Kiruma Souichi

The Perfect Leader



This doc was created by: @Hypervenomxtreme 2.0 in discord.

Introduction

Kiruma Souichi (切間 創一きるま そういち, *Kiruma Sōichi*; "Souichi Kiruma") is the current Royal Leader (お屋形様, *oyakata sama*) of Kakerou and one of the most important characters of Usogui. His public persona is **Hachina Naoki** (蜂名 直器はちななおき, *Hachina Naoki*; "*Naoki Hachina*"), who has a position in the Cabinet Intelligence and Research Office (CIRO). Hachina is also one of the people behind the creation of the ACIA.

This document will be separated in three different tabs, the first one will contain Hal's feats before he achieved perfect mode, the second one will contain Hal's feats in the STL where he is constantly using perfect mode, and the last one will contain a summarization of Hal's strategies and plans.

DOC KEYS:

STORY/SITUATION CONTEXT: WHITE
FSIQ/INTELLIGENCE/MEMORY: CYAN
STRATEGY/PLANNING: DARK BLUE
SENSORY + COLD READING: PINK
MANIPULATION/DECEPTION: RED
REASONING/THINKING: GREEN
PSYCHOLOGY/SQ/EQ: PURPLE
MISCELLANEOUS: BLUE
FORESIGHT: ORANGE

!. If you're looking for a specific strategy or plan made by Hal in this document, I suggest you try and search it up in the "Summarization Of Strategies/Plans" tab since that tab contains a better analysis of Hal's plans and strategies when compared to this one. The only situation where I decide to not add a plan or strategy on that tab is if I consider that I did a good job explaining that specific plan/strategy on this tab. I will analyze Hal's plan during the events of the Tower of Karma Arc after releasing the doc since it barely buffs his planning compared to his other planning feats like Protoporos and Battleship.

Now let's start.

Abandoned building/Hangman Gamble Arc

(Chapter 14)

During the events of the abandoned building Gamble Arc, Yakou reveals that in the past after Baku gained enough power, he challenged the “Surpassing The Leader” Gamble, a gamble made between someone with Kakerou's membership and the Leader of Kakerou itself, a gamble where the challenger bets everything they have against the Leader of Kakerou, in exchange, the Leader bets his position as the Leader of Kakerou, (which is some kind of tradition that occurs in every “Surpassing the Leader”. Everytime a STL match occurs, the Leaders of Kakerou always bet their positions like some kind of tradition). Baku decides to choose for both him and Hal to gamble if air vehicles would appear in the sky in 30 minutes, and Hal agrees with Baku's decision for the Gamble that will occur. In fact, Baku made the preparations for 100 air vehicles to appear in the sky, these air vehicles being controlled by his “allies”. After this, it's revealed that the soldiers that Baku had with him as his allies weren't his soldiers at all, they were all soldiers that Hal sent for Baku to have them as his “allies”, Hal did this already predicting that Baku would challenge the Surpassing the Leader and would try to make the preparations to guarantee his victory. From the very beginning, the air vehicles were never going to appear. With this, Hal skillfully avoids Baku's trap and effortlessly wins the STL.

(Methods, Tactics, Trap Setting, Trap Evasion, prediction)

(Chapter 55)

When Hal appeared for the first time in the Hangman gamble arc, he said something that made almost everyone there laugh, he said, “we are the ones who came from a distant planet to invade the earth, we are aliens”, Hal was capable of intuitively discover that some few members of Kakerou who were watching the Hangman gamble from another room using the cameras were not laughing. Not only this, but he already predicted that Sadakuni’s comrades who were gonna launch a missile were already eliminated. When Baku suddenly interrupted Hal when he was talking, he asked Yakou Jouichi who was Baku and he responded saying that he was someone who challenged him in the STL, Yakou Jouichi also told Hal that when he lost the STL, Hal said to him that one day he would took his life if he wished, after hearing this, Hal gave orders for the Sweeper Yakou Jouichi to kill Baku, this caused a lot of panic on Kaji, who is Baku's friend and ally during the entire manga.

(Intuitive Thinking, Prediction, emotional manipulation, indirect manipulation, individual manipulation, Inter EM)

(Chapter 67 and 68)

Noticing Baku's strange confidence even when knowing that the leader of Kakerou, Kiruma Souichi, could take his life at any given moment, Hal understands that the reason as to why Baku was acting with such confidence, was because he has total control of the missile that Sadakuni's allies would use to cause a terrorist attack, if Hal takes Baku's life there, he will blow up the entire place where they are right now and kill everyone. With this idea in mind, Hal has only two options in this situation.

1- be intimidated by Baku's tough attitude and listen to whatever condition he is about to suggest, since he doesn't want to wait for the money that they were betting.

2- or merely judge that the idea of Baku using the missile to blow up that entire place was a bluff.

Before the Hangman gamble even began, Hal reunited four important people in the political area in one single place, Hal used a Kakerou referee who has a lot of influence in politics and told him to persuade four people with high authority in the politics into creating an organization with more influence than the japanese police itself, the referee told them that the current japanese police is corrupted, he says that they should create an organization larger than the japanese police, which has become extremely corrupt for the public security bureau, which belongs to the same department, to clean up. He then proposes form them to create a whole new organization to supervise the Japanese police and support the country, by doing this he persuaded them successfully, Hal and Kakerou would also receive benefits with this since this organization will be under their indirect control, by having control of an organization whose influence and power surpasses those of the japanese police, Hal's influence would become even larger than before and that's his plan.

Hal's plan here was to let the missile of the terrorists be launched to Japan, which would result in people questioning if the police is really capable of protecting them, in other words, the idea of an organization with higher authority than the police itself will receive support from the population, In the end, Hal would allow for the missiles to be launched at Japan and they would turn Sadakuni into the culprit behind the explosion of the missiles independently of the result of his Gamble against Baku, not only this, but Hal also spread fake news about the other Terrorists, who were supposed to launch the missile, killing themselves with bombs to conceal Kakerou's involvement in all this.

In fact, to guarantee that the plan will go exactly as planned, Kyara, literally the previous Kakerou Referee with number Zero, the strongest man of the entire manga, will be alongside the terrorists and Karl. With this plan, Kakerou will gain a large amount of authority due to the creation of a big organization above the Japanese police itself, an organization with enough

influence to manipulate the politicians and influence the entire country. Even if the plan failed, Kakerou decided to pass fake news to the media about the missile that should've been launched by Sadakuni. The fake news was that the missile was really launched, obviously this isn't true, but the media would soon report this news and it would cause an uproar in the whole country. Which will result in people questioning if the police are really capable of protecting the country. In other words, even if the main plan failed, Kakerou would still be capable of creating a large organization that contains more authority than the police without any problem. After this, it's shown that Hal was one of the four important people in that meeting while being disguised, he was the one who agreed to the idea of creating the organization by using a terrorist attack AKA the missile and he was the one who supported the idea the most.

(Planning, methods, Tactics, Influence building, EU, EP, psychological insight, Hot reading, Connecting The Dots, Observation, Fabrication, misdirection, concealment, mass deception, smearing, persuasion, emotional manipulation, scapegoating, Logical manipulation, mass manipulation, indirect manipulation, critical thinking, Holistic thinking, Non-linear thinking)

Tower of Karma Gamble Arc

(Chapter 216 and 217)

After the Deputy commissioner received orders from someone with even higher authority to not break into the tower, Hal says that those people in high positions who have been observing silently and hoping things go well will lose their status if the SAT are completely annihilated, to avoid such a situation they think that it's better to let SAT standby, and then let the Deputy commissioner that took actions first bear all the responsibilities including the leak of the L-file, this is also a horrible political reality nowadays. After this, Hal suggests that they solve things with a bet, the Deputy commissioner wants to solve that case and take the L-file back before its contents are leaked, while Hal wants for the man to make the members of the police leave as soon as possible, Hal says that it would be easy for Kakerou to destroy his men's, but it would also cause some damage to them too, they both want to avoid their subordinates from bleeding in vain, the police men's were limited on using guns, they don't have any chance against Kakerou in this situation, so Hal decides to give to the Deputy commissioner in the police an offer that he can't refuse, Kakerou and the police will chose one representative in a 1 VS 1 battle, the police don't have any chance to beat Kakerou in their current situation and enter inside the tower to get the L-File back, but with this bet, if they win against the representative chosen by Kakerou they can send a number of soldiers to enter the tower that the Deputy commissioner will chose before the battle starts.

it doesn't matter how he looked at this offer, it was perfect for him, he needed to enter inside that tower to get the L-File back, the members of Kakerou will fight unarmed exactly like the

members of the police, the fact that the members of police were limited in using guns would make Hal's offer more persuasive in a logical point of view, noticing this, the Deputy commissioner accepted Hal's offer like he planned, Hal also had one condition for this bet, if Kakerou wins in one of the 1 VS 1 battles, the Deputy commissioner will have to give them confidential information about the dark side of the police that no one knows, if he was defeated and such secrets were revealed, he would have big problems with the police and the government. Even when knowing this fact, the Deputy commissioner still decided to accept Hal's offer which demonstrates how despaired he was to get the L-File back and how much Hal's manipulation affected him, he can't let the secrets of the L-File come to Light, after all, the dirty things that his son did were all there, if the secrets of the L-File were revealed, his son's reputation would be completely destroyed, Hal's manipulation was not only logical, but emotional too.

(EU, Social Cognition, Empathy, logical manipulation, direct manipulation, emotional manipulation, individual manipulation, persuasion)

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(Chapter 233 ,247, 256 and 257)

The man with high authority who we are now going to call “Deputy commissioner” bet that his men would win against the Kakerou members once again, but he was wrong, after the revelation that the deputy commissioner lost, Hal says: “what you wished for, was Utopos, the paradise? Or Utopos, the place that doesn't exist?”. The word “Utopia” comes from two similar sounding Greek words, which are pronounced as “Utopos”, one is spelled as “Ou-topos” meaning “no place”, and the other is spelled like “Eu-topos” meaning a “good place”. This is only one of many other demonstrations of VCI that you'll find in this doc.

The deputy commissioner chose the number of people that were going to enter inside the tower being 20, so, he had to reveal 20 different informations about the dark side of the police since he lost, but he knows only about 5 secrets about the dark side of the police which isn't enough, due to this he would be punished, he would put his hand inside a hole in a box, the man suddenly got tense, since that was a punishment, whatever was inside that box wasn't good, but he still decided to put his hand inside it, when he put it, he stated to have felt pain, Nanpou told him that his wrist was cut by a knife inside the box, the fact that there was blood filling the dragon connected to the box made the deputy commissioner come to the conclusion that it was his blood. After he figured this out, Nanpou revealed to the Deputy Commissioner that his blood would gradually fill the entire dragon. Nanpou also told him to chose another representative for the members of the police who are fighting against Kakerou which caused even more tension on the deputy commissioner, since he wanted for things to finish quickly, he wanted for his men to hurry up to set the next battle to get the L-File already to avoid the possibility of his suffering being meaningless.

After some few minutes of “pain”, he died while seeing his blood slowly fill the dragon. After this, it's revealed that the knife didn't cut the deputy commissioner’s wrist the way that Nanpou said, it only hurt his wrist and passed the false idea that it was cut, which wasn't true. The deputy commissioner died due to the shock and tension, tension by seeing his “blood” slowly fill the dragon, tension caused by how much time it was taking for his men to win against the members of Kakerou and tension caused by the idea that his hand was being cut, which wasn't true. The blood filling the dragon was merely a gimmick, it wasn't the Deputy commissioner’s blood, but due to how sweaty his hand was, the Deputy commissioner was misdirected, thinking that the sweat running through his skin was actually his blood that was filling the dragon. Hal purposely made Nanpou lie to the deputy commissioner and make him say that the knife in the box was cutting his wrist which wasn't true. All of this was part of Hal's emotional manipulation of the deputy commissioner that resulted in him dying of shock.

(VCI, Linguistic intelligence, Inter EM, Emotional manipulation, Fear inducement, Logical manipulation, Indirect manipulation, Non-Verbal deception, Individual manipulation, Gaslighting, Misdirection, Verbal Deception)

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Coin Pushing Gamble

(Chapter 270)

When Souichi lost his memories during the events of the Tower of Karma gamble, Touya and Nanpou suddenly tried to approach Hal in a way that looked like they were going to attack him, noticing this he quickly intimidated them using metal objects and pointing it to their necks, after this he says “What do you want, Referee Nanpou?”, hearing this Touya logically came to the conclusion that Hal didn't lose his memories yet due to the fact that he was acting normally, in Touya's mind, if Hal had lost his memories he would be confused asf, but due to the fact that he wasn't looking confused at all, Touya would think that Hal still didn't lost his memories, misdirecting him into thinking that he wrongly thought that Hal lost his memories, to misdirect him even more Hal starts acting normally to pass the idea that he really didn't lost his memories yet, he says “i'm not in the mood to play tag right now, I'm tired, you two can go on looking around the MPD”. Hal managed to abduct that Touya and Nanpou were referee’s by observing the clothes they were using which was the same as the ones used by the referee's.

Due to the fact that he lost his memories, Hal doesn't know Touya's name, that's why he only questioned Nanpou as to why he tried to capture him, even if the order to capture Hal came from Touya. This was a cunning tactic used by Hal to misdirect Touya and make him think that Hal still has memories about both Touya and Nanpou, after all, Touya has been in Kakerou for a longer period when compared to Nanpou, so if Hal remember about Nanpou being a Kakerou referee, then it's also logical to conclude that he remember that Touya is a referee as well. By

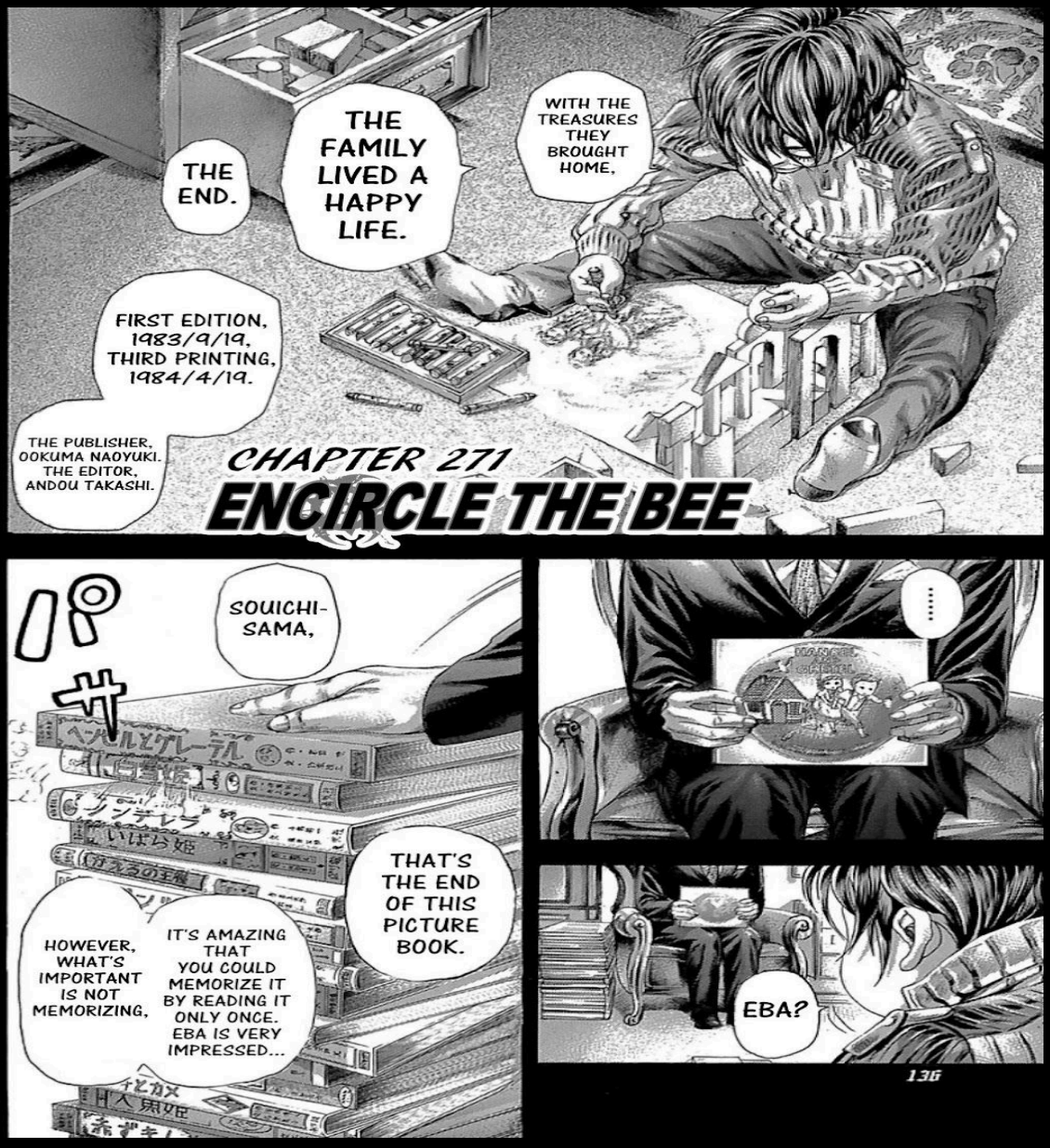
doing this, Hal was capable of persuading them into letting him go and not interfering with whatever he's going to do, while at the same time, misdirecting them even more into thinking that he still didn't lose his memories. It's then revealed that Hal comprehended the entire situation instantly when Touya said the name “Nanpou” trying to tell him to catch the leader, when Touya said Nanpou’s name, Hal made the abduction that Touya and Nanpou were referee's in a matter of seconds, he also formulated a quick plan to deal with that situation, all this, in a matter of seconds. Hal instantly made this little plan to escape from both Nanpou and Touya, he did this after hearing Touya say the name “Nanpou” trying to tell him to capture the Leader.

(FRI=[Problem Solving], Fluid intelligence, PSI, Cunning, psychological warfare, Inter EM, methods, Tactics, Trap Setting, Trap Evasion, Observation, Cold Reading, Connecting The Dots, Problem Solving, logical manipulation, misdirection, mass deception, concealment, acting skills, fear inducement, persuasion, emotional manipulation, direct manipulation, indirect manipulation, Gaslighting, individual manipulation, abductive reasoning, Fast thinking, critical thinking, associative thinking, Holistic thinking)

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(Chapter 271)

In the following chapter it's revealed that Hal managed to memorize all the contents of an entire picture book including the release of the first edition, date of third printing, and the name of the publisher and editor by merely reading it once, the average amount of words(not characters) of a picture book is 500-1k, not only this but we are also shown to a big pile of books, and after Hal verbally tell eba the entire narrative of the picture story he memorized, Eba put the book that Hal memorized in that same pile of books, this fact implies the idea that those pile of books were all picture books whose contents were all memorized by Hal, in the manga we can identify 17 books in the pile(probably more, but it isn't possible to measure the real amount of books in the pile of books), with this idea in mind we can come to the conclusion that Hal memorized something close to 8.5k or 17k words. Not only this, but as a kid, Hal is already capable of multitasking, in the following image taken from the manga Hal is making a drawing of the picture book he memorized, in the same image he is also shown using some blocks to make a little construction made of little blocks while at the same time verbally speaking the entire content of the book he memorized for Eba, all of this at the same time.



When Gakuto suddenly approaches Hal to talk to him, he quickly notices the badge that Gakuto is using that is completely minuscule.



Hal not only was capable of reading what was written on that minuscule badge in his tie, but also quickly recalled the fact that the defense intelligence HQ it's an organization under the “MOD”. He quickly perceived the badge on Gakuto’s tie, by doing this Hal discovered that the man in front of him was a member of the defense intelligence HQ working under the MOD. Not only this, but Hal also processed the information that the defense intelligence HQ work under the MOD before Gakuto was even capable of saying anything, he did this in some few seconds before Gakuto was even capable of opening his mouth to continue talking with Hal which would take less than 1,5 seconds probably even less. When he asked why Hal, who was working under CIRO, came to the MPD, Hal quickly avoided that question saying “work appears everywhere, it's not a big deal, and why are you, who belongs to the MOD here?”, in fact Hal didn't had any idea of what was CIRO due to the fact that he lost his memories, but he quickly managed to avoid giving any explanations of something that he didn't knew nothing about, by doing this, Hal concealed the fact that he lost his memories due to his amnesia while pretending to know who he is. After this, Gakuto mentions the incident that is happening on the tower of

Karma gamble saying that it was taken charge of by the ACIA, Hal also doesn't remember what's ACIA so he immediately says “where did you get that information?”, this is something normal for Hal to say, not only this, but he would also be capable of concealing his memory loss saying such a thing.

(Memory, Methods, Multitasking, observation, Cold reading, perception, concealment, acting skills, Fast thinking)

(Chapter 272)

While walking with Gakuto on the MPD, they both encounter some members of Kakerou who are trying to find Hal, he quickly took his phone and he took the opportunity that the Kakerou members didn't noticed him there and Hal went to another room, there he make a phone call to Gakuto saying that he wants to escape that place secretly and Gakuto decides to help him since they work together. After this, Hal destroys his own phone to avoid the possibility of the Kakerou tracking his phone, by making it impossible for them to know his location, concealing his current location from them. Hal purposely asked for Gakuto's help due to the fact that the Kakerou members received orders saying that the leader would be most likely alone, so when Gakuto car was stopped by a guard and he revealed that there were two people inside the car, the guard would logically come to the conclusion that the leader can't be inside that car since according to what Gakuto said there's two people there, but the higher ups of Kakerou said that the leader was probably alone, with this idea in mind the guard would be misdirected into thinking that Hal couldn't be inside that car, this is also a psychogical warfare feat. Due to this false idea, the guard let them pass without not even looking inside the car to see the identity of the second person who was inside it.

(Psychological warfare, Cunning, Logical manipulation, individual manipulation, indirect manipulation, persuasion, misdirection, concealment, fabrication, Methods, Tactics, Trap Setting, Problem Solving)

(Chapter 273 and 274)

Coin Pushing Gamble Rules

During the events of the 273th chapter of the manga, it's shown to us that Hal was playing with a Rubik's Cube while searching something on a computer in the desk, in this exact same desk, it's shown to us a book about Basic Quantum Gravity theory, which means that Hal has knowledge about such a complex subject and also shows to us that Hal also has the habit of

reading complex books, which demonstrates impressive VCI=[Vocabulary]. In the end of the 273th chapter of the manga, Hal approaches Kido who is the broker of a deal of 100 million yen of pure dirty money, Hal approaches him asking if the food he is eating is good and the guy replies saying “yes”, after this Hal say “take your time to eat it, this will be your last meal”, this statement made by Hal caused tension on Kido, Hal then think inside his mind that humans are like bags full of flavourful liquids, but, it's very difficult to open the tightly tied neck of it, the only possible way to taste it's flavor, is to wait for the person to loosen it himself or let it drip gradually, what Hal is trying to say here is that humans are being who naturally keep secrets, and to be capable of “tasting” these secrets it's needed to gain their trust which would result on them loosen the tied neck of the bag full of secrets, or merely let the person's suspicions be erased gradually. This should also be seen as being abstract thinking. When Kido tried to take Hal out of the table where he was eating, Hal says “the amount of the money has become very big right now”, by hearing this unclear statement made by Hal, Kido would be misdirected into thinking that he is a debt collector, the way that Hal was acting would also reinforce this idea in Kido's mind. After Kido proposed for them to play a coin pushing Gamble, Hal brings with him his baggage that is gonna be quite important later on for another feat performed by Hal, after taking the baggage with him.

Hal ask to go first and when Kido demonstrates to not like this idea, Hal says that he will continue haunting Kido if he don't accept his request, since the only reason as to why Kido proposed that gamble was to avoid paying the debt, the idea of Hal continuing to haunt him wouldn't be good for him, so he accepted, not only this, but Hal threatening to continue to haunt Kido if he don't allow him to go first made Kido think of Hal as being an annoying guy, after Kido accept Hal's proposal to go first on the coin pushing Gamble, Hal responds saying “Grazie”, which is “thanks” in Italian, this demonstrates that Hal know how to speak italian and not only japanese. After receiving permission to go first, Hal purposely loses to indirectly manipulate Kido into thinking that he didn't notice the certain win strategy of the coin pushing gamble that Kido plans to use, after hearing that he already lost the game, Hal uses his acting skills by saying that Kido tricked him.

Hal explains that anyone who heard his explanation of how the game works would decide to go first, Kido purposely let Hal go first to trick him into falling on his trap, but this was incorrect and Hal knew about this, Hal merely said this to cause anger on Kido and conceal the fact that he already knew about his certain win strategy. After this, Hal says that as long as he doesn't move his coin that game will never come to an end, this behavior coming from Hal once again bothers Kido who thinks of him as being an extremely annoying guy, this action had the purpose to motivate Kido into kicking Hal out of that place as fast as possible. Something that was necessary for his plans. Hal then decides to play against Kido once again and he agrees with this idea.

(VCI, Crystallized intelligence, Existential intelligence, Strategy, Methods, Tactics, Knowledge, Inter EM, Inter EE, EU, social cognition, cunning, Direct manipulation, persuasion, individual manipulation, Gaslighting, logical manipulation, indirect manipulation, Emotional manipulation, Misdirection, Fabrication, verbal deception, Sophistry, Acting skills, abstract thinking)

(Chapter 275 and 276)

During the coin pushing game, Hal took 170 thousand yens of his baggage and put it on the table, Hal purposely did this to drag people's attention to the gamble that was happening right now, this also caused tension on Kido due to the fact that the laundered money deal could possibly be discovered by the customers, after all, the only purpose as to why he decided that they should bet money in the gamble was to scare Hal and make him give up due to the multipliers, the multiplier (1) would be 10k yens, and it would grow up according to the sum of the numbers in the bottom of the coffee creamers used in the gamble, anyone would be scared of this and would decide to give up gambling against Kido to avoid losing too much money, that was Kido's plan and Hal saw through it. Hal then asks for the manager of the restaurant where the coin pushing Gamble is taking place to give him all the coffee creamers of the restaurant. When he refused, Hal said that he would buy the coffee creamers.

Hal persuaded the manager into giving him the coffee creamers by saying that in the Manager's position, doing such a decision is not easy, after all, there's something called workplace ethics, Hal says that only him and the manager know about that deal, and if he give the creamers to Hal, he will give the money to the manager privately, Hal says that doing such a deal won't be a problem to the manager, to Hal, or to their lord in heaven, it's not a problem to anyone. By saying this, Hal managed to persuade the manager into giving him the creamers. Here, Hal appealed to the Manager's need of money which is implied by the Manager's thoughts and the context of the situation.

