Now.
Cat And Mouse Game feats
Context:
THE CAT AND MOUSE GAME — CHRONOLOGICAL INTELLECTUAL FEATSWORLD AND SYSTEM CONTEXTHell: A supernatural afterlife realm where people who committed significant sins during their lives are sent after death. It operates as a series of death games called "dungeons" — supernatural pocket dimensions that players must survive and solve to accumulate points and extend their time on the "18th Layer," the residential zone between dungeons. Dying in Hell means "Ultimate Death" — permanent erasure of existence.The Liar Killer: Every player in Hell carries a supernatural weapon called a Liar Killer — typically a gun. Its core function is enforcing the no-lying rule. If a player states something objectively false in a way that can be proven as a lie, the Liar Killer fires autonomously, shooting the liar. This makes every conversation in Hell a potential minefield. Players have developed elaborate linguistic techniques — using words like "perhaps," "likely," "if," and "should" — to express uncertain things without technically lying. The Liar Killer also protects its owner from being physically touched by enemies: if someone tries to grab or touch you, they are repelled by a force field. The only way to eliminate someone is through the judgment mechanism — saying "You lied" after a provable lie — or through the dungeon's internal mechanisms.Dungeons: Supernatural pocket dimensions that players enter periodically. Each dungeon has a theme, rules, and puzzles. Players are matched into dungeons together and must both solve the dungeon and survive each other — because players can and do kill each other inside dungeons by extracting lies. Dungeons have star ratings (One-Star through Five-Star and beyond) reflecting difficulty. The players in this arc are operating in a Three-Star dungeon, which is considered extremely high difficulty.Star Ratings and Heart Cultivation: Players are rated by stars, reflecting their combat capability. The primary factor distinguishing high-star players from low-star players is "Heart Cultivation" — a mental discipline that suppresses personal emotions and allows near-perfect rational thinking. There are multiple schools of Heart Cultivation:
Supreme Perfect Enlightenment (Buddhist-derived): The most common system. It suppresses emotions entirely, producing formulaic, perfectly rational thinking. Its weakness is that all players using it arrive at the same answers — making their behavior predictable to sufficiently advanced observers.
Highest Good is Like Water (Taoist-derived): A rarer, opposing system. Rather than suppressing emotions, it integrates them into thinking — producing genuinely unpredictable, intuitive leaps. Its weakness is extreme mental instability during use.
Unity of Heaven and Man (Confucian-derived): The rarest system. It involves actively challenging and transcending the rules and social order that constrain all players. Considered heretical by both Alliances because it threatens their power structure.
No-Distance: A high-level mental combat technique created by one of the ten True Self-level players. A player with No-Distance can pull opponents into a constructed "mental world" — a space inside their own consciousness. Inside this mental world, the No-Distance user has significant advantages: they can destabilize the opponent's thinking, extract lies, and at higher levels even simulate and predict the opponent's future behavior. There are three levels:

Ego State of Mind: Can project objects and environments into the mental world.
Superego State of Mind: Can project actual players into the mental world and simulate their behavior accurately enough to predict future actions.

True Self State of Mind: The ultimate level — the mental world becomes indistinguishable from reality.
Skills: Beyond Heart Cultivation and No-Distance, some players possess unique supernatural skills activated through their Liar Killer. To use a skill, a player must first receive a Lie from someone (which charges the weapon) and then speak a command. Skills range from spatial manipulation to time control to information recording. Two player types relevant to this arc:

Liar Killers: Standard players who must receive a Lie before using a skill.
Weird Speakers: A player type that can activate skills directly without needing a Lie first — making them more flexible but also more unpredictable.
Guǐ Yǔ (Ghost Language / Constructed Truth): A sophisticated technique where a player establishes a false premise as objective truth through a series of statements. Once the "Ghost Language" is in effect, anyone who contradicts the false premise is technically lying — even if the premise is objectively false. Breaking a Ghost Language requires someone to actively disprove the false premise in a way the system recognizes. This is one of the most powerful tools in high-level play.Future Lies: Binding oaths that players swear in advance. "I will do X" or "I will not do Y." If the player later violates the oath, the Liar Killer fires. Future Lies are used strategically to build trust, constrain opponents, and create binding agreements that neither side can break without dying.The Ten True Self Players: The ten most powerful players in Hell, each possessing a skill that represents the "ultimate" of a fundamental system. Their skills include Omniscient, Omnipotent, Eternal Kingdom (Chen Ran's skill), Primordial Limitless (Time-Space manipulation), Jie Mie (permanent skill destruction), Highest Good is Like Water, and Supreme Perfect Enlightenment. These ten players are the effective rulers of Hell's power structure.The Two Alliances: Hell's political structure is dominated by two organizations — the Liar Killer Alliance and the Whisperer Alliance — each led by one of the two most powerful True Self players (Omniscient and Omnipotent). All other players exist within the hierarchy these two alliances control.PLAYERS IN THIS ARCChen Ran — The protagonist. A Three-Star player with Military Form ideology (a strategic mindset that prioritizes setting clear ultimate goals before acting). Possesses "Eternal Kingdom" — the highest-priority skill in Hell. Its effects: (1) destroys all active player-created skills within range, (2) can penetrate dimensional boundaries to affect other spaces, (3) prohibits players from using skills for one hour after activation. He needs to receive a Lie before he can fire it. His weakness: Omniscient (a True Self player's skill) has already stripped all his personal information, making his behavior potentially predictable.Qiu Yinong — Chen Ran's dungeon partner. A Three-Star player with a time-reset skill called "Wheel of Time" that can reset the dungeon's elapsed time, giving the Cats theoretically infinite attempts to catch Mice. This makes her the most strategically valuable Cat player — which means the Mice specifically want to eliminate her early.Lin Xuan — A Three-Star player protected by the Ninth Floor Master (one of Hell's most powerful figures). Possesses "Magic Cube Universe" — a Space Skill that creates up to six parallel dimensions simultaneously. Each dimension is a copy of the current dungeon space, and Lin Xuan can transfer players between dimensions. Some dimensions have faster or slower time flow than the original. His skill is bound by the dungeon's rule system (unlike true independence-type skills), which becomes a critical weakness.Shu Renjun (the Five-Star Youth) — A Five-Star player and the arc's primary antagonist. Possesses "Forbidden Bookstore" — a Weird Speaker skill (usable without a Lie) with two components: (1) it can deploy a supernatural bookstore that covers a space, and (2) it can deploy a single book that

records everything happening around it. Once the book has recorded enough events, it can "replay" them — trapping all nearby players in a scripted re-enactment where they must speak their recorded lines or be lost in the book forever. He has reached the threshold of Ego State of Mind — making his No-Distance exceptionally powerful.Qiu Hua — A Four-Star player and Lin Xuan's teammate, sent by the Ninth Floor Master to protect Lin Xuan. Extraordinarily intelligent strategic planner. Unlike most players who are purely reactive, Qiu Hua plans multiple layers ahead simultaneously. His weakness: he lacks clear overarching strategic goals, making him devastating in local engagements but less effective in grand strategy.Big Gold Tooth — A Four-Star player from the "Underworld" (a resistance organization opposing the two Alliances). Possesses "Golden Mouth, Jade Words" — a Liar Killer skill with a unique trigger mechanism. If Big Gold Tooth speaks 4-5 consecutive affirmative statements and then breaks the chain, all subsequent words he speaks are heard as their opposite by the affected target. This makes him an ideal counter to Shu Renjun's book of taboos, because a player whose words cannot be trusted cannot have reliable Lies extracted from them.Gao Lan — A Three-Star player whose Liar Killer skill can summon the consciousness of a deceased dungeon Boss to temporarily inhabit his body. The summoned consciousness in this arc is "Evening Breeze" — a player of extreme power who achieved Superego State of Mind before death. Evening Breeze can use No-Distance at the Superego level, allowing him to project real players into his mental world and simulate their future behavior with near-perfect accuracy.Short and Stout — A Four-Star Hunting Squad captain. Possesses a True Self-level memory skill that makes him immune to memory-altering combination attacks. Expert at "making the first move" — gaining initiative through preemptive action before opponents can establish their rhythm.The Fitness Blogger — A Three-Star Weird Speaker player (can use skills without a Lie). Temporary ally of Shu Renjun. Used as a pawn by both sides.
THE CAT AND MOUSE GAME — CHRONOLOGICAL INTELLECTUAL FEATS
Context for newcomers: This is a death game taking place inside a supernatural dungeon. Players are divided into Cats (hunters) and Mice (prey) inside an 18-floor building with 6 rooms per floor. Mice must survive 2 hours without being caught; Cats must catch all Mice. A supernatural rule forbids lying — if you state something objectively false that can be proven as a lie, a gun materializes and shoots you. All surviving players possess "Heart Cultivation" — a mental discipline that suppresses emotion and allows near-perfect rational thinking. Players can transform into other people or objects, create parallel dimensions, and use special skills. The players involved are among the most elite survivors of this death game.

