba hides information about their meeting places in the book. This would put Hal back at the bookstore where he first met Baku. We will later see that Baku planned on acquiring the bookstore from its original owner and waited until Hal would once again lose enough memory to revisit the bookstore. Baku would then engineer an encounter with Hal to seek an advantage for his second attempt at STL. All he has to do now is to give Hal back the Prince Bee book so he can return to Kakerou and become its leader.

One final thing to address, is Baku's inner thoughts when facing Kyara during his gamble with the president Sakai and Commissioner Sasaoka. In figure 3, Baku already had thoughts about turning Kyara from a neutral third party as a Kakerou referee to his fully loyal ally. If he manages to do so, Baku will gain the power of the man who is known to be "The strongest number 0," meaning Kyara is the strongest amongst the strongest in Kakerou's history. Later on, we will see that Baku gets Kyara to leave Kakerou by losing his first STL against Hal on purpose.

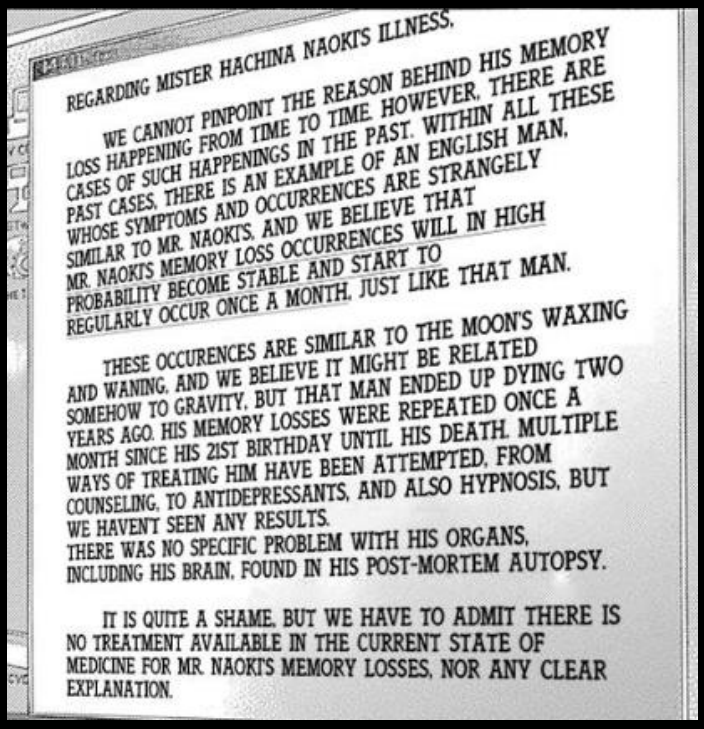


Figure 2. Email mentioning Hal's memory condition.



Figure 3. Baku's thoughts on Kyara being his ally and not a referee.

2.5 years between meeting Hal and 1st STL

No doubt that his encounter with Q-Tarou pushed Baku towards monitoring his movements and actions, which would later help him discover the existence of the abandoned building gamble and Rodemu. Baku also made sure to complete the requirements towards the first STL and started waiting for the crime coverup system to begin operations.

One significant event that happened throughout this period was Baku's awareness of the fact that a new radio tower would be built in the future. The reason why I think Baku received this information will be addressed later in the section. Instead, we will talk about if it's even possible for Baku to hear of this information and why he would hear the information within this timeframe. To that end, the Emperor tower and the new radio tower in Usogui are obviously based on the real-life Tokyo Tower and Tokyo Skytree respectively. This much is clear if we look at the similarities between the towers and their counterparts (figure 4).

The author of Usogui, Toshio Sako, has a pattern of basing fictional buildings in his story on real world locations. Examples include the Japanese Metropolitan Police HQ (Ch.89), the old bookstore (Ch.312), the NiCT building that displayed the leap second (Ch. 525), and the MGM Grand Garden Arena (hell, you can even see the Mayweather vs. Pacquiao poster which is a real fight that happened in 2015 in the panel) (Ch.539) just to name a few. You can find panels depicting these buildings in the designated chapters and compare them to images of their real-life counterparts (evidence found here). Again, this strengthens the argument that the Emperor tower and new radio tower are based on the Tokyo Tower and Tokyo Skytree respectively.

Then, we can use the timeline of development from the real Tokyo Skytree to estimate when the idea for the new radio tower was proposed in Usogui's universe. We know that the Tokyo Skytree was proposed in 2003 and opened to the public on 22nd of May 2012, meaning there are 8 to 9 years in between its conception and opening. Now, if we were to find out the date on which the new radio tower opened to the public, we can use the 8–9-year gap from the Tokyo Skytree to determine when the new radio tower was proposed.

