Baku Madarame Feats

This document represents a collaborative endeavor involving the contributions of PatchiooX, Meo, Hal Lallo, Filipkrzakthekiller, Kaizer Jester, and Green Bean. Grateful acknowledgments are extended to each of these individuals for their concerted efforts, harmonious teamwork, and pivotal role in materializing this ambitious undertaking.

Preliminary Note Prior to Engaging with the Contents Herein: It is of paramount significance to acknowledge that the material presented within this document does not intend to supplant the intrinsic value derived from a comprehensive engagement with the original manga. Rather, the ensuing discourse encapsulates a succinctly streamlined rendition, highlighting pivotal accomplishments and significant junctures intrinsic to the narrative. Noteworthy is the conscious inclination toward condensation and simplification for the purpose of ensuring accessibility to a wide-ranging readership. A judicious approach has been undertaken to expound upon various feats, albeit in a concise manner, with the aim of facilitating a nuanced grasp for the audience. It warrants mention that an exhaustive endeavor to explicate each feat in meticulous detail, aiming to encompass the entirety of content expansively, would inevitably extend this document to a voluminous extent of approximately three hundred pages.

Baku Madarame emerges as a prominent figure within the Usogui series, renowned for his notoriety as a gambler of unparalleled repute. His involvement in perilous gambling ventures marked by intricate forms of deceit has solidified his reputation.

Nevertheless, the epithet "Lie Eater" alludes to his distinctive prowess in discerning falsehoods employed by his adversaries, a skill that invariably culminates in their dire downfall, orchestrated by his ominous prowess.

Baku commands a position among the world's most astute individuals. His mastery of manipulative stratagems and the orchestration of meticulously planned long-term endeavors positions him as an exemplar of unparalleled acumen. Indeed, within the realm of strategic manipulation and calculated foresight, he stands as a paragon of unparalleled mastery, surpassing all contenders.

His gamut of experiences spans across participation in an extensive array of gambling endeavors exceeding a century in number. Whether through immersive participation or meticulous simulation, Baku has interacted with over a hundred gambling scenarios, thus cementing his status as a preeminent connoisseur in this realm.

Introduction Arc

Upon a mere cursory appraisal, Baku swiftly discerned the individuals before him to be involved in usurious activities. With astute finesse, he adeptly assumed the role of a loan shark, prompting the other two figures to tactically withdraw. Subsequently, Baku demonstrated his acumen in legal matters, deftly unraveling Kaji's predicament with remarkable alacrity.

Guiding Kaji to a casino, Baku engaged in observant study of the dealers, employing an artful guise of inebriation to manipulate events, causing the roulette ball to fortuitously land on an non-bettled number, albeit one chosen by Kaji. The aura surrounding Baku is described as an enchanting allure accompanied by an extraordinary vibrancy.

Merging insights garnered about loan sharks with his comprehensive understanding of their modus operandi, Baku ingeniously inferred their intended machinations. Subsequently, he adroitly deceived the loan sharks by fabricating a winning ticket bearing the combination 2-3-4. He adroitly cultivated an illusion of affiliation with the Yakuza, thereby inducing them to extend a 4 million yen loan under the guise of collateralizing the aforementioned "winning" ticket. Baku's discernment of the loan sharks' lack of Yakuza backing emanated from his meticulous research, which unveiled their amateur status, precluding any legitimate ties to the Yakuza.

Casting aspersions upon the manager of the DVD rental establishment, Baku accused the individual of compromising Kaji's personal information. Substantiating this assertion by juxtaposing the address-related documents sent to Kaji with those he completed during a movie rental transaction, Baku unveiled a subtle discrepancy involving the letter "n." This astute revelation was predicated on Baku's preexisting knowledge of similar instances. The evidence gleaned was then adroitly employed to effectuate a calculated form of coercion.

Escape the Abandoned Building

Baku's olfactory acuity is adeptly wielded to discern the scent of blood and the underlying intentions of Qtaro. This is a facet of his perceptual mastery, encompassing abilities of cold reading and the penetrating analysis of individuals.

The art of negotiation finds a skilled practitioner in Baku, as he engages Qtaro in strategic dialogues that navigate complexities with finesse.

Baku's heightened sensory perception leads him to ascend a staircase rather than descend, having detected the scent of blood wafting from the lower level. This discernment underscores his astute acumen.

Employing a blend of guile and calculated strategy, Baku ingeniously outwits an armed pursuer by adopting a covert vantage point above a doorframe. This tactical maneuver coerces the pursuer to backtrack, affording Baku the upper hand. This episode underscores Baku's proficiency in strategic manipulation, trap setting, and the orchestration of complex deceptions.

Baku's keen insight into Kaji's emotional state and his subsequent intervention to alleviate panic highlight his remarkable empathetic aptitude.

Adept at concealing his true identity, Baku assumes a guise as a fellow "hunter" to extract vital intelligence from another of their ilk. This ruse is punctuated by a calculated incapacitation, a testament to Baku's multifaceted skills spanning acting, information collection, combat knowledge, predictive prowess, and strategic trap implementation.

With strategic acumen, Baku disarms traps near entryways and intentionally relinquishes his firearm. Employing misdirection, he crafts a fabricated narrative about his weapon, manipulating his pursuers' focus. Subsequently, Baku employs an orchestrated sequence of actions to confound and outmaneuver them, orchestrated with a combination of misdirection, manipulation, leadership, and strategic ingenuity.

Souchi's acknowledgment of Baku's poker prowess underscores his sagacity in such scenarios. Notably, Baku employs subterfuge, disguising a bugged pen as his tactical gambit.

Baku's astute deduction leads him to abandon a potential transmitter-laden jacket and currency bag seized from adversaries. He skillfully anticipates and uncovers their strategic intent, showcasing his mastery in planning, observation, deduction, and trap setting.

Baku's strategic application of Yakou destabilizes Q-Tarou, exploiting his vulnerabilities by introducing a feigned listening device. This sequence necessitates intricate calculation, anticipation, planning, and trap setting to manipulate the scenario to his advantage.

The portrayal of Baku feigning resignation, while clandestinely orchestrating an elaborate scheme aligned with his forecasts, underscores his mastery in strategic manipulation and psychological understanding.

Through a sequence of orchestrated events, Baku employs misinformation and misdirection to achieve a complex objective. This multifaceted undertaking demonstrates Baku's command over diverse skills including acting, anticipation, trap setting, and the orchestration of intricate strategies.

Upon further revelation, it becomes evident that Baku employed creative tactics to manipulate Rodemu's perception and actions. This intricate plan showcases Baku's ability to manipulate perceptions, orchestrate complex stratagems, and exploit vulnerabilities.

The ultimate confrontation unfolds as Baku confronts Q-Tarou, deftly leveraging his prowess to assume dominance and turn the tables. This strategic engagement showcases Baku's command over manipulation and strategic coercion.

Baku's strategic thinking is profoundly illustrated in his utilization of transponders for surveillance and misdirection, deftly controlling the situation by alternating their presence and location.

In a climactic exchange, Baku employs psychological manipulation and strategic discourse to induce a revelation from Marco. This interaction emphasizes Baku's profound understanding of human psychology, persuasive aptitude, and the orchestration of intricate emotional dynamics.

Terrorist of the Abandoned Mine Arc

Before engaging in the ensuing contest, a preliminary skirmish emerged between the opposing parties. Notably, the central protagonist inadvertently absconded with the whistle that would signal the firing of a gun against the stone ceiling, an incident warranting observation. The initiation of the contest hinged on the protagonist's insufficient wagers, necessitating an innovative resolution. Facing a stark financial discrepancy, the protagonist solicited substitute players, thereby accommodating investors. This arrangement entailed that in the event of a loss, ownership of the protagonist's position would transfer to the investors; conversely, a 30% share of any triumph would be accorded to the protagonist. A substantial investment of 2.5 billion units was undertaken by the protagonist, once a notable figure within the organization, before being outmaneuvered by its leader. This vast investment, coupled with the rival's 1 billion units, resulted in the latter's inability to match the protagonist's stake, thereby nullifying their authority to dictate the game.

The chosen contest materialized as a game of Hangman, characterized by its elementary premise. Participants contend by iteratively constructing a gallows over a predefined number of steps. The sequential addition of these steps from the drawn cards is deducted from the initial number of steps. Should this cumulative figure reach zero, the contender meets their demise. The protagonists, comprising the main figure and the opposing party, embark upon a game of Old Maid to establish the order of execution. This contest of Old Maid, akin to the Phom game in Vietnam, involves 21 cards, including a solitary Old Maid card and ten pairs. The allocation of these cards—ten for one side and eleven for the other—ensures parity. The mechanics entail the side with eleven cards receiving the Old Maid card; following each round, this side extracts one card from the opponent's hand. The retention of the Old Maid card upon victory

necessitates its numerical value being subtracted from the steps towards constructing the noose.

The main figure employs a subtle ruse to designate the starting player, employing a feigned gesture that contributes to the ensuing determination. Subsequently, the main figure elects to defer to the opposing contender, permitting them to proceed with their preferred choice. This gambit culminates in the rival opting to play with ten cards, a strategic maneuver predicated on the principle of minimizing one's hand.

During Round 1, the main figure amasses four pairs and three unpaired cards, while the opponent holds four pairs and two unpaired cards. The main figure seizes the initiative, selecting a card from the rival's two, thus securing a pair. A calculated tactical choice ensures that the rival's turn is devoid of the Old Maid card, subsequently allowing the main figure to win Round 1 without encountering the genuine Old Maid card. However, the main figure enacts an elaborate charade, dropping the Old Maid card and asserting that its numerical value aligns with the number on the card, thereby advancing five steps closer to the looming gallows.

In Round 2, the dynamic shifts to the opponent's favor as they wield ten cards, including the Old Maid card, against the main figure's eleven. By shrewdly managing pairs and cards, the main figure secures an advantageous position, compelling the opponent to draw the Old Maid card and consequently, face a deduction in steps.

Round 3 introduces an innovative element, marked by time-based manipulation. As both participants hold three pairs, the main figure simulates apprehension, deliberately prolonging their decision-making process. The opponent, vexed by this delay, proposes the imposition of a time limit. In the subsequent rounds, both sides are accorded a minute for their respective turns. Manipulating this temporal constraint, the main figure orchestrates their defeat, aligning with the opponent's Old Maid card and incurring a perilous step reduction.

Throughout the ensuing rounds, the main figure deploys strategic wit to secure calculated victories, save for Round 2, which relies substantially on luck. Employing tactics to control the Old Maid card, the main figure navigates the

game's intricacies, orchestrating a triumph that bears significant implications for the final outcome.

In Round 6, a pivotal phase ensues, with the Old Maid cards dealt anew. The main figure's craftiness unveils itself, inducing the opponent to draw the Old Maid card through feigned actions. In a masterful display of psychological manipulation, the main figure capitalizes on the opponent's misconception, ultimately sealing their victory and the opponent's demise.

The unfolding events can be attributed to a complex web of strategic maneuvering, psychological understanding, tactical calculations, and meticulous observation. The main figure's exploitation of their rival's blindness through artificial vision, coupled with calculated card exchanges, displays an intricate understanding of their opponent's limitations and vulnerabilities. The main figure's calculated adaptation to the temporal pressure imposed in Round 3 further underscores their strategic dexterity.

In sum, the narrative nuances illustrate the main figure's sagacious manipulation of circumstances, including the opposition's limitations and the strategic implementation of temporal constraints, culminating in a triumph achieved through calculated strategy, deception, and astute observation.

Labyrinth (paper version)

The initiation of the game necessitates that each participant select a memory to wager. Success entails gaining 100 million units, while defeat results in the forfeiture of the chosen memory for that particular day, with the monetary stakes possibly escalating based on the day's significance. This orchestrated framework serves to emancipate high-ranking criminals, magnifying the reward in accordance with the offender's position.

The labyrinth's established protocol follows thus: The opposing factions delineate their own mazes on 6x6 sheets, each concealing their layout from the other. Only the entrance and exit points are mutually disclosed, with each party afforded 20 turns, or a possibly lesser allotment, to chart their respective courses. The constructed maze must, in a rational manner, harbor at least one viable exit. The

commencement entails the first contender traversing from the entrance to an adjacent square of choice. Should a barrier obstruct the path, the turn is ceded to the next participant. The progression persists until an exit is reached, determining the victor.

Following the completion of maze rendering, both sides submit their diagrams to an arbiter for duplicative verification. An analysis of accuracy is conducted by the two contestants, who are in isolation from each other.

Prior to the onset of the inaugural round, Baku orchestrated a feigned performance, with a deliberate focus on a pen and a clip (subsequent explication to ensue). Employing theatrics, Baku embarked on a charade, adopting a stance, venturing toward the copier, alluding to a potential for technological manipulation (steering the referee toward manual duplication, as opposed to photocopier replication), and thereby accomplishing the intended aim prior to the commencement of Round 1.

At the inception of the first round, Baku sought a pencil from the referee under the pretext of wanting to craft a complex maze. A pen would have hindered any revisions, therefore a pencil was deemed preferable. This exhibited foresight is attributed to Baku's astute grasp of the mechanics, allowing him to strategically construct his labyrinth.

Post the initial round, Baku artfully simulated withdrawal after highlighting his sole recall of a past wager date, this pretense possibly designed to escalate the stakes (a forthcoming explanation sheds light on this). Subsequently, an exchange between the two participants ensued, centered on the ethics of this approach. Arbitration necessitated the continuation of two additional rounds, compelling Baku to select another bet date. While arguing, Baku expressed recollection of a bet made on April 9, 2001 (explained later), a date not present on the betting table. Consequently, the opposing participant designated a value for that day—1 million yen. The progression saw both individuals convene at the table for the purpose of engaging in the second round of maze creation.

The second round, following Baku's orchestrated loss, allowed Baku to wield leverage over his opponent, engaging him in a third round with implications

beneficial to Baku (as elucidated above). This elaborate maneuver fostered a modified betting date for Baku and his opponent.

Notably, Baku's betting selections were intrinsically linked to the player organization's affairs, leading to organizational deliberations on the validity of the bet. This organizational engagement resulted in validating the bet, with the stipulation that the betting extent would not be further expanded. Consequently, the participant triumphing in Round 2 would inherit the designated death sentence, prompting a subsequent negotiation to potentially commute this sentence. Amidst these negotiations, Baku manipulated the situation, leveraging his knowledge of the criminals involved and the associated incidents, resulting in a decisive advantage.

Round 3 commenced with a strategic ruse, whereby Baku feigned flight of his maze paper to surreptitiously observe the tool used by his opponent (pen or pencil) for Round 1's drawing (as Round 1 provided ample time for two sheets). Unearthing his opponent's mechanism, Baku ensured an equitable and impartial third round.

In conclusion, through a series of intricately devised strategies, Baku successfully navigated the labyrinthine game, securing a substantial victory and leveraging his superior understanding of the rules and opponents to his advantage. This elaborate manipulation and calculated execution exemplify Baku's tactical brilliance and cunning acumen.

Minotaur Labyrinth

The labyrinth consists of 36 rooms arranged in a grid of 6 by 6, reminiscent of the paper maze employed in the Yukiide confrontation. Each room, be it a standard one or situated in the corner, features doors on all four sides without exception.

- Every room is outfitted with surveillance cameras, affording visibility into adjacent chambers from a central control room.

- The doors to rooms, devoid of locks, are governed by control rooms positioned externally.

- The outset of the game finds the four participants ignorant of their respective positions or those of their peers, commencing play within any of the 36 maze chambers. To determine turn order, a decision is reached via a rock-paper-scissors match as proposed by Kadokura. However, the participants' initial sequence remains obscure due to their blindfolded status, except when they find themselves sharing a room.