By analyzing the coffee creamers, Hal discovered that each one of them had different designs on the top of the coffee creamers, they aren't the same, the way that the people who made the designs of these coffee creamers pasted the cover was the same, but there's some tiny differences between the coffee creamers, in other words, they aren't identical, these covers were probably cut off by a big sheet. After this, Hal bluffs saying that he analyzed the coffee creamers, noticed the patterns of the designs between them and memorized the pattern of the design of each one of the 99 coffee creamers, and by doing this Hal is capable of predicting the numbers of the coffee creamers, what Hal said about being capable of knowing the numbers of the coffee creamers, just to fail miserably on guessing the number of a random creamer after saying this would make Kido think that he is stupid and this would also result on him underestimating Hal. In the fourth round of the coin pushing Gamble, Hal takes "his" baggage and reveals to Kido the money inside it.

The money that was inside the baggage was actually Kido's client money, it was the money that he gave to the money laundering company, this caused huge tension on Kido since the fact that Hal had that money meant that he wasn't a normal person, due to this fact, Kido came to the conclusion that Hal was a dangerous person and that he will be killed if someone finds out that

Hal is throwing away that money, this caused even more fear on Kido, Kido was so scared that he verbally said that he was thinking on taking the money from Hal without not even realizing it, Hal purposely made all this to indirectly manipulate Kido into raising the wager of that gamble, after all, if Kido wanted to get back all the money from Hal, he would need to raise the wager since the multipliers were only 790k yens, it wouldn't be possible to get all the money back unless Kido proposed to raise the wager and so he did, Hal already anticipated that Kido would be desperate to get his money back and would decide to raise the wager to achieve this goal. After this, Hal said that he will only accept the raising of the wager if Kido revealed the confidential information that Hal wanted from him since the very beginning.

(VCI, Linguistic intelligence, EF, Inter EM, EU, Inter EE, Cunning, Hot reading, psychological insight, seeing through people, psychological warfare, empathy, Strategy, Methods, Tactics, Indirect manipulation, direct manipulation, fear inducement, negotiation, individual manipulation, mass manipulation, emotional manipulation, persuasion, bluffing, verbal deception, Anticipation, Trap Setting, Trap Evasion, Observation, Analysis, Abductive reasoning, critical thinking, analytical thinking, associative thinking, strategic Thinking, Non-Linear thinking)

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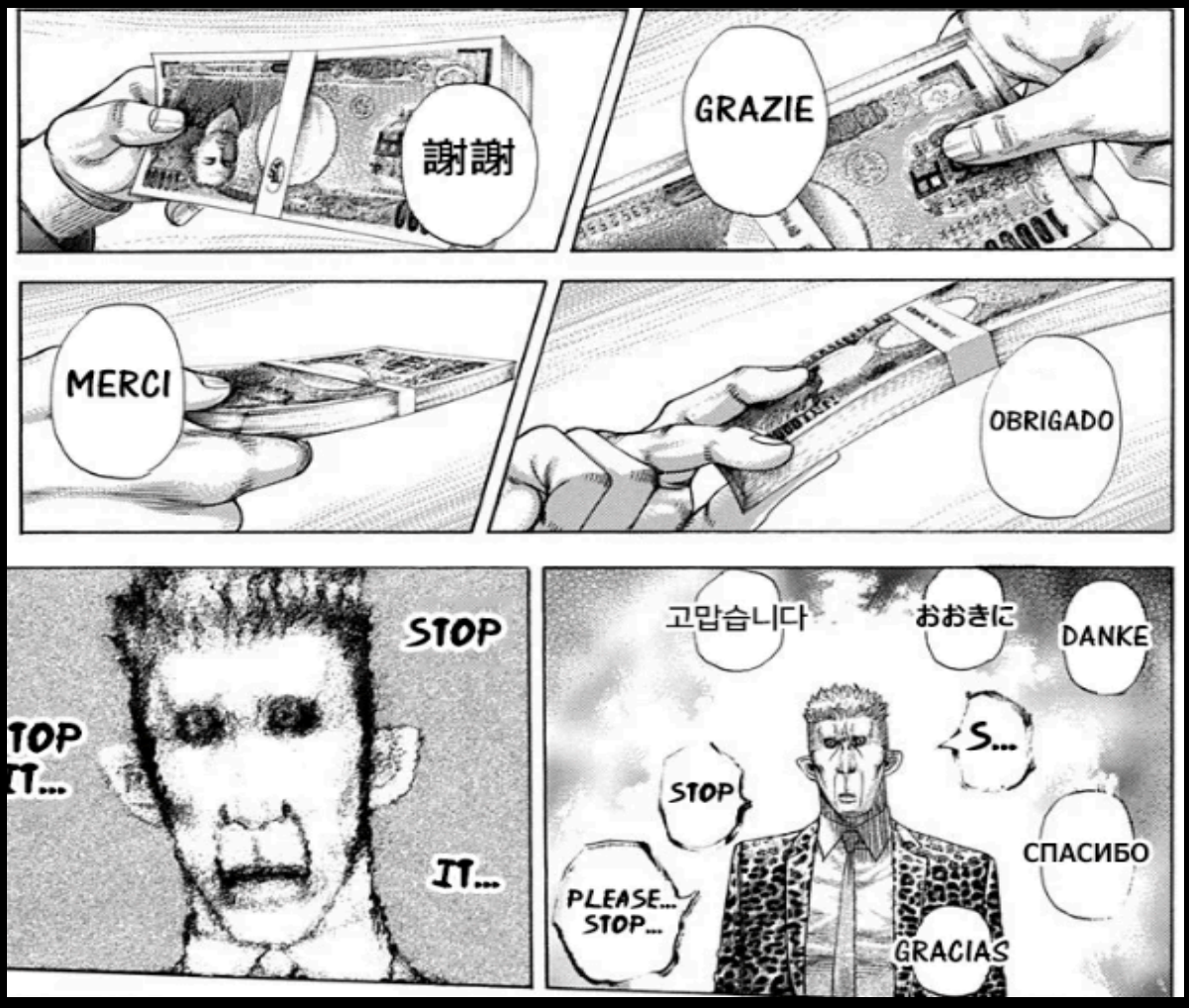
(Chapter 277)

When Kido was still confused about what to do, a person who is working on the restaurant approaches Hal and says that he will give him some coffee creamers if Hal give him some money, and Hal did it, he accepted the trade and gave the money to that guy, Hal trades some money for the coffee creamers and this caused panic on Kido, after this, a big line of people who were interested in trading money was formed, Hal purposely gave money to them without thinking two times which caused even more panic on Kido, after all, his money is disappearing right in front of him, Hal accepted that first guy trade to indirectly manipulate the customers of the restaurant into doing the same to get money, each time someone gives their coffee creamers to Hal he thanks them on a different language, in the manga Hal say thanks in nine different languages, these languages being Chinese, Japanese, Portuguese, Korean, French, Italian, Spanish, German and Russian, this demonstrates that Hal has knowledge of Nine different languages. Actually it's ten languages considering that Hal frequently speaks English in the translated version of the manga. After seeing all his money disappearing in front of him, Kido decided to reveal the confidential information that he wanted, Exactly like Hal anticipated.

ever since the beginning Hal's actions on the beginning of the coin pushing Gamble had the purpose to force Kido into a corner letting him no other choice but to flee, Hal was making a scene purposely while secretly observing Kido, judging by Kido's actions, he is a gambling addict, he loses often and spends his money without holding back, although he can move a large amount of money, he doesn't have much for himself, it is possible to tell that he is this kind of person due to his actions, only someone so greedy would eat excessively in a family restaurant. Kido was panicking due to him gradually losing money, panicking in this situation is a

typical behavior of a failed Gambler, a loser like him is always looking for an escape route and that's what Hal wanted, even if Hal used the 100 million yen as a leverage to get information from Kido in the very beginning, there would be no guarantee that he would tell the truth, if he thought that he could take all the 100 million yen back, he would protect himself and try to make it through, but since Kido has decided to flee, he doesn't have to take the responsibility for his client, compared to taking the risk of lying to Hal and Gakuto, he would rather choose to get the rest of the money back.

Instead of pushing Kido to a corner, Hal let him see the “hole”, raising the wager so that Kido can flee using the money, Hal scattered the funds and baited Kido onto the path called fleeing, this strategy demonstrates the great level of Cunningness Hal possess. When Kido was thinking about the gamble, Hal says “you better think carefully, I've seen lots of people like you, although the best choice was right in front of them, they still lost everything due to their pathetic characteristics, if you don't change, you will lose everything”, Hal's confidence in his Victory on the coin pushing Gamble caused anger on Kido which motivated him on kicking Hal out even more.



Grazie= thanks in Italian, what Hal said in the top left of the screen is thanks in Chinese, Merci= thanks in french, Obrigado= thanks in portuguese, Danke= thanks in German, Gracias= thanks in Spanish, СПАСИБО= thanks in Russian, and the remaining words are thanks in japanese and Korean.

(FRI=[problem solving, abstract thinking], VCI, Fluid intelligence, Linguistic intelligence, EU, EF, EP, Inter EM, Inter EE, cunning, social skills, empathy, psychological insight, psychoanalysis, psychological profiling, Hot reading, psychological warfare, Anticipation, Trap Setting, Cold Reading, Observation, problem solving, creativity, information gathering, emotional manipulation, indirect manipulation, direct manipulation, mass manipulation, individual manipulation, persuasion, Strategy, Methods, Tactics, Inductive reasoning, abstract reasoning, critical thinking, abstract thinking, analytical thinking, convergent thinking, linear thinking, associative thinking)

(Chapter 278)

Kido chooses a coffee creamer with the number 72 on it, which was a coffee creamer that they already used before, Hal says “the creamers that the players can use are only the ones that haven't been used, are you sure that one is okay?”. After hearing this, Kido was indirectly manipulated by Hal into thinking that he did something, so Kido touched the creamer’s bottom to confirm its number. After seeing this, Hal abducted that Kido already knew the numbers in the bottom of the coffee creamers, after all, there would be no other logical motive for him to touch the bottom after what Hal said. When Kido was about to move his coin, Hal says that he is gonna call the police to take Kido, after all, that's his obligation as a citizen, by hearing this, Kido started to panic and was cursing Hal saying that he is a “filthy son of a you know what”, Hal causes panic on Kido saying that if he chose the coffee creamer he took, Hal will call the police for him, this had the purpose to indirectly manipulate Kido into thinking that taking that creamer would be a problem for Hal.

In other words, there was no way that the creamer with number 72 that Kido took was also a trap, Hal saying that he would call the police was merely a bluff made by him to reinforce this idea in Kido's mind. Now I'll explain Hal's actions here for you to understand. Hal took two creamers with the numbers 72 and 6, he took these two coffee creamers and combined them, due to Hal's analysis of the coffee creamers, he was capable of noticing that they could be combined, Hal purposely combined these two coffee creamers to make it looks like the creamer with number was actually a creamer with number 72, after this, Hal purposely threw the coffee creamer inside a glass bottle to make Kido see it, Kido would be indirectly manipulated by Hal into taking that Coffee creamer to ensure his victory, after all, Kido only needs a creamer with number two so he can win the coin pushing Gamble, from Kido's P.O.V, the coffee creamer with number 6 on the bottom that Hal disguised as being number 72 was perfect for Kido to win, so Kido distracted Hal, took the creamer that Hal prepared and told the waitress to take the glass

where the coffee creamer with number 72 originally was, Kido did this to conceal the fact that he took it and changed it with a different creamer, Kido's actions occurred exactly like Hal anticipated, all of this was part of Hal's plans and he predicted everything,

Kido was easily misdirected by Hal into thinking that the coffee creamer he took was the one with the number 72 on the bottom, when in fact, it was the one with the number 6 on the bottom, Hal concealed the fact that the creamer with number 72 was actually a creamer with number 6 by using the angle of the creamer inside the glass bottle, the cream in the gap between both coffee creamers to hide it and the fact that it was inside a glass bottle that would make it hard to notice the gap between the coffee creamers, Hal manipulated Kido into taking that Coffee creamer to win the coin pushing gamble and predicted all of this from the very beginning, in the end of the chapter it is revealed that Hal was aware of the existence of the certain win strategy that Kido used trying to trick him.

(Strategy, methods, tactics, misdirection, fabrication, bluffing, acting skills, concealment, Logical manipulation, indirect manipulation, Gaslighting, individual manipulation, direct manipulation, emotional manipulation, Prediction, Anticipation, Trap Setting, Observation, Cold reading, Adaptability, Creativity, psychological warfare, Inter EE, Inter EM, critical thinking, associative thinking, abstract thinking, linear thinking, Abductive reasoning)

(Chapter 279)

When Hal had both the creamers with number 72 and 6 on his hands, he purposely dropped the creamer with number 6 and when he pretended to go to take it back, he opened Kido's creamer with the number 72 below the table to avoid the possibility of Kido noticing it, after doing this, Hal combined both creamers and dropped them into the glasses, it's then shown that Hal sent a message to Gakuto when he still didn't entered inside the restaurant, Hal purposely did this to manipulate Kido into noticing Gakuto's presence there and use it to distract Hal, this would give to Kido the opportunity to change the coffee creamers while Hal isn't looking, something that was not only anticipated by Hal, but such action was also motivated and caused by him. Hal then reveals to Kido that the idea of using coffee creamers for that game was Hal's idea, what Kido was thinking when he proposed for them to use the coffee creamers in that gamble was that if he knew the numbers on the tokens that will be used in the gamble ahead of time, he can win, or at least getting an advantage for that game, not only this, but he also planned on using the coffee creamers to decide who goes first to kick Hal out as soon as possible. This feat also demonstrates Hal's impressive Mind reading skills.

Hal insisted in wanting to go first to indirectly manipulate Kido into adding the creamers rule to guarantee that he goes first when the real game begins, he did this without not even noticing that's exactly what Hal wanted, Hal decided to use the creamers as a dice and merely made Kido propose it, Hal called a waitress and told her that a dine and dash incident was gonna

happen now, he also says that the culprit of that incident would be Kido, hearing this Kido started to panic, saying that the game wasn't finished yet and he still has a chance to win. Hal memorized the design and number of the creamers he once saw, he memorized it and by merely seeing the design on the cover he can recall the exact number of that creamer, the amount of creamers used until now is 18, this means that he memorized the difference between the cover's design of 18 different creamers, thanks to this fact he was capable of taking the creamer with number 8 and corner Kido's coin in the 10 square line, with this, Kido could only move his coin backwards in three lines due to the fact that he only have creamers with number 3 remaining, Hal also had creamers with number 3 so he could corner Kido's coin in the 5 square line too, it doesn't matter what Kido chose, he already lost that game. Now, do you remember when the waitress told Hal to go take his baggage?, well, during that time he took two glasses full of creamers and gave to the waitress, but Hal secretly, took one of these creamers, that creamer being the one with the number "6" written on it, after this, he told her to go and put those glasses full of creamers on the table where Hal and Kido were playing the coin pushing game.

The fact that the creamer with number 72 could make the wager be almost the same as the remaining amount of money that Hal had was also part of his plans to motivate Kido into continuing to gamble with him, after all, by using the creamer with number 72 on the bottom, Kido could get back all the money that Hal had with him, in other words, Hal anticipated when Kido wouldn't manage to resist the pressure of his client's money disappearing in front of him in chapter 277 and when Kido would puke all the food he was eating, everything happened exactly the way that Hal predicted. After knowing that all his actions/decisions were part of Hal's plans and that he was manipulated by him, Kido lost his consciousness in the table of the restaurant, the shock he received after discovering that all his thoughts were manipulated by Hal was so big that he wasn't capable of enduring it, after all, ever since the beginning of that game he was misdirected into thinking that the idea of using the creamers was his idea, when in fact, it wasn't, all the events that happened on the coin pushing Gamble arc was part of Hal's plans and he easily predicted everything beforehand. Not only this but Hal(after losing his memories) didn't had any experience in gambling with other people, in his mind he was merely someone that acted as an spectator, the fact that Hal managed to accomplish such a thing even if this was his first gamble is impressive (this is Hal after losing his memories, so he don't have any memories about participating in gambles which he himself stated). This entire strategy also demonstrates Hal's insane resource management skills. Literally all the events that occurred in this Arc were already anticipated by Hal. Also this entire strategy relied a lot on Hot reading and demonstrated how insanely Cunning Hal is.

(WMI, Memory, FRI=[Learning ability, Logical reasoning, abstract thinking, problem solving], Fluid intelligence, EU, cunning, resource management, psychological warfare, psychological insight, Hot reading, Inter EM, empathy, Strategy, methods, tactics, Anticipation, Trap Setting, Adaptability, Learning ability, Problem Solving, Creativity, Logical manipulation, emotional manipulation, direct manipulation, indirect manipulation, individual manipulation, Gaslighting, persuasion, triangulation, misdirection, concealment, verbal deception, deductive reasoning,

abstract reasoning, divergent thinking, Linear thinking, associative thinking, critical thinking, convergent thinking)

Battleship Gamble Arc

(Chapter 282)

When Gakuto and Hal were discussing about how Hal broke the rules after giving Kido's money to some random people, Hal tell Gakuto that he shouldn't worry about this since he wasn't the one who broke the rules, in Gakuto's P.O.V, Hal was happy that Gakuto wouldn't be prejudiced even if Hal was gonna be punished for breaking the rules, the fact that Hal was more worried with Gakuto than himself made him abandon the idea of continuing to discuss about what Hal did, Gakuto was a little embarrassed by what Hal said so he decided to let this discussion for later. And by saying this, Hal managed to maintain his relationship with Gakuto, demonstrating impressive relationship management.

After all this, Gakuto is talking with Yokoi in a phone call and during this phone call, Hal sends a mail to Yokoi's phone. Assuming that Yokoi's phone is the type of model that can receive a mail while communicating, it's possible to assume that Yokoi received the mail during Yokoi's conversation with Gakuto, but when Gakuto was talking to Yokoi his voice suddenly felt like it was far away at one point, the motive for this would be that Yokoi was checking the mail he received while speaking to Gakuto, but the voice wouldn't feel far away in the distance needed for Yokoi to look at the email if he had his phone on his hands, after all, he could check the mail in a short distance. It's unnatural to look at the phone while talking about something important, exactly how he did when he was spelling the boat's name, the sudden feeling of Yokoi's voice being far away would make sense if Yokoi wasn't the one holding the phone, Hal was implying to Gakuto the idea that someone captured Yokoi and put his phone close to him, when Hal sent the mail to the person holding the phone they would check it on reflex and Yokoi's voice would sound distant, there are two logical reasons to explain this:

1- There's no special reason for Yokoi's voice being distant, it was merely a coincidence.

2- Yokoi is being restrained and threatened by someone, and has been told by someone to make Gakuto come on board.

Hal purposely sent the mail with this exact purpose, manipulate whoever has it on their hands and make them look at the mail that was sent to the phone on reflex, after all, it could be something important, this would make it possible for Hal to discover if the person holding the phone is Yokoi or not and by doing this Hal managed to avoid the trap prepared by the enemy to deceive them into thinking that there was nothing wrong, the same enemies that tried to lure

them to the wrong ship. After this, Hal tells Gakuto that the fact that Yokoi hasn't been answering his phone for some time and that he isn't coming out to welcome Gakuto was strange. With all the conclusions Hal made about this situation, he discovered that their objective, Jalloud, is a smuggling boat.

it wouldn't be strange for the people who are participating in the week money laundering to have some stratagem to hide the identity of the boat in case of any emergency, checking the name of the boat Gallop is essential, when looking at the alphabet there might be some tweaks done on the “G” and “P”, assuming that Jalloud is pronounced as J-A-L-L-O-U-D, in order to change it to Gallop, maybe it is possible to find some traces on the alphabet, exactly as what Hal guessed there was a stratagem in the word “Jalloud” that involves changing it from Jalloud to Gallop.



Hal's anticipation of the people involved in the money laundering using a stratagem was correct. And the fact that Hal managed to figure out this stratagem's existence without not even being present in that place to see it demonstrates an impressive ability to solve word puzzles(VCI).

(FRI=[Logical reasoning, Abstract thinking, problem solving], VCI, Fluid intelligence, Cunning, EU, Inter EM, Inter EE, psychological insight, relationship management, psychological warfare, Anticipation, Trap Setting, Trap Evasion, Cold Reading, Observation, Analysis, Connecting The

Dots, Problem Solving, Information Control, inductive reasoning, Abductive reasoning, abstract reasoning, Logical reasoning, analytical thinking, Linear thinking, holistic thinking, associative thinking, critical thinking, convergent thinking, abstract thinking, individual manipulation, direct manipulation, emotional manipulation, indirect manipulation)

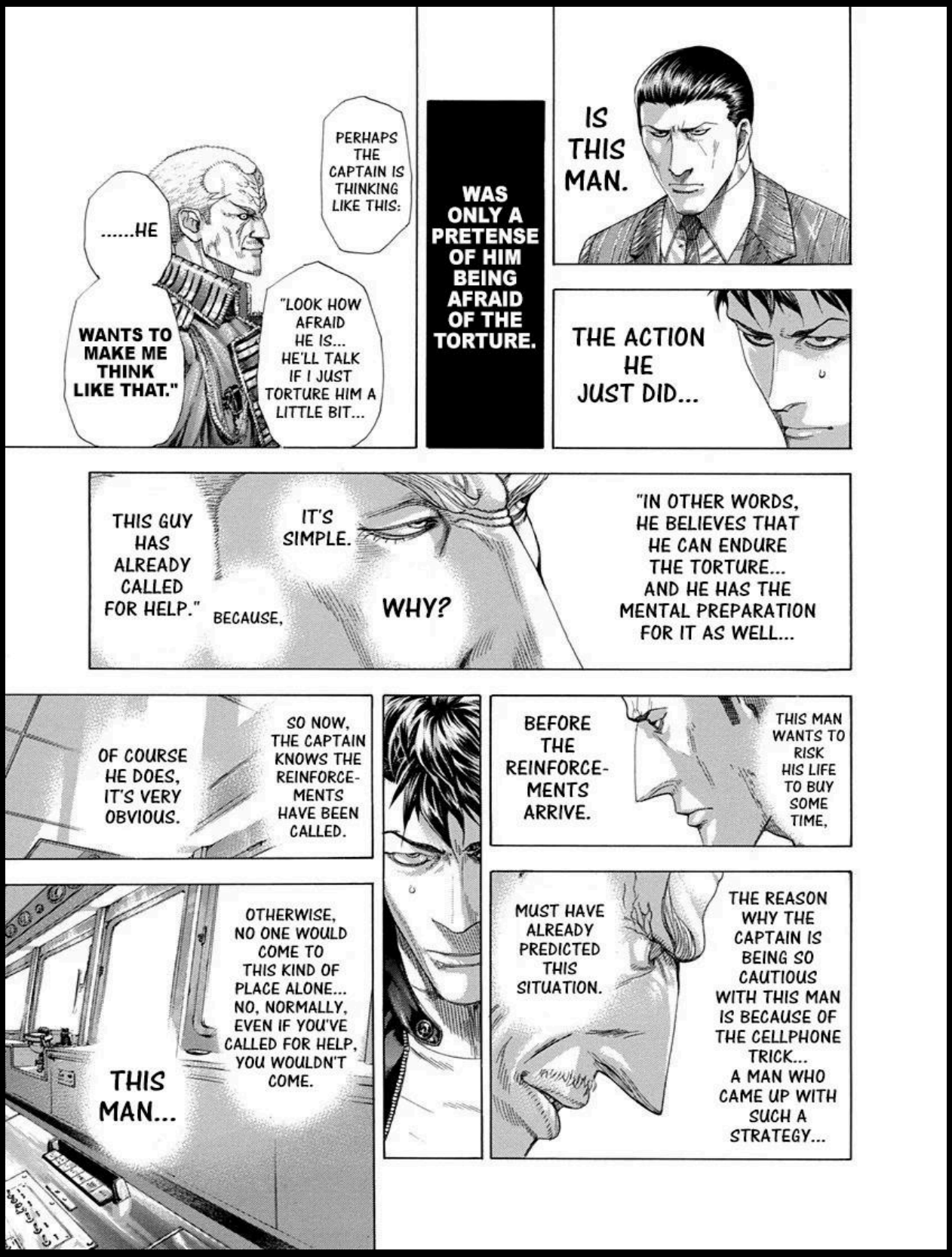
(Chapter 283 and 284)

Battleship Gamble rules

(This is not going to be useful at all since Hal doesn't even directly play the game, but some of his actions here require for you to have a basic understanding of the games rules, so I'll just put this here anyway)

Gakuto went inside the ship to distract the captain and everyone that was there while Hal would do something about the containers containing the goods, Hal used a vehicle to transport the goods to another location. Not only this, but he was also capable of discovering that the people working on that place are from a normal company and they think that the boat is just a normal cargo ship, they are merely a third party without any direct involvement in the situation who think this is just a normal deal. Noticing this, Hal understands that these workers wouldn't be persistent into not letting the containers alone without vigilance, in other words, fooling them to go to another place would be easy. Hal's plan also involved throwing away all the information related to the containers such as invoices, since Hal has confiscated the goods, the ones who are making the deal wouldn't leave the port, after all, leaving the port without all the containers would be bad for them which is exactly what Hal want for them to think, Gakuto would buy time to make the sailors and the captain who are leading the deal to continue on the port until the "reinforcements" come to that location.

Hal anticipated that Gakuto wouldn't demonstrate fear of being tortured by the captain of the ship. Not only this, but when he saw the Colombian tie, Gakuto was shown to be extremely scared, but he quickly composed himself some few seconds after seeing the captain killing someone, this would make the captain think that the idea of Gakuto being scared had the purpose to misdirect him into thinking that he is really scared of being tortured, which isn't true, after all, he was really scared. One important detail about this is that such a thing was already anticipated by Hal himself. Anyway, because of this incorrect conclusion of the captain, he would think that Gakuto believes that he can endure the torture, the captain would then come to the conclusion that Gakuto called for help, this idea is implied by the following scan:


PERHAPS THE CAPTAIN IS THINKING LIKE THIS:
.....HE WANTS TO MAKE ME THINK LIKE THAT."
"LOOK HOW AFRAID HE IS... HE'LL TALK IF I JUST TORTURE HIM A LITTLE BIT...
WAS ONLY A PRETENSE OF HIM BEING AFRAID OF THE TORTURE.
IS THIS MAN.
THE ACTION HE JUST DID...
THIS GUY HAS ALREADY CALLED FOR HELP."
BECAUSE,
IT'S SIMPLE.
WHY?
"IN OTHER WORDS, HE BELIEVES THAT HE CAN ENDURE THE TORTURE... AND HE HAS THE MENTAL PREPARATION FOR IT AS WELL...
OF COURSE HE DOES, IT'S VERY OBVIOUS.
SO NOW, THE CAPTAIN KNOWS THE REINFORCE-MENTS HAVE BEEN CALLED.
BEFORE THE REINFORCE-MENTS ARRIVE.
THIS MAN WANTS TO RISK HIS LIFE TO BUY SOME TIME,
THIS MAN...
OTHERWISE, NO ONE WOULD COME TO THIS KIND OF PLACE ALONE... NO, NORMALLY, EVEN IF YOU'VE CALLED FOR HELP, YOU WOULDN'T COME.
MUST HAVE ALREADY PREDICTED THIS SITUATION.
THE REASON WHY THE CAPTAIN IS BEING SO CAUTIOUS WITH THIS MAN IS BECAUSE OF THE CELLPHONE TRICK... A MAN WHO CAME UP WITH SUCH A STRATEGY...