Rules of the game : Cat and Mouse Game] what Mouse saw [You are the mice and can hide in any room in this building.] [Ten minutes later, the cat will appear here to catch you.] [Rule: No scene in this building can be covered.] [Rule: If the cat is repelled by a mouse's Liar Killer protection, it is considered to have caught the mouse. If the mouse has no Liar Killer protection, the cat catching the mouse by touch is considered to have caught the mouse.] [Rule: Mice can transform into any object, including people.] [Rule: If the cat catches a mouse, the cat clears the secret chamber; if a mouse is caught, it has ten minutes in a ghost state and can continue to hide, but cannot hide on the First Floor. If caught again, it cannot hide on the Second Floor, and so on. If not caught by the cat within two hours, it is considered to have cleared the secret chamber.] [Rule: There is no limit to the number of times. When only mice or cats remain in this secret chamber, the cat or mice will be trapped

here forever, unable to clear the dungeon or continue the instance.]
———————— [Cat and Mouse Game] what cat saw [This secret chamber cannot be overwritten.] [You are the cats, responsible for catching the six mice hidden throughout the building.]

> [Rule: Since the mice are very cunning and adept at escaping, you can say [You are a mouse] to immobilize them. Note: "Mouse" here is just a code name; if you say it to a mouse, it will not violate a Lie.] [Rule: If a cat touches a mouse, or is repelled by the mouse's Liar Killer, it is considered catching the mouse, which means clearing the secret chamber and returning to the secret chamber with the twelve doors.] [Rule: Cats have an immortal body and cannot be killed, except by the trial erasure mechanism.] [Rule: Captured mice enter a ghost state for ten minutes. If caught for the first time, they cannot hide on the first floor; if caught for the second time, they cannot hide on the Second Floor, and so on. If they are not caught within two hours, the mice clear the dungeon.] [Rule: When only mice or only cats remain in the building, the remaining mice or cats will be trapped here forever and cannot escape.] [Rule: Mice have shapeshifting abilities and can transform into cats, known as fake cats. They can capture mice but do not have an immortal body. If caught by a real cat, they will reveal their true form and enter a ghost state. Time spent in the fake cat state does not count towards the mice's hiding time.] [Rule: If a fake cat captures a mouse, there is a verification process with a three-minute time limit. If the fake cat cannot be verified as a mouse during this period, the fake cat clears the dungeon.]

PHASE 1 — THE RULES ARE READ / FIRST FLOOR

The Mice read the Cat rules through Qiu Yinong's deduction
White: When the 12 Cats arrive at the building and read their version of the rules, the rules open with the phrase "You are the Cats." Qiu Yinong immediately recognizes the implication — if her rules say "You are the Cats," then the Mice's rules must have opened with "You are the Mice." This means each side received a different version of the ruleset, which means the two sides have access to information the other side doesn't.
🟣 Perception/Observation (Qiu Yinong): From a single phrase — the presence of "You are the Cats" at the top of her rules — she reverse-engineers what the enemy's rules must look like. Nobody else in the room processes this before she does.
🩷 Reasoning (Qiu Yinong): She uses asymmetric information logic: I know my rules say X at the top, therefore their rules must say Y at the top. She extracts an intelligence advantage from what appears to be a formatting detail.

Qiu Yinong checks the first floor for hidden Mice
White: Having deduced that the rules are asymmetric, Qiu Yinong immediately suspects that the Mice — who arrived at the building before the Cats — already read the Cat rules by hiding on the first floor during the transition. She scans the lobby: a bulletin board, a complaint box, a radiator, and a trash can. She walks directly to the trash can and reaches out to touch it — suspecting a Mouse is hiding as that object.

🟣 Perception/Cold Reading (Qiu Yinong): She doesn't scan the room randomly. She evaluates which objects are large enough to conceal a person and moves immediately to the most plausible one.
🔵 Foresight (Qiu Yinong): She anticipates that a Mouse would choose to hide as an inanimate object in plain sight rather than flee upstairs immediately — because the first floor is where the Cats assemble, and reading the Cat rules is valuable enough to risk staying close.

The Weird Speaker darkens the room / The Mice escape
White: Before Qiu Yinong can touch the trash can, a Weird Speaker (a player-type that can use skills directly without lying) among the Mice triggers a skill — "Forbidden Bookstore" — plunging the entire floor into complete darkness. During the darkness, multiple sets of footsteps scatter in different directions. When the lights return, the trash can, radiator, complaint box, and bulletin board have all vanished — the Mice had been hiding as all four objects simultaneously. They used the darkness to flee upstairs.
🟡 Deception (Mice collective): They hid as multiple objects distributed across the room, making it impossible to check all of them before the darkness window closed.
🔴 Tactics (Mice collective): The darkness was not random — it was a pre-planned extraction window, timed to fire the moment a Cat got close enough to make a definitive check.

Ye Qian deduces that the Mice read the Cat rules
White: After the darkness clears, Ye Qian (a Four-Star Cat) pieces together what just happened. She notes: (1) the Mice arrived at the building before the Cats, (2) they were hiding on the first floor when the Cats arrived, (3) the Weird Speaker used the darkness to let them escape after seeing the Cat rules clearly. Therefore: the Mice deliberately stayed on the first floor to read the Cat rules, and only fled once they had the information they needed.
🩷 Reasoning (Ye Qian): She reconstructs the Mice's intent from their behavior — not just what they did, but why, which allows her to predict they will now adjust their strategy based on knowledge of the Cat rules.

Lin Xuan is exposed as a hidden 12th Cat / The first layer of deception collapses
White: When the 12 Cats count themselves, there are exactly 12 — the right number. But Qiu Yinong deduces a discrepancy. Lin Xuan (a Mouse with a Space Skill that creates parallel dimensions) had placed a copy of himself among the Cats by transferring a "13th person" from another dimension into the first floor before the Cats arrived. When the Cats were teleported in, Lin Xuan retracted his skill — the dimensional copy vanished, leaving only 11 real Cats. Lin Xuan then used the Mouse transformation ability to take the appearance of the vanished person, making the count appear correct at 12. Qiu Yinong deduces this and moves immediately toward Lin Xuan's Three-Star male teammate — whom she suspects is Lin Xuan in disguise.
🩷 Reasoning (Qiu Yinong): The argument is purely mathematical: if Lin Xuan created a dimensional copy to make 12 Cats, and then retracted it, there are only 11 real Cats. Someone is fake. The fake must be Lin Xuan. The most logical disguise target is someone the Cats don't have a strong baseline for — a Three-Star teammate nobody knows well.
🟣 Perception (Qiu Yinong): She identifies which of the 12 people is the most logically vulnerable impersonation target without needing any behavioral evidence.

