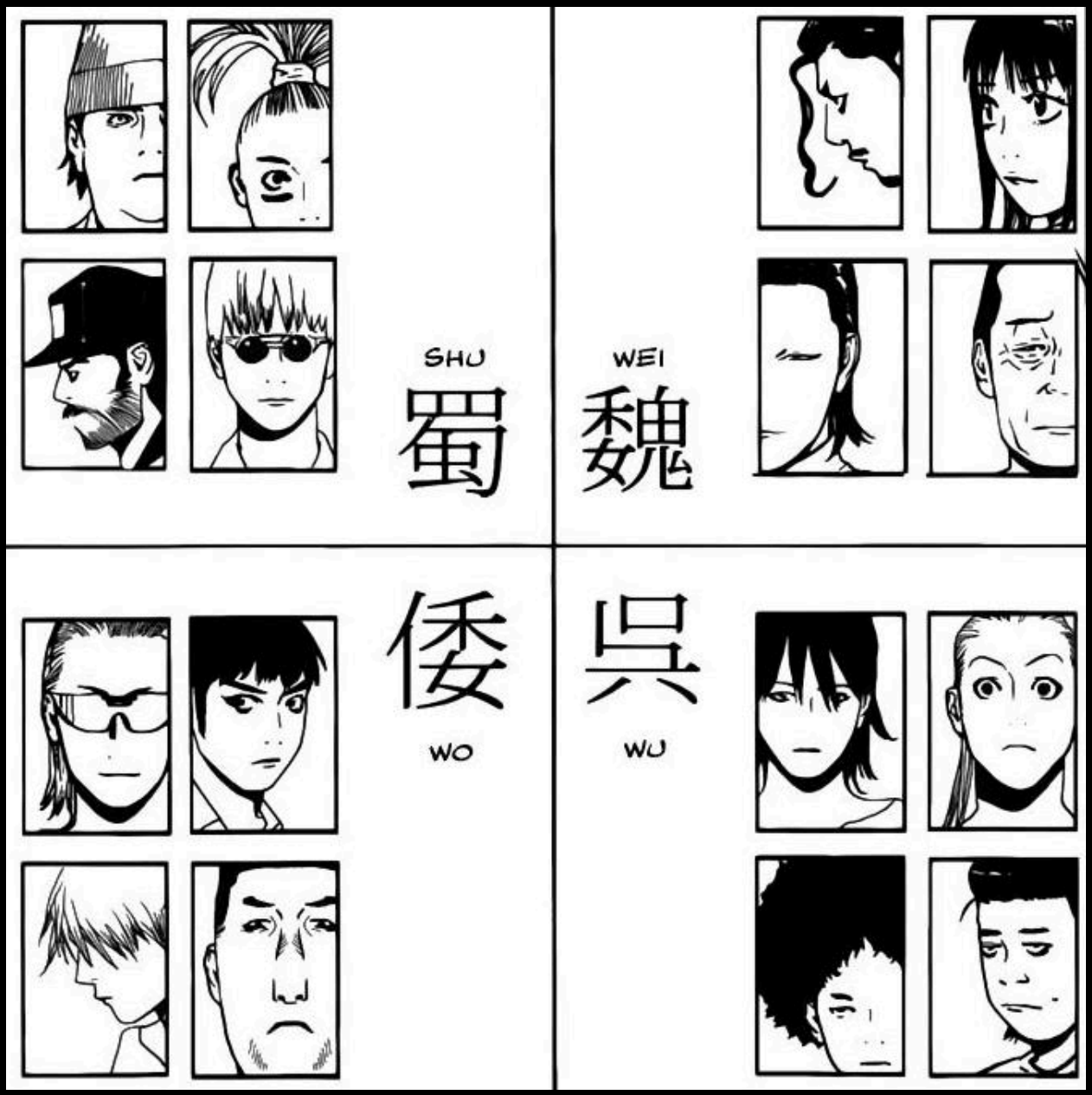
Record of the 4 Kingdom

Made by: Osbis

Rules of the match:

1. A match between 4 different kingdoms.



four rooms for 4 kingdoms with each room having a tower with 100 life points.

2. These life points can be used to attack other kingdoms.

3. **The purpose is simple. Destroy other kingdoms.**

4. **300 million to each player. They have to return that 300 million by the end of the game.**

5. **Those whose kingdom falls, all of the money from that kingdom will transfer to the winner. With the game going on until only 1 kingdom is left.**

6. **A general will be chosen that represents their kingdom. Who will be the one to execute attacks to bring others down.**

7. **A tablet is given to the general where he can input his commands to either attack or defend.**

8. **If you attack another kingdom you will lose 1 life point and the kingdom that got attacked will lose 3 life points.**

9. **If you defend yourself it will cost 1 life point that way you won't lose 3 life points, 2 life points considering you lose 1 defending.**

10. **When you defend yourself you will lose 1 life point. It doesn't matter if you haven't been attacked.**

11. **To put it simply the game is about making your enemy perish before yourself.**

12. **6 possible strategic combinations on whether to attack other 3 kingdoms or defend yourself from other 3 kingdoms.**

13. **You are limited to using 3 life points each turn.**

14. **Each turn you will get 20 minutes to decide and plan out on whether to attack or defend yourself from other kingdoms. Or You can just not attack or defend at all if you wish to.**

15. 

16. **Before the 20 minutes planning time runs out the general must enter the tower and put command. If they didn't it would count as the kingdom having to plan.**

17. **In a case where 2 kingdoms fall simultaneously. For eg a kingdom has 1 life point another has 3 life points. The kingdom spent that 1 life point attack so they are 0 now will count as falling 1st and the kingdom who got attacked losing 3 life points will count as falling second.**

18. **The general who inputs their command 1st will be the 1st one to execute the action.**

19. **Each kingdom will have a boss who will choose who will be the General of their kingdom. The boss will also manage their team overall.**

20. **The boss cannot choose his or herself as general. In a case of that he or she will have to give their boss role to others only then they can be general.**

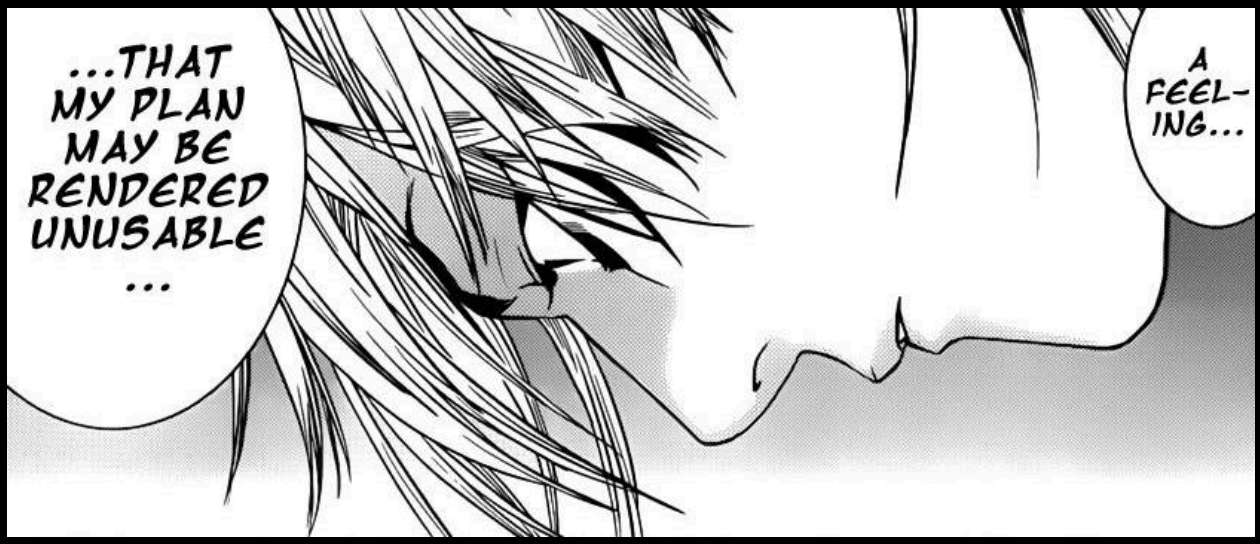
21. **For the position of boss itself a preliminary round of the record of the 4 kingdoms will be held among the team itself. The one who comes out on top will be the boss.**

After the preliminary round was finished Akiyama won the boss position for WO kingdom. Shimura for SHU, Shima for WU, Yokoya for WEI Kingdom.

Adversity of the Situation

This realization happens before the game. This is the last game that will determine the fate of the 13 participants beside him, yokoya and nao. Assuming those 13 participants each have 150 Million they will need to earn 1950 million in this single match at minimum to wander into the safe zone. Originally Akiyama had planned to sacrifice himself at the end of the liar game by shouldering all of the debts damaging the liar game as much as possible as they will not be able to make it worth it with only Akiyama ending up in the black market. But the liar game obviously wouldn't let this happen and would try to stop it:

- 

- 

With the wording of battle and kingdom obviously indicating it's a war like simulation game where the last remaining kingdom will win which in turn means other kingdoms have to fall for the game to come to a conclusion. Akiyama's concerns come true as when the game rules

are announced



As expected the game will end when only 1 kingdom is left with it being a kingdom team based. Akiyama can't put himself in a situation where only he loses the match if he loses his team will lose along with him too. Furthermore, Akiyama and Nao safety are gone from the game too. As if they lose all of the money they have will go to the victorious which includes the money they earned from previous games. So they can't use that money to return the

300 million of the game by the end.

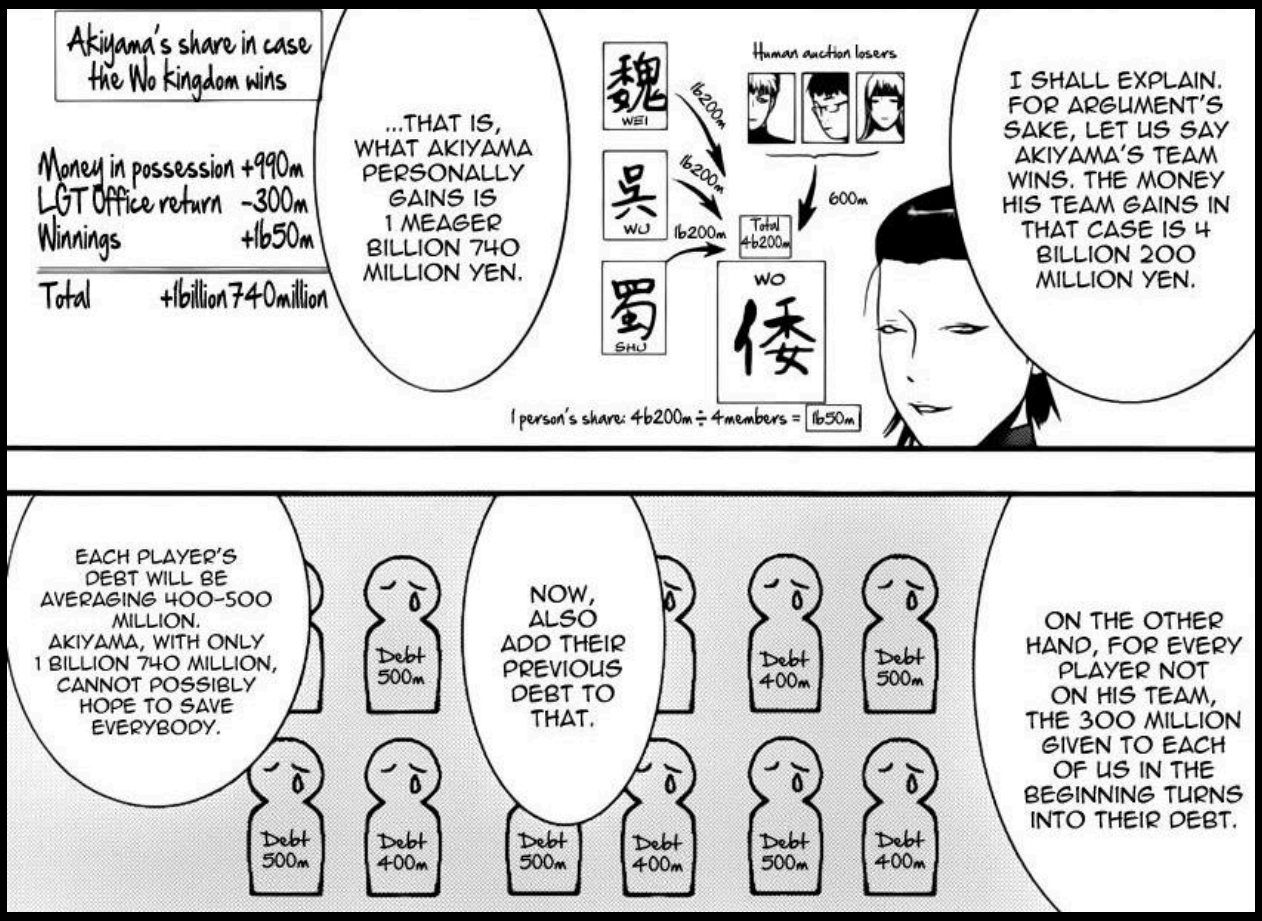


Back to the current time Akiyama thinks of a bold move that is to end the game in stalemate. The plan is simple. Lose Yourself to deceive others and do it in a way Yokoya kingdom also

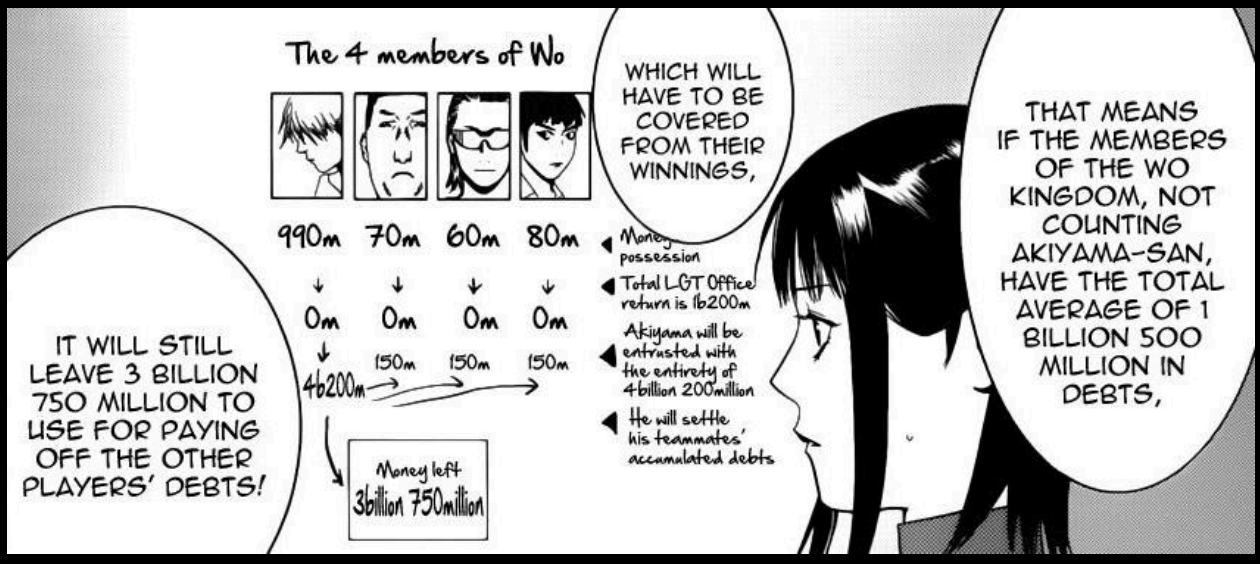
loses. Have SHU and WU repeat the same action throughout the game, convince Yokoya to accept the stalemate so the game ends with a draw.

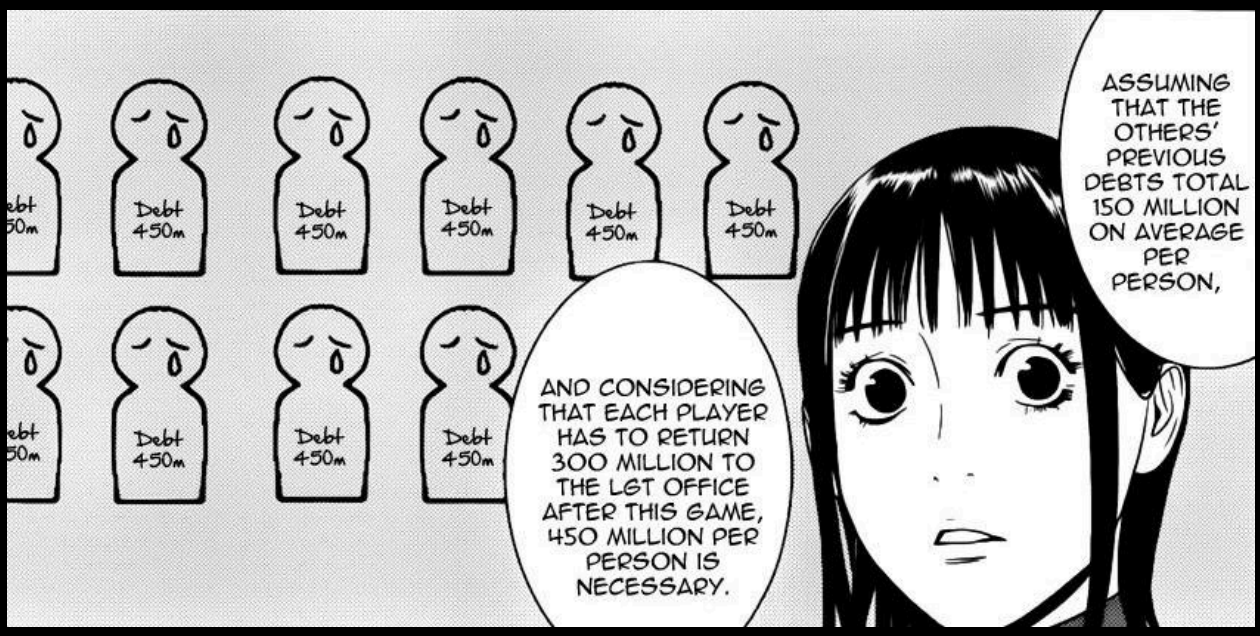
Rich Player bluffing

He then tells Nao his plan to win the game while saving others. Not the stalemate plan but just a normal idea that would come across in the mind of a good willed person that is distributing the money he will win to clear everyone's debt. While he himself will not be able to clear everyone's debt as if they win they will get 4 billion 200 million yen.



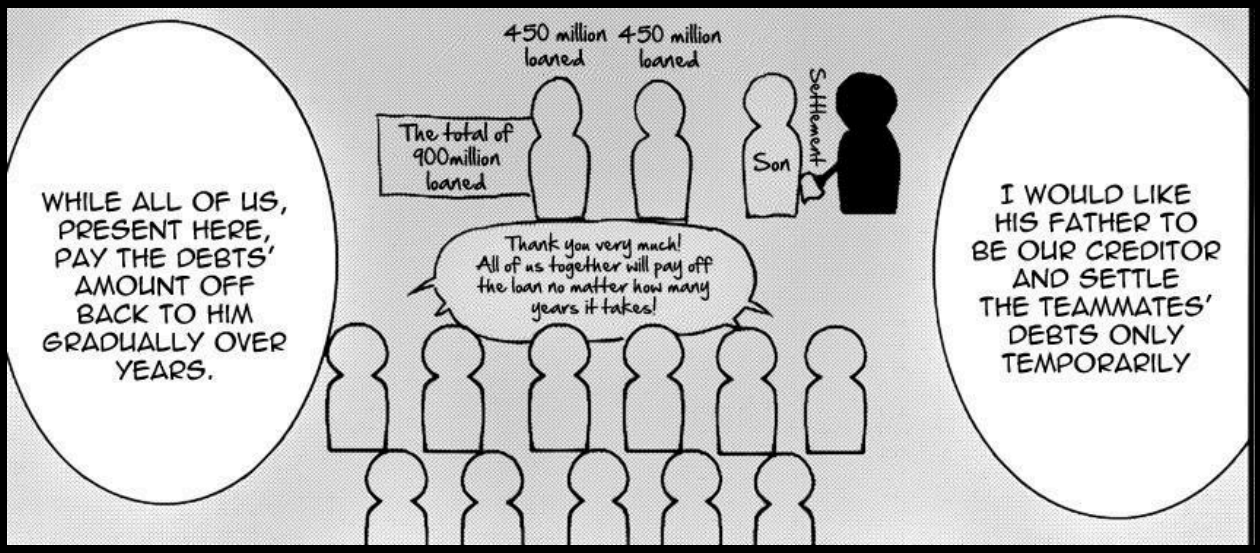
The math doesn't just check out. But if we include the left over money from Akiyama teammates after playing their debt:

- 

- 

The math still doesn't check out but it becomes close enough to save 8 out of 12 people. So to close off the deal a lie is made that there is a rich player in this game aside from yokoya himself with a similar wealthy background as yokoya. Who can loan them money to pay

their debts:



This will not erase the debt completely as it will be a loaned money but it's better than being sold into black market. Yokoya asks who this player is, Nao replies mentioning if she told him he would obviously try to stop their plan. The idea also triggers yokoya insecurity because he was excluded from the plan as the calculation did not account for his debt with an assumption that due to Yokoya's wealthy background his father will be able to pay his debt. So yokoya says that he has no plans of using his father's money as an escape goat. This is where the main purpose of rich player bluffing comes into action as nao mentions the rich player said the similar thing with all of the wealth he had no business participating in liar game where only people in desperate need to money plays the game but he still participated

in liar game because:

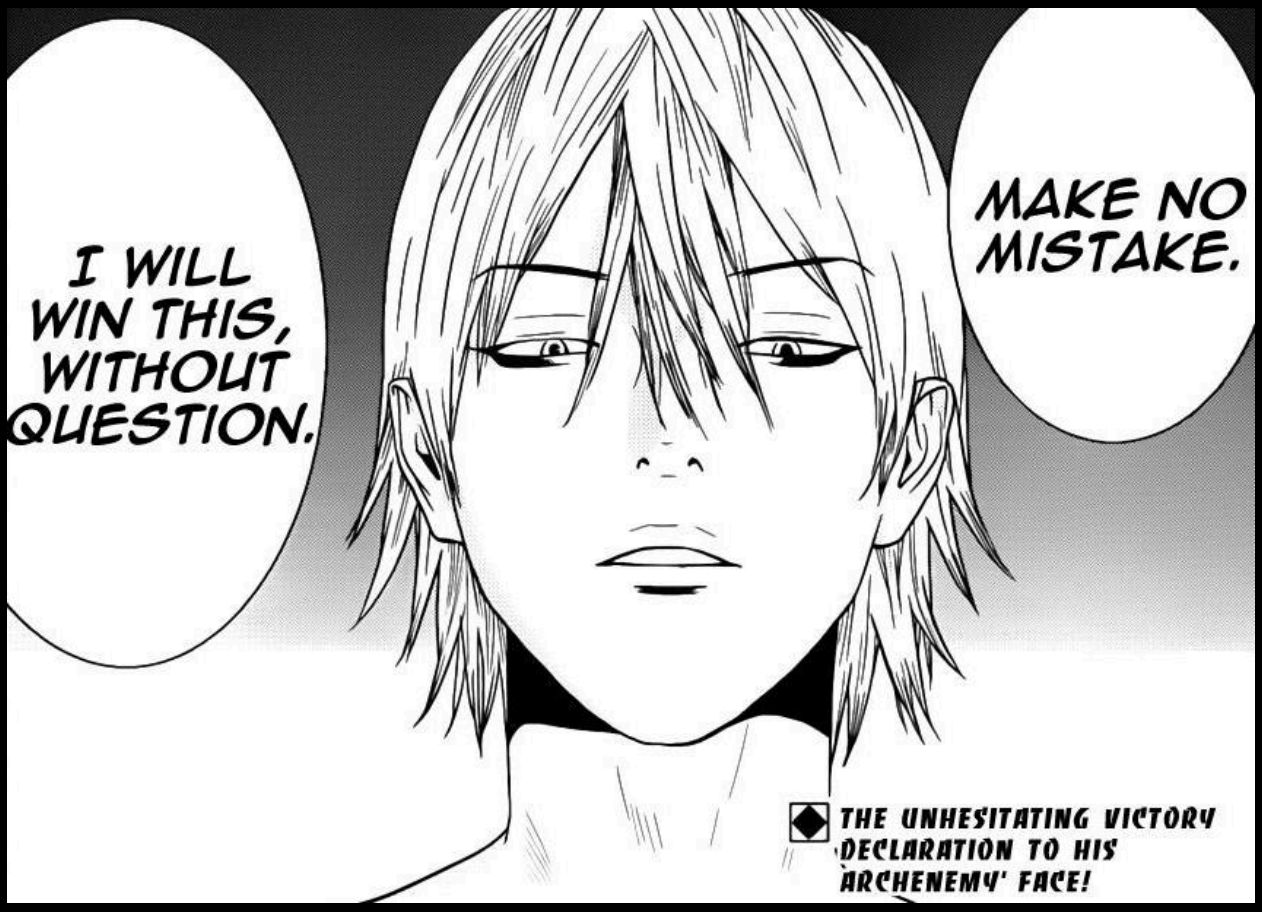


A direct reflection to Yokoya character but their is a difference:

- 

Directly confronting and challenging Yokoya as a person on his ideologies and values. This part will be crucial for Akiyama's final step. Working as a base for the change in yokoya that is to come. It's a nice plan but this plan works under the assumption that Akiyama will win at

1st place which is something yokoya points out as Akiyama steps in.