Making the captain of the ship notice this to fear Gakuto even more was part of Hal's plans, after all, in the Captain's P.O.V, Gakuto is someone who is prepared to bet his life and is extremely cunning due to what Hal did with the mail, in the Captain's P.O.V, Gakuto was the one who made that strategy to find out Yokoi's current situation, after all, he was alone there, there was no other person with him, With this idea in mind, him being the one who made that phone strategy would make sense in the Captain's mind, when in fact, Hal was the one who thought about it, these two premises had the purpose to cause doubt and tension inside the Captain's mind. The fact that Gakuto was alone at that place would also misdirect the captain into thinking that he definitely called for reinforcements, after all, coming to that place all by himself without any help was pure insanity. Hal is now disguised as one of the sailors of the ship, the captain of the ship wouldn't try to torture Gakuto, after all, doing such a thing would be a great problem for him if the reinforcements appear.

but in fact, the idea of the reinforcements that we're 'called' by Gakuto coming to that place was merely a huge bluff made by Hal, the smuggling incident that is happening now is related to some big shot within the government ministries or important political figures, if the person to whom Gakuto called for help is an accomplice then his request for help would be ignored, in other words, there is the possibility that reinforcements might not come, but Hal wanted for them to think that the idea of reinforcements coming was something definitive and not a mere possibility, after all, that's one of the only things that avoid the possibility of Gakuto being tortured, Hal quickly thought about this plan during the events of the Coin Pushing Gamble(read the summarization of strategies and plans tab of this doc to gain a better understand of Hal's actions here). Up to this point, all Hal's actions can also be seen as being an improvisation and adaptability feat due to Kaji initiating a Kakerou match between Gakuto and the Captain despite not a thing being planned by Hal beforehand, so Hal completely adapted his plan to the situation and all the things he's going to do now are an improvisation for his Battleship plan.

(Bluffing, Misdirection, Fabrication, Logical manipulation, emotional manipulation, indirect manipulation, individual manipulation, mass manipulation, Gaslighting, scapegoating, improvisation, problem solving, adaptability, psychological insight, Hot reading, psychological warfare, EU, cunning, Inter EM, empathy, Trap Setting, Anticipation, Observation, Cold Reading, Strategy, Methods, Tactics)

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(Chapter 285 and 290)

When Mogami Taeko, the referee with number 91, appears in the cargo ship, Hal thinks about Mogami's presence there: "Mogami Taeko… Referee No.91, the "Queen Mogami". The number "91" in japanese is pronounced like "Ku-I" which is similar to "Queen", due to the similarity of the way it is pronounced, she received the title of "Queen Mogami". It's also implied that Hal predicted that the Kakerou referee that would appear in that place was Mofami. Inside the ship, Hal meet Kido, Hal was holding Kido's clothes to force him against the wall and pointed his hand

to make it look like Hal was gonna pierce both Kido's eyes, the fact that Hal pierced someone else's eyes and Kido saw that would also make him logically come to the conclusion that Hal was really gonna pierce his eyes, so Kido covered them using his hands fearing that Hal could pierce Kido's eyes, but it was merely a bluff made by Hal to scare Kido and give Hal an opportunity to take his phone, he wasn't gonna pierce Kido's eyes, he was merely acting, after taking Kido's phone, Hal noticed a phone call that was made 40 minutes ago, around the time where Kido was following them, Hal quickly discovered that the person that Kido was speaking with in the phone call. The 100 million yen that Kido lost, in order to offset that money the person who he will call in the end would be the person who requested Kido to do the weapon smuggling in that ship, a powerful person who is well related to the case.

Taking Kido's situation and personality in consideration, he probably covered up the fact that he was the one who revealed the information about the boat to Hal, only telling the person on the other side of the phone call that there are people who are investigating the boat and the smuggling, hoping that he can get some support from him, the information will be reviewed one after another starting from the person that Kido called, and finally it will be conveyed to a higher level in the MOD, meaning there is a high chance that the support requested by Gakuto will be ignored. Hal discovered all this without not even having to verbally speak with Kido. Hal had already anticipated that Kido would do such a thing. In fact, Hal wanted for Kido to do such a thing to indirectly manipulate the mastermind behind these events into making his move. During the Coin Pushing Gamble, Hal purposely took Kido's money and gave exactly half of it to random people to indirectly manipulate Kido in the future to make him chase Hal and Gakuto during the events of the battleship Arc. While also indirectly manipulating Kidou into revealing what's happening to the mastermind behind the boat smuggling. After this, Hal sends a message to Gakuto saying that Kido interfered and now they can't expect any help, he also tells Gakuto to accept the Kakerou match that was about to happen and not let the captain of the ship read his thoughts. During the revelation of the rules of the game, Hal tells Gakuto to protest against the game's system, Lacy is still afraid of the arrival of help, even if he acts strong, he should be wanting to decide the rules and let Kakerou start the match as soon as possible. Hal made Gakuto pretend to be recording the rules of the game, the reason for this being that when Gakuto is hearing Hal's instructions on his phone, Mogami and the captain would be misdirected into thinking that Gakuto is hearing the rules from his phone.

While talking with Gakuto, Hal gave orders for him to protest against the game's system and repeat the things that Hal says in the phone but verbally in front of Mogami, basically, Hal will say something and Gakuto will repeat it for Mogami, while repeating what Hal says, Gakuto tells for Mogami to look outside the ship while saying that he is in enemy territory and that he is a powerless existence, asking for irrefutable evidence that the game will be fair. In fact, Hal told Gakuto to say this in order to make Mogami look outside the ship and see the containers, this would indirectly manipulate her into deciding to use these containers to create the irrefutable evidence that Gakuto wants. Kaji’s intervention in Hal’s plans by calling a referee from Kakerou wasn't something that he had expected. So, Hal had no other choice but adapt his plan to the new environment in a few minutes. In other words, all the things you read up to this point are things that Hal improvised on his plan. He started his improvisation by telling Gakuto to

participate in the Kakerou match. In chapter 290 it's revealed that Hal told Kido to take the body of the person he killed and hide somewhere else saying that if he don't do that, Hal can't guarantee his safety, in fact, the purpose for telling Kido to hide was to avoid the possibility of the sailors noticing that something was wrong, Hal was still disguised as a sailor and didn't wanted to be found, so Hal told Kido to hide the body to conceal his presence in the boat, Hal also has been giving instructions to Gakuto as to which squares in the panel used for the battleship gamble he should hit.

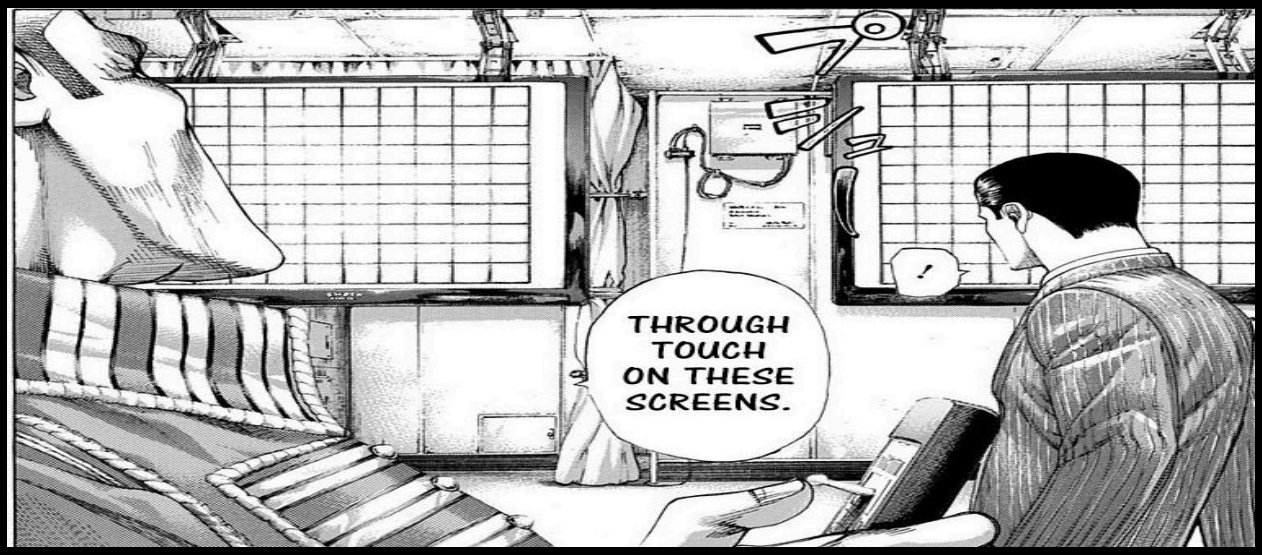
(FRI=[abstract thinking, problem solving], VCI, Fluid intelligence, Strategy, Methods, Tactics, Psychological insight, psychological profiling, Hot reading, EU, Inter EM, Inter EE, empathy, emotional manipulation, persuasion, indirect manipulation, individual manipulation, Logical manipulation, direct manipulation, mass deception, Non-Verbal deception, misdirection, concealment, bluffing, acting skills, deductive reasoning, abstract reasoning, critical thinking, analytical thinking, Linear thinking, associative thinking, analogical thinking, abstract thinking, convergent thinking, Anticipation, Prediction, Trap Setting, Observation, Cold Reading, mind reading, adaptability, problem solving, improvisation, information control)

(Chapter 293)

Mogami Taeko, the referee of the battleship gamble that is occurring right now was also the one who loaded all the containers before the match occurred, she made it so that the total amount of cells occupied by ships would be equal to the total amount of containers, 20. Not only this, but she also loaded the weapon containers among all the other normal ones in the boat, so that the position of the 20 containers with weapons and the positions of the captain ships, would match perfectly, she also made this in a way that the position where a container with weapons was equal to the position of the Captain's ships, which means that if there is a container in the very bottom at the right side of the ship, then one of the Captain's ships is located at that exact location. She did this after Gakuto asked for irrefutable evidence that the captain wouldn't cheat. This was part of Hal's plans, he purposely talked with Gakuto in the phone call telling him to say that to indirectly manipulate Mogami into creating irrefutable evidence that the Captain wouldn't change his ship placements, she would think that making such a thing was a decision made by her when in fact it wasn't. Due to Hal's understanding of Mogami's personality he already predicted that she would make such a thing, which is confirmed during his battle against Voja. Also, this detail of Hal's plan about Mogami making the position of the containers with weapons equal to the Captain's ships also means that Hal had to visualize the location and position of the containers in the ship, during the Gamble between Gakuto and the Captain, Hal managed to look at the place where the Gamble is taking place, with this, it's also logical to think that he saw the panels used for the battleship Gamble:

The panels for the Battleship Gamble

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Proof of Hal seeing what's happening in the place where the Battleship Gamble is occurring using Binoculars

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With this, we can assume that Hal also managed to take a look at the panels that will be used for the Gamble, also being capable of memorizing it and keeping it on his mind. With this, we can come to the conclusion that Hal has to move around the ship, check the contents of all the containers to figure out if it's a container with weapons or a normal container, doing all this while having to keep the panels that he saw inside the place where the Kakerou Gamble is occurring in his mind, and after finally finding a container with weapons, Hal has to visualize the position

of all the containers in the ship at the same time in order to find the location of the container with weapons that he found between all the other containers and associate it with the positions of the panels, to finally figure out the location of the Captain's ships and reveal it to Gakuto in order to make him win. In other words, he had to visualize 100 different containers(100 is the amount of squares in the panel used for the battleship Gamble and it was already stated in the manga that the number of squares in the Captain's panel = number of containers in the ship) at the same time in his mind and associate it with the panel that he memorized. There's also the fact that a single container is big enough for 7 or 8 people to enter inside it and there would still be a lot of free space remaining.

Now Hal is moving around the containers, checking their contents to find out if it is a container with weapons or not, by doing this, Hal would figure out Captain Lacy's ship placements, after this Hal would have to send a message to Gakuto revealing to him the location of the Captain ship placements in order to make him win the Battleship Gamble. Hal thought about this plan before the battleship game even began which took less than 10 minutes, Mogami herself declared that the battleship gamble would be a game without any restrictions, everything is allowed, so technically manipulating and using the referee isn't against the rules, so he couldn't be punished for this, Mogami noticed this and was completely charmed by such an insane level of Cunningness, she couldn't help but feel curiosity towards the identity of the one who made such a thing.

During Hal's analysis of the contents of the ship, he found a container containing normal objects that are normally used by people in society nowadays. It doesn't look normal for a cargo ship to contain such objects. Noticing this, Hal came to the conclusion that these normal objects are probably stolen goods that were gonna be used for illegal reselling, after all, these are objects that are used a lot by common people nowadays, so they could sell a good amount of these objects and receive a lot of money. Not only this, but since they are in japanese territory, they plan on making the reselling there, to avoid being discovered, they would take objects from other countries and sell them to Japan to get easy money, with this idea in mind and the fact that these containers were in the ship from the start, Hal came to the logical conclusion that they have been shipping weapons around the world and not exclusively for Japan.

(FRI=[Problem Solving, Logical Reasoning], VSI, WMI, Visual Spatial Intelligence, Fluid intelligence, Memory, critical thinking, convergent thinking, associative thinking, analytical thinking, Non-Linear thinking, analogical thinking, abductive reasoning, Charisma, Psychological profiling, Psychological warfare, EU, influence building, cunning, indirect manipulation, individual manipulation, Gaslighting, Non-Verbal deception, persuasion, Trap Setting, Prediction, Observation, Creativity, Problem Solving, Decision Making, Analysis, Information Control, Strategy, Methods, Tactics)

(Chapter 294 and 295)

To guarantee that Kido wouldn't interfere in his plans, Hal told him that he's gonna do something that involves the containers and if Kido values his life, he wouldn't interfere with his plans, Hal quite literally threatened Kido to avoid any interference. Suddenly the sailors start talking about how the body of the sailor that Hal killed was found, now they know that the one who invaded the ship is using they're sailor's uniform, Hal decides to hide inside one of the containers but a phone he was using starts ringing and reveals his location. In fact, this was also part of Hal's plans, he purposely placed the phone inside that Container and made a phone call to it in order to make the phone start ringing, when the phone rang the sailors were attracted by it and they entered inside the container, exactly as planned by Hal which demonstrates impressive trap evasion skills. This gave Hal an opportunity to lock them up inside that container(the reason as to why I think that this was part of Hal's plans is because the screen of the phone that Hal was holding and the screen of the phone that the Sailors found inside the container were different, in other words, it was a different phone than the one that Hal was holding). Hal had already anticipated that Kido would steal the diamonds of the captain due to the Psychological Profiling he made on him during the events of the Coin Pushing Gamble. Kido still couldn't fully abandon the 100 million yen he lost, he would take anything that contained a certain value to get a compensation for such a thing, due to his greed he would take the diamonds if he had an opportunity.

There are two crew members who disappeared, the one Hal killed and the one who was the owner of the uniform that Hal is using, the key to the Captain's cabin and the cellphone with the info on the diamonds were hidden in the other guy's clothes, not in the clothes of the guy that Hal killed, Hal purposely took the key and the cellphone, put it in the clothes of the guy he killed when he met Kido inside the ship and indirectly persuaded him into taking it. Hal indirectly manipulated Kido into taking the keys from the sailor that he killed and make Kido take the diamonds for himself. The motive as to why Hal decided to do this was because he planned on framing Kido, after all, the Sailors in the ship think that there's only one intruder on the ship, so if they found Kido on the ship while he's carrying with him the Captain's diamonds, it would be obvious for them that Kido was the intruder. With this Hal would be capable of freely moving through the ship without having to worry about being captured by the sailors since they would think that they already captured the intruder. Hal even sent information to the Sailors about the intruder being inside the ship by using three different phones that he stole, all of this to guarantee that Kido would be captured. But things went wrong, Kido interfered in Hal's plans and purposely revealed his location to Voja.

After this, Hal reveals to Voja that Kido stole the Captain's diamonds and that he also had a reckless appetite that devoured anything, what Hal was doing here was implying to Voja that Kido devoured the diamonds in order to not let anyone know that he stole it. With this, Kido was killed by Voja and this action was directly influenced by Hal. Inside the container where Hal locked those sailors there was a strange smoke that would cause pain to the sailors and possibly kill them, Hal also tied the wire of the outboard motor of the lifeboat in the container to avoid the possibility of it being opened easily, Hal put Voja in a situation where she would have no other choice but let him pass and don't interfere with his plans, the sailor can possibly take

the diamonds and save her allies, but they will pass out due to the smoke and will need treatment, and while she would be treating them, Hal would complete his goal of checking the contents of the containers. Not only this, but Hal already anticipated that she wouldn't disembark from the ship and would decide to confront him. By seeing the fighting style of the sailor that is fighting against him, Hal notices that it is systema, a Russian martial art. Demonstrating his knowledge about Martial arts.

coincidentally when Hal was punched by the sailor and flew back in a considerably long distance, he fell to the exact place where he already prepared a trap beforehand, Hal already predicted that Voja would decide to abandon her allies and attack him, knowing about this, he had prepared a rope connected to Anti traction Gel that was inside the container where Hal found stolen goods. Anti traction Gel is a non lethal weapon that was created for the American navy, it's used to suppress Riot or block bridges, after an object touches the Gel, its friction will drastically decrease, in other words, it slips, and it is effective enough to stick to tires and stop cars from moving. This also means that Hal already predicted this entire situation involving Voja and those sailors, so he already prepared this trap beforehand, already expecting this situation, which implies that Hal also predicted that Kido would betray him and reveal to the other sailors his location. Hal knows about this and quickly adapted to the unexpected situation using the Gel to weaken the punches of the sailor who is attacking him, not only this, but he also dropped some Gel in the floor to make the sailor slip on it. Hal also placed some Anti Traction Gel at a specific part of his body, somehow he already anticipated that Voja would try to grab him at that exact part of his body. To avoid getting prejudiced by the trap that he himself setted and not slip, Hal was capable of equilibrating his entire body in top of a knife using his feet, he's basically using the knife to stand on it and avoid entering in contact with the Gel, even if the situation wasn't expected by Hal, he managed to formulate a new plan in seconds and adapt to the new circumstances using the resources he had with him. Hal then jumped and stabbed Voja's heart with one of the knives.

(FRI=[Problem Solving], Fluid intelligence, Bodily Kinesthetic Intelligence, Crystallized Intelligence, Strategy, Methods, Tactics, Cunning, EU, Inter EE, Inter EM, Psychological insight, Psychological Profiling, Trap Setting, Trap Evasion, Anticipation, Prediction, problem solving, adaptability, improvisation, knowledge application, knowledge, Fabrication, indirect manipulation, direct manipulation, emotional manipulation, individual manipulation, mass manipulation, misdirection, Non-Verbal deception, Logical manipulation, persuasion, scapegoating)

(Chapter 299, 300 and 301)

Unexpectedly, Voja survived the stab direct to her heart due to the fact that she had an armor-like thing below her Sailor uniform. Voja then revealed to Hal that she was aware that he manipulated the Container placements by using the referee. After this, Voja threw cement on

herself and cleaned it to erase the Gel in her body, the same cement she told the sailors inside the container to give to her through a little gap. Seeing this, Hal came to the conclusion that she also noticed that the trick was related to the containers, after she saw Gakuto's order in sinking the ships, she predicted Hal's route for checking the containers, there's a possibility that Hal could had stolen something from the containers he checked, some items that can be used in close combat or to deal with multiple opponents alone, so it was possible for Voja to predict that Hal had gotten the knives and the Gel. After a really short battle with Voja, Hal is now in the sea, when Voja throwed a welder in Hal's direction, he hooked a wire onto the welder, the wire he took during their fight is the wire that was hooked onto the anti traction Gel, the same wire that he used to make the Anti Traction Gel fall on the floor. In Voja's P.O.V, Hal did such a thing to use the wire as a lifeline to save himself, but she was wrong, Hal was using the wire connected to the welder to escape the range of Voja's attacks, by being dragged to the bottom of the sea. In fact, this implies that Hal already predicted that Voja would wrongly think that using the wire as a safe line was his plan. Which resulted in her dropping both welders to the sea. The falling welder finally reached the bottom of the sea and sent sludge to all sides due to the sludge caused by the fall of the welder in the bottom of the sea Voja preferred to wait, since Hal could possibly attack her when she couldn't see anything due to the sludge and that's what he wanted for her to think, he wanted to avoid the possibility of her discovering about his real plan.

Due to the fact that Hal wasn't trying to escape or run away, Voja logically came to the conclusion that he was challenging her to a battle of who can hold their breath for more time, this was exactly what Hal wanted for her to think and anticipated that she would do as planned. In the bottom of the ocean, Hal was using the welder to breath, he deduced that if the welder is the type that has an engine inside of it, it's fuel should have been taken out before loading it into the containers, besides, the chance of loading flammable equipment on board is very low since it can cause a fire in the cargo ship, with these ideas in mind, the fuel tank should be empty, which means there should be some air inside of it.

Hal was capable of formulating such a plan in the middle of his fight against Voja that took something close to 1 or 2 minutes, this might feel like a long time, but this is impressive if we are considering that he was in the middle of a battle, Hal made such a thing to force Voja into a situation where she wouldn't be capable of holding her breath anymore and would try to go to the surface, her eyes also wouldn't open anymore due to the sludge that turned the water around them dirty, Hal quickly took this opportunity to cut her neck and return to the surface, after this Hal put the wire he was using for the welder on Voja which made it impossible for her to escape. After this, Hal disguised as Voja went inside the ship and revealed to Gakuto the position of three of the Captain's ships using the intercom device of the ship. This entire situation was improvised by Hal since he didn't predict that Voja would survive the knife stab, but he still managed to easily survive in this situation while also being capable of beating his enemy.

(FRI=[Logical reasoning, problem solving], Fluid Intelligence, Strategy, Tactics, Methods, Deductive Reasoning, Abductive Reasoning, Probabilistic Reasoning, Logical reasoning, Critical Thinking, analytical thinking, Linear thinking, Associative Thinking, Convergent Thinking,

Misdirection, Logical manipulation, indirect manipulation, individual manipulation, Trap Setting, Anticipation, Observation, Cold reading, Problem Solving, Adaptability, Improvisation, Connecting The Dots, Analysis, Cunning)

(Chapter 308, 309 and 310)

When Kaji was explaining the truth behind the radar that Captain Lacy was using in the battleship gamble, Hal was hiding while hearing what they were saying to get information. After Hal revealed to Gakuto the location of three of Lacy's ships using the intercom, he said “whether you can hit the last one or not it de-” before being cut off by Lacy, Hal said “the last one” even if in Gakuto's P.O.V there was still two submarines left, Hal purposely said it like this to manipulate Gakuto's logic and make him notice that Hal already told him the location of one of the submarines, so he said “the last one” to imply this idea in Gakuto's mind, Hal had already anticipated that captain Lacy would destroy the intercom to avoid the possibility of Hal giving more advices to Gakuto. This was also part of Hal's meticulous planning, when Lacy won the battleship gamble against Gakuto and tried to attack him, he was completely overpowered by Gakuto, since now that the Kakerou match came to an end, the referee don't have any obligation to ensure the players safety anymore, noticing that he didn't had any way to defeat Gakuto by himself, Captain Lacy tried to use the intercom to call for help from the other sailors of the ship, but he himself destroyed the intercom to interrupt Hal when he was giving advices to Gakuto, Hal manipulated Captain Lacy indirectly into destroying the intercom system to avoid the possibility of him calling for help to deal with Gakuto.

Hal had expected that Lacy would do this thanks to the amount of stress that Gakuto caused on him until now. Lacy is in a situation of high stress and Hal noticed the high level of stress that Lacy had in his mind, with this idea in mind, Lacy would destroy the intercom if any other thing that could possibly cause even more stress on him suddenly appeared, that thing being Hal's voice giving advices to Gakuto. Gakuto is a trained person in physical combat so he would be capable of dealing with Lacy exactly like Hal planned, by destroying the intercom, Captain Lacy became incapable of calling for help from the other sailors, demonstrating Hal's impressive trap evasion skills. Hal's plan and Cunningness was capable of developing an extreme interest in Mogami, the referee of the battleship gambling, even if they never met face to face. After this, Hal purposely caused a fire in the cargo ship before the Kakerou match came to an end that indirectly forced the members of Kakerou that were working under Mogami’s orders to set Kaji and Yokoi free, after all, that happened before the game came to an end, in other words, they still had to guarantee the safety of the players and due to this motive they set Kaji and Yokoi free to avoid the possibility of the both of them getting hurt.

All the events that happened since the beginning of the battleship gamble, (excluding the fact that a member of Kakerou(Kaji) was also in the ship and the fact that Voja was stronger than Hal expected, but even if such a thing wasn't expected by Hal, he managed to adapt his plan to

the situation in a creative way), excluding these events, everything that happened after the declaration of the beginning of the battleship gamble was part of Hal's plan, what's even more surprising is how quickly he thought on this plan since the very beginning of the battleship Kakerou match, not only this, but even if Gakuto lost the Kakerou Gamble he would still be capable of overpowing the Captain since he has good physical capabilities, the Cargo Ship would then go away exactly like Hal planned. This plan made by Hal demonstrates his impressive problem solving skills since this entire situation wasn't predicted by him beforehand.

(FRI=[Problem Solving], Strategy, Tactics, Methods, Anticipation, Trap Setting, Trap Evasion, Creativity, Problem Solving, Adaptability, Improvisation, Information Gathering, emotional manipulation, direct manipulation, indirect manipulation, logical manipulation, persuasion, individual manipulation, mass manipulation, psychological warfare, psychological insight, Inter EM, Inter EE, Hot reading, cunning, charisma, EU, EP, influence building)

(Chapter 311)

During a phone call with Vincent Lalo, the one who controls the organization named “Ideal”, Hal was asking some questions to him but Lalo says that he can't stand being interrogated by Hal, noticing this, Hal said “really? Then nevermind”, Hal had Voja's phone in his hands that he is using to talk with Lalo in the phone call, Voja had a certain relationship with Lalo, the fact that Hal has her phone means that something happened to Voja, if Hal really stop talking with Lalo, he won't be capable of discovering what happened to her, due to this fact, Lalo decided to reveal the information that Hal wanted, by doing this he would convince him into continuing to talk with him, Hal indirectly manipulated Lalo into revealing information in order to persuade Hal into continuing to talk in the phone call, after a short conversation with Lalo, Hal reveals that he has Lalo’s diamonds under his possession.