Lin Xuan's counter — the Three-Star teammate pretends to be Lin Xuan
White: The real Three-Star teammate, anticipating that Qiu Yinong or someone else will deduce this, deliberately plays the role of Lin Xuan — panicking visibly and sprinting toward the stairwell when Qiu Yinong approaches. Ye Qian and two others have already positioned themselves at the stairwell. Ye Qian touches him first — and is repelled by his Liar Killer (a weapon that protects the holder from being physically touched by enemies). But the expected ghost-state transformation doesn't occur — meaning the person she touched is not a Mouse. He is a real Cat.
🟡 Deception (Three-Star Teammate): He performs panic convincingly enough that the Cats follow Qiu Yinong's lead and pursue him — making him look like Lin Xuan in disguise while the real Lin Xuan (disguised as someone else) watches from safety.
🟠 Manipulation (Three-Star Teammate): He gives Qiu Yinong a "confirmed wrong answer" — which is more damaging than no answer, because it rules out the correct suspect from further immediate scrutiny.

Lin Xuan's Four-Star teammates expose Lin Xuan's real hiding place
White: Immediately after the Three-Star teammate is confirmed as real, Lin Xuan's two Four-Star teammates suddenly break from the group and touch Ye Qian's Four-Star teammates — both of whom are repelled. Three minutes pass (the verification window during which a "Fake Cat" who touched a Mouse must prove the Mouse is a Mouse). The Four-Star female player with the frying pan face clears the dungeon — meaning one of Ye Qian's Four-Star teammates was actually a Mouse (Lin Xuan in disguise). The other teammate then transforms into his real appearance — which turns out to be Lin Xuan's face — revealing that Lin Xuan had been disguised as one of Ye Qian's own teammates the entire time, not as the Three-Star male player.
🟡 Deception (Lin Xuan): He disguised himself as a member of the opposing Hunting Squad — one of the last people anyone would suspect is Lin Xuan, because why would a Mouse impersonate a high-profile Cat player?
🔵 Foresight (Lin Xuan's Four-Star teammates): They independently deduced that Qiu Yinong's approach toward the Three-Star teammate was likely to expose the wrong answer, and timed their own action to coincide with that moment of confusion — using the distraction to touch the real targets.
🩷 Reasoning (Han Bing, after the fact): Han Bing reconstructs this sequence: Lin Xuan used the Space Skill to create a "13th person" before the Cats arrived. When the Cats appeared, that copy was retracted — leaving 11 Cats. Lin Xuan filled the gap by disguising himself as one of Ye Qian's Four-Star teammates. The Three-Star male's "panic escape" was a performance to mislead Qiu Yinong.

PHASE 2 — QIU HUA'S PLAN / THE BUILDING SEARCH BEGINS

Qiu Hua proposes the Efficient Search Plan
White: After the first-floor chaos, 10 Cats (minus the Frying Pan Woman who cleared, and minus Lin Xuan who escaped) remain. Qiu Hua, one of Lin Xuan's Four-Star teammates, proposes a comprehensive strategy. The plan: leave one Cat on the first floor to prevent the 5 Mice (who are assumed to still be on the first floor) from fleeing upstairs. The remaining 9 Cats sweep the building floor by floor — not to catch Mice immediately, but to memorize every room's contents precisely. After each complete sweep, one Cat descends to replace the first-floor guard. The guard then touches a Mouse to "clear" (exit the dungeon), reducing

Mouse numbers each rotation. After 5 rounds of memorization, the Cats will recognize any disguised Mouse instantly.
🔴 Strategy/Planning (Qiu Hua): The plan simultaneously accomplishes three things: builds up the Cats' room-knowledge database, eliminates Mice one by one from the first floor in a controlled sequence, and ensures that only the strongest Cats (those capable of No-Distance, a high-level mental combat technique) remain in the building at the end.
🟢 Intelligence/Knowledge (Qiu Hua): He calculates the precise time budget: 2 hours total minus ~10 minutes already spent = 110 minutes. Divided by 5 Mice on the first floor = 22 minutes per rotation. 22 minutes ÷ 17 searchable floors = 1.29 minutes per floor. Minus stairwell transit time = approximately 1 minute of memorization per floor.
🔵 Foresight (Qiu Hua): He builds the memorization component specifically to counter Lin Xuan's anticipated move of rearranging room contents to destroy the Cats' baselines — a counter he hasn't seen yet but predicts will happen.

Qiu Hua's hidden second layer — forcing the Fitness Blogger's hand
White: Qiu Hua deliberately presents his plan with an ambiguity: he describes two possible outcomes (Mice being caught upstairs vs. not) without explicitly distinguishing them. This is not an oversight. The Fitness Blogger — a Weird Speaker and temporary ally of the Five-Star player Shu Renjun — is being systematically set up to feel disposable. The plan's ambiguity makes the Fitness Blogger feel he has been excluded from the victory condition, pressuring him into acting prematurely.
🟠 Manipulation (Qiu Hua): He engineers a psychological pressure point by making the plan's structure implicitly signal to the Fitness Blogger that he will be sacrificed — without ever saying so directly, which would be too obvious.
🔵 Foresight (Qiu Hua): He anticipates that a pressured Weird Speaker will use a skill — creating the darkness window that Lin Xuan's entire plan depends on. Rather than blocking this, Qiu Hua deliberately enables it, because it serves his sixth-layer plan.

Ye Qian independently deduces the Mice's true plan
White: While everyone agrees to Qiu Hua's plan, Ye Qian (a Four-Star Cat from the rival Hunting Squad) runs a parallel deduction. She reasons: if Qiu Hua's plan works perfectly, Qiu Yinong's skill (which can reset time, giving Cats infinite attempts) has zero value — the Cats win without needing it. Conversely, if something disrupts the plan, Qiu Yinong's value spikes. But she also realizes: if Lin Xuan and Chen Ran pre-coordinate Eternal Kingdom (Chen Ran's skill that destroys all active skills) through a parallel dimension, Qiu Yinong's skill can be nullified anyway. Therefore, Qiu Yinong's value is zero in all scenarios. This means the Mice aren't hiding on the first floor to target Qiu Yinong — they're hiding there to thin the Cat numbers, with Lin Xuan disrupting room contents upstairs to slow the search. The real target is the Five-Star Youth (Shu Renjun), not Qiu Yinong.
🩷 Reasoning (Ye Qian): She runs a counterfactual elimination: under what conditions does Qiu Yinong's value become nonzero? She proves it cannot, then uses that null result to infer the Mice's true objective.
🟢 Intelligence (Ye Qian): She correctly models Chen Ran's skill interactions across parallel dimensions — a highly technical mechanical deduction — and integrates it into her strategic picture.
🔵 Foresight (Ye Qian): She concludes that the dungeon's real confrontation will be between the surviving elites after the weaker players have been eliminated — and adjusts her personal strategy accordingly.

Qiu Yinong deduces Lin Xuan's entire plan before it executes
White: Qiu Yinong, while agreeing to Qiu Hua's plan, simultaneously runs her own analysis. She deduces: (1) Qiu Hua's plan is designed to force the Fitness Blogger to use a skill. (2) When the skill fires and darkness hits, Lin Xuan will use his Space Skill — and the most dangerous Cat to Lin Xuan's plan is Qiu Yinong herself, so he will transfer her to a parallel dimension. (3) The Chen Ran currently on the first floor is from another dimension — the real Chen Ran will fire Eternal Kingdom from that other dimension. (4) If she is transferred, she must clear the dungeon in that parallel dimension before returning, otherwise two versions of her will exist in the main space simultaneously — which would instantly expose Lin Xuan's disguise.
🩷 Reasoning (Qiu Yinong): She chains four separate mechanical deductions into a single coherent prediction — each one building on the last, with no direct evidence for any of them. The conclusion: I will be transferred; I must sprint to the 18th floor and touch whoever is there.
🟢 Intelligence (Qiu Yinong): She understands Lin Xuan's Space Skill mechanics well enough to identify its constraints — specifically that two copies of the same person cannot coexist in the same space without creating an obvious logical contradiction.
🔵 Foresight (Qiu Yinong): She catches a tell embedded in Qiu Hua's Future Lie proposal — the clause "whoever searches the last room on the 18th floor goes downstairs" is included in the description of the plan but deliberately excluded from the formal oath. This is Lin Xuan secretly signaling to the Mice where to perform the identity swap.
🟡 Deception Detection (Qiu Yinong): She identifies a deliberate omission — information present in the plan's description but absent from its binding oath — as the real communication channel between Lin Xuan and the Mice.