- Kadokura's labyrinth, tailor-made for four players, assigns distinct paths to each individual, yielding distinct exits for each person. With every turn, the maze reshapes itself uniquely for each player. Kadokura's suggested methods for efficiently navigating the rooms were the "Maze created based on a certain rule" and the "One Cross" strategy.

- Progress through the labyrinth unfolds sequentially, with a single player advancing during each turn. Five minutes are allotted for door selection within each room, with the turn concluding upon encountering a locked door, at which point the turn changes.

- A reward of 1M Point is conferred to players for navigating each room in the maze. The designation "M" derives from the Minotaur and factors into later M-Time scenarios.

- In the event of players (both adversaries and allies) congregating in the same room, both parties utilize their accrued MP and relay their choices to Kakerou staff through walkie-talkies, thus preempting communication issues. Once both parties have communicated their MP to Kakerou and the outcome is determined, the individual with the higher total gains control of M-Time.

- During a 30-second M-Time interval, the victorious side holds dominance, while the defeated party can evade attacks yet is precluded from counterattacking. In cases of identical MP totals, the opposing parties engage in direct combat.

- Concluding M-Time, the defeated party enters a recess, and if it was their turn, the turn concludes there, allowing the winner to continue navigating the maze. However, deviating from the path taken during the previous turn, such as revisiting a room where the loser was stationed, and initiating another M-Time

encounter against the same individual is forbidden. Should the defeated party perish during M-Time, their MP transfers to the victor.

- Victory is claimed by the player who successfully navigates the maze, manipulating opponents through MP utilization and arriving at the goal swiftly. Alternatively, victory is achieved if both opposing teams are incapacitated.

- Notably, Minowa and Amako are prohibited from interacting with Kakerou staff members and even from touching each other's clothing. Additionally, all communication devices must be confiscated.

- Physical contact among players is disallowed outside of M-Time encounters (to deter physical altercations).

Minotaur Labyrinth Game:

Baku's entry to the game involves tools like a communication walkie-talkie for interaction with Kakerou, another walkie-talkie, and Yukiide's Labyrinth scroll. In an early instance, Baku and Amako find themselves in the same room. Because it's Baku's turn, Amako keeps his blindfold on. Baku impersonates Minowa in an attempt to deceive Amako, who, however, realizes that the person before him is not the authentic Minowa but an imposter. He understands this is a corner room but feigns misinformation, aiming to lead Baku towards doors that actually lead to walls. Baku sees through Amako's ruse, using an acoustic assessment to confirm the room's corner location. He then selects different doors from the ones Amako indicated, based on deductive reasoning.

+ If Baku's choice is accurate, he eliminates two doors and enhances the likelihood of selecting the correct one to 50%, or even 100% if the two doors are indeed corner doors.
+ If Baku's choice is incorrect, the probability of choosing correctly increases to 50%, but this also raises his chance of failure.

Baku's strategic decision restructures the odds to favor his outcome, using deductive reasoning and psychological deduction. Baku's choice, as opposed to the originally suggested ones, is instrumental in maximizing his advantage.Subsequently, Baku identifies his location as F3 and successfully

deduces the layout of the maze. By employing similar logic, he narrows down the possible exit locations to A1 or A5. His progress is marked by strategic thinking and deduction.

Baku's resourceful plan to gain information and manipulate opponents:

Baku adeptly employs a series of strategies to gain an edge in the labyrinth game:

1. **Morse Code Communication:** Baku exploits the interconnected pipes to communicate using Morse code, allowing him to gather information about other players' locations and MP.

2. **Trap Room Deception:** Observing Amako's reluctance to move from a specific room, Baku deduces it might be a trap. Baku deliberately enters the trap room C2, but then escapes through C1, countering Amako's assumptions about his MP.

3. **Bluffing MP:** During M-Time encounters, Baku intentionally gives off the impression of using more MP than he actually does, tricking his opponents into misjudging his remaining resources.

4. **Sound Distortion:** Baku exploits simultaneous door openings to distort sound and confuse Amako's synesthetic perception of MP usage, allowing him to prevail in M-Time confrontations.

5. **Clothing Exchange and Secret Walkie-Talkie:** Baku swaps clothing with a Kakerou employee and conceals a walkie-talkie. This enables him to eavesdrop on Kakerou's monitoring and anticipate his opponents' strategies, thus achieving victory through strategic manipulation.

In summary, Baku's triumph in the Minotaur Labyrinth is attributable to a combination of strategic planning, exploiting opponents' psychological and sensory vulnerabilities, and leveraging his knowledge of the game's mechanics. This intricate interplay of deception, deduction, and strategic maneuvering exemplifies Baku's exceptional acumen in navigating the labyrinthine challenges.

KY Declaration

Firstly, the host of the program "KY DECLARATION" aired a video capturing the perpetrator of a worship-related incident who fled the scene. During this video broadcast, the perpetrator's identity was inadvertently disclosed when the host visited Baku in the restaurant. A pivotal moment occurred when Baku, proprietor of the restaurant, engaged the host and referenced an incident from the "L-File," revealing that the host's previous endeavor to launch "KY DECLARATION" was thwarted due to an unfortunate incident. This incident, in which the host was involved in an accident after being intoxicated, caused the program's plans to unravel. Baku, using subtle psychological pressure and leveraging the L-File information, engaged the host with a nuanced strategy, withholding certain information to elicit a strategic response.

At this juncture, Baku tactfully introduced the topic of a video previously aired on the "KY DECLARATION" channel. The video, showcasing the visage of the purported perpetrator, bore significant implications for an impending police investigation. Baku subtly inferred that he was the source of this video, effectively undermining the credibility of the host's program by insinuating his control over the evidence. Baku strategically populated the restaurant with confederates, subtly implying that their involvement in the video's creation was known. This maneuver aimed to compel the host to consider Baku's perspective.

The situation advanced to a meeting between Baku and the host, where discourse centered around the authenticity of the aforementioned video. Baku skillfully navigated the discussion, artfully asserting that the video's orchestration was part of the program's design, despite the host's intent to discredit it. The host then offered monetary compensation to dissuade Baku from pursuing the matter further. Baku, astutely comprehending the underlying intentions, probed for a clear elucidation of the monetary offer's purpose. Recognizing the need to expedite the transaction, Baku ingeniously accepted the funds while concurrently recording the conversation, thus safeguarding his position. This calculated maneuver underscored Baku's intention to manipulate the host's predicament for his own advantage.

With the encounter between Baku and the host underway, the conversation inadvertently divulged the existence of surveillance equipment, leading to the

exposure of the host's and the program owner's culpability. Capitalizing on this revelation, Baku then suggested a strategic alteration to the program's format, focusing on the culpability of six individuals gleaned from the L-File. This manipulation of the narrative demonstrated Baku's keen ability to read and shape psychological dynamics while deftly executing his strategies.

Subsequently, Baku took on the role of the program's director, unveiling a methodical plan hinging on cases extracted from the L-File. The incorporation of Kakerou's involvement and the introduction of an intricate game within the program showcased Baku's strategic finesse. As the game progressed, Baku methodically eliminated participants by exposing their crimes, prompting panic among the remaining suspects. Notably, Baku also artfully influenced an outsider to attempt to acquire the broadcasting company, Shounei TV, in order to curtail the program's continuation. This calculated maneuver compelled a frenetic response and further underscored Baku's tactical mastery.

In a subsequent turn, Baku asserted that concrete evidence could implicate one of the six chosen individuals, prompting the program's halt. This prompted a confrontation between two judges, each with differing objectives within the organization. Their resulting discord facilitated Baku's contingency plan, which sustained the program's broadcast. Baku's shrewd foresight allowed him to manipulate the situation to his advantage while ensuring the program's continuity.

Baku's multifaceted strategy also extended to Karamete, an intricate network that placed individuals within other organizations to undermine them. Baku effectively wielded his influence within this intricate network to induce compliance among high-ranking officials, effectively consolidating his dominion in various sectors.

In summation, Baku's strategic acumen, emotional intelligence, psychological manipulation, and deception were consistently at play throughout this complex narrative arc, underpinning his success in maneuvering intricate scenarios to his advantage.

Events that occur before the Tower of Karma:

Billy Craig, a representative of the Ideal faction, undertook a visit to the city of Baku with the intent of orchestrating its manipulation into a strategic instrument for Ideal's machinations. This scheme involved the tactical game "Surpassing the Leader," wherein Baku, a significant figure in this scenario, would be induced to compete. Victory by Baku would result in the absorption of the Kakerou organization into the dominion of Ideal.

Billy Craig's initial endeavor encompassed a rendezvous at a derelict edifice, where he proposed an engagement in the game of Nim to Baku. However, Baku subsequently rebuffed this proposition, unequivocally asserting his aversion to subordinate roles.

Following the unsuccessful enticement of Baku, the Ideal faction pivoted its recruitment strategy towards an alternative candidate, Suteguma, who was subsequently embedded within an affiliate of the Kakerou faction under Kurama's affiliation. To execute this stratagem, the Ideal faction employed another of its members, Fukurou, who also maintained a dual membership with Kakerou. A contrived game of poker ensued between Fukurou and Suteguma, meticulously recorded and presented to Baku. Through recurrent scrutiny of this footage, Baku discerned a subtlety in Suteguma's behavior.

Following Suteguma's victory over Fukurou and his subsequent integration into the Kakerou ranks, marked by the attainment of the honorary judge designation "Number 0," Suteguma's prowess was incontrovertibly established in the eyes of Kurama. Consequently, Kurama resolved to harness Suteguma's skills for his personal ambitions, involving the "Surpassing the Leader" challenge. However, the trust placed in Suteguma was contingent upon the successful entry of a cryptic code atop a tower – a security measure which, if compromised, would trigger Suteguma's betrayal of Kurama.

An additional stratagem was employed by Ideal, directing Suteguma to associate himself with one of the individuals previously targeted by Baku's televised ultimatums. This ploy aimed to orchestrate an encounter between Suteguma and Baku, wherein a high-stakes confrontation was to transpire, resulting in the heist of a substantial sum of currency, alongside an enigmatic entity referred to as "Karamete." As events unfolded, Suteguma has thus far fulfilled one-third of the prerequisites for participating in the "Surpassing the Leader" game, while Baku

possesses the remaining two-thirds – comprising the substantial 50 billion unit of currency and the enigmatic "Karamete." Notably, Suteguma's credentials as an entrant into the game are presently represented by his sole possession of the honorary judge designation "Number 0." The ultimate victor of this impending contest will instantaneously attain the privilege to partake in the pivotal "Surpassing the Leader" undertaking.

Suteguma's companion during the ascent of the tower was an individual named within Baku's registry of individuals associated with "Karamete." Motivated by the desire to expunge his identity from this list, he engaged in a wager with Baku – a wager carrying the condition that his victory would prompt Baku to remove his name from the list. Regrettably, Suteguma resorted to the tragic termination of this individual, deeming him a mere means to facilitate his own ascension to the tower.

Tower Of Karma

Baku and Suteguma are engaged in a high-stakes wager involving a substantial sum of 50 billion yen and an essential asset known as "Karamete," which holds significance in accessing the pivotal "Surpassing the Leader" encounter with the Kakerou leadership.

The monetary equivalent of 50 billion yen, which has been entrusted by the Kakerou organization, is securely deposited within a financial institution, its access guarded by a concealed password representing its concluding two digits.

Prior to the commencement of the contest, the Kakerou faction affords both contenders the liberty to select any quantity of tokens from a repository of ten tokens each. Each participant's selection, ranging from a minimum of one to a maximum of ten tokens, collectively establishes the terminal two digits of the aforementioned bank password. (The summative quantity of tokens in possession by the two competitors will hence determine the password's terminal two digits, a spectrum spanning from a minimum of two to a maximum of twenty.) Subsequent to the token selection, the contenders ascend the tower's apex, entering the thus-derived two-digit sequence to gain access to their respective

bank accounts and modify their passwords. Triumph shall be conferred upon the individual who accomplishes this feat.

The act of password entry at the tower's zenith is permissible only thrice, yet it accommodates up to four participants in total (namely, Hyougo and Suteguma as one coalition, alongside Baku and Marco as another). Ergo, if three instances of entry have been exhausted, a subsequent participant's access is precluded. For the initiation of password entry, an ocular scan of the left eye of each participant is mandated.

The inaugural level of the tower has been designated a violence-free zone, where all forms of aggression are proscribed. Contrastingly, on levels beyond the first, violent conduct is unrestricted.

The inaugural tier is equipped with a feature termed the "Dotty Chaplain," conceived to facilitate the mutual elimination of numerical attributions between the two contenders. This provision serves as an alternative to employing physical force outside the confines of the first level. However, actions involving destruction or manipulation of the code apparatus on the summit, devoid of password-associated maneuvers, will promptly result in disqualification.

Dotty Chaplain:

Two participants are granted access to the utilization of the Dotty Chaplain, although they are bound by a protocol that restricts its use from being haphazard. Rather, the device can be activated strategically, often timed to when the opponent emerges from the first floor, compelling them to divulge their token count under duress. Activation of the Dotty Chaplain incurs a significant cost of 600 milliliters of each participant's blood. Upon initiation, both contenders must extract and store their designated volume of blood, which is subsequently deposited into a receptacle affixed to the opponent's person. In the event of a correct inference by one of the participants during the Dotty Chaplain exchange, the designated volume of blood previously exchanged is injected into the opponent's bloodstream, effectively leading to fatal consequences due to the mismatch of blood types between Baku and Suteguma. The mechanism underlying the self-elimination of white blood cells contributes to this lethal outcome.

Within this context, the contenders are directed to access the Dotty Chaplain via designated entry points, each equipped with a transfusion device containing the opponent's blood. Positioned on opposite sides of a central barrier, the participants engage in a process of mutual conjecture, attempting to deduce the particle count of their adversary, and subsequently, the elusive password.

The dynamics of the Dotty Chaplain exchange entail alternating conjectural attempts, each lasting for a ten-minute interval. Failure to arrive at a resolution within the stipulated timeframe prompts an automatic injection of 100 milliliters of blood. The order of play is determined through the outcome of a rock-paper-scissors contest, granting the victor the initiative. An incorrect conjecture leads to the transfer of the initiative to the second participant. Should both participants make erroneous inferences, the turn concludes without punitive action. Throughout the exchange, the structure remains cloaked, accessible solely to the overseeing adjudicators.

In the event of a correct conjecture, the door corresponding to the victorious participant is unlocked, enabling access to the uppermost floor for the purpose of entering the password. Conversely, the defeated participant is subjected to the infusion of 600 milliliters of the successful contender's blood. Efforts to tamper with the transfusion device or to remove it result in immediate disqualification.

Moreover, participants are barred from offering impossibilities during the Dotty Game. For instance, when Baku holds 10 tokens, a declaration of 10 would be impermissible due to the lowest value in Suteguma's possession being 1. Such an assertion results in immediate forfeiture.

It is imperative to recognize that the outcome of the Dotty Game does not hold sway over the overarching challenge, which revolves around the modification of the bank password atop the tower, facilitating the acquisition of 50 billion units of currency and the enigmatic Karamete. The Dotty Game, rather, serves as a mechanism for eliminating tokens and deducing the accurate numerical count.

During the first round of the Dotty Game, Suteguma's choice to signal the false entry of 8 by Hyougo was a calculated misdirection, intended to prompt Baku to remove the number 9 from his list. This stratagem was devised to sway the

viewers and supervising judges. Baku, however, was able to discern the ruse, recognizing Suteguma's ploy through a series of subtle actions, including Suteguma's unbuttoned jacket after the Dotty encounter and his deliberate act of violence against Baku, which was intended to divert Baku's attention from the potential sniping threat.

Furthermore, Baku's analysis enabled him to conclude that the number 8 was indeed fabricated by Suteguma, given the latter's motivations to manipulate Baku's actions. Baku's insight unveiled the deeper implications of Suteguma's ploy to undermine Baku's token elimination process.