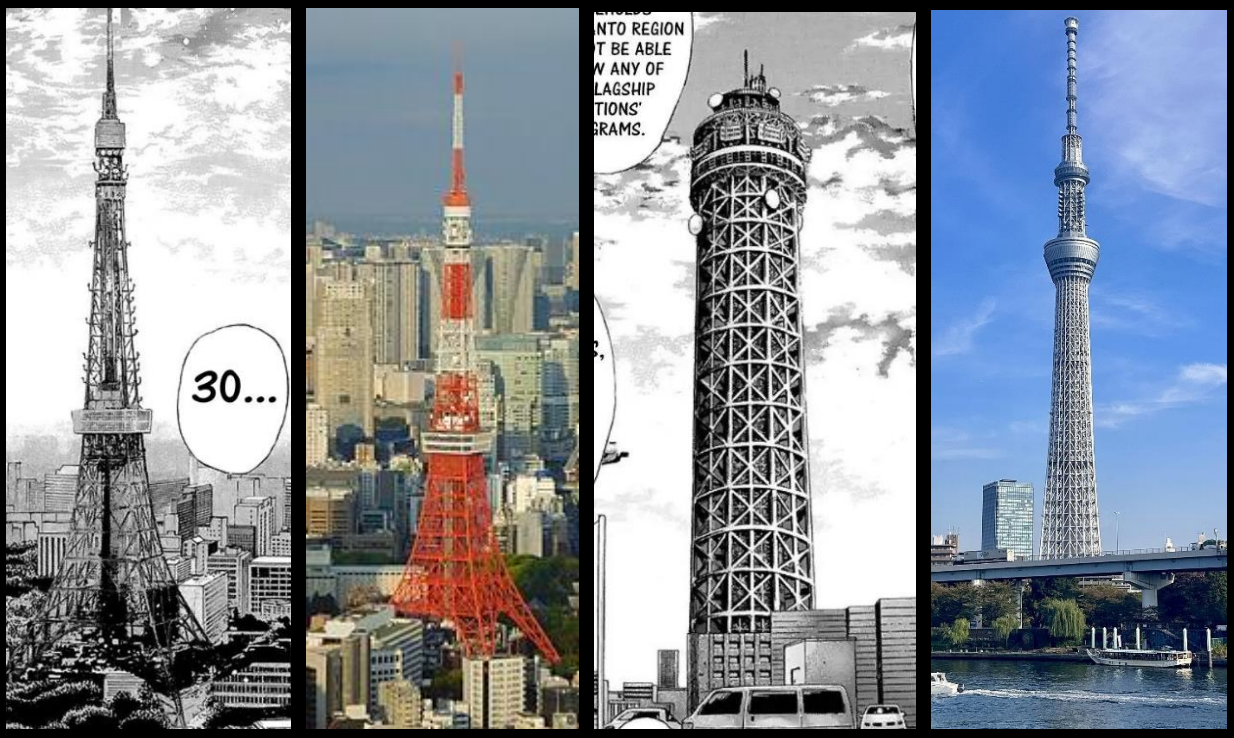


Figure 4. Emperor tower and new radio tower compared to their real-life counterparts.

We can determine that the new radio tower in Usogui opened on either on the 26th or 24th of November in 2008 from the following reasoning:

- The 2nd STL between Baku and Hal was held on 1st of Jan 2009 evident by the leap second.
- The meeting for the Ban match between Baku, Hal, and Lalo was held on the 7th of Dec of the previous year, i.e., 7th of Bec 2008. (Ch. 327)
- The events of Battleship were held one day before the meeting for the Ban match, evident by the fact that Lalo mentioned the time passed from his and Hal's phone call at the end of Battleship to right before the meeting had only been "a day." This means that Battleship happened on the 6th of Dec 2008. (Ch. 324)
- The time between Battleship taking place and TOK is only 3 days, because Gakuhito mentioned that Hal owes him for "3 days and nights" worth of meals and lodging, i.e., Hal has been staying with Gakuhito for 3 days ever since they met at the end of TOK. In other words, TOK happened on the 3rd of Dec 2008. (Ch. 273)
- TOK and KY Declaration happened on the same day, and it was mentioned that the new radio tower had been opened to the public for a week by Matsuyama on the phone. (Ch. 186)
- Which finally puts the opening of the new radio tower a week before 3rd of Dec 2008, i.e., 26th of Nov 2008.

- However, we can also deduce that KY declaration was on 1st Dec 2008 by using Baku's statement from Ch. 535 where he puts the day of the leap second exactly one month after the tower incident. This means the new radio tower could've also opened on November 24th, 2008. Since there's practically no difference between the two dates, either interpretation will work fine.



Figure 5.
Top left (Ch. 327): meeting for the Ban match held on the 7th of Dec
Top right (Ch. 324): "a day" between Hal and Lalo's phone calls
Bottom left (Ch. 273): 3 days between TOK and Battleship
Bottom right (Ch. 186): "It has been a week after the new TV tower opened."

Accounting for the 8–9-year gap, this would put the conception of the new radio tower within the Usogui universe somewhere between 1999 and 2000, putting it between Baku's meeting with Hal (winter of 1998) and their first STL against each other (held on April 9th, 2001). Now, as for

whether it is even possible for Baku to come across this information, the answer is yes. Even if the proposal wasn't made public, Baku would still have a large amount of influence and access to information that would befit a man who "stood at the top of Kakerou" as he was known as at the time. This coupled with the idea that Baku was already planning to use TV broadcasting as a part of Pandora's Box, which would make him extra vigilant towards any development in that area, makes it more probable that Baku would be aware of the new radio tower's future existence during the time he came up with this decade plan.

1st STL (Apr 9th, 2001)

For his plan to work, Baku has to lose the 1st STL on purpose, or at least he wouldn't mind losing. Chapter 23 implies that Baku lost to "recuperate for another attack." Furthermore, Baku knows Kyara well enough to realize that Kyara will leave Kakerou once he loses. Then, the loss would not only allow him to move freely and covertly for the next several years, but it would also compel Kyara to leave Kakerou. In chapter 63, we see the beginnings of Baku and Kyara's relationship. Kyara was interested in Baku's philosophy on gambling at such a young age. Baku, in turn, promises Kyara that he will show him a gambler that keeps on winning as long as he keeps being his exclusive referee. Then, it wouldn't be far fetched to assume that Baku losing STL would make Kyara leave Kakerou altogether (check Ch. 46 for context behind Kyara leaving Kakerou). Relinquishing his status as a referee means that Kyara can become a true ally to Baku instead of the neutral third party that he was forced to act as. Baku will later approach Kyara (in the Terrorist of the Abandoned Mines arc) and convince Kyara to become his loyal ally and friend, which means Kyara is allowed freedom to assist Baku as much as he wants. Baku plans to nullify the punishment from losing this STL by participating in the alibi gamble that he himself manipulated commissioner Sasaoka to engineer.

Years between 1st STL and main story

This period is most likely when Baku bought the bookstore where he first met Hal. He specifically requested for the establishment to "continue being a bookstore without changing anything" as he plans to recreate his first interaction with Hal. These were also the years when Baku would try to regain some of his power and influence, because he had already lost everything after losing the first STL. This would be the perfect time to do so as he has to wait for the crime coverup system to accumulate more customers and for the new radio tower to finish construction.



Figure 6. Baku is the mysterious guy here.