Qiu Hua calculates to the sixth layer
White: Privately, Qiu Hua has already calculated six layers of strategy before the search even begins. Layer 1: Mice hide on the first floor to reduce Cat numbers. Layer 2: His plan traps Mice on the first floor via the memorization sweep. Layer 3 (Mice's counter): Lin Xuan hides on the 8th floor, gets caught there, enters ghost state, returns to the 3rd floor, and begins rearranging rooms to destroy the Cats' memorized baselines. Layer 4 (Gao Lan's move): Gao Lan takes the elevator to the 18th floor as an interceptor for Qiu Yinong. Layer 5 (Mice's deeper plan): The first-floor Mice anticipate that Gao Lan will fail to execute the plan spectacularly, and prepare a backup. Layer 6: Qiu Hua has pre-positioned himself to watch the Fitness Blogger at the exact moment layers 3 and 4 are triggered — ready to block him or let him act depending on what serves the sixth-layer objective.
🔵 Foresight (Qiu Hua): Six layers of nested strategic anticipation, each derived from the logical consequence of the previous layer — all computed before a single move has been made on the board.
🩷 Reasoning (Qiu Hua): He constructs a decision tree spanning multiple players' perspectives simultaneously — tracking how each player will respond to each other player's deductions, across time.

Gao Lan receives instructions from the Senior and sprints upstairs
White: On the first floor, a powerful consciousness called "the Senior" (a deceased high-level player who can be summoned through Gao Lan's skill) briefly inhabits Gao Lan and gives him rapid instructions: when Chen Ran's Eternal Kingdom fires and Zhou Zhan (the Cat

guarding the stairwell) collapses, sprint upstairs immediately. Take the elevator from the second floor to the 18th floor. Hide in the last room and wait.
🔵 Foresight (The Senior): He predicts the precise sequence of events — Eternal Kingdom firing, Zhou Zhan collapsing, the elevator being available — and pre-positions Gao Lan for the critical interception on the 18th floor.
🟢 Knowledge (The Senior): He understands that Chen Ran's Eternal Kingdom effect penetrates dimensional barriers — a mechanical detail that most players would not think to integrate into real-time planning.

Chen Ran uses Eternal Kingdom across dimensional boundaries
White: The moment the Fitness Blogger's skill fires and darkness hits the third floor, Chen Ran — who has been transferred to a parallel dimension by Lin Xuan — receives a Lie from that dimension's Lin Xuan. He immediately fires Eternal Kingdom. Because his skill's second effect can penetrate dimensional boundaries and affect other players' secret chambers, the effect radiates into the main space. It destroys: the Fitness Blogger's skill mid-activation, all player-created items in the building (including Zhou Zhan's protective sunglasses), and clears Lin Xuan's accumulated Lie record from the main space. Simultaneously, Zhou Zhan — now without his sunglasses — is hit by No-Distance from the first-floor Mice and collapses. Gao Lan sprints upstairs in the gap.
🔴 Strategy (Chen Ran/Lin Xuan combined): A multi-player, multi-dimensional coordinated action that accomplishes four objectives simultaneously in a single moment — without any real-time communication between the participants during execution.
🟢 Knowledge (Chen Ran): He knows that Eternal Kingdom's second effect penetrates dimensional boundaries — a non-obvious mechanical interaction that allows him to fire from safety rather than from within range.
🟡 Deception (Lin Xuan): He creates the cover conditions (the Fitness Blogger's skill + the darkness) so that the Cats cannot distinguish which skills fired and when, making the simultaneous chain of effects appear like a single chaotic event rather than a coordinated strike.

Lin Xuan transforms into Qiu Yinong / The real Qiu Yinong flees upstairs
White: In the moment of darkness, Lin Xuan — who had been hiding one floor above the Cats throughout the entire first search — transforms into Qiu Yinong's appearance and joins the Cat group. Simultaneously, the real Qiu Yinong (transferred by Lin Xuan to a parallel dimension) finds herself instantaneously on the 18th floor of that dimension, exactly as she predicted. She sprints immediately to the last room.
🟡 Deception (Lin Xuan): The switch is executed in complete darkness, requiring zero reaction time from the Cats. By the time the lights return, "Qiu Yinong" is standing calmly among the group as if she never moved.
🔵 Foresight (Lin Xuan): He had been tracking the Cats' floor-by-floor progress throughout the first search, staying exactly one floor above them at all times — ready to descend the moment the darkness fired.
🟡 Deception Awareness into Action (Qiu Yinong): She had predicted this exact moment (see Phase 2, Feat 4) and converts zero seconds of confusion into immediate directed action — sprinting without any deliberation.

Gao Lan intercepts Qiu Yinong on the 18th floor

White: Gao Lan, following the Senior's instructions, is waiting in the last room of the 18th floor in the parallel dimension. Qiu Yinong arrives at full sprint, distracted by her own planning, and collides with Gao Lan before she can react. Gao Lan immediately confirms her identity — "You are a Cat" — causing Qiu Yinong to clear the dungeon (exit the dimension) while Gao Lan enters ghost state.
🟡 Deception (Gao Lan/The Senior): The "accidental collision" is staged. Gao Lan positions himself at the exact entry point of the room, exploiting Qiu Yinong's momentum and mental distraction — she was reviewing the plan in her head while running, exactly as the Senior predicted.
🔵 Foresight (The Senior): He predicted Qiu Yinong's route, speed, and mental state with enough precision to place Gao Lan at the single correct point in the room to intercept her.

Qiu Yinong recognizes Gao Lan and understands the full plan
White: In the fraction of a second before she clears the dungeon, Qiu Yinong sees Gao Lan's face and recognizes him. Her final words — "It's you! How could you be here?" — confirm that she had not predicted this specific detail of the plan. But she processes it instantly: Gao Lan being there means the Senior designed this specifically, which means the plan has a depth she hadn't fully modeled.
🟣 Perception (Qiu Yinong): Even in a collision at full speed, she correctly identifies the person in front of her and immediately contextualizes his presence within the broader strategic picture — in under one second.

Qiu Hua covers Gao Lan's elevator ride
White: During the building search, Qiu Hua positions himself with his back against the elevator's floor indicator panel. The old building's elevator has no display above the door — only on the panel beside it, which Qiu Hua is blocking. When Gao Lan takes the elevator from the second floor to the 18th, Qiu Hua is the only one who sees "18" on the display. He says nothing. After Gao Lan arrives, the elevator returns to the second floor (sent back by Gao Lan to avoid detection), and Qiu Hua casually stubs out his cigarette and glances at the "down" indicator — confirming to himself that the elevator has returned.
🟡 Deception (Qiu Hua): He conceals active intelligence from his own team — physically blocking the information source — while maintaining the appearance of casual observation.
🟠 Manipulation (Qiu Hua): He had independently deduced the Mice's full joint plan and decided to facilitate it, because its execution removes weaker players from both sides and produces the high-stakes elite confrontation he is most suited to navigate.