In the second round, Baku's orchestrated act of indicating a reliance on Marco to input 13 misled Suteguma, who believed that Baku's number must be either 6 or 7. Baku's manipulation of this circumstance was rooted in Suteguma's psychology and his actions in the prior rounds.

Ultimately, Baku's strategic acumen in both token elimination and psychological misdirection enabled him to secure victory in the Dotty Game, securing a distinct advantage in the broader context of the Tower of Karma scenario.

Bookstore Arc

When inquiring about the picture book that Hal had previously ordered, Baku employs a clever ruse, ostensibly portraying himself as financially constrained and unable to afford the purchase. Baku initially expresses interest in obtaining the right to buy the book, but subsequently shifts his approach, suggesting that engaging in a game rather than a straightforward purchase could be more intriguing. Hal responds by proposing a transaction wherein he offers the book in exchange for a million yen. Baku deftly hands over the specified sum, thereby entirely deceiving Hal.

Operational Mechanism of the Deception: Baku capitalizes on Hal's assessment of his relatively unassuming attire and deduces that Hal might presume him to possess limited financial means. This deduction is reinforced by Baku's strategic shift away from discussing money and toward proposing a game.

Baku, perceptive of cues that belie Hal's affinity for picture books, conjectures that Hal might intend to send the book as a gift. Given the exclusive availability of the book in the present store, Baku queries Hal about the precise reasons behind his selection.

Subsequently, a wager ensues between Hal and Baku, wherein the participant capable of locating a higher-priced book within the bookstore shall attain possession of the coveted picture book. A time constraint of five minutes is imposed on both contestants. Remarkably adept at manipulating the pages of books with precision and estimating page counts accurately, both Hal and Baku exhibit an uncanny ability to turn directly to the desired page.

Relying on their acute auditory perception of book pages, both contenders skillfully deduce the particular page that has been turned.

While engaged in their respective searches for the highest-priced book, Baku strategically formulates criteria, including the fame of authors, rarity of editions, the condition and quality of the binding, in order to heighten his prospects of evaluating books effectively.

Conversely, Hal seeks an antique book by meticulously memorizing the contents of the antique book catalog, with the objective of locating the most valuable "Gotoku." However, Baku preempts Hal in discovering the sought-after book. While seemingly a setback, this turn of events allows Hal to acquire one of Baku's books. Unbeknownst to Baku, the radio had recently reported the death of a prominent individual featured in that particular book, catapulting its value to unprecedented heights.

Hal discloses that the store owner negligently left the valuable gravure book, which Hal chose, unattended on a cart due to the owner's playful nature. The placement of the book in such a manner was intended to initiate a treasure-hunting game for visitors.

Ultimately, Baku emerges victorious by discreetly attaching a wrap-around band inscribed with enigmatic graffiti to the gravure book, anticipating that Hal might abscond with one of his volumes, thereby potentially inflating its value.

However, Hal perceives through Baku's ruse. Following a flashback, when Hal revisits the same store to procure the picture book, he detects the owner's minor agitation and learns that the book has not yet arrived. Noting the money and wrapped book on the owner's desk, Hal deduces that the book has been sold to another party at a higher price.

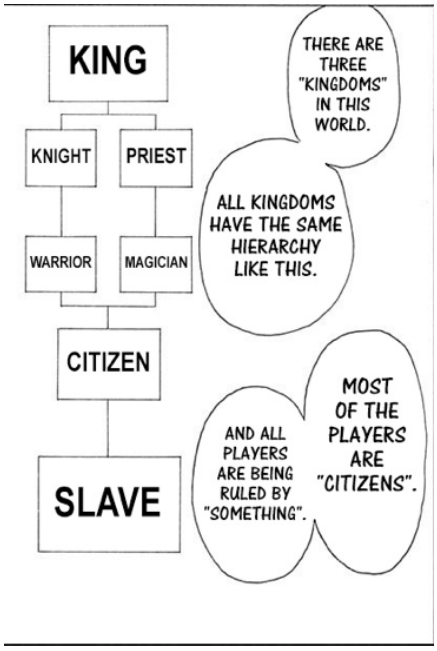
Baku exudes an aura of perceptive mastery, capable of peering through the mental fog strategically propagated by him, thereby unsettling opponents and impairing their ability to make composed decisions. His adversaries unwittingly fall under his influence.

In another instance, when Kyara coerces a fellow referee into refraining from dropping his handkerchief to signal action against Baku, the referee begrudgingly complies, respecting Kyara's authority. Baku, however, claims that the handkerchief has been dropped, leading the referee into a state of panic. Baku's revelation that he bluffed to expose the referee as deceitful further underscores his astute observational skills and psychological manipulation.

During a wager concerning clams adhering to the top or bottom while cooking, Baku's opponent capitalizes on his belief that clams always stick to the top when cooked, and orchestrates the situation in a way that Baku must assume that all ten clams will adhere to the top. By predicting this maneuver, Baku places a strategic bet against the occurrence of 9 or 10, ultimately securing his victory.

This strategic gamble aligns with Baku's broader plan, aimed at dismantling his opponent, a company president, and precipitating his social downfall through bankruptcy. This move aims to facilitate a succession by his son. Having become the principal shareholder of the company, Baku envisions harnessing this position for his own strategic agenda.

Protoporos Arc



Three sovereign nations namely Tipa, Azura, and Shoudo, are entangled in a complex geopolitical scenario. The distinguished individual capable of forging a unification amidst these three distinct realms during times of conflict shall be granted the prestigious title of Kaiser. Curiously, an intriguing caveat accompanies this aspiration for global unity: should the world indeed coalesce, a subsequent "reset" is inevitable precisely one week thereafter. This entails a comprehensive nullification of all biological attributes and societal standings accrued throughout the course of the endeavor. Strikingly, this intriguing premise underscores a collective reticence towards the actual realization of this amalgamation.

Amidst a seemingly casual exchange involving the depiction of stick drawings, a discerning sequence of events unfolds. Baku adeptly assumes an air of fatigue and strategically cajoles Ryuusei into partaking in a lottery draw. Notably, the lottery contains an assortment of twenty sticks, with a solitary red-hued stick ostensibly signifying victory. Earlier in the evening, Baku had chanced upon a congregation comprised of Minora, Ryuusei, and Champ. A pivotal detail emerges – one among them cradled a plant bearing an uncanny resemblance to pokeweed, characterized by its capacity to emit a crimson hue upon compression. Baku astutely deduces their intention: to fabricate a counterfeit red winning stick, thus orchestrating a ruse to outwit fellow participants. However, the

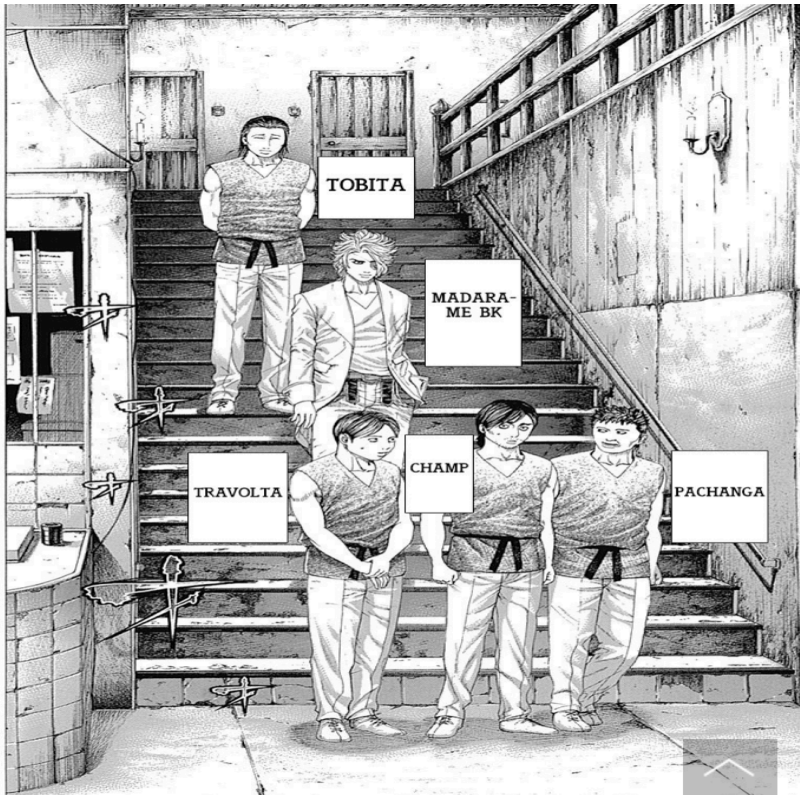
culmination of this stratagem does not favor Champ, leading Baku to surmise that a betrayal transpired within the triad.

In a display of perceptive acumen, Baku orchestrates a compelling line of reasoning. Observing the comportment of Minora and Ryuusei – notably, their countenances remain relaxed despite the depletion of half the sticks – Baku contends that no winning lot is concealed among the remaining options. Further substantiating this deduction, Ryuusei's exclusive utilization of his right hand within his pocket bears traces of the aforementioned fruit's pigment, affirming his role in concocting the counterfeit. Additionally, Baku observes a conspicuous moment wherein Ryuusei abstains from utilizing his right hand while receiving Baku's bios. Armed with this incisive analysis, Baku deftly coerces Ryuusei into selecting a stick from the winning pot using his right hand, an act that culminates in Baku's triumph and acquisition of one hundred bios. This intricate sequence of events underscores Baku's prowess in acting, persuasion, cold reading, deductive reasoning, observation, and inductive thinking.

Segueing into another distinct game, the intricate "Encirclement of the 4 Gods' " unfolds, overseen by the venerable referee Ikon Jyuuzou. This engagement pits a "Banker" against a multitude of "Players." The preliminary phase entails players staking bios, a sum judiciously regulated by Ikon to align with the banker's available resources. Subsequently, the banker signifies a directional choice, prompting all players to orient themselves accordingly. Upon Ikon's command, both parties independently select one of four cardinal directions – up, down, left, or right. A fortuitous alignment between the banker's choice and that of the players results in the former confiscating the wagered bios.

Manifesting as a triadic iteration, this process of directional selection unfolds thrice within a single round. Notably, players who consistently opt for directions differing from the banker's receive a reward equating their original bet. Of pivotal import is the prohibition against any party – banker or player – repetitively selecting the same direction within a solitary round. Subsequent transitions in banker status occur when a candidate proposes the transition and garners concurrence, or when the incumbent banker is unable to persist, or finally, if they concede defeat to all players.

Amidst this intricate tableau, six distinct participants feature prominently: Champ, Tobita, Menma (the initial banker), Baku, Pachanga, and Travolta. These diverse personas collectively engage in a cerebral contest that underscores the interplay of strategy, intuition, and calculated risk within a constrained game theoretic framework.



Initial proceedings within Game 1 transpired without notable incident. Baku, with a discerning foresight, deliberately wagered 5 bios and allowed his loss to serve as a catalyst for enhanced comprehension moving forward.

Subsequent to the inaugural game, Baku deftly discerned the underlying strategy poised to secure triumph in forthcoming rounds. Skillfully manipulating Tobita's involvement, Baku orchestrated a scenario in which Tobita invested 20 bios in the second game. Learned from the initial encounter was the revelation that the participant occupying the highest step held the highest wager, affording them a comprehensive vantage point over fellow contenders. Leveraging this insight, Baku artfully employed persuasion, coupled with an artful bluff suggesting a desire to claim the highest position on the steps, positing it as advantageous. Baku even disclosed his intended wager to Tobita, contingent upon Tobita's initial

move. In this, Tobita concurred. A crucial element surfaced – the banker's focus invariably converged upon the highest bidder, thereby implicating the correlation between position and strategic focus. Skillfully capitalizing on this knowledge, Baku strategically diverged from expected patterns during the initial move, consequently avoiding the banker's crosshairs. This crafty manipulation cast doubt upon Tobita, ultimately leading him to suspect Baku's influence over his choice to ascend the steps, consequently paving the way for Baku's subsequent victories. The intricate interplay of comprehension, manipulation, persuasion, deception, and strategic maneuvering culminated in Baku's ascendancy.

Venturing into a calculated gamble, Baku assumed the risk of borrowing 200 bios from Ikon, an exchange hinging upon the high-stakes contingency of Baku's potential forfeiture of his own life in the event of insolvency.

Baku's astute perceptiveness unveiled an intrinsic psychological facet within Champ, which had thus far evaded Champ's own awareness. Beyond Champ's outward amiability, Baku discerned an underlying sensitivity towards perceived malevolence directed his way, rooted in past experiences unbeknownst to Baku.

A subsequent progression saw Ryuusei supplant Travolta, positioning Baku as the Banker. Within this dynamic, Baku adroitly detected Ryuusei's aspiration to assemble an opposing coalition, excluding both Baku and Champ. Employing a calculated bluff, Baku projected a strategy premised on intentional defeat, a ploy designed to relinquish his banker status, thereby provoking a psychological response from Ryuusei, who promptly took the bait. Baku's artful manipulation, marked by strategic transparency and the strategic juxtaposition of strengths and vulnerabilities, succeeded in misleading Ryuusei's contingent.

In his continued efforts, Baku set his sights on Ryuusei, orchestrating a sequence in which Ryuusei, contrary to his team's planned strategy, deviated. Employing his influence, Baku adeptly steered Ryuusei back into the premeditated trajectory, consequently dismantling trust within the team, and sowing confusion among rival participants. This strategic subversion, calculated by Baku and its resultant unification of competitors against him, marked a significant juncture in the ongoing tactical dynamics.

In a calculated gambit, Baku managed to convince all participants that a collective strategy was the only means to salvage their bios. This ruse, however, masked Baku's intention of capitalizing on their orchestrated convergence to amass their bios. By orchestrating their participation in the colosseum and capitalizing on their collective desperation, Baku manipulated the circumstances to further his own gains, cunningly offering citizenship as a trade.

The narrative subsequently navigates into the realm of the "Colosseum" engagement, encapsulated by the "Untouchable Line" challenge. The pivotal objective for the "Untouchables" rests in successfully navigating 100-second timers confined within discrete circles scattered across the colosseum, all within the span of 10 minutes. An opposing faction, comprised of players, endeavors to halt their progress, with the unique stipulation that the "Untouchables" remain incapable of counteracting their adversaries.

Vincent Lalo's journey commences within the Azura Forest Kingdom, where he expediently ascends from slave status to high-class citizenship, a transformation underpinned by his prowess in gaming, culminating in a rapid elevation of his societal standing.

Lalo and Baku engage in a wager concerning their victory in the "Untouchables" match. Lalo, unbeknownst to him, arrives later at the colosseum than Baku, who deliberately misrepresents their arrival times. Baku's calculated confidence and substantial 200,000-bio wager leads Lalo to deduce that Baku's prior colosseum experience predates the present encounter. Lalo's astute observation of odds inconsistencies reinforces this hypothesis, further suggesting Baku's prior lucrative ventures.

Lalo, employing strategic innovation, proposes an escalation of their match by putting an ally in exile, thereby generating a perplexing scenario for Baku, who presently enjoys an advantageous position. This calculated maneuver draws Baku's acceptance and serves to underscore Lalo's insightful approach.

Pivotal to the narrative is the interplay between Baku and Lalo, characterized by nuanced predictions and strategies. Both participants are attuned to one another's tendencies, with Baku anticipating Lalo's entry into the colosseum and Lalo aiming to exploit Baku's potential early utilization of the colosseum. Despite

their clairvoyant foresight, Baku and Lalo's distinct agendas converge in a duel where victory hinges upon calculated maneuvering and astute observations.