This caught the leader of Ideal off guard, due to the fact that Hal had his diamonds, Lalo furiously asked to meet Hal somewhere to trade the diamonds or even make a gamble. Here Hal used Lalo’s obsession with diamonds to manipulate his emotions, despite not even Hal knowing about this obsession that Lalo had. After this, it's revealed that Hal placed Gakuto's Jacket and ID Cards on the Ship's Cabin in order to fake his death, with this, the true instigator behind those events would make his move to conceal what really happened, the fact that the Ship sinked and the media states that it was highly unlikely that anyone survived would also motivate the true mastermind making his move. After finding the jacket and the ID Card an investigation would be intimated to find Gakuto, but he would soon be considered to be dead, which would logically manipulate the mastermind into thinking that Gakuto was really dead. Hal's original aim with his plan is revealed to us, what he planned on doing here was making Gakuto die in order to make the real instigator behind these events hiding in the ministry of defense make his move, with this, identifying them would be way easier for Hal. Gakuto's death would also help him a lot too, since from their phone talk at the MPD, it's about time that the

people looking for Hal, Kakerou, set their eyes on him, it would be easier for Hal if Gakuto was dead now. If Gakuto work with Yokoi and declare his identity at a proper timing, it would be easier to find out who the vermin hiding in the MOD is and Hal also knows the phone numbers of the people who keep contact with Kido. If Gakuto wished, Hal could even make it so that he was the one who sweeps away the vermin hiding in the MOD. This was the original goal of Hal's plan in the very first chapters of the Arc before Kakerou was involved. But due to the unexpected intervention of Kakerou, Hal had to change the aim of his plan, he faked Gakuto's death in order to make the one behind those events make his move, made the smuggling ship sink and ruined the smuggling deal.

The fact that this wasn't Hal's original plan demonstrates insane improvisation skills, problem solving and adaptability. If Gakuto dies it will be easier to tail the real instigator and identify him, doing such a thing will help Hal too, from their phone talk in the MPD, it's about time that the members of Kakerou looking for Hal set their eyes on Gakuto, it'll make things easier for Hal if Gakuto dies now, if Gakuto work with Yokoi and declare his identity at a proper timing, it will be easy to find out who that vermin hiding in the MOD is. Even with so many advantages by just letting Gakuto be killed, Hal decides to not let him die, after all, as Hal himself stated “Gakuto, I want to continue being the Hachina you know, with you”, Hal had already recognized Gakuto as a friend and he didn't want to sacrifice him for mere advantages, what Hal said made Gakuto be at a loss of words.

(FRI=[Problem Solving], Fluid intelligence, Strategy, Tactics, Methods, Self awareness, ER, Inter EM, EU, EF, Trap Setting, Information Gathering, Improvisation, Adaptability, Problem Solving, Direct manipulation, Emotional Manipulation, Indirect Manipulation, Individual Manipulation, Logical Manipulation, Persuasion, Fabrication, Non-Verbal deception, Misdirection)

(Chapter 313 and 314)

During the events of the mini arc known as “bookstore arc”, when young Baku proposed to buy the picture book that Hal ordered, Hal asked for Baku to give him 1 million yen, Hal quickly appraised the cost of the outfit that Baku was using in an instant. Not only this, but after Baku proposed to pay for the book, he quickly retreated, suggesting for them to solve things with a game. These observations made by Hal about Baku implied to him the idea that Baku definitely didn't have 1 million yen. During his little gamble against Baku, when he was choosing the specific page of a book that was chosen by the owner of the bookstore, Hal told Baku that the 1 million he gave him only had 99 bills, it doesn't matter how much you think about this, 99 bills with each bill having the same amount of value, for example, 10, 10 thousand yen can't reach 1 million with only 99 bills, it will end up reaching only 990 thousand yen, it would be possible if it was 100 bills, but it's impossible to reach 1 million yen with 99 bills if these bills have the same amount of value, Hal was easily capable of seeing through Baku's lie of giving him 1 million yens, Hal was quickly capable of discovering that it only had 99 bills by merely touching at it.

Not only this, but he also chose the exact page that the bookstore owner selected for the gamble by merely touching the pages, in fact, Hal was capable of doing this 4 times with different pages selected by the owner of the bookstore.

Still in the Bookstore mini arc, Hal states to have memorized all the contents of the antique books catalogue of the little bookstore where he is gambling against Baku, Hal memorized the contents of all these books in less than 5 minutes which is the time limit of the gamble between Baku and Hal, sadly it isn't possible to know how many words each one of these books have. The average number of letters in a single antique book catalogue is 30-70k. In this image we can notice a total of 7 antique books, in other words, we have a multiplication of 30k times seven, which is equal to 210k letters. Hal memorized all this in less than 5 minutes so we have 210k letters divided by 300 seconds which is equal to 700 letters per second. Hal(Base) was reading and memorizing 700 letters per second which is a really good demonstration of a CPI feat (in its low-ball version).

This means that in one minute Hal would be capable of reading and memorizing 42k letters. This also means that in one hour, Hal would be capable of reading and memorizing 2.520.000 letters.



(CPI(PSI+WMI), PSI, Memory, Perception, Observation, Cold Reading, Analysis, Connecting The Dots, psychological insight, seeing through people, Inductive reasoning, abstract reasoning, critical thinking, fast thinking, analytical thinking, convergent thinking, associative thinking, Non-Linear thinking, abstract thinking)

(Chapter 315)

After both Baku and Souichi choose their books to compare the values, Baku states that Hal committed a huge mistake saying that the book he chose was left carelessly in the book chart, the bookstore owner displays books by it's value so the value of the book that Hal chose isn't big, Hal replies saying that the reason as to why the gravure book that Hal chose was left carelessly on the wagon was because of the playful mind of the store owner, Hal says that the store owner wanted to entertain the clients by letting them guess the value by themselves, in

other words by leaving it in such a place, he wanted to have them play at looking for treasure, Hal's reasoning and understanding of the store owner's decision was correct which was confirmed by the store owner himself.

After losing the gamble against Baku, Hal is now following him, after walking for quite some time, Hal then ask Baku if what he did wasn't cheating, basically, Hal lost the gamble against Baku thanks to some graffiti in the book he chose, Hal was capable of seeing through Baku and find out that he was the one who sabotaged that book putting graffiti on it, which resulted in the book's value getting lower. In the present, Hal came to that same bookstore asking for the prince bee book, after the bookstore owner said that it didn't come yet, Hal noticed that there was a big amount of money and a wrapping paper in the desk of the bookstore owner. With this idea in mind and by noticing the panic in the face of the owner of the bookstore, Hal abducted that the owner of the bookstore sold the prince bee picture book that he ordered to another person without him saying anything.

(EP, EU, Psychological insight, seeing through people, Observation, Cold reading, Analysis, Connecting The Dots, abductive reasoning, abstract reasoning, critical thinking, associative thinking, abstract thinking, analytical thinking)

(Chapters 318, 319, 320 and 321)

While walking outside of the place where Baku's gamble is occurring, Hal considers the possibility that the person who's gambling with Baku is a member of the metropolitan police department, in other words, Public authority. As a way to confirm this, Hal made a phone call to that place's phone number. After this, Hal lied by claiming to be Shima, the superintendent General of the metropolitan police department, the highest authority of the metropolitan police department. In other words, regardless of who was the one gambling with Baku, as long as they were a member of the metropolitan police department and weren't Shima himself, they would take the phone as quickly as possible and fall into Hal's trap. And exactly according to Hal's suspicions, the person gambling with Baku was a member of the metropolitan police department.

By merely confirming his suspicions, Hal already comprehended the entire situation, the man Gambling against Baku had a high authority on the metropolitan police department, he prepared a large group of police members to attack the place where the Gamble was occurring during that time, and take care of Baku's guards waiting outside of that place, with this, Baku would be completely defenseless against against the metropolitan police department, demonstrating impressive abductive reasoning. While sneaking through that place, Hal heard a conversation between the member of the police gambling with Baku, named Sasaoka, and the woman who's the owner of that place(the place where the Gamble is occurring is a literal restaurant, also, this occurred before Baku's Gamble started). In this conversation, Hal gained the information that

Sasaoka invited two people from the Tachibana Company to that place but they didn't appear yet. After learning about this information, Hal took one of Baku's guards with him and went to the place where the Gamble was occurring.

He did this while pretending to be the people from the Sasaoka company. In fact, Hal predicted the entire plan of Sasaoka to defeat Baku and make him defenseless, and still managed to create a quick strategy to avoid this situation. Hal purposely went to the place where the Gamble was occurring at the time where one of the members of the police invaded that place to kill Baku, so he couldn't do anything now, the reason for this being that the metropolitan police can't let normal people figure out about what was going to occur at that place, that's literally why they decided to reserve that exact room to not let anyone see what was going to happen. Hal told Baku's opponents that the two men chosen by Baku that were securing that place were sleeping at the moment. They were literally unconscious Lol(one of the conditions for that Gamble was that both parties could only have two allies with them during the Gamble). After noticing this, Hal suggests for him and Baku's guard alongside him to take their places. Hal also asked the women that had the task to show him their seats to stay at that place and keep the door to that room open, the reason for this being to avoid the possibility of the police doing anything since they can't kill someone in front of a public just like that. This demonstrates Hal's impressive Trap Evasion.

After all this, Hal recalls the moment when Baku asked for his opponent in the Gamble to make it look like he took 50 millions from him and not from his son, this was Baku's condition to play the game using the clams if he wins(the whole reason as to why this Gamble was occurring in the first place was because Baku got 50 millions of his opponent's son through a Gamble). After remembering this moment, Hal comes to the conclusion that Baku is planning to make his opponent out to be an imbecile of an executive, who lost his social position after being bankrupt through a Gamble, so that the Company's president will be replaced. By doing this, the next one to sit in his position would be his son. With the Company managed by his son and the major stockholder being Baku, it would be very easy for him to send in The Karamete. With all these conclusions, Hal can abduct that Baku's goal as a member of Kakerou is the ultimate Gamble, the "Surpassing The Leader" Gamble.

After all this, we see a flashback of Baku's first STL, in this flashback, Hal demonstrates impressive abstract thinking and abstract reasoning. He states that there are four elements necessary to surpass the Leader. The first one being luck, Although it had become an abandoned rule, it would be quite impossible for a man to clear the condition of having the referee No.0 as his exclusive referee without extreme luck, having one's own referee climb up until they become No.0 or making the current No.0 become your exclusive referee, both are difficult… Only luck renders this possible. The second being skill, one would never be capable of gaining the 50 billion yen condition to challenge the Surpassing The Leader without peerless skill, it's not an amount of money that can be earned with luck only, "Cunning tricks", the wisdom to foresee, opportunities and dangers, having skill is necessary for seeing through everything. The third one being power, one can only be able to prepare the condition for the STL, the Karamete, through absolute power. The fourth one is bonds and connections, bonds are

necessary to obtain luck, skill and power, one would only be capable of clearing all the conditions for the STL with bonds, only by having bonds, one can stand there and have the “Surpassing the Leader” match.

(FRI=[Problem Solving, Logical reasoning], Fluid intelligence, Strategy, Methods, Tactics, Observation, Analysis, Connecting The Dots, Information Gathering, Problem Solving, Information Control, Trap Evasion, Trap Setting, Prediction, Verbal deception, acting skills, indirect manipulation, individual manipulation, Inductive reasoning, abstract reasoning, abductive reasoning, Logical reasoning, Holistic thinking, critical thinking, Linear thinking, abstract thinking, analytical thinking)

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(Chapter 324 and 326)

In a phone call, Hal decides to ask Lalo to go to a specific location that was chosen by Hal, when Lalo demonstrated to be against this idea since in his point of view it's an obvious trap, Hal persuaded him into coming meet him and Usogui, he told Lalo that nobody will blame him for not coming, after all, not coming to that place is a reasonable choice, there's no more obvious trap than this, but the premise is whether this is a trap or not, this is not a trap, Hal says that he wants to talk with Lalo and Baku, “I'll guarantee your safety, it was because we turned on our phones so coincidentally that we were able to talk now, and if you're also in a situation where you can be at the assigned place on time, it'll be a miracle”, Hal says that if Lalo don't appear there he will never contact him again, after saying all this, Hal mentions the diamonds saying that if Lalo don't plan on coming he must give up on getting the diamonds back from Hal, with this, Hal is using Lalo's obsession for diamonds against him, by saying all this, Hal was capable of persuading Lalo into coming to that place chosen by him even if it was an obvious trap in Lalo's perspective.

Hal planned on participating in the Protoporos gamble and win the game, by doing this he would be capable of avoiding the possibility of either Baku or Lalo challenging the surpassing the leader, not only this, but since the Protoporos gamble is essentially a gamble between Baku and Lalo, independently of who wins, Hal will be beneficed, if Baku wins, Lalo who is the leader of Ideal, a powerful organization that has been a pain in the ass for Kakerou for quite some time will die, in other words, the organization won't have a leader anymore and will inevitably collapse, if Lalo wins, Baku madarame, the Usogui, one of the best gamblers that currently exist will lose all the conditions he gathered to challenge the surpassing, in other words, he will lose everything he got until now and won't be capable of challenging the “Surpassing The Leader” gamble, Hal will win independently of who wins between them.

(Planning, Methods, Tactics, Persuasion, individual manipulation, emotional manipulation, direct manipulation, Decision Making)

Protoporos Gamble Arc

Protoporos Gamble Rules

(I wasn't capable of explaining too well Hal's plan here, so if you want to understand Hal's planning during the events of the Protoporos Arc, I suggest for you to read the tab containing the summarization of Hal's plans and strategies, since it contains a complete analysis of Hal's plan during the Protoporos Arc).

(Chapter 361)

In the beginning of the chapter it's shown that Hal saved a girl from the Shoudou kingdom, the girl was about to die due to players using real weapons stolen from the developers, Hal defeated all of them and saved her, thanks to this the girl was conquered by Hal's charisma and fell in love with him, Hal never saw that woman before but in some few seconds he was capable of forming a social relationship with her, even without being aware of it, Hal emotionally manipulated the girl into falling in love for him by saving her life, due to this fact, the girl was giving money to Hal since he became her bodyguard which was good for Hal since by receiving money from her, he can easily become a citizen without passing any difficulty. Hal inducted that she was an influential person of Shoudo by analyzing her fancy clothes and the fact that she was being protected by multiple people, this cold reading made by Hal on her would be necessary for his plan in the Protoporos arc.

(Observation, Cold reading, Charisma, social integration, emotional manipulation, seduction, indirect manipulation, individual manipulation, Planning, Tactics, Methods, Inductive reasoning, associative thinking, critical thinking)

(Chapter 375 and 394)

After Kaji won his Kakerou match against one of Lalo's allies, he was extremely injured and was about to lose consciousness, noticing this, Hal gave “Kaji's vest” back to him, but in fact, it wasn't really Kaji's vest, Hal switched Kaji's vest with another person's vest, Hal took the chance that Kaji was so hurt that he wouldn't notice the difference between the vests and gave the wrong vest to him, after this, Hal “killed” Kaji's vest, by doing this Hal snatched up the fortress that Kaji and his allies conquered, not only this but Hal concealed the fact that he was the one who took control of the Azura Fortress, he did this by giving all the credits of this achievement to the girl who was in love with him doing some kind of positive scapegoating on her, almost the

entire kingdom of Shoudo believed in this false narrative made by Hal and by doing this, Hal strengthened the influence that the girl had around the entire kingdom, her influence became so big that she became the king of Shoudo by popular vote.

(Influence building, Planning, Tactics, Methods, Trap Setting, Decision Making, Fabrication, concealment, mass deception, misdirection, direct manipulation, individual manipulation, logical manipulation, mass manipulation, scapegoating)

(Chapter 395, 396 and 400)

When it was made clear that Nobuko, the girl who became the king of Shoudo, was the strongest king with the max level of 100, the players of the kingdom of Tipa were misdirected by Hal into thinking that she was strong just because she was level 100, they even stated that “There is no chance to defeat her even if they fight her head on with Baku and the others”, by doing this, Hal indirectly manipulated the players of Tipa and Azura into thinking that she was really strong which isn't true, after all, she was defeated by normal players who were using real weapons, due to this fact, Hal indirectly induced fear in the players of Tipa making them avoid fight Nobuko directly. His plan with this, was to not let people attack Nobuko by thinking that she is weak, Hal is aware that physically speaking, Nobuko is really weak and isn't any match for the other players, knowing this, he had to create the illusion that she was strong, which would indirectly manipulate people and make them try to avoid fighting against Nobuko, since in their perception, she was insanely strong due to being a level 100 player, which is the level max of the game.

When Nobuko associated the word sutta in “Sutta-monda” with breasts and nipples trying to seduce Hal, he corrected what she said saying that Sutta is from “scrubbing” and not “sucking”, the way how she pronounced it passed the idea that Nobuko associated the verbs of Sutta-Monda with Breasts and nipples with Sutta being sucking which is incorrect since the correct pronunciation that was already stated above is scrubbing, the pronunciation for scrubbing and sucking is the same, but the Kanjis used for it are completely different, he also says that the word itself isn't a verb at all, this demonstrates Hal's knowledge in the japanese Kanji vocabulary. By seeing how the citizens of Shoudo were acting extremely strange, like they were drugged, by seeing Nobuko's strange behavior and seeing the fact that he was the only one acting normally since he didn't ate the food rations, Hal quickly abducted the fact that someone injected drugs in the food and sold it to the market purposely, which was later on confirmed by a referee nearby.

(VCI, Crystallized intelligence, Planning, Tactics, Methods, Inter EM, indirect manipulation, Fabrication, misdirection, mass deception, mass manipulation, Gaslighting, emotional manipulation, Logical manipulation, fear inducement, abductive reasoning, critical thinking,

Holistic thinking, associative thinking, Connecting The Dots, Observation, Cold reading, Trap Setting)

(Chapter 403, 404 and 408)

The winner of the “BAN” match initiated by Kakerou is the Kaiser on the 31st day, Lalo who won the Protoporos gamble and unified the three kingdoms will only be the Kaiser until the 30th day, he will no longer be the Kaiser on the 31st day due to the fact that the game will reset and start again in the 30th day, this is good because the previous Kaiser can't be elected as a king in the reallocation, a player who isn't the king can't become the Kaiser in the first day of the game.

This means that the fact that Lalo achieved the goal of unifying the three kingdoms was now completely meaningless, Lalo was completely eliminated from the game with a cooperation made by both Hal and Baku. Hal also thought about the same plan which is evidenced by Kaji's statement: “Baku-san, it was just as you said, you two really have been thinking the same thing(talking about Hal)”. Hal purposely allowed for Kaji who is Baku's ally to kill Nobuko’s vest, who is the king of Shoudo, by doing this Baku who is the king of Tipa would take control of Shoudo, when Lalo inevitably take control of Tipa and unifies the kingdoms, he would automatically become the Kaiser and wouldn't be capable of becoming the Kaiser again.

The 23rd day, the day where Lalo became the Kaiser, is a taboo day, it's a day where one shouldn't unify the island, and also a day for preparing one's forces to unify the island on any day after the 24th day, where victory would have been guaranteed, it should have been the day where one should make the choice to take down the weaker kingdom between Tipa and Shoudo. Due to this fact, it was possible to anticipate that Lalo would attack Tipa on that day since he knows that Nobuko from Shoudo is the strongest King since she is level 100. When Hal gave “Kaji’s vest” to him, he said something about “building Rome in one day”. This was a signal sent to Baku to ensure that the plan would work, by completely eliminating Lalo from the game, Baku would be capable of gathering a group of people and become the Kaiser in a single day. This is an impressive demonstration of VCI. This also confirms the fact that Hal already had predicted that Baku would think about this plan to become the Kaiser in one day in the very first days of the Ban Match initiated by Kiruma Souichi, a match between Lalo and Baku.

After this, Hal purposely made Nobuko accept Kaji's gamble where she bet her exile of Protoporos, Hal persuaded her into losing her gamble against Kaji by saying that she should go back home, Hal also says that he will protect her as promised, after hearing this, Nobuko blushes due to her admiration for Hal, Hal says that she should go back home first and wait for him, appealing to her emotions. This plan made by Hal showcases how cunning he is.

(VCI, Linguistic intelligence, Prediction, Anticipation, Trap Setting, Cunning, Inter EM, Planning, Tactics, Methods, Creativity, emotional manipulation, direct manipulation, love bombing, seduction, individual manipulation, persuasion)

(Chapter 410, 411 and 412)

Hal purposely let himself be imprisoned by the developers, when the Protoporos nightmare began, all the referee's received a shock that was caused by the developers, and after referee manabe was capable of recovering from the shock, he sneaked into the developers HQ, and due to the fact that the leader of Kakerou, Hal, was captured, Daiba, the manager of the developers stopped trying to oppose the referee's, this decision made by Daiba would give to the referee's an opportunity to act more freely, and Hal had already predicted this entire outcome, Daiba stopping oppressing the referees, the enemies wanting to invade the Developers' HQ, and even Referee manabe managing to enter inside the Developers' HQ, all of this was already predicted by Hal. Another reason for this being because Hal predicted that Lalo's subordinates from Ideal who invaded the island would try to get access to the system of the Protoporos island located inside the Developers' headquarters in order to change the day of the Kaiser festival and guarantee Lalo's victory. Hal notices what is Arata's intentions with framing Daiba for the chaos that is happening in Protoporos, to Arata, the entire island of Protoporos is just a playtest, he wants to have the developers bear all the sins, and bring the players with him to leave the island, which means that he thinks that the developers aren't needed in the new country he will create, if what the developers said about Arata trying to frame Daiba is true, then the developers are an unnecessary presence, he wants to build a new country governed by the players.

After hearing this, Daiba lost his sanity and started screaming with Hal due to what he said about Arata using him, Daiba is something like an extremely hardcore-obssessive follower of Arata, his faith on him is something that can be comparable to the faith that a Cristian has on God, so in Daiba's point of view, Hal was disrespecting his god, which caused anger on him. Hal ignores Daiba and guesses that Arata was probably waiting for this moment, even though drugs are spreading and there's a food shortage, there are some who would endure everything and stay in the island due to personal motives, some who would lose their sanity due to the lack of food and primitive instincts that were awakened by killing others, and there are some with righteous morals who would try to correct evil, Arata would definitely chose the ones who survive this chaos as the citizens of the new country he will create.

(FRI=[Problem Solving, Logical reasoning], Fluid intelligence, Planning, Tactics, Methods, Trap Setting, Prediction, Decision Making, Problem Solving, Information Control, psychological insight, Hot reading, EU, Inter EM, Inter EE, Social Cognition, Social Awareness, empathy, deductive reasoning, abstract reasoning, critical thinking, analytical thinking, Linear thinking, insanity inducement, emotional manipulation, direct manipulation, individual manipulation)

(Chapter 422, 425 and 426)

When Daiba tried to ask Hal to send more referees to the island to give support, Hal quickly decided to refuse such proposal, he did this because the “BAN” match is a game held under a certain set of rules, one of these rules being that the other referees shouldn't be convoked to the island independent of the situation, not only this, but compared to death, breaking the rules is a far more fearful action to make, even when knowing that he could die at any given moment due to the chaos made by Arata, even when knowing that a referee was already killed and that the rest of the referees were on a bad situation, Hal still decided to not call other referees to that place as a sign of respect for the referees emotions and will to not break the rules, When Daiba suddenly appeared in front of Hal telling him that the developers HQ was about to be invaded by a large group of players, Hal proposed to make a bet with him, Hal says that if he manages to stop that mob, Daiba should reset his password for the main computer and make it so that no one would be able to operate it ever again. Hal stated to already know that the players would rebel against the developers before entering in the Protoporos island by using his intuition. Demonstrating impressive intuitive thinking and Prediction skills.

Hal Also says that due to the fact that he knew that such a thing would happen, he planted the “seed of justice”. That “seed of justice” being the letter that he sent to Gakuto inviting him to the island, Hal says that he understood that his plan worked due to what Daiba told him, “more than 100 people wearing a vest have been flagged”, but this is strange, after all, in fear of the risk of being shocked, the rioters would normally avoid wearing their vests. On the island, vests are proof of social order, that's Gakuto's way of doing things. While the island was falling into insanity, he silently took the other route, he spread out the opposite feeling. With this idea in mind, those 100 vests are not coming to revolt, they are the justice that Hal sent to the island, Gakuto and a large group of other people. The fact that Hal managed to understand that the seed he planted grew as planned by simply hearing Daiba’s words demonstrates impressive verbal reasoning skills. Due to Gakuto's charismatic personality, the mob of rioters dropped their weapons without any kind of resistance exactly as planned by Hal, the rioters were merely confused men, people who already lost faith on everything, so, by seeing Gakuto's charismatic presence and the fact that he was a cop, they put all their faith on him, Gakuto managed to spread the feeling of justice on them, after all, if they can't trust on Gakuto who is a cop, then they can't trust on anyone.

(FRI=[abstract thinking, Problem Solving], VCI, Fluid intelligence, Planning, Tactics, Methods, Trap Setting, Prediction, Information Control, Connecting The Dots, Problem Solving, EU, Inter EM, Inter EE, Intra EE, psychological insight, hot reading, emotional manipulation, persuasion, indirect manipulation, mass manipulation, Deductive reasoning, abstract reasoning, abstract thinking, analogical thinking, associative thinking, Linear thinking, intuitive thinking, analytical thinking, critical thinking)

Air Poker Gamble Arc

(Chapter 447)

When Fukurou started shooting at the developers asking for Daiba's password for the main computer, Hal purposely put himself in front of one of the developers, Hal already anticipated that Fukurou would shoot the others, after all, he induced such action by making Daiba reset the password of the main computer, making it impossible for Fukurou to change the date of Lalo's throne as the kaiser to make him win the Protoporos gamble. Lalo's objective is the surpassing the leader, with this idea in mind, Fukurou, who is Lalo's ally, wouldn't shoot Hal, who is the Leader of Kakerou, so by putting himself in front of one of the developers, Hal would be indirectly persuading him into not shooting, but unexpectedly, Hal's plan failed and Daiba ended up dying.