PHASE 3 — THE CATS SEARCH / LIN XUAN'S IDENTITY SWAP

The Fitness Blogger catches Lin Xuan on the 8th floor — but it's Gao Lan
White: When the Cats reach the 8th floor's last room, they find "Lin Xuan" (who is actually Gao Lan, now in ghost state after being cleared by Qiu Yinong). The Fitness Blogger — sensing this is his only window to act before being permanently sidelined — dashes forward and touches "Lin Xuan." Gao Lan confirms his identity, clearing the Fitness Blogger out of the dungeon. The ghost that forms and drills downward has Lin Xuan's face — as planned.
🟡 Deception (Lin Xuan/Gao Lan combined): The identity swap on the 8th floor was executed when "Qiu Yinong" (Lin Xuan) searched the last room — in that brief moment with the door between them and the other Cats, Lin Xuan reverted to his own appearance while Gao Lan (in ghost state, which allowed him to descend through floors) materialized and took

on Qiu Yinong's appearance. The Cats saw "Lin Xuan" in the room and "Qiu Yinong" searching it — two different people, exactly as expected.
🔵 Foresight (Lin Xuan): He predicted that the Fitness Blogger would act the moment he was given a clear window, and deliberately created that window at the 8th floor by positioning Gao Lan there as bait.
🟠 Manipulation (Lin Xuan): He had been pressuring the Fitness Blogger throughout the entire plan — using Qiu Hua's setup to make him feel expendable — so that the Fitness Blogger's desperation would make him want to take the bait without questioning it.

Han Bing is tricked into a lie by "Qiu Yinong" (Lin Xuan in disguise)
White: During the building search, Han Bing addresses "Qiu Yinong" — actually Lin Xuan — and says: "Your skill can reset time, and your teammates should not have cleared the dungeon yet." This is an objective lie, because the "Qiu Yinong" in front of him does not have a time-reset skill. Han Bing cannot see the subtle color difference between the real Qiu Yinong's Liar Killer (a colorful black) and Lin Xuan's Liar Killer (a deep ink black) — especially since Lin Xuan had positioned himself in a backlit area where both would appear simply "black." Han Bing has been tricked into stating a false attribute about the person in front of him.
🟡 Deception (Lin Xuan): He deliberately chose a backlit position to exploit the color perception limitation — knowing that the Liar Killer color distinction is the only physical tell that could expose him, and neutralizing it through environmental control.
🟣 Perception (Lin Xuan's setup): He correctly identified that the Liar Killer color is the single detail sophisticated enough to expose him, and addressed it preemptively rather than after the fact.

Ye Qian deduces "Qiu Yinong" is Lin Xuan — but too late
White: After the two gunshots from below (Han Bing's death and Xu Jingzhou's death), Ye Qian rapidly reconstructs the sequence. She recalls that Qiu Yinong searched the last room on the 8th floor alone. That means Lin Xuan must have swapped identities with Gao Lan in that room — Lin Xuan reverting to his own appearance (to be "caught" by the Fitness Blogger) while Gao Lan took on Qiu Yinong's face. The "Qiu Yinong" who has been with the Cats ever since is actually Lin Xuan. Han Bing's statement — "your skill resets time" — was objectively false, which is why he was shot. Ye Qian and Guan Xiong both reach this conclusion simultaneously and sprint toward "Qiu Yinong."
🩷 Reasoning (Ye Qian): She reconstructs a complex multi-stage identity swap purely from one data point — Han Bing's death — and correctly identifies not just that the swap happened, but when and how.
🟢 Intelligence (Ye Qian): She correctly integrates the Liar Killer color detail retroactively — explaining why the switch wasn't caught earlier — and uses that to confirm her conclusion rather than leaving it as speculation.

Guan Xiong attempts to catch "Qiu Yinong" — and survives No-Distance through self-injection
White: Qiu Hua physically blocks Ye Qian (buying Lin Xuan a moment), allowing Guan Xiong to touch "Qiu Yinong" first. He is repelled by the Liar Killer — triggering a 3-minute verification window. In that window, Lin Xuan (and Gao Lan, now manifesting separately) use No-Distance on Guan Xiong simultaneously. Guan Xiong is pulled into Lin Xuan's mental world, then Qiu Hua's mental world, then Ye Qian's mental world in rapid succession — each

one trying to exhaust his spirit and extract a Lie. But Guan Xiong, recognizing what's happening, takes out a syringe labeled "Anesthetic" and injects himself — losing consciousness deliberately to stall for time and endure the 3-minute window without his spirit breaking.
🟣 Perception (Guan Xiong): He identifies that three simultaneous No-Distance attacks mean his spirit will be broken before the 3 minutes expire — and identifies the only viable counter (rendering himself unable to lie by becoming unconscious) in real time.
🔴 Tactics (Guan Xiong): Self-incapacitation as a defense mechanism — converting vulnerability into a timed shield.
🩷 Reasoning (Guan Xiong): He correctly identifies the verification window as the only protection he has, and that extending his lucidity through fighting the No-Distance attacks is impossible — making unconsciousness the rational choice.

Lin Xuan reverts to his true appearance and confirms Guan Xiong's identity
White: With 2.5 minutes left before entering ghost state (the time limit on how long a Mouse can remain undiscovered after being touched), Lin Xuan reverts to his original appearance, checks his watch, and confirms: the situation has reached the expected outcome. He uses the confirmation command on the unconscious Guan Xiong — "You are a Cat" — clearing Guan Xiong out of the dungeon. Qiu Hua and Ye Qian immediately break in opposite directions — one upstairs, one downstairs — executing whatever plan they had prepared for this moment.
🔴 Tactics (Lin Xuan): He manages the 2.5-minute window precisely, executing the confirmation at the moment that maximizes how far Qiu Hua and Ye Qian can travel before he dissolves into ghost state — giving both of them the maximum possible operational time.

PHASE 4 — THE FIRST FLOOR COLLAPSE

The Three-Star Female Player deduces the entire joint plan
White: On the first floor, with 5 minutes remaining before the Mice can judge her (per a Future Lie agreement), the Three-Star Female Player — Lin Xuan's teammate — rapidly reconstructs the entire joint plan from scattered observations. She correctly identifies: the darkness window on the third floor was used to transfer Qiu Yinong to another dimension; Lin Xuan disguised himself as Qiu Yinong while the real Qiu Yinong fled upstairs; Gao Lan reached the 18th floor by elevator; Chen Ran used Eternal Kingdom from a parallel dimension; Gao Lan and Lin Xuan performed the identity swap on the 8th floor; Qiu Yinong was sent out of the dungeon by Gao Lan on the 18th floor. She presents this reconstruction to the four Mice as leverage — threatening to shout Qiu Yinong's exposed identity to the Cats upstairs if they don't grant her a Future Lie abandoning her accumulated lies.
🩷 Reasoning (Three-Star Female Player): She reconstructs a 6-stage coordinated plan across multiple dimensions from: one unusual elevator movement, one unexplained absence, one timing discrepancy in the search speed, and one identity swap she witnessed personally. Each deduction enables the next in a clean chain.
🟠 Manipulation (Three-Star Female Player): She presents this reconstruction as a negotiating threat — offering silence in exchange for survival — demonstrating that even a "weaker" Three-Star player can extract value from information alone.

Chen Ran reveals the flaw in her deduction — the Space dimension

White: Chen Ran calmly points out that her timeline doesn't work. She calculated that Gao Lan returned from the 18th floor to the 8th floor in ghost state (10 minutes) and then waited for the identity swap. But the Cats' search speed would have brought them to the 8th floor before Gao Lan's ghost state ended — meaning the swap couldn't have happened as she described. He then asks: "Is there a possibility that space is involved here?" — hinting at the fast-time-flow dimension where Gao Lan's ghost state played out at an accelerated rate, making 20 real-world minutes fit into 10.
🟢 Knowledge (Chen Ran): He instantly identifies the timing impossibility in her reconstruction and points to the specific mechanical solution — Lin Xuan's fast-time-flow dimension — that resolves it.
🩷 Reasoning (Chen Ran): He doesn't just poke holes in her deduction; he simultaneously provides the corrected version, demonstrating that he had already worked through the full mechanics independently.