Lalo's overarching strategy involves capitalizing on Baku's potential employment of allies and envisages a scenario where Lalo loses to Baku's ally, setting a contingency if his own ally fails. Lalo's inventive use of a sextant to study celestial bodies encapsulates his multifaceted approach, extending to the quest of locating the island's precise coordinates.

Baku employs a calculated strategy to exert control over the colosseum by exploiting the covert bios trading of the manager, Perpes. Baku's leverage over Perpes not only amplifies his control but also empowers him to tackle more formidable opponents, thereby expediting his ascent.

Lalo's multifarious approach encompasses predictions about Baku's tactics and intends to exploit them by exiling his own ally in a calculated manner. This strategic anticipation is augmented by Lalo's method of star observation, poised to unlock essential navigational insights.

The narrative underscores the intricate dynamics of power and manipulation, as Baku aims to dominate the "outlaws" on the island through Kyara. This calculated move positions Baku strategically, both against potential island developers and for political power to ascend the throne.

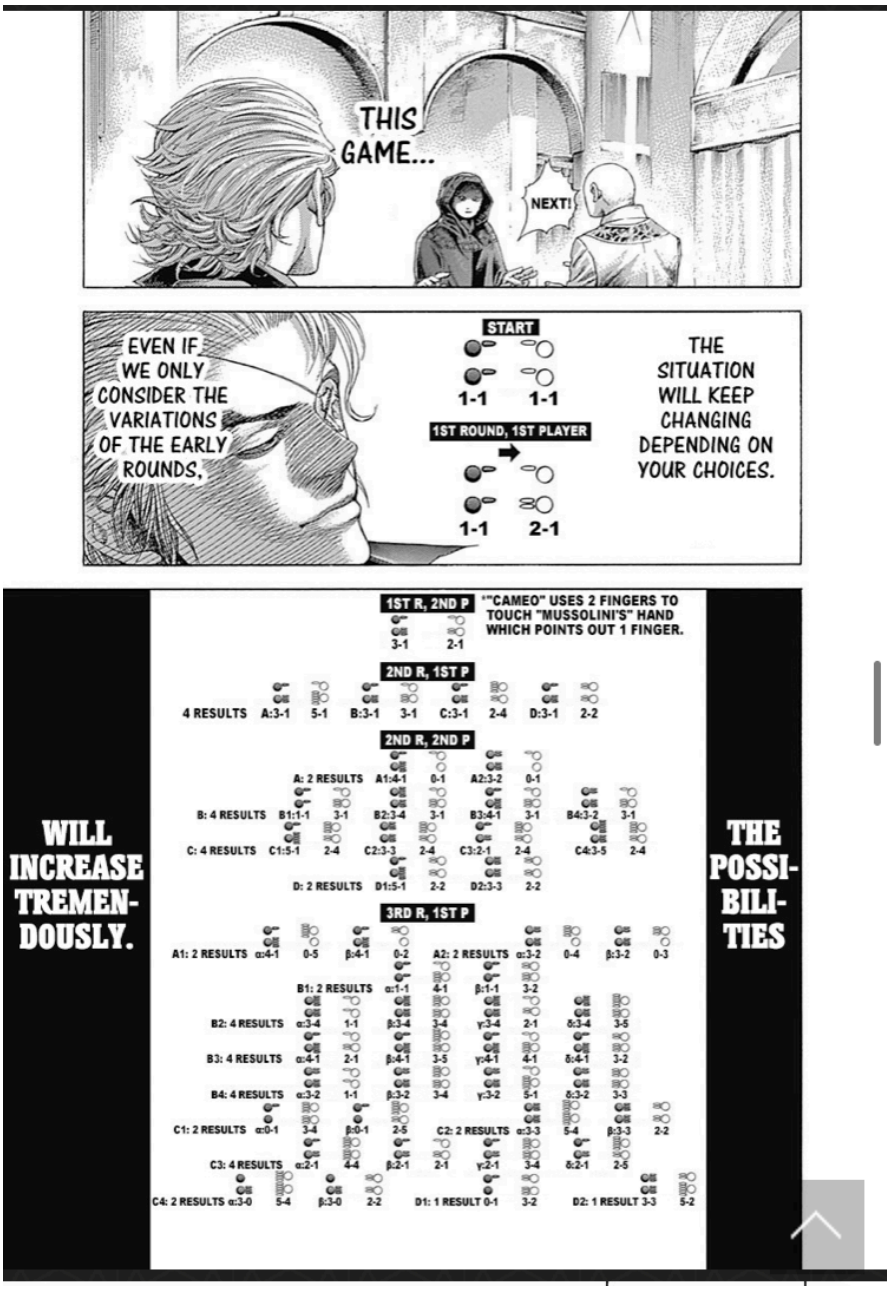
Baku's interaction with Neronero, the King of Tipa, epitomizes his strategic prowess, proposing a scheme over three days aimed at ousting Neronero from power. Baku's shrewd manipulation of the "outlaws" to sway island sentiment aligns with his goal of weakening Neronero's base of supporters.

Baku and Lalo's journey of strategic evolution manifests in their steady progression and dominance on the island. Lalo's ability to masterfully navigate the intricacies of the games, even with reduced allies, reinforces his skillful execution.

The intricate game "Hand Chopper" is introduced, characterized by its complex rules and shifting dynamics. Baku, with his keen observational abilities, is poised

to harness the fluidity of the game to his advantage, effectively strategizing in real-time based on his choices and observations.

The culmination of these strategic engagements results in Baku's rapid ascent, marked by calculated decisions, intricate maneuvers, and strategic alliances. Lalo, too, operates on a similar plane, capitalizing on his adept observations and predictive strategies to amass both bios and political influence.



Alternative forms of defeat encompass the depletion of allotted time or an incorrect enumeration of finger digits. Baku's proficiency, symbolized by PSI, is showcased.

Rather than immediate participation, Baku adopts an approach wherein he feigns an insufficient grasp of the rules, enlisting Mussolini and Cameo for a demonstration. This ploy serves to furnish Baku with insight to devise a strategic advantage, exploit vulnerabilities, or engineer deceptive tactics. This also anticipates Baku's arm's impending fracture, illustrating his foresight.

During the initial phase of the game, Baku conducts rapid mental simulations, projecting potential outcomes in the first three moves. These permutations include various possibilities: 2 right fingers, 1st player – resulting in 4 outcomes; 2 right fingers, 2nd player – resulting in 12; 3 right fingers, 1st player – leading to 30 possible outcomes. Cumulatively, this generates 46 potential scenarios. While this assessment only scratches the surface of Baku's cognitive PSI prowess, his expedited cognitive processing is apparent.

Observing Neronero's comportment throughout the demonstration, Baku deduces his familiarity and expertise in the game, rendering Neronero resistant to exploitable weaknesses.

In their actual match, despite Neronero's agility and Baku's first-time participation, Baku proves adept at keeping pace. This dynamic is noteworthy, as Neronero is recognized for his intellectual acumen and innovative ventures, while Baku is competing on Neronero's turf. Yet, Baku's strategic foresight assures him of victory even before the game's onset.

Amidst the match, Neronero's perception of Baku's experience contradicts reality. This discrepancy notwithstanding, Baku remains imperturbable despite a burning cigar's discomfort, both players perpetuating swift, optimal moves, culminating in a competitive impasse.

When confronted with a checkmate scenario, Baku ingeniously alters the playing field by subtracting a finger, thus reconfiguring the available moves and circumventing imminent defeat. This calculated maneuver, grounded in Baku's

strategic mastery, strategically exploits game rules to his benefit, leading to his ascension as King, parallel to Lalo's rise.

Hal's design to solidify Nobuku, the strongest player, on the throne aims to thwart Baku and Lalo. However, these contenders anticipate and outmaneuver this strategy.

As the tripartite conflict intensifies, Baku's multifaceted approaches include stratagems, ambushes, theft, and subterfuge. One stratagem involves severing Shoudo's provisions, a gambit aimed at inducing their retreat from the island, thus incapacitating their military. Concurrently, Baku establishes secure fallback options for unexpected contingencies.

Baku's judicious withholding of communication devices from accomplices underscores the application of historical communication norms, ensuring information security and eluding scrutiny from Lalo and developers.

Lalo's involvement in food ration manipulation involves external assistance, evading Kakerou's vigilance and leveraging under-the-table transactions to procure food supplies. Employing both bribery and technology, Lalo orchestrates a web of covert connections, revealing a strategic grand design.

Baku, adapting to changing circumstances, capitalizes on leaked strategies to precipitate Lalo's downfall, orchestrating a calculated response that decimates Baku's kingdom. Lalo's reliance on Baku's apparent desperation proves to be a miscalculation, as Baku's foresight steers the narrative toward his own advantage. Lalo's tactical intervention unwittingly plays into Baku's hands, manifesting in a cascade of orchestrated events that culminate in Baku's triumph. Hal's calculated sacrifice aligns with his perceptive anticipation of Lalo's actions, enhancing the referees' autonomy and safeguarding Lalo from reprisals.Baku, alert to the implications of Midara's tablet, promptly dispatches Marco to forewarn Kaji and the others, ingeniously employing the referees as cover to navigate his escape.Richard Arata's attempted capture of Lalo inadvertently falls into Lalo's intricate stratagem, a chess game of manipulation and counteraction. Baku's ultimate supremacy necessitates strategic mastery, clairvoyant predictions, and elaborate tactical interplay.

Air Poker

The regulations of the wager are stipulated as follows: The participants will enter a glass enclosure that will be filled with water, each equipped with air bios which will serve as chips. These air bios grant them the ability to breathe underwater, providing roughly 5 minutes of breath per air bio. Each contender possesses 25 air bios at the outset. Losing all allocated air bios results in drowning. The game will persist until one of them succumbs to drowning. Interestingly, both Baku and Lalo display a remarkable absence of trepidation despite the peril of death should they falter.

Baku's demonstration of composure and emotional management is manifest in the manner he approaches the game.

The game's method of determining defeat hinges on a participant running out of air bios and subsequently losing consciousness, leading to floating out of their seat. This prompts a 10-second timer; failure to return to their seat within this time frame leads to forfeiture. This intriguingly suggests that even if a participant avoids drowning but leaves their seat for 10 seconds, they incur a loss. The game incorporates poker mechanics with metal cards, a total of 10 in number. Each contender selects five cards, which are initially face-down. The gameplay commences with placing bets, with an ante of 1 air bio. Subsequently, both participants reveal one card face-up and engage in betting during the stipulated time. The outcome is eventually unveiled. Since both participants have five cards, a maximum of five rounds ensue, with the ante escalating by 1 air bio each round to a cap of 5 air bios in the fifth round.

Baku and Lalo, analyzing their hands, find Bakus' initial card to be 25 without a designated suit, while Lalo's card is a 15, also devoid of a designated suit. Baku scrutinizes the thickness of his cards, discovering uniformity among them. Amidst the water's infiltration of the enclosure and the referees' departure, the contest begins, with Baku's first card manifesting a value of 36 and Lalo revealing a value of 15. This prompts Lalo to place a bet of 1 air bio, the ante, and Baku subsequently calls the bet while contributing 1 air bio. The stakes are heightened further by Baku's subsequent raise of 2 air bios, thus yielding him a total of 20 air bios. Lalo then matches this contribution with a call and a raise of 4 air bios, depleting his count to 16 air bios. Baku ponders the rationale behind Lalo's

aggressive approach. Surprisingly, Baku's first air bio becomes depleted, leaving him with 19 air bios.

Baku's demonstration encompasses risk-taking, mental endurance, focused thinking, wild prediction, and adaptability.

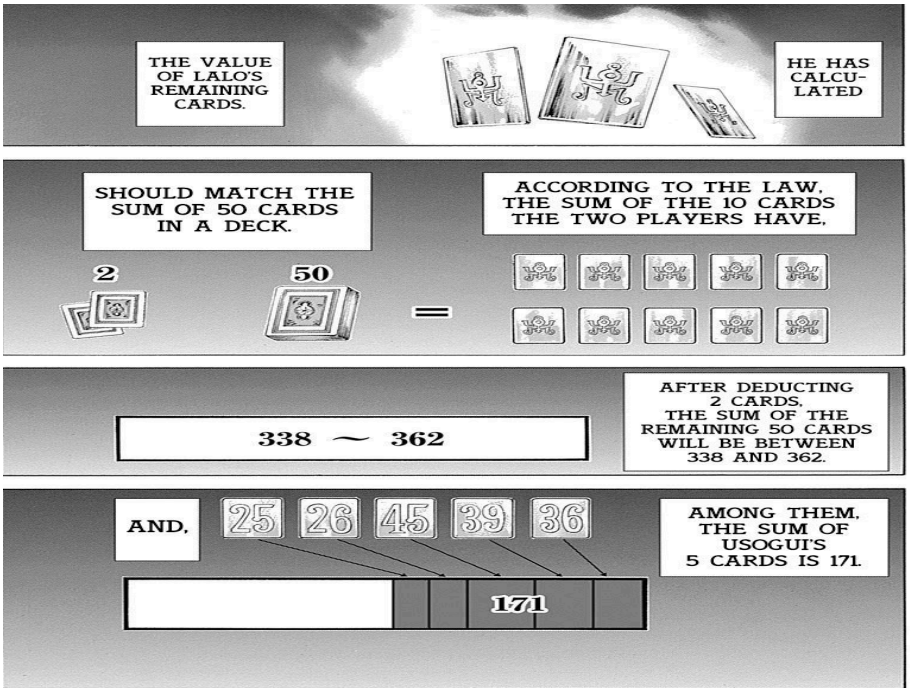
Curiosity arises regarding Lalo's tactics, and Baku responds by calling, thereby diminishing his air bios to 15. The initial round concludes with Lalo emerging victorious by virtue of his 15 surpassing Baku's 36. As the second round ensues, both contenders contribute 2 air bios, the minimum ante. Baku, holding cards numbered 25, 45, 26, and 39, along with a depleting supply of 13 air bios, contemplates the impending outcome. Likewise, Lalo's strategic deliberation hinges on his cards—44, 47, 63, and 8—with a more substantial reservoir of 30 air bios. Shion's remark that the rules may become clear mid-game underscores the intrigue of the situation. While uncertainty pervades the referees, Baku and Lalo reveal face-down cards, uncovering a 39 for Baku and an 8 for Lalo. An animated exchange of air bubbles from Baku implies intense cognitive activity. Baku devises a strategy necessitating the wagering of all his air bios to safeguard against Lalo's impending dominance. Kaji recognizes Baku's calculated risk, instilling some measure of confidence. Baku's audacious wager of 2 air bios induces tension among onlookers. Lalo, now breathing heavily and emanating numerous air bubbles, evokes intrigue and anticipation. Baku contends with his dwindling oxygen, contemplating his options with great intensity. Ultimately, as the clock ticks, Lalo commits by matching the wager, thus leaving him with 26 air bios, while Baku counters with a call and a raise of 6 air bios, reducing his supply to a mere 5. Panic and concern reverberate among observers as Baku's actions confound the bystanders. Kaji's reassurance quells anxiety, as his strategic insight emerges. With the clock ticking, Lalo, under pressure, matches Baku's raise. As the situation intensifies, Baku's reservoir is exhausted, compelling him to call, while Lalo raises by 1 air bio, leaving him with 20 air bios. The unexpected culmination prompts the realization that Baku has placed a deliberate wager. Kaji's explanation underscores Baku's calculated approach, which includes deception and strategy.