(Indirect manipulation, Logical manipulation, individual manipulation, persuasion, Methods, Trap Setting, Anticipation, analysis, problem solving, connecting the dots, deductive reasoning, abstract reasoning, critical thinking, abstract thinking)

(Chapter 448 and 449)

Air Poker Gamble Rules

When Fukurou invaded the developer's place, Hal intervened, predicting Fukurou's actions. After some talk, Fukurou then said this to Hal: "I can see fear on your face, could it be, you are scared to gamble with me again?". Not only this, but there was also the fact that Hal is feeling like his own body is indirectly telling him to not gamble with Fukurou. With these two ideas in mind, Hal abducted that he lost a gamble against Fukurou before that moment. When the referee Number 6 asked what was the sum of poker hands formed by the card containing the number 35 on it, Hal responds saying that 35 can be obtained through a variety of hands from strong to weak, the weakest hand that can be created excluding high card, is a pair of 2S: 2, 2, 9, 10, Q. The strongest hand that can be formed with a sum that equals to 35 is a 5, 6, 7, 8 or 9 of the same suit, a straight flush.

When Fukurou said that Hal should know Baku well since he was on his side for so long, Hal responds saying "indeed", this response coming from Hal would misdirect Fukurou into thinking that he still remember about his relationship with Baku, by saying this, Hal would be capable of

manipulating Fukurou's logical reasoning. Even after hearing about what the witch pain is capable of doing, Hal still wanted to gamble against Fukurou to find out what was his relationship with Baku. Basically, the witch pain is capable of replicating the pain caused by five different torture methods, such as impaling, death by shooting, drowning and many others, the victim of the witch pain won't be physically harmed, but the referee organizing the gamble stated that there were cases where people who suffered with the witch pain decided to kill themselves to not feel that same pain again.

(Logical Mathematical Intelligence, Intra EE, ER, self awareness, logical manipulation, direct manipulation, individual manipulation, misdirection, abductive reasoning, abstract reasoning, critical thinking, abstract thinking, associative thinking, Non-Linear thinking, convergent thinking, Connecting The Dots)

(Chapter 450 and 451)

The game starts with Hal getting the number 36. Hal doesn't know Fukurou's number, and he also do not know neither the bets made below by Baku and Lalo, nor the remaining cards held by Baku, this means that it is useless to reserve cards for later, after all, keeping the cards to have them be used by the enemy would be a waste, Hal then almost instantly imagine in his mind the sum of the poker hands that equals to the number 36, these poker hands being a four of a kind of 8: 4 of diamonds, 8 of spades, 8 of diamonds, 8 of hearts and 8 of clubs. Hal does this without using any reference, he only relied on his own mind for this task. This is an impressive demonstration of CPI, since Hal uses both his memory and processing speed for this task.



Even after feeling an amount of extreme pain equal to dismemberment, Hal still wanted to continue the gamble against Fukurou to find out what was his relationship with Baku in the past. Not only this, but Hal still managed to regulate his own emotions and maintain his sanity after literally dying by dismemberment.





To win this game, the players have to memorize not only the number of the cards, they also have to memorize the suit of the cards used until now, including the cards used by the enemy, by doing this they can grasp the current remainings of the cards of the deck, and the total

amount of cards that can be used in this Gamble is 52 cards. After the referee tells Hal that the number chosen for him is 45, Hal quickly figured out that the sum of the number could formulate a straight flush, but he also noticed that such deck couldn't be formed since all the 8's and 9's were already used, so Hal figured out that the strongest available deck formed by the sum that equals to 45 is a four of a kind of jacks composed by: A of hearts, J of Hearts, J of diamonds, J of spades, and J of club, Hal forms this deck in mere seconds.

(CPI(WMI+PSI), Logical mathematical intelligence, Memory, Intra EE, Intra EM, Self Regulation, Analysis, Information Control, Observation, critical thinking, Non-Linear thinking, Holistic thinking, analytical thinking)

—----------—----------

Up to this point, almost all the feats you see below this little text are feats performed by PM Hal and not Base Hal.

(Chapter 454 and 455)

When a shadow with a body similar to Hal's body appeared in his consciousness trying to make him forget again so he can become perfect, Hal tells him that if he forget about everything, he will lose, he says that such a thing isn't perfect at all, if the shadow wants to be perfect, then it should give them back, all of the "me's"(Boku in japanese) and "myselves"(Watashi in japanese), both words have a similar meaning essentially speaking even if the words formed by it are different, the similarities between the words are the same. Watashi is a polite way to refer to yourself, which is the most common expression used by both women and men, While Boku is usually used for young boys. In other words, what Hal was saying here was that he wanted the shadow to give back all his memories from when he was an adult and when he was a teen. Demonstrating impressive VCI and Linguistic intelligence.

After all this, Hal finally achieves perfection in the beginning of the fourth round in the Air Poker Gamble, recalling all the memories he lost due to his amnesia. Sadly, it isn't revealed to us the exact date when Hal lost his memory for the first time so I can't make a proper calculation for this feat. But we can use Hal's memory loss that occurred before he met Baku for the first time in the bookstore that occurred on October 23rd 1998. On December 30th 2006, the Air Poker Gamble occured, which was the date when Hal recalled all his memories. With this, we can estimate that Hal's memory loss as a teen occurred 2.988 days before the events of the Air Poker Arc. Hal processed all these 2.988 days in merely a few seconds, it's not possible to have a good idea of the exact time that passed but we can surmise that it took less than 10 seconds since Shion who was presiding the match didn't send both Hal and Fukurou to the witch's pain immediately after Baku's and Lalo's card number was revealed, which is something that he always did in all the past three rounds of the Air Poker Gamble, which means that Hal achieving

perfection occurred in a really short amount of time. With this we can make the following calculations:

60x60x24= 75.600 seconds or 1 entire day. Which multiplied by 2.988= 258.163.200 seconds of pure information processed by Hal in less than 10 seconds.

258.163.200 divided by 10 is equal to 25.816.200 seconds of pure information processed by Hal(PM){this feat doesn't apply to Hal(Base)} in merely one second. This is by far PM Hal's best CPI feat, obviously, excluding the Rubik Cube Feat which is just insane in CPI. What's even more surprising than this is the fact that the calculations for this feat would be even bigger if we had the exact date when Hal's First memory loss occurred. Now, prepare your mind because what I am going to say now is completely mind blowing, when Hal achieved PM, he also had to align all his past memories and personalities that he lost due to his amnesia, he also had to completely understand and learn his bodily functions to the point where he would be capable of manipulating them at his own will. He did this after suffering the witch's pain right in the spot. This means that while Hal was recalling and processing all his lost memories and personalities, he was also aligning everything inside his mind while also completely understanding his own bodily functions, and by doing this, he had success in learning perfect mode and Hal's ability to control his entire body at his own will, all of this occurred in 10 seconds as a low-ball. This is an insane CPI feat demonstrated by Kiruma Souichi. While 10 seconds is the Low-Ball, I'm now going to show to you the Mid-Ball and High-Ball calculations for this feat.

Low-Ball: 25.816.200 millions of seconds of memories processed in one second.

Mid-Ball: 51.632.640 millions of seconds of memories processed in one second.

High-Ball: 258.163.200 millions of seconds of memories processed in one second.

With this, Hal managed to Learn Perfect Mode, the ability to control every part of himself at his own will, his body, his mind, every part of himself. He learned how to use this insane ability all by himself in one instant after regaining his memories, he did this without any kind of help, which demonstrates his insane Learning ability. After all this, Hal tells Fukurou that no one has ever ridden a rainbow, with this, Hal proceeds to make an association between the fact that no one has ever ridden a rainbow and the idea of achieving perfection: “referees… looking at these people striving to be perfect made me believe that I had to be perfect too, to the point that I was obsessed, however, no one is perfect in this world, this is the reason why even people like the referees will strive to attain perfection, trying with all their mighty to get as close as they can, and they gain a special type of strength precisely because they aren't perfect, perfection is nothing more than a castle in the air, impossible to be reached by anyone, just as no one has ever ridden a rainbow, no one will be perfect either, everyone takes that fact as a gospel and that's why Humans can never reach it”. This entire essay said by Hal should be seen as being VCI(he is literally making an association between the idea of someone riding a rainbow and the idea of reaching perfection, the reason as to why he makes this association being the fact that

he wants to pass the idea that for humanity both things are impossible to accomplish), and abstract thinking, even the part in purple.

(CPI(PSI+WMI), VCI, FRI=[Learning Ability], Existential intelligence, Linguistic intelligence, EU, ER, Self Awareness, Learning Ability, Abstract thinking)

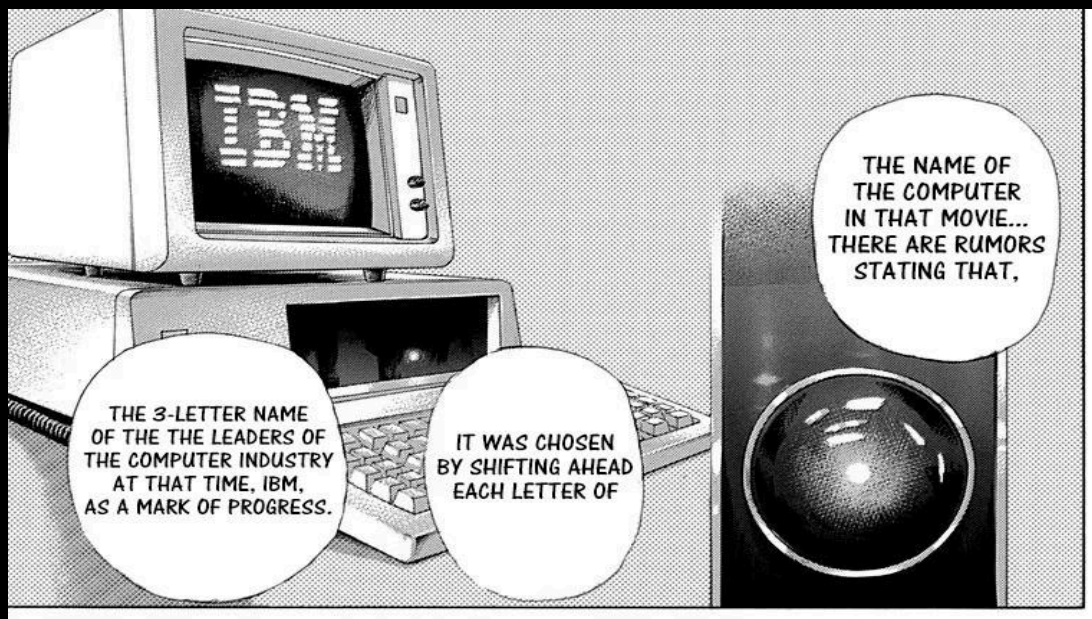
(Chapter 463, 464 and 465)

In the fourth round Fukurou committed a mistake and made an incorrect calculation of the division of the cards, but he received another chance to remake the cards, the conditions for such a thing happening would be if both players committed a mistake at the same time, which means that Hal also committed a mistake. Hal's plan here is to preserve the number 4 to make a straight flush for Baku in the fifth round. Hal is aware that Baku's hand in the fifth round is 25(this will be explained later), since Hal knows that he has to preserve the four of clubs to make a straight flush for Baku in the next round, he decided to purposely fail to make a good deck on the fourth round to make Baku win the air poker gamble in the fifth round by preserving the four of clubs, even when knowing that he would have to suffer the witch pain once again, he was completely determined to help Baku into winning, even if he had to pass through that pain once again. Obviously, Hal knows that normally he wouldn't be able to willingly make such a mistake, after all, the Witch's pain is just extremely severe and traumatic. Knowing this, Hal using the Perfect Mode forcefully forgot about the past two Witch Pain's that he received, with this, he wouldn't hesitate into passing through the witch's pain again in order to win. Due to what Hal did, Fukurou was completely despaired.

Fukurou don't know if he should make the best hand or miss on purpose to figure out Hal's intentions to miss purposely, after all, by making the best hand, he would be overlooking whatever Hal was aiming for by missing on purpose, Fukuro wants to buy more time to think about Hal's plans, but the idea of missing to make a valid card deck on purpose also caused fear on Fukurou, since he would have to suffer the pain caused by the witch pain once again if Hal decided to make a valid hand this time while Fukurou would be making a invalid one trying to read Hal's intentions. Which resulted in him making the best hand for Lalo while incorrectly thinking that Baku's hand in the fifth round wouldn't be a problem.

By preserving the four of clubs, Hal would be capable of making Baku's card with number 25, be a straight flush exactly as planned in the fourth round of the Air Poker Gamble, this resulted in Lalo's full house being completely destroyed. In the very beginning of the fourth round, Baku sent a message to Hal in morse code, "Hal, it's 36", the secret behind this message was something that only Hal and Baku could comprehend, after all, it was linked to their past, i will put some images to avoid making this part of the doc getting too large:

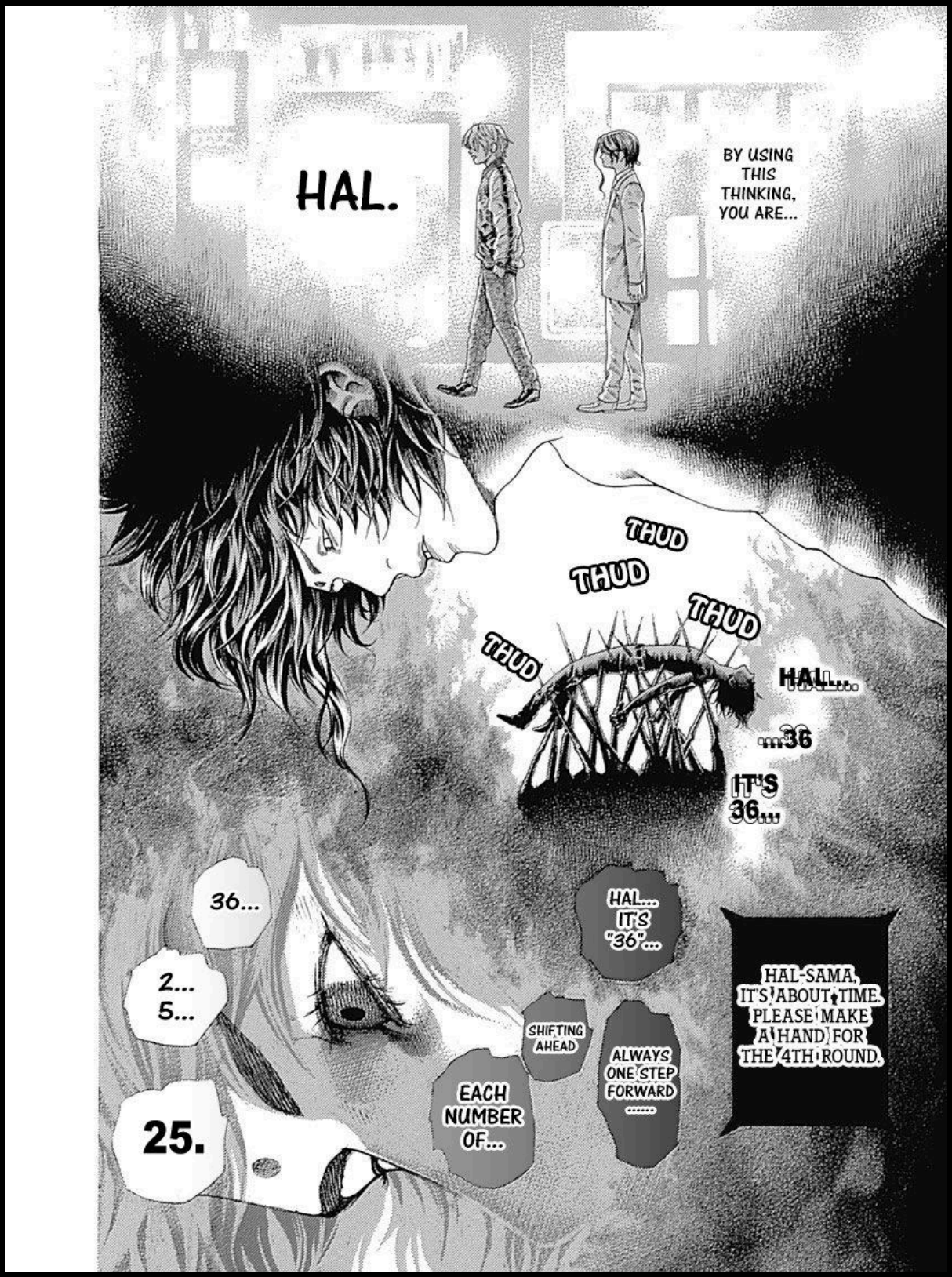

AH~ I WAS THINKING THAT
YOU WERE LIKE A COMPUTER, ALWAYS ONE STEP FORWARD.
AND,
YOUR NAME IS HACHINA NAOKI, RIGHT? HA-CHI-NA NA-O-KI.
HACHI 8
NANA 7
HACHINANA 87.
GOT IT?
...
DON'T TELL ME, IT'S "2001: A SPACE ODYSSEY"?
ウー
YOU SEE...


IBM
THE NAME OF THE COMPUTER IN THAT MOVIE... THERE ARE RUMORS STATING THAT,
IT WAS CHOSEN BY SHIFTING AHEAD EACH LETTER OF
THE 3-LETTER NAME OF THE THE LEADERS OF THE COMPUTER INDUSTRY AT THAT TIME, IBM, AS A MARK OF PROGRESS.


IN OTHER WORDS,
I ↓ H
B ↓ A
M ↓ L


YES...
SO,
SO I THOUGHT, WELL, IT LOOKED QUITE SIMILAR TO YOUR NAME...


IBM IS AN AMERICAN COMPANY, BUT, IN JAPAN, ITS EQUIVALENT WOULD BE NEC AND ITS PC-9800...
TAKING THOSE NUMBERS AND SHIFTING THEM AHEAD WOULD BE
98 (KYU HACHI).
87 (HACHI NANA)...
IT BECOMES 87.


HAL.
BY USING THIS THINKING, YOU ARE...
THUD
THUD
THUD
THUD
HAL...
...36
IT'S 36...
HAL... IT'S "36"...
HAL-SAMA, IT'S ABOUT TIME. PLEASE MAKE A HAND FOR THE 4TH ROUND.
ALWAYS ONE STEP FORWARD ..... SHIFTING AHEAD
EACH NUMBER OF...
36...
2... 5...
25.



With these ideas in mind, Hal was capable of deducing the hidden meaning in the message sent by Baku and figured out that the number of his card was 25, this is also a great demonstration of Hot reading and other psychology subcategories, this feat made by Hal also demonstrates his knowledge about Morse code and it's also a Musical intelligence feat since the sounds made by Baku in Morse code fits the requirements to be considered as pitches or rhythm. Hal also figured out the real message behind the Morse code sent by Baku almost instantly despite suffering the witch's pain, which demonstrates impressive CPI and VCI. Now, what's even more impressive in this feat is that while Hal(not PM) is suffering the witch's pain, he is still capable of maintaining his consciousness and even demonstrates to be capable of solving Baku's secret message despite being in this situation, and despite literally suffering an amount of pain equal to death, Hal still smiles in happiness after solving Baku's puzzle. In the end, Vincent Lalo lost the air poker gamble match and Kakerou took control of the organization known as "Ideal" which has a great amount of influence in the U.S. even if these feats were performed by Hal(Base), it also applies to Hal(PM) since they're practically the same person.

In the end, Hal won the Air Poker Gamble alongside Baku, what's even more impressive about the witch's pain was that Hal received an amount of pain equal to death two times without using the PM and still managed to maintain his sanity and keep focusing on the gamble by making card decks in instants, this is an insane demonstration of Intra EM, what's even more insane about this is the fact that he passed through all this pain just to find out his relationship with Baku. Demonstrating his impressive Intra EE.

IBM-HAL(In the alphabet order, the letter that comes before I is H, before B is A, and before M is L. In other words, “Hal it's 36” means “Hal it's 25”, due to the fact that in numerical order, the number that comes before 3 is 2, and the number that comes before 6 is 5).

(CPI(PSI+WMI), VCI, FRI=[Problem Solving], Fluid intelligence, Musical intelligence, Crystallized intelligence, Intra EE, Intra EM, Inter EM, Inter EE, ER, Self Awareness, influence building, cunning, psychological insight, Hot reading, EU, Strategy, Methods, Tactics, knowledge, information control, decision making, problem solving, deductive reasoning, critical thinking, associative thinking, Holistic thinking, analogical thinking, indirect manipulation, Logical manipulation, individual manipulation, emotional manipulation, fear inducement)

The Surpassing The Leader part of this doc is on the second Tab.

Surpassing The Leader

This won't contain an interpretation about Hal's 2SD strategy, if you are interested about it, you can scroll down to the “additional information” section and read the doc that was made by Jojolon explaining it.

(Chapter 473 and 474)

When Baku and Hal meet up for the surpassing the leader gamble, Hal questions Baku as to which game they should play, after this Baku says: “it’s a nice morning. Whether any air vehicles will come across this sky in 30 minutes, what do you think about this?”, since there wasn't any referee present there, Hal decided to play along, after this, Baku ask if he has a watch with him to count down the passage of time, which Hal confirms to not have any watch with him, Hal notices that Baku is apparently nervous about something and after he receives Baku's watch, Hal tries to induce fear on him saying that he seems quite nervous, he says that it was like Baku was afraid that he might end up discovering one of his tricks, after questioning Baku about the fact that neither Marco or Kaji are there, Hal asks if he really think that Baku could do something about the surpassing the leader match using them. Hal easily saw through Baku's plans and predicted that he planned on using Marco and Kaji for his plans, neither Kaji nor Marco were at that place, in other words, whatever Baku's plan is, it requires for both Marco and Kaji to be somewhere else.

After this, Hal proceeds to show faith on his reasoning that no air vehicle would appear by taking a nap, mocking Baku's attempt to deceive him, when Baku lied to Hal saying that an air vehicle appeared in the air, Hal saw through Baku's words and figured out that he was just lying, Hal says that even if no air vehicles appear and he say that he won, there's only him and Baku there, the referees aren't there to judge if the bet counted or not as being part of STL, if Baku loses, he can just say something like “how can you prove that you won?”, they both won't be capable of proving to the referees that one of them won in a bet, in fact, they can't even prove to them if such a gamble even happened. Noticing that Baku broke his own watch after Hal gave it back to him, Hal states that no matter if he win or lose in the end, due to Hal's claim of this match being meaningless, Baku would be angry, and then that anger would make him break his own watch, it's totally a reasonable series of events, however the reason behind it… right now, Baku wanted to confirm if Hal had a watch with him or not… “I see now, time”. With this idea in mind, Hal can draw two different conclusions for Baku's actions:

1- whatever Baku madarame is planning and doesn't want for Hal to discover is somehow related with time.

2- This could just have no meaning at all, merely being a way that Baku found to misdirect Hal during the events of the STL, Hal would falsely believe that Baku's plans involve time, but it was merely a decoy while Baku's real plan was something completely different.

After a few panels, we receive a flashback of an event that occurred before Hal's meeting with Baku. In this flashback, Hal said to the referees that one of them would decide which game Baku and Hal should play in the STL, Hal understands that negotiating which game they should play wouldn't end up quickly, Hal gave orders for them to enter inside the obelisk and wait for both Hal and Baku to appear. Not only this, but Hal also prepared a game for the referees to fight for their handkerchiefs, to avoid the possibility of someone dying during this, Hal prepared the vests used in the Protoporos gamble, the referee with the most handkerchiefs on them would be the one chosen to preside the surpassing the leader with a game chosen by them, Hal purposely told them that only the winner will be capable of watching the gamble to motivate the referees.

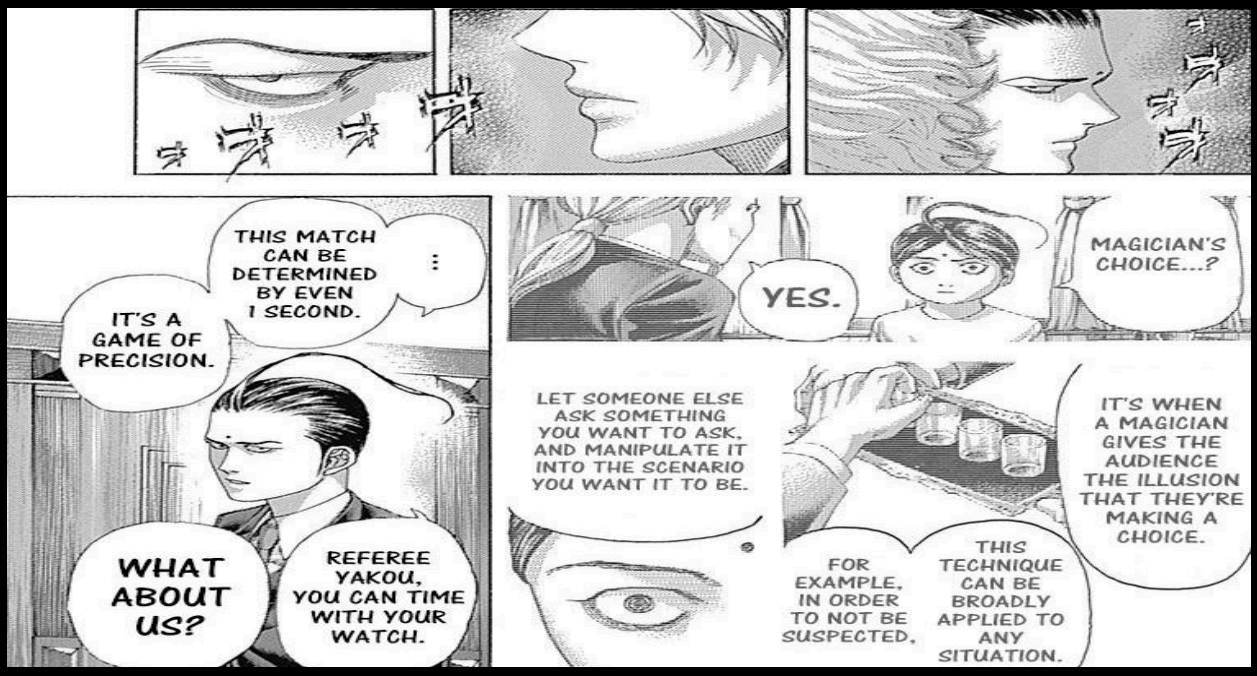
(Seeing Through People, Psychological insight, resource management, Leadership, Inter EE, Hot reading, EU, EF, EP, Mass manipulation, indirect manipulation, fear inducement, emotional manipulation, direct manipulation, individual manipulation, abstract reasoning, deductive reasoning, abductive reasoning, Logical reasoning, Linear thinking, convergent thinking, associative thinking, analytical thinking, holistic thinking, Methods, Observation, Cold reading, Analysis, Connecting The Dots, Information Control)

(Chapter 490, 491 and 493)

In the top of the tower where the STL will occur, Yakou, the referee who got the right to preside the match instructs Hal to seat on a chair, after some yapping coming from Yakou, Hal turns around and notice a handkerchief on the ground, after this, Yakou says that Hal won't be capable of winning the match if he isn't capable of estimating the time when the handkerchief will fall. After hearing this, Hal comes to the conclusion that the basis of that gamble is “drop the Handkerchief”.



