Akiyama Shinichi Feats

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This document is intended to inform people of Akiyama's feats within the main Liar Game manga as well as Roots of A. Not only that, but we'll list off any anti-feats that are generally apparent. A lot of the information will require a bit of understanding of the g no ame rules. Of course, the best way to truly gauge Akiyama's intellect is to actually read the manga.

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FSIQ = Green
Thinking/Reasoning/Intel = Blue
EQ/SQ/Psychoanalysis = Yellow
Planning/Strategy/Tactics = Cyan
Manipulation/Deception = Red
Miscellaneous(Anticipation, Observation, etc.) = Purple







Steal 100M Yen Arc

Swindled a large MLM company out of the largest sum that has ever been stolen in Japan. [**Methods**, **Deception**]

Akiyama predicted that a lot of reporters would come to his exit from the prison, so he anticipated it by disguising himself as a guard. He had another convict leave, before telling the reporters to leave the prison. They asked where Akiyama was and he told them that the criminal that just left was him, because he is a master of disguise. All the reporters ran in the direction of the convict, leaving him alone. [**Misdirection**, **Preparation**, **Prediction**, **Anticipation**, **Verbal deception**, **Acting skills**]

Akiyama told Fujisawa that he was going to call the police because he stole Nao's money. The teacher interrupted him saying that it was just a game and that he didn't commit any crime. Akiyama manipulated him to say that he considered it a game, not a scheme, so he really intended to trick Kanzaki. [**Direct Manipulation**]

In the conversation with Fujisawa, he said that the banks were closed on Sundays so he couldn't take the money at that time. The day that Akiyama talked with him was a Friday, and there were 23 more days of game, with that information he deduced that Fujisawa would take the money two days before the end of the game, because the days 22 and 23 were weekends. [**Deduction**, **Logical Reasoning**, **Observation**]

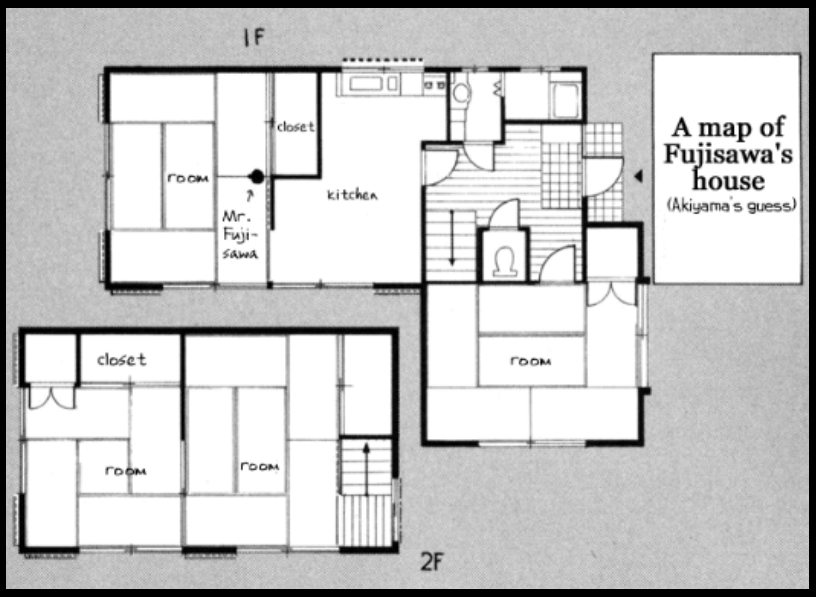
Akiyama understands that the con-artists (his example is an expensive futon auction where they plant fake buyers in the crowd to manipulate a regular person into buying something worthless) try to hypnotize the victim's mind. This seems to be supported by the many psychological conformity experiments. He also comments about how telephone fraudsters manipulate people by pretending to be a loved one in pain, causing that person to panic. [**Psychology**, **EU**, **Social Awareness**]

Strategy to take the money:

- Nao would declare to Fujisawa that she intended to fight;
- Akiyama declared that he had an insane plan;
- They started watching his house the entire day non stop;
  Those three actions intended to create panic in Fujisawa, because he knew that Akiyama was going to do something, but he didn't know what, which caused him to try to speculate what Akiyama was up to, but without a conclusion, he was getting more stressed. Akiyama manipulated his feelings so well that he didn't sleep for 3 days. [**Emotional Manipulation**, **EM**, **EU**]

Akiyama knows that it is terrible to be watched all the time, so usually people would try to avoid this situations, knowing that the money is safe at the bank, there is no reason for him not to worry about his own safeness and stay at the house that Akiyama was observing all the time. Akiyama concluded that he actually left the money in his home and is at a place where he can keep the money safe at all times, in order to guarantee that it wouldn't be stolen. [**Deductive Reasoning**, **Inductive Reasoning**, **Observation**, **EU**]

Created a map of Fujisawa's house just by seeing it's windows and structure **[Spatial Awareness (VSI)**, **Abductive Reasoning**]



Akiyama forced some smoke into Fujisawa's house, to make him suspect that there was a fire. When the teacher realized it, he called his friend to help him to find the fire, with that information Akiyama deduced that Fujisawa didn't want to leave that room and search the fire for himself because the money was there. Fukujiwa told Akiyama that the money was in a locker, therefore it is impossible to steal it. Aki stated that taking the money from a locker like his is child's play. He had two objectives with that plan: 1. Make Fujisawa even more stressed and 2. find out the room where the money was hidden. [**EU**, **Deduction**, **Indirect Manipulation**, **Bluffing**, **Naturalistic Intel**, **Setting Traps**]

Compared Fujisawa's situation to cognitive dissonance. His analogy was, "At school, the teacher asks a question like, 'A or B, which is it?' No matter how much you think of it, you think it must be B. The teacher goes down the row, listening to everyone's answer. He starts with the first student, who, full of energy, replies 'A.' Then the second student, now uncertain of his answer, replies A. The third, A… The fourth A… Finally your turn arrives, and for some reason, A is your answer. Despite how sure you were that B is correct." Humans are uneasy when at dissonance with their external environment, so they tend to regulate themselves to that. So when Akiyama presented himself with confidence in the sight of the safe, which Fujisawa expected him to be disappointed of, he experienced

dissonance and regulated himself by protecting the safe. [**Indirect Manipulation**, **Psychology**, **Knowledge**, **EP**, **EU**]

Coming back to the strategy:

- Nao would declare to Fujisawa that she intended to fight;
- Akiyama declared that he had an insane plan;
- Started watching his house the entire day non stop;
- Steal the LG letter stating the time that the money would be collected;
- Send him a fake letter assigned as the LG staff stating that the money would be collected an hour before the time stated in the original letter;
- Go to his house disguised as LG staff and take all the money an hour prior. Akiyama's plan was by observing Fujisawa to make him stay in the room until the letter arrived, consequently he could steal it and substitute it with his fake. [**Problem Solving (FRI)**, **Spatial Awareness (VSI)**, **All Planning**, **Preparation Process**, **Planning Aim**, **Tactics**, **All Strategy**, **Creativity**, **Lateral Thinking**, **Perception**, **Fabrication**, **Acting Skills**, **Setting Traps**]

Minority Rule Arc

At the beginning of the Minority Rule game, many of the contestants were shown to be heavily fatigued and stressed due to the circumstances of the game. This is evident when a vast amount of food is given to them by the LGT dealers, and only 2 contestants felt they could eat. These were Akiyama and No. 15. [**EM**, **Self-Management**, **Self-Regulation**]

A few hours later, Nao comes out to the lobby in tears due to her lack of a game plan. Akiyama is seen to be calm and observant to his surroundings. He tells her that she should start getting to know her enemies. With this, he uses her to gather information. [**EM**, **Methods**, **Information Gathering**]

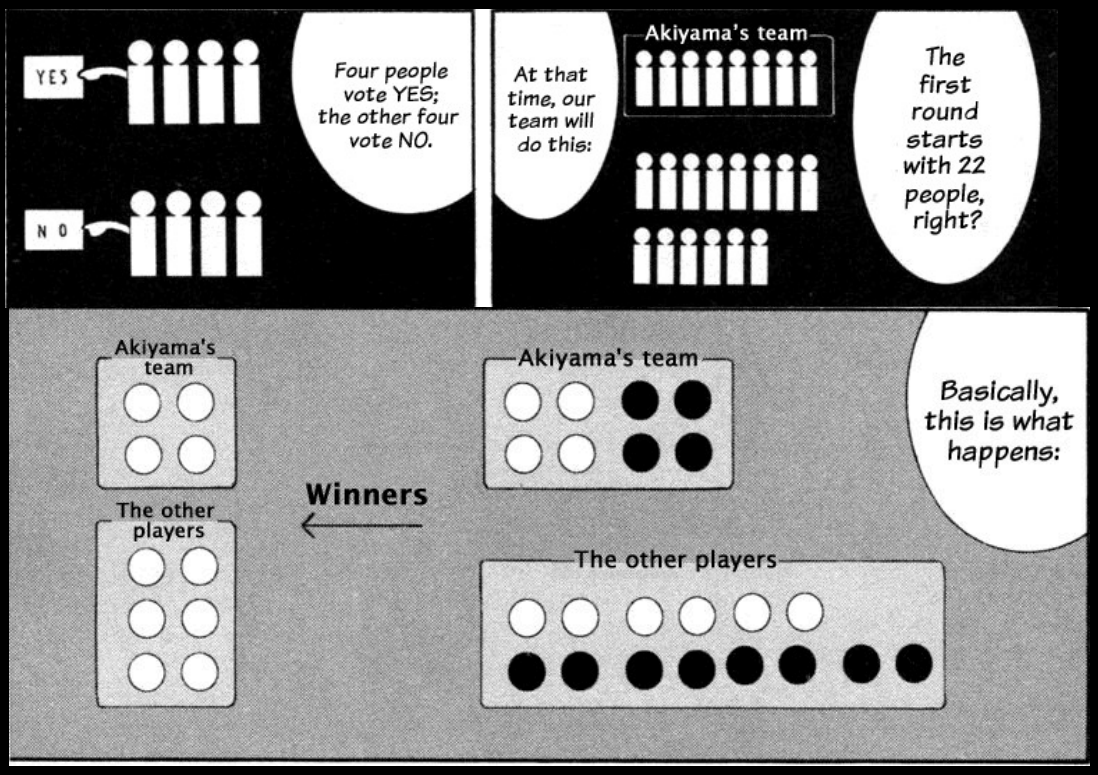
Certain Win Strategy:

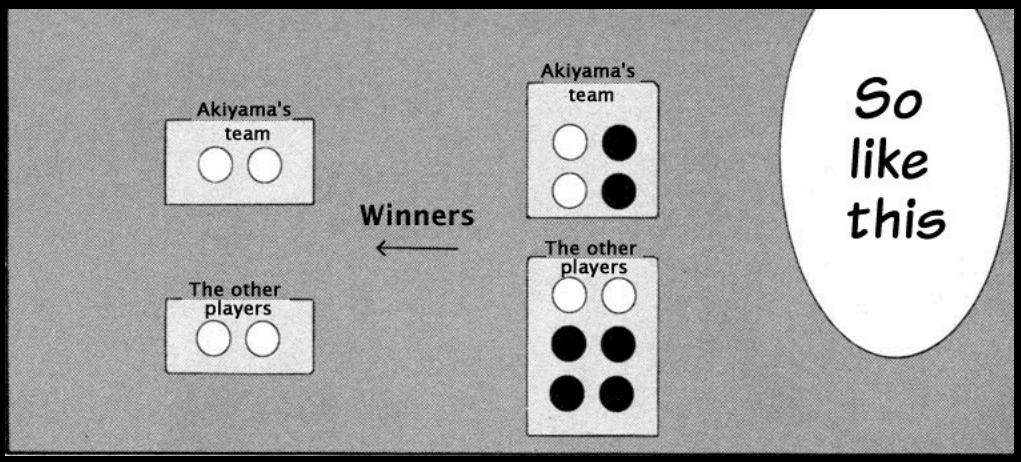
Akiyama proposes a strategy that he describes as a certain win. As we and him both know, it isn't, but he purposely concealed that fact.

- Akiyama forms a team of 8 people. There are 22 people currently, which means there are 14 contestants not accounted for. The smallest margin on whether the contestants vote YES or NO is 6:8. This means, a minimum of 12 people are leaving the next round (8+4 from the Akiyama team).
- The team will half vote YES, half vote NO, 4 designated to each response. Once the round ends, 8 people are eliminated, as well as 4 people in their team with the

corresponding vote. If more than 8 people from the other contestants are eliminated then things flow even faster.

- This leaves 10 remaining players, and 4 are in Akiyama's team. Doing this again leaves a ratio of 4:2, 4 are eliminated, as well as 2 from Akiyama's team. After that, 4 players remain. If the ratio of 2:2 happens, the game's tied and restarts. So the only ratio that would work is 3:1. And this will always leave 1 player included in Akiyama's group to be in the minority. This process is a lot easier to understand with a diagram:





- Since the person who wins gains 2.1 billion yen, and dropping out means halving that amount, what remains is 1.05 billion yen. Then, subtracting the 700 million yen accumulated in debt by all 7 players that lost, as it is -100 million each, we get 350

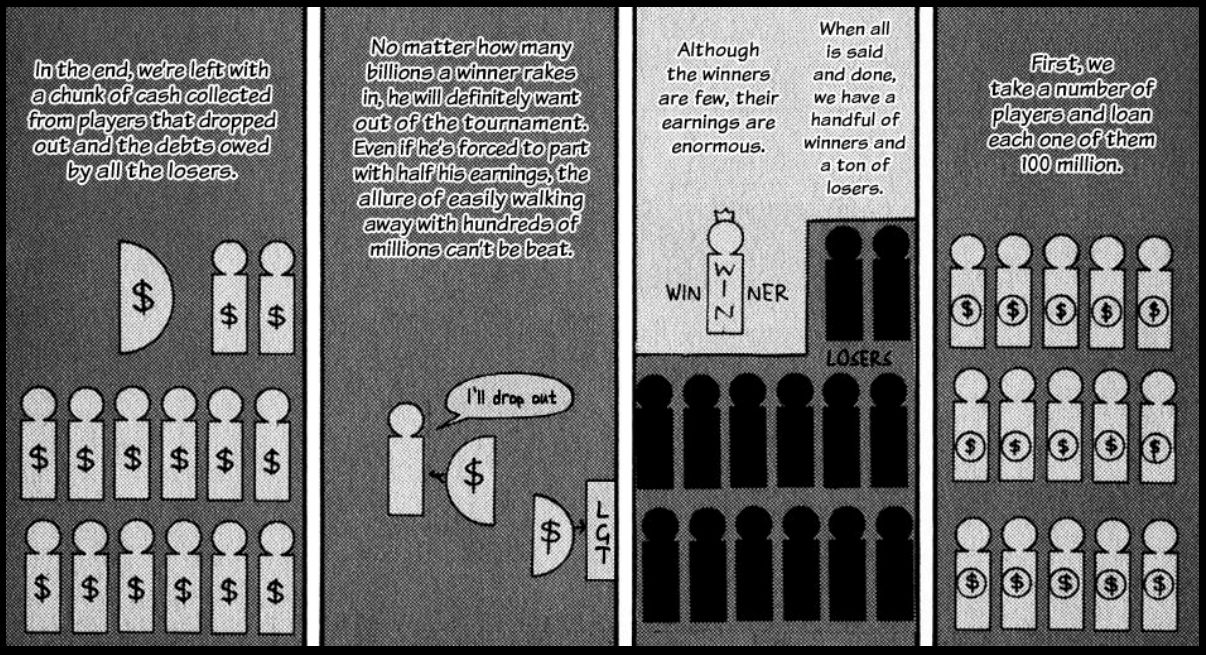
million in the end. Divide that for all team members for 43,750,000 yen each. So TLDR, 2.1B/2=1.05B-700M=350M/8=43.75M for each player.

- The main goal of Akiyama's strategy is to guarantee a win. For each round of the game, the players will either answer YES or NO to each of the questions, the answer which has the most votes gets eliminated. So of all the players who either pick YES or NO, one cast will survive (the minority) and the other will sink (majority.) In theory, if we take an even group of players, have half of them fixed to YES, the other to NO, then half of them are guaranteed to lose.
- Let's say the even group has 8 players. 4 vote YES and 4 vote NO. Naturally the result of the round would depend on the other players to make the majority/minority. So let's say the players who vote NO are eliminated, due to being the majority.
- That leaves 4 players. 2 YES, 2 NO, as before. Since one group is leaving, it will result in 2 from the even group left, then 1.
- Those 8 players each predictably had halved themselves 3 times for 3 rounds in order to get down to their last player. 8 -> 4 -> 2 -> 1
- There are 22 people. Assuming the slimmest ratio in which the votes are split and continued, you get about 10:12. The bigger number of people leave, meaning 12 players are eliminated. If we have 10 left, applying the same slimmest ratio, you get 4:6. 6 leave. For 4 people left, doing the same would make 1:3, deciding the winner.
- ^ The simulation requires at max, 3 rounds.
- This is why Akiyama chose 8 players. An even number that could be halved 3 times in order to result in a final winner, matching how 3 rounds are the maximum in which the game would continue with 22 people.

They then form a contract to tie everyone to their responsibilities. [**Problem Solving (FRI)**, **Linear Thinking**, **Convergent Thinking**, **All Strategy**, **Logical Reasoning**, **Deductive Reasoning**, **Quantitative Reasoning**, **Numerical Reasoning**, **Adaptability**, **Preparation process**, **Short term planning**]

Following that, Akiyama then explains the system as to how LGT works after observing it for 2 rounds. He deduces that they cannot be scamming their players, due to the fee promised or caught, but also due to the inherent profit made.

- LGT lends a total of 2.2 billion for all 22 players. 100 million yen debt for each loser, the winner keeps their 100 million yen and obtains the 2.1 billion yen remaining from losers. In order to keep that money, you must continue onto the next round.
- If the winner wants to drop out with their winnings, they cut 50% of their profit and return it to LTG. Below is a diagram of the LTG system. [**Logical Reasoning**, **Concrete Thinking**, **Logical-Mathematical Intel**]



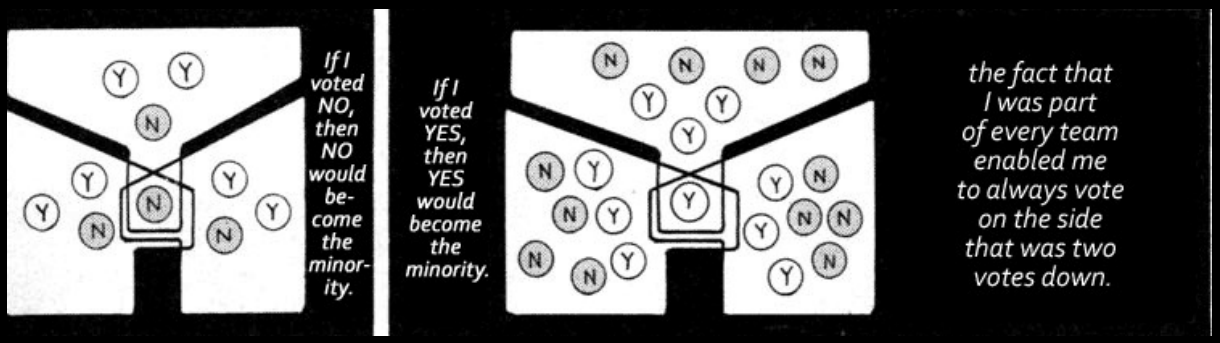
Akiyama always knew his strategy was not a 100% win. If 2 teams were made with the same purpose, then the game would be locked in stalemate, likewise, if 3 teams were made, that would mean one person in all 3 teams would exist, likely Mr. X, which means they would be locked in stalemate. He said it was a 100% win to promote team unity. [**Leadership**, **Bluffing**, **Concealment**, **Logical Reasoning**, **Divergent Thinking**, **Risk Calculation**]

Easily anticipates Fukunaga's entire plan, as well as the fact she was Mr. X. Since I have not clarified, Mr. X is the person who stole the money from the woman Akiyama became a proxy for, Takada Michiko. Mr. X was described as a young man, holding a 100M Yen check which meant the debt did not apply to them, as they could simply pay it off. I will list all of Akiyama's observations and reasoning.