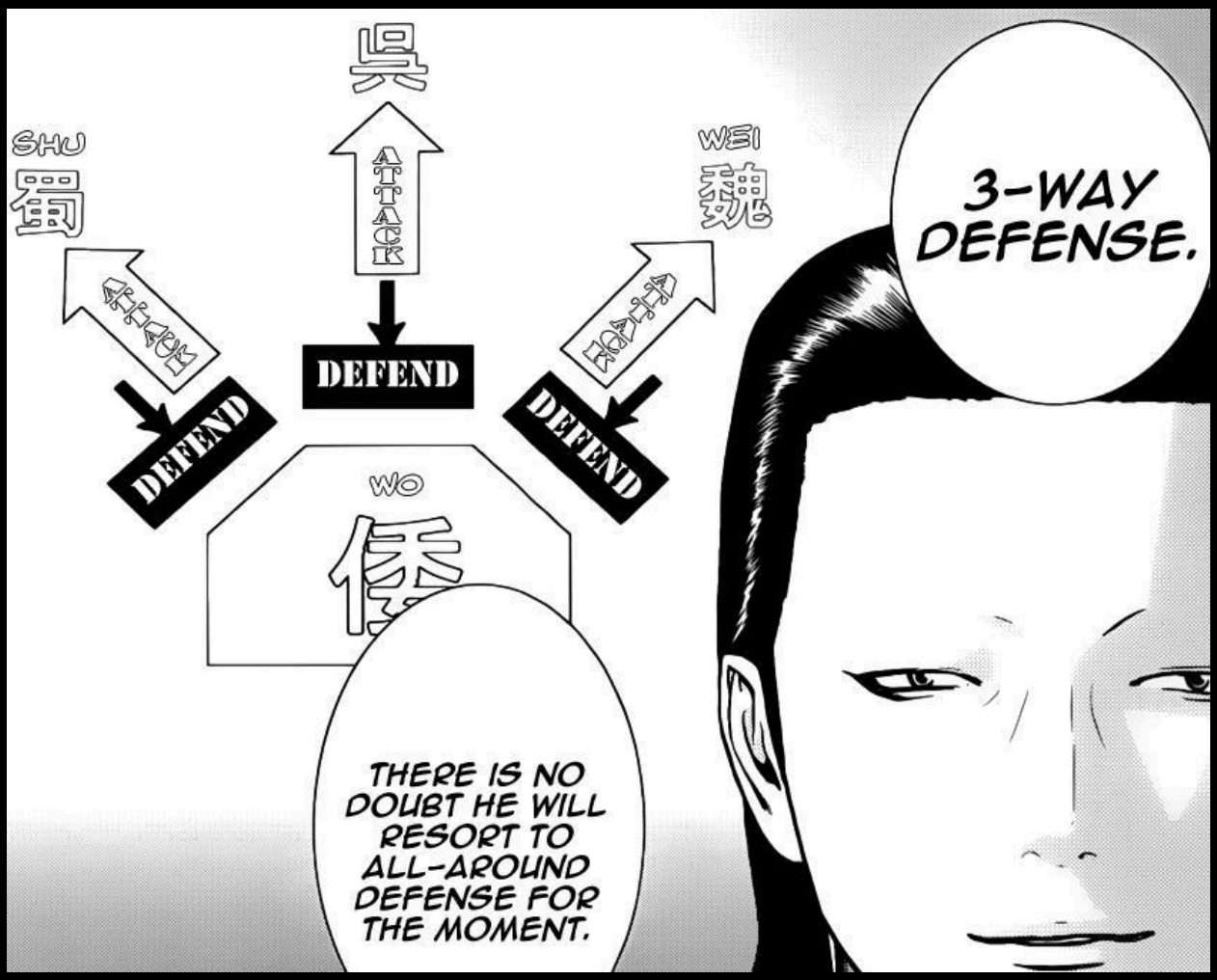


With a declaration of Victory. A final battle Yokoya would have to be more precise and relentless to win.

Flaws of Rich Player

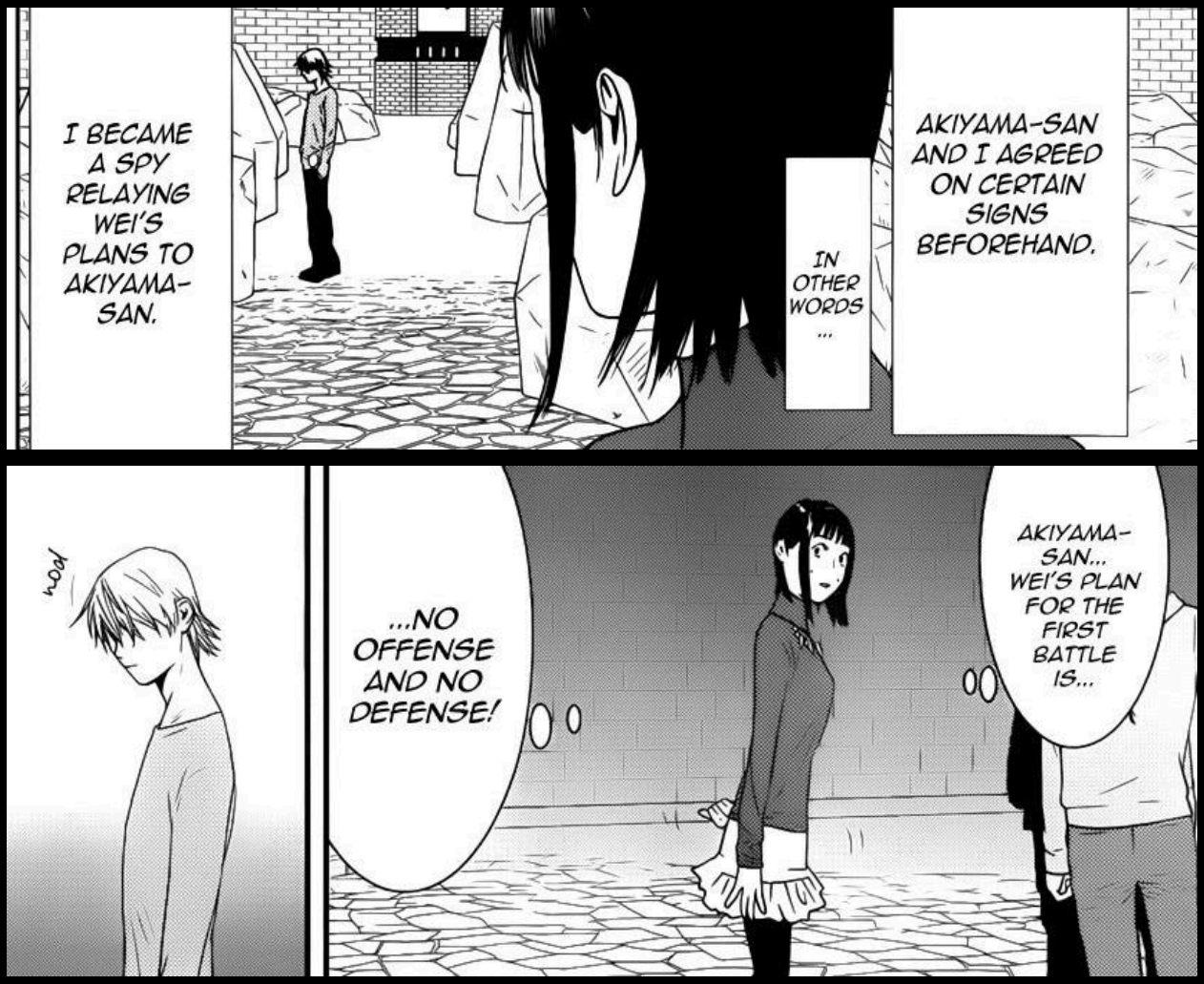
For stalemate he obviously would need to know how the life points are gonna be spent where by the end they reach stalemate. He anticipates Yokoya Alliance with other kingdoms to bring him and Nao down doesn't matter if he himself will lose. The question is how will that even happen as Akiyama plans to save everyone so why betray him. The answer is already in Rich player bluffing. From the outside it seems like a nice plan but the plan is not solid enough as 3 people would still be in debt. The idea is that that rich player will cover for it but the money isn't his, it's his father which raises a concern on if his father will give them a loan or not taking into account how he treats his own son (Rich Player) plus the fact that they are just bunch of random people for him. Another thing is that those 3 players will still be in debt as it's a loaned money This creates barging chips for Yokoya to form an alliance with the WU and SHU kingdom. As yokoya can sacrifice his own kingdom along with Akiyama bringing both Nao and Akiyama as a last hail mary making WU or

SHU kingdom the winner. With now the alliance in hand, Yokoya thinks of 3 way defense.



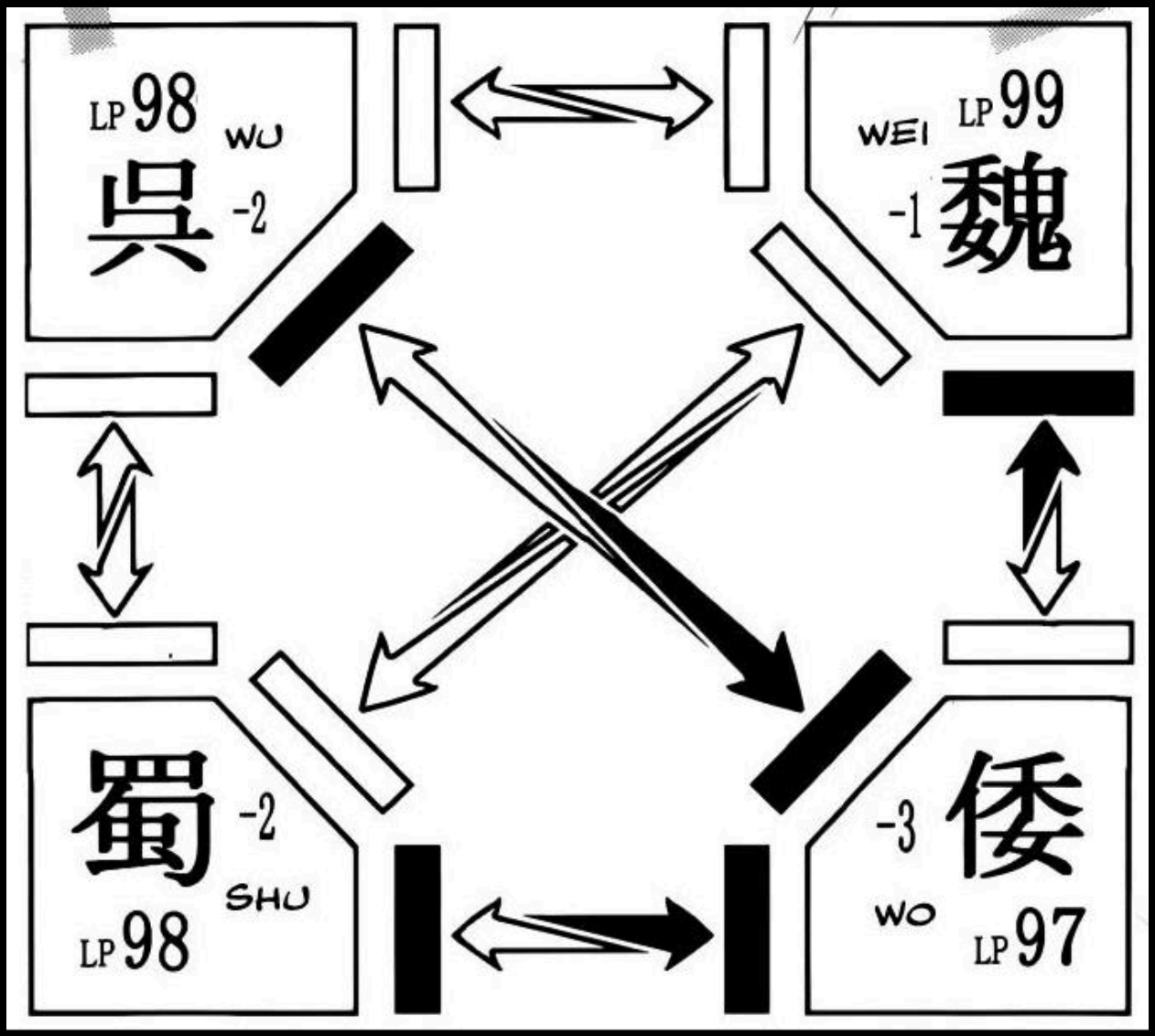
Since every kingdom is on Yokoya's side, it's quite impossible to win this game. As he would be forced to defend from all sides. This allows Yokoya to do just nothing saving his points and if Akiyama attacked Yokoya this still wouldn't matter as both and Yokoya would lose 3 LP. Yokoya from getting hurt, Akiyama from attacking yokoya (1LP) and

defending against WU and SHU (2 LP).



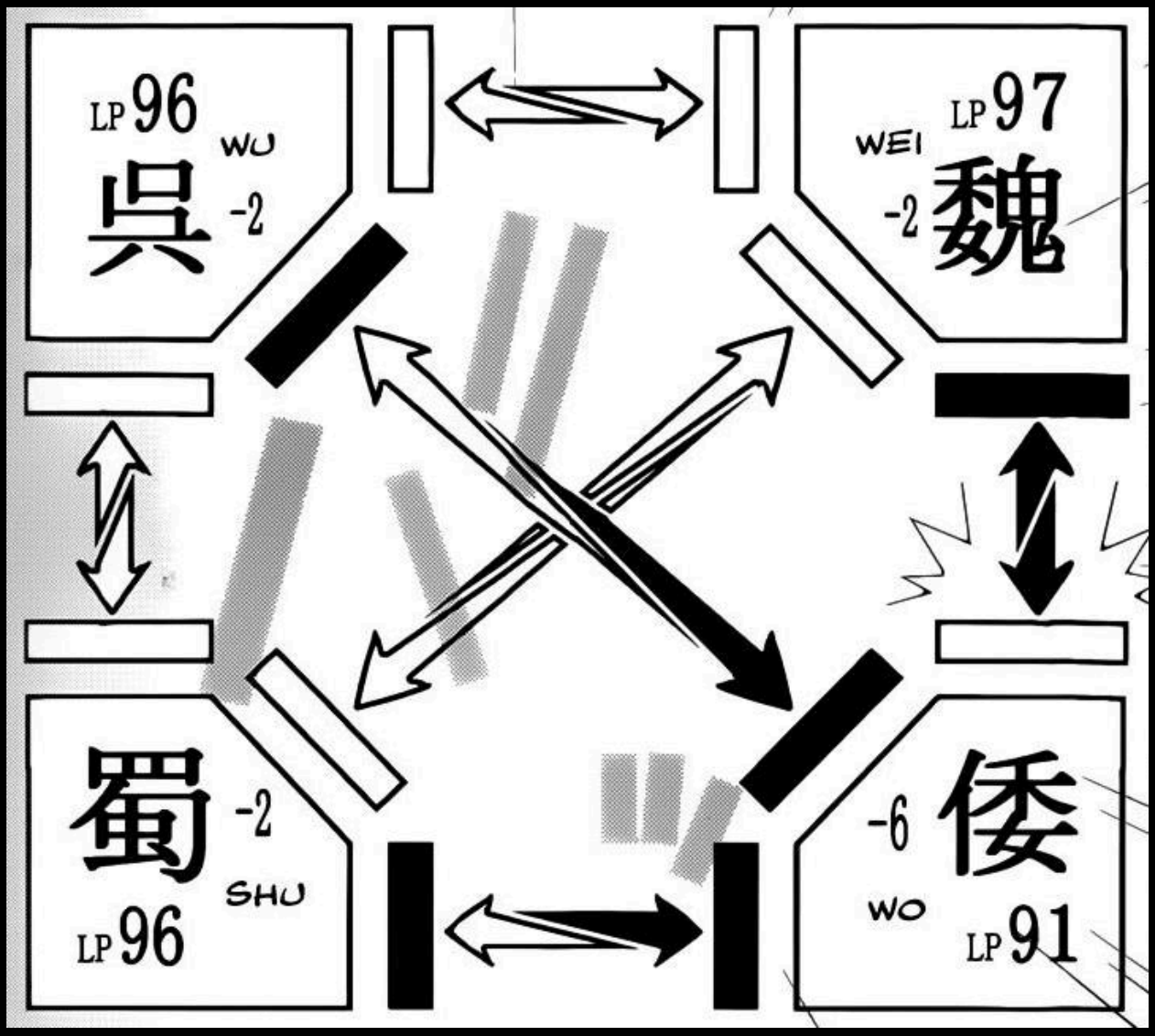
This was a bait by yokoya who was getting baited by Akiyama. As yokoya obviously sees through this act of spy work for Nao so the 3 way defense plan was just a trap making Akiyama attack him thinking he has no defense while in reality he had defense command

with the 1st round being this.

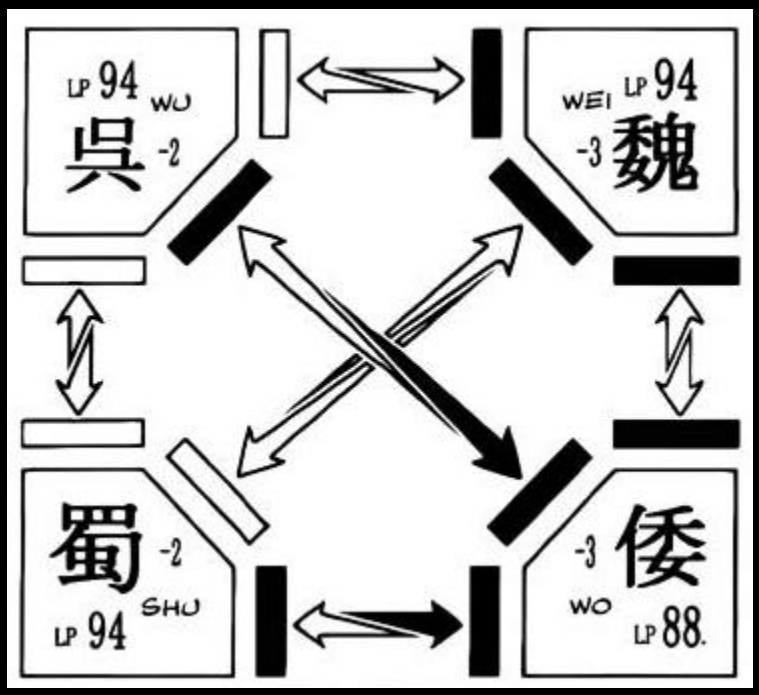


Akiyama loses (3 LP) 2 by defending against SHU and WU and 1 by attacking WEI. While Yokoya only lost (1 LP) defending against Akiyama. While WU and SHU lose (2 LP) defending from Akiyama and attacking him to bring him down. 2nd round. Akiyama takes his chances and attacks once again on WEI but WEI not only defends but also attacks making him lose (6 LP) this time 3 from getting hurt 2 from defending from WU and SHU 1 from Attacking WEI. WU and SHU follow the same tactic of attacking and defending from Akiyama so

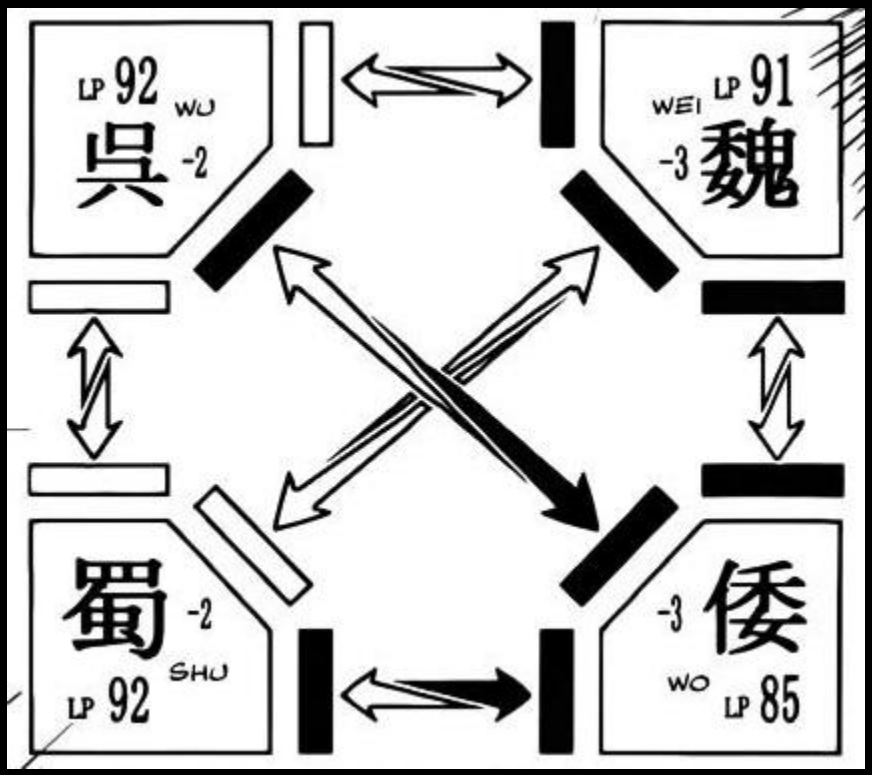
they both lose (2 LP) each resulting in this score.



3rd round Yokoya follows the plan of bring him down along with Akiyama and Nao so he defends himself from WU and SHU wasting his kingdom LP



The same action takes place in the 4th round.