Abandoned building (2008)

Baku finally decides to prepare for Pandora's Box and his second STL attempt. Ch. 4 shows Baku sitting idly at a casino with nothing being able to budge him from his seat until Q-Tarou approaches him. This shows some premeditation on Baku's part, as the obvious implication is that Baku was only sitting passively at the casino to lure Q-Tarou into inviting him to the abandoned building. With this, he acts on towards taking everything Q-Tarou has by challenging his abandoned building game. His plan was to subdue all of the mercenaries in the building (including Rodemu), take everything in Q-Tarou's possession, and turn Rodemu into an ally by making him fight Q-Tarou. He would then gain not only the vast resources and information from Q-Tarou, but also a powerful ally in Rodemu (who turned out to be Marco) with strength rivalling those of the strongest referees. With that being said, walking into a building with armed mercenaries and a superhuman assassin without preparation is suicide. When it comes to the steps Baku took to win the abandoned building game, we see him prepare tangible advantages such as the listening device disguised as a pen, which proved to be monumental in his victory. Moreover, the years of monitoring the abandoned building game suggests that Baku would be very familiar with the layout of the building and the types of traps, weaponry, and gear that the mercenary would use, things that are evident if one considers the leisure with which Baku was walking through the building with during the early half of the game. Note that Baku didn't need Kakerou to fulfil this part of his plan. The original bet was 10 million Yen on whether Baku could leave the abandoned building, and when presented with the chance to leave, Baku instead returned to the room Q-Tarou was in to rob him blind. That part of his plan would remain the same regardless of Yakou's or any other referee's presence.

Before Labyrinth (2008)

Now, Baku will have to focus on completing the requirements for his second STL. While he knows he can nullify his punishment from the first STL by going through his Labyrinth plan, Baku decides to fulfil the 50 billion Yen requirement first. This directly led to the events of Hangman and the Terrorist of the Abandoned Mines incident. Coincidentally, Baku meets Kyara when he tries to stop the missiles from launching. By telling Kyara that he will continue to win, which is the same thing he told Kyara when they first met, Baku manages to convince Kyara into becoming his loyal ally. Currently, it is nearing the opening of the new radio tower. Baku will have to advance to the next stage of his plan involving the crime cover up system and TV broadcasting.

Labyrinth (crime coverup system) (2008)

After waiting for the construction of the new radio tower and seeing Kaji's loss in the Labyrinth game, Baku decides that it's time to engage with the crime-coverup-system portion of his plan. It is noteworthy that Baku already knew that Kaji would have to bet his alibi, even without having to consult Kaji after the fact, when he was following Kaji's car all the way to the MPD headquarters. This gives further credence to the idea that Baku was ultimately the person who caused the coverup system to come into existence. At this point in the story, about 10 years have passed from when Baku planted the seed of the crime coverup system in Sasaoka's mind. Since Baku knows that the system necessitates the involvement of Kakerou and their referees (since Baku himself made it so), he should anticipate the fact that he will have to play a game.

First, Baku will bet his alibi on the day of the first STL and lose on purpose. Then, Yukiide (the one in charge of the game) will own Baku's alibi on the day he played STL, meaning that everything Baku did on that day (including losing STL) will be altered to as if Yukiide was the person who did them. This would also force all of the consequences of losing that match on to Yukiide, i.e., he will be executed. By revealing this fact, he can force Yukiide to bet the names of every client of the crime coverup system. This is so that Baku can blackmail the clients into accepting Karamete men in Pandora's Box. Yukiide was not in a position where he could bet on the disclosure of the names of the real culprits who committed the crimes, so Baku settled for the names of every MPD servant involved with the system. He would have used these names to track down the real perpetrators from the crime coverup system. Perhaps he would've done what Billy Craig did in the story, which was to steal the L-File from Amako Seiichi's laptop. Regardless, Baku would now possess the identities of the real culprits hiding behind the coverup system.

Pandora's Box part 1 (KY) (Dec 2008)

The first part of Pandora's Box aims to make use of a variety TV show to threaten the crime coverup clients into accepting the Karamete men into their powerful organizations. While he

shouldn’t have been aware of every detail that would happen during Pandora’s Box, Baku should have had the broad strategic ideas and the necessary stratagems to accomplish his aim.

The first of these strategic ideas is to entrap the host and chief of a variety TV show when nearing the opening of the new radio tower. This allows him to gain full control over the content being broadcast for one episode. He can use a variety of methods to accomplish this end such as coercion or blackmail. Then, select a few people from the crime coverup clients as guests for the show and reveal the crimes they committed to scare the rest of the clients into accepting the Karamete men. To protect the broadcasting from the interventions of the guests and other external forces, Baku tricks the guests into holding a Kakerou match at the news studio. Then, Kakerou would have to protect the news studio and broadcasting to keep the integrity of the game.

Baku’s plan didn’t just involve the successful broadcasting of KY Declaration. He wanted to eliminate the new radio tower to cease all concurrent broadcasting in the Kanto region and play his own TV broadcasting from the retired Emperor tower, where he would threaten to reveal the crimes of the rest of the clients to tens of millions of people like how he did during KY Declaration. The revelation of the crimes on KYD and the grandiosity of hijacking the airwaves and broadcasting to the entire Kanto region would make Baku’s bluff so incredibly intimidating that the rest of the crime coverup clients would have no choice but to comply with his demands even though Baku had no evidence against any of them. Knowing this, Baku would decide to reveal a crime that involves an alibi that Kakerou has already collected in a previous gamble. This would force Kakerou to do everything in their power to stop the broadcasting as it is their duty to ensure the wages of every gamble that they preside over are met, which would mean that the alibi must stay hidden. However, Kakerou also has an obligation to protect the broadcasting at the news studio as it is involved in the KY Declaration gamble between Baku and the guests. The quickest and easiest way to solve this contradiction is to destroy the infrastructure at the new radio tower to stop the broadcasting while still technically adhering to protecting news studio as a game venue, which is something Baku predicted and used to his advantage.

However, certain aspects of the plan were made as adaptations to changing circumstances. It’s safe to conclude that Baku’s plan to gain 50 billion Yen by predicting that Matsuyama would buy Shuei News, purchasing Shuei News through LBO, and setting the selling price of Shuei News to 50 billion Yen can only be conceived of after Baku got his hands on the L-File. However, this adaptation was a relatively simple addition to the plan. The necessary preparations for the scheme couldn’t have taken more than a few days and can be made so subtly that even people intimate to the matter, such as the president of Shuei TV, didn’t recognize what was happening until the trap had already sprung. This speaks volumes about Baku’s adaptability.