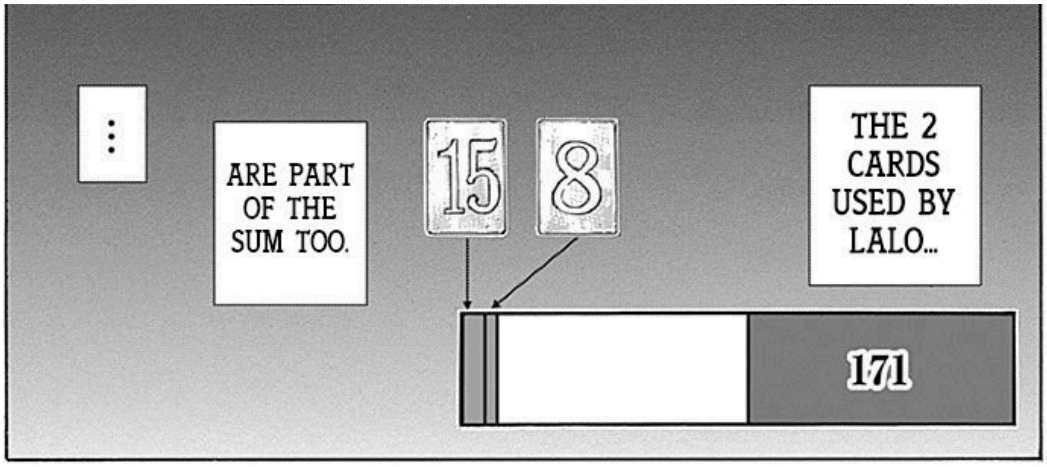
Baku's demeanor highlights his strategic acumen, risk assessment, and calculated decision-making.

Subsequently, the scenario transitions into an imaginative realm, wherein Baku envisions himself playing STL with Kaji and Souichi. This surreal sequence showcases his creativity and adaptability. Amidst this mental narrative, Lalo ponders Baku's unraveling strategy and whether Baku has discerned the underlying law. Drowning in deep contemplation, Baku pushes the boundaries of his oxygen intake. Kaji postulates a challenge involving the identification of 32 remaining cards from the deck after crafting four distinct poker hands. The realization dawns that 39 versus 8 constituted a four-of-a-kind versus a full house, securing Baku's victory. This sequence emphasizes Baku's strategic prowess and cognitive adaptability.

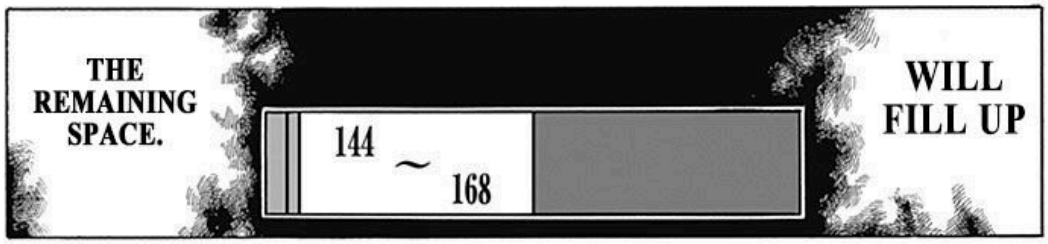
In the midst of replenishing their air bios, Baku secures 25, while Lalo retains 12. As Baku ponders his next move, the concept of a 50/50 proposition crosses his mind. Yet, a profound realization emerges as he uncovers the substantial discrepancy between their cards' values. The ensuing strategic calculations offer an intriguing glimpse into Baku's mental processes.

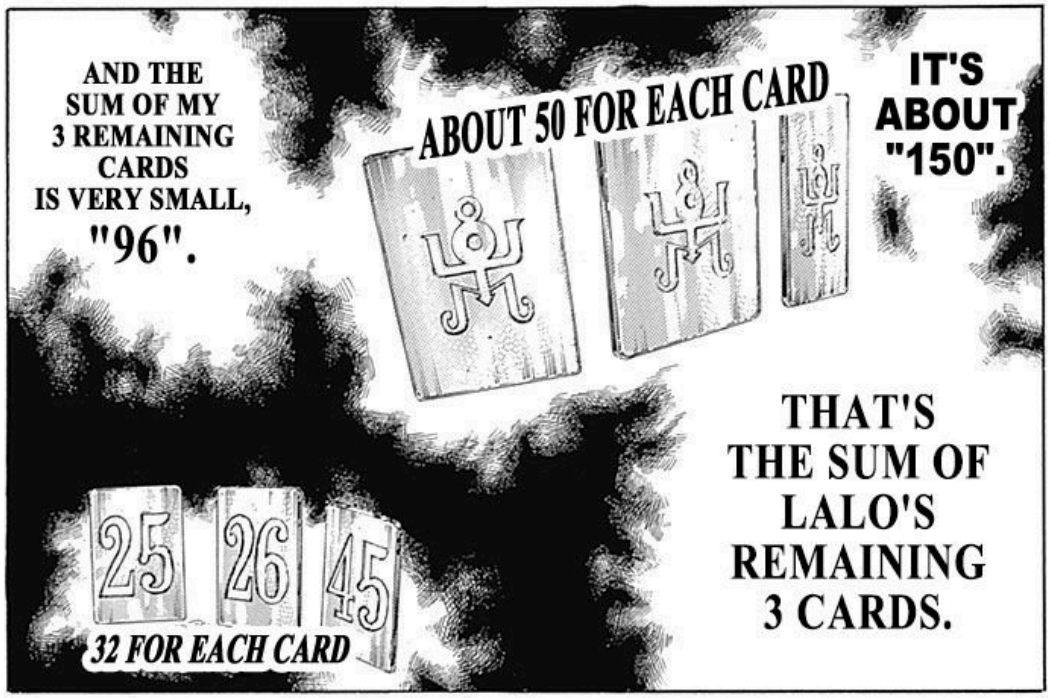
Baku's thought processes encompass an array of cognitive attributes, including pattern recognition, numerical reasoning, and strategic analysis. These faculties intertwine to orchestrate his tactical prowess and strategic acumen.




...
ARE PART OF THE SUM TOO.
15
8
THE 2 CARDS USED BY LALO...
171


THAT LALO'S HOLDING RIGHT NOW,
IN OTHER WORDS, THE THREE REMAINING CARDS


THE REMAINING SPACE.
144 ~ 168
WILL FILL UP


AND THE SUM OF MY 3 REMAINING CARDS IS VERY SMALL, "96".
ABOUT 50 FOR EACH CARD
IT'S ABOUT "150".
THAT'S THE SUM OF LALO'S REMAINING 3 CARDS.
25
26
45
32 FOR EACH CARD

Lalo is in contemplation regarding Baku's exceptional card, speculating on whether he should deploy his remarkable 47-hand—a straight royal flush. Lalo surmises that Baku's standout card is likely a straight flush. Consequently, both Lalo and Baku lay their respective cards on the table: Baku's card is a 47, while Lalo's is a 45.

Baku's gameplay strategy illustrates his adeptness in Cognitive Process Improvement (CPI), swift cognitive processing, and logical deduction. Specifically, Baku possesses a collection of 25 air bios, whereas Lalo's holdings amount to 11 air bios. Lalo's hand, constituting a 4 of a kind (where J is denoted as 11, resulting in J+J+J+J+A), contrasts with Baku's 47, which forms a royal straight flush. Evidently, Lalo's trump card is the 47, although Baku's leading card, such as the 45, remains undisclosed. To advance the stakes, Lalo wagers 2 bios, in addition to the 3 bios ante, resulting in a total of 5 bios bet.

Baku finds himself in a strategic dilemma, as folding would withhold the outcome from revelation. Consequently, Baku opts to call, aligning both contenders at a 5 bios wager. With 45 against 47, the victor is established as the 47, affording Lalo a total of 19 air bios while Baku retains 23.

Unexpectedly, the referee interjects, announcing a "calamity," a particular outcome denoting defeat. The calamity is triggered by a specific losing condition—a match of hands. Both Baku and Lalo employed the same card in their hands, prompting Kaji's inference that the calamity manifests upon replicating cards during hand formation. Baku's display of tenacity in risk-taking is duly noted.

Subsequently, Baku commences a distinct action by engraving a motif on the table's surface, all the while reflecting upon the leader's conspicuous absence. Meanwhile, a shift in perspective transports us to the chamber directly above, where an air poker game is unfolding. Hal and Fukurou occupy seats, with Hal enduring a jarring revelation. Employing a composition of J+J+J+J+A, Hal crafts a 45-hand, whereas Fukurou assembles a 47-hand utilizing 10+J+K+Q+A, all belonging to the spade suit. The rules of air poker dictate that the bottom participant selects cards and places bets, while the top participant constructs the deck.

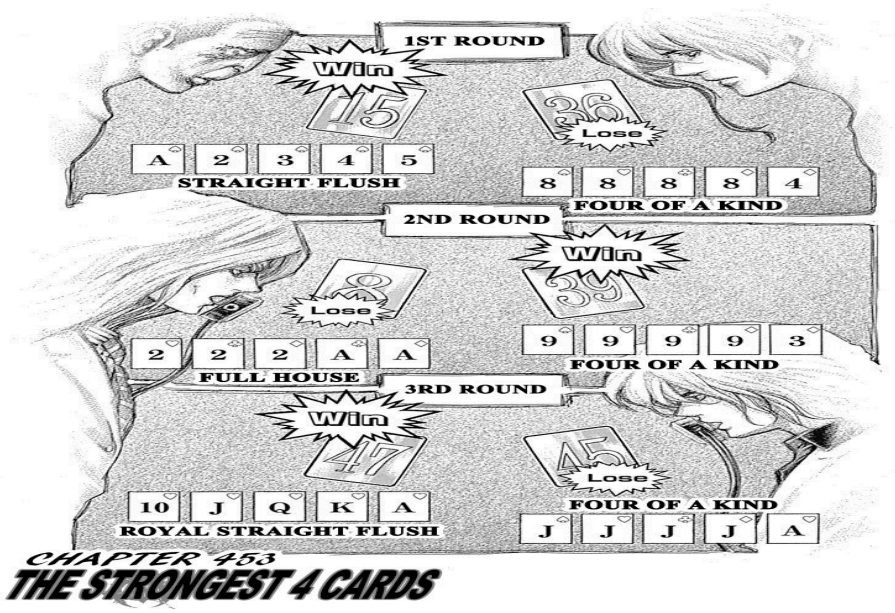
The architects of the hands are Fukurou and Hal themselves. Hal's insight into the hands that can be formed from a 35-card ensemble underscores the spectrum, extending from the weakest configuration of 2+2+9+10+Q to the pinnacle represented by a straight flush. Notably, Baku's card is solely unveiled to Hal, whereas Lalo's cards are disclosed to Fukurou. Under the constraints of time, failure to designate a hand from the available cards results in defeat. Replicating cards utilized in prior hands triggers a loss. Crucially, the players are bereft of tangible cards and must solely rely on mental representations.

To mitigate instances of inadequate hands, an opportunity for a redo is implemented should both participants falter in constructing valid hands.

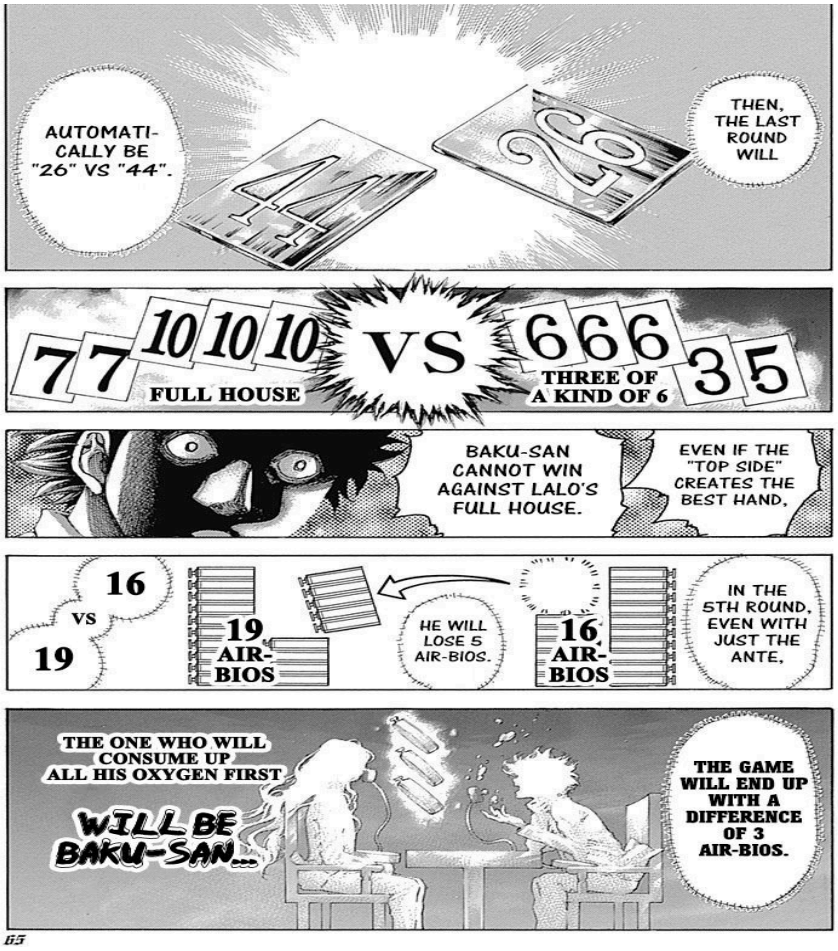


In the inaugural round, Hal assembles a hand (notably a recollection from a prior juncture), wherein Fukurou emerges as the victor. Subsequent to this outcome, Hal is overtaken by an excruciating sensation, akin to his limbs being wrenched from his body, thus compelling him to vocalize his torment. The intensity of his agony eludes linguistic expression. Within this context of affliction, both Hal and Fukurou engage in the contemplation of cards to deploy, endeavoring to transcend the ordeal they have endured. Hal subsequently assembles a 4-of-a-kind arrangement using the cards allotted, which culminates in a sum of 45. Conversely, Fukurou crafts an illustrious sequence, forming a straight royal flush characterized by the 47 card. Noteworthy is the distribution of air bios, with Baku commanding 17 while Lalo possesses 19. Baku and Lalo entertain the notion that observers are situated above them, precipitating the revelation of concealed dynamics to these external agents, including individuals like Kaji.

In this intricate tableau, Baku effectively demonstrates the cognitive skill of abduction, contributing to the unfolding strategic landscape.



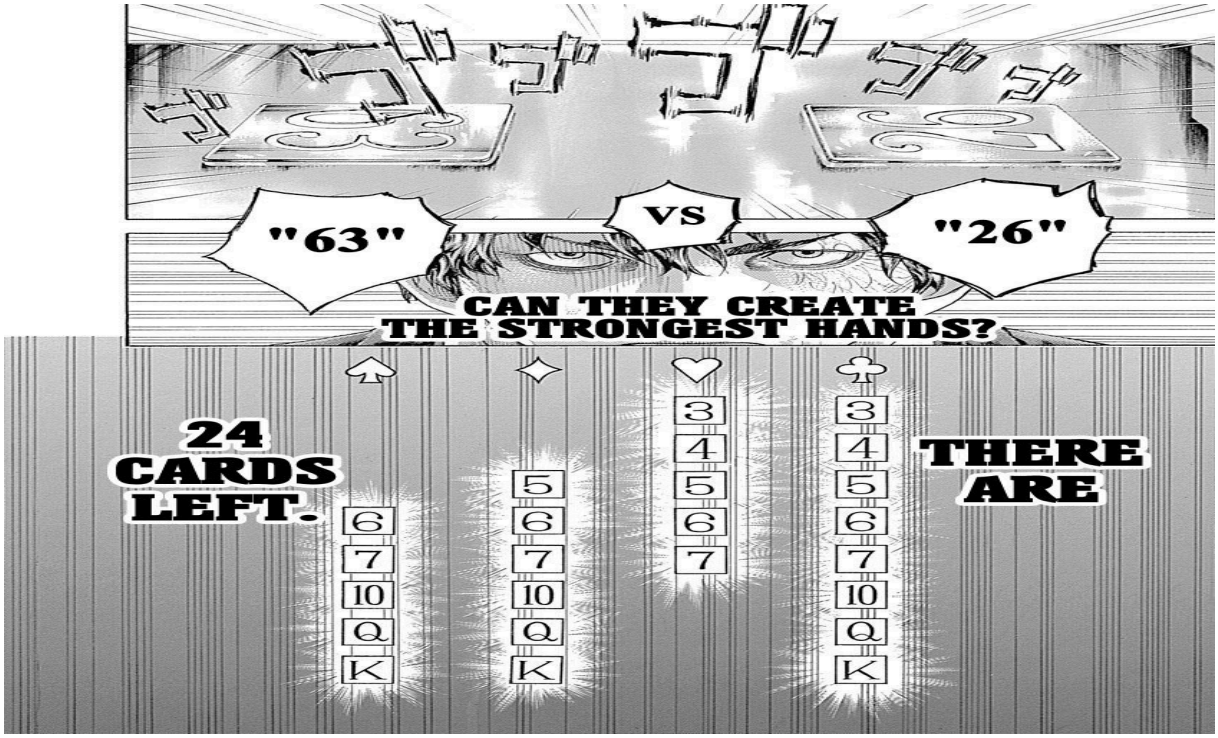
Baku finds himself compelled to deploy the value of 25 in the present round, as deferring its utilization until the fifth round proves impracticable, given that its application will be necessitated in the ensuing round, specifically the 26th. This strategic realization prompts an insight on Kaji's part.