- Mr. X had to be in disguise since if Akiyama were never to have appeared as a proxy, Machiko would've joined the game, meaning that Fukunaga would be recognized immediately. The reason why No. 15 couldn't have been Mr. X is because he was wearing shades, which is basically screaming, "I'm in disguise!" Furthermore, Fukunaga had been directing the team's suspicion at him, which indirectly made her seem more suspicious.[**Linear Thinking**, **Abductive Reasoning**, **Associative Thinking**]
- He observed the fact that no one who lost seemed distressed, even after losing that much money. Some even smiled, as if they had a backup plan. [**EP**, **Observation**, **Perception**]
- The ratio of people to vote YES/NO were fixed at a narrow rate as well, implying that people were voting at a fixed order. [**Observation**, **Inductive Reasoning**, **Numerical Reasoning**, **Pattern Recognition**]
- Nao and Akiyama that morning called, informing him that player No. 1 returned after he had lost the next day. As if he was worried the winner from his team would

win without compensation. This was evidence of another team as well. [**Abductive Reasoning**, **EU**]

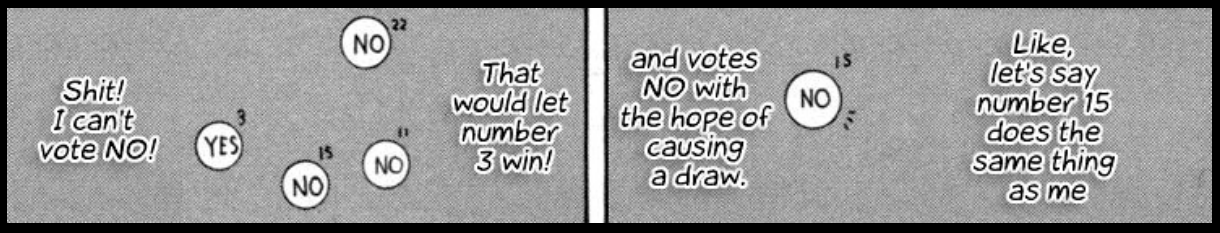
- He noticed the fact that Fukunaga, using the alias Hitomi, off-handedly mentioned that the money was in the form of a check, even though only Mr. X would've known that. Noticed this minute slip up. **[Deduction**, **Observation**, **Perception**]
- Logically speaking, the moment Fukunaga would reveal herself was when there were 4 people left. Since the other 3 will always vote opposite of Fukunaga, (remember the YES/NO order), if Fukunaga answers YES, all other players vote NO due to the contract, and that's where things end, with Fukunaga as the winner. Then Akiyama chooses YES in order to counter the plan. **[Prediction**, **Strategic Analysis**, **Logical Reasoning]**

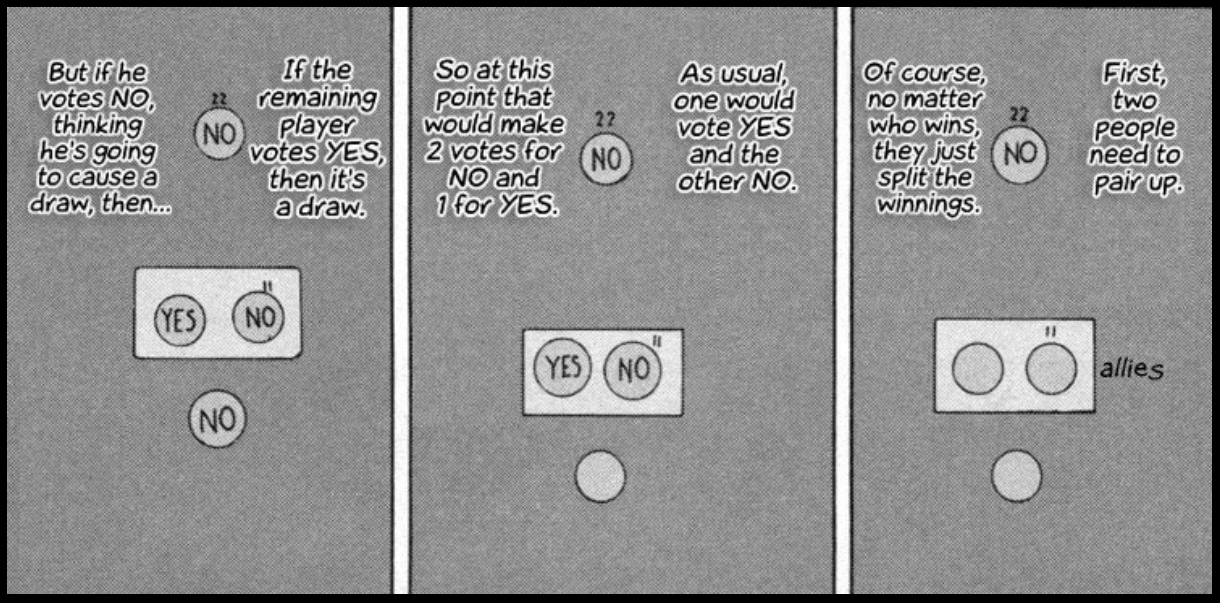


(Fukunaga Strategy ^)

The El Farol Bar Problem:

With 4 contestants left, and Mr. X exposed, Akiyama enters the stage and announces the claim, "The most important thing in life… is MONEY." He soon then raises his paper with NO, and drops it into the ballot box, for everyone to see. This in turn causes a logical dilemma, similar to that of the "El Farol Bar Problem". The issue here is that, for the other players to win, they must vote YES. This is because if someone votes NO then the ratio will be 2:2 and the round will restart. But if everyone votes the same thing, YES, then it will be 3 YES's to a NO, which in turn makes Akiyama win. The heart at which this problem lies is the fact that, the solution is for 2 people to say NO, in order to make 3 NO's the majority, and boosting 1 YES to minority, having them win. But that's not a choice anyone's willing to make. Akiyama drops a fire line, "If everyone thinks for themselves, I will win the game."





Acknowledging the most rational win-condition, he formulates a plan. He colluded with No. 15, allowing him to gather information about Fukunaga's possible strategy. This is all a day before the final showdown, by the way. He uses No.15 to speak to the other 2 players, starting a negotiation. Their strategy will have No.15 winning, voting YES, while the other 2 vote NO. He will then move into the next round, not paying the 50% fee. Then all the money will be split amongst them, allegedly. Fukunaga, having used an alias on all their contracts, is not obligated to pay back every team member, but for the other 2, they must take full responsibility as a winner and pay them all back. The numbers goes like this:

Player #11 (That mohawk guy) and his team: 1,006,250,000 yen
Player #15's team: 862,500,000 yen
Player #15: 230,000,000 yen
Fukunaga: 1,250,000 yen (Fukunaga is clearly given little money due to her attempt to scam everyone, later used in order to get her to force it into a draw.)

And of course 1,006,250,000 + 862,500,000 + 230,000,000 + 1,250,000 = 2.1B
With this, the strategy was made, but No.15 knew Fukunaga would not like these terms, due to her greed. This in turn manipulates her into forcing a draw, in which the real plan comes into place. No.15 takes the two votes Fukunaga and No.11 had, and places them in to make sure a 2:2 equal ratio is made. He brings over the ballots into the box and… instead of 2 NO's and 2 YES's, there are 3 YES's. No.15 intentionally voted for YES in order to force in Akiyama the minority. Although the whole fake strategy was mostly No.15's doing I assume, I'm sure Akiyama had some play in the accordance, as he wouldn't let him mess things up. As he wins the Minority Rule game, he manipulates Fukunaga to give the 100M yen check back by threatening to call the cops. After all is said and done, he collects 2.2M, paying back No.15 and his team, as well as recovering the money for everyone else. He plans on playing the next game as well, as it intrigues him. [**All Planning**, **All strategy**, **Logical Manipulation**, **Indirect Manipulation**, **Triangulation**, **Concealment**, **Persuasion**, **Negotiation**, **Blackmail**, **Numerical Reasoning**, **Information Gathering**, **Information**

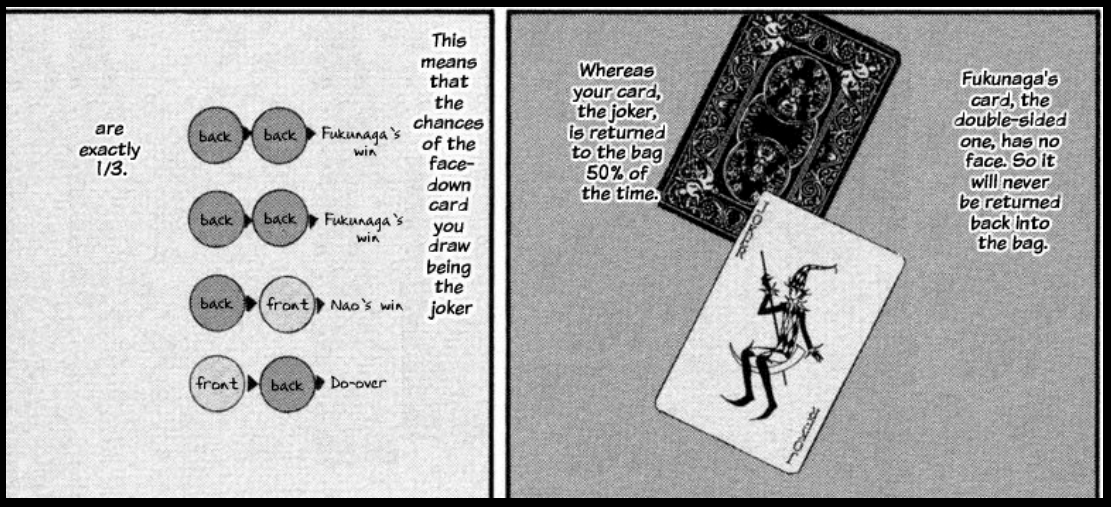
Control, **Logical Reasoning**, **Psychology**, **EM**, **EP**, **EU**, **Quantitative Reasoning**, **Divergent Thinking**, **Social Awareness**]

Akiyama agreed to sacrifice his profit because from the start he knew he wanted to play the game until the end. [**Self Awareness**]

Downsizing Game Arc

Observed that Nao's calls stopped and deduced that she joined the game. [**Inductive Reasoning**, **Abductive Reasoning**, **EU**]

After hearing the rules of the Friendly game that Fukunaga created, he immediately figured out that the game was a scam. His reasoning was that since Nao's card was the joker and Fukunaga's was the double-sided card, when Nao picked the joker faced up, she would just put it back, they would not count that as a win. However, this doesn't happen to Fukunaga's card, which means that the chances of Nao winning were ⅓, because in two cases (when Fukunaga picks the card face up and face down) Fukunaga wins, in one case (Nao picks the card face down) Nao wins and in one case, they redo the match. [**Problem Solving (FRI)**, **Logical Reasoning**, **Abductive Reasoning**, **Mathematical Intel**, **Strategic Analysis**, **Probabilistic Reasoning**]



Adapted a Mahjong strategy to Fukunaga's game: if you mark the edge of a card, you will be able to figure out by touch which card it is, hence Nao can mark the edge of Fukunaga's card, in which she would expect the other one to be rigged, but instead Nao would simply choose the one that was unmarked. Nao would let Fukunaga win 9 rounds with her having 5 wins, making the ratio exactly as Fukunaga expected it to be, so she wouldn't suspect anything, thus Nao will win all the next rounds. She has to mark Fukunaga's card

specifically because she would suspect after Nao wins 4 rounds in a row, but when she would inspect it, she wouldn't find anything, since the marked card is still in the bag. [**Anticipation**, **Strategy**, **Probabilistic Reasoning**, **Adaptability**, **Settings Traps**, **Indirect Manip**]

Akiyama found Nao at a mental low point, on the verge of tears, but he managed to calm her down and use her as he had intended, influencing her to have a good composure, Acting Skills etc… He was sure of himself and his plan to make Nao feel confident, and he also used his words to make her lie and deceive to get out of trouble. Akiyama succeeded in managing Nao's emotions, gradually developing her to overcome her weaknesses, such as her excessive kindness, and encouraging her to adapt to the game.
[**EM**, **Motivation**, **Social Awareness**]

Predicted Fukunaga's exact state of mind while the game was happening before it happened. [**EU**, **Prediction**]

Vote Extortion Strategy:

Akiyama's plan was to make Nao tell every player privately that there was a secondary revival round where the loser with the most votes is the winner. The current winner of this round just has 19, thus Nao, who already has 10, just needs 10 more to be able to win the secondary revival round. Adding to that, she will give them 70 million, putting them on more with Fukunaga, as well as having Nao's full obedience in the 3rd game. With all these benefits, considering the fact that Fukunaga already gave Nao 10 votes and their strategy didn't malfunction because of that, no one denied to give Nao their votes. Of course, she didn't tell them that they weren't the only ones she was dealing with. Now, Nao owns 80 votes (10 she already had + 70 purchase in this round) and there are 3 players in the last place that won't be able to make it. Akiyama then shows up and states he'll be selling the final 30 votes to the highest bidder. Why 30? Well, the quote to winning the game is 50 votes. This is because, for each round, you can cast 5 votes using the M ticket, and since there are 10 rounds, each person has 50 votes in total. With 9 people, the pool becomes 450 votes in total. If someone has 50 votes, then every other player would need 51 votes in order to secure the win. But adding that up, (51x8+50=458) exceeds the total pool.
The bottom 3 players need Akiyama's votes, on account of the fact that losing means to pay a debt of 200 million (100 million from this round + 100 million from Minority rule) Akiyama used this fact to extort all the money that each player possessed. He firstly took back the 70 million Kanzaki promised to pay to the three losers, subsequently the people at the top became the losers, thus Akiyama was able to extort the new losers for their votes. He repeated this process, taking all the 170 million that everyone possessed (100 million from this round, since losing means to pay 200 million of debt, it is better to pay only the debt of this round and the money that Kanzaki gave them before, 70 million)

[**All Strategy**, **Planning**, **Deception**, **Fabrication**, **Logical Reasoning**, **Problem Solving (FRI)**, **Persuasion**, **EE**, **Direct Manipulation, Mass Manipulation**, **Indirect Manipulation**, **Extortion**, **Methods**]

Someone has tried to sell their votes for a lower price and lose on purpose in order to simply pay back the debt off pocket. After the 1st transaction Akiyama heard about this and told everyone to not accept his offer, because by selling his own votes he has become the most likely loser. [**Logical Manipulation**, **Information Gathering**, **Information Control**]

Dinner With Nao Arc

Reads Nao's expression and concludes that she was thinking that she could've saved him with the money from downsizing game [**EP**, **Cold Reading**]

"People should be doubted" Akiyama's philosophy of life: "doubting people is simply a part of trying to know them. Trust, that act is without a doubt a very noble one… but you know what many people do, that they call 'trust' is actually giving up on trying to understand others. And that has nothing to do with 'trust', but it is rather apathy. (…) The true evil is becoming apathetic about other people." Akiyama believes that doubting people isn't a bad thing, he thinks that the more you doubt the more you discover about them. "The true evil is becoming apathetic about other people" refers to the people that just do what they are supposed to without thinking how it would affect someone. [**Knowledge**, **Verbal Reasoning (VCI)**, **Existential Intel**, **Abstract Thinking**, **Social Awareness**]

Contraband Game Arc

While testing the rules of the Contraband Game, Nao and Akiyama do a simulation round in order to understand the structure of the game. Akiyama calls doubt on Nao, 1 Million on the dot, due to the fact that the money could be heard sliding around in the trunk. [**Perception**, **Perceptual Reasoning**]

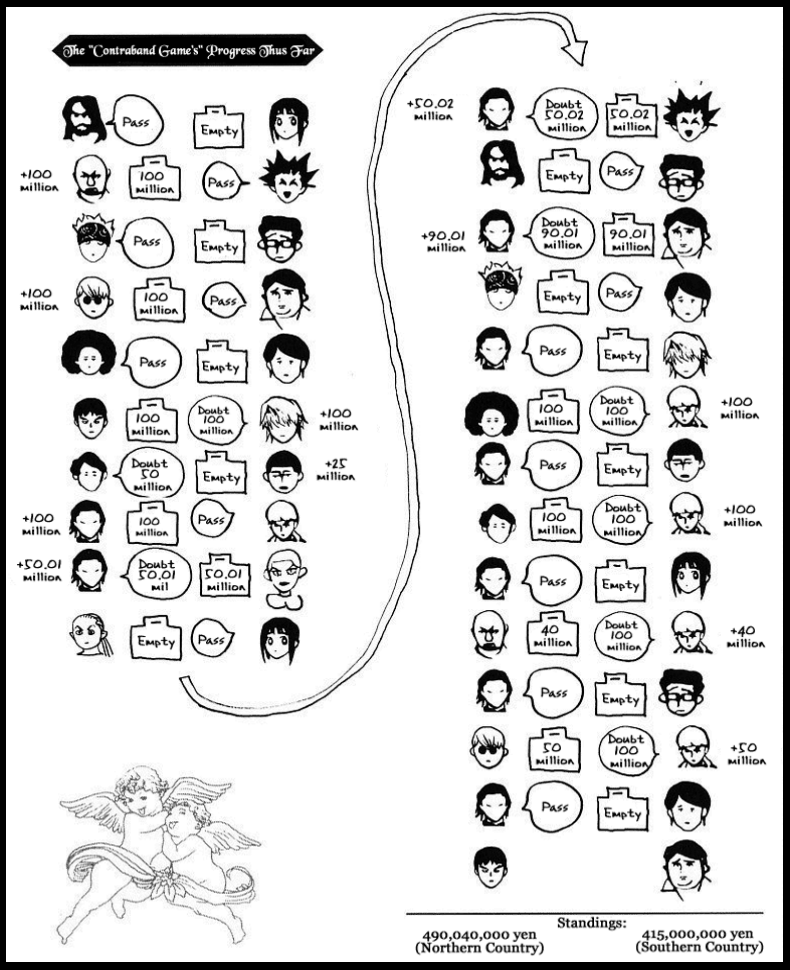
Akiyama brought 1 million yen with him in case he needed to use that to deceive someone. He places that million on the ground, when the smuggler joins the inspection office, he says that he dropped something on the ground. The smuggler looks at the million and tries to find which part of his suitcase was broken. Akiyama deduces that he indeed brought money, since he wouldn't think that the suitcase was broken if there wasn't any money in there. [**Indirect Manipulation**, **Fabrication**, **Creativity**, **Lateral Thinking**, **Prediction**]

Yokoya's team was under the impression that the Southern Team were a bunch of cowards. Thus they were always bringing 100 million and doubting zero, because they knew that the team didn't have the courage to doubt nor bring money. Akiyama proved otherwise by doubting 100 million, he also influenced his team to start doubting too, therefore his winning would've been for nothing if the team didn't start to bring money and doubting. [**Inductive Reasoning**, **Social Awareness**, **EE**, **EU**, **Leadership**]

Graduated in humanities with a masters in psychology from Teito University, the hardest university of Japan. In a classic masters in psychology, you will find a high level in languages and even in math (they are present for example through inferential statistics, a branch of math adapted to scientific research). Knowing that in Japan the level is often higher, and that on top of that we are talking about the best and hardest University in Japan here. This can give you some idea of your VCI, VSI, FRI and WMI. [**Knowledge**, **General FSIQ**, **Psychology**]

Yokoya had been claiming himself Clairvoyant for a while, being able to accurately predict every single smuggle from the Southern side with extreme accuracy. He flawlessly saw through each person, and that became a major problem for the team. This is how he figured out Yokoya's trick:

- Akiyama observed that Yokoya was always smuggling 100 million or zero and his team was always doubting either 100 million or zero too. Suddenly, one of the members of Yokoya's team brings 50 million, and then another brings 40 million.
- Furthermore, Kikuzawa had claimed to have found out a new trick. He began being able to tell whether or not the enemy team was smuggling anything or not. Therefore, Kikuzawa will Doubt 100M depending on that (He can't know the exact amount.) Oddly enough, when confronted on what the trick was, he opted on coercing his own team members for the slightest sliver of information.
- Akiyama had asked Nao how much Kikuzawa had amassed using this trick alone and she responded with 290 Million in only 4 rounds. Instantly, Akiyama speculates. He's seen that number before.
- Look at the graph below, and notice Yokoya as well as Kikuzawa's profit. Yokoya, via clairvoyance, gained 100M+50M+50M+90M, totalling to 290 Million before the Southern Team stopped freely giving him money. That matches up with Kikuzawa 290 Million as well. What does this mean? Well, it means that Kikuzawa and Yokoya most likely could be conspiring. They're mutually trading each other's team's money in order to gain for themselves. They both are able to flawlessly inspect the other team, meaning their relationship is dependent upon information signaling, which aligns with how the Southern Team began choosing money as a group. This way information could be efficiently transferred because Kikuzawa knew how much the smuggler was about to smuggle.



- Akiyama also use the fact that Nao had put a teddy bear in the suitcase, and yet Yokoya had said "nothing", this means that it is even more implausible that Yokoya has a gift of clairvoyance, just as it is unlikely that he has inhuman Cold Reading, because otherwise he would have noticed that Nao was hiding something. Akiyama has therefore managed to make the link between this information and the rest of his reasoning, such as his critical mind towards Yokoya's assertion that he was omniscient.
- He also saw through Yokoya's disguise to make the tactics look different (Kikuzawa always doubting 100 million and Yokoya always doubting the exact number) deducing that Yokoya's psychic power and Kikuzawa's strategy were actually the same tactic.
- And once Yokoya seemed to understand that the Southern Team were no longer freely giving money over, he decided to end the trade, meaning Kikuzawa didn't receive a signal as to whether they were smuggling money or not. Akiyama noticed that the timing co aligned with when Kikuzawa supposedly had stomach issues, having to send someone else.
- He then goes on to anticipate that Kikuzawa will try to give more money to Yokoya. Kikuzawa told one baseball guy (I forgot his name) to smuggle 91.11M this time, before signaling to Yokoya again. Akiyama knew this, so he formulated a

counter-strategy. Akiyama said to the baseball dude that Yokoya was not clairvoyant, but only good at reading people, such as posture, arm tension, etc. He also fabricated that when people are lying, they tend to look to the left, because it is the logical part of the brain. He also commented that baseball players use long shirts to hide the muscles of their arms, because their pitch could be figured out with that information. All that just to be able to give a paper to the smuggler with "50 pointers on reading people." He uses his degree in Psychology to convince him, but once he actually opened the paper, all it said was, "Bring 91.12M." This successfully broke the trust between Yokoya and Kikuzawa, because the signal Kikuzawa gave was when he was under the impression that only 91.11M was being smuggled, therefore making Yokoya miss.

[**Observation**, **Perception**, **Associative Thinking, Critical Thinking**, **Strategic Analysis**, **Deductive Reasoning**, **Abductive Reasoning**, **Inductive Reasoning**, **Logical Reasoning**, **Analogical Reasoning**, **Pattern Recognition**, **Connecting the dots**, **Tactics**, **Deception**, **Fabrication**, **Concealment**, **Triangulation**, **Verbal Deception**, **Bluffing**, **Knowledge Application**, **STP**]

ANTI-FEAT - Akiyama took time to figure out Yokoya's strategy.

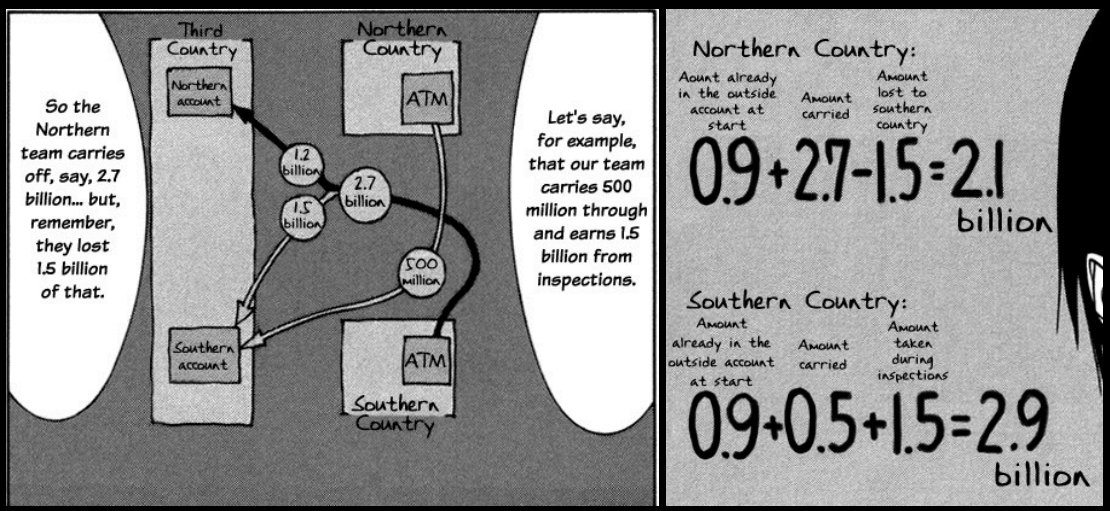
Akiyama explains all his reasoning in a simple way so that all his team-mates, even those not as mentally developed as him, could understand all the evidence against Kikuzawa, with the aim of quickly and effectively turning the influence and dominance that Kikuzawa had created over the rest of the group and therefore the mass against Kikuzawa. One of his aims was to increase the pressure on Kikuzawa, in order to get as much information as possible to use against Yakoya, or simply information about the way in which Kikuzawa and Yokoya had proceeded. He pushes him with logical arguments to abandon his position and confess everything. Despite the fact that Akiyama initially turned the attention of the masses against Kikuzawa, Kikuzawa still denies Akiyama's statements and says that it's all just supposition. However, Akiyama had anticipated this argument, so he set a trap for Kikuzawa that would force him to confess. Akiyama said that in order to prove it, all he (Kikuzawa) had to do was not know whether the next smuggler in their team was carrying money or not, and if Akiyama was right, he (Kikuzawa) and Yokoya would no longer be able to use their tactics as they would no longer have a signal, so Yokoya would not be able to guess exactly. To definitively crush Kikuzawa, Akiyama will then say either you confess or you prove that I'm wrong, at which point Kikuzawa will confess everything. Akiyama waited until he had all the proof he could + Yokoya's failure with the 91.11M to finally confront Kikuzawa and be sure of getting him to confess, so he waited until he had an almost perfect success rate to interrupt Yokoya's plan, even though he had already understood it for a while.