But despite the number of necessary adaptations, Baku most likely had most of KY Declaration planned out all the way at the time he first met Hal. In the section addressing the years between Baku’s meeting with Hal and the 1st STL, we prove that it was possible and even likely for Baku

to come across the information needed to plan out Pandora's Box. The reason why it is likely that Baku had most of this planned out has to do with the cloths he was wearing on that day. We can see that the film crew deemed Baku's clothing as "outdated." They're entirely correct as Baku was rocking the "Japanese Preppy" look that was popularized in Japan throughout the 80s and 90s. Knowing this, we can abduce that the reason why Baku dressed in the way he did is because he humorously wanted to adhere to how he envisioned himself when he created the plan, which would be during the late 90s when the Japanese Preppy style was still in fashion.



Figure 7. Baku's attire during KY Declaration.



Figure 8. Japanese Preppy

Pandora's Box part 2 (Tower of Karma) (Dec 2008)

It wasn't enough to set up broadcasting equipment at the Emperor tower after anticipating and inducing Kakerou to destroy the new radio tower. There was a total of 21 organizations for Kakerou to send their Karamete men into. Even though the clients were forced to accept these men into their organizations because of the broadcasting, the entire process will still take around two to three hours to complete. Baku had to somehow protect the Emperor tower from local police forces and delay the deployment of communication jammers from the JSDF for as long as possible. Otherwise, the broadcasting from the Emperor tower will cease and there will be nothing left to threaten the crime coverup users. To accomplish the first objective, Baku plans to hold a Kakerou match that is trivial in detail at the Emperor tower. This forces Kakerou to protect the tower as a game venue since they have an obligation to preside and facilitate the match until its conclusion. For the second objective, Baku sends the leader of Kakerou an email which simply tells them to prepare the Karamete men. Since Baku personally knows the intelligence and motivation of the leader, he must have known that the leader would deduce his actions from KY Declaration to the Emperor tower and help with the success of the Karamete process. Baku compelled the leader to take action against the deployment of radio jammers, which led to the gamble leader had with Sasaoka where they would bet on 1-on-1 fights between Kakerou and the Private Funeral Division. If everything goes according to plan, Baku will gain a tremendous amount of influence for Kakerou when he inevitably becomes its leader.

To emphasize the sheer scale of Baku's achievement, let's dissect what he managed to gain through the broadcasting (honestly, skip to the next section if you don't wanna hear yap 💀). Based on the email leader received from Baku (figure 9), the list of organizations Baku is offering as tributes for Kakerou's Karamete includes:

- At least two large civilian-run banking organizations.
- Japanese 2nd ranked automobile manufacturer, a multinational apparel chain store, and 10 more equally large companies.
- At least two prefectural police departments
- Ministry of Economy, Trade and Industry (METI) and Tokyo metropolitan government
- Some local governments.

The Yotsui bank that was mentioned by name does not exist in real life. However, it was probably based off the real-life Sumitomo Mitsui Banking Corporation (or Mitsui Bank for short), judging by the comically similar naming. If we make similar educated inferences such as designating the other bank as MUFG Bank and the 2nd ranked auto-manufacturer as Honda, we begin to see a fraction of Kakerou's future potential through this plan. Both Mitsui and MUFG have financial institutions in 40 countries across all the main continents and a presence in every financial hub across the world, while Honda ships their products globally and manufactures vehicles in over a dozen countries. Taking over these organizations alone would propel Kakerou into new heights of power and influence, not to mention the other 10+ multinational companies

that Baku offered to the Karamete. In terms of national influence over Japan, the METI alone has historically been one of the most if not the most powerful ministry in Japan. They have jurisdiction over policies involving industry, industrial technology, trade, macroeconomics, distribution, and energy, not to mention the unofficial influence METI would have outside of policies. With just 4 organizations out of the 21 provided by Baku's plan, Kakerou will gain an unparalleled control not only over Japan, but over the entire world in many different sectors and industries.

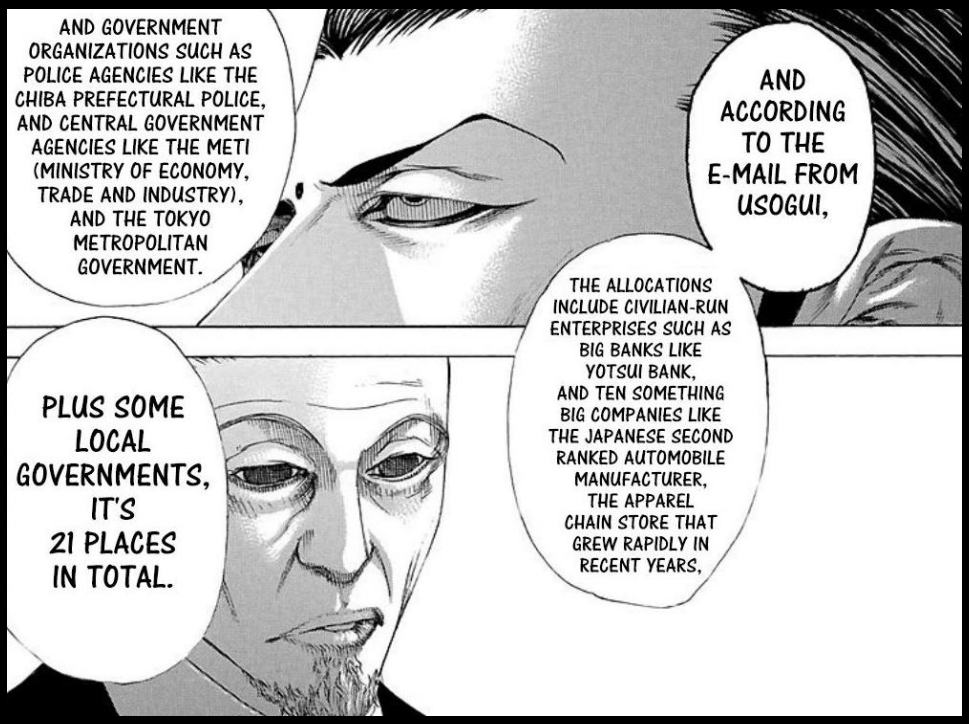


Figure 9. Baku's 21 Karamete offerings

Bookstore (Dec 2008)