With now Akiyama (WO) being last. Yokoya (WEI) being 2nd last. Everything is going according to Akiyama calculation for his no conclusion plan:



Non Stop Attack Plan on WU or SHU

Understanding Yokoya's plan of bringing himself down along with him and Nao making either WU or SHU win. This inherently created a weakness that can be exploited that is the conflict between WU and SHU that is the 50% win rate with Yokoya plan Akiyama and Yokoya will fail while WU and SHU will be left at the end with equal points due to their repeated action of Attacking and Defending from Akiyama.

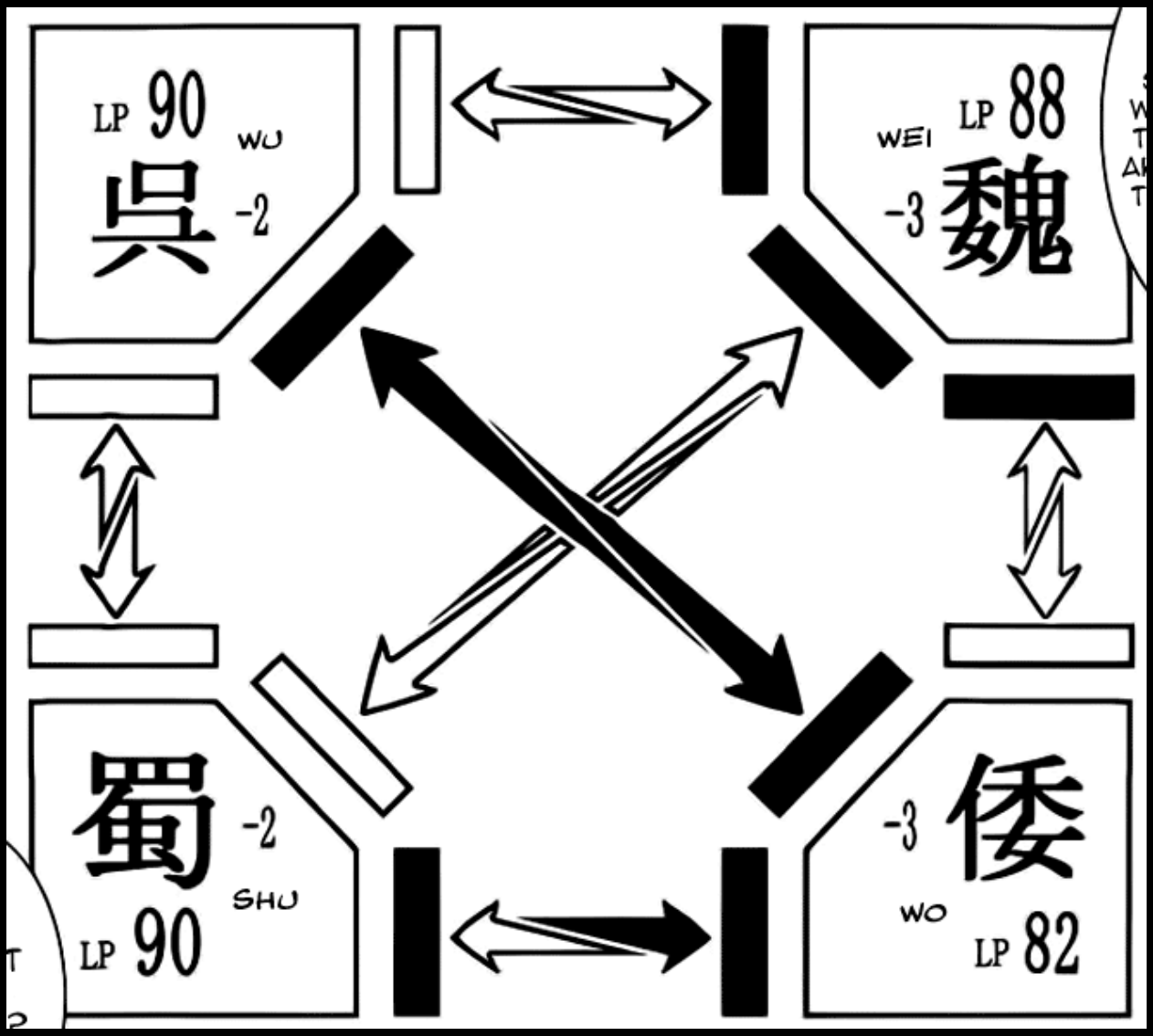
- **So Akiyama plans on attacking either WU or SHU non stop instead of yokoya to disrupt their equal points creation conflict.**

Because if he attacks like lets say WU nonstop SHU at a certain point will be like humm there is no point in defending from WO so lets remove our guard to save some LP resulting in imbalance as WU would lose LP defending while SHU will not. Yokoya wouldn't be able to do anything of this plan as if he supports either of 1 kingdom this will create yokoya having favoritism in the eyes of the other kingdom and their alliance will break up plunging the kingdom into Chaos. Utilizing the imbalance of points Akiyama then

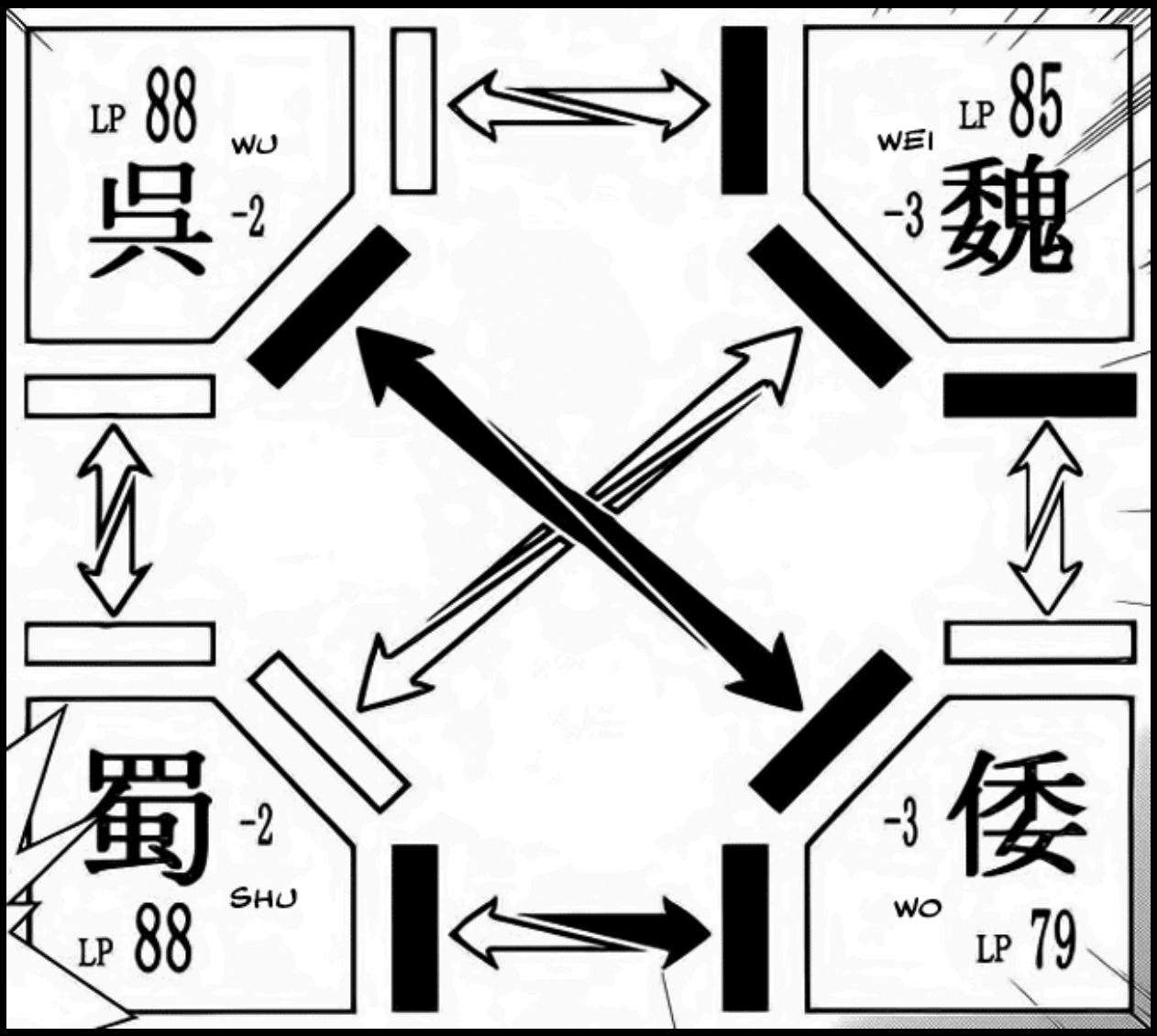
offers to Team up with the losing kingdom. Turning it into 2v2.



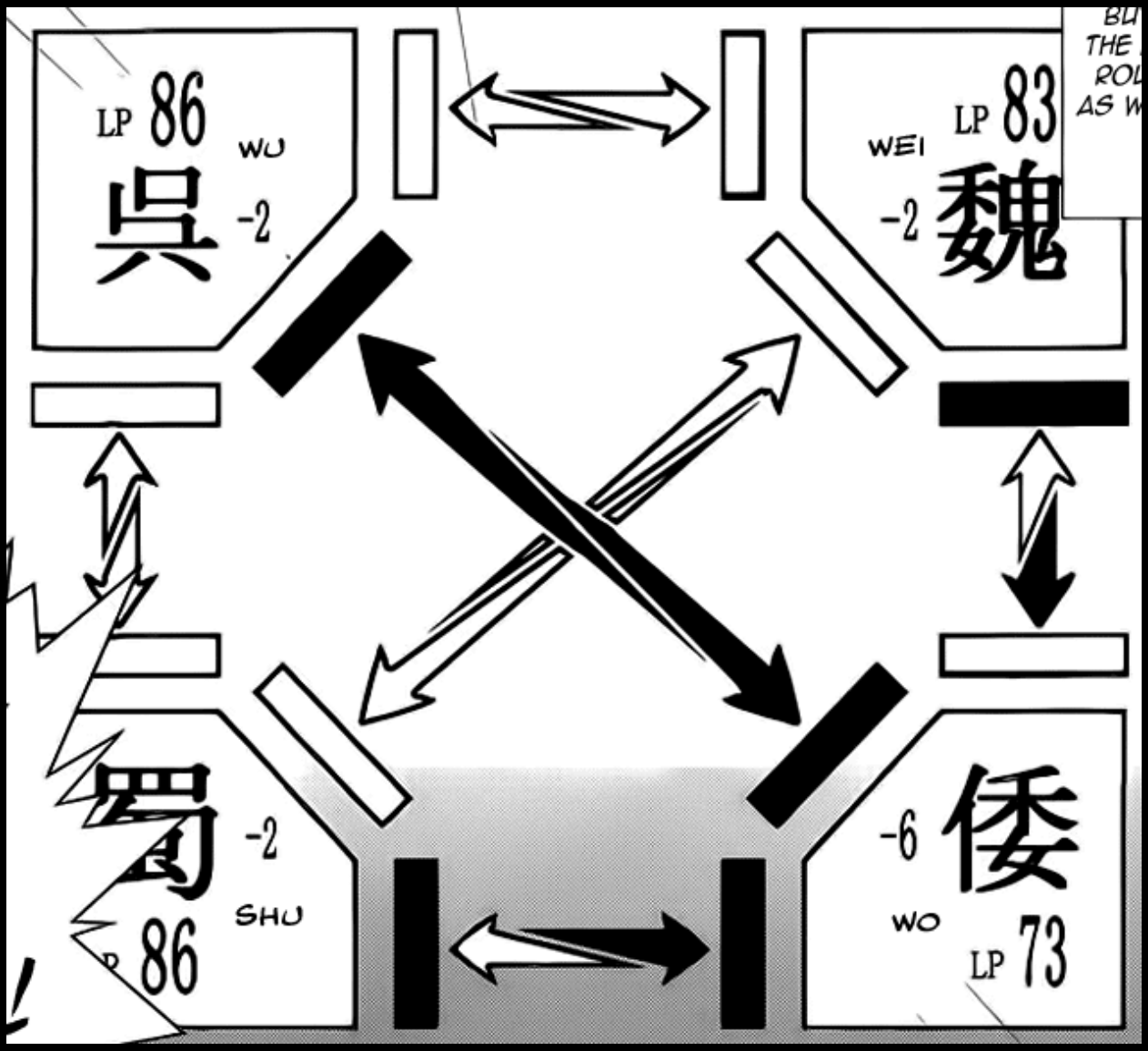
Round 5 Akiyama puts his plan into action



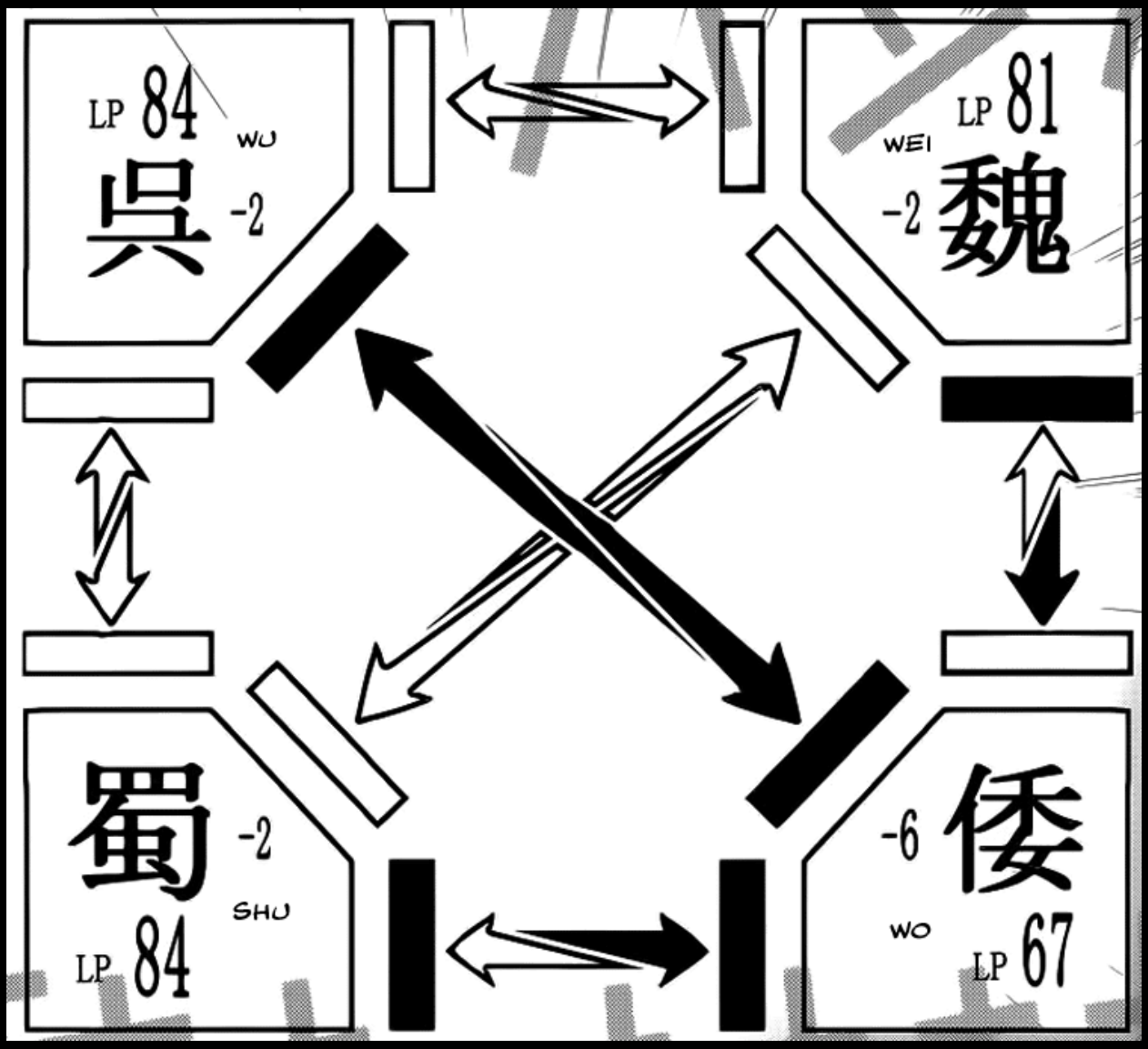
Round 6 Same action are taken place



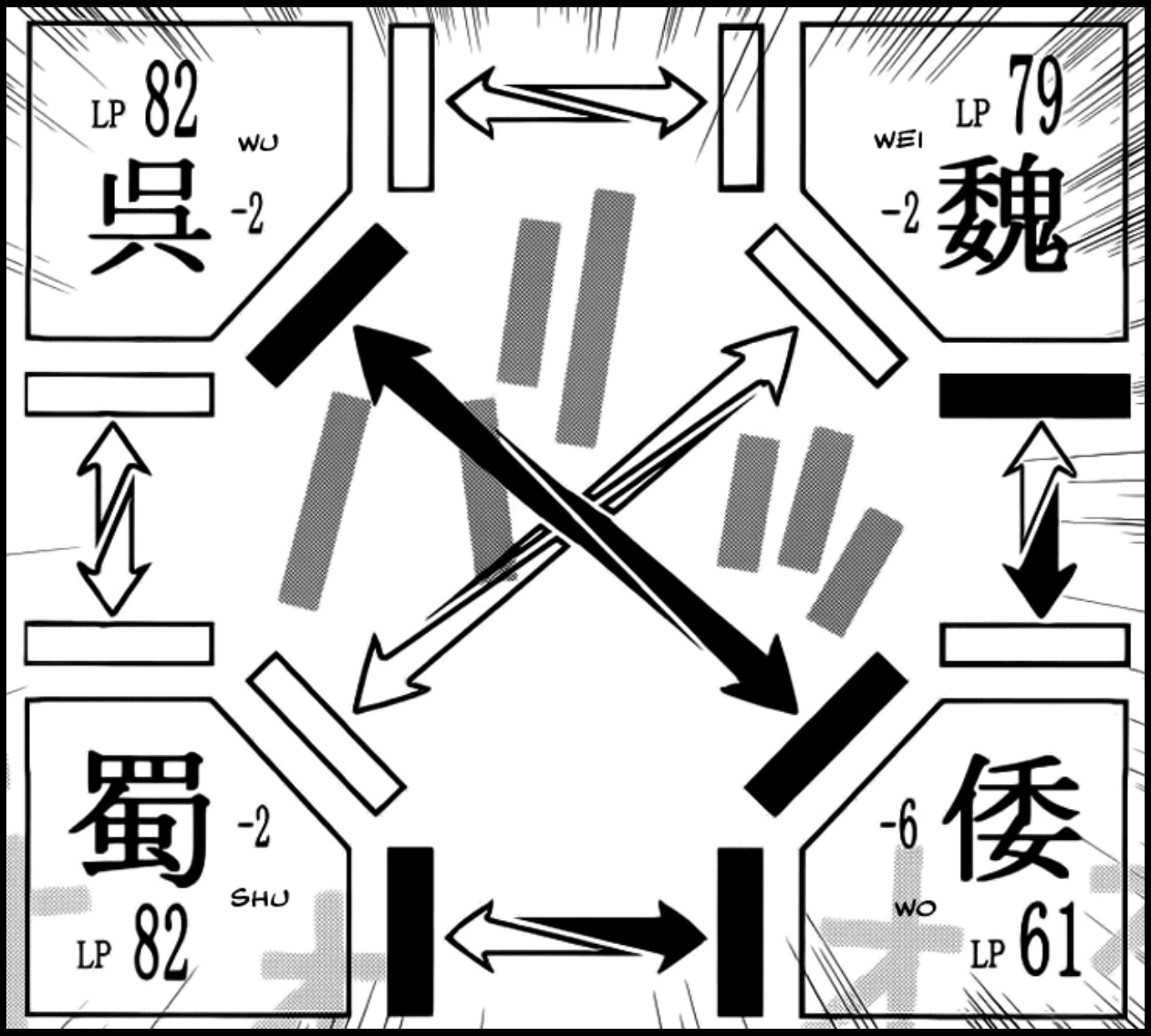
Round 7 yokoya sees Akiyama using his last LP to attack WU again and again leaving his defense down for the WEI kingdom so he attacks Akiyama using (1LP) and uses another to



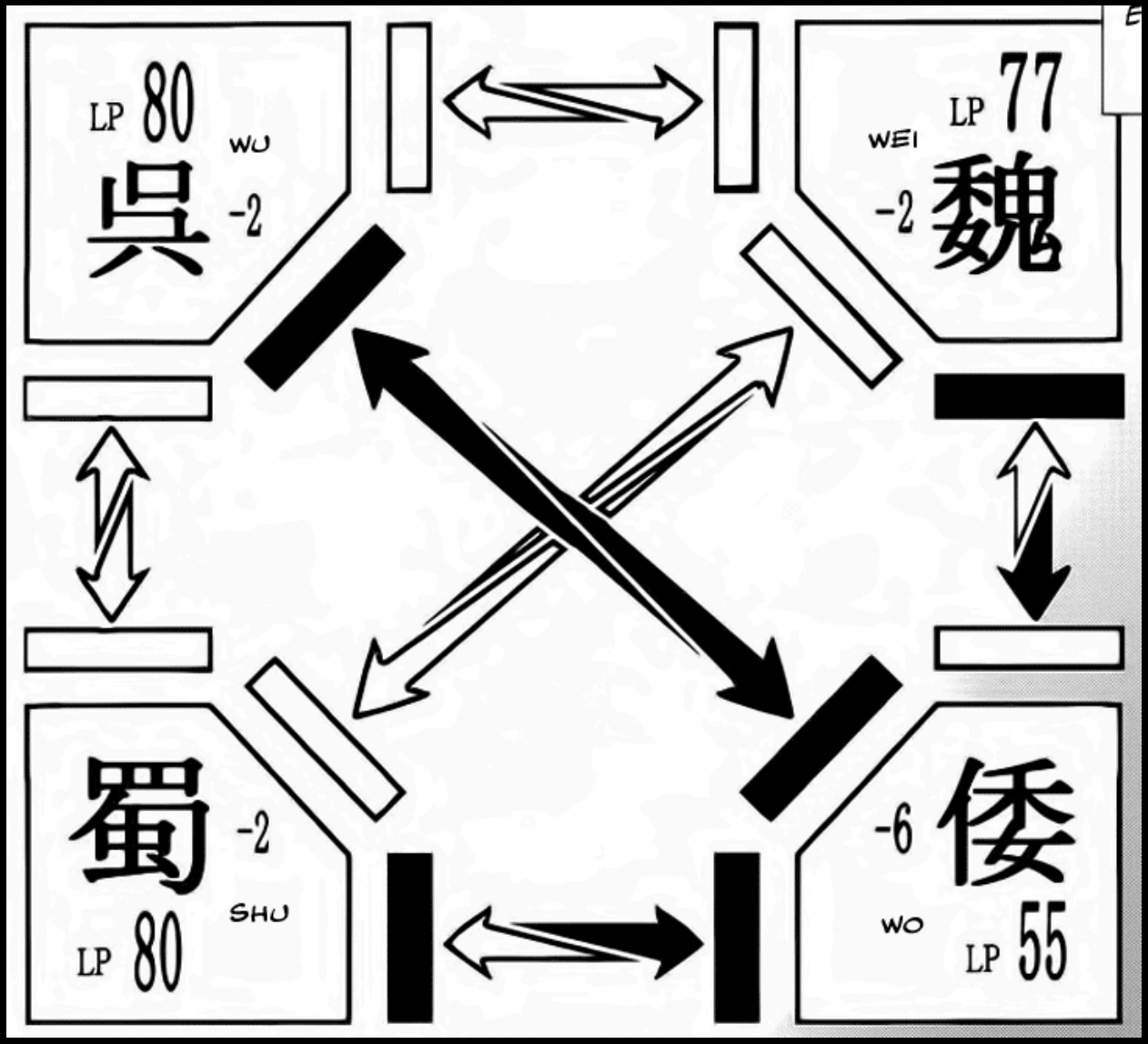
Round 8 Same action are taken place



Round 9 Same action are taken place


LP 82
WU
呉
-2
LP 79
WEI
-2
魏
蜀
-2
SHU
LP 82
-6
倭
WO
LP 61

By this point SHU kingdom had started to consider dropping their defense to save some points. In the 10th round of the game.