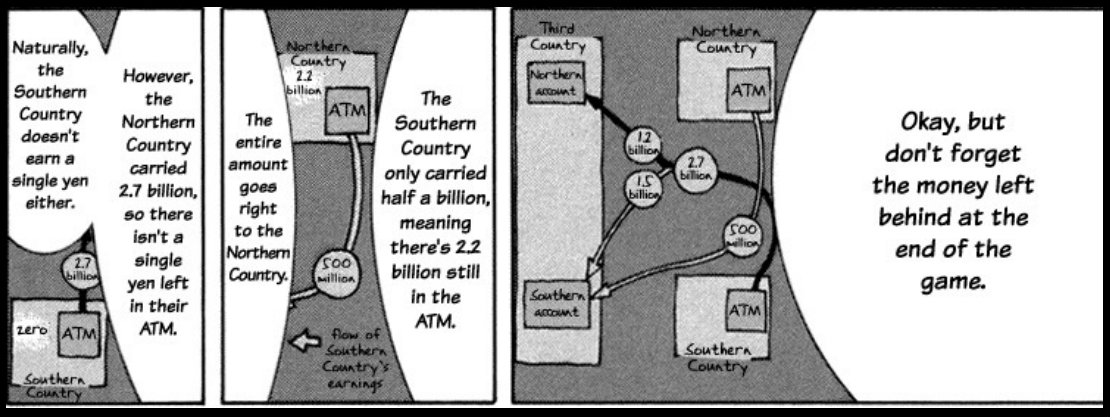
[**Preparation Process**, **Strategy Effectiveness**, **Logical Manipulation**, **Persuasion**, **Setting Traps**, **FVCI**, **Information Gathering**, **Anticipation**]

Considering Kikuzawa's story about Yokoya dominating the school, and the fact that he told Nao that the Liar Game is all about dominating. Akiyama was sure that he was

controlling his entire team and the team's funds too. [**Logical reasoning**, **Abductive Reasoning**, **Inductive Reasoning**]

The real purpose of the Contraband Game was to lose. If you were able to gain money by inspecting, this money will be added to your account and removed from your own ATM. Since there's a rule stating that all the money in each team's ATM will be divided amongst each other, this seems a bit illogical, right? Well, if you think about it differently, inspecting's main purpose isn't for the endgame revenue, but to stop a smuggling attempt. In the event of a successful smuggling, money from your own team's ATM is taken to the other team's outer-account, nullifying it.
For example, if the southern team won 500 million by smuggling and 1.5 billion by inspecting, and the northern team won 2.7 billion by smuggling. This would make:
Northern: 2.7 billion - 1.5 million = 1.2 billion + 900 million they already had = 2.1 billion
Southern: 500 million - 0 (since north didn't win anything by inspecting) = 500 million + 1.5 billion from inspecting + 900 million they already had = 2.9 billion.
Southern would win, but there is the rule that all the money left in one's ATM is divided equally in the end.
Southern's ATM is empty, since Northern smuggled everything, so the money is either in Southern's personal accounts or in Northern's personal accounts.
While Northern's ATM still has 2.2 billion (2.7 billion of the start - 500 million south smuggled)
This means that the final result would be like this:
Northern: 2.1 billion + 2.2 billion = 4.3 billion
Southern: 2.9 billion + 0 = 2.9 billion
Northern slammed, so inspecting the exact amount doesn't give you more money, it just protects the money you already have. The real objective of the game is to smuggle money and lose, the numbers in the outside account just represents the winner, not the one who wins more money. [**Analogical Reasoning**, **Numerical Reasoning, Critical Thinking, Divergent Thinking**, **Perception**]



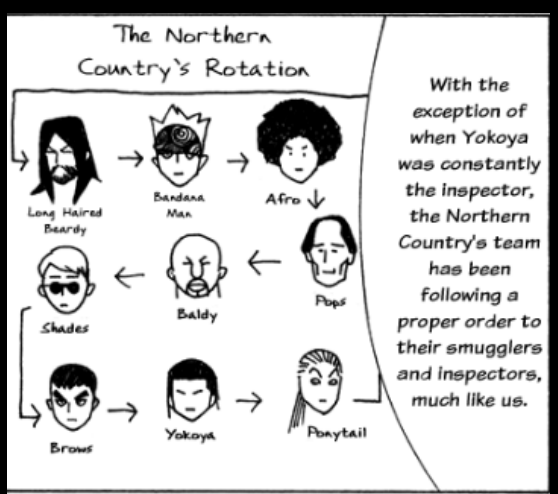


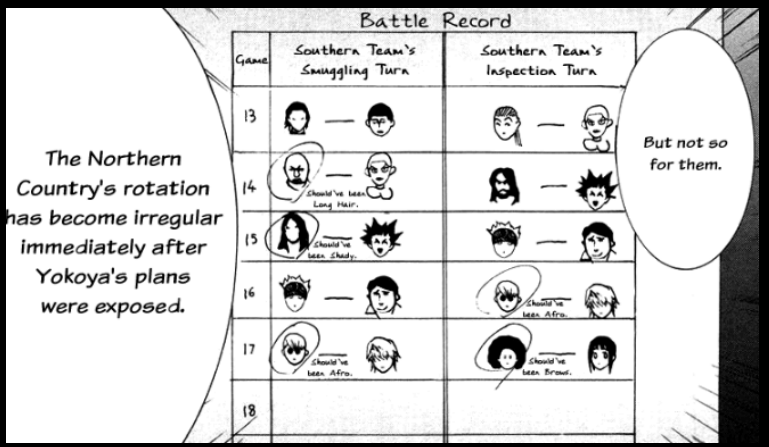
Akiyama experiments with the cards, discovering that the cards were not limited to their owners, had an non-existent withdrawal limit, and how you could deposit money. "I'm talking about real, authentic smuggling." [**Analogical Reasoning**, **Lateral Thinking**, **Preparation Process**, **Cunning**]

His psycho-analysis of Yokoya states that his overwhelming dominance stems from two things, greed and fear. His examples being: To satisfy their greed, Japanese salary men live their lives owned by large companies. Because of fear, the German Nazi regime continued to exist. [**EU**, **Psychology**, **EP**, **STP**, **Mind Reading**]

Explained The Theory of Tension-Reduction with good examples and compared that with the situation of sending Nao to gather information. Just like how when you successfully get past the parallel parking in a driver's license test, you end up being in a good enough mood that you accidentally drive over the rumble strips of the curves. That or, when you finish your exam and accidentally leave your pencil. In theory, people are more likely to slip up when their guard is off, which is why sending Nao, a clumsy and honest person, would be more beneficial instead of someone like Akiyama. He used that to figures out the most stupid players to pick.[**EP, Psychology**, **Crystallized Intel**, **Knowledge**, **Adaptability**, **Information Gathering**, **Tactics**, **indirect manipulation**]

Akiyama realized the Northern had a pattern in sending smugglers, but this pattern broke after Yokoya's strategy with Kikusawa was exposed. He also observes that 3 players of his team joined with the same inspectors and smugglers twice, although Yokoya's team didn't have a pattern anymore, so this happening is weird. [**Inductive Reasoning**, **Pattern Recognition**, **Observation**]





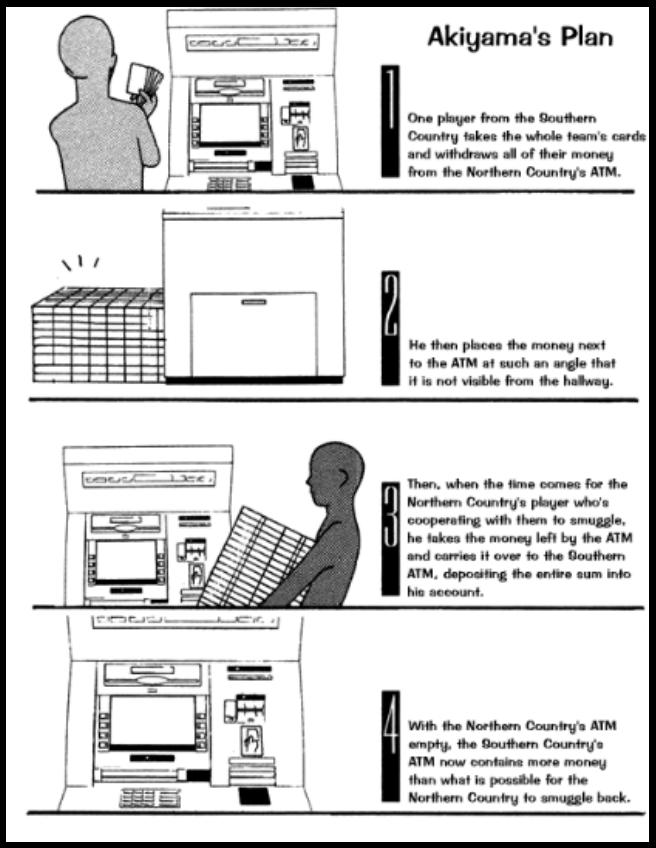
ANTI-FEAT - Took him time to think about the winning strategy. This made Yokoya able to think of a strategy before him and gain advantage.

Even after everyone got in despair because of Yokoya's strategy, Akiyama was able to make them calm down [**charisma**]

Final Plan:

This feat is complex, so I will try to break down every action of Akiyama.
Akiyama had 3 objectives with this plan:

1. Lose the game, so his team wouldn't be forced to play round 4;
2. Get a traitor from Yokoya's team;
3. Break Yokoya's protection system for betrayal.

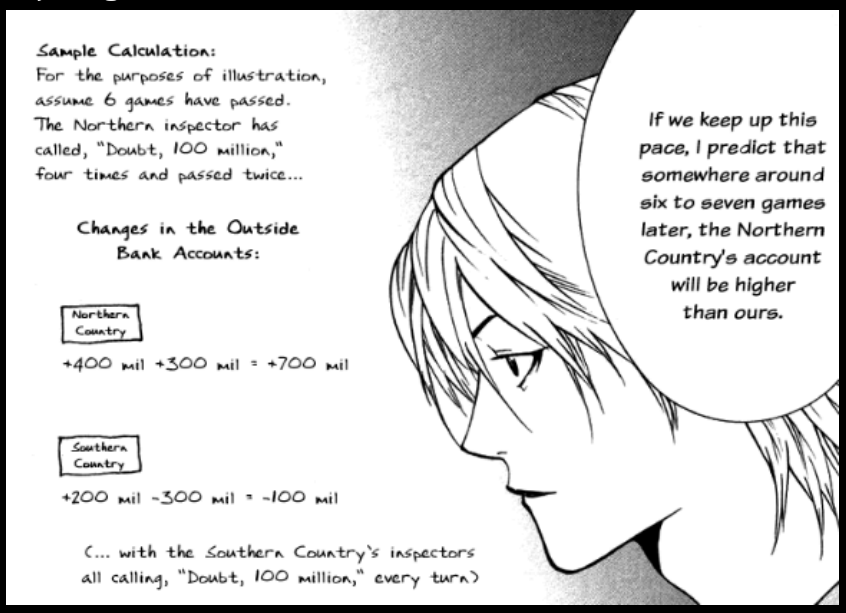


He planned to put all the money from his ATM (Northern ATM) in the enemy's ATM (Southern ATM). (Southern Team uses Northern ATM, Northern Team uses Southern ATM for smuggling respectively.) And the money that they couldn't smuggle goes directly to the enemy. Since you can only bring 100 million per round, the money in the Northern ATM would exceed the amount they could bring, consequently, their ATM would be guaranteed with money remaining in the end. Because of the rule that all the money left in the ATM that one team wasn't able to smuggle through divides equally to everyone in the country that owns that ATM, Akiyama's team would have the profit of the excess in the Southern ATM, and vice versa. To execute strategy they would need a traitor of the other team to give their ATM card, but since Yokoya's team hated him, it shouldn't be hard to find one. Nao plays a round and when she comes back she says there was a kind of fear among them, she is sure that someone will end up betraying them. Meanwhile, Akiyama plans the search for the traitor, saying that those who won't be customs officers will observe the other team from the glass to look for a traitor.

ANTI-FEAT - Unfortunately, Yokoya did that strategy before Akiyama. He took 3 people from their team and lured them into taking up to 1.9B and depositing it into the North's ATM, under the pretense it would help. This way, the Southern ATM has 0 funds and they cannot possibly smuggle all the money from the Northern ATM over. Thus now Akiyama has to find a new way to deceive the opponent, emulating the same way he deceived them.

Yokoya made perfect use of Akiyama's strategy before he had time to execute it, now the % chance of winning is close to 0%. When Akiyama finds out about all this, instead of panicking and getting angry, he says that they have a last plan to get out of it, so he keeps his calm by giving them hope and motivating the troops, all the while saying that it's still time to save the situation. Akiyama explains that the computer keeps a record of all the transactions to prevent money theft, and from this he deduces that the LG staff will know at the end of the game who took out what money. Then he'll set up the first stage of his plan, which is to say that we need to change the whole order of passage so that Yokoya's team doesn't notice that Akiyama's up to something and that he'll go to customs as soon as someone who's ripping off members of Akiyama's team goes to customs.

1. The first thing was to test if that plan would work by seeing the LGT reaction by breaking a card. Therefore, Akiyama broke Nao's card and told them. They immediately gave him a replica, so the plan would work.
2. The second step was to bring 100 million every round as a smuggler, considering the fact that Yokoya's team will frequently doubt 100 million (They wanna maximize their money of course.) All that money by default goes to the enemy. This will lead the Northern Country to eventually win which is the intended goal of the Southern Country. They will also doubt 100 million every round to maximize their loss. (since the Southern ATM is empty, the Northern Team cannot smuggle anything.)



3. Akiyama bluffs to Akagi that his team (the guys who were lured by Yokoya) didn't put the money in their ATM (the 1.9B originating from the Southern ATM), but rather hid it, making all Northern smuggling money inaccessible, this means that they can't smuggle anything, and when the game ends all that money is going back to the Southern team. That's because if they supposedly hid it, the computer that processes all the money flow at the end of the game will eventually notice the missing money and register it as money that was last exported from the Southern ATM, belonging to them at the end of the game. This flips the situation around, making the Southern Country to be the ultimate winner. Akiyama offers Akagi to join his team and promises to pay off his debts and let him withdraw from the game if he accepts. Logically speaking, the best option for Akagi is to accept the deal, because he wins in both cases (Akiyama is lying and Akiyama is telling the truth). Naturally, if Akagi believed the money were to end up back in the Southern ATM, the current total money from ATMs would be as such: Southern Team - 1,910,000,000 (Yokoya's money that was "hidden")/Northern Team - 2,318,840,000. It would be inconsistent if Akiyama told Akagi to smuggle the true amount, (4.2B) so instead he got 2 more people to feed the same lie.
4. He understands that Yokoya's approach to leadership is to employ punishment to keep order, but also create a form of salvation for his team members. So you may be frustrated with Yokoya's control, but in the end, there's no other way out. But that's when Akiyama swoops in to form the deal. For example, Akiyama will convince a member of Yokoya's team that he has no intention of spending any more money, which will result in a victory for Akiyama's team at the end of the game if his bluff is true. Akiyama's opponent will implore him to get him out of this situation, saying that Yokoya is going to kill him, so Akiyama will ask him to tell him all about Yokoya's organization in exchange for getting him out of this situation. Akiyama then manages to find out that Yokoya has taken control of his team since the previous game with a strategy similar to that of Akiyama in the first revival round. Akiyama also learns that if you betray Yokoya you will pay dearly. Akiyama then says that their draft rounds were the same, that one player did what Yokoya did (Nao), and Nao gave away 200 million to the only player who was nice to her and gave all the money back to the other player, why? She said this "If no player thinks only of getting rich alone, everyone escapes, that's the infallible way to win the Liar Game", Akiyama will say that his boss Nao (Akiyama lies about the identity of the real boss) is a person who thinks like that, "so join us". Now he has a spy. Akiyama has managed to manipulate someone by playing with their logic and emotions, firstly creating a feeling of fear and despair with some incredible bluffing and Verbal Deception, and then managing to remain credible in what he says even though at first glance he is stating a crazy story (that they hid the money), thanks to his Acting Skills. Once his victim is in the grip of fear and doubt, he will create hope and light inside him, he will create a cord for him to hang on to, this cord is the fact that Akiyama can save him, but above all that the mysterious boss of Akiyama who doesn't really exist is an altruistic person with almost divine goodness and loyalty. So the spy ended up giving in to Akiyama's wishes, thinking that this was

his only chance. Akiyama also used the Logical Manip to prove that in both cases, whether Akiyama is lying or not, he stands to gain more than if he continues to follow Yokoya.

5. Akiyama persuades Akagi, Shibayama and Hasegawa. But the way he persuaded Hasegawa was different. He decided to reveal the fact that all three of them were collaborating. He posits that the Northern Team was racked with paranoia, and by acknowledging that there were more people on your side, there will be a sense of unity. You may think that revealing there were other traitors would lead to the bluff being exposed, but by the time one person actually gets the money through, the situation would have inverted, and in order to escape the sinking ship that is the Northern Team, then they would have to collaborate anyway.
6. He predicted Yokoya would figure out that Akiyama has a traitor(s). Since Akiyama was intentionally trying to lose, he must have another guaranteed method of profit coming from another way, this being the traitors. Yokoya employed close watch over Akagi and Shibayama, who spoke to Akiyama last, into an interrogation. Shibayama confesses the aspects of the plan. Anticipating this, he uses the tape recorder that Yokoya gave to everyone on the Northern Team in order to persuade Hasegawa. He recorded the entire story he told Akagi, and had Hasegawa listen to it without ever talking with him directly. So Shibayama's act of getting caught was all a distraction from the real event. Hearing of the plan, Yokoya orders Hasegawa to meet with Akiyama, and acts like he'll help in order to confirm the contents of the plan. This allows Hasegawa to be the alleged third traitor in Akiyama's eyes, when in reality, they've been cahoots the entire time. At this meeting, Hasegawa uses Akiyama's card to deposit the Northern ATM's cash into the South's. This was about 1.8B.
7. This is the time to talk about everything Akiyama did in anticipation to survive Yokoya's counter-attack and strategy, including some of Akiyama's Trap Evasion. Akiyama put a plan in place to anticipate, counter and influence Yokoya. It starts when Akiyama begins to lose on purpose, that knowing and predicting Yokoya's reaction, he will want to be sure to get the upper hand on Akiyama, the most logical action is to interrogate the spy suspects, Yokoya as predicted by Akiyama will finish suspecting mainly only 2 people. After the end of Yokoya's tactics, he and his team think that the spies are pretty much out of the way, and that the threat has been dealt with, to the point that at the end of the game when Akiyama reveals his strategy he mentions the names of the 3 traitors but a member of Yokoya's team says that the 3rd one Akiyama named wasn't with Akiyama and that Yokoya had already understood the strategy and interrogated the two traitors who had told him everything, but it all happened as Akiyama wanted, his misdirection worked perfectly. The member of Yokoya's team had been right, except that in fact the traitor who had confessed everything was still in contact with the other traitor who had said nothing. Hasegawa had already switched sides before the game of traitors that Yokoya had set up began, and by the time he realized Akiyama's schemes, it was already too late. The person who confessed never got to the heart of the strategy, which meant that Akiyama's misdirection was a huge success. As

expected Yokoya was convinced by the confession even though he remained suspicious, so he wanted to use Hasegawa to clear up his doubts without knowing that he had already changed sides, once again Yokoya's moves had already been countered in advance, Akiyama had made Akiyama fall into one of his traps, which was to believe that Hagesawa was less of a traitor than the others. Hagesawa then executed Akiyama's strategy. Yokoya thought he was verifying the truth of Shibayama's confession, but no, as agreed with Akiyama, he transferred the billion from the north to the south ATM.

8. Yokoya was still not 100% convinced by Akiyama's tactics, and he continued to remain suspicious. Yokoya had installed a system of dictatorship where everyone was afraid, so it was impossible for them to communicate with each other and confirm their desire. Yokoya went so far that he wanted to have absolute control by using magnetos that allowed players to denounce each other. However, Akiyama was going to use this to his advantage and against Yokoya by using the fact that the players had magnetos in their hands, each player had 1 which allowed Akiyama and the spies to communicate. Akiyama had convinced Akagi but it was going to be harder for the other 2 spies, so he was able to use Akagi's tape recorder and quietly record the objectives and advantages of the operation, which allowed him to be very brief with customs and easily get Shibayama on his side and even Hagesawa, although Akiyama hadn't met him, he managed to give him the message, the 3 of them talking to each other thanks to the tape recorder, so the confession game had no influence. The 2 traps and Yokoya's strategy were completely anticipated and overcome in advance by Akiyama.
9. Then after that, Akiyama revealed that the hidden money was a bluff, and there was still 1.9B that had to be deposited. Hasegawa said that Yokoya probably wouldn't allow anyone from the three supposed traitors to go again. But Akiyama has a solution to that. He had tested what would happen if the card was broken, he found out that the LGT employees simply give you another one, he used that to break Yokoya's ingenious system. Akiyama had investigated this well in advance, he had managed to imagine how useful this information on the maps could be to him, and from the moment Akiyama predicted that Yokoya was going to prevent one of the potential spies from going to smuggle, Akiyama was able to filter through all the information at his disposal to find a way of countering Yokoya's strategic response, all the while being dozens of moves ahead (just in this area, not all contraband), showing that he was putting all the chances on his side and preparing for every possibility. To avoid traitors, Yokoya created a system where he would give each player a different person's card when they smuggle. As well as returning their card again after they smuggled it. If they didn't return their card, Yokoya would burn their original card making their profit zero, since they cannot win any more money if their card no longer exists. To counter this, Akiyama took the magnet of the speaker in the Customs Office that the staff was using to communicate with the players and rubbed it in the card that Hasegawa was carrying, making the chip data malfunction and the card break. The staff gave another card to Hasegawa, which he gave to Akiyama and kept the broken one. There wasn't a single scratch in

the card broken by the magnet, hence Yokoya didn't even suspect that Akiyama was in possession of one of the Northern cards. Another 1.9B secured, the tides of the game have severely shifted. Since this event was entirely concealed, Yokoya believed that there was one more step to Akiyama's plan, when in reality, all the money was already seized.