After hearing the rules, Hal ask if the squandered time can be equal to 0 seconds, which Yakou denies, what Hal did here is called Magician's choice, basically, it is an scenario where a magician gives the audience the illusion that they are making a choice, while in reality, it was already predetermined, Hal purposely asked something that Baku wanted to know. This also counts as Crystallized intelligence and knowledge.



After doing this, Hal questions Yakou as to how they are supposed to measure the time to avoid the possibility of it passing 1 minute, Yakou then shows them a clock inside a drawer. After this, Hal observes Baku's face, reading his microexpressions.

Fifth Page of the 493th chapter



Sixth page of the 493th chapter

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(Crystallized intelligence, EP, Psychological insight, Methods, Cold Reading, Observation, connecting the dots, knowledge, knowledge application, abductive reasoning, critical thinking, linear thinking, associative thinking)

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(Chapter 494 and 496)

The “drop the Handkerchief” game begins with Baku as ‘C” and Hal as “D”, Hal then proceeds to perceive Baku's emotions by noticing his extreme concentration, Baku was so concentrated in winning that he was purposely limiting his own body movements, trying to read Hal's mind, after this, Hal guess that Baku is expecting for him to drop the Handkerchief early, the “Drop the Handkerchief’ game is a game of accumulating and limiting the near-death drug, obviously, Hal would try to accumulate Baku's near-death drug, if he don't drop as soon as possible, Hal won't be capable of accumulating a large amount of near-death drug. Baku is extremely and noticeably focused in the game, meaning that he wants to check, he wants to check in the first half phase. In the game, there is a safe strategy where a player checks near the 1 minute limit, the Handkerchief has to be dropped within 1 minute, by checking when the time is about up, the Handkerchief will be on the ground.

After this, Hal questions if Baku would take the safe strategy from the beginning, but quickly comes to the conclusion that he wouldn't do such a thing, after all, he is a gambler, he is the kind of person who likes to take risks. But for some reason that Hal can't understand, Baku isn't

checking after some seconds have passed. Noticing this, Hal decides to keep holding the Handkerchief down slowly instead of dropping it immediately as a way to deceive Baku's God-like senses, Hal slowly proceeds to keep holding the Handkerchief on the ground instead of dropping it since he knows that Baku might check at any time he drops the Handkerchief. He does this while waiting for Baku to check before he drops the Handkerchief on the ground.

After 30 seconds, Baku makes an unsuccessful check, after the near-death drug is injected on Baku, Hal bluffs saying: “it’s over, I already knew this would happen from the very beginning, in the 1st round where the near-death drug hasn't been accumulated, the penalty is merely 1 minute, that would be the safest near-death, for you whose body is weak, that was the best timing to make a bet, so I predicted that you'd definitely turn your head in the middle, not only that, a man like you, would like to experience near-death at least once during the early phase of the game, a dead person cannot be revived, haven't you suspected, such a sure thing? Is this near-death drug prepared by referee Yakou the real thing? Who was on the submarine that preserved the drug, which side were they on?”, by saying all this, Hal inflicted fear on Baku without much effort making him think that he wouldn't be revived. What he plans to do here is make a reverse placebo effect on Baku by making him die due to him thinking that his death was certain, the fact that Baku has a weak heart would turn this tactic even more effective on him, but he ended up surviving it.

After Baku's “death”, Yakou questions Hal if what he said about exchanging the drugs was true, Yakou says that it's impossible for Hal to exchange the drug since he was the only one who knew about that game, after hearing this, Hal responds that even since Yakou, even now, don't consider the possibility of Hal exchanging the drugs, means that Hal's strategy has already succeeded. After this, Hal had a vision of Baku smiling, Hal’s subconsciousness was aware of Baku's motivation that would allow for him to survive the first near-death drug, Hal thinks that even if he had the opportunity, he wouldn't exchange the death drug since he wants to win that gamble perfectly. Also, one additional detail here is that during the entirety of the drop the Handkerchief Gamble, the only way that both Hal and Baku have to measure time is by hearing the ticking clock, in other words, they have to hear each “tick” sound of the clock in order to measure how many seconds have passed, which demonstrates Hal's Musical intelligence since the “ticks” count as being auditive rhythm.

(FRI=[Logical reasoning, abstract thinking], Fluid intelligence, Musical intelligence, Intra EE, psychological warfare, psychoanalysis, psychological insight, EU, self awareness, ER, empathy, Inter EM, EP, Strategy, Methods, Tactics, Observation, Cold Reading, direct manipulation, emotional manipulation, individual manipulation, fear inducement, Gaslighting, logical manipulation, bluffing, sophistry, verbal deception, inductive reasoning, abstract reasoning, critical thinking, associative thinking, abstract thinking, analytical thinking, convergent thinking)

(Chapter 497 and 498)

During the second half of the first round, Baku suddenly walks in front of Hal, standing in front of him without showing his front, noticing Baku's actions, Hal can form a total of 12 premises which he uses to form a total of six conclusions for Baku's actions:

P1: Baku took off his jacket when he went through his first near-death drug and his necktie is missing.

P2: Baku has something that resembles a Handkerchief in his hand.

P3: Hal notices that the object that Baku has in his hands is actually the missing necktie.

C1: Baku purposely revealed a part of the necktie to misdirect Hal into thinking that it was a Handkerchief.

C2: Baku has already dropped the Handkerchief and he purposely walked in front of Hal to misdirect him into thinking that he still didn't drop it.

P4: But this is what Usogui wants for Hal to think, he had already predicted that he would figure it out.

C3: With this idea in mind, Baku still has the Handkerchief with him somewhere.

P5: Suddenly, Baku drops the Necktie on the ground revealing that it was in fact a necktie.

P6: If Baku is still holding the Handkerchief, then the one who will be driven to the corner will be him, it's too risky and disadvantageous.

P7: Baku probably already knows what Hal is thinking right now.

P8: Baku is good at speculating, he possesses an acute sense and his intentions are somehow kind of god-like.

P9: Before Baku stepped in front of him, Hal was going to look behind to see if the Handkerchief was dropped, but by stepping in front of him, Baku managed to stop this action.

P10: This results in Hal hesitating on turning around, while the Handkerchief wasn't dropped, Baku would be saving Hal from making an unsuccessful check, which is not in his style, it's not a god-like sense.

C4: If Baku's senses were really God-like, then he would have dropped the Handkerchief, and he would also be capable of stepping in front of Hal to prevent him from achieving a perfect check.

C5: This means that it's highly probable that the Handkerchief was already dropped in the ground.

C6: The motive behind Baku's actions of trying to misdirect Hal, by showing him more and more information, enticing him into waiting to analyze the situation, was to buy time to accumulate Hal's near-death drug.

P11: Suddenly Baku stopped giving more information, enticing Hal into waiting longer and longer to get any more information from him, trying to conclude what Baku's scheme was.

P12: There would be no motive for Baku to buy time if the Handkerchief wasn't already dropped, if the Handkerchief was in fact dropped, then he would be capable of accumulating near-death drugs, the act of buying time would only make sense if this was his aim.

FINAL CONCLUSION: It's very likely that Baku has already dropped the Handkerchief.

With this conclusion, Hal turns around, makes a successful check and avoids Baku's trap. All of this combined thinking process had a total duration of 24 seconds.

In the Chapter where Hal's reasoning was shown to us, it's also stated by Hal himself that he was going to check at 2 seconds, which is a really strange thing to do considering that he wanted to win the STL Gamble Perfectly. In fact, the reason as to why Hal made such a risky bet is due to the fact that he knows that Baku must not let him die at this point of time since there's no reason to collapse the potential Leap Second and his aim is literally to accumulate Hal's Near-Death container first. Since Hal knows about the Leap Second subconsciously he would decide to check early since he is aware that Baku is going to drop the Handkerchief as early as possible to avoid any irregular scenarios. With this, Hal can anticipate that Baku would drop the Handkerchief in the very beginning of the second half of the first round.

(FRI=[Logical reasoning, Problem Solving], Fluid intelligence, EU, EP, psychological profiling, cunning, seeing through people, Hot reading, deductive reasoning, inductive reasoning, abstract reasoning, Logical reasoning, probabilistic reasoning, critical thinking, Holistic thinking, convergent thinking, associative thinking, abstract thinking, Linear thinking, Fast thinking, Strategy, Methods, Tactics, Trap Evasion, Anticipation, Cold Reading, Observation, connecting the dots, Information control, problem solving)

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(Chapter 499, 500 and 501)

After Hal's successful check, he tells Baku to sit in the chair, “Sit, it is your turn now, you are still dizzy… and it seemed like you didn't even realized your nose was bleeding, if you end up failing

to check once again, you'll die for a second time, 2 minutes in total(2 minutes of near-death drug used on Baku). Even though that's still far from being 5 minutes, it's 2 times in a row, your breathing is already quite disrupted. I wonder if you will be able to survive that? “We are at peace now”, please convey these words to Kiruma Tatsuki if you meet him”, this had the purpose to inflict fear on Baku by implying the idea that he will die for sure. The reason as to why Hal constantly tries to affect Baku's mentality during the STL is because he knows that due to his memory loss he will inevitably fall for the Leap Second. Already knowing about this, Hal tries to weaken Baku's mentality and kill him with a failed check in order to be capable of avoiding the Leap Second trap before Baku even has the opportunity to use it.

Before the second round starts, Hal drops the Handkerchief on the ground and clicks his tongue. This had the purpose to check if he can use his echolocation here. But the problem here is that the sound of the speaking clock is too loud which makes Hal unable to use his echolocation in this Gamble. Knowing about this, Hal formulates a tactic to turn down the sound of the speaking clock. After this, Hal whispers in Baku's ear on how much of a nuisance he is. By doing this, he would be capable of indirectly manipulating the referees who were hearing the match in a whole other room to make them turn down the volume of the clock so they could hear what Hal was saying.

Now that the volume of the clock is finally low enough, Hal can use his echolocation, that essentially speaking is the ability to visualize, detect and identify one's own surroundings by using sound waves. And by using it, Hal is capable of visualizing the entire room where the STL is occurring, while at the same time, Hal is also capable of visualizing Baku's, Yakou and even his own body in great detail on a single use of his echolocation. With this ability he's also capable of identifying the softness, hardness, shape and material of objects.

During the first half of the second round, Hal realizes that Baku wasn't going to turn around and decides to to drop the Handkerchief at the 35th second, the reason for this being due to the fact that after 30 seconds, the chances of C(the one who checks) checking would become lower and Hal dropped the Handkerchief exactly at 35 seconds in order to see if Baku checks after 30 seconds or not.

The first half of the second round comes to an end with Baku making a successful check by using the safe strategy, a strategy where you check at the very end to ensure that your check will be successful, his squandered time was 25 seconds. Right now, Hal has a squandered time equal to 24 seconds and 0 near-death, he has exactly four safe strategies left. If he checked at the end of each round for the next four rounds, his ST(squandered time) would be equal to 4 minutes and 24 seconds, he wouldn't die, it's important for you to keep this information in mind for the next part(the one with the chapters 502 and 503).

(VSI, FRI=[Problem Solving], Visual Spatial Intelligence, Methods, Strategy, Tactics, Trap Setting, Perception, Problem Solving, Decision Making, fear inducement, indirect manipulation, direct manipulation, mass manipulation, individual manipulation, emotional manipulation, persuasion)

(Chapter 502 and 503)

In chapter 502 we see Hal's flashback and when it comes to an end, he is revived by Yakou who says that he failed to check, due to this, he died for 1 minute and 24 seconds, after saying this, Yakou reveals to Hal about what happened, here we are gonna talk about Hal's 4 remaining safe strategies.

Due to the fact that Hal has only 4 safe strategies left, Baku would be very likely to drop the Handkerchief as soon as possible to accumulate a lot of ND(near-death drug), as the one who checks, you have three choices.

1- Check within the first 10 seconds in case you suspect your opponent might drop the Handkerchief early.

2- check at around 30-40 seconds in case you suspect that your opponent would drop the Handkerchief somewhere in the middle of the 1 minute limit, but such a thing is unlikely since the most logical thing for “D” to do would be drop the Handkerchief either at the beginning or at the very end, for usual players dropping the Handkerchief in the middle would be a medium-risk that would result in a medium-reward, that generally won't allow for the opponent to die, which is essential in this game. I mean, Baku was completely exhausted after his first death, he wouldn't try to do such a stupid thing knowing that it's improbable that Hal will fall for it.

3- Check at the very end of the 1 minute limit, in other words, use a safe strategy to ensure that you won't die.

Expecting that Baku would drop the Handkerchief, Hal decided to test his luck with a gamble that can result in two different outcomes.

A)- In case Baku goes along with logical expectations which he does for the majority of time and decides to drop the Handkerchief early expecting for Hal to use the safe strategy, Hal would be able to make a successful check and with this, the gap in ST would normally be enough for Hal to win, while he would still possess four safe strategies left.

B)- In case Baku goes against logical expectations which he rarely does, he will decide to drop the Handkerchief either in the middle which is unlikely, or at the very end which is highly probable, even if Hal fails to check his ST will receive a reset, with the game seeming to last around 50 minutes, taking Hal's physicality, the ND might even start to dissolve.

Even if Baku acted counter-intuitively to misdirect Hal, he still managed to anticipate that Baku wouldn't drop the Handkerchief too early and was able to get rid of his ST, while the ND might

start to dissolve depending on how well Hal's body would react to it, this is the first idea that is passed to the readers, but in fact, Hal's aim was something completely different.

(FRI=[Logical reasoning], Fluid intelligence, analytical thinking, divergent thinking, systematic thinking, decompositional thinking, Non-Linear thinking, Probabilistic reasoning, Methods, Anticipation, Decision Making, Psychological insight, EU, psychological profiling, Hot reading)

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(Chapter 503)

Still in chapter 503, Kaji states that the secret to win the match is on who can reset the cylinder containing the ND more and use the safe strategy more, using up the ND is more beneficial than keeping it in the cylinder. The reason being that the cylinder can only hold up onto 5 minutes worth of ND. You can't be revived if your cylinder goes over the 5 minutes of ND. Meanwhile by keeping ~5 minutes worth of drug in your own body and >=5 minutes worth of drug in the cylinder you can still die with a chance of being revived. Even if you accumulated about 10 minutes of ND only the 5 minutes of it would be injected, an example of this is if we assume that Baku would be able to survive 4 minutes and 59 seconds of ND, then the ideal scenario would be for him to aim for his own time being at most around that or lower upon his death, with this after he dies, Baku would still be capable of using 4 safe strategies.

Now, if we consider that Baku has already died once during his first round, for one minute and now his ST is equal to 25 seconds. Baku would be able to accumulate 2 minutes and 35 seconds, the accumulation would be within 3 minutes, if we add to that a 1 minute penalty for an unsuccessful check, it will still be within 4 minutes(3m 35s). Within his death before lasting a minute the total combinations of the ND would be equal to 4 minutes and 35 seconds, still within 5 minutes. If we assume that Baku's survivability is that of a regular person, then aiming for this would be the best choice. The timing for this scenario would be Baku dying while his cylinder has about 2 minutes and 35 seconds of ND.

When Hal turned around before he died on the second round, Yakou noticed that Baku was astonished. As Yakou was saying that the 3rd round would start at 8:26 AM, Baku was clearly nervous.

Hal's plan by checking in the fifth second also had the purpose to conceal the fact that he is aware of the Leap Second by purposely dying and giving a chance for Baku to be capable of setting the Leap Second Route. Something that someone wouldn't normally do in such a life threatening Gamble. By dying in the fifth second, Hal managed to give an opportunity for Baku in which he can die at any point of time and enter the Leap Second Route easily. With this, Hal proceeded the game by 5 minutes and made the next round start at 8:26.

But in fact, even Hal(consciousness) didn't knew why he checked at two seconds due to him not knowing about the Leap Second consciously, instead, he created an answer to that which was shown later in the manga because of something called cognitive load, which basically is a phenomenon where a person try to create the simplest answer to something in order to lower the load of it in one's mind. With this, Hal wrongly came to the conclusion that his weird check had the purpose to challenge Baku. With this, Hal would genuinely believe that his weird check had the purpose to challenge Baku and not open the Leap Second Route for him, making it impossible for Baku to see through Hal and concealing his true intentions. In fact, Hal already had predicted Baku's Leap Second scheme and knew that something was going to occur between 8 hours and 59-60 minutes and 9 hours.

When the unauthentic Surpassing the Leader that occurred when Baku and Hal were outside the tower was about to start, Baku gave his watch to Souichi. Hal then started the timer.

When 59-60 milliseconds were about to pass, Hal noticed that Baku's hand was slightly shaking. Hal then called out Baku's strange behavior and by doing so, he proceeded to induce fear in Baku. Potentially causing him to be even more nervous and slip up like this once more.

In this image it's possible to see Baku's hand shaking a little while the numbers 59-60 pass in the watch Hal is holding which can be noticed if you pay close attention to it.



When the timer was about to reach 9 seconds, Hal observed Baku's body language, noticing that he was stressed and concluded that this was another “unusual timing”. Hal then stopped the watch on the 9th second and gave the watch back to Baku who was visibly shocked. Because of this, Hal learned that the second unusual timing was 9:00.

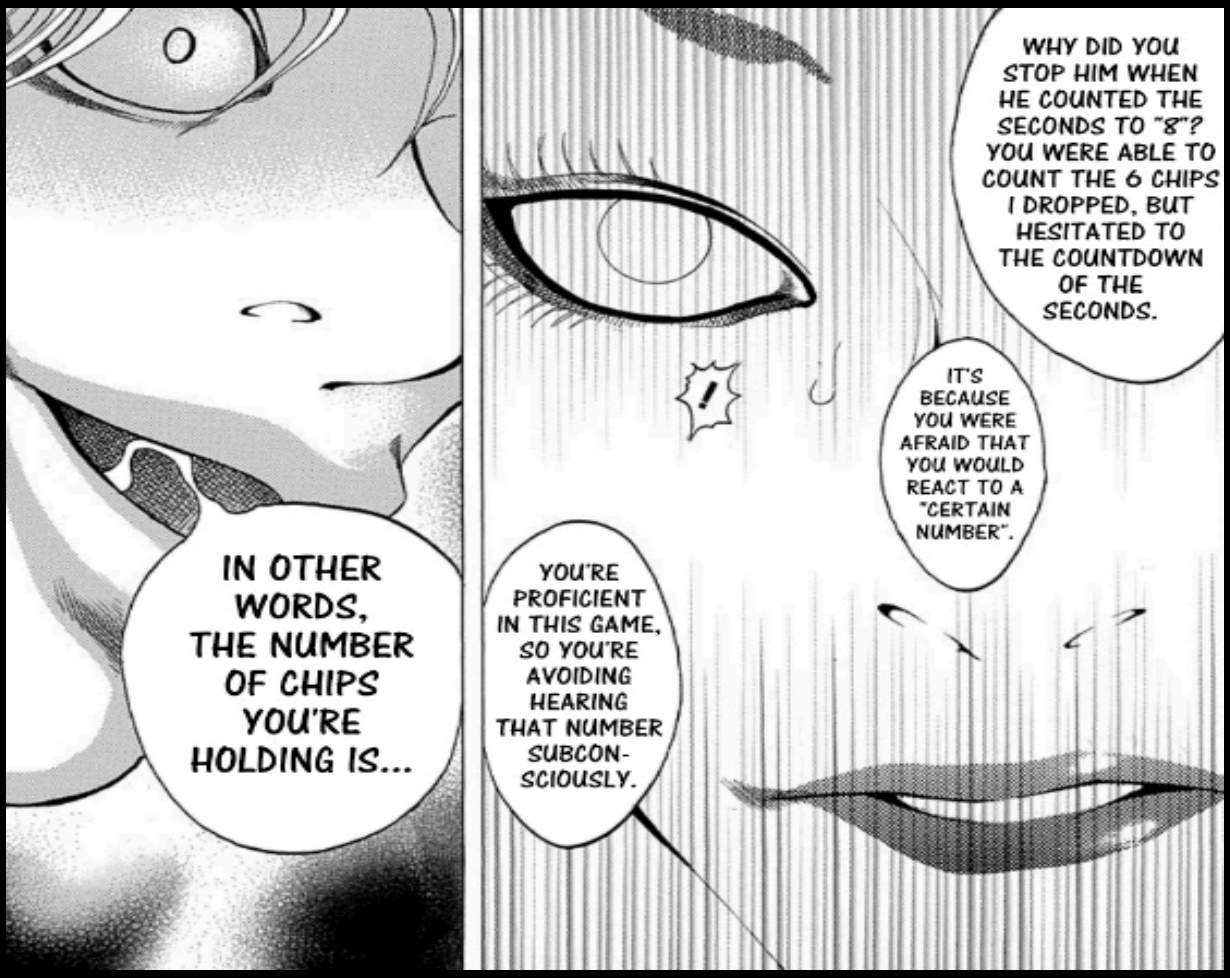
Focus on Baku's facial expression

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Hal stopping the timer at the 9th second, as well as noticing Baku's nervousness earlier, was confirmed to have a meaning after Baku destroys the watch in an attempt to not be cold read by Hal anymore, Baku just like Ranko in a previous chapter of the manga, subconsciously reacted after seeing the numbers 59-60 and 9:00 appearing on the timer.


9
8
12 SECONDS.
YOU BETTER ANSWER IT NOW OR IT'LL EXCEED 5 MINUTES. YOU STILL HAVE...
.....
11... 10...
KUKU KUKU...
KU... KU...
RAISE
LET'S MAKE SOME ROOM FOR HIM THIS TIME.
IT'S PART OF THE FUN WATCHING THE OPPONENT BROODING AND SUFFERING.



According to this interpretation, Hal didn't even know what the Leap second was at all, this makes his reasoning extremely impressive. After all, Hal figured out the concept of Leap second through the use of insane inductive and abductive reasoning by merely observing the pattern in Baku's actions and noticing some strange events.

Hal's premise for the Leap second were:

1P: 0:59-0:60, 09:00 and Baku's trick being related to time.

With this premise, Hal was able to associate Baku's scheme with the LS by the moment his second time as “C” started, being more specific, Hal knows that Baku will use LS at 9:00 AM, not 8:00 AM. Knowing this, Hal “died” on purpose to make the LSR inactive for Baku, meaning Baku had to die later on for it to activate.

Now you might be asking me, what does it mean that LSR is active or not? Making it simple for you:

1- LSR being active is when the LS is timed to happen during Hal's turn as “C”.

2- LSR Being inactive is when at the time LS happens Baku will be the “C”.

Baku's goal is to keep the LSR active and cause Hal to die after dropping the Handkerchief on the 61st second.

Hal concealed the fact that he was aware of Baku's exact scheme. He turned around 5 seconds after the start of the round, disguising it as being a regular “insta check”, this would misdirect Baku into thinking that Hal still didn't notice the LSR. Obviously if Hal turned around within one or two seconds it would be obvious that he aims to die on purpose, now, how can Baku set up LSR again? Trying to postpone the start of the rounds won't work, as when Baku was sitting on a chair, Yakou forced him to stand up and the start of the round wasn't altered. The only way Baku can modify the LSR is for either him or Hal to die. It's difficult to control when Hal will die and outright impossible to do it if he is aware of it. So the only remaining option for Baku would be dying himself.

By concealing his knowledge of the LSR, while simultaneously making the LSR possible to be activated, Hal forces Baku into making the move that he wants through the use of indirect manipulation. If Baku realized that Hal knows about the LSR then he wouldn't bother dying, as it would be rendered useless anyway. After Hal died in the 2nd round, he temporarily forgot about the LS but was aware of it subconsciously, which is seen numerous times. In simple terms, Hal is aware of the “LS” consciously, but his decision making is based on his subconscious that is fully aware of it. Now you may ask, what's the difference? Due to Hal's partial knowledge of the LS, on top of having the same decision making he would have, his acting skills are much better due to him consciously believing in what he says. Making it impossible for Baku to see through his actions.

Now some of you might ask “why Hal died then? All he accomplishes with this is trading deaths with Baku and giving an opportunity for Baku to open the Leap Second Route, it doesn't even make sense”, well, there are exactly three reasons for this.

1- It's way more dangerous for Baku to die since he has a terrible physicality compared to Hal.

2- Baku's total time of death(which I'm going to start referring to as TTD) is overall bigger. The longer you are dead, the lower it is for you to survive.

After the “death trade”, Hal planned for their TTD to look like this:

Hal's TTD:
1m 24s he has already been dead for.

Baku's TTD:
1 minute he has already been dead for + 25 seconds of his ST + 1 minute as a penalty for a failed check= 2 minutes and 25 seconds(possibly even more)

3- With this, Hal would be able to subconsciously anticipate Baku's next actions.

With this we come to a conclusion: It's logically more appealing for Hal to “trade deaths”.

(FRI=[Logical reasoning, abstract thinking], Fluid intelligence, Strategy, Methods, Tactics, Trap Setting, Prediction, Anticipation, Observation, Cold Reading, creativity, decision making, connecting the dots, Logical reasoning, Inductive reasoning, Abductive reasoning, Abstract reasoning, non-linear thinking, abstract thinking, associative thinking, critical thinking, misdirection, Fabrication, Non-Verbal Deception, concealment, acting skills, fear inducement, emotional manipulation, direct manipulation, indirect manipulation, logical manipulation, Gaslighting, EU, EP, Inter EM, Inter EE, cunning, psychological insight, cunning, Psychoanalysis, psychological warfare)

(Chapter 503, 504 and 505)

In the first half of the third round with Baku being C and Hal being D. Due to the fact that Hal is subconsciously aware of the Leap second, he isn't capable of dropping the Handkerchief in the first half of the third round, even if Hal wanted to drop the Handkerchief he wouldn't be capable of doing it, If Hal dropped the Handkerchief too early then Baku wouldn't need to die to activate the LSR. In Baku's perspective, by his “check” succeeding Hal might've tried to prevent the LSR from being active again, “But all turns last 2 minutes with a successful check, Baku checking it early or not wouldn't matter”.

Hal expected that Baku would do a risky check. The chance of Baku trying to set up the LSR here and there was very much present, if you think that your opponent won't use the safe strategy, then keeping the Handkerchief in your hand would most likely be the best choice. This is what it seems, however: -No successful insta check has happened yet, there was a small possibility that if the check happened very early, as in the first 10 seconds, then the next turn might start the very next minute, with this LSR won't be active again.