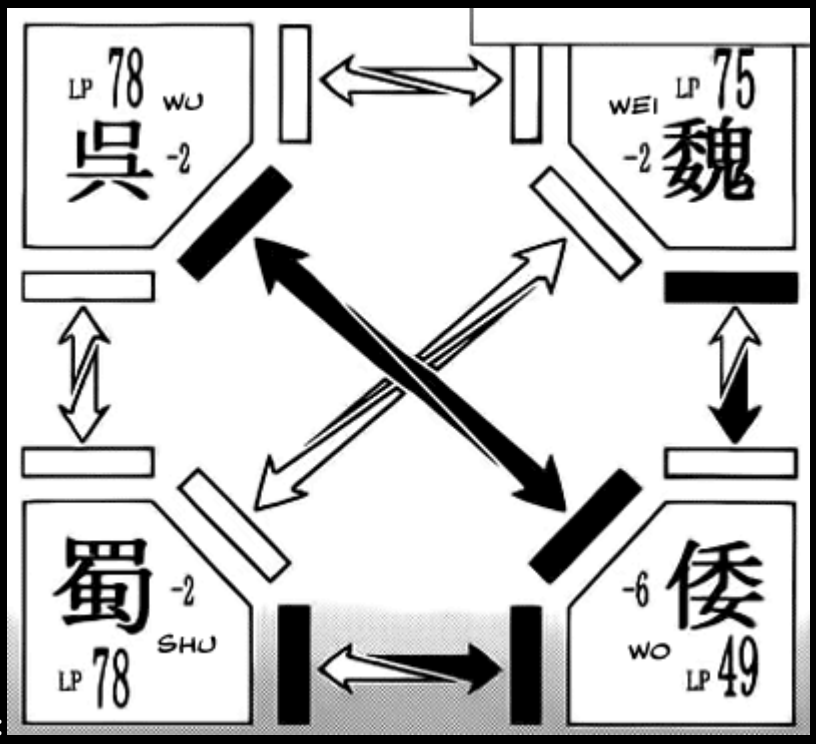
Still nothing happens as Akiyama kingdom LP continues to deplete at a high rate from Yokoya attacks. Yokoya had foreseen such a plan and had made countermeasures for it so

SHU or WU didn't do anything outside of their plan.



So with the repetition of the same action taking place. WU and SHU attacking WO and Defending from WO. WO attacking WU and defending from SHU and WU. WEI defending

from WO and attacking WO. Resulting WEI losing (6LP) per round while others only lose (2LP). Round 11:



Round 12 of the Game

WU Kingdom: (76 LP) (-2 LP)

SHU Kingdom: (76 LP) (-2 LP)

WEI Kingdom: (73 LP) (-2 LP)

WO Kingdom: (43 LP) (-6LP)

Round 13 of the Game

WU Kingdom: (74 LP) (-2 LP)

SHU Kingdom: (74 LP) (-2 LP)

WEI Kingdom: (71 LP) (-2 LP)

WO Kingdom: (37 LP) (-6 LP)

Round 14 of the Game

WU Kingdom: **(72 LP) (-2 LP)**

SHU Kingdom: **(72 LP) (-2 LP)**

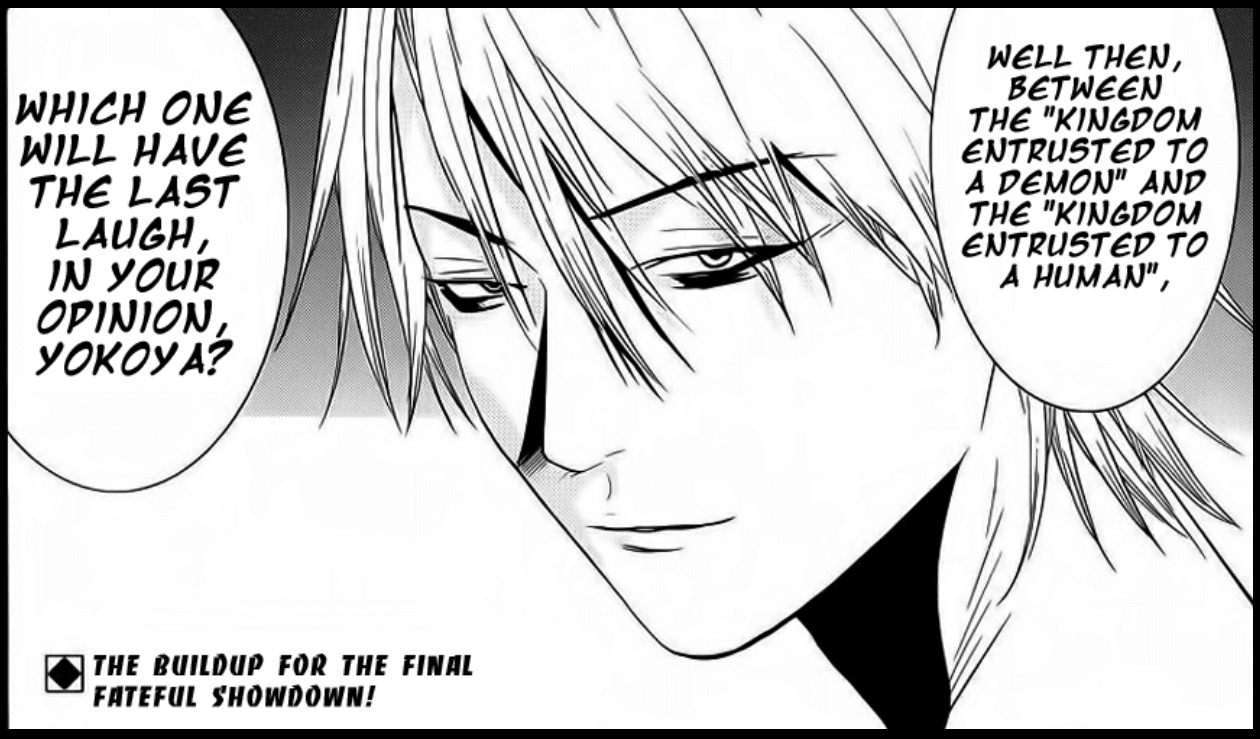
WEI Kingdom: **(69 LP) (-2 LP)**

WO Kingdom: **(31 LP) (-6 LP)**

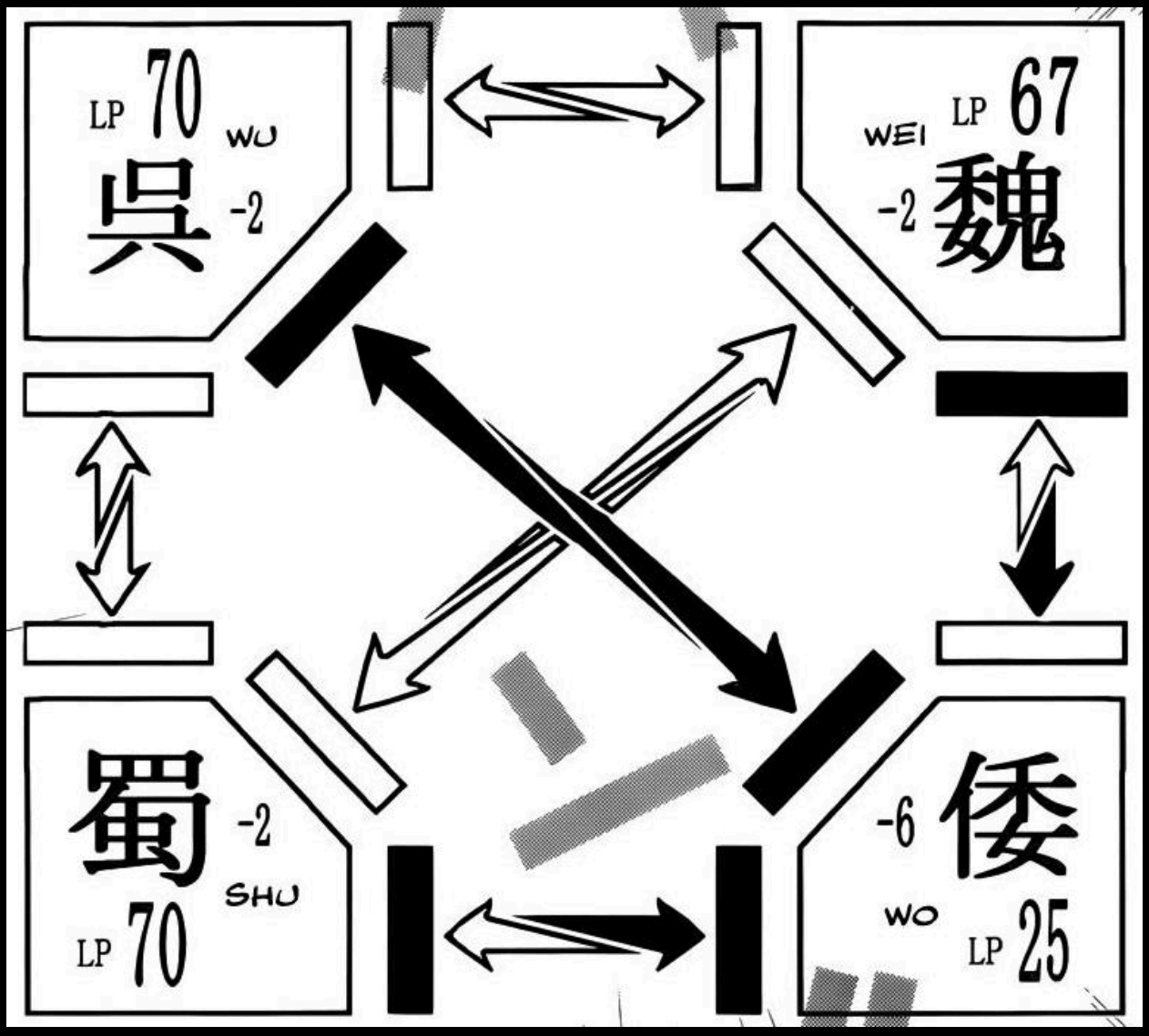
Yokoya confronts Akiyama about the loss he is facing. Akiyama calmly switches the conversation asking about the name of their kingdoms. The kanji for Wei 魏 and Wo 倭 both has 委 this symbol which means "entrust" and the funny thing is kanji for Wei is made off 委 鬼 while Wo is made off 人委:

鬼=Demon **人=Human**

So the kanji for Wei word can be interpreted as "entrusting to Demon" while Wo can be interpreted as "entrusting to Human". Quite ironic isn't it.

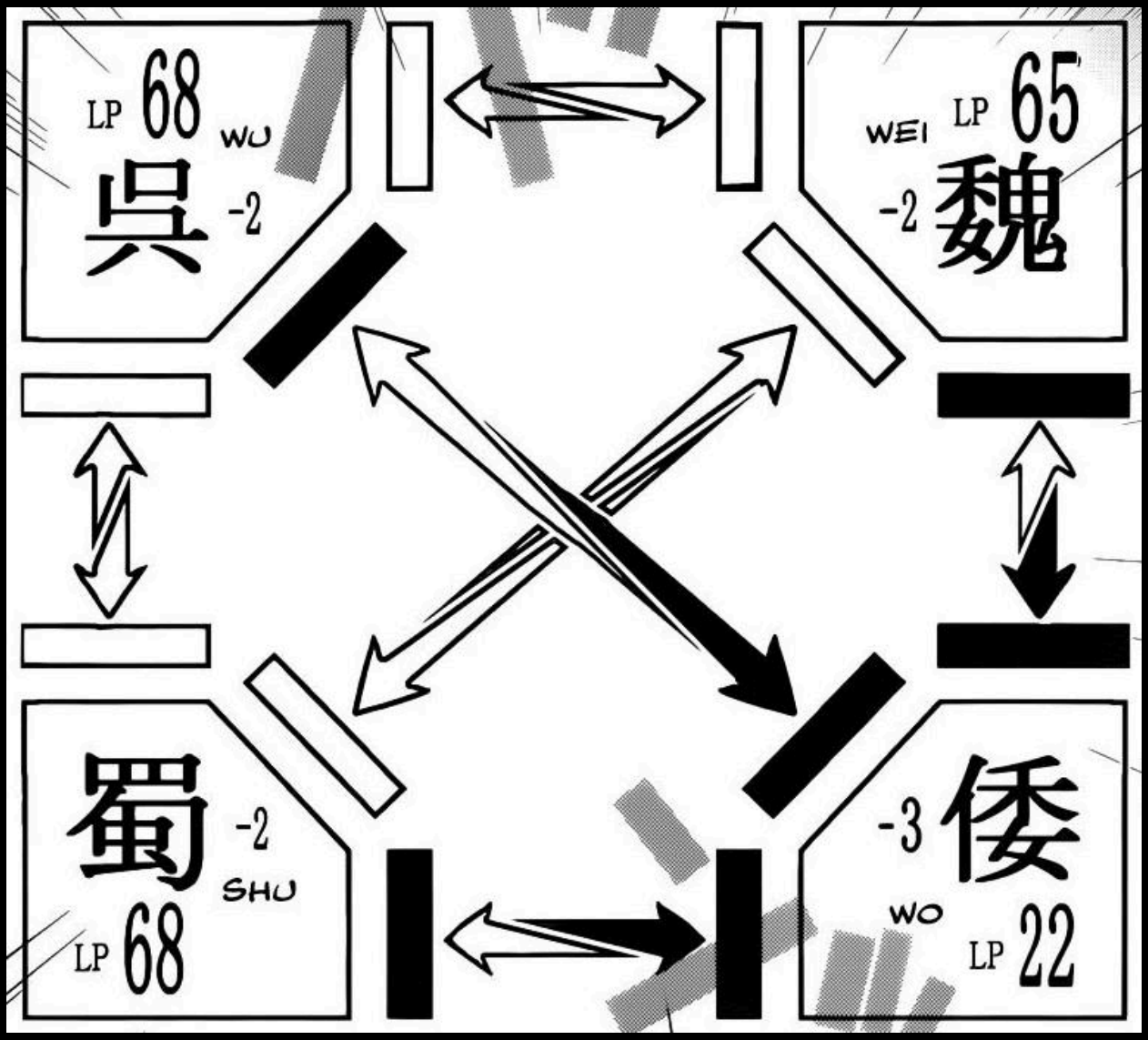


Round 15 of the Game

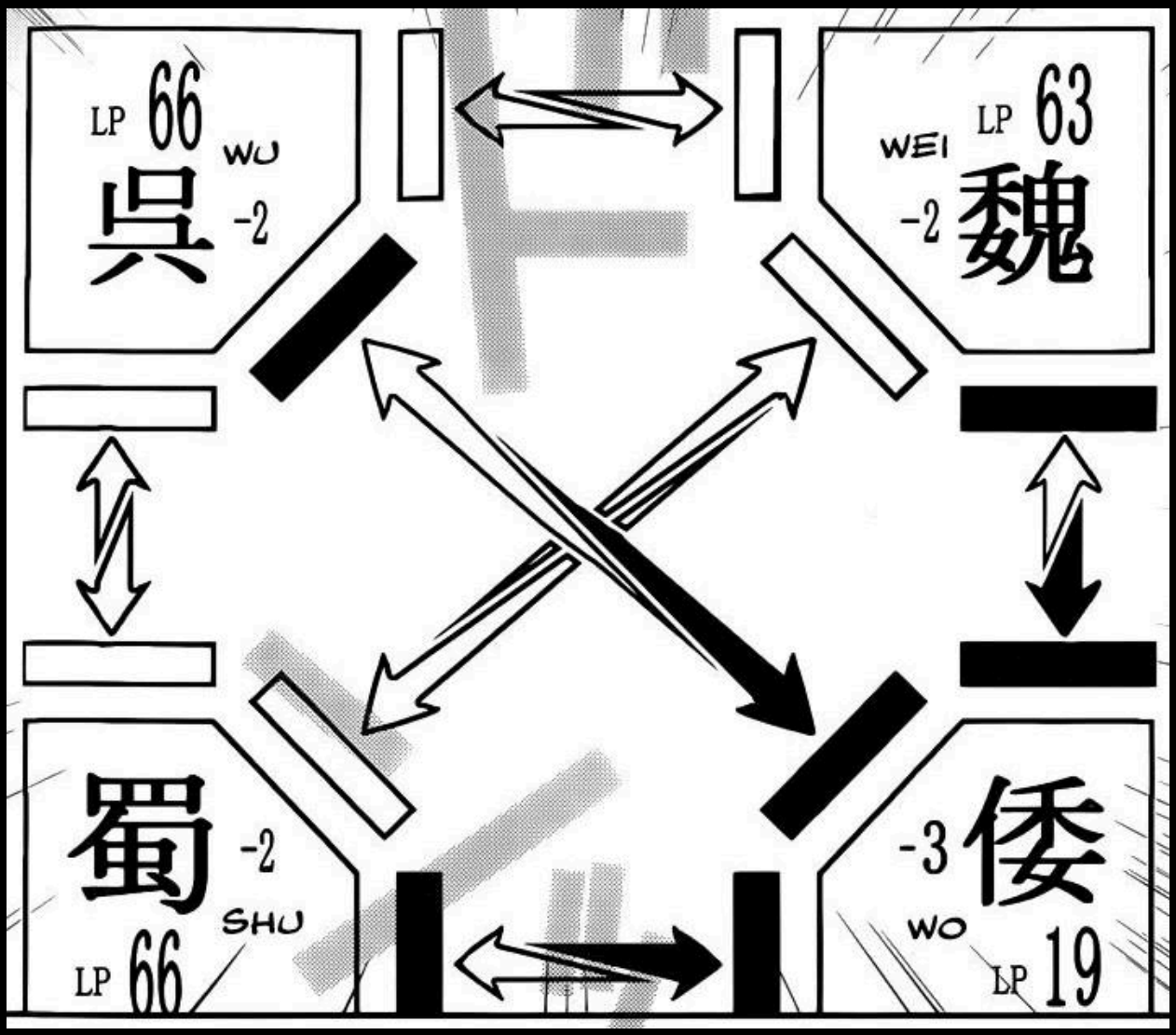


Round 16 of the Game Akiyama finally stops the non stop attack on WU using that LP to defend from WEI instead. To make Yokoya believe he is bluffing about having the last last. While also making Yokoya cautious that he might have a plan that helps him win even if

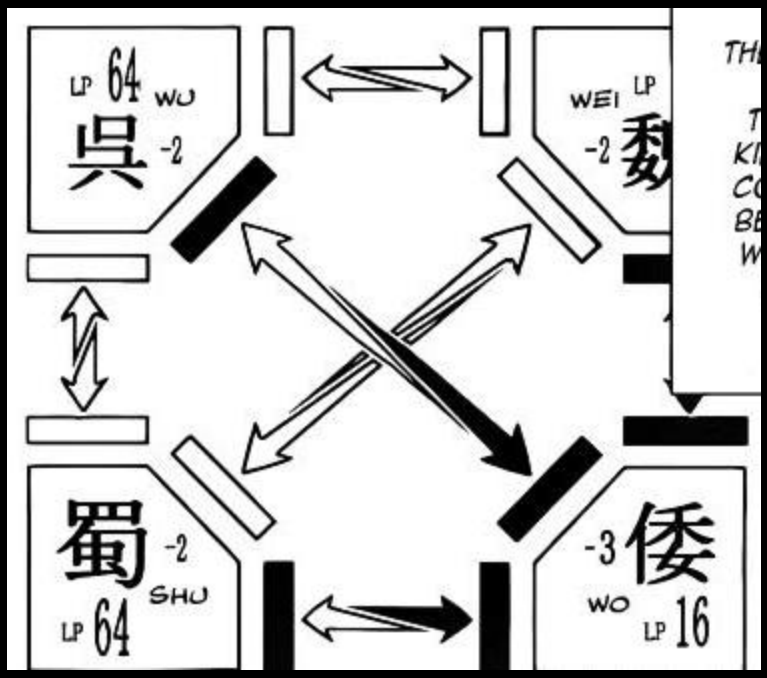
he is defeated. This will matter for the Liar Game /Yokoya deception part.