The Three-Star Female Player figures out Chen Ran's plan — and touches Shu Renjun
White: Understanding that Chen Ran has just confirmed her deduction is essentially correct (by correcting it rather than denying it), the Three-Star Female Player also notices that all four Mice have been subtly repositioning themselves closer to her throughout her explanation. They all want to be the one she touches when she clears the dungeon — because clearing via her grants them a tactical advantage. Chen Ran's explanation was partly an attempt to build goodwill and get her to choose him. She sees through this immediately, walks past all four of them, and touches Shu Renjun instead.
🟣 Perception/Cold Reading (Three-Star Female Player): She reads the subtle repositioning of all four Mice during an intense intellectual conversation — noticing physical movement while simultaneously processing complex strategic information.
🩷 Reasoning (Three-Star Female Player): She correctly identifies that whoever she touches gains the tactical benefit of her exit, and that Chen Ran's generous explanation was itself a manipulation. She chooses Shu Renjun — the most powerful player — as the most strategically neutral option, since touching him doesn't give any single faction an asymmetric advantage.

Xu Jingzhou is tricked into a Lie by Chen Ran disguised as the Three-Star Female Player
White: When Xu Jingzhou descends to the first floor to take over guarding duty, he finds what appears to be the Three-Star Female Player still at the stairwell — but something is off. Two people are missing from the Mouse group. He eventually deduces that Zhou Zhan cleared the dungeon (which would mean one Mouse went upstairs in ghost state), checks under the stairs, and finds Chen Ran hiding there. Then he asks the "Three-Star Female Player" (actually Chen Ran in disguise): "How did they trick you into a Lie?" — a question that presupposes she was tricked. This presupposition is a Lie, because she was not tricked; Chen Ran himself is the "Three-Star Female Player." The gun appears. Xu Jingzhou is shot.
🟡 Deception (Chen Ran): He disguised himself as the Three-Star Female Player — a specific person Xu Jingzhou would expect to see — and held position long enough for Xu Jingzhou's own deductive process to generate the fatal presupposition.
🟠 Manipulation (Chen Ran): He didn't need to extract the Lie through direct provocation. He simply created the environmental conditions — wrong headcount, missing mice, a body under the stairs — that would lead Xu Jingzhou to a specific wrong conclusion, and then let Xu Jingzhou's own intelligence work against him.

🩷 Reasoning (Chen Ran): He predicted that Xu Jingzhou, upon seeing two missing Mice and correctly deducing that Zhou Zhan cleared the dungeon, would naturally try to confirm the Three-Star Female Player's status — and that confirming it would require asking a question whose presupposition was false.

PHASE 5 — EVENING BREEZE / THE NO-DISTANCE LESSON

The Senior (Evening Breeze) predicts the game's entire future from a barren wasteland
White: Evening Breeze — a deceased high-level player whose consciousness can be temporarily summoned — sits in a barren dimensional wasteland and watches the entire Cat and Mouse Game unfold within his No-Distance mental world. No-Distance at his level (Superego State of Mind — the third realm of Heart Cultivation) can project real players into the mental world and simulate their future actions with near-perfect accuracy based on deep knowledge of each player's psychology, habits, and skill mechanics. He watches every event — the dimensional transfers, the identity swaps, the book of taboos — unfold before they happen, pausing at the moment of Lin Xuan and Gao Lan's 8th floor conversation and identifying it as the moment he will be summoned.
🔵 Foresight (Evening Breeze): He predicts not just what will happen, but the exact moment he needs to re-enter Gao Lan's body — timing his return to maximize usefulness within his limited summoned window.
🟢 Knowledge (Evening Breeze): He correctly models all seven known True Self-level skills in Hell, their interactions, their hierarchical priorities, and the specific mechanical reasons why Chen Ran's Eternal Kingdom is ranked highest — because it is "One," the origin skill, unaffected by all others.
🔵 Foresight (Evening Breeze): He identifies that Chen Ran is the only player capable of defeating Omniscient (a True Self-level skill that makes its owner essentially prescient) — specifically because Eternal Kingdom, when used on the 18th Layer itself, would break Omniscient's surveillance of Hell wholesale. This makes Chen Ran the most important player in Hell's current political structure.

Evening Breeze teaches Chen Ran the flaw in Heart Cultivation
White: Inside No-Distance, Evening Breeze walks Chen Ran through a simulation of the future — showing him how "Qiu Hua A" (Chen Ran's own future self) controls the second-floor confrontation. He uses this simulation to demonstrate a fundamental flaw: Supreme Perfect Enlightenment Heart Cultivation (the standard rational-suppression system) is formulaic. Because all players using it approach problems from the same rational framework, a sufficiently powerful No-Distance user (like Omniscient) can project any Heart Cultivation player into their mental world and simulate their thoughts with 100% accuracy. There is no Wallfacer protection — unlike in science fiction, where a Wallfacer can hide their thoughts, a Heart Cultivation player's thoughts are entirely predictable because they follow a formula.
🟢 Knowledge/Teaching (Evening Breeze): He synthesizes the entire history of Hell's intellectual development into a coherent framework, explaining why the current system benefits the two Alliance leaders and traps all other players — making a political argument from a mechanical observation.
🟠 Meta-Manipulation (Evening Breeze): He structures the lesson so that Chen Ran experiences the flaw firsthand — watching his own future self behave exactly as predicted —

rather than being told about it abstractly. This ensures genuine understanding rather than intellectual acknowledgment.

Chen Ran deduces "Qiu Hua A" is himself — through intuition rather than logic
White: Evening Breeze asks Chen Ran to identify who Qiu Hua A is among the seven people on the second floor. The "formulaic" answer — reached through standard Heart Cultivation elimination — points to Gao Lan. But Chen Ran cancels his emotional suppression, enters a chaotic non-rational mental state, and arrives at the answer through pure intuition: Qiu Hua A is himself, from a parallel dimension. His reasoning (reconstructed after the fact): the entire second-floor situation is too perfectly structured for any Three-Star player to hold together. The only person who could maintain control against four versions of Shu Renjun is someone whose skill (Eternal Kingdom) can reset the entire situation if it collapses — and that person is Chen Ran.
🩷 Reasoning (Chen Ran): He identifies that the "formulaic" answer is almost certainly wrong because it is formulaic — the person who designed this situation (Evening Breeze) specifically designed it to resist formula-thinking. He then uses the meta-awareness that he is inside a constructed lesson to infer what the lesson's "correct answer" must be.
🟢 Meta-Intelligence (Chen Ran): He catches that Evening Breeze's lesson is itself structured to expose the formula — meaning the answer Evening Breeze wants him to reach must be the non-formulaic one.
💜 Miscellaneous (Chen Ran): He partially activates "Highest Good is Like Water" Heart Cultivation — the opposing, chaotic Heart Cultivation system — for the first time, producing a correct answer his rational self could not reach, but at significant mental cost (severe pain, instability, and exhaustion).

Chen Ran deduces the identities of both Alliance Leaders' skills
White: Evening Breeze mentions seven True Self-level skills by name, including two that he obscures audibly. Chen Ran, from the words Evening Breeze did say — "Omniscient, Omnipotent, One, Primordial Limitless, Jie Mie, Highest Good is Like Water, Supreme Perfect Enlightenment" — deduces that the two obscured skills belong to the two Alliance Leaders. He further deduces that the Alliance Leaders' skills have a unique trigger condition: the skill only activates as "Omniscient" or "Omnipotent" after the target has deduced its effect as such. In other words, if you figure out that the skill is Omniscient, it becomes Omniscient as applied to you.
🩷 Reasoning (Chen Ran): He works backwards from a behavioral inconsistency — why would Evening Breeze obscure the sound for only two of the seven skills? — and identifies that the reason must be that speaking those skill names in front of him would trigger their effects.
🟢 Knowledge (Chen Ran): He correctly models the trigger mechanic from first principles: if hearing the skill's name is dangerous, it must be because knowing the name activates the skill's application to the knower. This is a non-obvious deduction with zero direct evidence.