The stipulation is such that Baku is precluded from employing the value of 25 in the current round, as its utilization would inevitably result in his defeat. This outcome would lead to Lalo amassing 19 bios, while Baku's count would be diminished to 16 bios due to the compulsory ante of 5 bios, even if Baku were to opt for folding.

In tandem, Lalo and Baku each present their respective cards to the table, followed by a simultaneous revelation of their selections: Lalo discloses a card bearing the value 63, while Baku's card bears the value 26.

Meanwhile, amid this gaming interlude, Hal interjects with seemingly unrelated remarks, such as the assertion that "we are aliens," introducing an element of unconventional discourse.

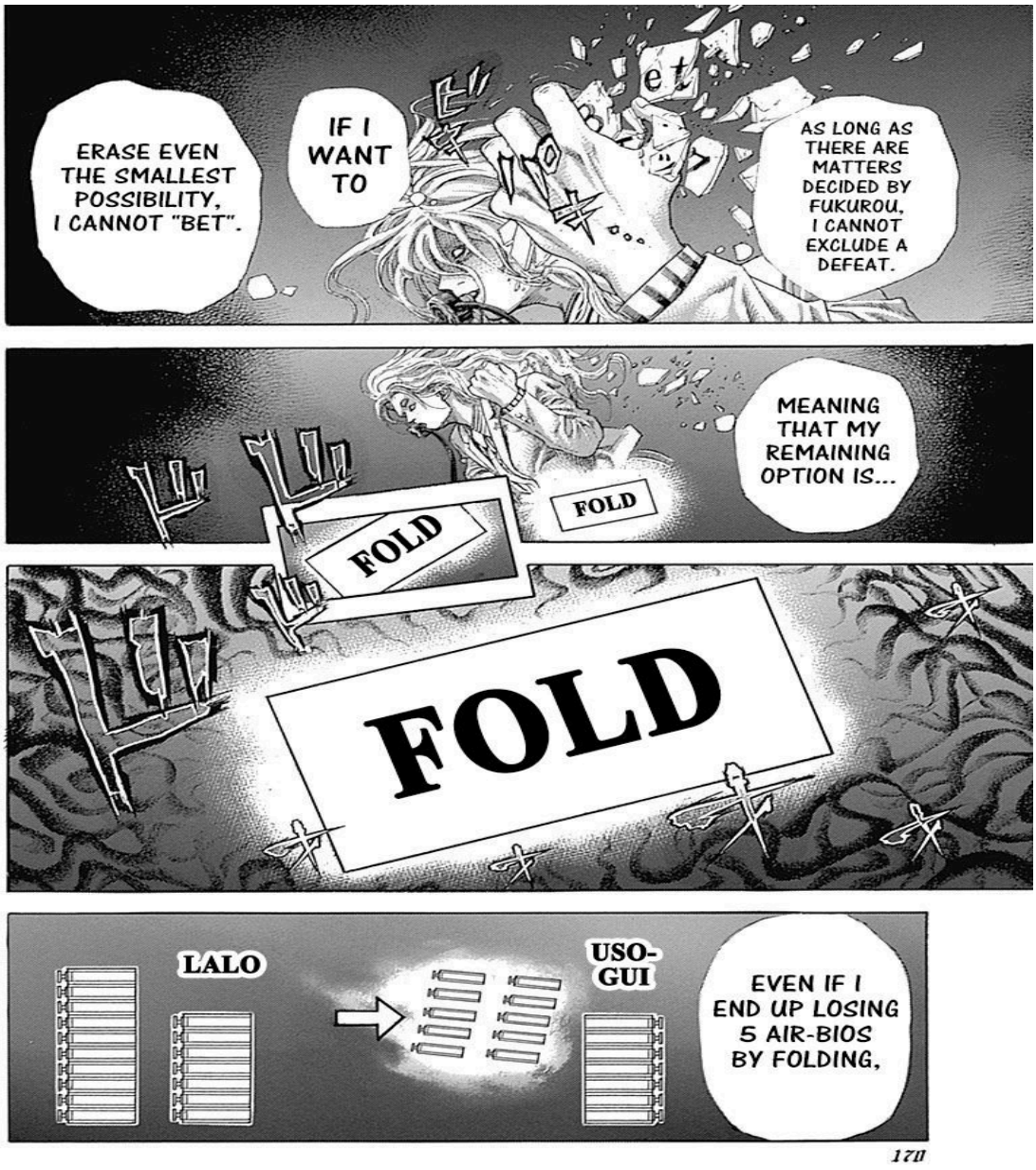


The available selection of cards is as follows: Baku holds 17 bios while Lalo commands 18. If the upper side consistently assembles the optimal hand, the configuration 26 (comprising 6 hearts, 6 diamonds, 6 clubs, 4 hearts, and 4 clubs) signifies a potent hand, and 63 equates to a composition of Kings and Queens (K+K+K+Q+Q). A pivotal realization dawns upon Kaji, elucidating that should the upper side consistently formulate superior hands, Baku is poised to concede both the fourth and fifth rounds.

In an unexpected turn, Lalo instigates a surge in the wager, a decision swiftly followed by the revelation that the upper side—a representation led by Fukurou—produces an invalid hand. Subsequently, Lalo enacts a substantial increase of 4 bios, constituting the maximum bet threshold. A marked shift emerges as Baku abruptly veils his card, indicative of his withdrawal from the ongoing round. As a result, Baku's reserve of air bios is curtailed to 13, whereas Lalo's total swells to 22 bios. Contemplating Baku's sudden departure from the proceedings, Lalo embarks on an analysis of potential strategies that may underlie this strategic choice. This maneuver further diminishes Baku's bios to a sum of 12.

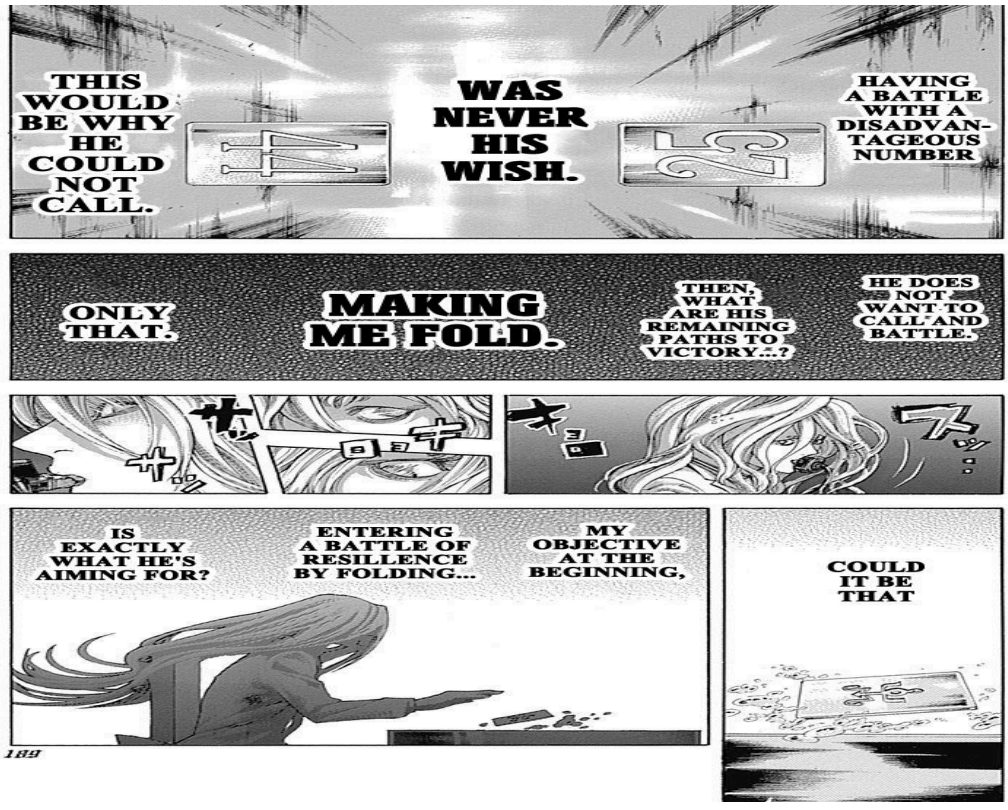
The sequence unfolds with Baku and Lalo both laying down their respective cards: Baku presents the value of 25, while Lalo's selection corresponds to 44, denoting an optimal configuration. In this context, the 25 yields a potential 3-of-a-kind hand, while Lalo's 44 aspires to a full house arrangement. Lalo's thought process is engaged in a thorough exploration of the spectrum of possibilities that this juncture entails.





He contemplates the scenario where even in the event of his defeat, both participants would possess a remaining count of 17 bios. Lalo, on the other hand, strategizes that opting for a fold would yield a balanced outcome, maintaining the bios at 17 each while affording him a tactical edge. Subsequently, Lalo introduces a sudden increment of 1 bios into the wager. In response, Baku counters with a maximal wager, depleting his bios entirely. Baku's cogitation navigates the intricate landscape encompassing these potential courses of action.

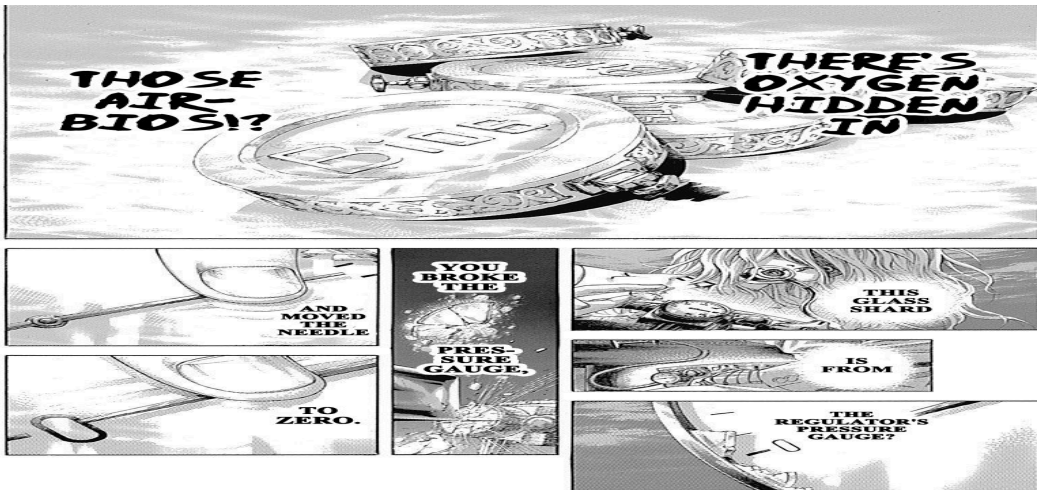

LET'S SAY THAT
LALO
USUI
IF HE JUST CALLED AND BATTLED WITH 1 AIR-BIOS,
WHY DID HE RAISE
BUT NOT CALL?
16 AIR-BIOS
18 AIR-BIOS
HE ENDS UP WINNING BECAUSE OF FUKUROU'S MISS, HE'LL GAIN 2 AIR-BIOS.
AND WIN THE FIGHT.
HE'D CREATE A GAP OF 2 AIR-BIOS OVER ME,
OR,
COULD IT ALSO BE THIS...?
COULD IT BE THAT HE DIDN'T FEEL CONFIDENT ENOUGH TO WIN WITH A 2 AIR-BIOS DIFFERENCE ONLY?
OR, MAYBE HE JUST WANTED TO GO ALL-IN FOR THE FINALE?
A GAP OF 2 AIR-BIOS IS ENOUGH TO WIN.
WITHIN THE WATER,
WHY DID HE CHOOSE TO RAISE INSTEAD?
THEN,


THIS WOULD BE WHY HE COULD NOT CALL.
17
WAS NEVER HIS WISH.
2
HAVING A BATTLE WITH A DISADVAN-TAGEOUS NUMBER
ONLY THAT.
MAKING ME FOLD.
THEN, WHAT ARE HIS REMAINING PATHS TO VICTORY...?
HE DOES NOT WANT TO CALL AND BATTLE.
IS EXACTLY WHAT HE'S AIMING FOR?
ENTERING A BATTLE OF RESILLENCE BY FOLDING...
MY OBJECTIVE AT THE BEGINNING,
COULD IT BE THAT

Lalo suddenly notices something



In the event of any ambiguity, it should be noted that Baku has, in fact, shattered the glass apparatus which serves as an indicator of the remaining air within the bios. In response to this action, Lalo postulates that Baku has deliberately disrupted the glass, subsequently retracting the card and feigning completion of the bio. This intricate sequence underscores Baku's adeptness across several cognitive dimensions, including rapid cognitive processing, the formulation of extended strategic frameworks, adept tactical maneuvering, precise calculation, logical reasoning, foresight, and strategic planning. This unfolds as a manifestation of Baku's multi-faceted intellectual prowess. Meanwhile, Lalo's attention is drawn to the fractured glass, a pivotal detail in this unfolding narrative.



Lalo's contemplation delves into the perception of Baku's actions. He reflects upon his own observation—or lack thereof—regarding the incident of the glass being shattered, wondering when he even had the chance to witness it. The elucidation arises that Baku executed this action in the initial moments of the game, during Lalo's ascent to the cage's upper section to replenish his air supply. An epiphany takes hold: folding at the present juncture would grant Baku the victory due to a strategic underpinning. However, a sudden shift occurs in Lalo's reasoning. The notion that this strategy could be executed is met with skepticism, triggered by Baku's previous experience of submersion and the subsequent lack of attention paid to his bios. Yet, a recollection emerges—Baku's audacious act of severing a finger to secure triumph. This memory lends credence to the newfound conviction that such a stratagem is indeed within Baku's repertoire. Furthermore, Lalo acknowledges the alternate reality where his choice to fold would have led to his own defeat.

Baku's mastery extends across various dimensions, notably encompassing deception, strategic maneuvering, the art of concealment, and audacious risk-taking.Undeterred, Lalo chooses to call. A smile of recognition crosses his face, as he believes he has deciphered the intricate puzzle set in motion by Baku. Within the spectrum of 25 and 44, the definitive victor emerges as 25. With this revelation, Baku's bios swell to 24, while Lalo's reserve dwindles to 10. The collective response is one of astonishment, as Kaji and others articulate their incredulity at the unfolding outcome.