Round 17 of the Game



Round 18 of the Game WEI (61LP)



Round 19 of the Game

WU Kingdom: (62 LP) (-2 LP)

SHU Kingdom: (62 LP) (-2 LP)

WEI Kingdom: (59 LP) (-2 LP)

WO Kingdom: (13 LP) (-3 LP)

Round 20 of the Game

WU Kingdom: (60 LP) (-2 LP)

SHU Kingdom: (60 LP) (-2 LP)

WEI Kingdom: (57 LP) (-2 LP)

WO Kingdom: (10 LP) (-3 LP)

Round 21 of the Game

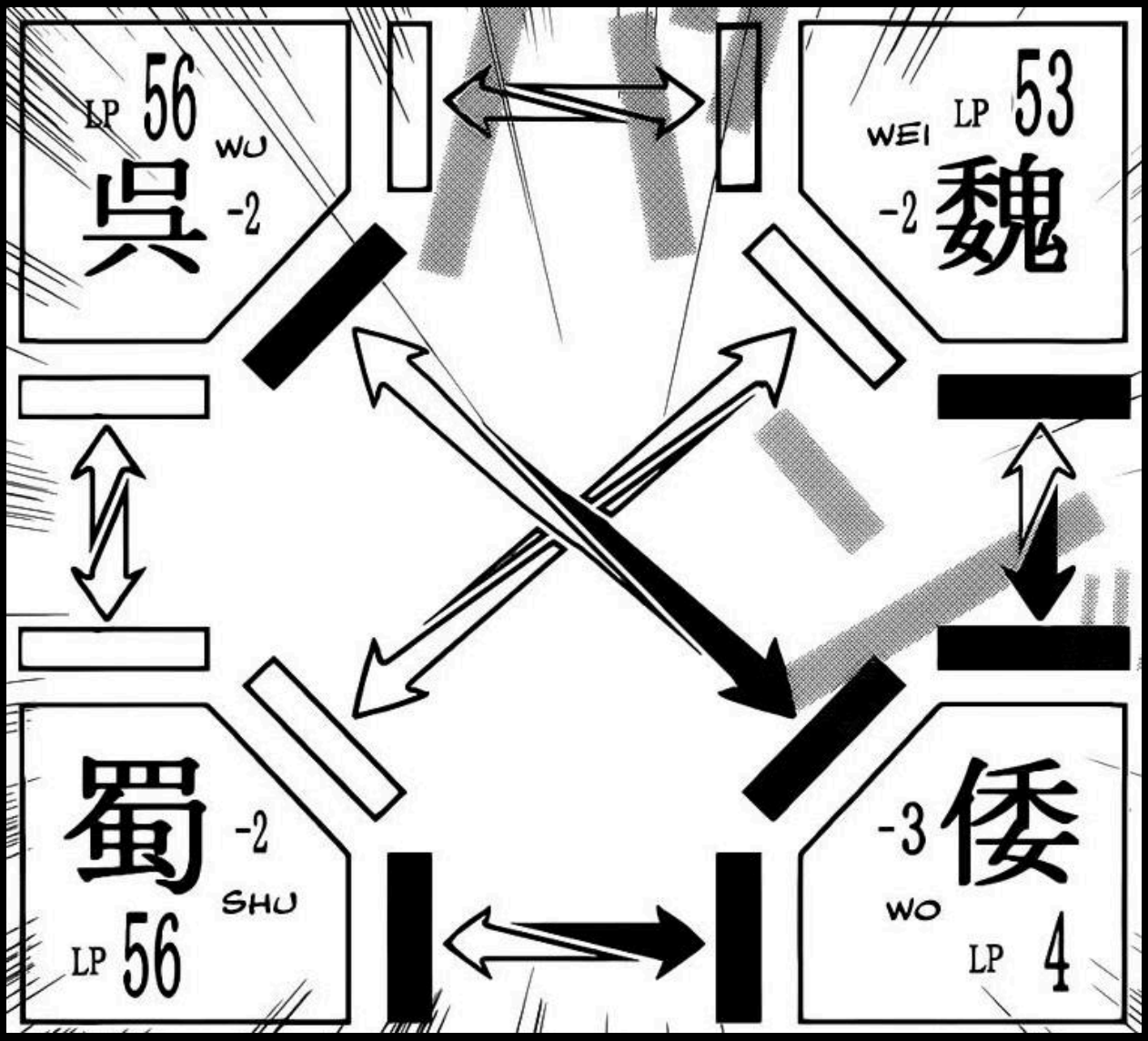
WU Kingdom: **(58 LP) (-2 LP)**

SHU Kingdom: **(58 LP) (-2 LP)**

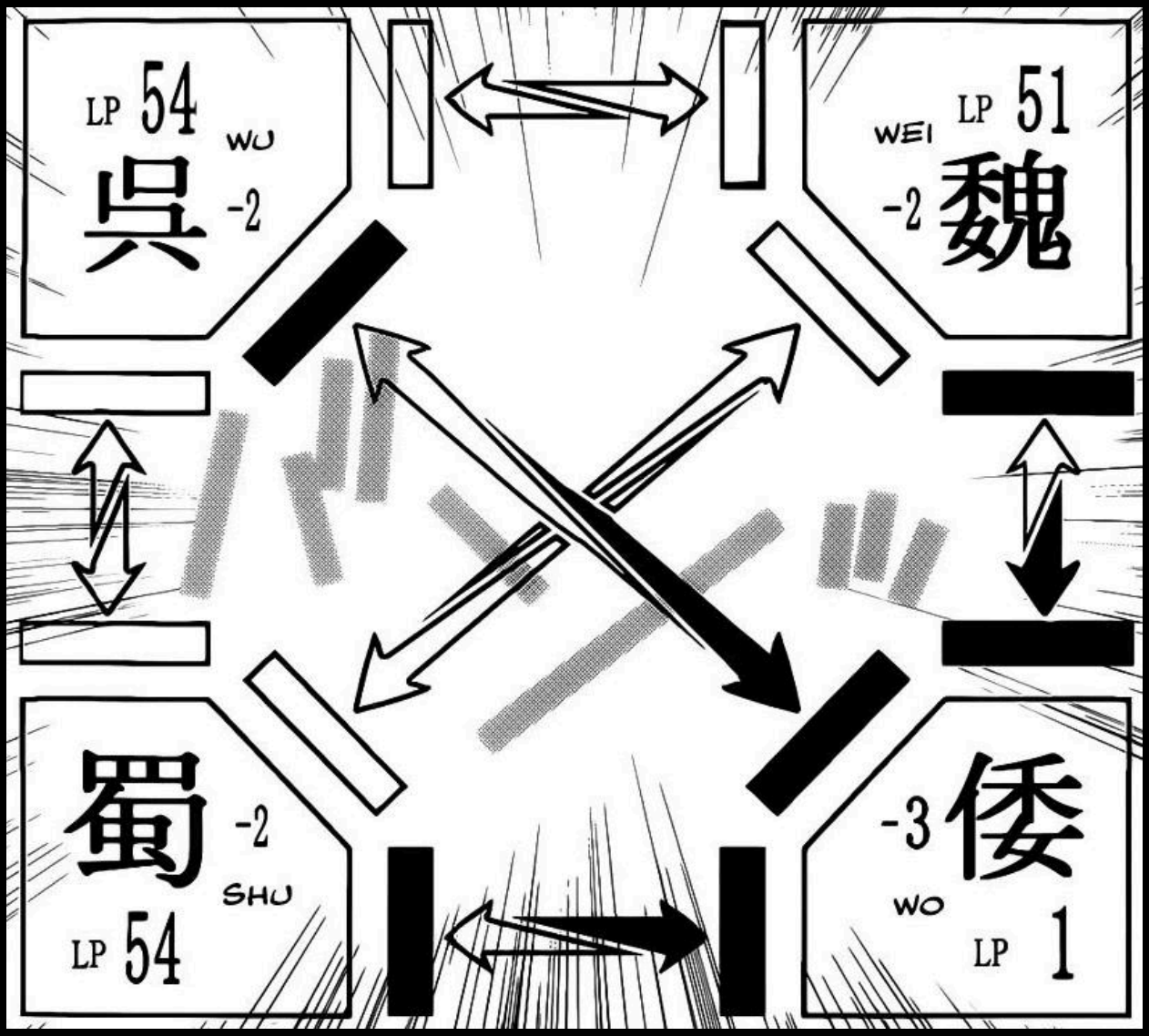
WEI Kingdom: **(55 LP) (-2 LP)**

WO Kingdom: **(7 LP) (-3 LP)**

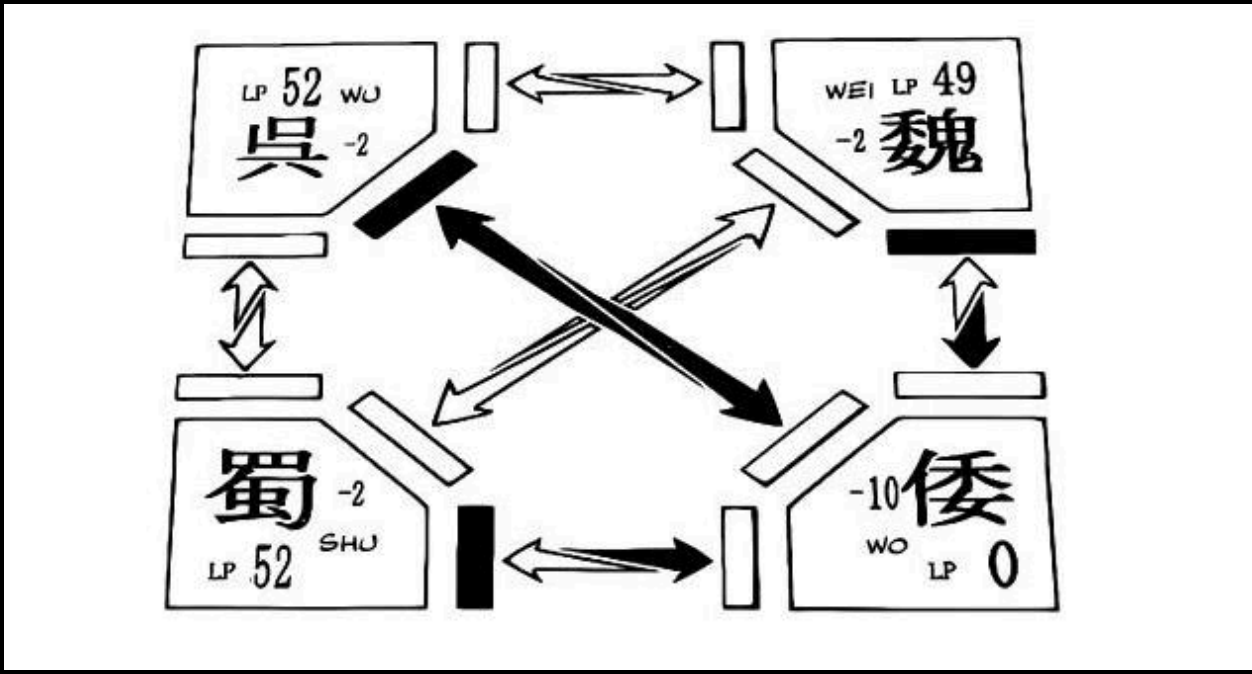
Round 22 of the Game



Round 23 of the Game



Round 24 of the Game



Akiyama kingdom WO is official out of the game

Liar Game/Yokoya Deception

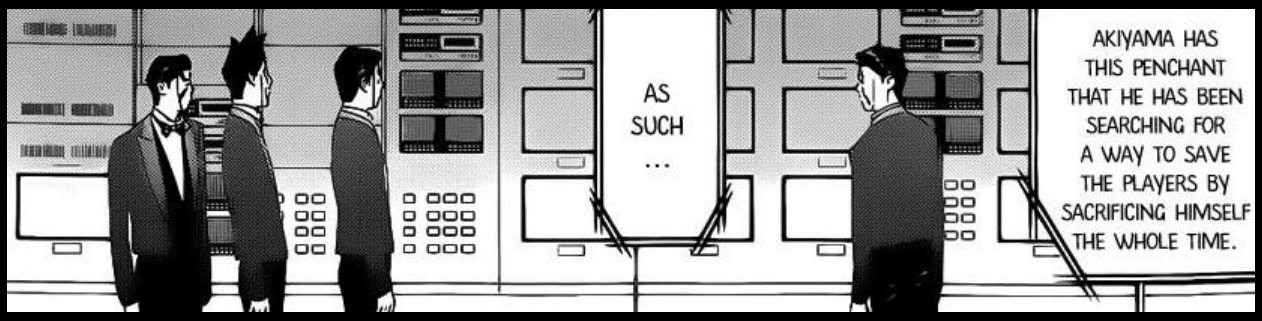
Every action is going according to Akiyama stalemate plan. Furthermore, to achieve a stalemate the plan must not be detected by the end where he finally pulls it off. For that the plan must be versatile enough to leave enough breathing for the reasoning behind Akiyama actions so that one cannot deduce the true purpose of Akiyama action. This is where non stop attack plan serves another purpose as by the end Akiyama kingdom loses a simple question arises what was the purpose of this loss. The official eventually reaches a conclusion:

- Akiyama lost on purpose because his main goal is to make the WEI kingdom win.
- As Yokoya's main goal in the game is to crush Akiyama and Nao but if WEI win Nao will be saved with Nao saved. Akiyama too will be saved having his debt paid off by her.
- So despite winning the Game he will lose not being able to fulfill his own words.
- Akiyama then would use himself as a bargaining to have yokoya pay off other debts promessing that if yokoya does that he will refuse Nao help to get him off the debt and live a life of hell sold in black market.

To achieve this Akiyama will reveal to Yokoya teammates that Yokoya is planning to lose the game creating conflict among themselves which will result in changes in general to stop Yokoya from using LP. Akiyama then will reveal this information to WU. Before they couldn't attack SHU to take advantage by breaking the equal LP due to Yokoya's threat of attacking them if that happens but now with yokoya out of the way WU can attack SHU at the moment gaining upper. Akiyama then would go to SHU and tell them the same thing so both SHU and WU will think of attacking each other. At 1st they will doubt akiyama words but after seeing WEI use no LP in the next round they will be convinced of it and both will attack each other going full on war. Eventually they reach near WEI LP lets say:

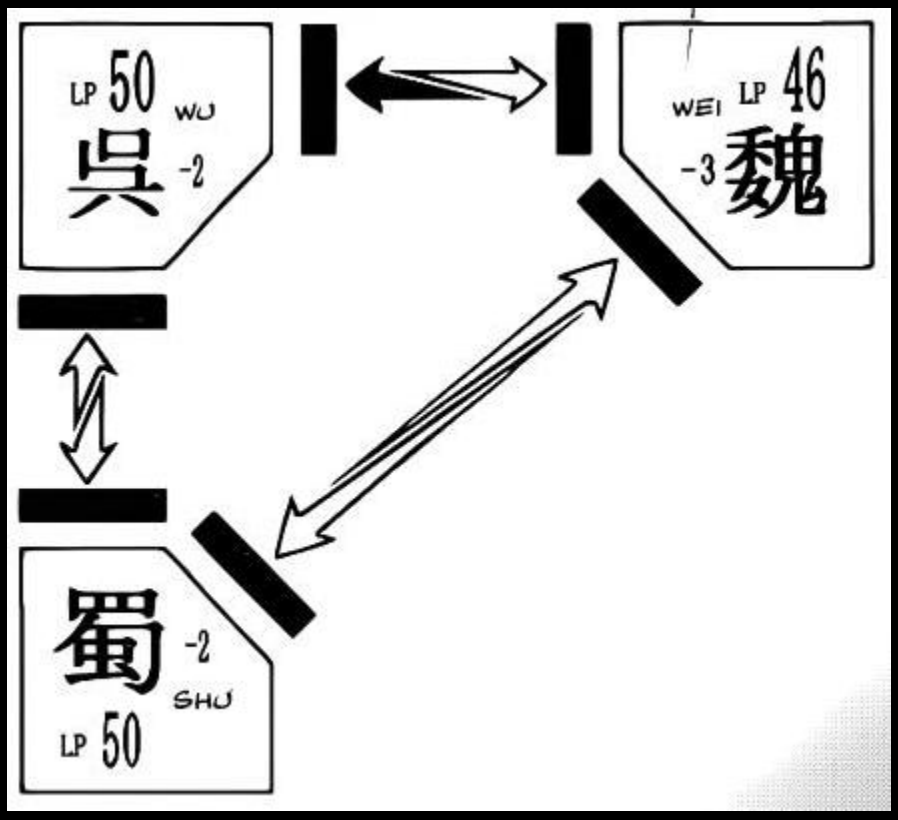
- **WU has (10 LP)**
- **SHU has (11 LP)**
- **WEI has (8 LP)**

WU attacks SHU (-1 LP) (9 LP), SHU defends (-1 LP) (10 LP). WEI can attack in this vital moment to both WU and SHU turning the tides (-2 LP) (6 LP), WU hurt (-6LP) (3 LP), SHU hurt (-6LP) (4 LP). This deception also works due to the fact that it aligns with Akiyama's original plan of self sacrifice.

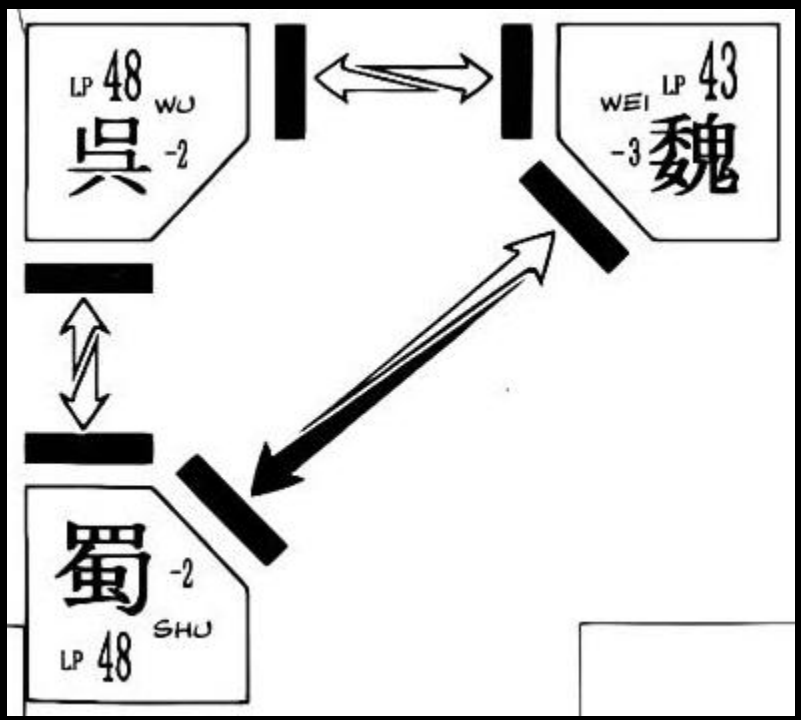


Akiyama has told none of his teammates about his plan up till this point so that the despair his team feels is genuine and can't be seen as anything suspicious by yokoya. Akiyama finally tells them that things are going according to his plan asking them to keep up the act of despair but still doesn't tell them about what the plan actually is so that they remain

doubtful of him while also feeling a relief that things might be okay. Round 25:



Round 26 of the Game



Round 27 of the Game

WU Kingdom: (46 LP) (-2 LP)

SHU Kingdom: (46 LP) (-2 LP)

WEI Kingdom: (40 LP) (-3 LP)

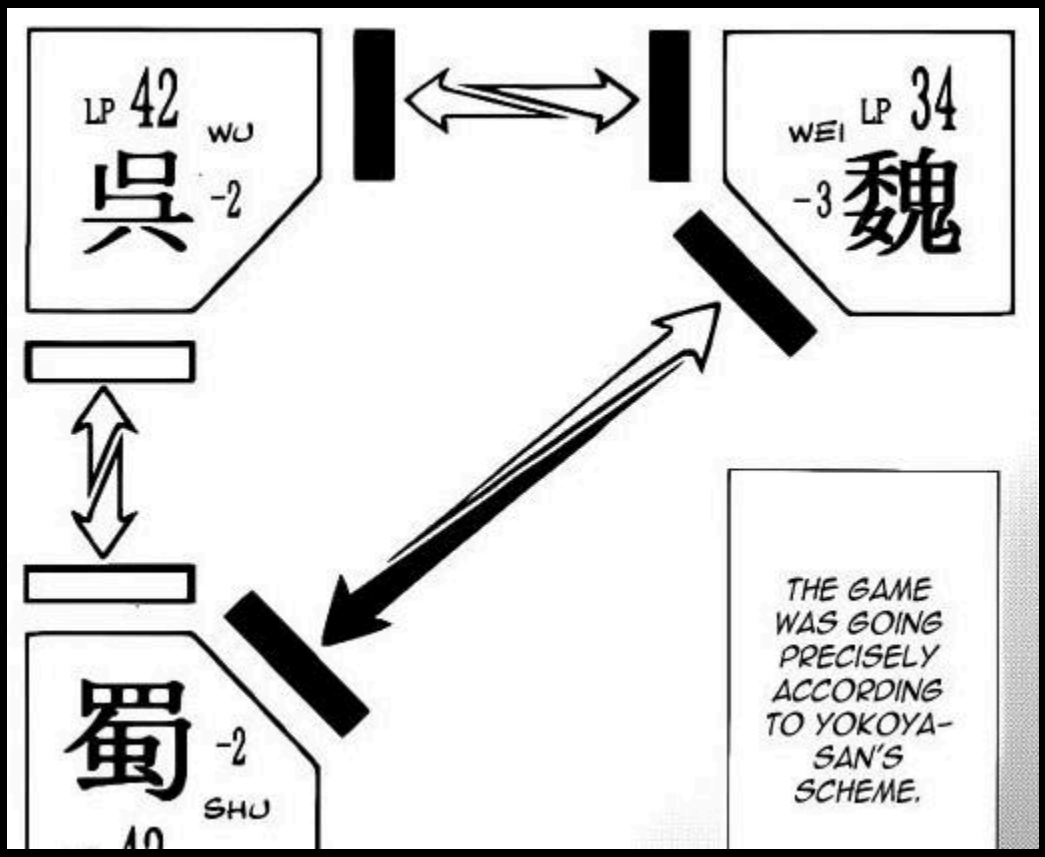
Round 28 of the Game

WU Kingdom: (44 LP) (-2 LP)

SHU Kingdom: (44 LP) (-2 LP)

WEI Kingdom: (37 LP) (-3 LP)

Round 29 of the Game



Round 30 of the Game

WU Kingdom: **(40 LP) (-2 LP)**

SHU Kingdom: **(40 LP) (-2 LP)**

WEI Kingdom: **(31 LP) (-3 LP)**

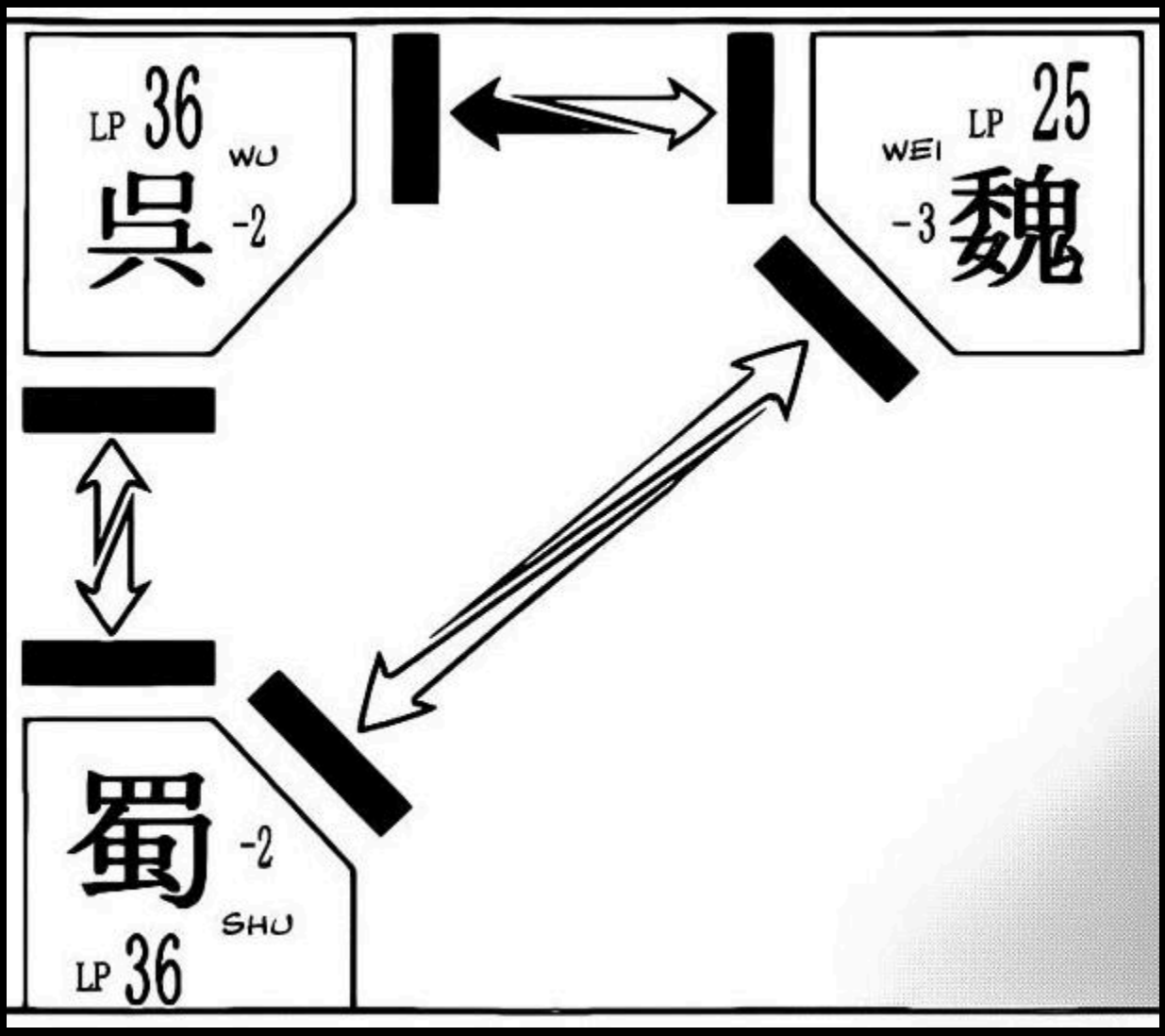
Round 31 of the Game

WU Kingdom: **(38 LP) (-2 LP)**

SHU Kingdom: **(48 LP) (-2 LP)**

WEI Kingdom: **(28 LP) (-2 LP)**

Round 32 of the Game



Round 33 of the Game

WU Kingdom: **(34 LP) (-2 LP)**

SHU Kingdom: **(34 LP) (-2 LP)**

WEI Kingdom: **(22 LP) (-3 LP)**

Round 35 of the Game

WU Kingdom: (32 LP) (-2 LP)