The main reason for this was that Hal couldn't accumulate Baku's ND as that would make him incapable of setting up the LSR (due to the 8 minute interval between rounds). “Death trade” wouldn't happen as Baku won't bother trying to activate the LSR at least for now.

For a better understanding of Hal's strategy here, I will make a quick summary of the events of the second half second round- first half third round.

Second half of the second round- Hal is aware of the LS. So he turns around after 5 seconds to die on purpose and gives an opportunity for Baku to open the LSR, concealing his true motives. With this the LSR is inactive and Baku will need to die on purpose to activate it again. The

reason as to why Baku wants to activate it again is because he isn't sure whether Hal is aware of the LS or not. It's a great choice for Hal to essentially trade deaths with Baku, Hal dying to make the LSR inactive, Baku dying to make LSR active, being unaware whether Hal did it on purpose or not.

The TTD would now be like this:

Hal's TTD: 0->1m24s

Baku's TTD: 1m->2m25s or possibly even more.

After Hal died in the second round, his consciousness didn't know about the LS. But his subconsciousness was still aware of it.

In the first half of the third round Hal subconsciously remembers about the existence of the LS once again. Now, do you remember when Kaji said that the best time for Baku to die would be when his cylinder already has 2m35s + 1m (penalty for the failed check). Hal is also aware of this, so he consciously wants to drop the Handkerchief as early as possible, however his consciousness doesn't allow for him to do such a thing due to knowing about LS, this results in Baku making a successful check with the ST being 4 seconds.

Now let's observe this from Baku's perspective. In general 3 out of 3 scenarios using the safe strategy have a good outcome.

1)- Hal drops the Handkerchief at the beginning which proves that he isn't aware of the LS, but Baku would end up accumulating too much ND to intentionally be able to set up the LSR.

2)- Unlikely, Hal drops the Handkerchief somewhere in the middle, Baku doesn't die but potentially still has a chance to set up LSR and it also proves that Hal isn't aware of the LSR (2m35s+~30s). This scenario is without any single doubt the least likely, not only this, but it also it's beneficial to Hal. (+1m) For 1 safe strategy with the TTD being ~ 4m5s, better outcome, higher chance of survival and it's less likely to occur.

3)- Hal drops the Handkerchief near the end of the 1 minute limit, continuing to make the LSR inactive, as a way to confirm this, Baku could use the safe strategy two more times with the TTD with 2 safe strategies being ~ 4m40s theoretically speaking, it might seem that this is Baku's best outcome, but there is a single problem with this, now that such a thing happened, Baku isn't sure if Hal knows about the LS or not, whereas the first scenario would easily debunk this theory, he would logically come to the conclusion that Hal doesn't know about the LSR, In comparison to Baku using other alternatives, simply using the safe strategy for Baku was a scheme with low risk that contains a high reward. Without being aware of the LS, the best choice for Hal would be to drop the Handkerchief instantly, like he consciously intended, but wasn't capable of doing, in the second half of the third round, Hal makes a successful check by using the safe strategy, his squandered time was 36 seconds.

(FRI=[Abstract thinking], Hot reading, EU, Cunning, Anticipation, Trap Setting, Decision Making, Analysis, misdirection, concealment, logical manipulation, indirect manipulation, persuasion, individual manipulation, linear thinking, analytical thinking, divergent thinking, systematic thinking, abstract thinking, Strategy, Methods, Tactics)

(Chapter 505, 506 and 507)

In the first half of the fourth round, Hal drops the Handkerchief in 7 seconds and Baku makes a successful check in 10 seconds which results in his ST being 3, one of the referee's of Kakerou, Midara, who is hearing what happens in the STL match, being unaware of the LS, explains that using the safe strategy for Baku on this round was a safe call and how it was predictable that Hal, being the one who drops, would try to drop the Handkerchief early to accumulate the ND, which has been seen though by Baku who made a early check, Midara says that this is a theoretical mistake.

Now, what you are about to read is completely incredible. Basically, Hal speaks quietly to indirectly persuade the referee's into turning down the volume even further, and proceeds to make a mind reading of all the people who were hearing the events happening in the STL figuring out all their thoughts through the use of an insane EU.

Gakuto's thoughts(in chapter 505):

“Hachina… I can’t even… I can’t even imagine. Such… such a man like you would… Hachina… you… Is that really you? Are you really the one from that time?”

Hal's response(in chapter 506):

“Don’t worry, Gakuto, I’m still me”

Midara’s thoughts(in chapter 506):

“In the 2nd round, and 3rd round, Usogui used the “1 minute Safe Strategy”, and accumulated 24 seconds in the 2nd round, and 4 seconds in the 3rd round. Add to that, the number of times he can use the “1 minute safe strategy” didn’t change. He can still use it. Twice. Even if he now accumulates 1 minute twice in a row, once he resets his cylinder by dying once, the cylinder will be empty. And the number of times he can use “1 minute safe strategy” will become 5. He can play safely until the 11th round.”He wants to avoid dying first” “He can still use the safe strategy twice” “Considering the risk, there’s no reason for Usogui not to use the 1 minute strategy”, anybody would think so. Besides, for a leader who wanted to avoid making the same mistake as in the 3rd round, theoretically he’s more likely to drop as soon as possible. And that was seen

through by Usogui! That was a drastic change in this deadlock! Right now, it's very hard to stop this weakness that is greatly advantageous to Usogui. Will Kiruma Souichi be devoured by the opponent and lose to them like this..? The wedge has been driven in."

Hal's response(in chapter 506):

"Referee Midara, theoretically speaking my dropping was indeed a mistake… "theoretically"."

Fukurou's thoughts(in chapter 504):

"Drive that wedge! Making yourself into a scary presence inside the opponent's mind! That's the pinnacle of gambling!"

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ch.506 (after Usogui makes successful 'Insta Check' in the 4th round)

|

"Right now, it's very hard to stop this weakness that is greatly advantageous to Usogui. Will Kiruma Souichi be devoured by the opponent and lose the match like this? The wedge has been driven in. If he was able to turn back time, and reset everything, that would be another story though…"

Hal's response(in chapter 506):

"Being charmed by gambling, can you call yourself a winner, Fukurou? If you were able to turn back time, would you want to go back to the first time you lost?"

What's even more surprising about this specific mind reading made by Hal on Fukurou, is the fact that throughout the entire series, Hal and Fukurou only met each other four times, one during Hal's past gamble against Fukurou that took less than 3-5 minutes, the second one being when Fukurou met Hal in the prison during the Protoporos arc, the third one being in the end of the Protoporos arc and the introduction to the Air Poker Arc, and the fourth one being during the Air Poker Arc. All these four meetings between Hal and Fukurou took less than 30 minutes(possibly less than 20-15 minutes) and they barely interacted with each other in all these four meetings, but still, Hal's accumulated understanding of Fukurou's emotions with all these four meetings reached such a level that he was capable of making a mind reading on Fukurou easily, despite only meeting him four times and these meetings having a duration lower than 30 minutes. Hal demonstrated to be capable of knowing Fukurou's exact thoughts without not even being in the same room as him, What makes this feat even more impressive is the fact that throughout the entire manga, Fukurou was stated multiple times to be a Poker Gambler with an insane ability to hide his emotions, in other words, throughout the entire manga, it was stated multiple times that Fukurou is the type of person that can't be easily cold read. In the entire manga, excluding Hal, the only person that was capable of cold reading Fukurou like this was Suteguma Satoru, who literally has nearly perfect cold reading abilities. This, alongside all the other mind readings that Hal made of the referee's(and Gakuto's) thoughts, is by far PM Hal's best EU feat.

Referee Nowa, Kadokura and Mikami's thoughts(in chapter 504):

“It is already so risky to drop the handkerchief at the beginning, so accumulating 1 minute can’t happen often… Now, what both players must avoid is failing their check before the other. Using the 1 minute Safe Strategy is actually the smartest choice at this moment. And of course, Leader knows Usogui will want to use the Safe Strategy, so he will drop the handkerchief immediately at the start, to counter the safe strategy!”

Hal's response (in chapter 506):

“Referee Nowa, referee Kadokura, referee Makami. In this life threatening fight, you’re still judging the situation only by risk? What have you been seeing in Usogui until now?”

“If you’re all there, I’m sure you would fluster like that. That’s why I said quiet. Yes… quiet.”

Hal talking about Douji’s thoughts and actions(in chapter 506):

“Referee Douji, for me, your thoughts and what you are doing right now are so easy to read.”

!. One important additional detail is that Hal made these mind readings without not even being sure if the referees and Gakuto were really hearing the events of the STL, he also didn't had any way to see their faces, in other words, Hal made a mind reading without knowing if the referees and Gakuto were really hearing, and made these mind readings without having the possibility of looking at their facial expressions to use it as a reference for his mind readings and emotional understanding. He made these mind readings on people who were literally in a whole other room, without not even knowing with absolute certainty if they were really there and didn't even have to look at their faces to figure out their exact thoughts.

Baku's thoughts (chapter 503):

“What should I do? My 1 minute Safe Strategy is not safe anymore? Don’t tell me that guy really has already…”

|

(Baku’s suspicions on Hal seeing through LS)

|

Baku's thoughts(in chapter 505 when Baku wanted to grasp Hal's intentions without dying by using the safe strategy):

|

“None… I don’t have… any safe strategies anymore?”

|

Baku used a Safe Strategy this time to analyze Leader’s intentions without dying:

1. In case Hal dropped the handkerchief early on the ground and Baku did a successful check then LSR could still be active again. Due to Hal dropping the handkerchief very late, he doesn't know if Leader is aware of LS.

2. It would make no sense for Leader to drop the handkerchief early, allowing Baku to potentially set up LSR again in case he checks early.
Baku concludes that Hal's intentions might have been to make Baku set up LSR through his own death.

Baku needs to do early checks to not accumulate too much ND (which would prevent him from setting up LSR). In case Hal doesn't catch up to it instantly, Hal won't be able to figure out what Baku's scheme is for the rest of the match either.

That's why Baku attempted to insta check at the beginning of 4th round- to still be able to set up LSR (if he died in the process- the LSR would be activated, the longer he lives, the better, as other options could happen too early), which Hal prevented by anticipating that Baku would try to die to set up the LSR.

Here Hal uses his echolocation to perceive Baku's emotions with extreme accuracy, he does this by perceiving his heartbeats, Hal simply makes it look like he is reading Baku's surface thoughts, when in fact, he knows his exact motives and thoughts. This demonstrates PM Hal's ability to figure out someone's exact thoughts by merely hearing their heartbeats. The fact that Hal was capable of using this ability on Baku, who is a character in Usogui that can't be easily cold read, to read his exact thoughts makes everything even more impressive.

Hal's response to Baku's thoughts(chapter 506):

"You too are thinking the same, right?
"Quiet… my heartbeat. Calm down already"
I see, you made a risky bet and turned around just now, and you won. It was like you had foreseen everything. However you cannot contain your heart. To ask why, it's because there's another reason for you turning around. If I can find it out, it'll be my victory. I will win, it's my destiny"

By saying this to Baku, Hal managed to cause tension on him. These mind readings made by Hal also count as being insane emotional understanding.

Now, for a better understanding of what I'm about to say, first I need to make an explanation of what is the "Perfect mode", Perfect mode is a state Hal unlocked after multiple experiences of death during the events of the air poked arc. It allows him to boost his thinking speed and quality, control every part of his own body at will which gives him perfect bodily kinesthetic intelligence. Not only perfect control over his entire body, but the PM also gives Hal the ability to manage all his memories perfectly, by being capable of putting an specific memory either in his subconsciousness or in his consciousness, also being capable of forgetting about any specific

memory at his own will which is demonstrated during the Air Poker. Hal's ability to manage his own memories is at a level similar to the memory palace of characters like Hannibal Lecter, Sherlock Holmes(BBC) and Patrick Jane. But this isn't relevant now, we need to focus on another detail about PM(Perfect mode), by using it Hal is capable of forgetting and remembering things at his own will, Hal consciously forgot about the LS, while his subconsciousness is still aware of its existence and his subconsciousness is directing his actions (an example of this would be the moment when Hal's subconsciousness didn't allowed him to drop the Handkerchief early in the third round). Ok, now you might be asking me what does he gain for that? With this, he truly believes in everything he is saying, making it impossible for Baku to see through his bluff, while Hal's subconsciousness would still allow for him to have the same decision making he would have if he was consciously aware of the LS.

Hal is subconsciously aware of the LS, but his acting skills are completely perfect, by using PM he would be able to consciously forget about it and believe in everything he says. With this, not even Baku would be capable of seeing through his intentions. After this, Hal induced fear in Baku in order to force him to risk dying in the next round to still be able to set up LSR. The reason for this is that Hal claims to be very close to finding out Baku's scheme. From Baku's POV, he still have a chance of concealing his true motives, which is why he attempts to pull of "Leap second" strategy, not only that, but aside from fear inducement and manipulating Baku, with this tactic Hal would also manipulate the referees into lowering the volume even further, allowing for him to finally use his echolocation on the next rounds. With such a simple action, Hal managed to conceal two game-altering events.

After some time, Souichi recalls the time when he was watching his mother's recordings as a kid, by carefully observing the recordings he managed to learn how to use echolocation, he didn't had help from no one, he learned echolocation by himself by merely watching some recordings, which is an insane demonstration of Learning ability and Observation skills. After 30 seconds, Baku starts to talk with Hal "Destiny, huh. Can you really win a gamble with such a thing? This has nothing to do with destiny", Hal then clicks his tongue like he is ridiculing Baku, then proceeds to make a successful check, now that the volume of the clock is finally low enough, Hal is capable of using his echolocation and after the fourth round came to an end, Hal told Baku to sit in the chair "Now, Sit down. I can see your destiny, it's horrifyingly clear", by saying this, he planned on inducing fear in Baku.

(FRI=[Learning Ability], WMI, Bodily kinesthetic intelligence, Logical manipulation, emotional manipulation, indirect manipulation, direct manipulation, individual manipulation, mass manipulation, fear inducement, persuasion, concealment, acting skills, misdirection, Bluffing, EU, EP, EF, Inter EM, Inter EE, communication, social skills, Hot reading, Psychological warfare, empathy, Psychological insight, cunning, Trap Setting, Anticipation, Learning ability, Decision Making, Mind Reading, Perception, Cold Reading, Observation, Strategy, Methods, Tactics)

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(Chapter 508, 509 and 510)

Due to what Hal said when he made a mind reading on Baku's thoughts, Baku was misdirected into thinking that Hal hasn't seen through the LS yet, knowing this, he tries to check in the first second to die on purpose. but Hal saw through his actions and purposely dropped the Handkerchief in the first second.

This results in Baku making a successful insta-check at 0 seconds, which gives him an ST of 1 second, obviously Baku risked dying as he couldn't use the safe strategy anymore (ST would make him unable to activate the LSR).

Now, Marco soon comes up with a different possibility, "what if Baku is trying to die 3 times?".

Kaji considers this possibility for a while and comes to the conclusion that with such an unpredictable move Baku wouldn't lose all of his options. Even if Baku ends up dying two times, there would be a foothold for him to stand on.

Numerical analysis for this theory:
|
At the beginning Baku died for 1 minute
|
If Baku dies now he will gain a 1 minute penalty and die for 1 minute and 32 seconds.
|
At the beginning, Baku has died for 1 minute
|
Baku's TTD is equal to 2m32s
|
5m-2m32s=2m28s
|
Baku would still have that much time left to die a third time.
|
The best timing for Baku to die would be now.

Hal's subconsciousness is aware of this. Hal then laughs at Baku saying:

"'There is nothing like a safe strategy left for me. I felt pressured by your aura just as if you were actually telling me those words. That's why, at that time, I wasn't able to drop the handkerchief, I confirmed that my instinct was right. I see, you keep on having the most extreme thoughts. You really are crazy. Checking at 1 minute. The only reason this can be a safe strategy is when you still have enough room left for you after you take the maximum squandered time of 1 minute. Meaning, in the 3rd and the 4th round, it didn't exist. After that, even though you managed to pull off a wonderful check which only accumulated 3 seconds of the drug, you still looked like you were hanging on the edge of a cliff. I could easily read your mind. And the proof is, at that

time, due to you trying to jump into a death from which you might not come back, your heart was beating at full speed. Regardless of your will”

By saying this, Hal concealed his knowledge on the LS, even from himself, by saying that the reason as to why he knew that Baku would check in the first second was due to his instinct. He states to be able to see through Baku's thoughts. Hal states that Baku's actions are a part of his 3-death strategy (not the LS strategy, which is Baku's actual strategy to win the STL that Hal's subconsciousness is aware of).

In conclusion, Baku will still attempt to die, but he will now fear Hal even more, with this the chance of his revival would be lowered even further, after all, a bad mental state affects the body in everyday life, the effects of a bad mental state would be even worse in such a life-death gamble.

Baku tries to point out a flaw in Hal's thinking:

1st- Even though Hal predicted Baku's actions, he himself has still sustained no damage at all.

2nd- If anything, About should be grateful to Hal since he avoided receiving ND and only got 1 second of ST thanks to him.

3rd- Baku tries to mock Hal by telling him that he would be grateful if he made his check succeed with just 1 second of ST in the next round too.

As a response to this, Hal uses the same mannerisms as before which results in Baku thinking that such a thing is normal for him, this “mannerism” being Hal clicking his tongue.

Hal answers Baku's statements by pointing out Yakou’s current physical state, which is definitely far from being good. Hal says that even Yakou himself is on the verge of collapsing. The one who would gain the most here, is the one who dies as quickly as possible, since Yakou might not be able to do any more CPRs if the match continues.

Hal then refers to Yakou, telling him to not die just yet as he is clearly getting weaker, he says that his quality of reviving will diminish soon. As a result, Yakou gets a temporary adrenaline rush, enraged by Souichi’s words telling Hal to not underestimate him, but as already stated, this is only temporary.

Due to what Hal said about the one who gains an advantage in the gamble being the one who dies as quickly as possible, Baku was misdirected into thinking that Hal would try to intentionally die in the next round by making an insta-check.

Hal's manipulation of Baku's perception worked just as planned, Baku dropped the Handkerchief instantly, while Hal waits 15 seconds before using his echolocation to ensure that Baku was really manipulated by him, if Hal were to take the risk and the Handkerchief wasn't actually on

the ground then the LSR would be active again and Baku wouldn't need to die, and whether Hal will be successfully revived by Yakou is up to the chance, which he wants to avoid.

Hal performs a successful check with the ST being 15 seconds.

Hal checks late because he wants to seize as little time as possible in order to misdirect Baku from noticing that he is aware of the Leap second.

(FRI=[abstract thinking], Fluid intelligence, Strategy, Methods, Tactics, deductive reasoning, abstract reasoning, analytical thinking, analogical thinking, associative thinking, critical thinking, convergent thinking, divergent thinking, abstract thinking, linear thinking, non-linear thinking, EU, Inter EM, Inter EE, social skills, communication, cunning, empathy, EF, EP, Psychological warfare, psychological insight, Hot reading, indirect manipulation, direct manipulation, persuasion, Gaslighting, individual manipulation, positive manipulation, logical manipulation, emotional manipulation, bluffing, concealment, misdirection, acting skills, verbal deception, Trap Setting, Cold Reading, Observation, Analysis, Connecting The Dots)

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(Chapter 510, 511, 512 and 513)

In the sixth round of the “drop the Handkerchief gamble”, Baku does an insta-check while the Handkerchief was still in Hal's hand. This means that Baku's check was unsuccessful and he would now die for 1 minute and 33s. His TTD would now be equal to 2m and 33s.

Now, “you might be asking what Hal's goal is in this situation?”

Just now, Hal was capable of weakening both Yakou's body and psyche, I mean, think about it from Yakou's POV:

1st- Yakou is exhausted, without any treatment it's unknown how long he will be able to live.

2nd- Hal states that the one who dies first will benefit the most, meaning Yakou can expect to do another CPR soon, which wasn't true, his real intentions with this was something completely different.

3rd- Hal belittles Yakou, telling him that he is getting weaker and weaker, and in such a condition, he won't be capable of performing CPR successfully.

4th- As a result Yakou gets an adrenaline rush due to his frustration. Yakou is prepared to revive Hal.

5th- During the actual sixth round, despite claiming that he will die first, Hal intentionally makes a successful check.

6th- Hal, after indirectly claiming that he won't allow for Baku to die first, does just that. And now Yakou has to do CPR on Baku even though his adrenaline rush just ended.

Not only did the postponement directly weaken Yakou physically, the burden that was placed on his mind, which is known as “Cognitive overload”, has also made him less capable of fulfilling his role as the referee who is presiding over the match. Cognitive overload is a state of mental exhaustion that occurs when the demands that are placed on working memory exceeds its capacity, demonstrating Hal's knowledge about the cognitive overload by purposely inflicting it inside Yakou's mind.

Now that Baku has to die, both the chances of him being able to come back alive and Yakou being able to do an effective CPR are lower than usual. Yakou tries to perform CPR on Baku after the time of the ND passed, with the toll on his mind due to not being able to succeed with his CPR, Yakou's life might break, but Baku ends up surviving the ND.

In the second half of the sixth round, Hal thinks a little about the safe strategy, “No matter the battle, no one is capable of always giving their 100% without flinching even a little, after all, humans have limits, “failing to check” means a near death, if you continue to stay submerged deep down the water, it'll be painful, so painful, in a way, the safe strategy is like taking a breather, we could say that using the safe strategy is like taking a breather in order to let your thoughts continue”. Hal then uses his echolocation and proceeds to do a successful check with the ST being equal to 8 seconds. He used it at the 8th second, and Baku dropped the Handkerchief instantly. Such action was calculated by Hal. If Baku dropped the Handkerchief earlier, Hal would still be capable of saving up enough time for LS (but instead of being dead for 4 minutes and 58 seconds which is what occurred in the end of the drop the Handkerchief gamble, he would be dead for exactly 5 minutes. After all, if you don't go over 5 minutes, you would still have a chance of being revived).

(FRI=[Problem Solving], Fluid intelligence, Crystallized intelligence, Linguistic intelligence, Inter EM, psychological warfare, cunning, communication, Inter EE, EU, EF, Prediction, Trap Setting, Perception, Knowledge, Knowledge Application, Decision Making, Strategy, Methods, Tactics, Misdirection, indirect manipulation, logical manipulation, emotional manipulation, individual manipulation, abstract thinking)

(Chapter 515, 516 and 517)

The first half of the seventh round will now begin. Hal is aware that Baku will use the safe strategy as the LSR is active, if Baku were to die, the LSR would become inactive again. The

same LSR which motivated Baku into dying, just for the sake of activating it, knowing this, Hal drops the Handkerchief instantly on the ground, by doing this he would be accumulating Baku's ND. With this, Baku proceeds to do a successful check, but with a ST of 60 seconds.

In the second half of the seventh round. Hal proceeds to solve 2 Rubik cubes visualized by himself, he does such a thing without not even having to look at all the sides of the Rubik cubes, after all, he has already visualized all its sides. Suddenly, Hal, using his echolocation, hears Baku sitting down. He comes to the conclusion that Baku had caught on to his echolocation, exactly as planned, after all, the reason as to why Hal decided to use his echolocation on the fifth round even if it wasn't needed was to indirectly manipulate Baku into connecting the dots and make this exact action. Knowing that Baku caught up to his echolocation, Hal decided to make an insta-check since he already anticipated that Baku would try to confuse Hal's echolocation by lowering the sound of the Handkerchief falling on the floor with the sound created by him sitting on the floor. Hal easily anticipated this action. After all, this was the most logical thing for Baku to do since he knows that Hal has echolocation.

Now, Hal made a successful insta-check with his ST now having an additional single second.

Now let's think about Hal's psyche and the perfect mode. When Hal's turn as C comes at 8:59 AM he will finally be able to consciously recall that Baku's scheme is the LS. That is the answer he was concealing from himself, the concealed answer that was used to deceive Baku until now. Ever since the third round, Hal has been led by his subconsciousness. The PM allows for him to forget and remember things when it's convenient. Hal consciously forgetting about the LS made his intentions unreadable by Baku, who was also fooled by Hal's declaration (when he was kind reading the referees, Gakuto and Baku), and later during his “3 death strategy” reasoning (which he consciously believed in at that time). When Hal no longer needs to deceive Baku, he will remember something from his subconsciousness due to his PM, this would result in him being consciously aware of it, when Hal's turn as C comes at 8:59 AM, he will remember that Baku's trick involves the LS. That's the answer he had already reached before. Hal formulated this plan in the first half of the second round of the “Drop the Handkerchief” gamble.

(There is a specific interpretation of Hal's Rubik cube feat, that buffs a lot Hal's CPI, VSI, PSI and WMI. I recommend for you to read it to have a better understanding of this feat):
Rubik cube feat

(VSI, CPI(WMI+PSI), FRI=[Logical reasoning, abstract thinking], Fluid intelligence, visual spatial intelligence, Prediction, Anticipation, Trap Setting, Cold Reading, Perception, decision making, Multitasking, mind reading, psychological insight, psychological profiling, Hot reading, EU, EP, Inter EE, abductive reasoning, abstract reasoning, critical thinking, Holistic thinking, abstract thinking, Planning, Strategy, Methods, Tactics)

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In case you have a bad memory:

ST= Squandered time

ND= Near-death drug

LS= Leap Second

LSR= Leap Second Route

TTD= Total Time Of Death

C= Check(the one who checks if the Handkerchief is already on the floor)

D= Drop(the one who drops the Handkerchief)

PM= Perfect Mode

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Surpassing The Leader

(Chapter 517, 518 and 519)

Hal easily anticipated that Baku wouldn't do an insta check, due to him being in an immensely dangerous position and not being insane enough to take the risk. After confirming that Baku wouldn't do an insta check, Hal decides to instantly drop the Handkerchief. Which results in Baku using the safe strategy and having an additional ST of 55s. His ST is now 1m55s. Now, if Baku fails to check, he will most likely die since the TTD will be over 5 minutes.

After this, Hal makes a long monologue to inflict fear on Baku, “You are already dead. Betting your entire life, which pales in comparison to the ecstasy of that one moment. Swinging from joy to sorrow. Destroying yourself. That's what a gambler is. You’re different from the masses, even harder to save. Do you remember the words you spoke to me at that time? About how thrilling the gambling is? So what now? At this moment right now. Are you still feeling thrilled? You're insane. I am not your enemy. From the start, we are an existence that lives complementary to gamblers. As long as we are able to gather our vitality from the likes of you, crazy gamblers as our food. We… I… Will keep on existing. The things that can take me down aren't anomalies like you. You gamblers were all made to self-destruct from the very beginning”, Hal successfully inflicts fear on Baku.

After this, Hal proceeds to do an insta check, which results in a failed check. But in reality this was the best decision he could've made, after all:

Baku might expect for Hal to use a safe strategy, as he can still use 3 of those. With this, Baku would try to do an insta drop.