At the end of Tower of Karma, we see the leader of Kakerou lose a significant amount of memory from his condition, slightly reverting his personality back to Hal. Because of his memory loss, Hal tries to order *The Prince Bee* from the old bookstore as he knows that Eba will hide the location of their rendezvous as a secrete message in the book. However, since Baku is the current owner of the bookstore, he will get notified when Hal tries to order the book. This allowed him to meet Hal for the second time in the same bookstore ten years after their first meeting. After arriving at the bookstore before Hal does, Baku buys *The Prince Bee* off the shopkeeper and waits until Hal gets there. Then, Baku tries to make Hal play a gamble with him to get the book back. From his actions, we can infer that Baku is trying to recreate the first time he met Hal. This includes winning the gamble to make Hal follow him and befriending Hal. As long as these two crucial conditions are completed, the exact details of their meeting in 1998

need not be perfectly replicated. With Hal as his friend, Baku can easily manipulate the situation so that the next STL happen 1 month after the day Hal lost his memories, granting Baku a huge advantage during the game as Hal would have a high probability of losing his memories once more during the gamble.

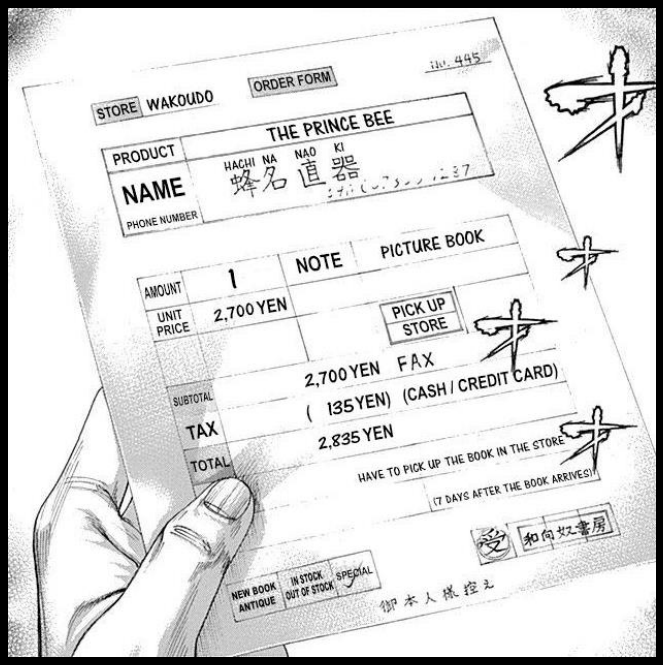


Figure 10. Baku being notified that Hal (Hachina Naoki) has ordered the Prince Bee.

Ban Match (Dec 2008)

Due to the events that happened in the Battleship arc, Hal becomes suspicious of Baku, which makes Baku's initial plan to befriend Hal fail. Instead, Hal proposes a Ban match between Baku and Lalo for the right to play STL. We won't discuss anything that occurred on the island of Protoporos since they were outside the scope of the decade long plan. However, we will discuss the meeting held between Baku, Hal, and Lalo right to determine the specific details of the match. In this meeting, Baku gained the right to pick the duration for the match, which he used to set the STL gamble that would be played the day after the Ban match on the day where Hal would most likely lose his memories again as in accordance with the decade plan. Not only that, but Baku also realizes that the day of Hal's memory loss coincides with the day where a leap second will take place. Once again, this goes to show Baku's adaptability and versatility in planning. Having his original plan derailed, he still manages to rearrange the conditions to complete the main strategic idea of his plan and gain a potentially incredible advantage.

2nd STL (Jan 1st, 2009)

Using the advantages from Hal's memory loss (and the recently gained Leap Second trap), win the second attempt at STL and take Hal's place as leader of Kakerou. This would involve manipulating Yakou into choosing a game that allowed for the leap second to be used as a trap (this turned out to be Drop the Handkerchief) and making him the referee who would host STL. Furthermore, he needed to check the phone line of the Protoporos island to see if the leap second would play on it and manipulate Yakou into using that phone line as a part of the game. Of course, Baku manages to complete all these conditions, which led him to his victory over Hal in their second STL. At this point, Kakerou is propelled to a different league because of the number of Karamete gained from KY Declaration and the Tower Incident, which Baku himself engineered a decade before they happened. Using this newly gained power, Baku will devour evil around the world.

Closing Remarks

This feat of planning ranks incredibly high across the board. In summary, Baku planted the seeds that would become a decade long scheme encompassing dozens of powerful organizations with national authority and international influence. All to become something as abstract as "an evil that consumes all evil." The level of aim, accuracy, coverage, intricacies, versatility, and adaptability is abundantly clear. What is less obvious is the degree of invincibility and risk assessment Baku engaged in. Especially towards KYD and TOK where Baku cleverly manipulates Kakerou to protect the key elements of his plan. Not to mention the other risk minimizing moves he made such as convincing Marco and Kyara to become his allies, losing the first STL on purpose, or using Hal's memory loss as an advantage in the second STL. His preparation is nothing to scoff at either. Whether it be engraving the idea of using Kakerou to erase alibis or buying the old bookstore from him and Hal's first meeting, Baku prepared all the necessary details for his plan to flourish. However, there are some caveats to be made. As repeated many times throughout the document, Baku could not and did not plan every minute detail that would happen in the next 10 years of his life. For example, something like the leap second in the context of the story was impossible for Baku to plan out a decade in advance. However, what Baku did accomplish was an outlandish goal he set for himself as a young teen. And he did this by mapping out all the strategic ideas, parties involved, and the detailed stratagems and tactics needed to execute his end goal, creating one of the most intricate yet thrilling accessions to power in fiction.

And to encapsulate the whole story, a detailed diagram is left within the final pages of this document for the readers' comprehension. Thank you for reading.