Evening Breeze is sealed mid-sentence and vanishes
White: Evening Breeze, about to mention the last three True Self skill categories (Confucianism, Buddhism, Taoism — which would reveal Unity of Heaven and Man Heart Cultivation to Chen Ran too early), is interrupted by a seal imposed from outside. A voice announces: "Liar Killer: Dao Extreme: Stripping: Tampering: Returning to the Ruins: Sealing" — and Evening Breeze's skill is permanently destroyed. He vanishes from Gao Lan's body,

leaving only a modification to Gao Lan's skill: the next use can specifically summon Shangguan Yuncuo, the Second Floor Master of the Liar Killer Alliance.
🔵 Foresight (Evening Breeze, retroactively revealed): He had designed the entire lesson to give Chen Ran precisely what he needed — awareness of the Heart Cultivation flaw, awareness of Omniscient, and the secret signal for the second-floor confrontation — while staying just short of the information that would get him sealed prematurely. He completed his objective with zero margin for error.
💜 Miscellaneous: The seal itself reveals that someone at a True Self level (or above) is actively monitoring Evening Breeze's conversation with Chen Ran in real time — and that the information about Unity of Heaven and Man Heart Cultivation is considered dangerous enough to trigger immediate intervention.

PHASE 6 — THE BOOK OF TABOOS / SECOND FLOOR CONFRONTATION

Chen Ran negotiates with Big Gold Tooth inside No-Distance
White: On the 12th floor, Chen Ran (now returned to the main space) finds Big Gold Tooth hiding as a standing mirror. Rather than attempting a hostile interaction, Chen Ran pulls Big Gold Tooth into a No-Distance exchange and rapidly delivers three pieces of intelligence: (1) the Five-Star player Shu Renjun has already made his move and is now hunting rather than hiding, (2) when they take the elevator down, two additional people will join and transform into Qiu Hua and Ye Qian — creating fake versions, and (3) to identify the real Qiu Hua A and D among the fakes, they need a secret signal.
🔴 Tactics (Chen Ran): He converts what should be a dangerous solo confrontation with a powerful enemy into a rapid intelligence exchange and alliance formation — compressing what could be a lengthy negotiation into seconds by demonstrating his information advantage immediately.
🟢 Intelligence (Chen Ran): He correctly deduces Big Gold Tooth's skill ("Golden Mouth, Jade Words") from behavioral evidence — specifically that Big Gold Tooth's speech patterns follow strict affirmative/non-affirmative alternation, and that breaking this pattern causes his words to be heard as their opposites by affected targets.
🟡 Deception Design (Chen Ran): He proposes a dual-layer secret signal: (1) raise the right pinky finger while speaking lines, and (2) speak lines at exactly 24 seconds before the rest period ends (derived from the pinky finger being the 5th finger — 120 seconds ÷ 5 = 24). A fake Qiu Hua knowing only the surface signal (raised pinky) would still speak at the wrong time, exposing themselves to anyone who knows both layers.
🔵 Foresight (Chen Ran): He anticipates that Shu Renjun will plant fake versions of Qiu Hua and Ye Qian who will try to speak the scripted lines first — forcing the real ones to respond out of sequence and therefore deviate from the script (trapping them in the book of taboos forever).

Shu Renjun's book of taboos traps everyone in a scripted re-enactment
White: Shu Renjun uses his skill "Forbidden Bookstore: Collect" — retrieving the white book that had been recording the entire game from the 18th floor ceiling — and then immediately re-deploys it. Everyone in the building is sucked into a re-enactment of recorded events. Players are assigned scripted roles and given lines they must speak within specific time windows. Deviating from the script — or speaking a line that contains a Lie — causes them to be lost in the book forever or shot respectively. Players must perform their assigned roles while simultaneously figuring out which lines are Lies and how to avoid them.

🔴 Strategy (Shu Renjun): He converts passive surveillance (the recording book that has been watching the entire game) into an active trap — weaponizing the players' own recorded behavior against them.
🟡 Deception (Shu Renjun): The trap is insidious because players don't know which of their previous words were Lies — meaning every line they must speak is potentially fatal.
🔵 Foresight (Shu Renjun): He had anticipated that players would try to set up advance statements redefining their scripted lines as "just lines" (to avoid Lie penalties), and builds a counter into the book — the book's reality-setting function means that if the scripted Lin Xuan would have used a skill, then the person playing Lin Xuan is forced by the book's reality to have a skill effect occur, whether or not they actually possess that skill.

Big Gold Tooth (as "Lin Xuan") avoids lying through preemptive framing
White: Before the scripted re-enactment begins, Big Gold Tooth — playing the role of "Lin Xuan" — establishes a framing device: the words he is about to speak are the words of the character Lin Xuan, not his own words. This means the scripted line "I lied" does not constitute Big Gold Tooth himself lying — he is reporting what the character said. He then attempts to use this framing to speak all his lines safely.
🟡 Deception (Big Gold Tooth): He finds a linguistic escape hatch within the book's rules — the distinction between saying a Lie and reporting a Lie — and exploits it before Shu Renjun (as "Gao Lan") can close it.
🩷 Reasoning (Big Gold Tooth): He correctly identifies that the book's Lie-punishment mechanism operates on the speaker's relationship to truth, not the character's — and uses this to separate his personal legal status from his character's scripted actions.

Shu Renjun (as "Gao Lan") counters with the book's reality-setting function
White: After Big Gold Tooth uses his "Golden Mouth, Jade Words" skill inside the book, Shu Renjun reveals the book's counter-mechanic. In the real game, Lin Xuan did use his skill at that moment and it did take effect. Therefore, inside the book — which recreates recorded reality — the person playing Lin Xuan must also have their skill take effect. Big Gold Tooth's "Golden Mouth, Jade Words" did activate — because the book says it must, regardless of Big Gold Tooth's framing attempts. Big Gold Tooth has already been locked into the Lie-violation state by the book's reality-assertion.
🩷 Reasoning (Shu Renjun): He identifies that the book doesn't just replay events — it enforces their outcomes, making it impossible to escape the consequences of the recorded actions through reframing.
🔵 Foresight (Shu Renjun): He had already prepared this counter before the confrontation began — knowing that Big Gold Tooth would attempt to use framing to separate himself from his character's actions.

Big Gold Tooth "reveals" the book's mechanism to be false — then lies himself
White: After Shu Renjun's counter, Big Gold Tooth tells him: "Actually, Golden Mouth, Jade Words did not take effect within the book of taboos." This is delivered as a confident factual statement — causing Shu Renjun to doubt his own deduction. However: Big Gold Tooth's "Golden Mouth, Jade Words" mechanism had already been triggered (he had broken his affirmative-statement chain). Therefore, when he says "did not take effect," Shu Renjun hears "did take effect" — the opposite. Big Gold Tooth is speaking the truth, but Shu Renjun receives the lie version. Shu Renjun then attempts to judge Big Gold Tooth, saying "You lied" — but the judgment gun jams.

🟡 Deception (Big Gold Tooth): He uses his own skill's "broken chain" state against Shu Renjun — knowing that Shu Renjun will hear his true statement as a lie, and then attempt a judgment that fails, wasting Shu Renjun's judgment attempt.
🩷 Reasoning (Big Gold Tooth): He correctly calculates that Shu Renjun, having deduced the "Golden Mouth, Jade Words" mechanism, will attempt to judge him — and positions his true statement to be received as a lie precisely to bait that failed judgment.

Shu Renjun baits Big Gold Tooth into a mutual fake-judgment exchange
White: After the failed judgment, both players realize what happened simultaneously. Shu Renjun then says "You lied" again — pointing his gun at Big Gold Tooth. Big Gold Tooth points his gun back. Both guns jam. Both players look at each other with a strange mixture of contempt and appreciation — they have both been running fake judgment attempts to bait the other into a failed judgment, and both have correctly identified the trap. Neither has actually been hit.
🟡 Deception (Both): Both simultaneously performed despair — pale faces, weak legs, convincing emotional displays — to make the other believe the judgment had succeeded, hoping to provoke a fatal mistake.
🟣 Perception (Both): Both correctly read through the other's performed despair as acting, rather than genuine vulnerability.