SHU Kingdom: (32 LP) (-2 LP)

WEI Kingdom: (19 LP) (-3 LP)

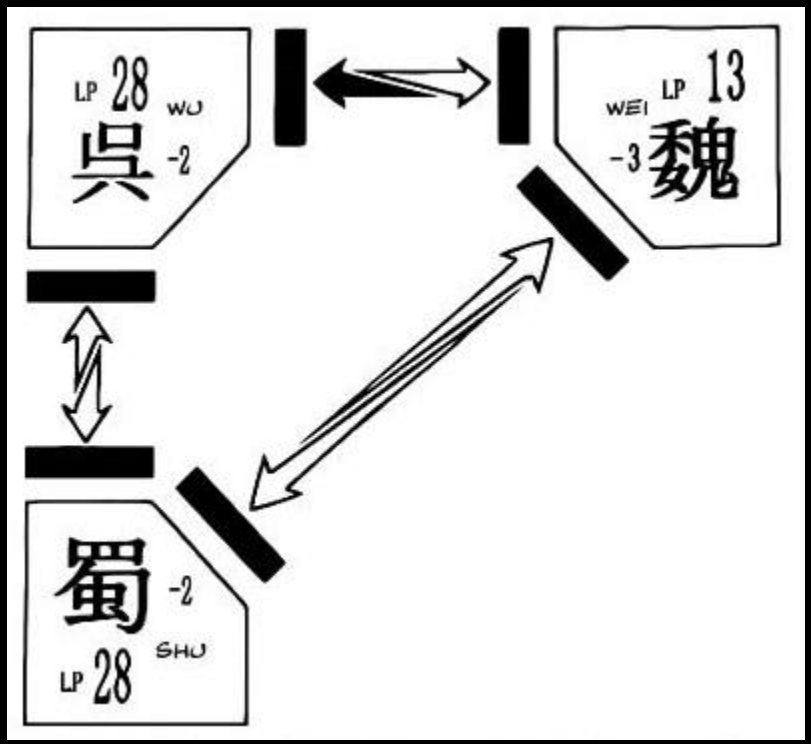
Round 36 of the Game

WU Kingdom: (30 LP) (-2 LP)

SHU Kingdom: (30 LP) (-2 LP)

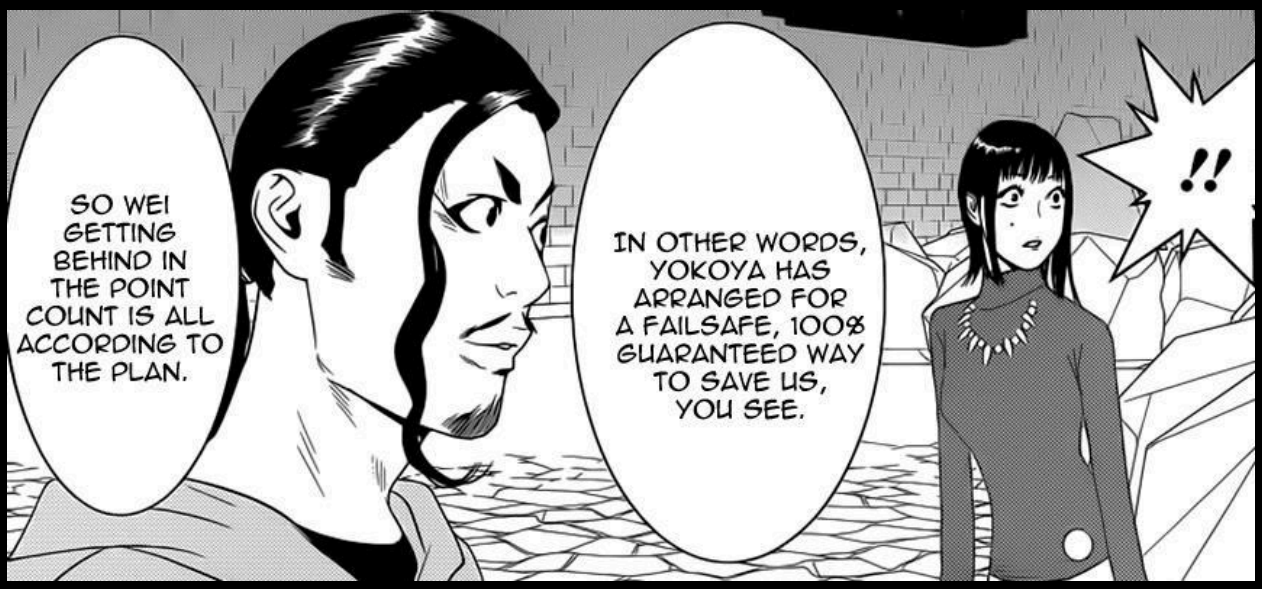
WEI Kingdom: (16 LP) (-3 LP)

Round 37 of the Game

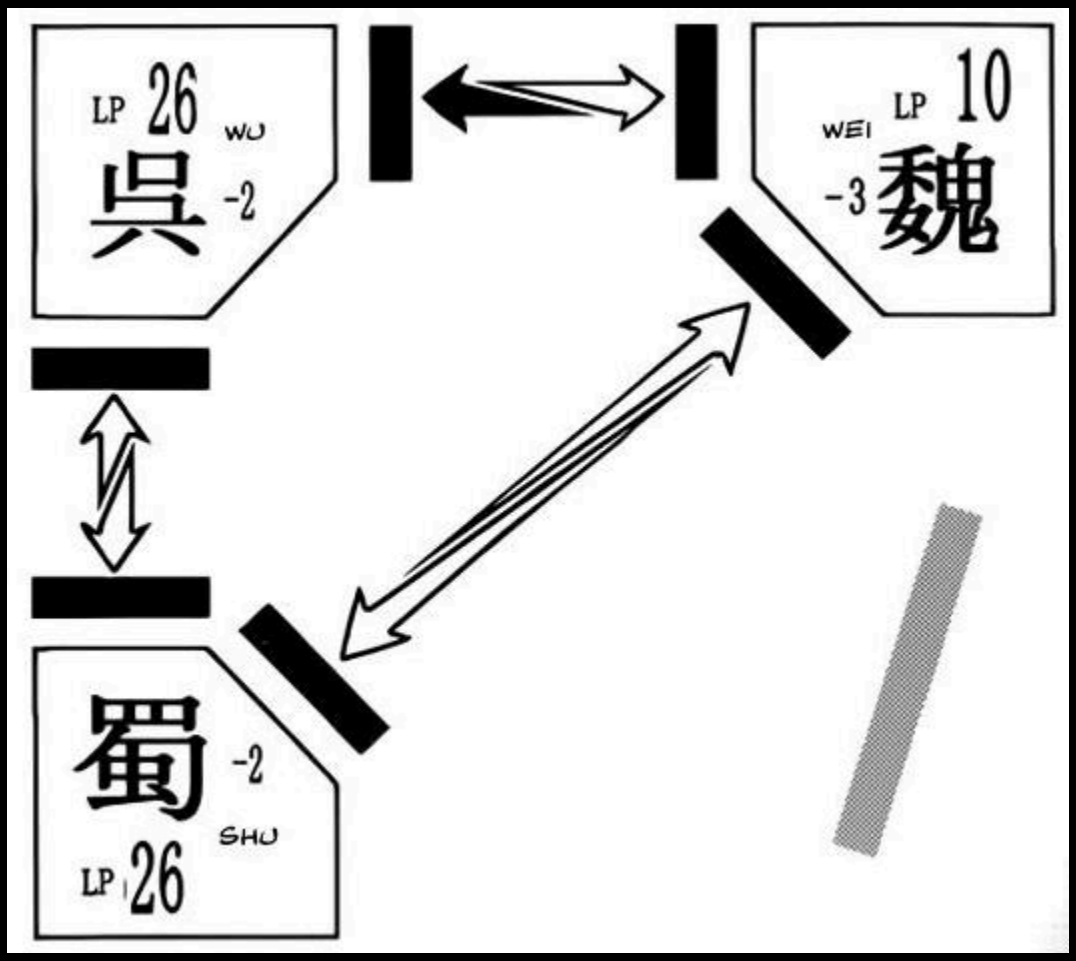


Continuing the deception following the idea that liar game dealers deduced. Nao then confronts the Wei kingdom telling them Yokoya is planning to lose per Akiyama word so that he can bring her and Akiyama down. Yokoya had anticipated such actions so he prepared for it in advance as he had already told his team about his plan. When he formed an

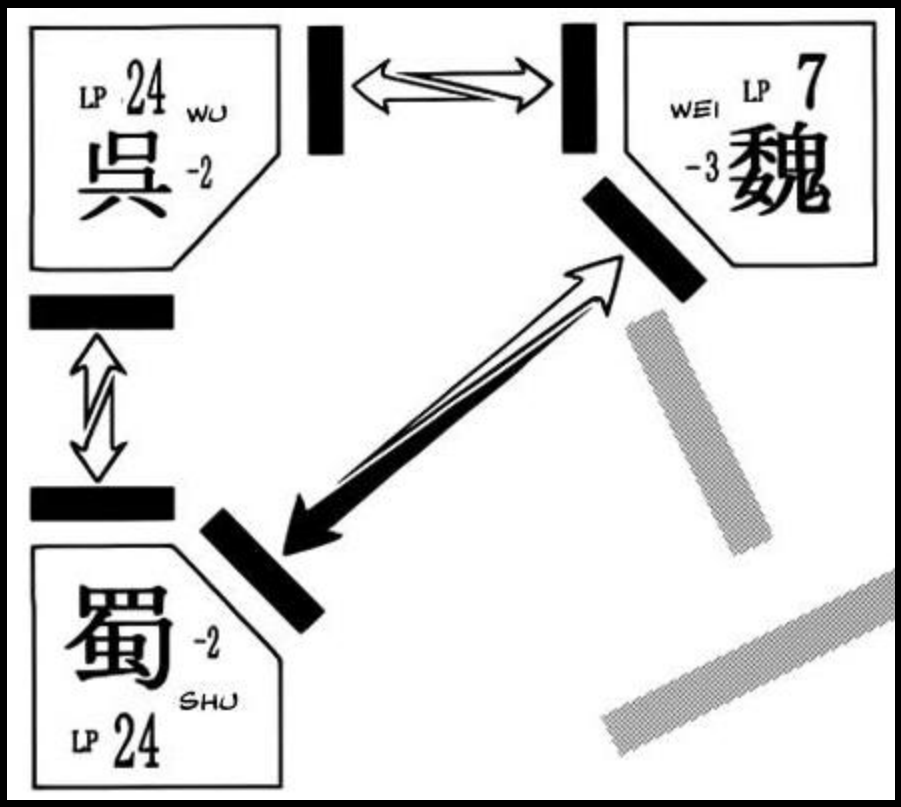
alliance with WU and SHU he put a condition that his teammates will have their debt cleared by the winner's money. (Obviously a fake contract that he just made up. After getting concerned from Akiyama's statement of having the last laugh) but in the eyes of Yokoya teammates.



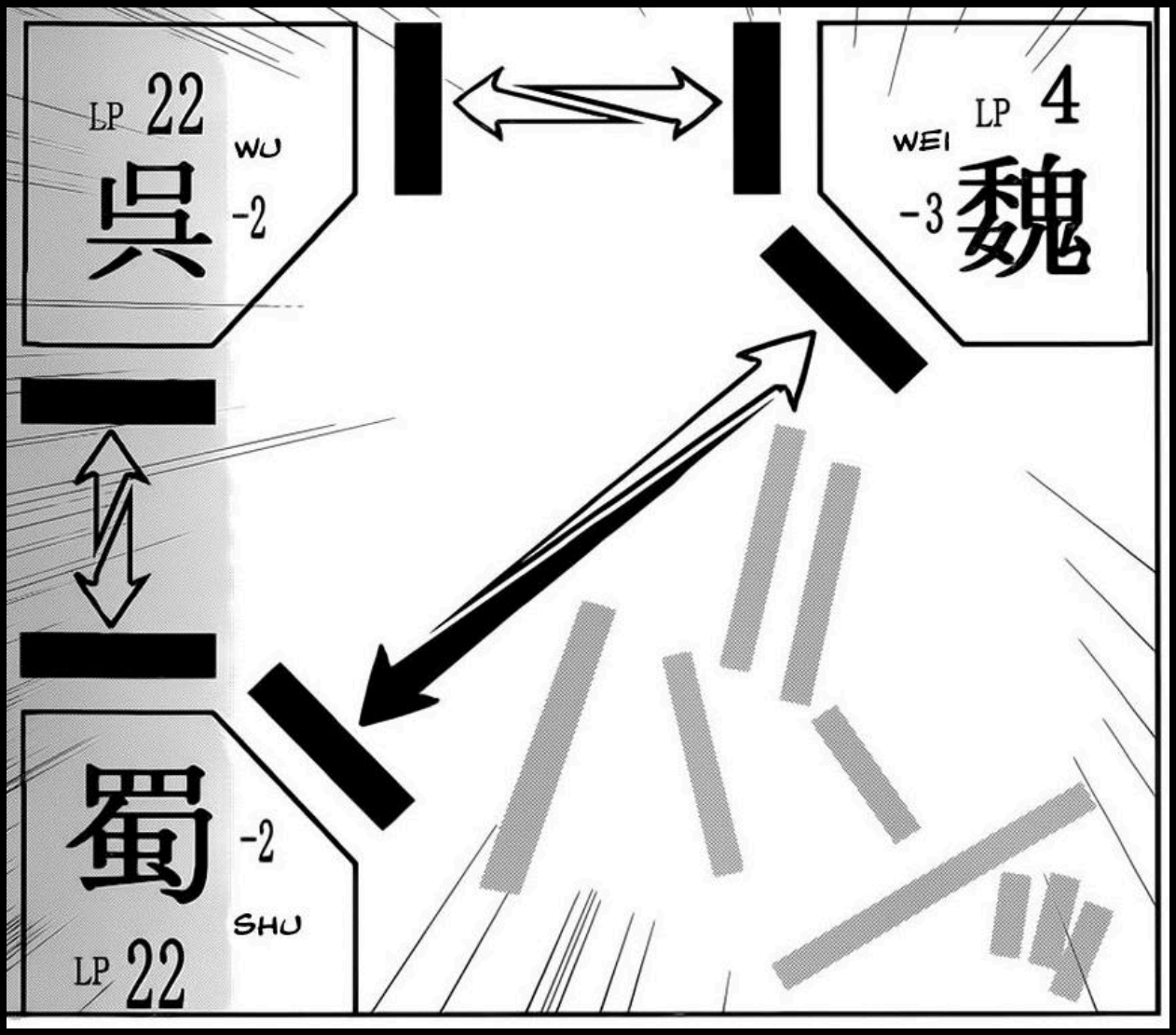
Round 38 of the Game



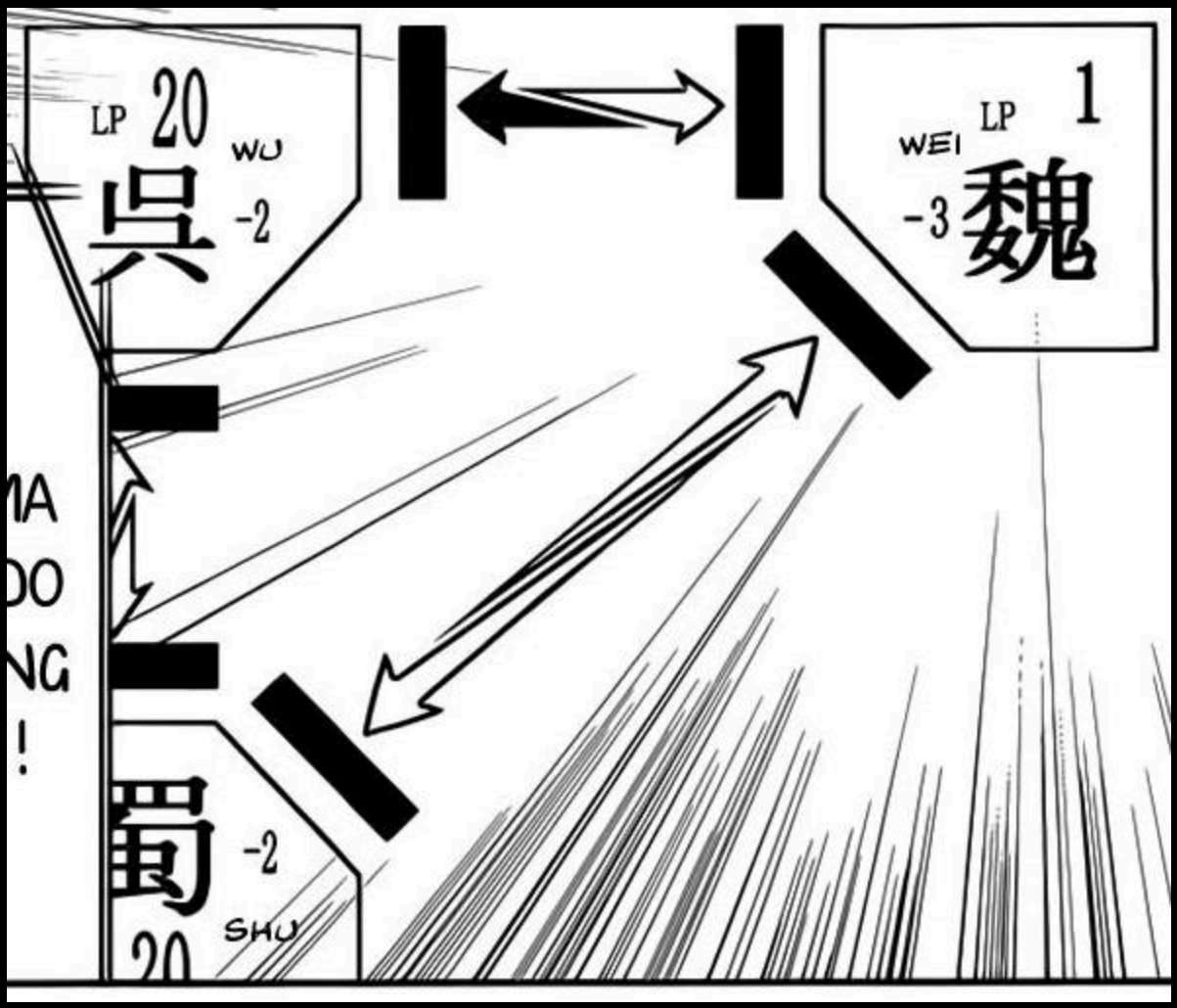
Round 39 of the Game



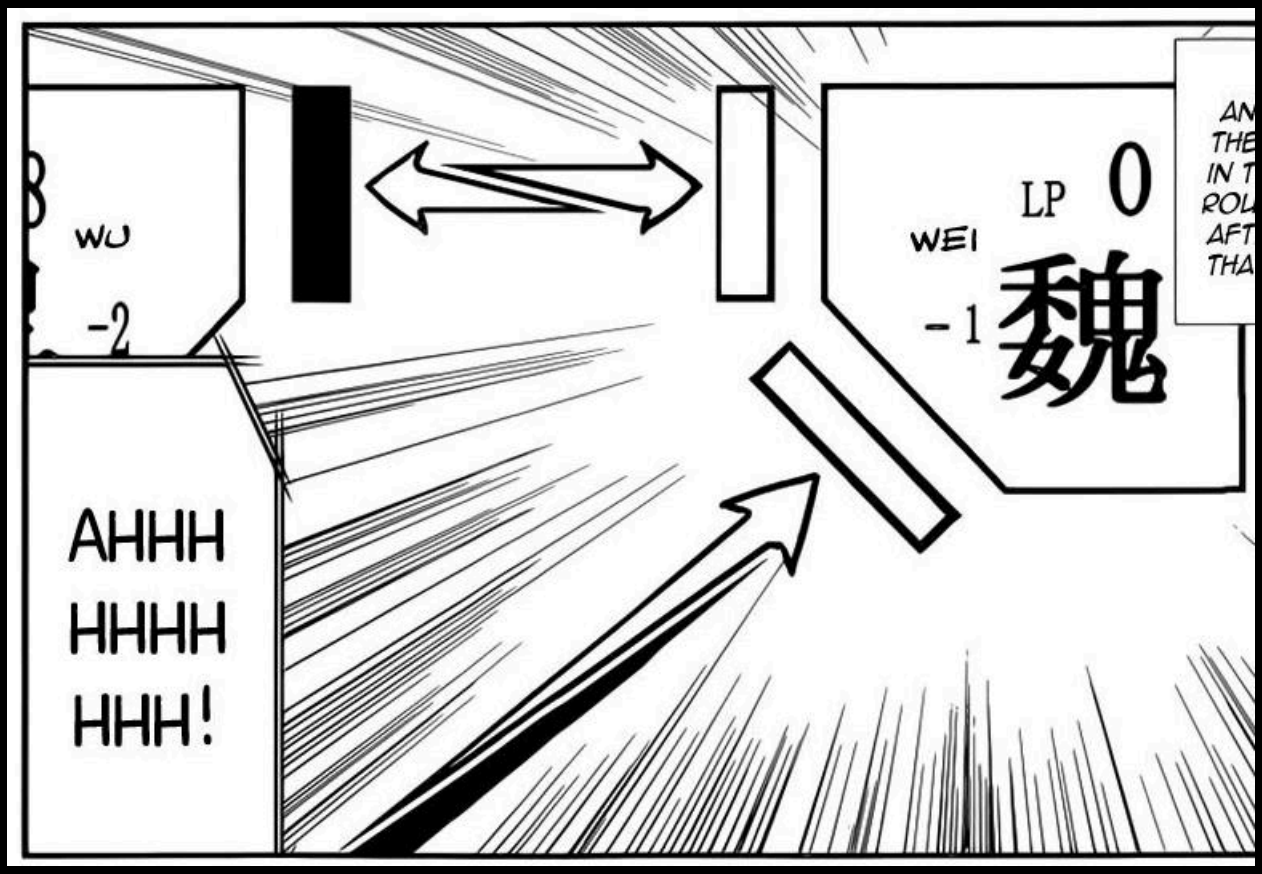
Round 40 of the Game



Round 41 of the Game



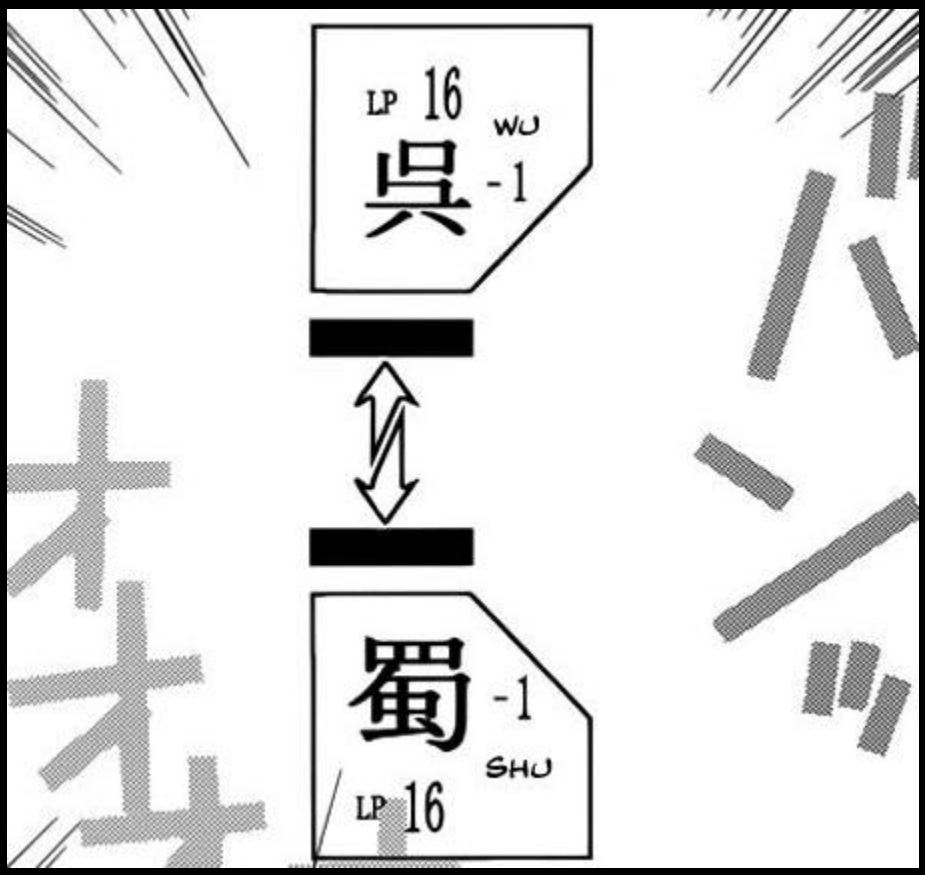
Round 42 of the Game



Now Yokoya is finally out of the game

Creation/Destruction of SPY

The battle between WU and SHU is finally on but neither of them attack, they just continue to defend keeping themselves on equal foot to each other.