BAKU'S DECADE LONG PLAN

Black boxes represent steps that was planned out at least before 1st STL

Blue boxes represent things Baku needed to adapt to at the time

Several details were omitted from the diagram for conciseness

AFTER FIRST MEETING HAL

Winter 1998

Figured out the clues from *The Prince Bee* and find Eba's hideout (Ch. 534)

Found information on Hal's memory loss problem (Ch.534)

The way and amount of memory lost. Loses memory once a month

Hal must seek out The Prince Bee book

Give book back to Hal so he can become leader (Ch.535)

Overhear Q-Tarou talking about abandoned building and monitor his movements (Ch. 323)

Gamble with and win against the president of Sasaka. (Ch. 318)

Phrase his wager in such a way to...

Replace the president of the company with the president's easily manipulated son (for the Karamete) (Ch. 320)

Inspire Commissioner Sasaoka to start the crime coverup system (aka the labyrinth game) by using Kakerou (Ch. 320)

To use that system for the Pandora's box plan (Using Crime coverup system, TV broadcasting, and Kakerou to get many Karamete)

2.5 YEARS BETWEEN MEETING HAL AND STL

Winter 1998 – Apr. 9, 2001

further monitor Q-Tarou and his abandoned building game

This is most likely when he learns of Rodemu

Complete the rest of the requirements for 1st STL

Needs Kyara to leave Kakerou so that he can be a true ally

Wait until more powerful people use the coverup system for more Karamete

Idea for a new radio tower proposed

Incorporate the new radio tower into Pandora's Box

1st STL

Apr. 9, 2001

Lose on purpose 💀 (Ch. 14, Ch.23)
Allows him to move freely for the next several years
Also, Kyara would stop being a referee after Baku's loss