10. Yokoya, gaining insight on Akiyama's plan which was to deposit all the money in the Northern ATM into one card account, hide it somewhere, and then signal the traitor to take it and deposit it into the Southern ATM, makes a plan of his own. He wants to send Akagi to pick up the money, but instead of depositing it into the Southern ATM, hide it in the Northern Country's base, so that the money would automatically redirect to the Northern ATM at the end of the game. But Aki never planned to signal Akagi. He met with him in the custom's office, they discussed Yokoya's ploy, and he recorded a revised strategy for Hasegawa to follow through. So Yokoya would instruct Hasegawa to bring the Northern ATM money and hide it somewhere. But instead, Hasegawa used the reissued card Akiyama gave him, the Northern Countries (with access to Southern ATM) in order to take out all of the Southern ATM's money, hide it, and unknowingly to Yokoya, it ends up in the Southern Team's final funds.

Akiyama was able to combine all of Yokoya's strategies, all of the contraband rules and all of the contraband secret tactics in an adaptable strategy, and to deceive the enemy that already knew the trick he was using, predicting every action that Yokoya could make. Simply outstanding. [**EM, EU, EP, Logical Reasoning, All Thinking(Fast Thinking, Strategical, Thinking, Lateral Thinking), Deception, Fabrication, Disguise, Misdirection, Creativity, Mathematical Intel, Naturalistic Intel, Knowledge, Crystallized Intel, Fluid Intel, Persuasion, Problem Solving (FRI), Verbal Reasoning(VCI), All Strategy, All Planning, Formulation Speed, Direct Manipulation, Logical Manipulation, Emotional Manipulation, Concealment, Misdirection, Bluffing, Verbal Deception, Acting Skills, Prediction, Anticipation, Adaptability, Information Gathering, Information Control**]

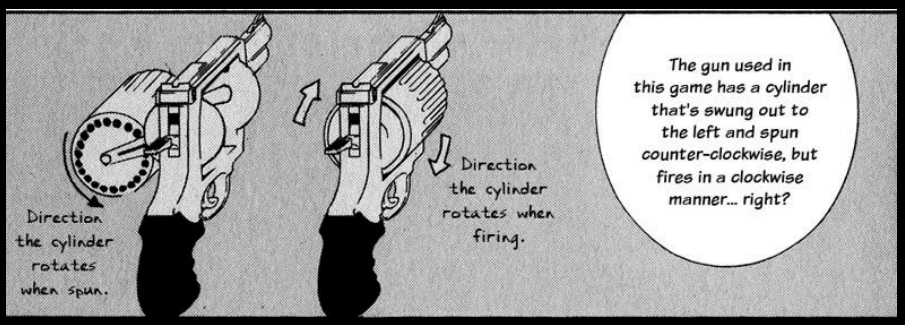
ANTI-FEAT - Yokoya, in the end, suspected that something like this would happen, so he began smuggling what he thought was from the Northern ATM when it was from the South's all along. This in turn caused Yokoya to amass a huge profit on his outside account while leaving everyone else in the dust. Akiyama had an idea of this, but didn't stop him.

Akiyama acknowledged that he had an Idea of what Yokoya was doing, but chose to not do anything to avoid risks. He also acknowledged that he isn't different from Yokoya, since he also controlled the Northern team. [**self awareness, metacognition**]

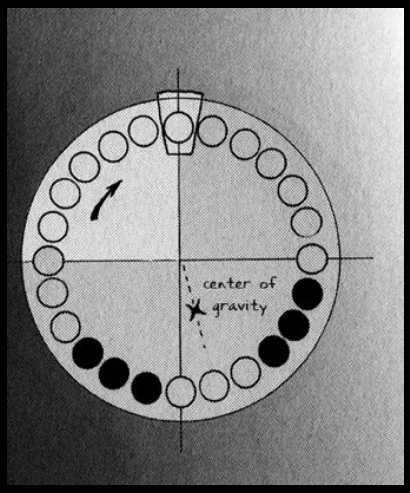
Revival Round II Arc

24-Shot Russian Roulette:

Akiyama observed that the direction the dealer spun the cylinder was opposite to the direction that the cylinder moved by shooting. The dealer spins it lengthwise so that no one can cheat and see each other's bullet placement, but that is where the issue lies. There seems to be a sharp clicking sound every time the dealer spins the gun. Akiyama posits that the center of gravity in the revolver has shifted, as 6 blanks were loaded in (there had to be a considerable amount of gunpowder to make such a loud bang). Akiyama took the gun again and tested it, spinning the chamber with the same configuration as the simulation round. Oddly enough, the position where the shots were located remained the same. This means it clearly moves in a favored side, confirming his theory.



By placing the bullet in an equal distance, you can avoid being shot by your own second and third bullets. Essentially, once you shoot yourself, you know the intervals in which the next 2 shots are loaded. The best distance to put your bullets to each other is zero, since the dealer spinned the cylinder facing the players, the center of gravity makes the 3 bullets be in the lower part of the gun. Indeed, the other player can think of the same strategy, but it would make the bullet configuration like that:



So the first part of the cylinder is extremely unlikely to have bullets. Akiyama stated that he thought of all that just after hearing the rules. [**Inductive Reasoning**, **Fast Thinking**,

Strategy, **Formulation Speed**, **Crystallized Intel**, **Observation**, **Perception**, **Problem Solving (FRI)**, **Perceptual Integration (VSI)**, **Perceptual Reasoning**]

Akiyama said out loud that all he needed to do was to fill 3 sequences in a roll, when the other guys were nearby (by placing the bullets next to each other once the gun shoots you know that at least the next 2 chambers will have a bullet if the opposite team is using the same strategy) . They tested that reasoning and applied it in the gun, causing both teams to apply 3 bullets in concession which controlled the center of gravity. [**Indirect Manipulation**, **Logical Manipulation**]

Noticed that the dealer didn't comment about what happens when you draw and deduced that the money goes straight to the LGT, that's why he was concealing that information. [**Observation**, **Abductive Reasoning**, **Perception**]

Just by looking at Nishida he was able to tell that he was greedy. [**Cold Reading**]

During the game Fukunaga will completely dominate his opponent, so Akiyama will explain how. As explained above with the barrel, the barrel of the gun unlocks to the left, it moves clockwise for each shot, but it is rotated in the opposite direction to mix it up in the start, the leader of the game rotates it in front of the players to avoid cheating, and moreover he rotates it with the barrel raised upwards so as not to see the position of the bullets. In reality, all these actions distort the game. When the barrel rotates you hear a certain sound because of the 6 bullets, without the bullets and the gunpowder it would be different. In the simulation, Akiyama spun the barrel with the bullets in place and when he stopped there was a gap of one chamber, so the barrel is off-center. They load 3 balls in a row, assuming that the 2 players do the same and that they don't do it symmetrically (not opposite each other) the barrel is off-center, the weight pulls it down and being equipped with a block preventing it from coming back the inertia pulls it further away, which explains why it has little chance of hitting a shot in the beginning. Basically, after these tests and Reasoning, Akiyama realized that the initial shots were safe, as the weight of the bullets carried them lower. As said in the first explanation of the game, this work specially if the opponent has also put 3 bullets in a sequence, yes, but Akiyama has made his opponents hear him say "just put 3 bullets in a sequence", this for Misdirecting them, as if he didn't mean for them to hear. He is going to manipulate them into using the same strategy as him by exploiting their lack of coordination and their fear of losing, he plays on their lack of confidence to get them to notice the 3-ball strategy, except that this strategy is much more effective if you have understood the aspect of gravity, in the case of only understanding the idea of the 3 balls, you have much less of an advantage than if you have understood gravity + the 3-ball strategy. Akiyama uses their fear and lack of confidence to make them fall into his trap.
[**Verbal Deception**, **Misdirection**, **Acting Skills**, **Deductive Reasoning**, **Analytical Thinking**, **Perception**, **Tactic**, **Setting Traps**, **Direct Manipulation**, **Emotional Manipulation**]

17-Card Poker Game:

Started the simulation round by sending Nao as the player to avoid showing his abilities. [**Strategic Thinking**, **Concealment**]

Akiyama observed that Kikuchi exchanged 4 cards, but this is an illogical move, since you always get 5 cards and there are only 17, in every hand you'll get at least one pair, meaning that Kikuchi discarded a pair, which made his hand worse. This shows that he is planning something. [**Observation**, **Deductive Reasoning**, **Logical Reasoning**, **Quantitative Reasoning**, **Analogical Reasoning**]

When the first round starts, Akiyama gets a straight flush, he immediately realizes that getting a straight flush isn't good, because if he didn't exchange any cards, Kikuchi would be suspicious about his cards being powerful, making him fold. Akiyama realized that, therefore he bet 10 chips and exchanged 3 cards, completely ruining his straight flush. The idea with those moves was:

- betting 10 chips would make Kikuchi think that his hand is good;
- Exchanging 3 cards would contradict the last statement, making Kikuchi believe that Akiyama's hand isn't good at all, hence he supposedly was only a pair;
- Then Akiyama wouldn't raise, making Kikuchi believe that he didn't have the joker, but he had it since the start;

Aki kept only the ace and the joker, now the chances of him getting at least a three of a kind are 100%, because he can only get 4 types of cards (ace, K(King), Q(Queen) and J(Jack/Valet)) if all the cards he gets are different, he would make a straight flush, if there is at least two equal, he would make a three of a kind. The chances of him getting the strongest three of a kind are also pretty high (62%) so even if Kikuchi gets a three of a kind, Akiyama still has a bigger chance of winning. Akiyama won the first round with a three of a kind of Aces. [**Strategy**, **Indirect Manipulation**, **Strategic Thinking**, **Problem Solving (FRI)**, **Logical Reasoning**, **Perception**]

In the next 4 rounds, Kikuchi wins 3 and folds in the one where he doesn't get the joker. Akiyama deduced that Kikuchi knows where the joker is, this being the only explanation for his moves. [**Abductive Reasoning**]

ANTI-FEAT: Akiyama accepted Kikuchi's proposal of raising the limit, but Kikuchi betrayed him and won. Akiyama could've used a contract to ensure cooperation, but he didn't.

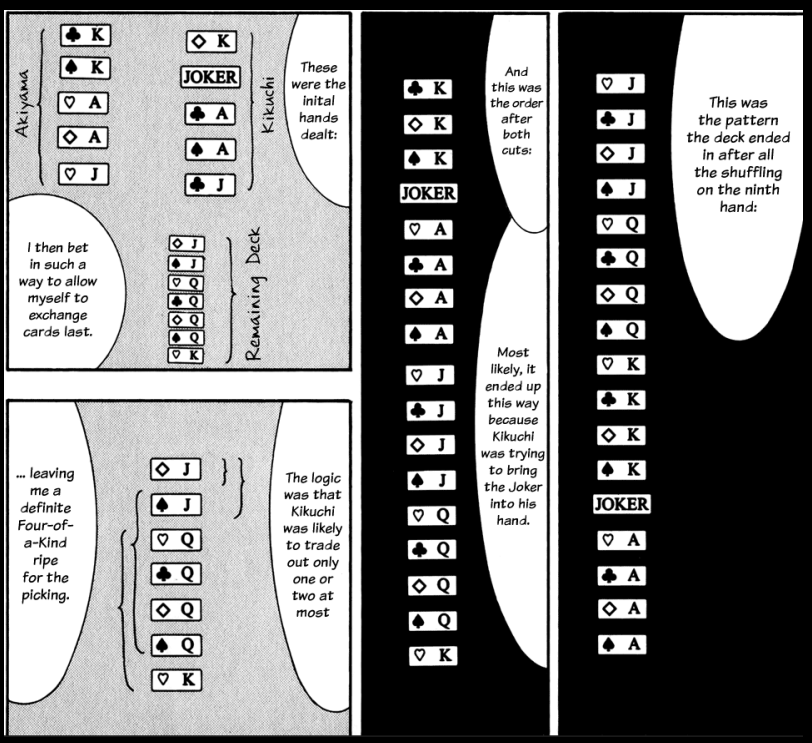
Hand Manipulation Strategy:

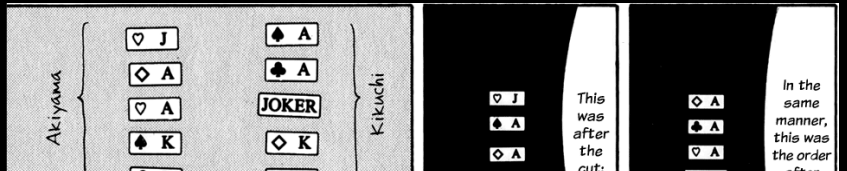
Akiyama is presented with a tough issue, you see, Kikuchi has the ability of dynamic visual acuity. He used this to spot the last card on the deck as it was shuffled, observing that it was a blank-cornered one. Knowing that, it narrowed it down to a Joker or 1 of 4 Aces. Using that information, he managed to find out the location of the Joker in each deck,

which was the very first card. This way, he could cut the deck in correspondence to that card landing in his deck. Not only that, but Kikuchi's strategy entails that even if Akiyama is last to cut the cards, there's a 5/17 chance that Akiyama gets it, and 12/17 chance that it lands into his own hand or not between any. So in the event the card doesn't land in either person's hand, once Kikuchi is asked to trade cards, he could simply trade in the amount until he reaches the Joker, which is a maximum of 5 cards in his hand. And since there are 7 cards that are used to trade, the Joker could be in the last 2 which Kikuchi can't reach in trading, what does he do then? Well, using his knowledge on the Joker's position, as well as taking into account how Akiyama would usually only trade in 3 cards since each hand is a guaranteed one pair, he could just trade 2 cards which prevents either of them from getting a card. And even if Akiyama gets the Joker from the previous 5/17 chance, Kikuchi could just fold, like before. Akiyama was in a no-win scenario.

As Akiyama began to become suspicious, he searched for a way to win. He had already acknowledged Kikuchi's cheating, but what could he do? He observes the dealer, noticing his perfect Riffle Shuffles. This is because Riffle Shuffles using only 17 cards were easy to make perfect, especially with the pro Dealer's meticulousness.
In the eighth hand, Akiyama tells the dealer that Kikuchi sees the cards when he uses the Hindu Shuffle, so he must shuffle only one way to avoid cheats in the game, which is the Riffle Shuffle. (The dealer usually does a Hindu Shuffle followed by the Riffle Shuffle.)

Now, the dealer was always dividing the deck in a 9:8 system. Akiyama's goal by manipulating the dealer to use only the Riffle shuffle was to decide the hands each player was getting. The fact that the dealer was only using that shuffle made him able to figure out all the patterns of the shuffles by exchanging five cards and then shuffling all the cards he saw in the opposite way.
Afterwards, using the pattern that he just acknowledged, he shuffled the 17 cards in his head to see how many times he had to make the dealer shuffle in the next round to guarantee a four of a kind, using this to make his hands always stronger than Kikuchi's. For example, after manipulating the dealer to shuffle twice, he would get this order: J, J, J, J, Q,Q, Q, Q, K, K, K, K, JOKER, A, A, A, A. He would make the dealer cut eight in total, so if Kikuchi asks to cut 7, he would ask for only one. This would give the hand: K, K, K, JOKER, A, A, A, A, J, J, J, J, Q,Q, Q, Q, K. Afterwards, the dealer would give this sequence to each player:
Kikuchi: K, JOKER, A, A, J
Akiyama: K, K, A, A, J.

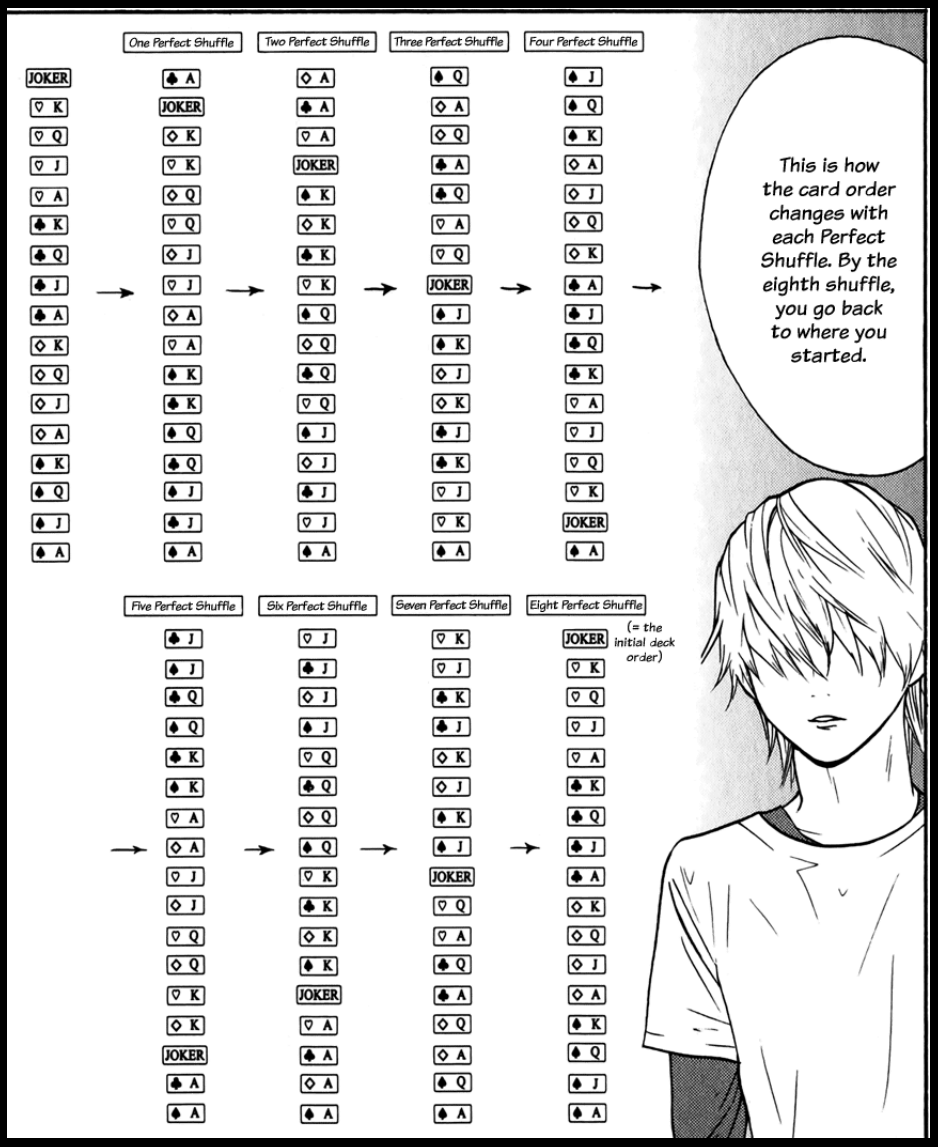




^(He exchanges his 5 cards and receives the 4-of-a-kind.

Akiyama knew exactly what Kikuchi was thinking in the last round, he was worrying about Akiyama shuffling, just by seeing him. He also states that luck is now on his side, making Kikuchi stop worrying about a possible strategy that he used to win the ninth round.

Hence Kikuchi already had two aces, he would only exchange two cards, giving him two J and leaving a four of a kind of Q's to Akiyama. In the next round, Akiyama would go first, so it would be impossible to lose, it doesn't matter how many cards Kikuchi exchanges. Akiyama also states that he knew all the card patterns by the end of the eighth round, meaning that he not only memorized 136 cards in seconds, but also shuffled 17 cards eight times in his head during this time. [**Information Organizing (WMI)**, **PSI**, **Problem Solving + Pattern Recognition + Learning Speed (FRI)**, **Perceptual Integration (VSI)**, **Indirect Manipulation**, **All Strategy**, **Mathematical Intel**, **Logical Reasoning**, **Observation**, **Perception**, **Prediction**, **Inductive Reasoning**]



ANTI-FEAT: As Akiyama later admits he panicked halfway through the game.

Stationary Roulette Game:

In the simulation round, Akiyama saw that Nishida said his bets in the order 4, 3 and 2. He remembered an experiment that a psychologist performed with a hundred children, where he asked all of them to make him a question with 3 multiple choice answers. The psychologist observed that almost none of the children chose the first option as the right answer, as it was some defense mechanism. Akiyama used this experiment to explain the irregularities in Nishida's order of numbers, he then bets in the 2 and 3. **[Psychology, Knowledge, Crystalized Intel]**

In the next round, Akiyama bets 150 chips in 2 and 3, Nishida proceeds to bet all his chips (292) in the 2 and 3, because this is the only way to reduce the loss he was going to suffer. Since Akiyama has more chips than Nishida, he wouldn't be able to win that round, because even if he bets all of his chips in the same numbers as Akiyama, his bet would still be lower, so the best choice is to bet all his chips in these numbers to reduce the loss. Akiyama predicted that he would do that, he made the right number be neither 2 and 3, but 4, making both of them lose all the money, but since Nishida didn't have a single chip while Akiyama had some, he ended up winning not only that round, but the entire game. Akiyama then states that there is another way to win, this being the same as saying: "we can destroy your group whenever we want" making the other players fear that move. He told the strategy to them to make them commit a mistake by considering that strategy in the future. [**Strategic Thinking, Direct manipulation, Indirect Manipulation, Strategy, Planning, Prediction, EM**]

When the simulation round ended, Akiyama was able to understand how the game works. He explains to Nao that winning as a dealer is better than winning as a participant, because if you trick the participant to miss the right number, the dealer takes everything, while if you guess right as a participant, the dealer would most likely also get right, meaning that you would have to divide your profit with the dealer. **[Mathematical Intel, Logical Reasoning, Perception]**

ANTI-FEAT: Akiyama thought that Nao wouldn't try to trick their enemy.

Akiyama did that strategy in the test game because he planned to use Nao to bluff about using that strategy, making them gain a bigger profit because of the fear of the participant of losing in the start. His plan was to make Nao say that they would settle everything in one shot, and bet everything in the right spot. Because of the last strategy, they would suspect that she planned to make her team win by making both lose, so the participant would bet in more squares, making Nao, the one who bet everything in the right square,

take most of the profit. This is a plan without any risks. [**Direct Manipulation**, **Indirect Manipulation**, **Strategy**, **Planning**, **Prediction**, **EM**]

ANTI-FEAT: Akiyama couldn't keep his composure after hearing how risky Nao's plan was compared to his and screamed at her.

ANTI-FEAT: Akiyama failed to realize that Fukunaga was trustworthy and that she had a crush on him.

ANTI-FEAT: Akiyama could've used a contract to ensure cooperation between both teams throughout the whole Revival Round.