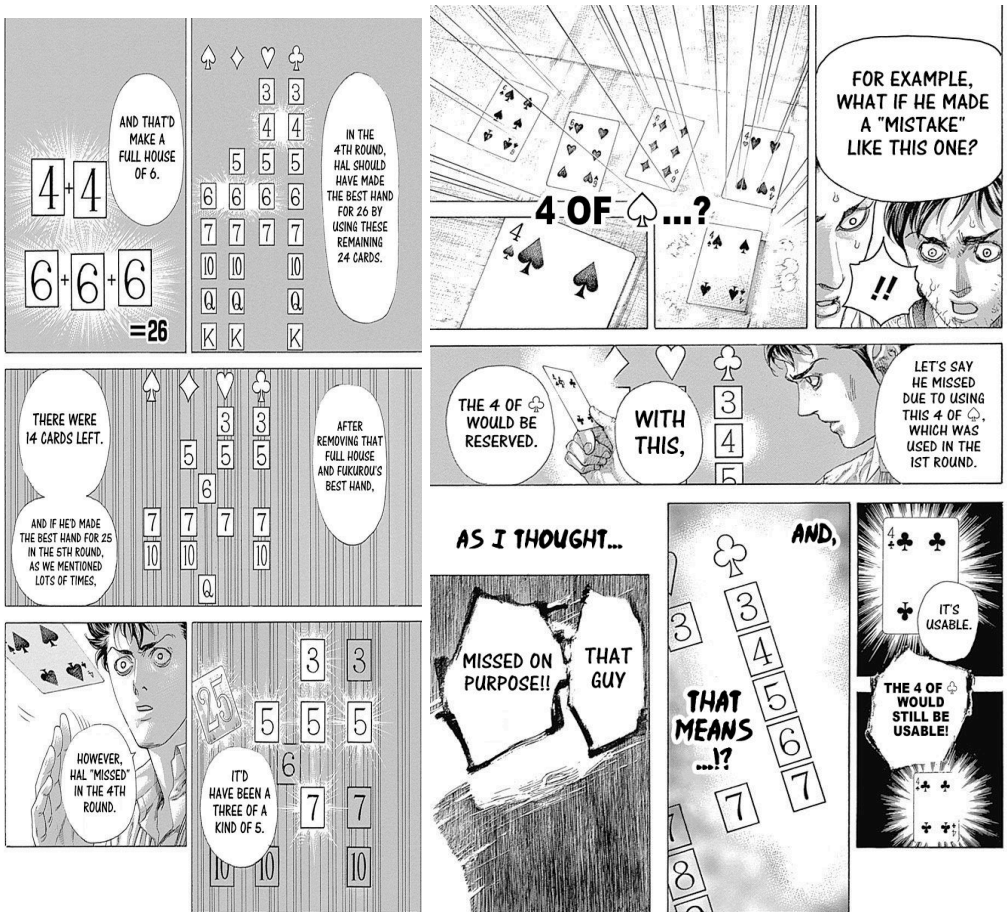




The prevailing sentiment among Kaji and the onlookers is that Fukurou must have committed an oversight. This conjecture is compounded by a pertinent recollection from the fourth round, during which Fukurou erred by assembling an invalid hand, triggered by the inadvertent reuse of a card. This misstep prompted a redo, as Hal also encountered a similar miscalculation resulting in an invalid hand.

The ensuing realization draws attention to a computational misjudgment made by the Kaji group. Namely, an assumption was made that the upper side would consistently construct the most optimal hand. This assumption is debunked as Hal, in fact, strategically withheld a card integral to the formation of a potent hand, specifically the 25 in a straight flush configuration.

A profound revelation dawns upon Fukurou as he discerns Hal's deliberate error. The intriguing query surfaces: why would an individual intentionally subject themselves to discomfort and adversity? This internal inquiry reflects Fukurou's astonishment and curiosity at the motivation driving such a calculated maneuver.



An interjection arises, asserting the inherent illogic of the situation. The individuals situated above are devoid of knowledge regarding the cards held by those below—thus arises the query: How did Hal discern the need to reserve a particular card?

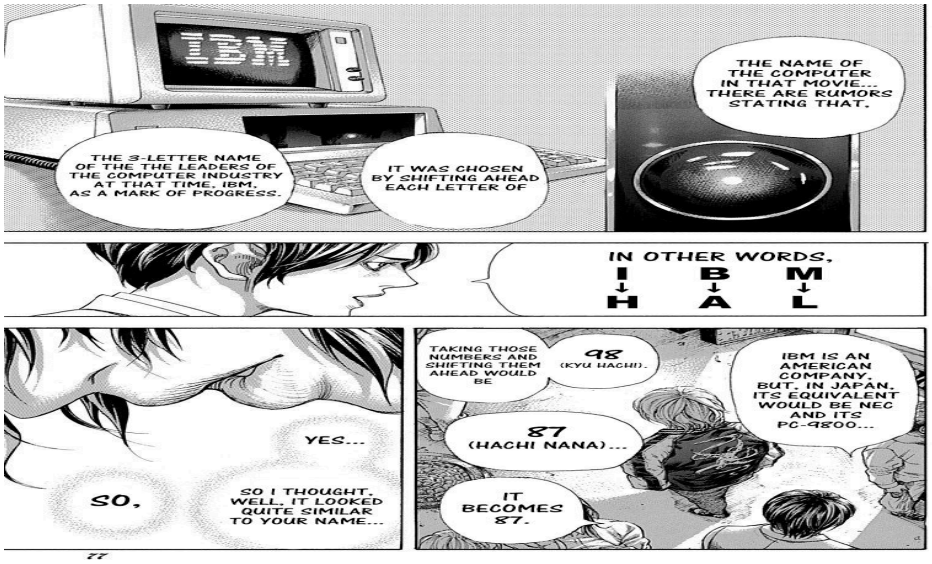
The genesis of this enigmatic sequence traces back to the third round, immediately subsequent to the calamitous event. Following this occurrence, an auditory phenomenon emerges—a sequence of percussive thuds, prompting Fukurou's contemplation. He discerns that this auditory pattern corresponds to Morse code, prompting a conjecture: Could Lalo have deciphered the underlying principle and transmitted a message? Fukurou dismisses this notion, realizing instead that the rhythmic thuds articulate the name "Hal," an explicit reference to "Usogui," a term that resonates deeply within their context.

This revelation prompts Fukurou to decipher the phrase "Hal 36 da," signifying that Baku's ultimate card holds the value of 36. This instance underscores Baku's

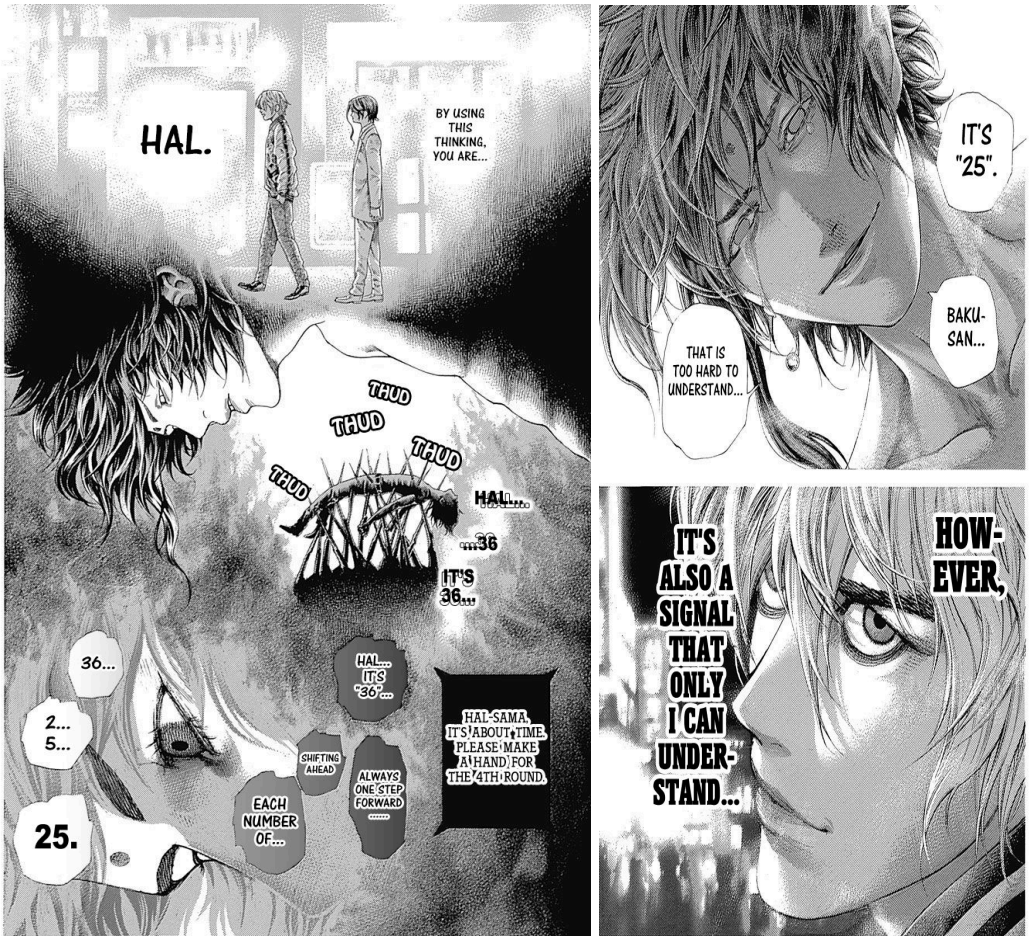
prowess in the domain of communication, marked by his linguistic acuity and proficiency.



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MORSE CODE FORESHADOWING

**IN CH.453 P.11, SOUICHI WAS MUMBLING "P- PER-..... PERFECT",
THE JAPANESE IS "かかか(KAKAKA)... かんぺき(KANPEKI)", WHICH SOUNDS LIKE TAPPING.
SO HE WAS ACTUALLY REPEATING BAKU'S MORSE CODE.
ALSO, HE SAID か/P- 25 TIMES, IF WE TRANSLATE THE SIGNAL, "HAL 36 DA(HAL, IT'S 36)",
INTO MORSE CODE, IT'LL BE 25 LETTERS TOO.(UNFORTUNATELY THE ORDER AND DURATION ARE ILLEGIBLE.)**



Input:

HAL36DA

Output:

. . . . . _ . _ . . . _ . _ _ . . . . _ _ . . . _ . _
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25

Baku exhibits a profound manifestation of knowledge.
Upon the release of the key, Baku initiates his ascent, prompting a sudden intervention from Lalo, who grasps Baku's leg in a bid to forestall his departure. The ensuing turmoil is marked by a sense of urgency as Lalo's intervention, despite Baku's victory, triggers a state of disarray. Amidst this commotion, a referee imparts a crucial revelation: Baku's foresight allowed him to anticipate such a scenario and consequently modify his bio prior to ascent. A similar insight emerges regarding Lalo's calculated approach: saving portions of oxygen within his air bios, subsequently placing them on the table before ensnaring Baku's leg as he attempted to depart.

However, a pivotal twist arises when Lalo's plan is disrupted. His attempt to retrieve Baku's "used air bios" is met with an unsettling realization. The expression on Lalo's countenance turns to one of horror, precipitated by Baku's unwavering gaze from above. This turn of events underscores a strategic facet that had eluded Lalo: Baku had never, in fact, conserved air within his air bios.

Baku's role in this intricate scenario encompasses the art of deception, calculated risk-taking, indirect manipulation, and the strategic deployment of bluffing tactics.

Surpassing The Leader

Ryusei's inclination to make a phone call at Baku's behest serves as a display of his prowess in information acquisition. Baku, in a calculated proposition, re-enacts a game mirroring his initial Surpassing The Leader (STL) encounter, thus employing the framework as a template. Requesting Souichi for a watch to measure time, Baku adeptly ensures that Hal's absence of a watch remains inconspicuous. This sequence illustrates Baku's mastery in the domains of information collection and verbal manipulation.

Upon Hal's decision to abstain from participation, Baku orchestrates a feigned outburst, subsequently destroying the watch he possessed. Hal's elucidation of Baku's stratagem unveils an intricate web of foresight: Baku's strategy encompasses the prospect of asserting victory in the event of defeat, and conversely, anticipating Hal's inclination toward deceit in case of triumph. Furthermore, Baku accounts for the possibility that Hal might choose to abstain, attributing a level of improvisation to his modus operandi. This segment highlights Baku's prowess in short-term planning, anticipatory analysis, strategic orientation, and potential improvisation, along with elements of acting, emotional engagement, direct control, and the skill to manipulate perceptions.

Baku's engagement with the exploration of potential STL games is discernible. He leverages Marco's placement among the referees to manipulate the outcome in favor of Yakou's victory—a feat underscoring Baku's information gathering, leadership, and short-term planning capacities. His manipulation of Yakou's decision-making process by sowing doubt about the tampered clock, compelling Yakou's selection of speakers, illuminates his acumen in manipulation and misdirection.

Baku's adeptness extends to intuitively understanding Hal's intentions, almost precociously predicting the moment of the handkerchief's release. Fukurou's recognition of Baku's prowess in these mind games underscores his exceptional talents in prediction and psychological analysis.

Even amid perilous circumstances, Baku's composed demeanor remains steadfast. His calculated positioning of himself before Souichi, accompanied by a concealed item, prompts Hal's initial contemplation of the handkerchief. Baku's

anticipation of this response, leading Hal to defer the matter, exemplifies his capacity for foresight, trap-setting, strategic deployment, and psychological manipulation. This intricate display culminates in Baku's successful execution of a deceptive maneuver, revealing his proficiency in anticipation, strategic thinking, and psychological manipulation.

Baku's perceptual acuity extends to his uncanny ability to discern Hal's intentions, a trait Fukurou attributes to him as being exceptionally skilled in this realm of mind games. This intuition, coupled with his awareness of Hal's capabilities and thought processes, marks Baku's aptitude in intrapersonal intelligence, mind reading, and anticipation.

Kaji's explication unveils Baku's envisaged use of his body as a vessel for near-death substances—an indicative display of strategic thinking, tactics, and methodical planning.

Baku's strategy encompasses the accumulation of Hal's near-death drug over four minutes, a calculated move to incapacitate Hal in one decisive act. His methodical observation of the consequences of sitting in the chair post-round underscores his competence in information acquisition, planning, and strategy.

The revelation of Souichi's misjudgment and the manipulation of minute arcs further accentuates Baku's strategic acumen, as he ingeniously limits the time amassed by Souichi. His mastery in strategy, mind reading, decision-making, manipulation, and strategic positioning emerges palpably.

Baku's ability to perceive the latent threads of Hal's tactics, the shrewdness to bait him, and the acumen to alter his approach upon deciphering Hal's strategy are indicative of his insight, intuition, and adaptability, all within a context of strategic gameplay.

Baku's interrogation of the hour exemplifies his proficiency in information gathering, an asset he employs deftly.

Baku's capacity to impose intimidation upon Hal and arouse a sense of paranoia illustrates his skill in exerting influence through psychological means. Yakou's

observation regarding Baku's undiminished aura underscores Baku's mastery in emotional engagement and psychological manipulation.

Baku's perceptive analysis exposes the manipulation of the room's acoustics through murmurs, further revealing his astute pattern recognition, deduction, and tactical thinking. The enigmatic nature of Baku's character, even bewildering Kiruma, underscores his penchant for unpredictability.

The revelation of the "leap second" plan attests to Baku's meticulous long-term planning, strategic thinking, and application-oriented mindset. His orchestration of events with Lalo and Half prior to the ban, as well as his manipulation of Ryusei's phone call, underscores his comprehensive foresight and skill in planning. Baku's insightful usage of time intervals and strategic manipulation to control round durations reflects his proficiency in short-term and long-term strategies, concealment, manipulation, and risk assessment. His resolute departure from the leap second plan, yet reversion to it during STL, epitomizes his capabilities in prediction and adaptation.