YEARS BETWEEN 1st STL & THE MAIN STORY

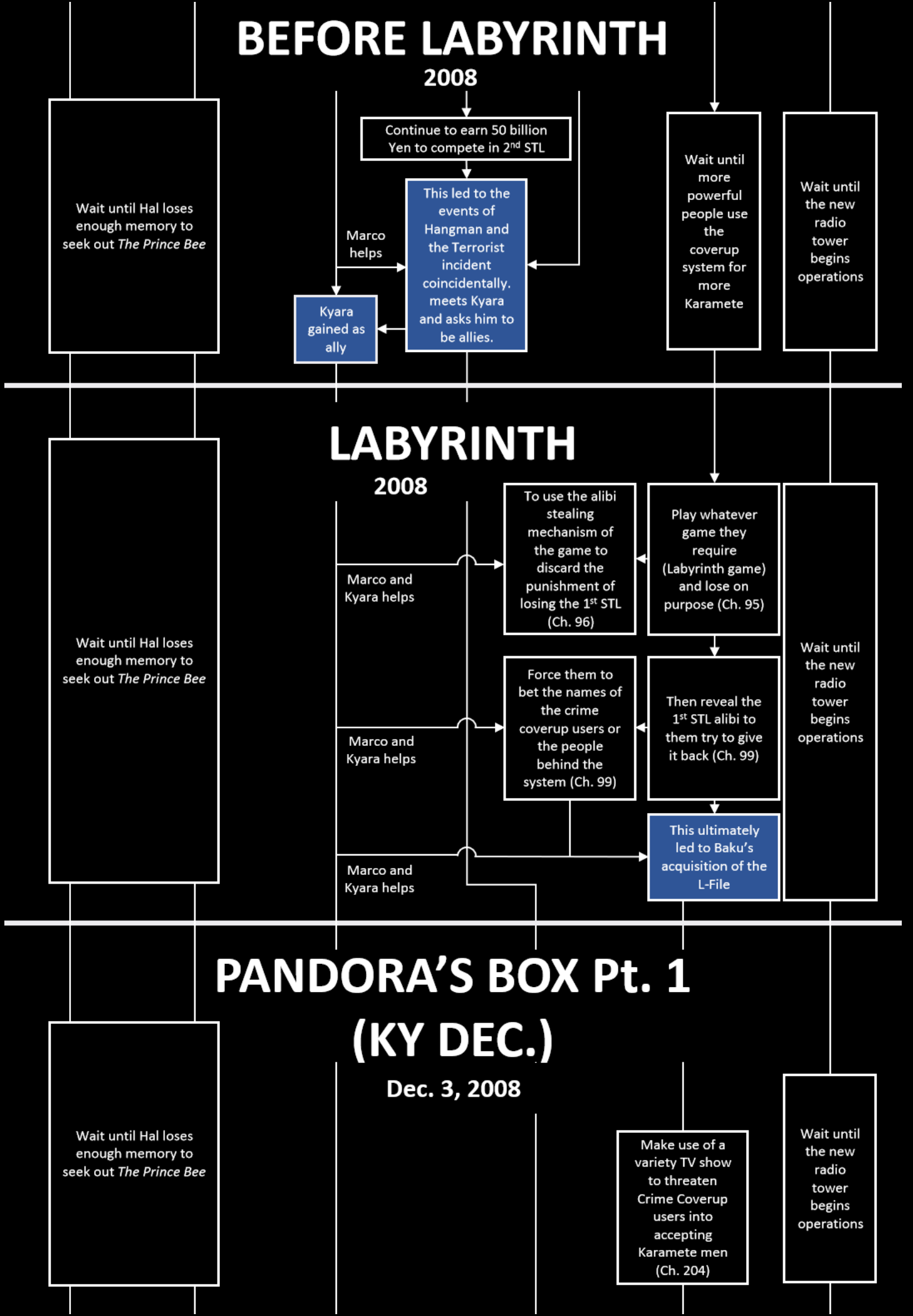
Apr. 9, 2001 – early 2008

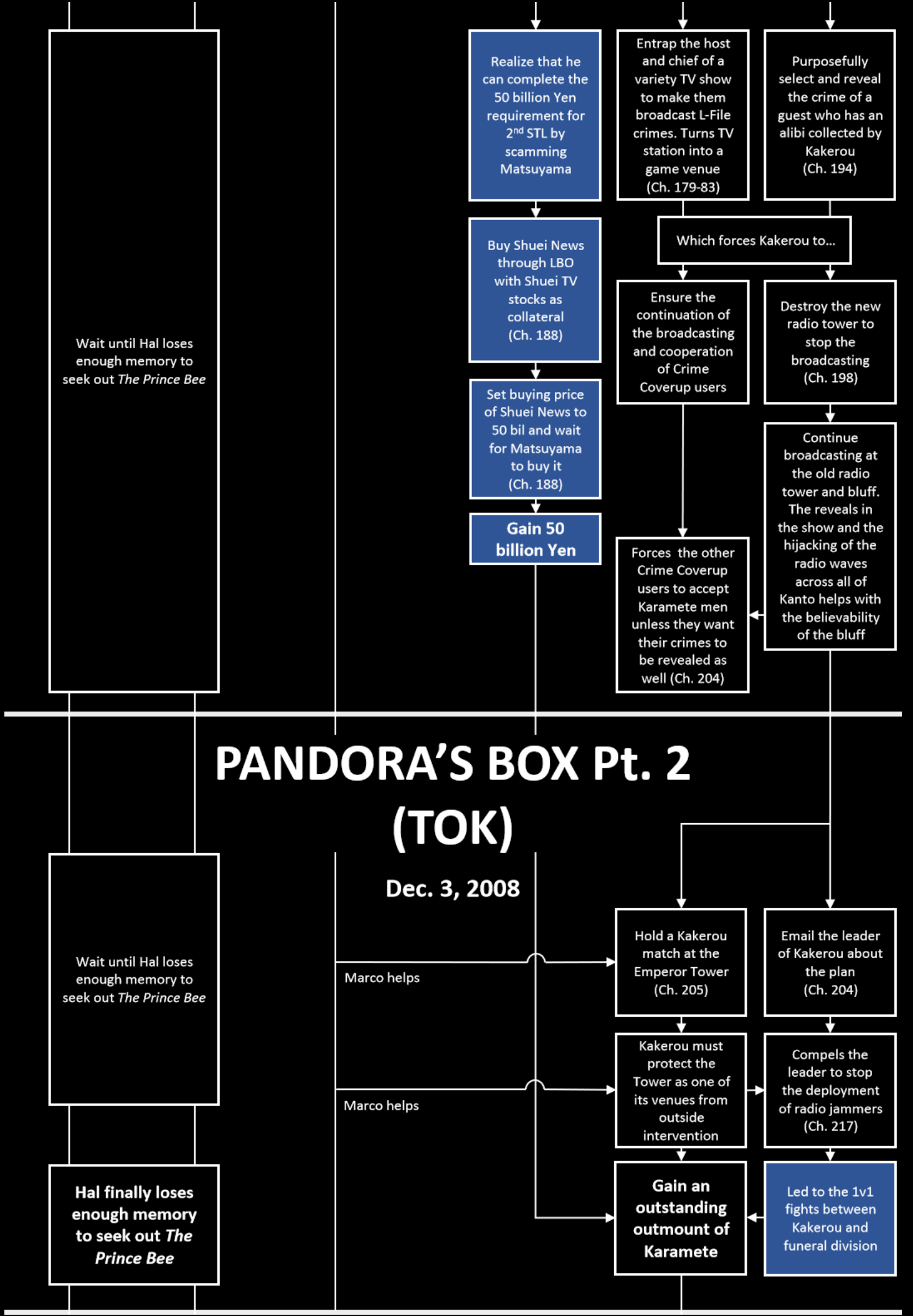
- Acquire the bookstore that sold *The Prince Bee* (Ch. 316)
  - Specifically make sure that nothing changes to recreate the scenario when Baku first met Hal (Ch. 316)
    - Wait until Hal loses enough memory to seek out *The Prince Bee*
- Wait until more powerful people use the coverup system for more Karamete
- Wait until the new radio tower begins operations