At the end of the revival round, Akiyama comments about how the LGT office planted a lot of traps to steal money from the players, and that their system, that seemed profitless, wasn't at all. [**Observation**]

Akiyama played all the games imagining that he would get sold to the black market if he lost and still kept the composure while playing even in the worst situation. **[EM, Composure]**

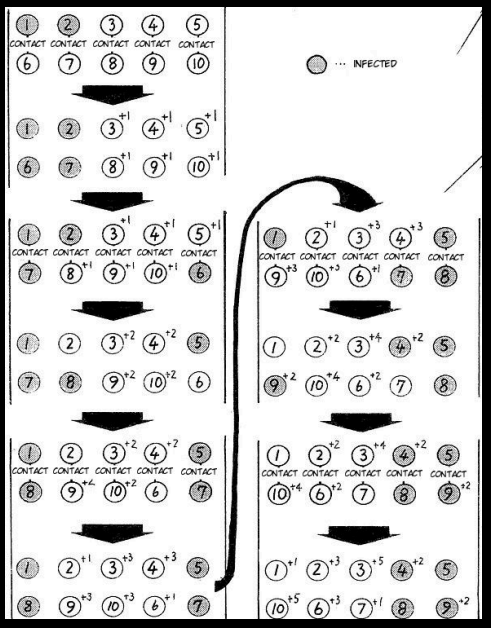
Strategy to Bankrupt LGT office:

Akiyama realized that in the Liar Game system, the LGT profit comes from the winners who retire (half of the profit of the winners who retire goes to the LGT) and from the revival round. Furthermore, the money awarded to the winner is Zero-Sum, meaning the other players' losses are distributed to the winner, so in essence no money is being lost from the initial pool in the game. If we had a player, who wins all the games and pays back the entire debt of the losers every round, and takes all the debts from the revival rounds, LGT would only have one person with a tremendous debt and a bunch of losers with no debt at all. It doesn't matter how good LGT is at collecting debts, they can't take billions from one person. LGT would go bankrupt. **[Strategy, Planning, Problem Solving (FRI)]**

Akiyama used a non-performing loan (business term) to formulate that strategy. **[Crystallized Intel, Knowledge]**

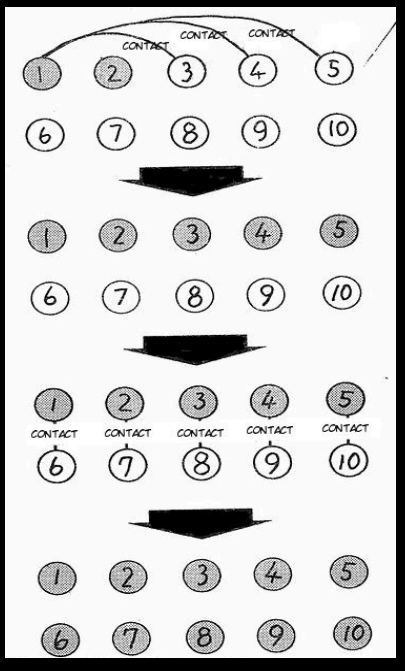
Aki planned from the start to be the last person standing, freeing all the losers and becoming a slave of the LGT office. **[EE, EM, Planning]**

Pandemic Game Arc



At the beginning of the game, a simulation round is performed. Nao proposes a strategy in which every player has over 4 vaccines. Her method entails the 2 infected players to reveal themselves, and the remaining 10 normal players all contact each other, creating 9 vaccines each. Though things soon go awry, with Nao checking her status to find she is INFECTED[0]. The results say there are 9 INFECTED players and 3 NORMAL players.
After the results Akiyama has asked Nao to give every player a piece of paper. He then asked them to write the name of the person who they first 'contacted' with.

P1: When 10 players begin to contact within a rotation, or, "round-robin" manner, and 1/10 of those
are infected, then the Virus will only spread for 2 people. Akiyama illustrates this as evidence for this premise.



P2: When 10 players begin to contact within a rotation, or, "round-robin" manner, and 2/10 of those
are infected, then the Virus will only spread for 4 people. Akiyama illustrates this as evidence. Illustrated again as follows. (2nd image)

P3: When 10 players begin to contact, and 1 of those ten are an INFECTED who contacts 4 NORMAL players before they contact other NORMAL players, meaning as their first contact, then the Virus will spread to all 10 people. Akiyama illustrates this as evidence. Illustrated again. (3rd image.)

P4: 4-Eyes was actually INFECTED, but was pressured into spreading the virus. (Proven because only one person wrote 4-Eyes as the first player they contacted, so the virus did not spread through him.)

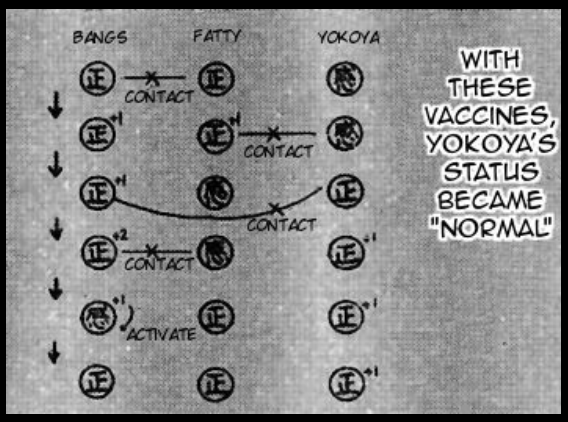
P5: There can only be two INFECTED people at the start, Bangs and Fatty claimed to be Infected.

P6: Yokoya hurriedly contacted Bangs and Fatty after contacting the 4 NORMAL people.
So Akiyama deduces,

- If there are 9 INFECTED players, then P1 and P2 are false, and impossible.
- If the virus had spread, then there has to be an instance where an infected player is among them.
- If there are 9 INFECTED players, then P3 can be true.

- If P3 is true, then the first player to contact multiple players is the one who is infected. (Person is confirmed as Yokoya, Akiyama makes everyone write their first contact.)
- If Yokoya spreads the virus, then he is INFECTED.
- If P3 and P4 is true, then Yokoya and 4-Eyes were the original INFECTED.
- If Yokoya and 4-Eyes were the original INFECTED, then P5 is false.
- If Bangs and Fatty were lying, then they are NORMAL.
- If Bangs and Fatty were NORMAL, and P6 happened, then Yokoya became normal.

Conclusion: There are 3 NORMAL players, that being Yokoya, Fatty, and Bangs. The rest



were infected due to Yokoya, then he became NORMAL from Fatty and Bangs, who lied about being INFECTED, and were in fact, NORMAL. The greatness of this deduction not only lies in its complexity, but the way he reasoned out P1, P2, and P3 all in his head before he drew it. [**Logical Reasoning**, **Linear Thinking**, **Associative Thinking**, **Deductive Reasoning**, **Inductive Reasoning**, **Data Analysis**, **Strategic Analysis**, **Quantitative Reasoning**, **Decompositional Thinking**, **Numerical Reasoning**, **Information Organizing (WMI)**, **Information Gathering**]

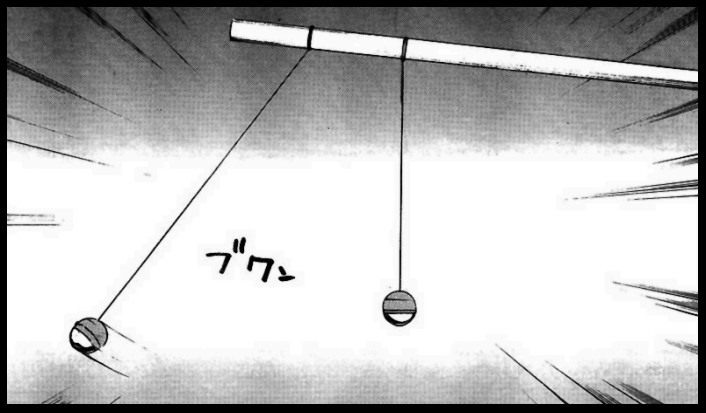
Yokoya, after ending the simulation round victorious, proposes a strategy which is beneficial to an INFECTED and NORMAL player, in which an alliance is formed. Akiyama counters this by conjecturing that the first person to join their team is doomed to fail. He says that strategically speaking, the first person to join their team must be INFECTED because of the high risk of remaining that way, and ultimately being unable to produce the adequate amount of vaccines. He then goes on to add transparency, admitting Yokoya's proposal to be good on the surface. But he then objects again with a plan of forming an 8-person alliance once one person joins Yokoya's team, which ultimately leads to 8 players with one infected, which can easily fulfill the quota of everyone becoming NORMAL. He successfully gathers his team this way. [**Leadership**, **EU**, **Numerical Reasoning**, **Persuasion**]

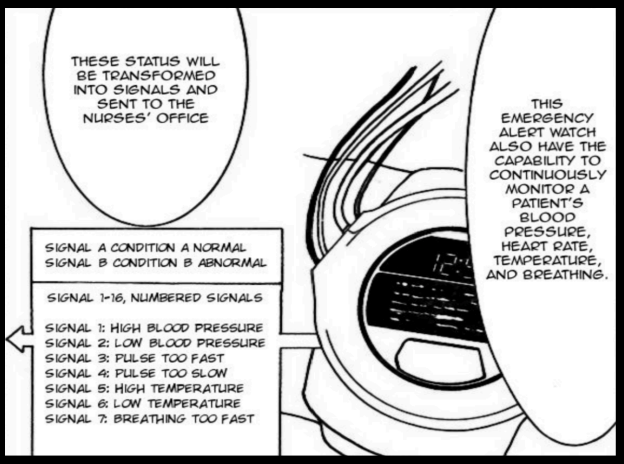
Ushirisuki Circuit Strategy:

Nao, having communicated with Akiyama about her plans to win the game, comes up with 4 strategies in order to win. He quickly rejects each one, positing that the key of the game is to establish trust, without that, no one would go into action. With this, he formulates his own plan.

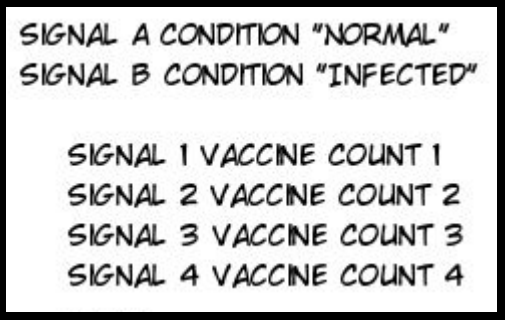
In preparation, since Akiyama knows Akagi is INFECTED, he has him observe the Yokoya team to arouse suspicion. This will make it seem like Akagi is considering joining their team, which makes it likely that he is INFECTED. This will all come to fruition later.

Akiyama strolls up to his team presenting a magic trick, holding a stick with two balls suspended on a string. There is a long end, and a short end, as such:

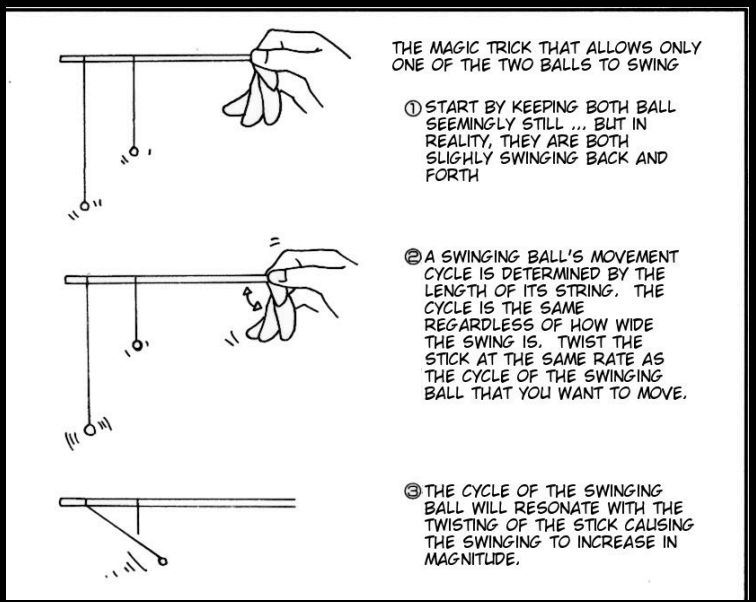




Using this magic trick, he explains that the status coming from everyone's watches, (the ones where you can contact people), emits a signal from the circuit boards. Akiyama claims he used to work a job where he fixes circuit boards, and that he's built things very similar to that watch. He goes on to explain that the circuit boards are used in medical facilities, somewhat like an emergency alert system mechanism which allows unconscious patients to convey their condition to their nurse. The watch also supposedly emits signals based on a patient's blood pressure, heart rate, temperature, and respiration. The signals are transmitted to the nurse's office so that any abnormalities could be tracked. He tests it on himself and proves he is NORMAL.
He continues to describe that the technology in which the watches use are likely the Ushirisuki Circuit, designed by the M.I.T professor Kushishutofu Ushirisuki. They transmitted signals which didn't interfere with medical devices like pacemakers, but could also cause mechanical effects. "The special signals are produced by combining the long wave's condition signal as well as the short wave's personal signal. This combined signal resonates with the vibrations from nearby objects and subsequently creates the mechanical effects." By discreetly twisting the stick, he makes the string move, manipulating it so that the long-end or short-end moves at his will. He then does it on his own watch, holding the stick near the watch. The long-end swings, and he says that this means he is NORMAL. He assigns signals as such:

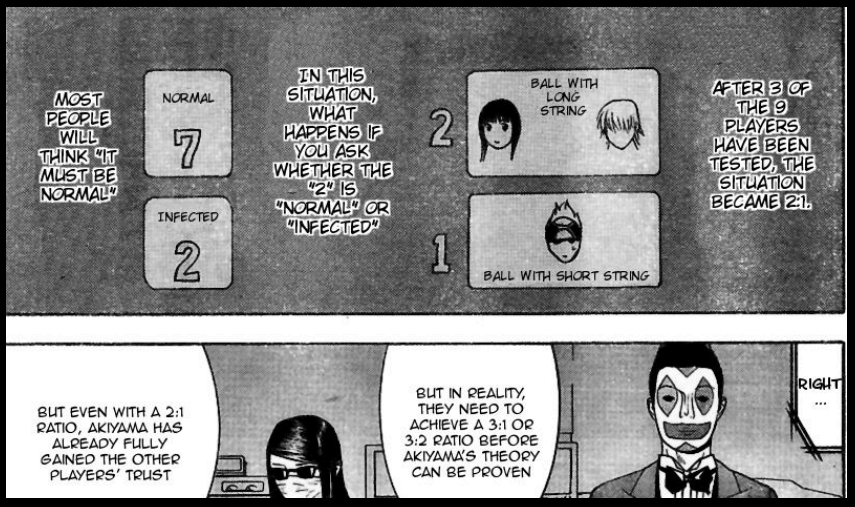


Of course, someone does not believe that he is telling the truth, and that his signal could mean he's INFECTED. Akiyama counters this by explaining there are 9 people, 7 NORMAL players, 2 INFECTED players. If he is NORMAL, then 2 or more people can have the same signal as him (if 1 more person has the same signal, it could be that that person is INFECTED as well.) If he's INFECTED, then there's only 1 person who can have the same signal as him. So all he has to prove is that 2 more people have the same signal as him. Akiyama grabs Akagi, one of his teammates, except nobody knows that. Akagi undergoes the swinging ball test and is consequently labeled INFECTED. Remember the fact that Akiyama made Akagi seem suspicious? Well this just confirmed everyone's suspicion about him, as well as making the technique seem more credible. He intentionally puts Akagi in a position of social isolation, dismissing him. Next he takes Nao. He knows she's NORMAL and the swinging ball test says as such. Finally, there is one person left to prove that Akiyama is, in fact, NORMAL. Muscle's, one of the players, eagerly comes forth to be tested. Akiyama accurately proves that he is NORMAL, and swings the ball to align with that. Same goes with Grease, another NORMAL player. Now, the insane part is, the entire story and scientific evidence of the Ushirisuki Circuit, was all a mere bluff. The Ushirisuki Circuit does not exist whatsoever, and Akiyama really made it up with only a stick, two strings and balls. The way he did it was amazing. Firstly, the trick works like this:

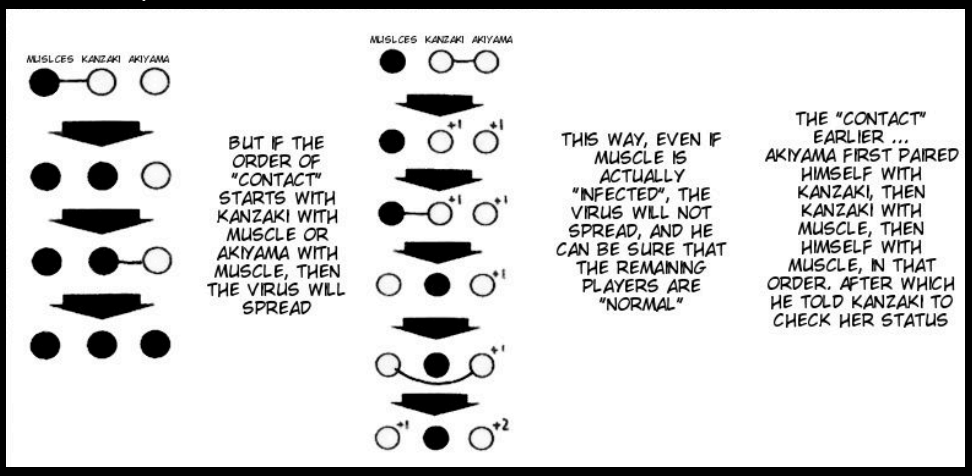


Next, he sets up a 3-layered setup underneath the original trick. First it involves Akiyama's treatment of Akagi. I explained before, he intentionally cast suspicion on Akagi so that in that moment, when Akagi is declared INFECTED, it makes everyone believe in the

credibility of the circuit. This, and, Aki's poor treatment of Akagi discourages the other INFECTED to step up, in fear of being treated the same way. Akiyama states, "As long as we can identify who is 'NORMAL', the 'NORMAL' players can freely 'contact' and produce vaccines." He did this to entice the NORMAL players into stepping up for the test, which makes it easy for him to discern what their status is based on psychology. Speaking of psychology, Akiyama uses the "Gambler's Fallacy" in order to subtly manipulate everyone into believing in the credibility of his fabrication. With 9 players and 2 infected, the ratio is 7:2. As one supposedly INFECTED player has already been found out, the gambler's fallacy entails the belief in a shift in probability based on previous events. So the likelihood that 1 more INFECTED was found sequentially after the other, that being Nao, is seen as lower, especially due to the 1/42 chance that that would happen. That's what the gambling fallacy is. So once she's really proven NORMAL, it confirms their fallacy, even though Akiyama and Nao could both be the INFECTED.



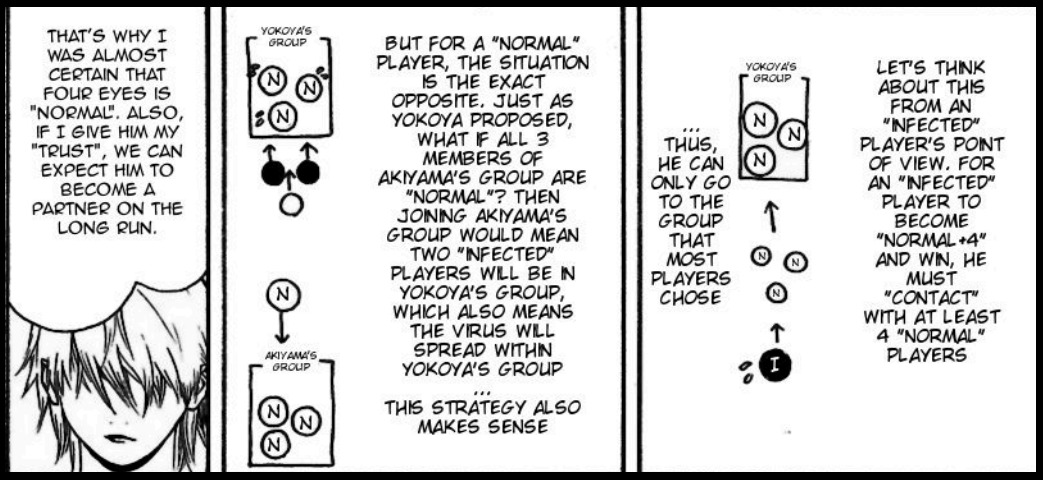
Not only that, but he specifically engineered the order in which him, Nao, and Muscles contacted by making a vaccine with Nao first, which he knew for certain was NORMAL, and having her contact with Muscles so that if he was actually INFECTED then the virus wouldn't spread.



So in conclusion, the formulation of this strategy was near perfect, showcasing insane Planning, EQ, SQ, and Deception. [**Mass-Manipulation**, **Shunning**, **Indirect Manipulation**,

Social Awareness, **All EQ**, **Verbal Reasoning (VCI)**, **Problem Solving (FRI)**, **Perceptual Integration (VSI)**, **Fabrication**, **Bluffing**, **Psychology**, **All Planning**, **All Strategy**, **Tactics**, **Methods**, **Crystalised Intel**, **Lateral Thinking**, **Divergent Thinking**, **Abstract Reasoning**, **Critical Thinking**, **Inductive Reasoning**, **Analogical Reasoning**, **Abductive Reasoning**, **Associative Thinking**]

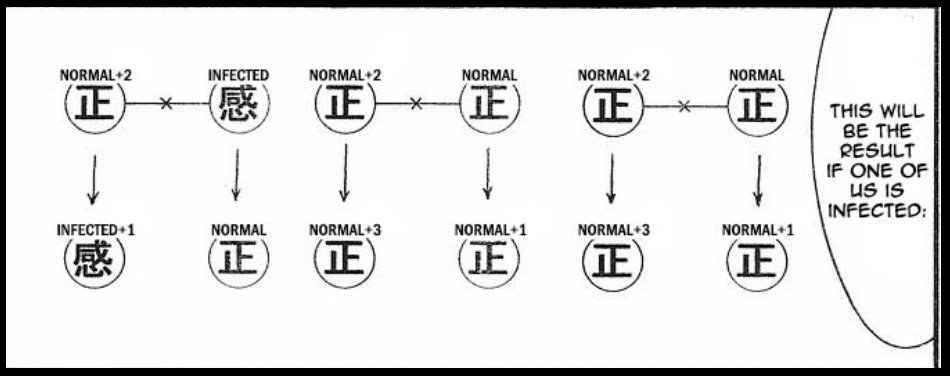
When Four-Eyes tells the group that he is normal, Akiyama concludes that he didn't lie considering the fact that an infected person would choose to go to Yokoya's group instead of being in Akiyama's. We can observe that all members of Akiyama's group are normal, so contacting 3 normal people would be less risky than contacting 5 people with one or two infected among them. Also, in the infected point of view it is impossible to win the game in a group with 3 players, so he would definitely go to Yokoya's group if he was INFECTED. **[Logical Reasoning**, **Deductive Reasoning**, **Divergent Thinking]**



Akiyama also understood that Akagi admitting that he was INFECTED wouldn't help him at all, even if Yokoya was planning something with him. This proves that Akagi is indeed INFECTED as he said he was. Not only that but he didn't drop out of the third game to play the fourth with them. **[Abductive Reasoning**, **EU]**

Lockout Plan:

As usual, I will explain the situation of the game before talking about the strategy. Yokoya, having stolen 3 players to his side in order to gain the advantage, has left Akiyama's group with 4 people. The other 2 players, (Butch and Slick) have exiled themselves and abstained from further contact now that they're at NORMAL^4. Yokoya manipulated Nao into contacting Akagi, so he is NORMAL now. But the issue is, neither Nao nor Four-Eyes can reach NORMAL^4 before the round ends.
Since none of the INFECTED is among them, it's sure to be in the Yokoya group of 6 (specifically in the 3 new members.) Yokoya's group proceed to contact as such:



The INFECTED at bottom left will then attempt to identify themselves using the examination rooms and then activate their vaccine in order to become NORMAL again. This leaves a NORMAL[3], which is bad, since that person will lose. In that contingency, Yokoya orders them to contact 4-Eyes, leaving Nao to be the loser.