This was because before Akiyama's kingdom WO even got eliminated he had already set up a trap. That is the Rich player bluff. It had another purpose, which was to create fear among WU and SHU of betrayal. Due to the rich player character closely resembling Yokoya a difference being he is actually working to be better unlike yokoya. Yokoya's mind went on conflict with his own existence rather than being calculative enough to dismantle the bluff so the Rich player character survived among the minds of WU and SHU. Now Akiyama confronts SHU in round 22 when his kingdom was just about to get eliminated wishing them luck on beating WU at the end he then brings up the RICH PLAYER character. Considering they Abandoned Akiyama and sided with Yokoya they naturally got curious about who this RICH PLAYER is to have a clearness on the situation on whether they made a mistake joining Yokoya or not. So they ask for the player's identity. Akiyama throws off the conversation mentioning how they are the reason why his kingdom is losing and they are expecting an answer from him saying just the knowledge of RICH PLAYER existence should be enough for

them. Shimura asks whether not knowing about the RICH PLAYER identity is bad for them or not.

Rich Player Motive

Akiyama continuing the bluff shames them for being this careless as of course it is dangerous. As RICH people by nature are different from normal people like them.

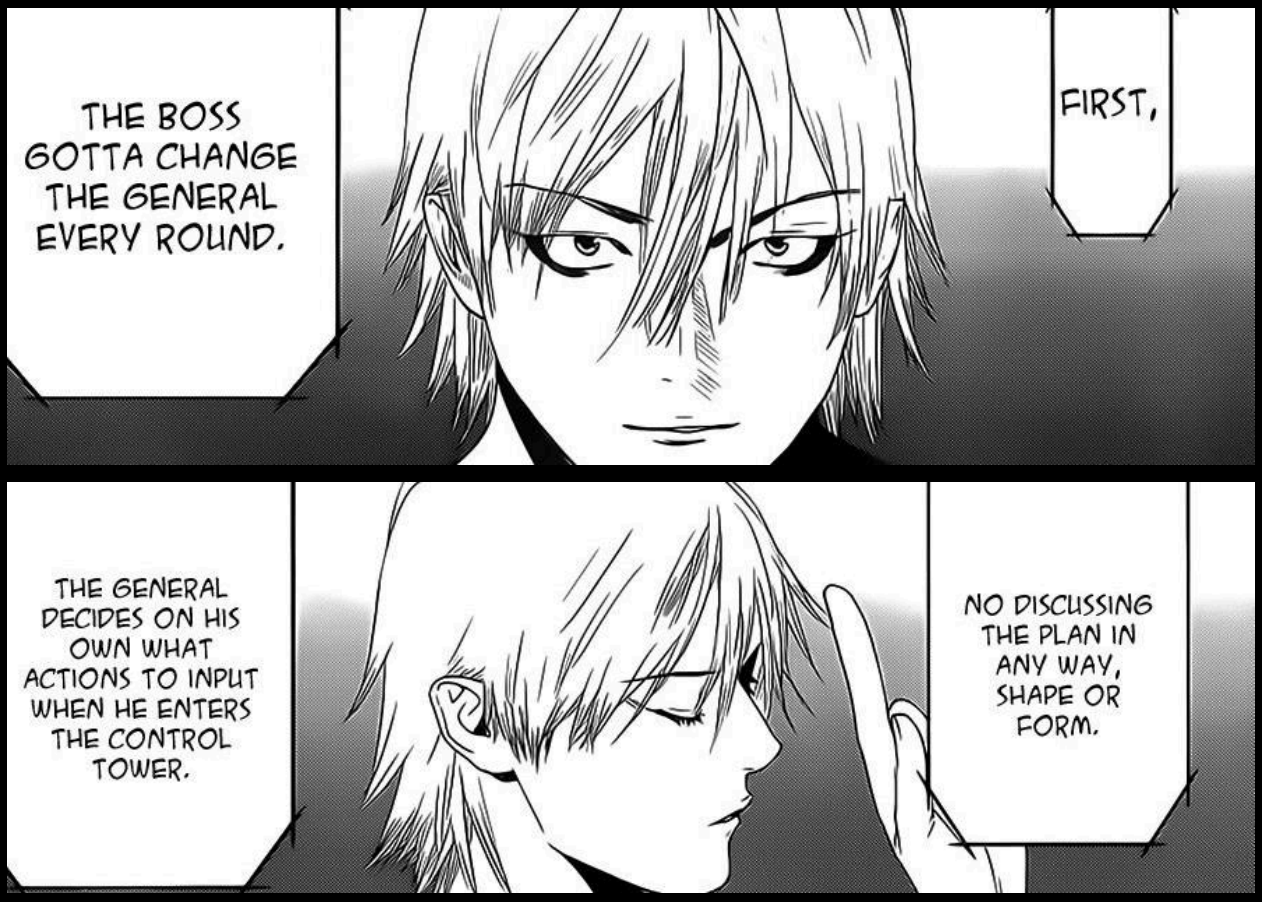
- They are probably thinking this is the last game if they win they are in heaven if they lose they are in hell. A simple mind set that can be taken advantage of as if someone just showed you a glimmer of heaven you follow that path without any question losing the ability to build or find a path by themselves.

- Now Take the RICH player he will have neither fear for hell nor hunger for heaven. As even if he loses he can just use his father's money to get himself out of despair. This freedom of action and thought can be viscous. Take Yokoya himself, he is sacrificing his kingdom just to take his revenge on Him and Nao. As we know the RICH PLAYER motive is to stand a ground for himself without his father's wealth oversight and now with Akiyama's plan out the window he is a free madman that will do anything to win. With SHU and WU being equal one has to make a move to destroy the other so one can win. This is where RICH PLAYER ferocity comes into play as he can bribe a guy from another kingdom from the money he currently has for himself to work as a spy for his team, making him betray his own team, sending them down to the pits of hell.



Akiyama then goes to the WU kingdom and tells them the same thing causing chaos among themself Akiyama then gives them advice on a way to counter the RICH PLAYER spy

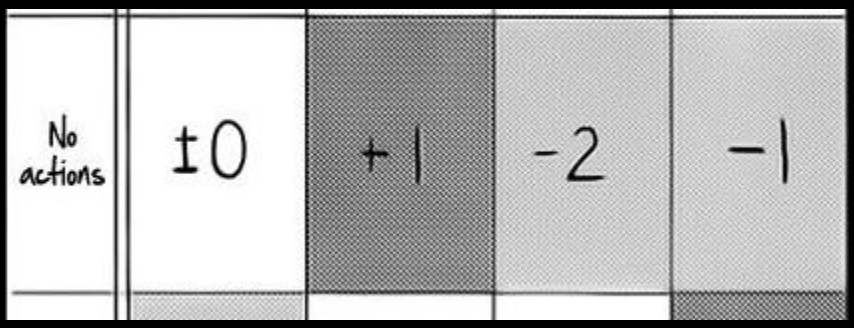
plan.



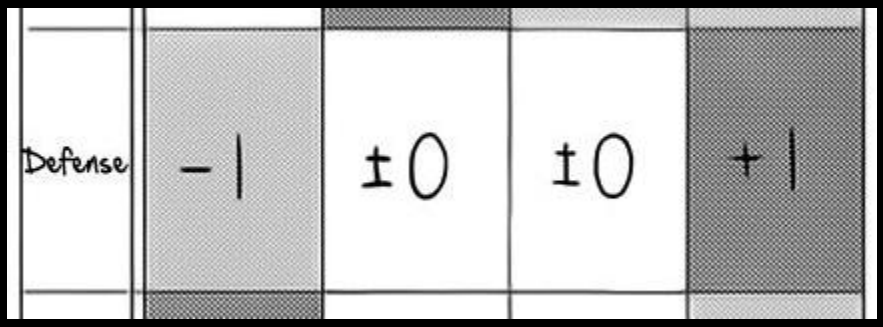
This ensures that if the LP of SHU and WU differentiate and are not equal no more the General is the SPY. One may ask, can a general just not make a mistake? But logically speaking that mistake shouldn't happen as the game has 4 actions that can be performed: No action, Defense, Offense, Defense/Offense. Now let's look at the 4 actions in different possibility:

- Let's say you pick no action. Enemy picks no action and both lose no point.
- Enemy picks defense (-1 LP) you are a point ahead (+1LP) so you lose no points in action.
- Enemy attacks (-1 LP) now you are (-2 LP) behind. As the attack (-3 LP) but since the enemy used (1 LP) to attack you are (2 LP) behind.

- Enemy attacks and defends (-2 LP) now you are (1 LP) behind. As the enemy lost (-2 LP) and you lost (-3 LP) from attack.

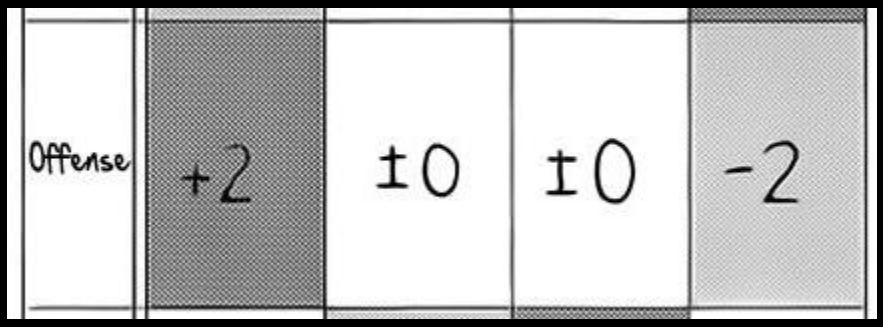


- Let's say you pick defense (-1 LP). Enemy picks no action you are (1 LP) behind.
- Enemy picks defense (-1 LP) You both are equal as both (-1 LP) for defense.
- Enemy attacks (-1 LP) You both are equal as the attack gets canceled by your (-1 LP) defense.
- Enemy attacks and defends (-2 LP) you are (1 LP) point ahead. As their attack is wasted due to your defense (1 LP).



- Lets say you pick attack (-1 LP). Enemy picks no action you are (2 LP) ahead as its (-3 LP) for enemy from the hit.
- Enemy picks defense (-1 LP) You both are equal. As your attack get canceled.
- Enemy attacks (-1LP) You both are equal as both of you did equal damage to each other.
- Enemy attacks and defends (-2 LP) You are (2 LP) behind. As you hit the enemy but the enemy has defense so they only lose (-1 LP) from using defense. While you have no

defense so you lose (-2 LP) cause the enemy used (1 LP) to attack.

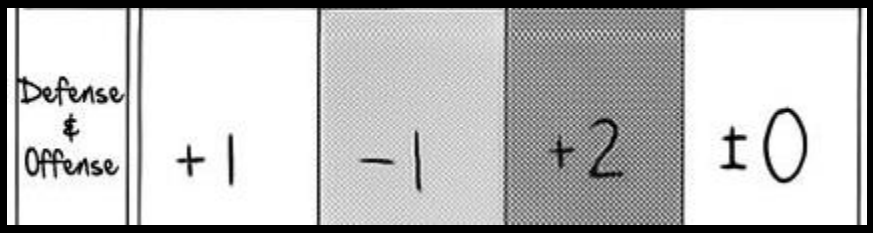


- Lets say you pick attack and defend (-2 LP). Enemy picks no action you are (1 LP) ahead. As your attacks (-3 LP) for the enemy.

- Enemy picks defense (-1 LP). You are (1 LP) behind.

- Enemy attacks (-1LP). You are (2 LP) ahead. As enemy attack gets canceled while your hits (-3 LP).

- Enemy attacks and defends (-2 LP). You both are equal.

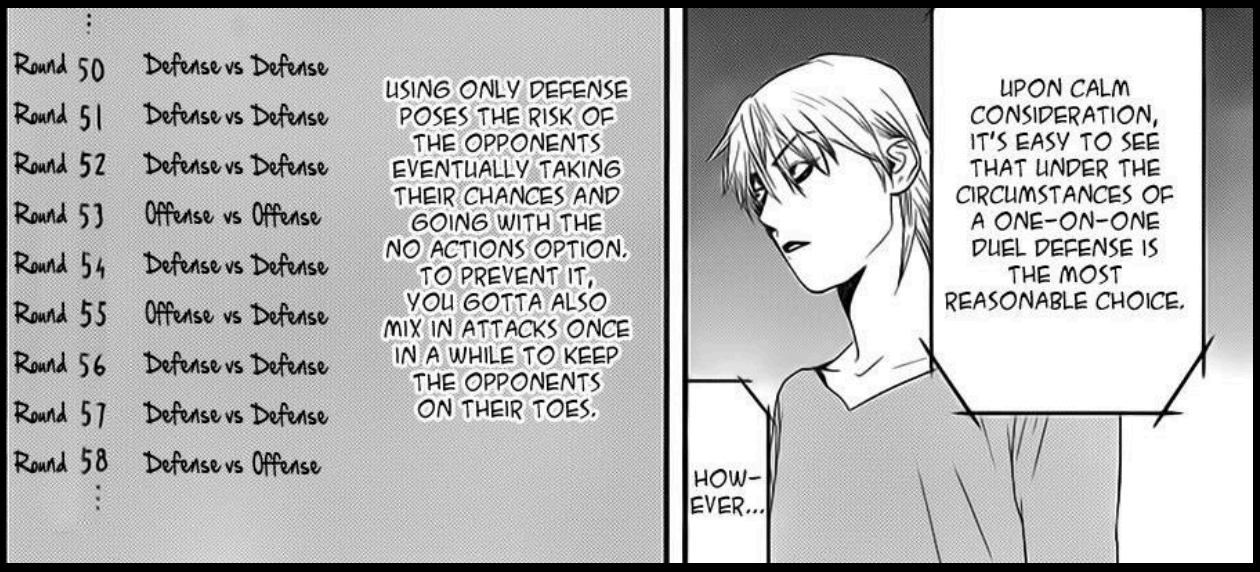


So picking no action is out of the question due to higher risk as you can see from all 4 possibilities you only get (+1 LP) while you lose (-3 LP). (-2 LP) if you eliminate your (+1 LP). And since the enemy understands this too they will not have no action. This changes the possibilities by a bit. As you can see from the (if you pick defense) example you lose (-1 LP) while you gain (+1 LP) but that (-1 LP) only occurred due to enemy picking no action but since we know that won't happen. That leaves other 3 outcomes (Equal, Equal, (+1 LP) so it's in the best interest to play defensive as there is no risk at all in fact you have a chance of getting (+1

LP). While in other possibilities if you throw no action away:

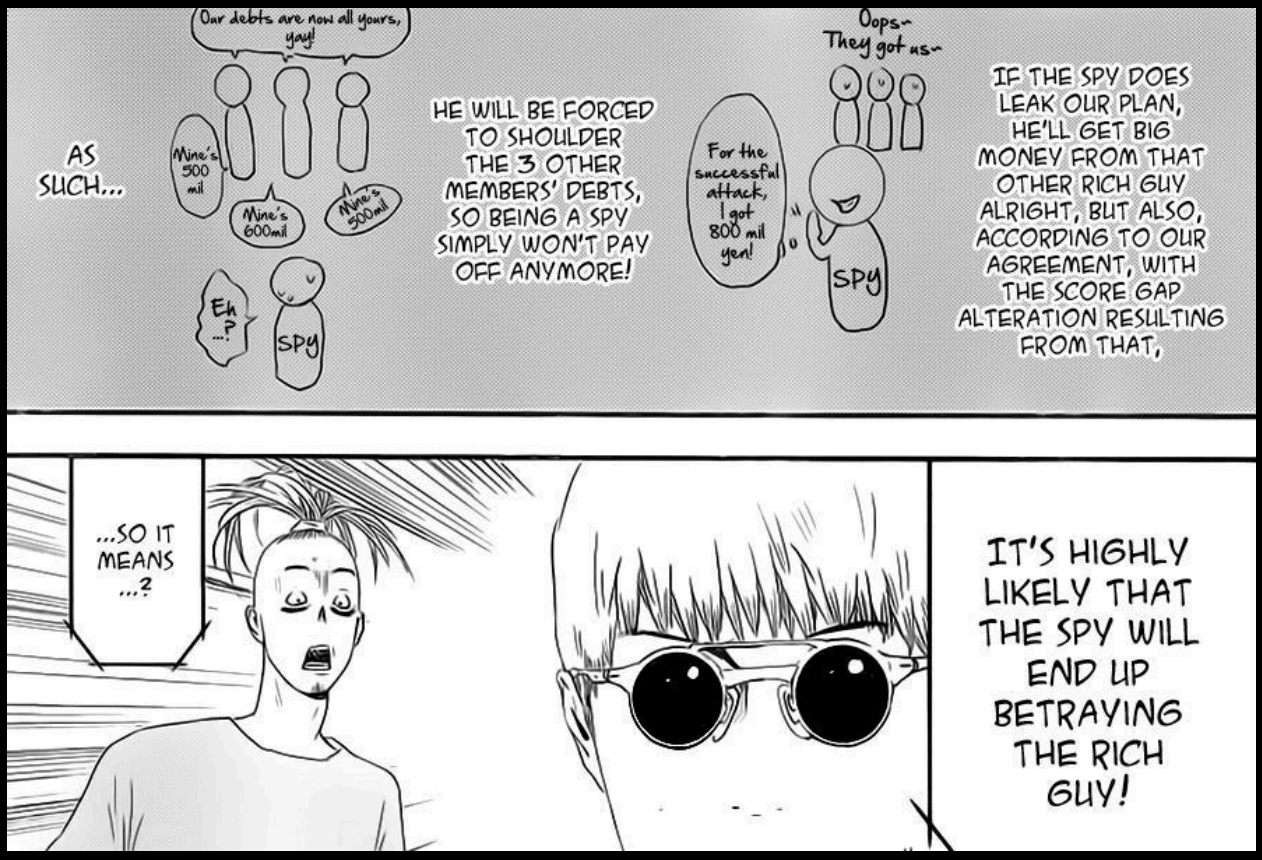
Offense	±0	±0	-2
Defense & Offense	-1	+2	±0

Offense is out of way due to risk of losing (-2 LP) if the enemy attacks and defends. Picking defense and offense is also out of way due to risk of (-1 LP).



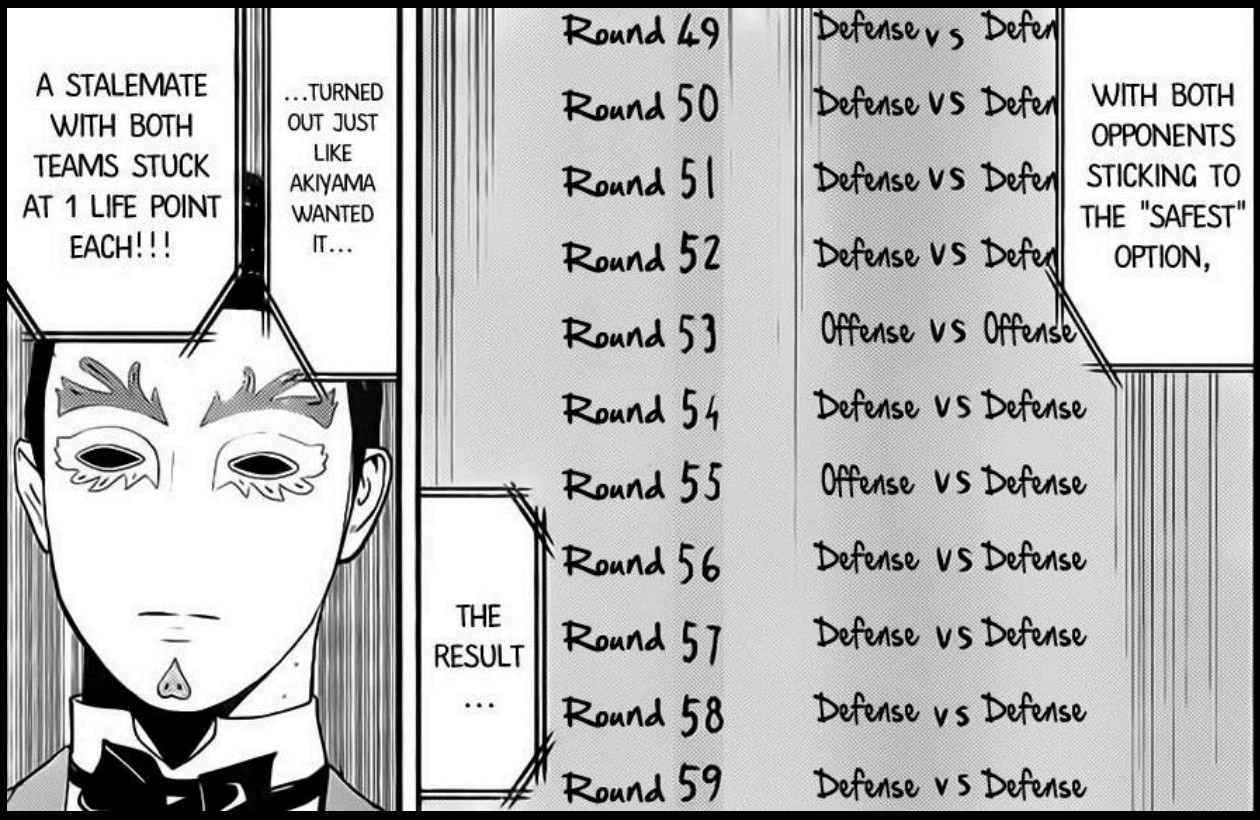
Since the general will be changed each round without the plan for move being discussed. Spy will have no info and so will the RICH PLAYER. The RICH PLAYER will be forced to play defense just to play safe. And in a round where SPY becomes the general and leaks his

move he will be caught.