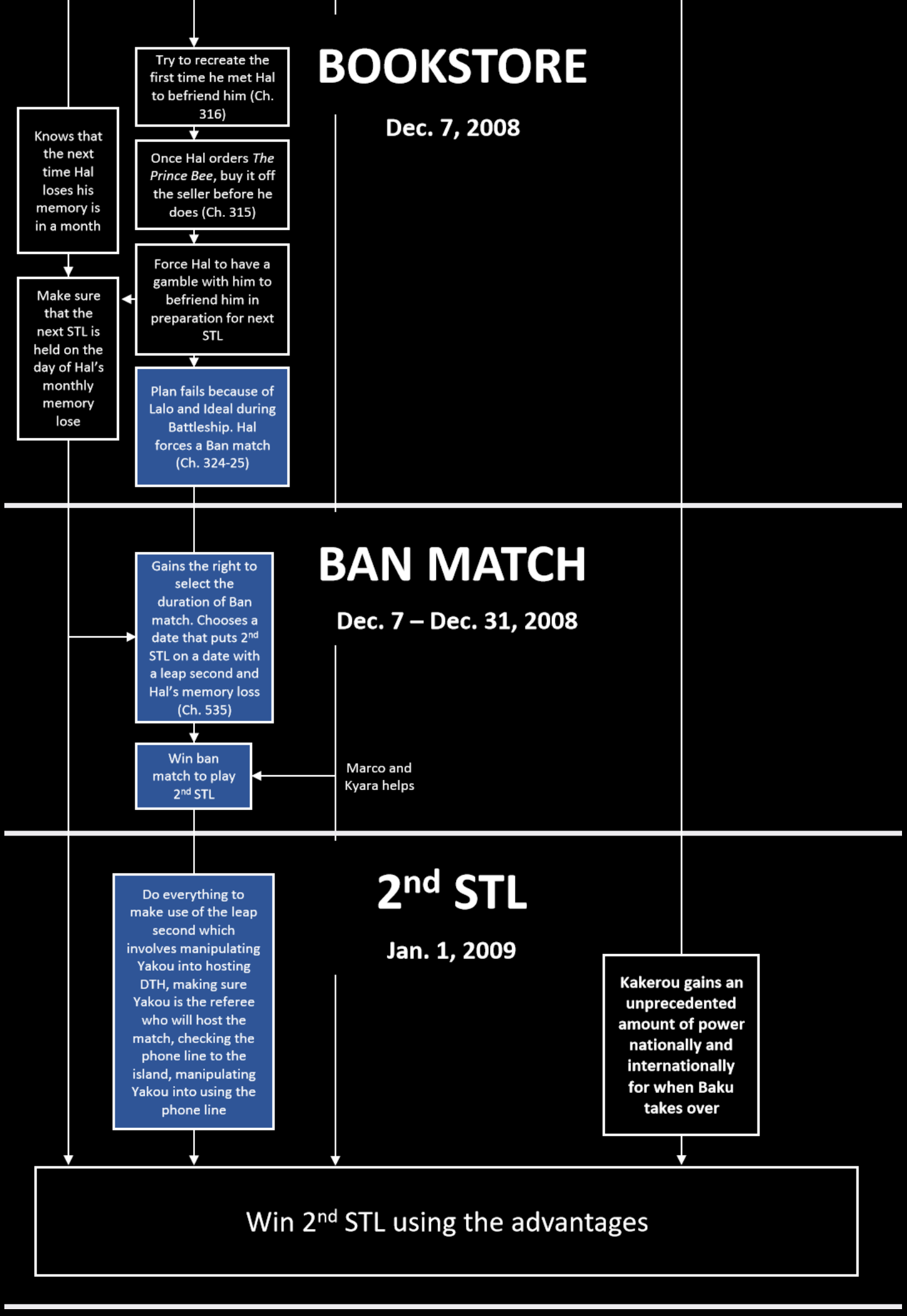
ABANDONED BUILDING

2008

- Wait until Hal loses enough memory to seek out *The Prince Bee*
- Challenge Q-Tarou and win, should have an advantage from monitoring his game (Ch. 4)
  - Prepare the tools needed to win such as the listening device disguised as a pen (Ch. 15)
    - Manipulate the superhuman Rodemu into becoming a pawn (Ch. 22)
      - Rodemu turned out to be Marco instead. Marco will become an indispensable ally and help throughout the rest of the series
    - Steal everything Q-Tarou owns including money, real estate, weaponry, information, etc. (Ch. 19)
- Wait until more powerful people use the coverup system for more Karamete
- Wait until the new radio tower begins operations


BEFORE LABYRINTH
2008
Continue to earn 50 billion Yen to compete in 2nd STL
Wait until Hal loses enough memory to seek out The Prince Bee
Marco helps
This led to the events of Hangman and the Terrorist incident coincidentally. meets Kyara and asks him to be allies.
Kyara gained as ally
Wait until more powerful people use the coverup system for more Karamete
Wait until the new radio tower begins operations
LABYRINTH
2008
Wait until Hal loses enough memory to seek out The Prince Bee
Marco and Kyara helps
To use the alibi stealing mechanism of the game to discard the punishment of losing the 1st STL (Ch. 96)
Play whatever game they require (Labyrinth game) and lose on purpose (Ch. 95)
Wait until the new radio tower begins operations
Marco and Kyara helps
Force them to bet the names of the crime coverup users or the people behind the system (Ch. 99)
Then reveal the 1st STL alibi to them try to give it back (Ch. 99)
Marco and Kyara helps
This ultimately led to Baku's acquisition of the L-File
PANDORA'S BOX Pt. 1
(KY DEC.)
Dec. 3, 2008
Wait until Hal loses enough memory to seek out The Prince Bee
Make use of a variety TV show to threaten Crime Coverup users into accepting Karamete men (Ch. 204)
Wait until the new radio tower begins operations


Realize that he can complete the 50 billion Yen requirement for 2nd STL by scamming Matsuyama
Entrap the host and chief of a variety TV show to make them broadcast L-File crimes. Turns TV station into a game venue (Ch. 179-83)
Purposefully select and reveal the crime of a guest who has an alibi collected by Kakerou (Ch. 194)
Wait until Hal loses enough memory to seek out The Prince Bee
Buy Shuei News through LBO with Shuei TV stocks as collateral (Ch. 188)
Which forces Kakerou to...
Ensure the continuation of the broadcasting and cooperation of Crime Coverup users
Destroy the new radio tower to stop the broadcasting (Ch. 198)
Set buying price of Shuei News to 50 bil and wait for Matsuyama to buy it (Ch. 188)
Continue broadcasting at the old radio tower and bluff. The reveals in the show and the hijacking of the radio waves across all of Kanto helps with the believability of the bluff
Gain 50 billion Yen
Forces the other Crime Coverup users to accept Karamete men unless they want their crimes to be revealed as well (Ch. 204)
PANDORA'S BOX Pt. 2 (TOK)
Dec. 3, 2008
Wait until Hal loses enough memory to seek out The Prince Bee
Marco helps
Hold a Kakerou match at the Emperor Tower (Ch. 205)
Email the leader of Kakerou about the plan (Ch. 204)
Marco helps
Kakerou must protect the Tower as one of its venues from outside intervention
Compels the leader to stop the deployment of radio jammers (Ch. 217)
Hal finally loses enough memory to seek out The Prince Bee
Gain an outstanding outmount of Karamete
Led to the 1v1 fights between Kakerou and funeral division


BOOKSTORE
Dec. 7, 2008
Try to recreate the first time he met Hal to befriend him (Ch. 316)
Once Hal orders The Prince Bee, buy it off the seller before he does (Ch. 315)
Force Hal to have a gamble with him to befriend him in preparation for next STL
Plan fails because of Lalo and Ideal during Battleship. Hal forces a Ban match (Ch. 324-25)
Knows that the next time Hal loses his memory is in a month
Make sure that the next STL is held on the day of Hal's monthly memory lose
BAN MATCH
Dec. 7 – Dec. 31, 2008
Gains the right to select the duration of Ban match. Chooses a date that puts 2nd STL on a date with a leap second and Hal's memory loss (Ch. 535)
Win ban match to play 2nd STL
Marco and Kyara helps
2nd STL
Jan. 1, 2009
Do everything to make use of the leap second which involves manipulating Yakou into hosting DTH, making sure Yakou is the referee who will host the match, checking the phone line to the island, manipulating Yakou into using the phone line
Kakerou gains an unprecedented amount of power nationally and internationally for when Baku takes over
Win 2nd STL using the advantages