Akiyama, predicting this plan, puts his own plan in place. He comes up with a crazy idea. Akiyama uses a psychological technique called Door-in-the-Face to manipulate Butch and Slick. The technique entails asking for a large request once, which is intended to be refused. Say, you ask for $100. That person you ask says no. So let's say you ask again, but instead, for $10 dollars. Seeing that the request has significantly decreased would make the person being requested feel a higher social responsibility. In practice, it goes like this: He first instructs Nao to go to them and ask them to contact Four-Eyes, but they of course refuse. It was a risky proposition, with no personal gain. Butch and Slick had already been manipulated by Yokoya into paranoia, not willing to contact anyone in case of losing their currently guaranteed win. Adding on to their guilt, Nao begins crying. They both know that she's quite selfless and would likely go through with it if she was in their situation, boosting their feelings of social responsibility. She asked again, and they again refused, making them feel even worse. Now, Akiyama asked them to lock themselves in the examination rooms. This worked, because of the compiled guilt, lack of risk, as well as the function of getting rid of Nao who was annoying them.

After Yokoya makes contact with each of his allies, Akiyama, Akagi, Butch and Slick lock themselves in the examination rooms. This tactic made it impossible for Yokoya to figure out who was INFECTED. Nao then proposes the deal of letting both her and Four-Eyes make contact with Mr. Big group (The 3 extra players Yokoya took), giving them the necessary amount of vaccines to surpass this round. Forelock first thinks of asking which of them was previously INFECTED, since their victory is on the line, they'd be telling the truth. But Nao counters that by saying that even if the INFECTED was revealed, then that wouldn't confirm that Mr. Big's team would collaborate with Yokoya's. Think of it, now that Mr. Big's group is all NORMAL, that means they could begin making vaccines. At that point, both Nao and Four-Eyes could help them win in comparison to Yokoya's group. In the end, it all depends whether the Mr. Big group will choose Nao's team, one who has attempted to save everyone, or Yokoya's team, which has deceived everyone. In the next round, which team would they want to face? The answer is clear. Yokoya then proceeds to try to

persuade Butch and Slick to leave with bribery, but Akiyama anticipated that he would try something like that, so he told Nao to tell Yokoya the wrong cabinets.
Akiyama = Stall 1, Nao said he was in Stall 3.
Akagi = Stall 2, Nao said he was in Stall 4.
So when Yokoya tried to persuade them with money, he failed, thus Akiyama and Akagi wouldn't leave, and got a fat paycheck on top of that. Yokoya was forced to accept the deal. **[Triangulation, Indirect Manipulation, Logical Manipulation, Extortion, Anticipation, Prediction, EM, EU, Social Awareness, Strategy, Tactics, Problem Solving (FRI), Misinformation]**

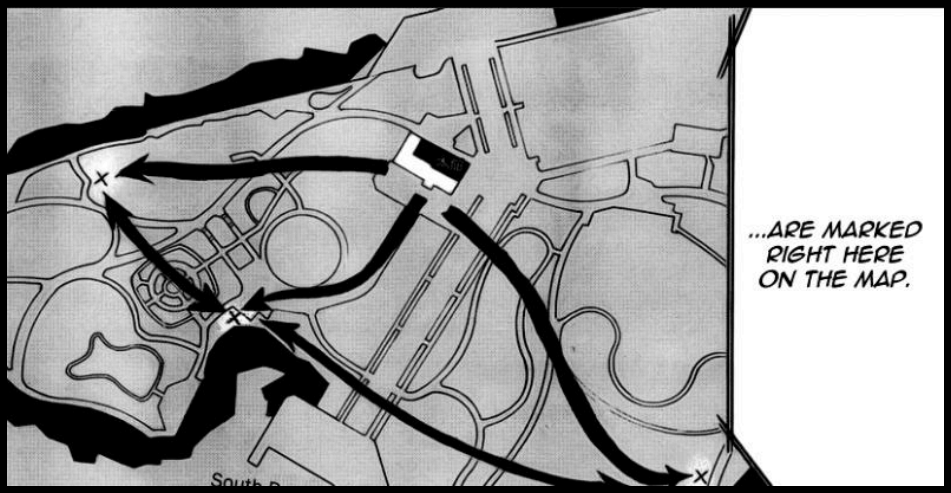
Akiyama comments with Nao that she doesn't need to worry about Yokoya not contacting everyone, because if he doesn't contact someone and this person does the last contact with another player, this means losing an ally or possible ally, and also giving an ally to the enemy. **[Strategic Analysis]**

Musical Chairs Arc

ANTI-FEAT: Kimura gave Akiyama a paper with fake chair locations, she planned to make him steal the paper and read it, this would give her group enough time to gain the upper hand in taking the three special chairs. Akiyama got fooled by this idea and ran away with the paper and read it. He deduced quickly that it was fake, but the plan still gave Harimoto an advantage.

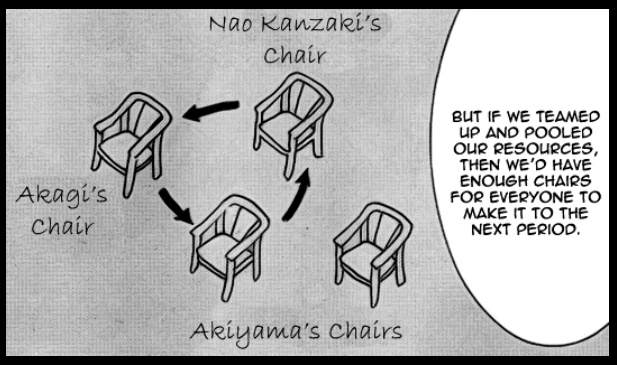
When he reads the paper, he observes that the paper size and format are different from his, then deduces that she gave him a fake paper. **[Deductive Reasoning, Inductive Reasoning, Logical Reasoning, Observation]**

Akiyama observes that the shortest ways to get to the rewarded chairs were marked in the map, so to avoid someone finding them in the way to the chairs, Harimoto probably ordered his group to hide the chairs in places that aren't marked in the map. Akiyama used that information to figure out where Harimoto hid one of his chairs. **[Perceptual Reasoning, Spatial Awareness (VSI), Abductive Reasoning, Logical Reasoning, Observation, Prediction]**



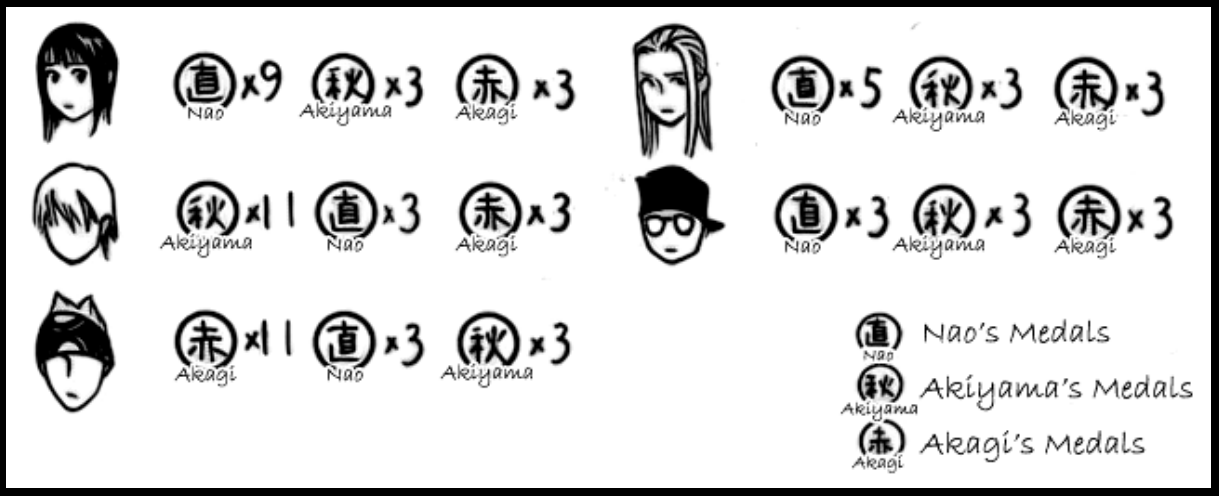
Akiyama understands that Musical Chairs is a game of conquest and compares the game to the time when Japan was fragmented into multiple smaller nations. He said that the nations of Japan are the alliance of players in this game. The strongest nation controls the others because of the power, the group with the most members controls the game because of the elections. He applies this to the game. Having a team, a group of chairs, as well as votes are essential. He predicts the formation of nations at war. Like how Mikamoto chose Abe's original chair to become defective in reaction to Akiyama stealing it. The nations are already at war, and the only way to win is to join one yourself.
[**Leadership**, **Methods**, **Abstract Reasoning**, **Analogical thinking**, **Knowledge**]





He forms a system of medals where each member shares 3 to each other in order to share their win. This is used to build team unity and it ensures that either you share victory or

share defeat. [**Methods**, **EE**, **Leadership**]



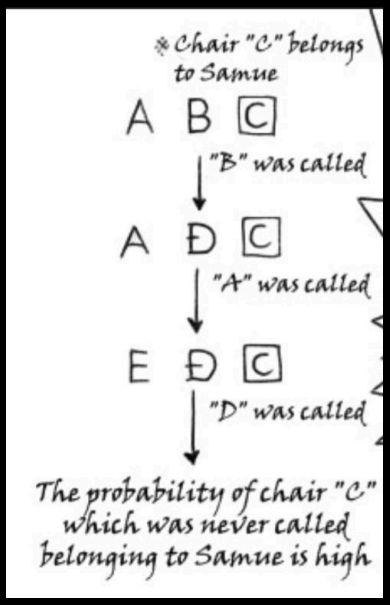
He evaluates Baldy to be a perfect candidate for a new teammate. Earlier, Baldy stole Four-Eyes' chair, which means he probably isn't in another group since he would've had a supply already. And since he only has one chair he won't try to switch back-and-forth on 2 chairs and try to solo the game. Akiyama uses the fact that he knows Baldy's chair number to manipulate him to join his nation. He tells Baldy's that if he doesn't join their alliance, his chairs will be eliminated in the next turn. But if he does join he would have 3 coins of each player of the alliance, also guaranteeing a chair every round the alliance survives. He also completely mind reads Baldy and predicted that he was going to try to steal Nao's chair by following her when Akiyama leaves the place. **[Extortion**, **Persuasion**, **EP]**

Akiyama understands that they can't make more allies because Harimoto has a member that they haven't identified yet, this means that they can recruit a traitor that would tell all their chair numbers. [**Strategic Analysis**]

After observing that one of the members of his group didn't vote for Kanzaki Nao, he deduces that they had been betrayed by one Gaya. [**Observation**]

In the end of the votation of the 5th round, Akiyama finds it strange that Yokoya allied with Harimoto, hence his personality, with this he makes the following deduction. [**EU**]

Given the information:
"Yokoya gives a paper to Harimoto with 3 numbers."
Akiyama deduced that Yokoya gave a paper to Harimoto with 3 chair numbers, and Harimoto chose one of these numbers to eliminate in the election. He also concludes that Yokoya replaced these numbers with others, in order for Harimoto to expose his own chair by not choosing the specific number which has stayed in the list of options.



[**Abductive Reasoning**, **Logical Reasoning**]
Samue = Harimoto

The team begins boycotting the elections. He understood that Yokoya and Harimoto only became allies because Akiyama's team was a bigger threat. So if Akiyama's group stopped voting, that means that there isn't any greater evil to fight, and causes Harimoto and Yokoya's alliance to break. Harimoto would most likely try to figure out a way to defeat Yokoya and realize his tactic. Not only that, but they also gained 20 minutes of time in order to search for chairs. Akiyama, in one move, indirectly caused Harimoto and Yokoya to fight each other, as well as protecting their own team from attack. [**Problem Solving (FRI)**, **Strategy**, **Lateral Thinking**, **Indirect Manipulation**, **Misdirection**]

Gaya Alliance Strategy:

While Yokoya and Harimoto are battling it out, there has been one variable that has been going on in the background in order to orchestrate the whole ordeal. That would be the gaya's votes. The system for the game if you needed to get rid of a chair was, "Let's exchange medals for your votes." Yokoya and Harimoto both respectively used Gaya in order to buy votes and attack each other's chairs. Akiyama sees this opportunity, and seizes control.

Akiyama confronts Young Jump, one of the Gaya, and manipulates him into becoming the proxy leader of the 'Gaya Alliance'. Using 2 medals from each of his team members, he informs Young Jump about the current state of the game. Harimoto and Yokoya had already chosen which of their team members will become the winner, and will use the non-winners to exchange medals to buy votes. This means, these medals are practically garbage.

Akiyama posits that most of these players are selfish, only requiring personal merits to join the alliance. Using his negotiation and narrative-creation skills, he employs Young Jump as his proxy in order to control Gaya votes. He also takes advantage of the fact that Gayas have no chairs, nor are they teamed with any particular factions, so they have no idea whose chairs are getting eliminated each election. He uses Young Jump to spread the information that the Akiyama team has abstained from doing voting as a defense mechanism, and that they had no intention of winning in the first place, those being the reason why they started to boycott the elections. This means, someone from Yokoya and Harimoto's group would win, and all attention should be focused on a strategy in order to seize as many medals as possible, so that whoever the winner is, they'll make profit. Young Jump was able to persuade the Gaya by showing how all the coins they had and realizing that the sum of them gave the original players almost zero profit, this proved that they had only garbage coins, so they should ally with each other to manipulate the final winner to be whoever gave them the most medals. For example, if Yokoya gave 2 medals of his to all the Gaya and Harimoto gave only one, although you can't divide 2 medals with everyone, the alliance would agree to make him win that round.

Summarizing, he gave the information about the trash medals to every Gaya using Young Jump with the objective of making them create a team that would make the winner of every round the one who pays more to them. Since Yokoya and Harimoto wouldn't accept to give their medals to them, they would have to create an alliance, or else Akiyama's group would exceed their amount of votes.

Once Yokoya found out about this, he told his team members to stop giving over medals. Being informed of this, Akiyama informs Young Jump to tell the Gaya Alliance to boycott votes, in order to force Harimoto and Yokoya's groups to give medals again. Since all the Gaya are gone, the votes are essentially the base team members of each group. And since Akiyama's group has 6 players, Harimoto 5, and Yokoya 3, he easily overpowers in elections.

Under the contingency that the two enemy teams begin giving their winner's medals in order to attract Gaya, there will be discourse surrounding which Gaya gets which medals, and eventually, Young Jump could just say, "If you vote for Kanzaki Nao then you will force more medals out of Samue/Yokoya."

Yokoya and Samue end up teaming up again, and force one member of Akiyama's team to become Gaya. Once the night comes, and everyone is inside the manor, Yokoya observes all the activity among groups, to guarantee that Samue wouldn't betray him. Akiyama sends Nao out in order to negotiate. By negotiating with both teams, they can gain an advantage if they lose, since the one who wins between Yokoya and Harimoto after Akiyama's group is taken care of is the one who teams up with them in the end. Now onto the person on Akiyama's team who will now become Gaya.
When Baldy selfishly said that he didn't want to become a Gaya, Akiyama figured that this current time was the best time to eliminate him. Baldy would probably already be planning

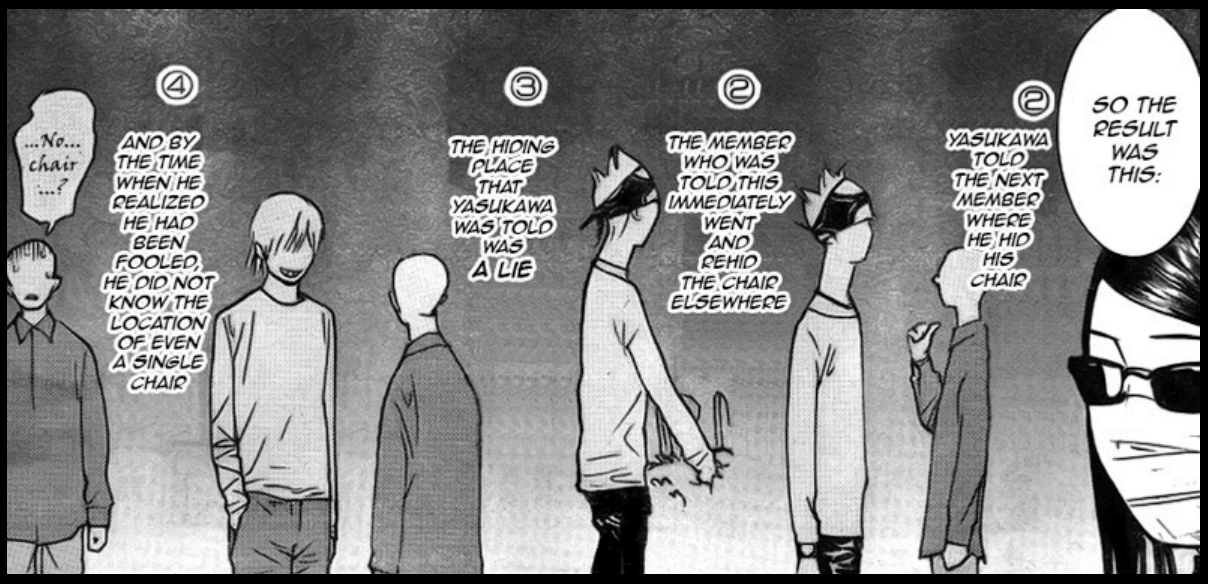
to betray Akiyama's team if he argued. This is the current configuration in which chairs are rotated:

1. Member sits in a chair. (Baldy)
2. Once he has filled the 2 seat quota of that chair, he hides it and tells the next team member where it's hidden. (Akagi)
3. He receives the information about the next chair he is supposed to sit in. This works in a loop. (Akiyama)

This is what could happen if Akiyama were to object to him becoming Gaya:

1. Member sits in a chair. (Baldy)
2. Once he has filled the 2 seat quota of that chair, he hides it and lies to the next team member about where it's hidden. (Akagi)
3. He receives the information about the next chair he is supposed to sit in. This works in a loop. (Akiyama)
4. He now knows the position of both Akiyama's chairs and has stolen Akagi's chair, removing 2 chairs from the team.

In order to prevent that contingency:



So instead, he got rid of Baldy by having Akagi hide the chair again after Baldy told him where it was. Akiyama would lie to Baldy as to where the next chair is. This makes it so he doesn't know the location of a single chair.

Akiyama predicts that Baldy will attempt to betray Yokoya's team. He's already told them that if he becomes Gaya, he's leaking the chair numbers, and not only that, but since the Akiyama team has already made contact with the Samue group through Yukiko and Nao, then allying with them would be harder.

So now, Baldy is on Yokoya's team and is leaking all of the Akiyama group's chair numbers. This puts him in critical danger, yet it seems Akiyama actually sees this as a victory. Think about it, if Yokoya already has the ammunition to destroy the Akiyama group, what's the

point of teaming up with Samue? Yokoya abandons their agreement with Harimoto and targets them, putting Akiyama's group in the temporary safe.

Since Yokoya got rid of Samue's chair, Mikamoto is forced into being a Gaya. The rest of the Gaya worry that the Harimoto and Yokoya alliance fell apart. Akiyama told Young Jump to say that it was Akiyama's chair that got nullified, but they in turn seized one from Samue through non-electoral means. A battle between Yokoya and Harimoto ensues, with Yokoya successfully eliminating him.

Finally, this was the power play Akiyama had planned for. Yokoya had defeated Harimoto by manipulating Young Jump with 4 of his medals, to manipulate the rest of the Gaya Alliance to vote for him, under the pretense that they would receive some of his medals. But Gaya soon realized that Yokoya did not intend on giving any of his medals at all. Using this, Akiyama came and pitched an idea for the Gaya. Now before, remember how he used the notion of 'Trash Medals' in order to start the Gaya Alliance in the first place? He brought attention to the fact that teams such as Harimoto and Yokoya's were bribing Gaya using medals from their subordinates, who they never intended on having won in the first place. He completely flips this idea, and turns it into a new opportunity. These trash medals, which are abundant amongst a lot of players, could become valuable if the player who originally owned said medals wins, (of course, you would have to find a way to make that player the winner, but Akiyama had a plan). In this case, Fatso. In the start of the alliance, he asked Young Jump to give most of the trash medals he collected to him, to "prove" that the alliance was created and one of each kind to each Gaya. So because of that, they had one medal of Fatso and zero medals of Yokoya, logically, they would want Fatso to win, therefore in order to force him to do so, he would have to stop Yokoya from sitting down. He orders each and every member of the Gaya alliance, as well as his own team, to form a ring around Yokoya in order to trap him. This took advantage of the fact that obstructing people's paths is fair game. Since Fatso was already planning to sit that round and no one else sat, he became the winner, a winner without any coins because he gave all of his coins to Gaya, who each maintained one and gave the rest to Young Jump, who gave all they had to Akiyama. Not only that, but it's stated that Akiyama's strategy included suspicion between Yokoya and Harimoto's alliance and contacts. And that it would keep Yokoya up until night time and led him to be tired once this happened, unable to escape. This means that he manipulated Yokoya to not sleep that night. He anticipated the whole ordeal a night before, and planned for it. When Young Jump spoke to the Gaya Alliance to organize their trash medals. He gave each Gaya one medal and said he'd keep them as resources (this was important because in the end they could corner Yokoya to make Fatso the winner and receive that one coin profit) . Then, when Young Jump gave him all the trash medals, he received a payment of 2 medals from each member of Akiyama's team. So in the end, he and Nao got 4 of the winning medals, Fukunaga, Four-Eyes, and Akagi received 2, and everyone else received 1. This strategy showcased basically a bit of everything. EQ, SQ, Deception, Manipulation, Foresight, and so on.