Chen Ran's secret signal survives Shu Renjun's fake-Qiu Hua trap
White: On the second floor, ten people appear — all disguised as either Qiu Hua or Ye Qian (seven expected, plus three extra from Shu Renjun's manipulation). A fake "Qiu Hua A" speaks the first scripted line at the wrong time — without the pinky signal and without the 24-second timing. The real Qiu Hua D (Big Gold Tooth) does not respond, recognizing the fake. The real Qiu Hua A (Chen Ran) then speaks the line at exactly 24 seconds before the rest period ends, with the pinky raised. Big Gold Tooth responds correctly.
🟡 Deception Survival (Chen Ran/Big Gold Tooth): The dual-layer secret signal survives Shu Renjun's fake insertion because the fake Qiu Hua only knows that a signal exists — not its two-component structure (gesture + timing).
🔵 Foresight (Chen Ran): He designed the signal specifically to be impossible to replicate without knowing both components — understanding that Shu Renjun would likely discover that a signal existed (through No-Distance projection of Chen Ran's recent conversation) but could not know its full structure.

Shu Renjun recognizes the signal has survived and concedes the second floor
White: "Qiu Hua C" (Shu Renjun) — having watched the signal exchange — understands that his trap has failed. He attempts one final deception: pretending to retract the book of taboos, causing everyone to imagine they are free of it. But Qiu Hua A and D continue speaking their lines calmly — demonstrating they know the "retraction" was itself imaginary. Shu Renjun concedes the second-floor confrontation.
🟣 Perception (Chen Ran/Big Gold Tooth): They correctly identify the "retraction" as another book of taboos imagination — an attempt to make them act as if they are free when they are not — and continue their performance without flinching.
🩷 Reasoning (Chen Ran/Big Gold Tooth): If the retraction were real, there would be no reason for them to continue speaking lines. The fact that they do — and that this is the correct response — signals to Shu Renjun that his final gambit has been seen through.

PHASE 7 — LIN XUAN'S FINAL GAMBIT / DEFEAT

Lin Xuan deploys 18 real Cats simultaneously
White: From the very beginning of the Cat and Mouse Game, Lin Xuan had disguised himself as the Four-Star player and been "caught" by the Frying Pan Woman — clearing the dungeon as that character. The real Four-Star player was transferred to another dimension at the game's start. Lin Xuan had been quietly accumulating real Cats across all six of his parallel dimensions throughout the entire game. At the climactic moment, he reveals all 18 real Cats simultaneously: 6 Qiu Huas descending from the stairwell, 6 Ye Qians appearing in the left corridor, and 6 Four-Star Youths appearing in the right corridor — surrounding Shu Renjun on the second floor with a complete encirclement.
🔴 Grand Strategy (Lin Xuan): The entire Cat and Mouse Game — every identity swap, every dimensional transfer, every seemingly chaotic event — was infrastructure for this single moment. Every step served the goal of assembling 18 Cats at one location to corner one Mouse.
🔵 Foresight (Lin Xuan): He hid the missing Four-Star player from the game's very first second, concealing a strategic reserve that nobody had any reason to look for.
🟡 Deception (Lin Xuan): The missing player is the most elegant deception in the entire arc — not an active lie, but a structured absence that nobody thinks to question until the trap closes.

Shu Renjun counters the 18-Cat encirclement with the book of taboos
White: Rather than attempting to evade 18 Cats, Shu Renjun immediately uses the Forbidden Bookstore — sucking all 19 people (including himself) into the re-enactment. But this time, he also conjures 20 additional "players" from the book's recordings to block the second-floor staircase — preventing the scripted-Cats from coming down from the upper floors to assist in catching him. With 18 Cats locked in a script they cannot deviate from (because the script doesn't account for 18 Cats, making their actions incoherent), and the stairwell blocked, Shu Renjun has converted a catastrophic 18-to-1 disadvantage into a stalemate.
🔴 Strategy (Shu Renjun): He converts numerical disadvantage into systemic paralysis — not by fighting the Cats, but by trapping them inside a rule structure they cannot navigate.
🩷 Reasoning (Shu Renjun): He correctly identifies that Lin Xuan's Space Skill cannot extract players from inside the book of taboos — because doing so would require Lin Xuan to use his skill, which inside the book becomes subject to the book's reality-assertion and Lie-checking, making it self-defeating.
🔵 Foresight (Shu Renjun): He had already prepared the book of taboos as a specific counter to Lin Xuan's dimensional reserves — having anticipated from the beginning that Lin Xuan would have a hidden numerical advantage.

Lin Xuan recognizes the flaw in his own Space Skill
White: As Shu Renjun traps all six Lin Xuans in the book of taboos across six dimensions simultaneously, Lin Xuan recognizes the fundamental mechanical limit of his skill. Unlike "Independence" — the truly most perfect space skill, which operates entirely outside rules — Lin Xuan's "Magic Cube Universe" operates within the dungeon's rule system. This means any player transferred by his skill can simply play the dungeon normally in the transferred dimension, clear it through the normal game rules, and return to the real 18th Layer — bypassing Lin Xuan's trap entirely.

🩷 Reasoning (Lin Xuan): He identifies the precise mechanical distinction between his skill and a theoretically superior version — and correctly deduces the practical consequence: Chen Ran and the others who were "trapped" in other dimensions actually cleared them legitimately, which is why they returned to the main game.
🔵 Foresight (Shu Renjun, confirming the same thing): Shu Renjun verbally points out this flaw himself — demonstrating that he had identified it independently and earlier, and had already incorporated it into his strategy.

Lin Xuan attempts the "Ye Qian suicide" trick — and falls into the book's imagination trap
White: Lin Xuan, desperate for a way out, attempts a final gambit: he tells the group that he has successfully persuaded Ye Qian (the last remaining real Cat) to commit suicide — which would trap Shu Renjun in the building forever with no Cats to catch Mice, since the rules state that only Mice remaining means permanent entrapment. But this announcement was the product of a hallucination Shu Renjun had engineered through the book of taboos — Lin Xuan never actually spoke to Ye Qian. He imagined the successful persuasion, then announced it. Because the event he announced never happened, he has stated a Lie. In all six dimensions simultaneously, all six Lin Xuans made the same announcement — and all six guns jam on Shu Renjun's confirmation attempt, because the lie is technically cross-dimensional.
🟡 Counter-Deception (Shu Renjun): He manufactured a false emotional reality — a hallucinated victory — inside Lin Xuan's mind through the book of taboos. He then let Lin Xuan's own excitement and relief generate the Lie spontaneously, without ever needing to extract it through dialogue.
🟠 Manipulation (Shu Renjun): He exploited Lin Xuan's core psychology: the gambler's compulsion to announce victory the moment it feels within reach. By engineering a false "within reach" moment, he made Lin Xuan's character flaw do the work.
🩷 Reasoning (Shu Renjun): He correctly predicted that the closest-to-success moment is the psychologically most dangerous moment for Lin Xuan — and designed the trap specifically to fire at that moment rather than at a moment of crisis.

Lin Xuan admits defeat
White: Recognizing he cannot force a win without risking permanent entrapment in the book of taboos, Lin Xuan concedes. He says "I lost" — and then negotiates a controlled retreat: Ye Qian is transferred to another dimension, both sides clear the dungeon in their respective spaces, and the game ends without further casualties. Lin Xuan returns to the initial secret chamber an hour after Shu Renjun — exhausted, humbled, but having grown visibly through the experience.
🩷 Reasoning (Lin Xuan): He correctly identifies the point at which continued aggression becomes net negative — a calculation most players, driven by pride, would fail to make accurately under these conditions.
🟢 Emotional Intelligence (Lin Xuan): He acknowledges the loss without self-destruction — suppressing neither the despair nor the lesson it contains, choosing instead to experience both fully as fuel for future growth.