They can win even if they have a SPY among them with this strategy. Akiyama then goes to SHU kingdom and explains to them the same strategy on how to avoid SPY and win. So

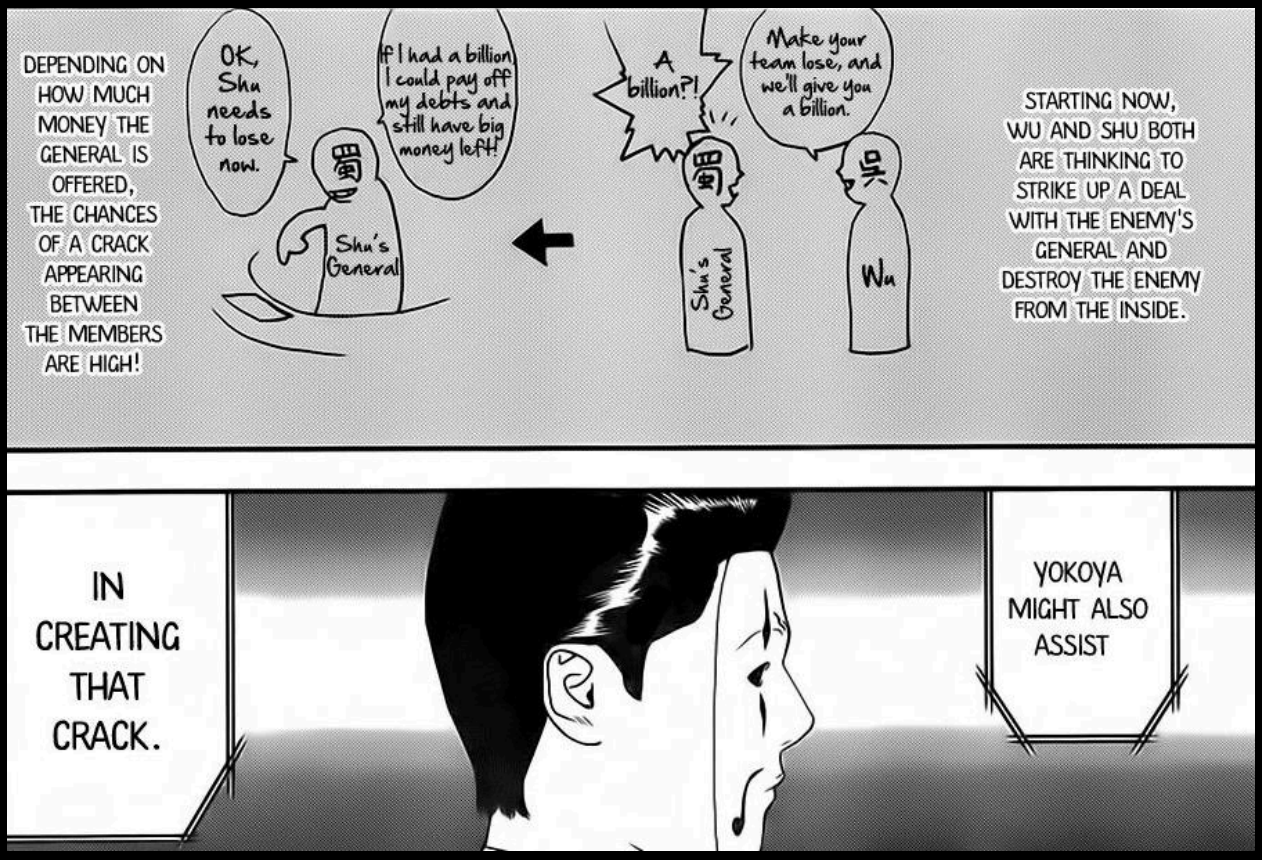
now



Yokoya's Self Reflection

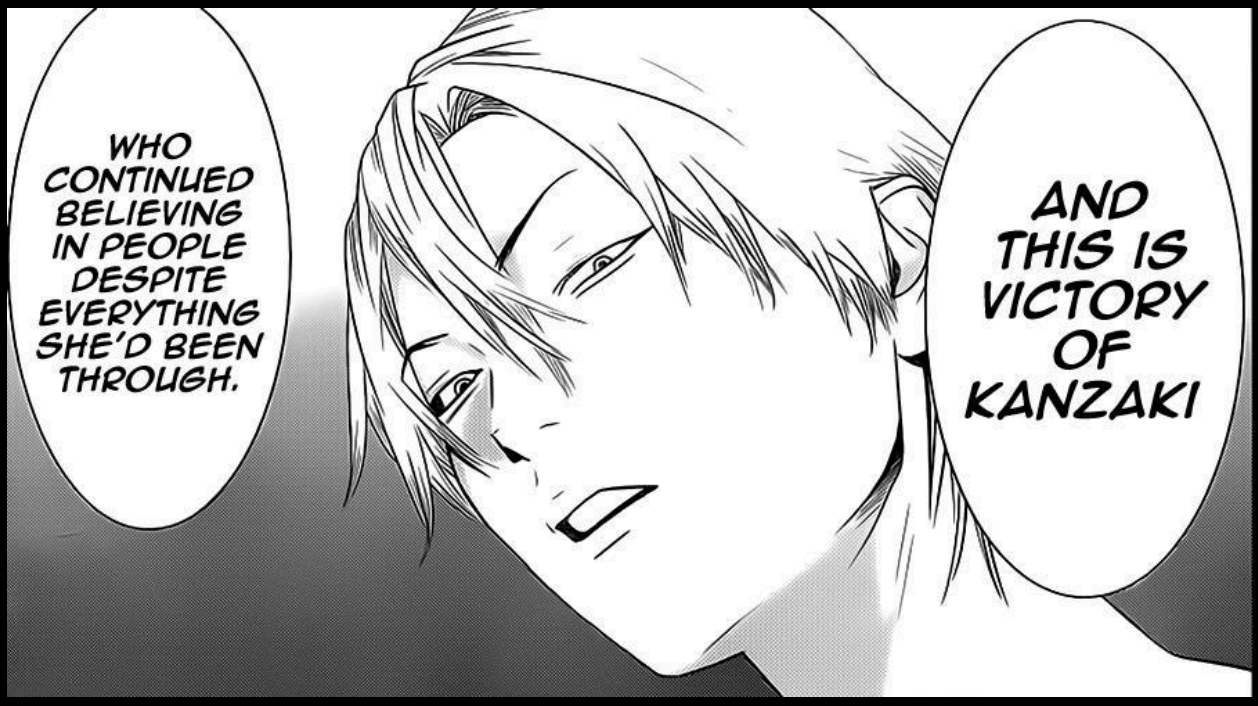
After both WU and SHU reach the end with both having (1 LP). Yokoya, seeing the stalemate, confronts Akiyama about how it was just a dumb luck that the action Kingdom too just happens to align with Akiyama's plan. Akiyama doesn't deny Yokoya's remarks about him being lucky as the stalemate plan is still not over as Yokoya can still break

the stalemate if he wants to.



And now, it's Akiyama's last job in the game is to convince Yokoya to proceed with a stalemate. So he instead brings up the Kanji for WEI and WO and how WEI (Yokoya kingdom) means (entrust to demon) WO (Akiyama kingdom) means (entrust to human) so he entrusted his plan to the human. Which is an aspect I don't see people talking about the Stalemate plan on how insane Akiyama EQ is to understand the thoughts of others and build a plan accordingly. Akiyama then brings up his past and his philosophy regarding doubting people that he learned from his professor. He didn't really think much of his professor's words at 1st but after meeting someone like Nao who is honest to a fault got caught up in this agonizing game. He remembered those words again as he taught nao to doubt people and how it's not a bad thing, just an action to understand the people in front of you more. People were weak, selfish and generally full of shit but her efforts to understand them looking straight into their hearts made them begin to understand others too. This plan did not succeed because of him or luck; it was the trust Nao had built throughout the chaotic

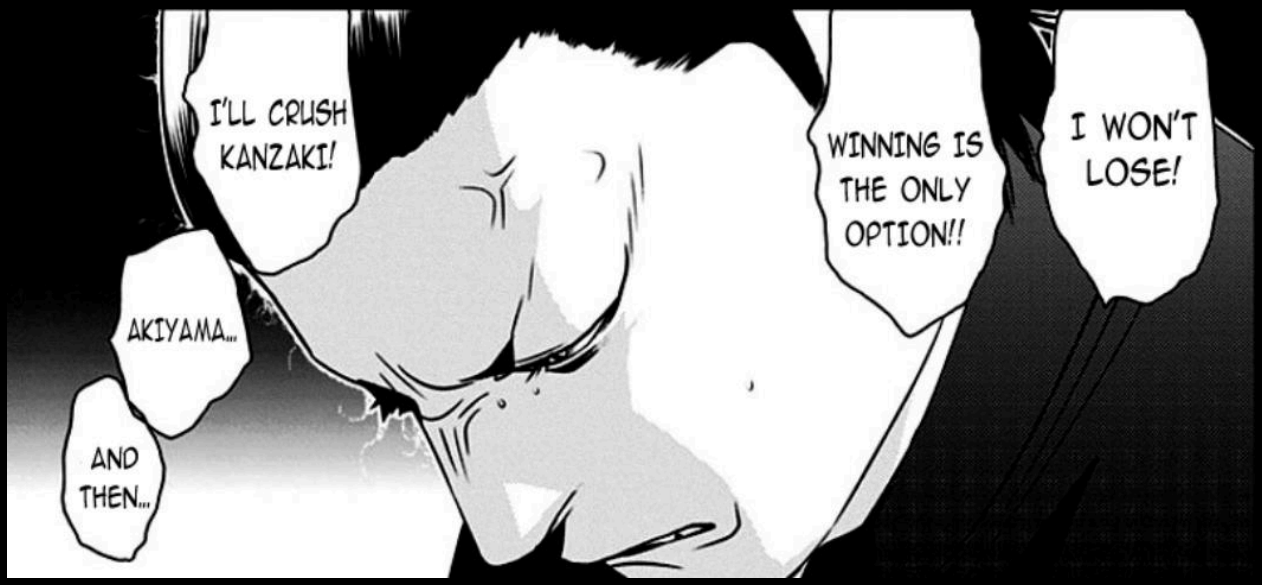
journey they had.



This shifting of the reason behind the success hits Yokoya like a truck because she is the main adversity for someone like Yokoya as she represents the idea that is completely opposite from him unlike Akiyama who is kinda just there to support her. Starting from contraband where he beat Akiyama but Nao stepped up challenging his ideology which is literally the reason he continued to play Liar game even though he didn't have to. To prove he is right in his view of things. With ROTK being the last game the last chance to prove himself to Nao he failed to do as RICH PLAYER bluff only worked because Nao was the one who presented the idea which led the curiosity from SHU and WU on trying to understand Nao words even though they had teamed up with Yokoya wondering whether teaming up with Yokoya was a mistake or not. Which led to them falling for Akiyama's fake anti Spy strategy and now we are here faced with 2 option:

- **Accept the stalemate**
- **OR**
- **Reject the stalemate**

He can spend money to convince one of the Generals to betray their team and beat Nao and win the battle:

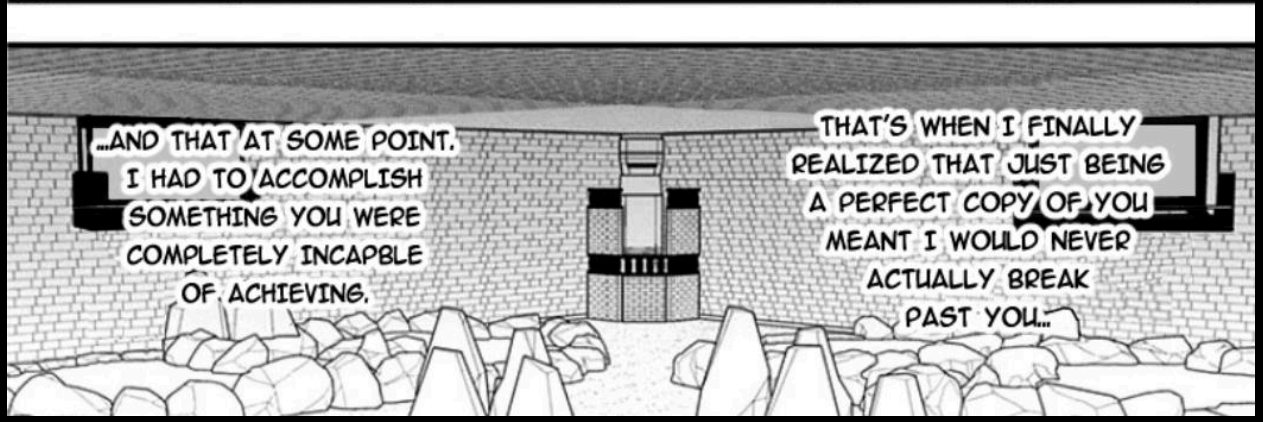




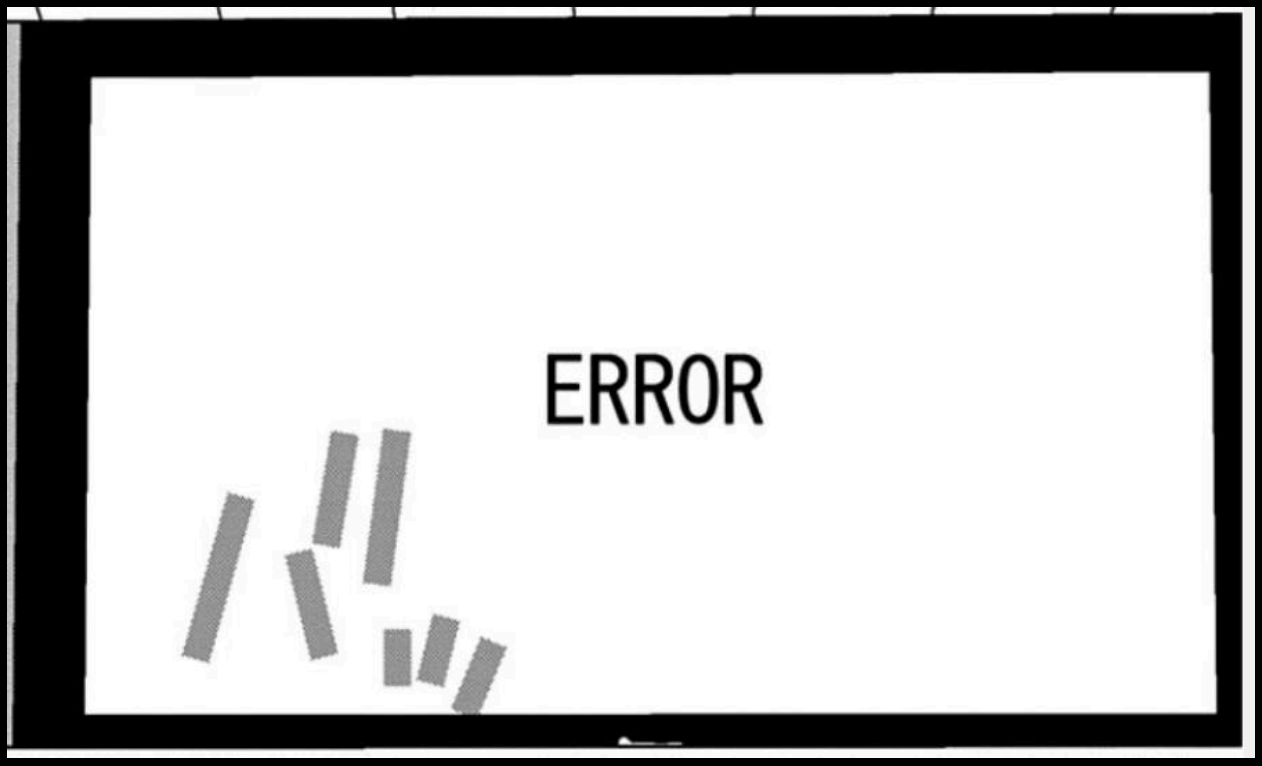
Where will he go and what will he do? Just go back to his dad and follow his shoe? Up till this point in time his life had been not being that of a ruler but of someone that is being ruled trapped by the shadow casted by his own father in a so-called journey to being the ruler the dominator.







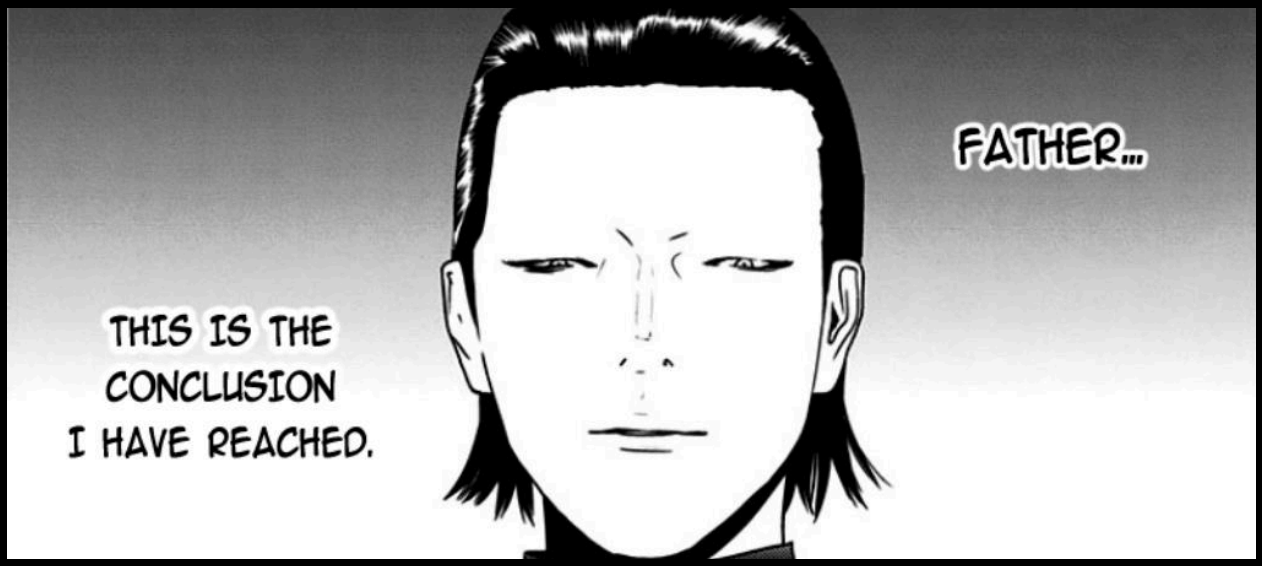
Even if he rejects the stalemate winning against Akiyama and Nao on a grander scale of things he will still lose. For him to truly win he will have to break through his current adversity and just move past it. So he accepts the stalemate but this stalemate isn't his conclusion. It is something Nao, Akiyama and other kingdoms built. All he is doing is merely accepting the stalemate to pursue the throne. To become a ruler he would have to build his own throne 1st otherwise wise he will be sitting on foundation other built. So yokoya thinks and thinks until he comes up with an idea. He doesn't break the stalemate and the stalemate continues. This could go on forever, the white masks are there to see what is up if all they see is players just sitting around they will eventually get bored Yokoya takes advantage of this and asks for a bold cooperation that is to betray the officials. The masked man wanting something to happen follows Yokoya's plan and gives him the server key Yokoya asked for. Yokoya then has his team break into the server room, destroy the data and backup data of the game resulting in no conclusion of the game.



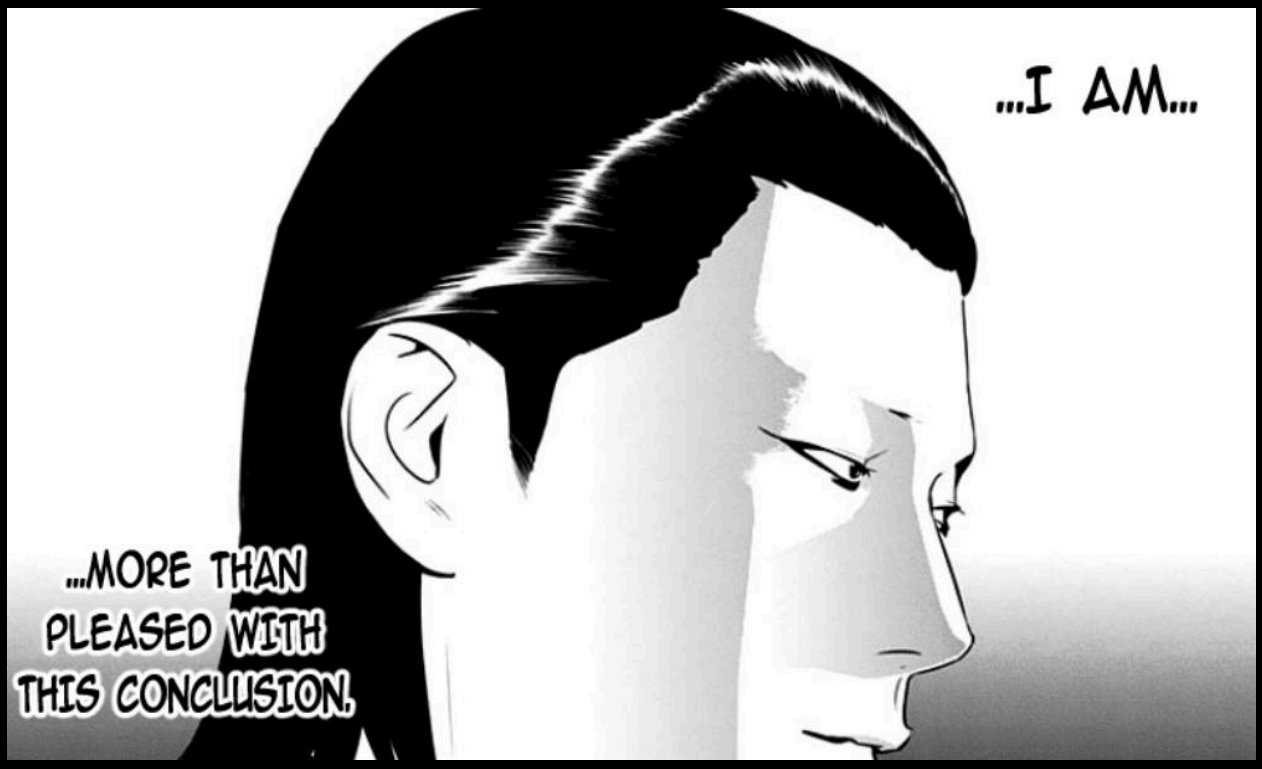
Due to the liar game employees having their identity anonymous it is impossible to know to betray them. Chaos arises in the Venue.



Forcing the game into No conclusion.







Akiyama joyfully laughs as Yokoya finally jumps out of his father's car. Looking to travel on his own in a journey to become a true ruler and a dominator. Becoming a man who fully stands on his own actions.