[**Problem Solving (FRI)**, **All Strategy**, **All Planning**, **All EQ**, **Anticipation**, **Prediction**, **Creativity**, **Misinformation**, **Misdirection**, **Indirect Manipulation**, **Direct manipulation**, **Information Control**, **Social Awareness**, **Persuasion**]

Bid Poker Arc

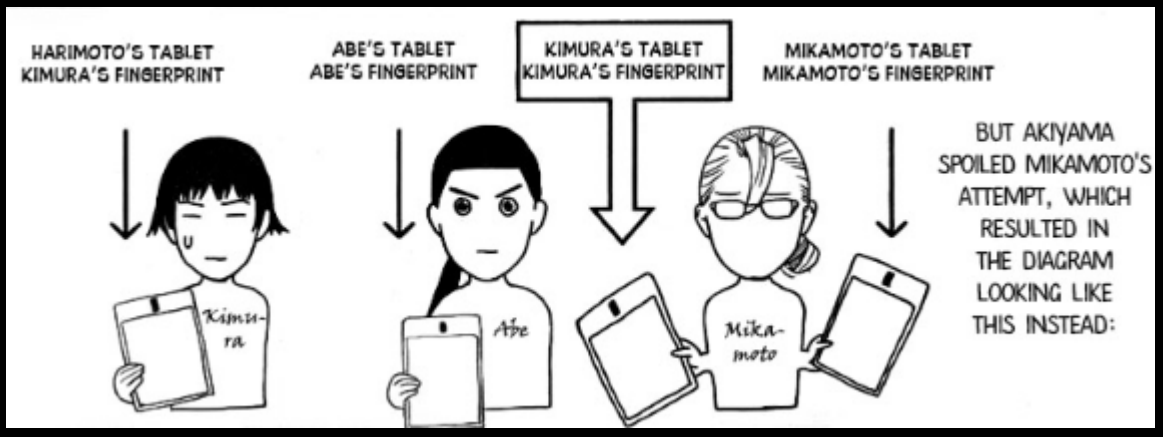
Before the round starts, Akiyama gives each player a piece of paper and asks them to write two names of people they didn't want him to represent in the game (he will shoulder their debt.) He wanted to save the person who caused the least problems among all of them. **[Persuasion, Information Gathering]**

When the second round of Bid poker ended, Akiyama was declared as the winner by bidding 3 coins. Akiyama observed when Baldy moved his tablet that the way Kimura arranged the circle, she would get in a blind spot if he claimed some attention, so she would be able to bid without anyone looking if a distraction was created. Harimoto moving also created that spot, therefore when Harimoto started dancing Akiyama bidded 3 coins, because he predicted that Kimura would use the distraction and bid 2 coins. He also deduced that Kimura had Harimoto's tablet when he saw the results of the first round appear. **[Anticipation, Prediction, Observation, Spatial Awareness (VSI), Deductive Reasoning, Inductive Reasoning, Logical Reasoning]**

When everybody started to blame Akiyama for buying the bid, he quickly told them that what happened was Harimoto's spirit's fault (Harimoto told everyone that him buying the first lot was the spirit's fault, no one thought that he could've exchanged tablets with Kimura in the start, and he also didn't do any suspicious movements, so they believed him) Akiyama realized that if he doesn't expose Harimoto's lie about the spirit, it would create chaos in the game, so he chose to tell Harimoto to leave using the premise that his spirit is too strong, making Kimura unable to bid in her period (they swapped tablets) and exposing their strategy by themselves. **[Strategic Thinking, Anticipation, Prediction, Direct Manipulation, Logical Reasoning]**

Mikamoto, now having "Harimoto's Tablet" (It's actually Kimura's original tablet) prevents Kimura from being able to bid under her own name. This means Nao's strategy for everyone to have an allocated bid would go wrong, since Kimura's bid would be taken by Harimoto's name.
She predicted that Akiyama would try to direct attention to Baldy, therefore he would be able to bid above Harimoto's bid, so she made everyone pay attention to him to avoid him bidding. Akiyama didn't care and bidded 2 coins in the last second, getting another lot. He exposed their strategy that time when the bid was shown to be Harimoto's, making

everyone mad at Kimura, not at Akiyama. Kimura's plan was to make Harimoto the owner of two lots. He had a lot of insight into their plan, understanding that they would try to steal all the lots under the guise of a spirit, as well as faking their intentions to agree with Nao's bid rigging strategy. Akiyama also observed in the start of the game that Harimoto chose the first lots, so it would be easier for them to deceive the players, because people who chose the last lots wouldn't be in a position to try anything in the first slots, they've got nothing after all. **[Strategic Analysis, Logical Reasoning]**



In the bidding, Akiyama needed the players to bid less than 100 coins to give less money to the LGT office. Therefore, he told everybody that the person who gets 2 lots wouldn't lose no matter what. This made them try to get two lots in the cheapest way possible, by dividing the 150 they had in two bids they planned to do, hence they needed to bid less in the first bid and more in the second, they would bid 75 maximum in the first, manipulating them to bid less than 100 coins in the next bid. [Numerical Reasoning, Indirect Manipulation, Verbal Reasoning (VCI)]

Akiyama proposed for Harimoto to save all the players by giving his remaining cards. Harimoto couldn't deny Akiyama's proposal, without a reason rather than pure greed, because it would be against his religion, it would make his allies leave him. **[EU, Problem Solving (FRI), Social Awareness]**

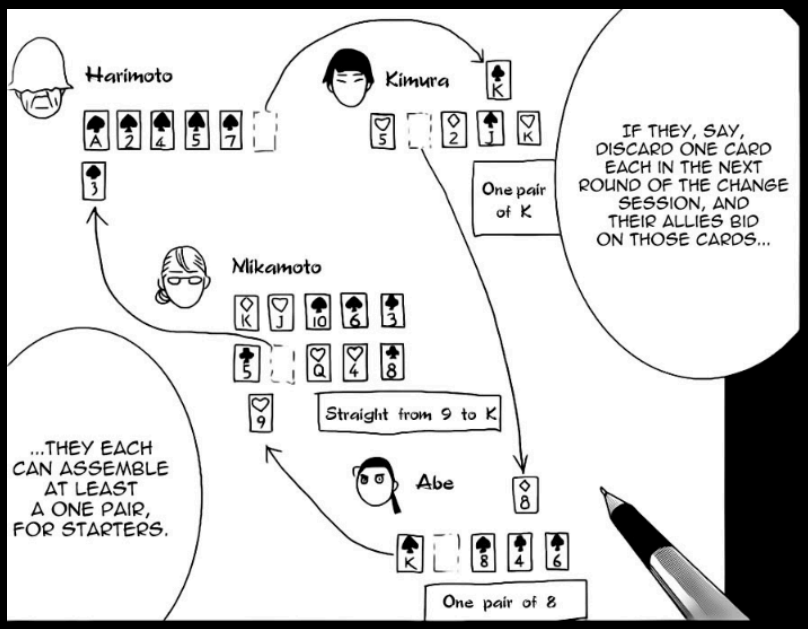
When Harimoto rejects Akiyama's offer with the argument that he can't trust the other players, because there is a possibility of them bidding in his cards and ranking higher than him, Akiyama quickly comes with the solution of Kawai bidding 231 coins, hence 231 is greater than the amount of coins of every player, that argument wouldn't work anymore. **[Problem Solving (FRI), logical reasoning]**

Harimoto then used the argument that Akiyama also could bid, then Akiyama comes up with the solution of exchanging tablets with Nao and locking himself in the billiards room and Harimoto uses his allies to force the door. Since the table doesn't work without the owner's fingerprint, Akiyama wouldn't be able to bid. He also wouldn't be able to leave the room. **[Strategy, Problem Solving (FRI), Logical reasoning]**

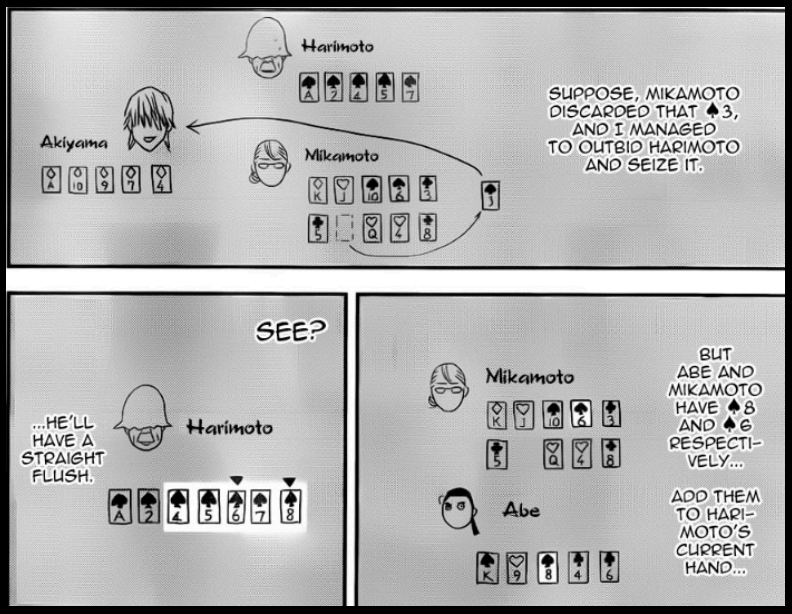
When Baldy bid 233 coins in Harimoto's lot, Akiyama quickly realized that Harimoto would find an excuse for not giving the lot to Kawai, because Baldy's move proved that he didn't trust them, and that would be enough to Harimoto to reject the offer. He instructed Kawai to bid all his coins in his lot, but Harimoto anticipated that and bid one more coin than all of Kawai's coins in Akiyama's lot. **[Logical reasoning, Deductive Reasoning, Abductive Reasoning, Problem Solving (FRI)]**

Akiyama observed in Musical Chairs that Kimura was often in Harimotos side, and when she was, a big strategy came, but when she wasn't, there wasn't a drastic change in the game. He guessed that Kimura was the real strategist of the group, but he didn't have any proof of that, so to confirm it, he made Harimoto get away when he commented about his spirit. Logically speaking, the members of the cult would be quite tense, the strategy suddenly changed and they wouldn't know what to do, but weirdly they weren't, they continued to execute their strategy very calmly. **[Observation, Logical Reasoning, Inductive Reasoning, Strategy, Problem Solving (FRI)]**

When Nao comes with her prediction about the game, Akiyama tells her that it's incorrect. Nao says that Harimoto will bid his K and then receive the 3 from Mikamoto, like so:



He explains that Harimoto would want to place first, so to do that he would discard his K first and then order Mikamoto to discard her 3 after that. This is because Akiyama has 596 coins at his disposal. He could easily steal the 3 if he wanted to, obstructing Harimoto's straight flush. From Harimoto's point of view, Akiyama would happily spend a cheap cost of 234, even if it wasn't profitable, because remaining in 1st place is worth it. Harimoto would let Akiyama have that card, and then bid on Abe's 8 and Kimura's 6, making another straight flush. Like so:



Then, Harimoto would secure first place.
He deduces the order in which they do it like this:

- Harimoto discards his K, so that Abe would buy it for all of her 299 coins, receiving a pair of Kings. This 299 coins will add to Harimoto's resulting total coin amount of 532.
- This profit of 532 coins provides defense from Akiyama seizing the discard 3 which Mikamoto will discard. Although Akiyama could outbid him if he wanted to, with 599 coins, losing 533 coins on one useless card is bad.
- If Akiyama doesn't decide to buy it, then the card will go to Harimoto's hand, which means he takes 1st place as well as losing no money. Since Mikamoto was the one to discard the card, Harimoto buying it only results in the money coming back to a member of his group, so basically back to him.

[**Data Analysis**, **Deductive Reasoning**, **Prediction**, **Abductive Reasoning**, **Strategic Analysis**]

Plan to save all the players:

Akiyama here had two objectives:
1 - get the first place;
2 - get the cooperation of all the players.

His first move in this plan was to manipulate Harimoto into giving his cards using the religion argument. He wanted him to put his cards in a lot, but he didn't plan to save Kawai with that lot, his objective was different. Harimoto since the start didn't want to give his cards, because this would make his profit lower, so he was desperately trying to find an excuse for his servants to not save the other players. Akiyama knew this, so he told Baldy to bid 2 more coins in Harimoto's lot, to avoid the risk of someone trying to outbid him by one coin. But this wasn't the main objective, he wanted to give Harimoto the argument he

wanted: “Baldy didn’t trust us from the start, if he did he wouldn’t bid 2 more coins and would bid the amount we agreed in the start. Since you guys don’t trust us, we won’t trust you neither” (summarized) Harimoto telling every player that he won’t trust them was the first goal, with this he was able to make every player not try to ally with Harimoto in the future, since he himself stated that he won’t trust them. He also wanted to make Harimoto bid 301 coins in his cards (he couldn’t bid less because Kawai had 300 coins, so he needed to guarantee that he wouldn’t outbid him). Harimoto indeed sold without wanting his 5 extra cards, but he could take another 5 cards by buying Akiyama’s 5 extra cards (the agreement was that both of them would sell their cards to players without cards to save them), so he used the money that Baldy gave his group by buying his cards + 68 coins to guarantee that Kawai wouldn’t outbid him (Kawai had 300 coins, Baldy gave Harimoto 233 coins. 233 + 68 = 301 > 300). Akiyama’s true objective with this was to manipulate Harimoto to give him 68 coins of his, all Baldy’s money and to say that he won’t trust any player.

Afterwards, the players started to try to improve their hands by exchanging cards with other players. This is a risk, because Harimoto and Kimura could buy their cards and make them become a pig (Pig = player with 4 cards or less = loser) but since Harimoto didn’t know how much money they would bid, they would be fine, because the chances of him getting right by just a little amount of coins are very small. Akiyama ordered Kawai to spy on the players and see how many coins they planned to bid. He then told Kawai to make a contract with Kimura: you save me at the end of the game in exchange for this information about the coins they were going to bid. She didn’t trust him in the start, but since the risk of this deal looked like zero she decided to accept it. She out bidded the first player by 10 coins, Kawai really didn’t lie, the player bidded the exact amount he told them, then the next again by 10 coins, Kawai didn’t lie again, the next ones by 5 and 1 coins, no lies from Kawai. Now, there are a total of 6 pigs in the game (Kawai + Nao + 4 players Kimura outbidded) and Harimoto was already in first place, so 600 million yen from each of the players was going directly to him. In the last round, with all the players in pure despair, Akiyama told them the plan:

- Akiyama discards his A card that gets bought by the 332 coins of Taninaka;
- Taninaka would then discard his 5 that would be bought by 401 coins of Akiyama;
- Saeki would then discard his 3 and 6 these would be bought by 427 coins of Akiyama;
- Akiyama would make a Straight Flush, surpassing Harimoto and becoming the first place.

In a normal situation, this plan would seem like a joke. If you were in Taninaka’s place you would never be crazy enough to simply give Akiyama all your money accepting the risk of him stealing it. Same with Saeki, Akiyama could just buy his cards, make him a pig and take all the money for himself in the end. But otherwise, Kimura would make all of them Pigs, they had no choice rather than trusting Akiyama or trusting Kimura, they were completely desperate. Since Harimoto told them that he won’t trust them in the start, and Kimura was the main reason why they were in that situation, they would rather ally with Nao, the player who always intended to save everyone and never betrayed them, than Harimoto,

the guy who made them become Pigs. Another reason for them to choose Akiyama instead of Kimura was that they didn't know that Kimura made them become Pigs through Kawai, who was under Akiyama's orders to tell the coin/lot information. If they knew that they became Pigs because of Akiyama they would accept Kimura's deal instead of cooperating with him, but from the start he planned to make them desperate without them knowing it was his fault. In the end, they all kept as Pigs, but Akiyama simply gave the money they gave him back and paid their debts. The money Akiyama got as the winner + bonuses + the money that they manipulated Harimoto's team to give them was enough to pay all players' debts, so everybody got cleared except Harimoto's group. [**Problem Solving (FRI)**, **Verbal Reasoning (VCI)**, **All Strategy**, **All Planning**, **Direct Manipulation**, **Indirect Manipulation**, **Logical Manipulation**, **Emotional Manipulation**, **Blackmail**, **EM**, **EU**, **Logical Thinking**, **Strategic Thinning**, **Persuasion**, **Prediction**, **Anticipation**]



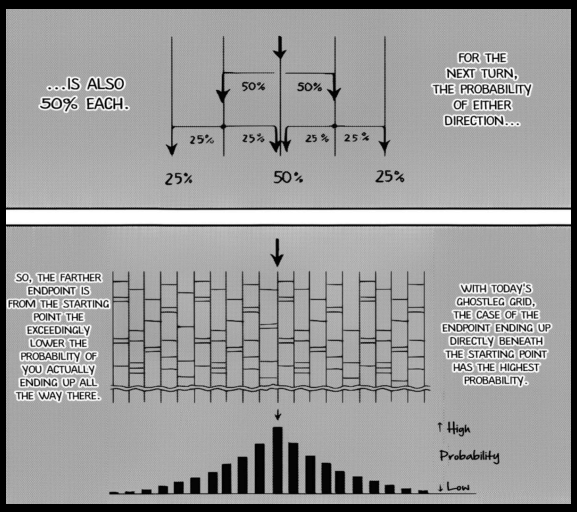
Akiyama deduced that Harimoto had a reason to participate of the Liar Game, because the chances of the LGT choosing exactly 5 people of same cult are minimum, so they are participating as representatives of other players [**Logical Reasoning**, **Abductive Reasoning**, **Probabilistic Reasoning**, **Observation**]

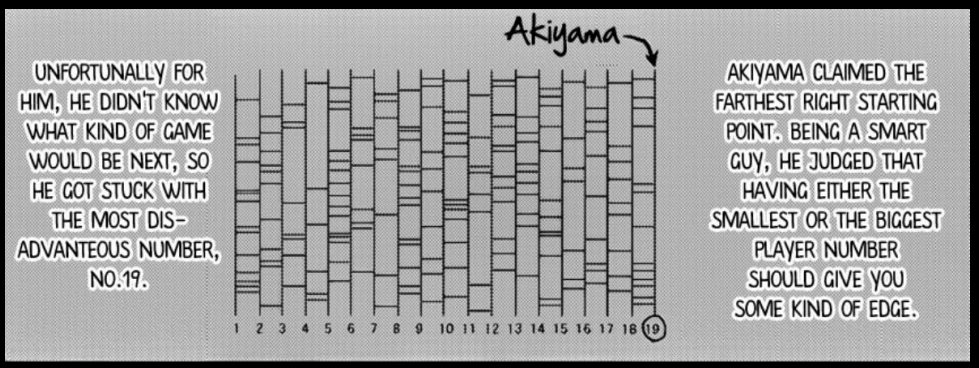
Human Auction Arc

Akiyama kept his composure even after hearing that the losers of the Liar Game become test subjects, will probably die and become crippled at best. [**Composure**, **EM**]

In the start of the ghost leg bidding process, Akiyama claimed the point that was the closest to the right. When he did that, he thought that either the first or the last number gave some kind of advantage and he was correct. See the diagram, it displays the chances

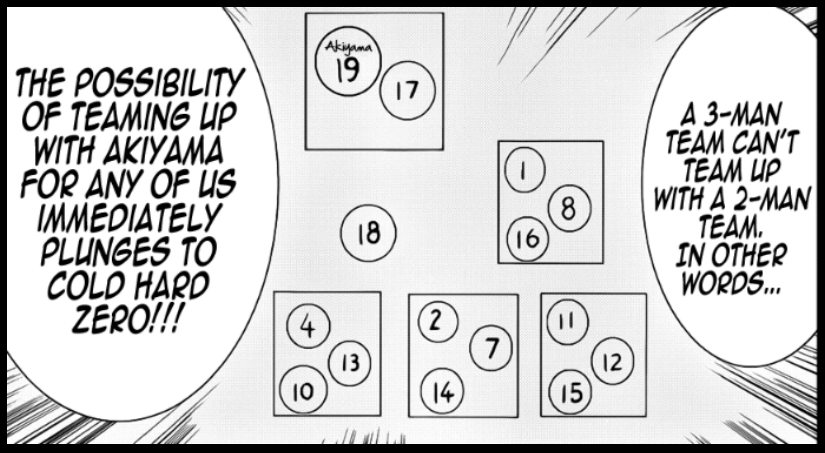
in which the endpoint lands while in the middle. Naturally, the sides are less probable. [**Intuition**, **Probabilistic Reasoning**, **Logical Thinking**]





Plan to make the wealthiest players the losers:

Akiyama acknowledged the fact that there are 3 players with more than 200 million in their account. The loser's penalty in this game is to pay 200 million, so if these 3 players lose it wouldn't hurt anyone.
Akiyama and Nao firstly persuaded Kaneko, one of the earners, to work with him. He asked her to bid on the other two wealthiest players in her group, making them the richest group. The other players also began creating their groups to be able to bid more on Akiyama. (context: Akiyama was the last person to bid, therefore everybody was trying to gain the biggest amount of money possible to win him). But at this point, Nao had already been bidded on by Yokoya, so if either player won the other would lose. Nao's team gets one last player and fills the 4-player quota.
In the 17th player lot, Akiyama placed a bid. His objective with this was to make a scenario where only already formed groups would win, in this case, there was 3 groups of 3 in total, when Akiyama bid on the guy, this would make him unable to be bidded, because you can't bid on people that are already in a group. He then tells everyone that he plans to make Kanzaki Nao one of the winners, and that he was going to buy the 18th lot too, making only her group formed, therefore they would win automatically, hence the lack of competitions. In turn, the other 15 players immediately lose.