Baku's emergence as a leader is manifest through his capacity to exert influence. Baku's capacity to penetrate Hal's echolocation and memory scheme, along with his subtle coercion of Simba, embodies his mastery in information gathering, influence, and manipulation. Baku's increased influence due to his triumph over a Russian mafia figure exemplifies his ascendancy in power dynamics.

Baku vs Hal (STL Explained)

“Surpassing The Leader” involves a battle of mortal consequence, where the reigning leader and the aspirant engage in a struggle that often culminates in the demise of one party, thereby solidifying or securing the title of leadership for the other.

In the initial stages of their preparations, Baku expressed a preference for the game of "drop the handkerchief," drawn to its symbolic connection with the concept of time. Souichi, in contrast, sought to revert to the fundamental form of competition, involving only the referee and the two competitors. His rationale for this preference was grounded in the minimal constraints such an environment

would impose on his echolocation abilities, enabling him to employ them to maximum effect. Furthermore, Souichi's inclination towards exclusivity in this contest, specifically against Usogui, was motivated by his awareness of Yakou's probability of triumphing in a referee-mediated confrontation. This strategic approach served to mentally prepare Yakou for an optimal performance.

Anticipating Souichi's inclination, Baku strategically maneuvered to ensure Yakou's involvement as the match referee and subsequently, through subtle manipulation, influenced the selection of "drop the handkerchief" as the designated game. Baku orchestrated this outcome by discreetly placing a handkerchief, thus subtly steering the choice towards a game that offered the ideal canvas for intricate psychological maneuvering, and also as a hidden trump card to be wielded during the referee's engagement.

The encounter between Baku and the reigning leader transpired at the obelisk, a site where they recognized a 30-minute interval dedicated to the referee's engagement. During this interlude, Baku seized the opportunity to guide Souichi's perspective. Employing a deliberate strategy, he replicated the game from their first "surpassing the leader" encounter, prompting Souichi about possessing a watch for timekeeping purposes. This symbolic interaction held no substantive relevance since it lacked the formal oversight of a referee, rendering it inconsequential. This orchestration was aimed at consuming the allotted 30-minute period while also hinting to Souichi the significance of "TIME," which would subsequently prove beneficial for Baku's rescue of Souichi.

Souichi's declaration of Baku's prior nervousness, coupled with his application of echolocation to detect Baku's heartbeat (*), signified Souichi's utilization of this technique. As Yakou triumphed and both Baku and Souichi reached their destination, their encounter with Kaji and Oofuna at the obelisk prompted Souichi's attempt to ascertain Baku's restraint from deploying premeditated tactics. Baku, however, foresaw this move and orchestrated Kaji's participation without engaging in any manipulation. This strategy nullified the use of a concealed clock, inducing the reliance on the phone clock monitored by Fukurou in the developer's room. These actions were pivotal for Baku's foresight into Souichi's actions, ensuring the utilization of the phone clock. Furthermore, Baku secured Yakou's verification of the pivotal "DONG" sound from the phone clock, marking the culmination of each one-minute half-round.

Following the resolution of the Rock-paper-scissors selection for the starting player, Baku, who incurred the loss, exploited this initial round to gauge the elapsed time following a simulated "death" and subsequent revival through CPR. Although the traditional rule would assign the starter the role of accruing squandered time more rapidly, Baku artfully steered Souichi's perceptions, suggesting that Baku, as a gambler, would likely succumb early due to an initially empty squandered time cylinder. This psychological stratagem influenced Souichi's assumption of Baku's imminent demise midway through a minute, prompting him to withhold the handkerchief.

Exploiting this assumption, Baku sought to unsettle Souichi on his deathbed with a calculated bluff regarding the authenticity of the revival syringe. This ploy aimed to induce a psychological shock. Naturally, Baku perceived this bluff for what it was. In addition, he purposefully adjusted his orientation around the midpoint of the minute, ostensibly in alignment with Souichi's logical thought progression. This seemingly congruent move, however, harbored the intention of accurately timing the entire period of near-death. This orchestrated detail later served as fabricated evidence, fostering the notion that Baku might employ his body as a container.

During this maneuver, Baku's meticulous actions included discarding his jacket and employing his necktie during Souichi's half of the round. This strategic modification facilitated a mind game wherein Souichi's time was squandered on imparting information. Meanwhile, Baku positioned himself before Souichi, maintaining direct eye contact rather than turning away, further shaping a chain of deductions for Souichi. This orchestrated sequence generated an illusion, indicating to Souichi that he held the upper hand as he observed Baku experiencing a nosebleed. This artful ruse tailored Souichi's squandered time to 24 seconds, intentionally minimized to enable precise control through echolocation and perpetuate the impression of the leader's ascendancy.

In the second round of the game, during the first half, the incumbent leader adeptly utilized his distinctive sound frequency "TSK" to validate the presence of echolocation, both on the handkerchief and on Baku. Concurrently, he engaged Baku in a conversation using a low-volume voice, prompting the referees in the developers' room to diminish the audible "tick" emanating from the phone clock.

This strategic reduction in sound was essential to maximize the efficacy of echolocation, given the near frequency alignment between the phone clock's sound and Souichi's "TSK." Baku, in turn, executed a cautious approach during this half, deliberately concluding it at precisely the 00-second mark. This shrewd maneuver aimed to exploit Souichi's preconceived notions, as he anticipated Baku's adherence to a safer strategy at a later point. Baku's prudent execution resulted in the accumulation of a mere 25 seconds of squandered time—a remarkably low tally considering the conservative approach he employed. This moment also served to assess the possibility of the subsequent half's duration if Baku remained seated beyond one minute, an action essential for the leap second strategy's precision.

Baku's tactical stratagem was multifaceted. He artfully led Souichi to believe that he intended to die on multiple occasions, thereby offering himself greater flexibility before the squandered time cylinder reached the four-minute threshold—critical to avoid a one-minute addition and resultant failure. This intricate ruse successfully manipulated Souichi, who subsequently died in a calculated move, under the impression that he could thwart Baku's "three near-death strategy" by exploiting Yakou's compromised condition for multiple revivals. This strategic orchestration ultimately led to the reset of Souichi's squandered time cylinder.

Baku adeptly engineered Souichi's actions, inducing a surprise expression upon Souichi's failure to discern the complexity of Baku's layered tactics. Leader, following the script Baku devised, unwittingly played into his hands, amplifying Baku's masterful deception. The culmination of this subterfuge resulted in Leader's demise. Subsequently, Baku, who had initially manipulated Souichi's squandered time to be 24 seconds for the earlier near-death instance, manipulated the timing of the subsequent near-death and revival to align perfectly with the leap second.

Baku, envisioning the possibility of Souichi uncovering his leap second plan, knowingly initiated a sequence that escalated his own pulse rate. This calculated assumption inadvertently served to validate Leader's misconceptions, reinforcing Baku's intricate narrative. This premeditated manipulation paved the way for the subsequent intricate sequence of events.

Leader seized the opportunity to unveil his own triumph, capitalizing on the prevailing perception in the developers' room that Baku was poised for victory. Subsequently, Leader influenced Yakou to exert himself fully during the revival, aiming to outmaneuver Baku's anticipated moves. In the ensuing round, Baku's role was to simulate a willingness to succumb swiftly, aligning with Leader's expectations. However, Baku's ulterior motive was to regulate the clock time to accommodate the leap second, while ingeniously maintaining the semblance of engagement with Leader's narrative.

The unfolding rounds were characterized by sophisticated mind games, where Baku's intricate manipulation led Souichi into a web of assumptions and bluffs. The calculated display of Baku's "three near-death strategy" was actually a smokescreen to deceive Souichi, diverting him from Baku's true intent—to steer Souichi onto the path of the leap second. This intricate sequence culminated in Souichi's actions playing right into Baku's hands, as Baku guided Souichi's assumptions and choices with meticulous precision.

The strategic orchestration continued as Baku maintained a facade of uncertainty about echolocation, providing Souichi with a false sense of advantage. Baku's keen analysis led him to initiate the move that apparently signaled his weakening resolve, prompting Souichi to believe Baku was inclined to accumulate squandered time. Meanwhile, Baku's true intention was to align the timing for the leap second, all while masking this strategy within the guise of Souichi's perceived advantage.

In the subsequent stages, Baku's manipulation reached its zenith as he deftly navigated Souichi's convictions. Baku adroitly induced Souichi to believe that instant handkerchief drops were an indicator of strategic advantage, whereas Baku's true motive was to ensure maximum squandered time accumulation for the leap second. This complex web of deception showcased Baku's mastery of the game and his ability to manipulate both his opponent's assumptions and the perception of the onlookers.

The orchestrated series of rounds culminated in a meticulous execution of Baku's plan. The intricate dance of strategic ploys and feints led Souichi into a meticulously designed path, ultimately securing Baku's victory through the leap

second. Baku's foresight and manipulation not only thwarted Souichi's actions but also showcased his unparalleled command over the game's intricacies.

Until this juncture, Baku has consistently achieved his concealed objectives, masterfully guiding Souichi into a perception of advantageous position. This maneuvering was notably demonstrated in the pivotal 3rd near-death engagement, wherein Baku adroitly navigated the leap second trajectory, effectively penetrating Souichi's deceptive stratagems. Simultaneously, Baku meticulously calibrated each action to align with leap second precision, ostensibly conceding advantage to Souichi while curbing excessive squandered time accumulation. Within the context of the 7th round's latter half, Baku was confronted with a dual-fold dilemma.

One alternative entailed surrendering the handkerchief, thereby permitting squandered time accrual for Souichi. However, the execution of this course held dire consequences—foreseen when Baku ultimately clinched victory through the leap second strategy. Souichi's survival hinged precariously on a mere two-second window post-leap second conclusion. Were Baku to embrace this path and even accumulate a scant two seconds, Souichi's demise would have been imminent. An asymmetrical awareness of echolocation rendered Souichi oblivious to Baku's cognizance of it. This awareness factored prominently into the orchestration of the subsequent maneuver.

In a different trajectory, Baku could feign relinquishing his necktie while concurrently releasing the handkerchief. This strategy, rooted in Baku's earliest contemplations of the leap second, aimed to manipulate Souichi's response. Notably, Souichi observed Baku's hand obscuring the heart region during the necktie motion, fostering suspicion of a ruse. Thus, Souichi promptly verified the handkerchief's status, confirming Baku's intended outcome. Baku's "bet" relied on Souichi's identification of this ruse, a pivotal juncture designed to counteract the detrimental impact of squandered time's accumulation, which, if unchecked, would breach the five-minute threshold. The inherent auditory cues stemming from the necktie's manipulation served to incentivize Souichi's immediate verification, thereby conserving two crucial seconds.

Amidst this tactical gamble, Baku assumed a calculated risk, underscored by Souichi's newfound comprehension of Baku's knowledge of echolocation. This

revelation facilitated Souichi's retrospective assessment of previous rounds, aligning with Baku's prescient prognostication. Consequently, Souichi's inclination towards a near-death approach in the subsequent round emerged from the risk-laden framework architected by Baku. It was here that Baku's overarching objective crystallized: to impel Souichi's pursuit of the leap second through calculated manipulations and subsequent near-death engagements.

From the outset, the leap second served as a latent foundation, meticulously unveiled through meticulous timing synchronization and actions aimed at evoking near-death experiences. The culmination of Baku's strategy emerged with his pivotal 7th-round wager, inducing Souichi's instantaneous verification that, although inducing memory loss in his dream, preserved Souichi's survival. This configuration rendered the leap second a springboard for Souichi's salvation. By adroitly coinciding the leap second with Souichi's anticipated memory loss, Baku orchestrated the divergence between a precarious demise and surviving the death match.

In the wake of Souichi's posthumous retrieval of leap second knowledge within his consciousness, the die was cast. Baku's relief at "HAL's" revival was juxtaposed against his 9th-round strategy, an exercise in precision and timing to ultimately safeguard Souichi. Baku's orchestration led to "HAL's" retrieval of leap second wisdom, aligning with Baku's intent and securing Souichi's survival. Yet, the culmination bore a poignant irony, as Souichi's demise—induced by the meticulously constructed leap second—remained a testament to Baku's effort to forestall disaster.

Baku's newfound apprehension—his first encounter with existential uncertainty—was fleeting, eclipsed by Yakou's assertion of Baku's singular victory. A salient illusion emerged, wherein Baku's ostensible fear dissolved into a calculated risk, framed by the balance between victory and Souichi's preservation. This paradox was epitomized in the "you are a liar" moment, affirming Souichi's survival. Amidst these complexities, Baku's prowess in strategy, manipulation, and foresight came to the fore, demonstrated through the profound interplay of actions and motivations.

It becomes increasingly apparent upon reevaluation that Baku's dominance was a prevailing current throughout this arc. This was not due to an innate advantage

granted to Souichi PM, but rather the culmination of Baku's strategic ingenuity. Baku's mastery in outwitting, foreseeing, and ultimately facilitating Souichi's strategic awakening was indisputable. Souichi's exceptional execution was a testament to Baku's intricate design, resulting in a seamless orchestration wherein Souichi's flawless execution was itself emblematic of Baku's calculated plan.

Furthermore, Baku's prescience extended even to the conceptualization of leap second parameters, as evidenced by his directive to Ryusei. Baku's prescience in orchestrating a path to victory while safeguarding Souichi from the red zone is undeniable. The subtle nuances and multifaceted subtleties of this narrative might elude initial comprehension, yet multiple analyses progressively illuminate Baku's strategic dominion, wherein the intricate weaving of hints and reveals underscores the deeply-rooted manipulation of Baku's character.

In summation, it is discernible that Baku's plan was not solely contingent on the leap second but the intricate choreography that overlapped with Souichi's memory loss. The culmination, marked by Souichi's death through Baku's calculated leap second accumulation, was the embodiment of Baku's intent to save him. The philosophical confluence of risk and preservation embodied Baku's strategic prowess, magnifying his agency in orchestrating an intricate tapestry of events.

To distill, Souichi's unearthing of Baku's leap second rested in Baku's engineered parameters. The journey, rife with risks and options, was steered by Baku's calculated manipulation, culminating in the divergent outcomes—a momentous decision orchestrated by Souichi within Baku's framework. As a final reflection, Baku's enhanced prowess in strategy, anticipation, manipulation, and versatile thinking crystallized in this narrative, reshaping the boundaries of intellectual competition.

Conclusion

Engaging in the collaborative development of this dossier alongside my colleagues has proven to be a deeply stimulating and enlightening endeavor. Our collective efforts have been diligently concentrated on distilling the pivotal accomplishments and salient junctures within the narrative of Usogui, encapsulating its essence within this compendium. However, it is important to acknowledge that this compendium, although comprehensive in its own right, merely scratches the surface of the vast expanse that is Usogui's universe. The conscious decision to strike a balance between comprehensiveness and accessibility has been pivotal; an exhaustive exploration, while theoretically attainable, would regrettably compromise reader-friendly accessibility.

Admittedly, there exists no true substitute for the immersive experience of engaging directly with Usogui. Therefore, I implore that this document be treated solely as a point of reference for select feats showcased throughout the manga. It is essential to note that, in order to facilitate comprehension, a deliberate simplification of numerous feats has been undertaken. The alternative course of capturing every intricate detail would inevitably burgeon this document into an extensive tome, potentially spanning upwards of four hundred pages—an illustrative testament to the narrative's richness.

Undoubtedly, this collaborative endeavor has been rife with enthusiasm, and I ardently anticipate that its contents provide invaluable insight to its readership. Heartfelt gratitude is extended to each member of our dedicated team, whose concerted contributions have propelled this ambitious undertaking towards fruition. With this, we respectfully conclude our presentation, extending our well wishes to all recipients. May serenity and prosperity grace your paths.