All the groups began panicking, they had to find a group that would give up on winning Akiyama later to save everybody else, but no one was willing to do so. In the last seconds, Young Jump bidded on the guy and saved everyone, preventing Akiyama from making Nao the winner. In the 18th lot, the same process happened again, and again in the last seconds the lot got bought and everyone else got saved. Although people argued with Akiyama saying that there were already two groups formed, meaning that Nao's group wasn't guaranteed to be the winner anymore. He refuted that by saying that Yokoya was in her group, and no one is in his level, so they are still guaranteed to win. Anyways, that move alone forced 2 groups to complete their team. When the 18th lot got bought, it was only the richest group vs another group in the battle for the Akiyama lot. Note that the group which loses the Akiyama lot will become the loser of the match, so both groups are willing to give everything they have. It would be expected that the three members of the rich group, compiling 900 million to bid, would win, but that's not the case. The other team bidded 690 million, that being the highest amount. That's because Kaneko, one of the players with over 200 million from the last game did not vote, which caused her teammates to get mad. Akiyama predicted the fact that they would try to make her bid by force and planned for that by exchanging tablets with her before his round started. [**Problem Solve (FRI)**, **Anticipation**, **Prediction**, **Strategy**, **Planning**, **Methods**, **Logical Thinking**, **Numerical Reasoning**, **Direct Manipulation**, **Logical Manipulation**, **Triangulation**, **Blackmail**]

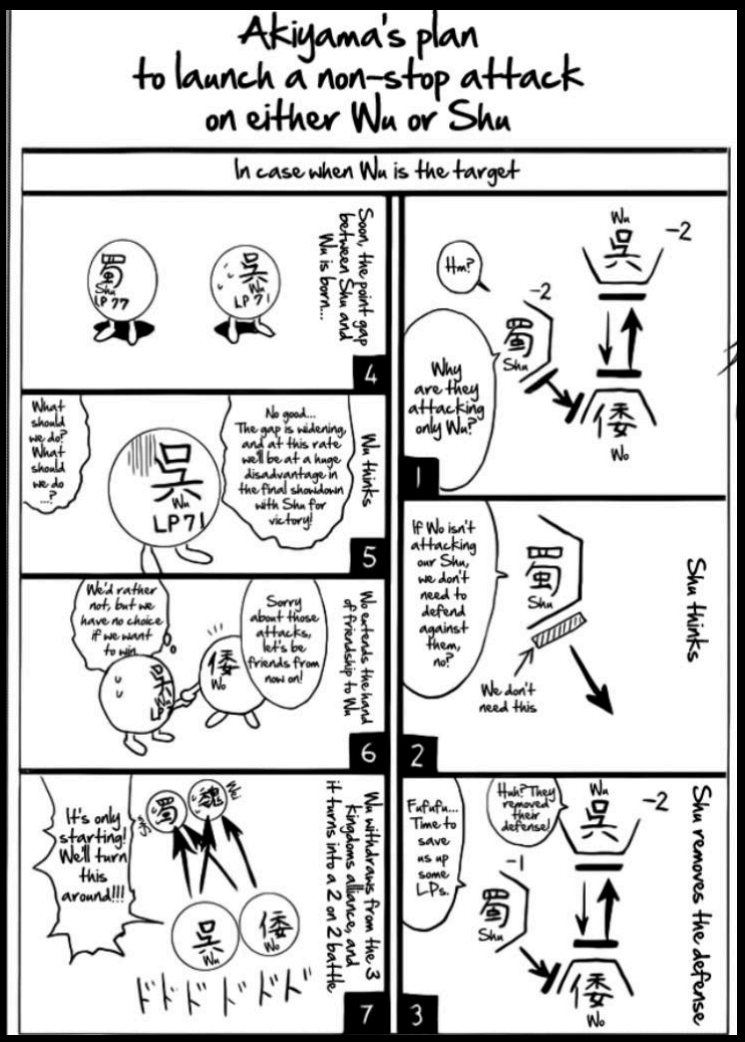
Record of the 4 Kingdoms Arc

When the game started, Akiyama already realized that it would be almost impossible to save every player, because if the average debt of each player is just 150 million along with the losing debt of 300 million, he would already need 2 billion just to save them. Which is a giant amount, even if they win. [**Numerical Reasoning**, **Logical Thinking**]

Akiyama predicted that the LGT would try to interfere in his plan of being the only loser, he plans to use that in his favor to crush them the moment they try to. He felt an odd sense of despair in the dealer's words while explaining the game, that his plan would not be usable. [**Intuition**, **Prediction**]

When Yokoya decided to defend himself from his allies, Akiyama concluded that his assumption from the start was correct. He planned to make his team lose and Wu and Shu to win in order to take down Kanzaki along with him, that's why he was able to be more persuasive than him. [**Logical Reasoning**, **Inductive Reasoning**, **Abductive Reasoning**, **Observation**]

When the situation appeared hopeless, the Wo Kingdom (Aki's) were placed in despair due to everyone else's relentless attacks, so he proposed a strategy to calm them down. The strategy used the fact that Yokoya's deal to join forces with the other teams was likely in order to destroy Wo, before intentionally losing the game and allowing Wu and Shu to fight each other in a 50% duel. Because of this, both teams will attempt any small advantage against the other to potentially win the upcoming confrontation. Akiyama's group would start to relentlessly attack only one kingdom, which would begin making the opposing team stop defending themselves, giving them the advantage they wanted. If the other team was already taking all the hits, what's the point in wasting the LP to defend yourself? As the game goes by, this advantage would increase, and when the group that was getting attacked by Akiyama is vulnerable, he would come to them and offer an alliance. Their only option would be to accept it, because if they stayed with Yokoya's alliance their loss would be guaranteed, therefore the best decision would be to leave. Note that this strategy was a feint, to make Yokoya distracted from the real plan. He'd already known that Yokoya would anticipate this exact strategy and force the Wu/Shu alliance to keep the status quo before Yokoya would lose. [**All Strategy**, **Problem Solving (FRI)**, **EM**, **Logical Thinking**, **Direct Manipulation**, **Indirect Manipulation**, **Logical Manipulation**, **EU**]



Akiyama told Yokoya that the other two groups had a Kanji name with the meaning of Entrusting something to somebody, while Yokoya's Kanji meant Entrusted to the Demon, and the Akiyama group Kanji had Entrusted to a Human. He then says to him: "Between the entrusted to the Demon and the Entrusted to a Human, which will have the last laugh?" Inducing fear in Yokoya and stating that he wasn't done fighting. [**Verbal Reasoning (VCI)**, **Observation**, **Emotional Manipulation**]

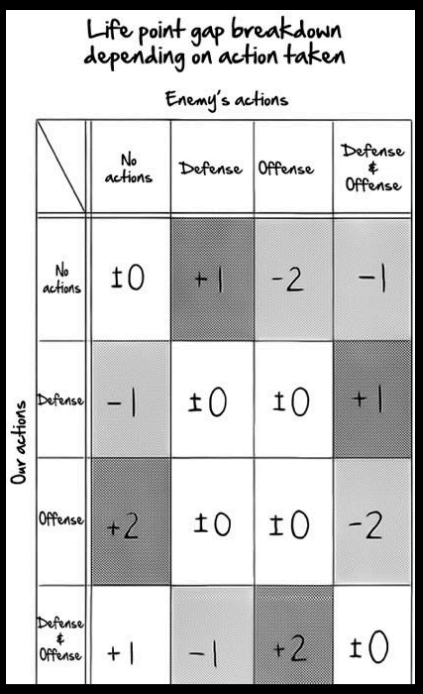
Akiyama was able to keep his team calm and in composure even after their loss. [**EM**]

Plan to Stalemate the game:

Okay, let's go back right at the start of the game, when Nao told everyone about her strategy to save everyone.
Her plan was to make Akiyama's group the winning group, so they would share all of their profit to make everyone's debts gone, except Yokoya, who already had enough money. This plan was a fail, after doing the calculations, Yokoya replied to her plan saying that 3

people wouldn't get their debt cleared, Nao said this wouldn't be a problem, because among the players present in that round, there was a person with a rich father, who wouldn't mind to lend them money to clear the debts. Of course, everyone agreed with Yokoya's deal and denied Kanzaki's, because in his deal your debt would be cleared and the only ones who would get indebted would be Akiyama's and Yokoya's groups, it's a way better proposal than taking the chance of being the 3 unlucky people who wouldn't get the money and would have to pay their debt after the game, but Akiyama's goal wasn't to make them accept his offer, it was to make everyone acknowledge the existence of a rich player. After a lot of rounds have passed, when both Akiyama's and Yokoya's groups were already defeated, Akiyama approached both of the remaining groups individually asking if they already figured out who was the rich player, both replied that they didn't, afterwards he told them the difference in mindset between a rich and poor person. He posits that for a commoner, the stakes held in the conclusion of the game could either bring that person to heaven or hell, without any in-between. While for the rich person, it'd make no difference whether they gain or lose money, they don't have that fear. In this game, the rich person's goal is only to win. Therefore, it's not crazy to reason that the rich player paid a spy inside of one of the groups for the function of leaking their information, Akiyama confirms this to them. They quickly deduced that the spy was inside of their group, because if the rich man had an advantage they would definitely tell the rest of the group to avoid risks, so Akiyama comes with a solution to avoid a betrayal inside of the group:

First, the general should start to rotate among the players, giving every player a turn to be the general (this would guarantee that the spy wouldn't be the general in at least 3 of 4 rounds.)
Second, the general should make the decisions alone, not telling the other players what he was planning to do (this would guarantee that the spy wouldn't know their move in 3 of 4 rounds)
Third, sign a contract that states that the player that was general the moment a point gap was born would have to take their entire debt with him (this would make the deal between the spy and the rich person flip, because if the spy intentionally sells the team, he gets shouldered with tons of debt and it's no longer profitable for him to continue.)
Fourth, they all should do the most logical moves, these being only attacking and only defending. Looking at the graph to the right, (which Akiyama created himself btw), if a team decides to do defense, then there will be at worst a loss of 1 point in the case of an enemy doing no action. But the way to prevent that would be to throw in multiple offenses from time to time in order to scare the enemy into not taking their chances with a risky no action.



Akiyama told all of this to both groups, making them both only use one LP every round, ending it with both of them having only

one LP and not being able to do any actions, creating a stalemate. This trap worked because the only one who wouldn't care about the rich player would be Yokoya, who already has a lot of money and wouldn't care if another player survived that round even if he lost, unlike the other players, who wanted to know who that person was. Also because Nao always presents strategies to save every player in the start of the rounds, Yokoya didn't find it suspicious when she presented another and didn't think much of it. Akiyama predicts all of Yokoya's moves from their start, he predicts that he would make himself lose, predicts his deal with the other two teams and predicts that he wouldn't be able to win in these conditions. All in order to create perfect stasis in the game which would force the LGT staff in an infinitely long waiting game.
This move forced LGT to cancel the Liar Game, since the money to pay their food and water for years would be greater than the money to pay their debts. Technically, it was LGT's fault that they ended up indebted, because they weren't able to hold the tournament until the end and had to cancel the last round. Therefore, the players who could've won and paid their debts wouldn't be able to do so anymore, so LGT had to pay all their current debts. And even if Yokoya were to have deployed a traitor which would let their own team lose, it was still more probable for Akiyama's favor. His solution allowed for a riot upon the administration which caused pain to so many, while also potentially losing nothing, whereas 2 players on the losing end of the final 2 would be left with debt (the general and the boss's debts would be paid for cooperation.) This is also in association with Kanzaki Nao's ability to unify and trust people, guiding their intentions against a common enemy rather than themselves. That's what "trusting it to the humans" means. Rather than Yokoya's somewhat Hobbesian beliefs that humanity inherently acts for selfish and deceptive reasons. Akiyama saved everyone and forced yet another powerful organization to demolition. [**Problem Solve (FRI)**, **PSI**, **All Planning**, **All Strategy**, **Logical Thinking**, **Abductive Reasoning**, **Numerical Reasoning**, **Inductive Reasoning**, **Fabrication**, **Logical Manipulation**, **Prediction**, **Anticipation**, **EP**, **EM**, **EU**, **Direct Manipulation**]

Akiyama persuaded Yokoya to follow that plan and accept his defeat even with all the hate he has towards Nao and him. He did so by emotionally manipulating him. Akiyama played on Yokoya's insecurity of full domination by stating that he had lost to Nao. Akiyama showed him that despite their loss Akiyama and Nao would be financially well off, while Yokoya would be seen as trash from everyone's perspective. Akiyama also abused Yokoya's father complex by stating that by choosing to win despite all of this he would only remain as his father's inferior. If Akiyama didn't manage to successfully manipulate Yokoya then he would be able to easily break the stalemate by bribing a traitor who would have his team lose on purpose.[**Persuasion**, **Emotional Manip**, **EM**, **EU**, **EP**, **Prediction**, **Anticipation**]

"If you keep doubting people and searching what's inside them, sooner or later you're bound to understand something about them. And when you do, you'll be able to entrust something to them. This is what it means to trust and believe. I… forsook his words for a long period of time. But you know… meeting the honest to a fault Kanzaki Nao made me remember them. When she got caught up in this game and was agonizing over it, I said to

her that she should doubt people because it would be the same as her attempting to get to know them. She followed my advice with blatant honesty, trying to establish communication with the players she met and doing her damndest to get a glimpse into their hearts as long as the time permitted. You're right about all the people here being good-for-nothings. They're weak, selfish, impatient and generally full of shit. But, through her communication with them, their hearts began to understand. Yokoya. This tie is, by no means, dumb luck. And neither it's the result of my plan being all that great. This is the one move of trust that was only possible because of Kanzaki's efforts to doubt people around her and understand them in their entirety, and this is the victory of Kanzaki who continued believing in people despite everything she'd been through." [**Character Development**]

When the Liar Game video was deleted, Akiyama concluded that powerful people pressured the LGT to do it. Ending the story of Liar Game. [**Abductive Reasoning**]

Roots of A

Got into the most selective elite academic institution in Japan, Teito University under a Humanities major. Also was enrolled into Professor Okabe's Criminal Psychology Seminar in the Department of Behavioral Studies. [**Academics**, **Knowledge**, **Psychology**]

Before leaving his university, Akiyama was one of the only 3 students who were promised careers in the government office. **[General FSIQ]**

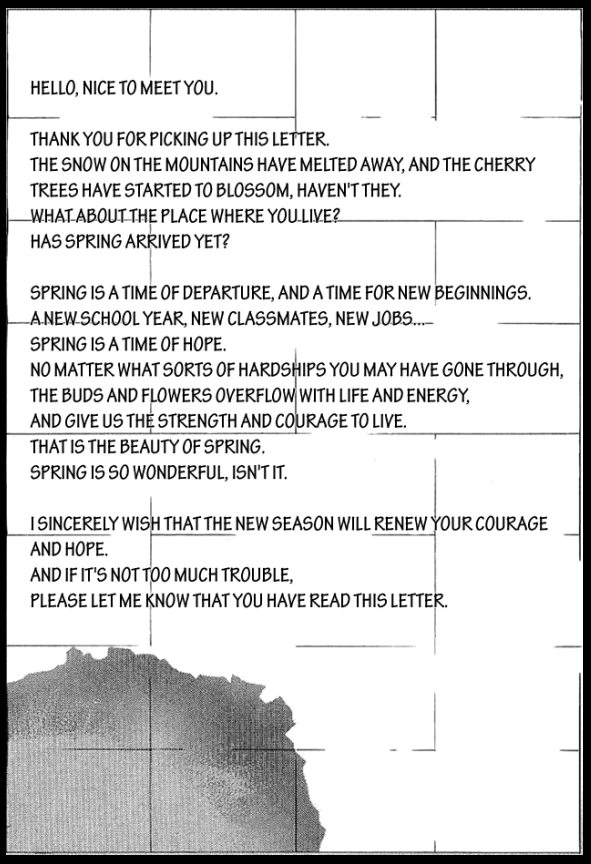
Was given a profiling assignment where he had to deduce the characteristics of the writings of a letter, the letter of which's name had ink splotched over the signature due to the rain. The letter was stated to be found in a tree of a house in Setagaya, which is also where professor Okabe lives, meaning that there is a possibility that the professor found that letter in his own house, and thought, "this would be a perfect assignment for the students." Akiyama intuitively sees this. Another detail about the letter was that it was a balloon letter, a letter suspended in a balloon to be sent to random receivers. Akiyama, instead of directly deducing the concrete information, he picked apart the aspects of the letter and studied them to their logical extent.

- He firstly asked his professor whether he knew the answer or not, and he answered yes. In fact, he said that he knew exactly who it was. To Akiyama, it indicated that his professor had made contact with said person.
- Then, applying his knowledge about balloon letters, he knows the paper is usually put into a plastic bag in order not to get wet. He also noted that the letters have obvious fold creases, meaning that the paper was sent in a small folded piece. If it got wet like that, then the ink would not only spread to one corner, it would obscure

the body of the letter as well. This implies the ink was used after in order to block the name.

- Looking at the contents of the letter itself, it contains no introduction to the writer, despite it addressing a positive message towards the reader. This means the writer didn't want to introduce themselves. It stands to reason that the positive words, such as, "hope" and "courage", the writer is projecting are actually for the purpose of reflecting on oneself, as they had a lack of confidence. Essentially to get a sense of reassurance in a tough situation. Akiyama also noticed that the writer wrote about school-year and classmates before jobs, meaning he regretted not being able to spend much time in school due to his illness.

Knowing this, he secretly contacted the professor's wife in order to gather the final amount of information, now that the connection was set. He learned the full story behind the letter and thus accurately deduced the identity. This showcases Akiyama's keen insight and out-of-the-box thinking. **[EU, Psychology, EP, Verbal Reasoning (VCI), Logical Reasoning, Information Gathering, Deductive Reasoning, Intuition, Lateral Thinking, Abductive Reasoning]**


HELLO, NICE TO MEET YOU.

THANK YOU FOR PICKING UP THIS LETTER.
THE SNOW ON THE MOUNTAINS HAVE MELTED AWAY, AND THE CHERRY TREES HAVE STARTED TO BLOSSOM, HAVEN'T THEY.
WHAT ABOUT THE PLACE WHERE YOU LIVE?
HAS SPRING ARRIVED YET?

SPRING IS A TIME OF DEPARTURE, AND A TIME FOR NEW BEGINNINGS.
A NEW SCHOOL YEAR, NEW CLASSMATES, NEW JOBS....
SPRING IS A TIME OF HOPE.
NO MATTER WHAT SORTS OF HARDSHIPS YOU MAY HAVE GONE THROUGH,
THE BUDS AND FLOWERS OVERFLOW WITH LIFE AND ENERGY,
AND GIVE US THE STRENGTH AND COURAGE TO LIVE.
THAT IS THE BEAUTY OF SPRING.
SPRING IS SO WONDERFUL, ISN'T IT.

I SINCERELY WISH THAT THE NEW SEASON WILL RENEW YOUR COURAGE AND HOPE.
AND IF IT'S NOT TOO MUCH TROUBLE,
PLEASE LET ME KNOW THAT YOU HAVE READ THIS LETTER.

Later on, the Science Professor had claimed that a file containing the questions to the Environmental Science Entrance Exam had been found tampered with and possibly had been captured on photo in order to cheat. The file itself is located in a locked drawer, in the 17th slot to be exact. The lock code was always set as 0000 when used by the professor.

Except for this time, where the file was found to be in the 15th slot, left with the code 3105. The only two people who had the code were the professor and his wife. The professor's hypothesis was that the code had been found out using constant trial and error, by entering his office while he was lecturing. All the evidence seemed to stack up against Akiyma's highschool friend. But Akiyama noticed a contradiction, which was the fact that each time the thief had supposedly attempted to open the drawer, the dial had been set back to 0000, until the last time. This indicates that the shift in files occurred only when the drawer had been successfully broken into, the span of 1 day. But even that in itself would be contradictory, as if a thief attempted to crack a code in one day, noticing that the dial had been at 0000 before he attempted to change it, the natural thought process would be to recognize that the professor always turned it that way. This means that it's totally illogical to leave it otherwise, even if the thief did manage to crack the code in one day. Furthermore, Aki's friend noticed a woman leaving the office room, which means that woman may have been the professor's wife. With this theory, Akiyama accurately finds out that the wife simply was trying to find a file (as she's working as a nurse in the same university), and set the dial to 3108 because the 3 apparently means San, 10 means Too, and 8 means Go, the voiced consonant of Ko. Putting that together spells the name, "Satoko", which is the professor's wife's name. [**Logical Reasoning**, **Numerical Reasoning**, **Deductive Reasoning**, **Verbal Reasoning (VCI)**]

Scaling

After everything, I would like to give some interesting information:

Akiyama's total of ANTI-FEATS: ***12***

Total players saved by Akiyama and Kanzaki: ***47***

Liar Game Tournament Final Ranking:

1° Place: Yokoya Norihiko (1.5 billion ¥)
2° Place: Kashiki Yuuya (150 million ¥)
3° Place: No. 15 (140 million ¥)

Liar Game Tournament Final Ranking if Akiyama and Nao didn't save the other players:

1° Place: Akiyama Shinichi (2.196 billion ¥)
2° Place: Kanzaki Nao (1.598 billion ¥)
3° Place: Yokoya Norihiko (1.5 billion ¥)

Remember that Nao and Akiyama worked as a group, so most of their profit was divided in half. Even in these conditions, both of them would still be above Yokoya in the final ranking.
Furthermore, in this case they wouldn't have Akagi's cooperation in the Pandemics round, but I believe they would use another strategy if he wasn't playing with them.

I would also like to give my opinion (Theller) in Akiyama Vs. some smart characters in outsmarting considering all the feats listed in this doc:

Akiyama > Yumeko Jabami no difficulty
Akiyama > Kirari Momobami no difficulty
Akiyama > Mello no difficulty
Akiyama > Near no difficulty
Akiyama > Yuuichi Katagiri low difficulty
Akiyama > Kimura Kei low difficulty
Akiyama > Sherlock (MTP) low-medium difficulty
Akiyama > BB low-medium difficulty
Akiyama > Light Yagami low-medium difficulty
Akiyama > Ayanokoji Kiyotaka medium-high difficulty
Akiyama > Yokoya Norihiko medium-high difficulty
Akiyama > L Lawliet high difficulty
Akiyama > Lelouch Lamperouge high difficulty
Akiyama > Conan Edogawa very high difficulty
Akiyama > Makishima Shogo very high difficulty
Akiyama > Vincent Lalo very high difficulty
Akiyama > Ukai Zero very high-extreme difficulty
Akiyama > William James Moriarty extreme difficulty
Akiyama > Tokuchi Toua extreme difficulty
Akagi Shigeru > Akiyama very high-extreme difficulty
Kiruma Souichi > Akiyama high-very high difficulty
Baku Madarame > Akiyama high-very high difficulty

Discord: theller
If you want to discuss any of those with me.
(Note: I, Scytherzilla, do NOT condone these takes lol)

Top 10 Akiyama Outsmarting Categories

(Copying the BB doc now, huh?)

1. Strategy/Planning/Tactics

I'll be lumping all 3 categories into one, as each of them play a big role in his main feats. When thinking of Akiyama's demonstrations of intelligence, most would immediately cite his strategic thinking. His strategies are defined by their ingenuity, namely his ability to see all the possible functions and mechanisms of a game's framework. For example, he found a way to duplicate cards in Contraband Game, by using the speaker's magnets to erase the chip data. He also used the Status Booths in Pandemic in order to lock out Yokoya, and in Musical Chairs, gathered all the Gaya Alliance in order to encircle Yokoya again, causing him to lose. In terms of concrete strategy, his greatest example was actually in Minority Rule, where he used a merely numerical strategy with nearly 100% success. Not only that, but Akiyama's grander strategy to take down LGT was notable, given that it guided all of his actions until the end, as well as allowing him to build networks which allowed him to gain allies like Four-Eyes, Akagi, and Fukunaga. If you want to find these feats and more of similar category, then here:

- Steal 100M Plan
- Certain Win Strategy
- The El Farol Bar Problem
- Vote Extortion strategy
- Contraband Plan
- Bullet Placement strategy
- 17 poker Hand Manipulation Strategy
- Strategy to bankrupt LGT office
- Ushirisuki Circuit Strategy
- Lockout Plan
- Gaya Alliance Strategy
- Plan to save all the players
- Plan to make the wealthiest players the losers
- Plan to stalemate 4 kingdoms

2. Logical Reasoning

Akiyama's logical reasoning is one of his best facets, as he uses it in every one of his strategies. He has a great ability to deconstruct the cause-and-effect functions of every game, placing things into categories, and deeply reason things out in his mind. His numerical reasoning is also very prominent, such as his Minority Rule Strategy. Basically every feat has crazy logical reasoning, but here I'll drop some of the best ones:

- Certain Win Strategy
- Deduces Mr. X's identity
- Finding out Yokoya's trick
- Deducing the INFECTED traitor
- Finding out Kimura's strategy
- Ghostleg Lottery
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3. Adaptability

4. Deception
5. EQ/SQ/Psychology
6. Information Control
7. Manipulation
8. Anticipation
9. Observation
10. Crystallised Intel

Due to his academic success, it's clear that he has a lot of scholastic knowledge that can be applied, such as his criminal psychology degree. What came with this was also legal and institutional knowledge as seen when he deconstructed the LTG Corporation.

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