In case Baku doesn't do an insta drop, Hal will end up dying, but his ND accumulation will end up resetting.

Hal's thoughts:
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“If I try to avoid risks right now, I will be killed. I haven't won this match yet”

The more advantageous a situation is. The more your own instincts will wish to keep it that way. But Hal’s determination managed to break this instinct, he didn't make any mistake which would be clinging solely to luck. If Yakou's CPR succeeds, then it will be a completely hopeless situation for Baku.

When Hal was about to die, he asked Yakou to make a quick summary of the match for him in case he gets revived and appears to be confused. Hal has to go through exactly 3m and 58s of death.

Before receiving the ND, Hal tells Baku to pray that the revival doesn't succeed, after all, in case it does, it will be the end for him.

Hal decided to ensure that his TTD would be equal to 3m and 58s before the LS. Hal, already predicting that he would lose his memory during the match, considered the possibility that he would end up falling for Baku's LS trick (due to forgetting about it, after all, he is going to lose his memories). With this, Hal decided to seize 2 seconds. So even after he fails to check due to the LS. His TTD would be equal to 4 minutes and 58 seconds, in other words, he would still have a chance of surviving. Even if he fails to check at that time, the chance of him surviving should still be very likely, since a regular person can survive a number of ND that is lower than 5 minutes.

Upon his death, Hal visualizes a possible conversation that the referees could be having right now, which he intuitively thought to be just an hallucination.

Now, Souichi has finally reached it, the secret that he has been waiting for so long, the only thing left is to pick it up (the secret being the fact that Baku's trick is the LS).

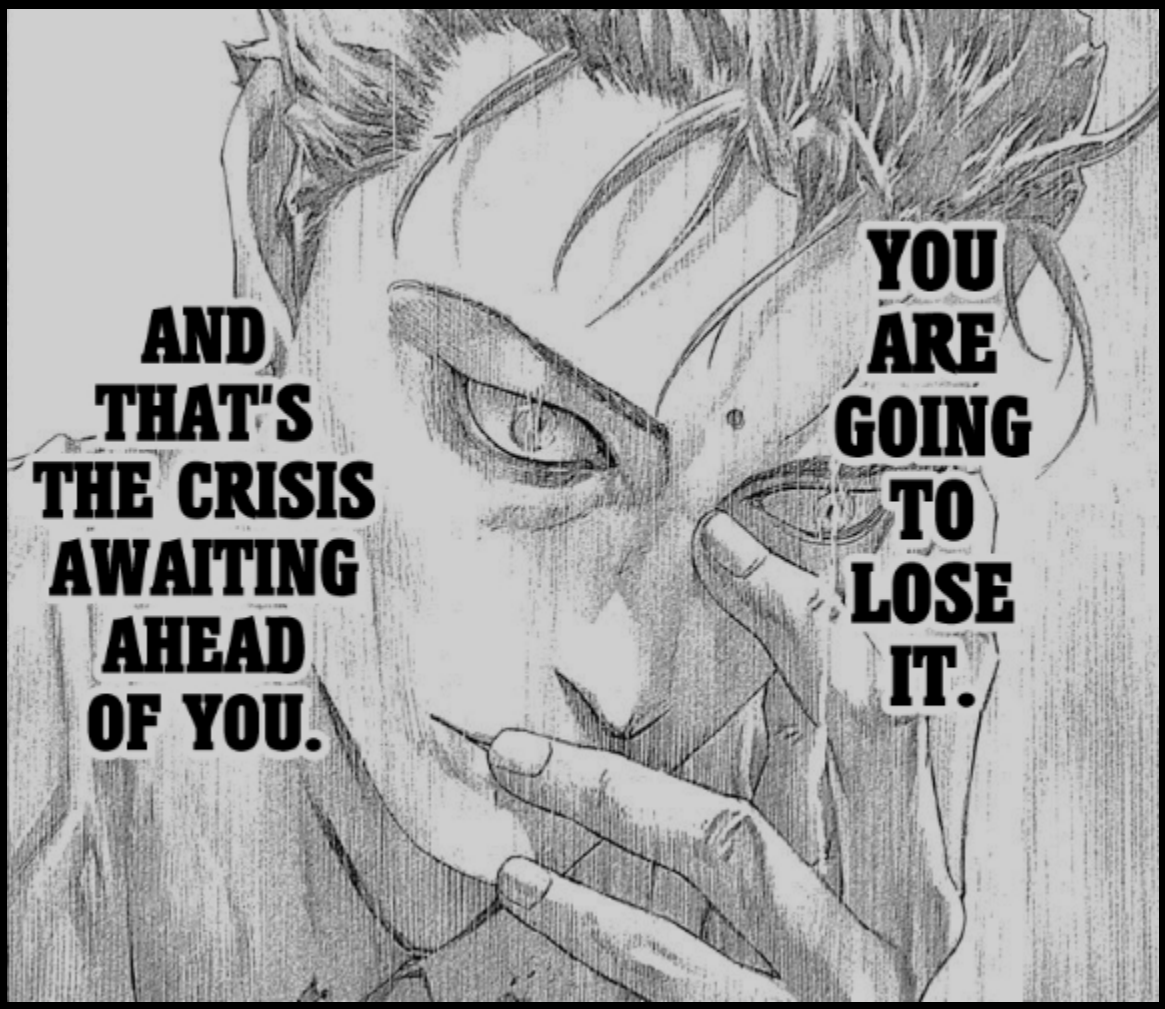
Hal is revived and the next round of the drop the Handkerchief gamble will start at 8:57 AM, after noticing this, Baku gets completely despaired, the situation right now was like he was falling down from a cliff, this should also be seen as being an indirect manipulation feat.

(FRI=[Problem Solving], Fluid intelligence, Anticipation, Trap Evasion, Prediction, Trap Setting, Decision Making, Problem Solving, EU, Inter EE, Intra EE, Inter EM, ER, hot reading, social skills, communication, psychological insight, emotional manipulation, direct manipulation, indirect manipulation, individual manipulation, fear inducement, Strategy, Planning, Tactics, Methods, associative thinking, critical thinking, abstract thinking)

(Chapter 520 until chapter 528)

You will only find a single feat here, the majority of the things here are only some context about what's occurring until we reach the tenth round of the “Drop The Handkerchief” gamble.

Before the beginning of the ninth match, we receive this panel from the manga.



Now, you might be asking me, “what exactly Hal is going to lose here?”. Well, the answer for your question would be Hal's perfect mode, which also includes his knowledge of the fact that Baku's trick involves the Leap Second.

Due to the failed check performed by Hal in the second half of the eight round, he lost his memories due to his amnesia and didn't have any memories about the game they are playing, the STL, or about Baku. But Hal still manages to demonstrate an insane adaptability feat here by completely adapting to the Drop the Handkerchief game they are playing by merely hearing Yakou speaking a little about his current situation(he didn't even mentioned the rules of the game btw) and despite having literally lost his Memories in the middle of the game. He instantly adapted to this situation so well that he knew the rules of the game despite Yakou never having mentioned the rules. When the ninth round begins, Hal instantly drops the Handkerchief without even knowing why he did such a thing, the reason being the fact that Hal's subconsciousness is aware of the Leap Second. And to make sure that the LS succeeds, Baku will have to use a safe strategy. But, now without the PM, Hal isn't capable of regaining his memory of the LS like he otherwise would have. Due to Hal's instant drop, Baku's check ends up with a ST of 60 seconds.

In the second half of the ninth round, Hal turns his head on the 60th second, and the Handkerchief is still in Baku's hand, but he then drops it on the 61st second. Hal, who wasn't able to consciously remember about the LS since he lost the PM, made an unsuccessful check, which resulted in him dying for a minute. Hal's TTD was equal to 4 minutes and 58 seconds.

(Adaptability)

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(Chapter 529, 530 and 531)

But surprisingly, Hal survived, his weird checks on the earlier rounds had the purpose of seizing only two seconds, which is enough to be revived after the LS, while also hopefully, not being enough for Baku to notice Hal's intentions. With this, Hal guaranteed that he would come back as long as Yakou performed successful CPR, while concealing his 2SD plan from Baku. This is an insane demonstration of Trap Evasion from Hal.

In the seventh round, Baku connected the dots and figured out Hal's echolocation which caused him to drop the Handkerchief early. Hal wanted for Baku to discover the echolocation by using it in the fifth round even if it wasn't needed. By making Baku notice Hal's echolocation, he would also indirectly manipulate him into making the decision of dropping the Handkerchief instantly through the use of a double-layered trap. By doing this, Hal would be able to accumulate only one second of ST. In the eighth round, Hal expected to die and lose his memory which would be the worst case scenario for him.

Baku is completely cornered right now and has no other choice but make a successful check within 15 seconds, after all, if he makes a check in an amount of time above 15 seconds, his cylinder will be completely filled and he will die for sure. Obviously he is completely terrified. Hal and Baku then have a little conversation between each other:

Hal:
"This is destiny after all. It has been decided from the beginning. You understand it better than anyone else, don't you? If I hadn't lost my memory today, the "Leap Second" wouldn't have been successful. You left the most important part of your plan to destiny. You didn't achieve it with your own hands. If you think I'm wrong, then try to grasp victory with your own strength"

Baku's thoughts:
"It's no use… I don't understand anything anymore. I can't see anything. Such a huge gap between the capacity of the cylinders. It can never be minimized. It will only get bigger. This is the end".

Hal:
"What does it mean to be the winner?"

Baku:
"The winner is the one who gains more than the other person"

Hal:
"I see, then you are not a winner. You defeated Sadakuni, but we discovered an enemy named "Ideal" behind him and made the organization "ACIA" come true. We gained much more than you did. The labyrinth in the MPD, The Dotty in the empire tower, We exposed our enemies inside the police and eliminated them. We even absorbed the "Private Funeral Division" and obtained an unprecedented amount of Karamete. In the previous match, Air Poker, we buried our target, Vincent Lalo, and took over his organization, "Ideal". The one who gained more has always been me. I am the one who has been winning. The glimmering, astonishing fruits of your victories had fallen. They were all slipping through your fingertips. Even in this "Surpassing The Leader" which was meant for taking those scattered fruits back, you have already given everything you had. You have nothing left".

By saying this, Hal induced extreme fear and despair in Baku, the situation was completely hopeless for him, everything that Hal said here should also be seen as being Linguistic intelligence and VCI. After all, by saying all this, Hal is trying to pass to Baku the idea that since the very beginning, the winner has always been Him and not Baku. While Baku has always been the loser, the one who always gained less than Hal, and even during the STL, the gamble where Baku, who has always been the loser, had the chance to finally become the winner, such a thing wasn't any different.

“Madarame Baku. Without you, there is no us. The current Kakerou wouldn’t exist. It’s not because of anyone else. It’s you, Usogui, who made us stronger. Don’t look back anymore. I’m grateful to you, so don't look back. There’s nothing on the ground. Don’t look back”.

After hearing this, Baku turns around and makes a successful check within 15 seconds, Hal is dead on the ground. And the “Drop the Handkerchief gamble” came to an end with Baku madarame’s victory.

!. Also, one additional detail, all Hal's actions during the entirety of the STL count as being problem solving since he wasn't aware of the game that him and Baku would play before it was initiated, so he didn't had time to prepare himself, which fits the requirements to be considered as being problem solving, in other words, the entire STL plan/strategy made by Hal is also an FRI=Problem Solving feat for Hal since for me FRI= Logical reasoning, abstract thinking, learning ability, Fluid intelligence and problem solving.

(FRI=[Problem Solving], Fluid intelligence, VCI, Linguistic intelligence, Planning, Tactics, Methods, Prediction, Trap Setting, Trap Evasion, Decision Making, Problem Solving, EU, communication, social skills, cunning, EF, Inter EM, Inter EE, psychological warfare, misdirection, emotional manipulation, fear inducement, insanity inducement, direct manipulation, individual manipulation, logical manipulation, Gaslighting)

(Chapter 534)

In the middle of the chapter, it's shown to us a past even when Baku figured out about Hal's monthly memory loss, when he watches a video on a monitor that talks about Hal's memory loss, it's shown to us something that resembles a school class group picture, in other words, we have confirmation from the manga itself that Hal actually studied some moment in his past as a teenager, while it's only shown him on something like a middle school, this feat is still enough to beat fodders without any good academics feats like Nao Kanzaki, Vincent Lalo, Monaca, Tokuchi Toua and even Sherlock Holmes.

(Academics)

(Chapter 539)

In the middle of the chapter, we see a certain event, a meeting between Hal and Gonen. During their conversation, one of Gonen's partners tells Hal that in organ transplants, there are cases where the patient's personality becomes just like the donor's after the surgery. After hearing this,

Hal says that there must be some kind of mistake with Gonen’s heart, Hal uses his echolocation to perceive Gonen's heartbeats, even being capable of perceiving that his heartbeats were raising after Hal entered inside the room where the meeting is occuring, perceiving his heartbeat raising to 60, 75, 90 and reaching 100 beats per minute. After this, Hal says that if the heart inside Gonen's body was Baku's heart, such a thing wouldn't occur since Young Baku(Baku lost his heart when he was still quite young, before he had his first Surpassing The Leader against Hal if my memory doesn't fail me) wouldn't fear Hal by merely seeing him appearing in that place since he didn't have any animosity towards him. In other words, Gonen's appearance which is similar to Baku's appearance is merely a Facade, the fear that Gonen feels towards Hal isn't from Baku's personality, it's from Gonen's own emotions. With this, Hal comes to the conclusion that Gonen is nothing but a coward who is afraid of him.

(FRI=[Logical reasoning], Fluid intelligence, EU, Psychological insight, Seeing through people, Observation, Perception Cold reading, Analysis, Connecting The Dots, Deductive reasoning, Inductive reasoning, Logical reasoning, abstract reasoning, critical thinking, Linear thinking, convergent thinking, abstract thinking)

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Additional information

Document containing explanations about the 2 second deviation strategy (made by JoJolon):
2SD Hal strategy

PM Eason analysis of the STL:
https://youtu.be/ISfnuQhhB8k?si=4YSrwclR6jrUNuXK

!. What you're about to read now are images taken from multiple different community posts made by PM_Eason YouTube Channel, in other words, this wasn't made by me, so all credits go to PM_Eason for being capable of noticing such a impressive detail on the events involving Hal during the STL.

!. I highly suggest for you to only read this if you have a lot of free time since this entire part of the document will be filled with letters and characters containing details about Hal's feats and actions, with only some few images at the end of each community post.



EASON

há 3 meses (editado)

Another great find,
This is not any type of buff for hal
But a great detail i noticed
So in this panel, firstly the panel i marked here, we can see that its hal and he seems shocked for some reason,
Now we see hal saying "feels long doesnt it" and also an "!" Exclamation right near his lips,
And then hal's time monologue, so now what does all this mean? There should be few questions behind these panels

1. Who is hal talking to?
2. Why is he shocked in one panel, and then suddenly calm and explains the passing of time situation ?
3. Why did no one hear hal saying this, as right in the next panel where baku laughed, not even yakou reacted to what hal said, nor fukurou, so just who was hal talking to?
4. Why did sako draw hal completely white?

Now lets answer
1. Hal is talking to himself, he cant be talking to baku, as in a line he used the name "usogui", to be more precise,
Subconscious hal is talking to conscious hal, or himself to be simpler
2. Notice the difference between both of the panels of hal, the one i marked is the normal consciousness of hal, and appearing shocked about something, basically hal is shocked about his sudden subconscious thoughts that he's merely aware of

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subconscious thoughts that he's merely aware of
3. Because hal never spoke this out loud, only his subconsciousness is saying this which obviously cannot reach outside
4. Yes that white coloured hal is exactly the subconsciousness of hal, this should be obvious

Now after this monologue ended, hal sees baku laughing,
Did baku really laugh? No he didnt
It was just hal's Hallucination, now the point is, why would hal see baku laughing right after subconscious hal talks about time and especially the 1 minute being different then usual, yes because subconsciousness has figured out leap second, and had hal hallucinate of baku laughing

Now, analysing the Monologue
"Feels long doesnt it" subconscious hal is asking this to conscious hal
"The passing of time feels different depending on the situation, just now the time before USOGUI turned his head was so long that i suspected if it really was only a minute"
What does hal mean here, he mentioned the time before usogui turned his head right, which means in the first round, the time before baku turned around and failed check, basically 0-28 seconds, because baku turned around at 29 seconds and failed his check, so before that 0-28 seconds of time that hal wasted for not dropping felt so long to him, that he suspected if baku is really going to use leap second or not,
That's right, "i suspected if it was really only a minute" refers to hal suspecting leap second to be used by

refers to hal suspecting leap second to be used by baku, because if hal felt the time to be long, that means hal is referring to baku taking too long to turn around, because if he suspects that baku is using leap second, then baku must turn around and fail his check, so that's what he meant by this

Next is
"This is tense, this 1 minute RIGHT NOW, feels so short to me, is this the same 1 minute, is this the same 60 seconds"
Now every one knows that he's referring to leap second because hal saw baku laughing right after this, since it was his plan to fail his check,
Now notice the passing of time felt different to subconsciousness of hal in these two scenarios

1st scenario was round 1 0-28 seconds, here the time was so long for hal
2nd scenario was after baku failed his check, and is dead right now, and currently subconscious hal feels that the time is too short
Now why is that?
Make sure that, when baku is dead, subconscious hal asked his own consciousness that "feels long doesnt it" now since this is a rhetorical question, this means that Consciously the time feels long to hal, however, the same time feels very short to the subconsciousness of hal now what does this mean
Why do subconsciousness of hal and consciousness of hal have different perception of time

And the simple answer is, because Consciously hal didnt see through leap second
While subconsciously hal had seen through leap

While subconsciously hal had seen through leap second, explaining further

In round 1, hal subconsciously was not sure if baku is planning to use leap second (dont forget that hal had figured out leap second from the stopwatch and multiple clues like the speaking clock and baku's concerns about time, however, as hal said there, it can be a wedge and baku is not planning to use leap second, or either he is actually planning to use leap second, so for now, hal isnt sure if baku is actually using leap second)
So if baku is planning to use leap second, his best option is to fail his check right now, for leap second that would be way better, but baku appeared to play a normal mind game with the consciousness of hal, so hal was suspecting if it was really only a minute (if baku was really using leap second)
Baku took kinda long to turn around (note that, with the context of leap second, the passing of time that sako wrote does not literally refer to their perception of time, but it refers to a symbolism of leap second)
Now before usogui turned his head, subconscious hal can only "SUSPECT"

Now after baku actually failed his check, subconscious hal should now know that baku is planning to use leap second, just as how he even explains,
Baku failed to check -> gets injected -> the timer starts (baku died for 60 seconds)
Now during this moment, subconscious hal says the time feels shorter to him (subconscious hal), while asks consciousness of hal that time feels longer to HIM (conscious hal)

HIM (conscious hal)
So at this very moment, both of their perspective of time is completely stated to be different

Now lets analyse this
1 min = 60 seconds, so for hal, this amount of time should appear the normal minute (since he doesnt know about leap second)
While
These same 60 seconds, appeared very short to subconsciousness of hal, because for HIM, 1 min = 61 seconds, he's aware of leap second, so 60 seconds is actually a shorter version of a minute, because 1 min = 61 seconds by leap second

So the conclusion is, this one panel completely explains the whole situation of hal's subconsciousness differing from his consciousness
Hal's subconsciousness is shown to think on its own, and even direct his own consciousness to hallucinate of baku laughing
Another big clue that sako dropped was yakou saying "there are lots of different leaders" and right after that we saw subconscious version of LEADER, everything is already in front of our eyes but we ignored it

Now a common question should be, why did conscious hal forget about this, i mean will hal completely ignore what he saw from his own eyes, maybe temporarily, but would he not even think about it? Considering how illogically hal thinks despite how good he's in logical thinking, hal is shown in stl to be insanely perceptive, would he completely ignore baku's laugh? Even if its a Hallucination? No right? He must consider the fact that baku's failure can be

must consider the fact that baku's failure can be intentional, and with the premise of his trick being related to time, cant he draw the conclusion of leap second? Yes he can, but he didnt, to ask why, because what he erased was the memory of this scenario to ever happen,
Hal erased his memory about this scenario,

As we could see, in the 8th round hal dreamt of this exact scenario, and then figured out leap second by this (u can even see hal's shocked and confused face)

This proves how souichi's subconsciousness can think so complicated things on its own, and even do something like making his own consciousness hallucinate of baku laughing, when it never happened, not even yakou saw this, who was always looking at baku

So what do y'all say after this?

(Images shown in this community post made by PM_Eason)






I'LL START THE REVIVING!!
1 MINUTE IS UP!!
?


FEELS LONG, DOESN'T IT?
JUST NOW, THE TIME BEFORE USOGUI TURNED HIS HEAD...
THE PASSING OF TIME FEELS DIFFERENT DEPENDING ON THE SITUATION.

(More information about Hal's feats in the STL)

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EASON

há 5 meses (editado)

Alright guys, if the last post was not enough to get your mind exploding,
I have bought the echolocation manipulation feat that i talked about in that post, of how exactly hal manipulated baku to discover echolocation to be at the most important time and the exact point of time hal wanted baku to discover it, and after this feat, we should officially get hal out of human race,

So first of all, the exact round hal wanted baku to uncover echolocation (or recall echolocation, as we know baku knew about echolocation as he saw the tape of eko, and hal noticed the bloodstain, baku can uncover it easily, hal just needs to trigger baku's memory and show him that hal has also learnt it, which he did on the spot in stl) was 7th round 2nd half, this is also the round which brought a catastrophe for hal, and exactly to avoid that, hal had been preparing since round 4 or 5, to set traps and control baku's mind, as in that round baku can absolutely destroy hal without even realising just by a simple fail check, hal wants to achieve a perfect check while avoiding baku from dropping, so in order to make baku busy from giving that scenario an importance, hal has to make another scenario which would be advantageous to baku which in reality would not be, as hal knows baku's aim is to heavily accumulate his drugs, so hal wanted baku to notice echolocation and how hal uses echolocation in intervals so that baku can get busy setting up this mind game out of ego and accumulate a full 60 seconds drug in this round.

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seconds drug in this round.

Now firstly hal had already dropped hints to echolocation since round 5, by checking at 15 seconds and not anywhere before, or checking at 10 seconds in round 6, showing baku a scenario where hal is achieving checks like this without taking a breather and once he catches up to echolocation baku can notice that hal has been using it since round 5, and according to his patterns of checking, baku can understand that hal uses echolocation at a point of interval, then sees if he detects an object or not, in order to turn around, so he understands that hal would use echolocation at 10 seconds first then 30 then simply take the safe strategy, this is his deduction of the interval tactic to use echolocation, but this is how hal made him uncover echolocation at the most perfect point of time he wanted -

This was triggered by hal making baku fail his check in 6th round 1st half, which was also to get in the leap second route, while also creating a trigger for baku to notice echolocation,
Now as baku is killed, if he revives, noticing his body state, baku would get so weak that he would barely have any energy to even speak, this might make baku mumble slowly ONCE AGAIN making the referees to lower down the volume of the speaking clock, this would happen near round 6th 2nd half, where baku would mumble slowly, then get busy in dropping against hal, and 7th round 1st half can be where baku notices the change in speaking clock, and once again remember the change in speaking clock's sound that even happened before that but he quite ignored it coz of it being the only clue to hal's echolocation, but now

of it being the only clue to hal's echolocation, but now its way more clear, baku would now successfully see through echolocation in exactly before round 7th 2nd half when its about to start, because baku's cognition is heavily nerfed after that failed check, so this is how hal triggered it inside of baku's head at the correct point of time
Baku could not deduce it before as for the clues being less, and hal's checks were not miraculous, and baku's cognition was also lowered since the start of round 1, which affects brain one way or another even if its baku.

So in conclusion, hal manipulated multiple events with just one action of killing baku in 6th round, from manipulating baku to manipulating the referees to once again manipulate baku to notice the change after that
How insane is that, a triple layered indirect manipulation, this shows how out of the world hal's manipulation is, and to what extent his indirect manipulation reaches, he can use normal events to trigger the changes like that which is mind blowing (Indirect manipulation, mass manipulation, emotional manipulation, logical/strategical manipulation, event manipulation, psychological Manipulation, individual manipulation)



(Image mentioned in PM_Eason's community post)



(Additional information about Hal's insane adaptability and strategy)



EASON

há 5 meses (editado)

This is about hal's feat in drop the handkerchief arc, where his initial 2 second deviation strategy was about to encounter a huge interruption and a big threat, also can be called the worst case scenario for hal,
His adaptability to this scenario and his brilliant strategy to avoid this scenario is mind boggling,

The worst case scenario basically comes in about 6th or 7th round, where baku can make hal fail his check and still be in the leap second route, fulfilling his goal to accumulate hal's drugs upto a whole minute while also subconsciously destroying hal's 2 second deviation, as you know 7th round started at 8:47 am so if hal fails his check the interval would be of 6 minutes, which would automatically bring baku in the leap second route while also giving hal another round to play as the checker so after leap second happens, hal will die for more than just a minute of failed check coz of that extra checker round hal played, not to mention making hal forget his memory earlier than expected
This is the worst case scenario hal completely avoided, the premise being Manipulating baku to drop the handkerchief instantly in round 7 instead of making him fail his check, for this hal created an entire logical scenario where dropping instantly was much more advantageous for baku than making hal fail his check, this is just a fabricated situation that hal had created explained below

This entire scenario runs from the 5th round of drop

This entire scenario runs from the 5th round of drop the handkerchief, where hal bluffed to be the first one to die, baku's aim was different after this round, baku wanted to accumulate hal's drug till 5 mins or even above,
Meanwhile hal had predicted everything since round 5 to the end of the game, hal now had exact aim when to check and how much drug to accumulate, but in order to make it accurate, hal has to manipulate baku every round after round 5

Hal's aim from this round is to accumulate about 24 seconds, and not even a second should differ, hal's Accumulation till round 5 was about 1 minute and 34 seconds, so by accumulating exact 24 seconds, hal can make the accumulation reach 1 minute and 58 seconds, with this a 2 second deviation would be achieved to complete a minute worth Accumulation, now as hal planned to die 2 more times, he would die for 2 mins, which means he would stop at 4 mins and 58 seconds, which creates a 2 second deviation helping him in his survival
So in order to perfectly Accumulate exact 24 seconds, from 5th round, these are the traps hal set (point to be noted, hal has to achieve 24 seconds in 3 rounds of checking or else his plan would fail, another point to note was, baku can let hal fail his check in 6th 7th and 8th round and still be in the leap second route)

1. Using baku's tactic to bluff of dying first making baku drop instantly (as it would destroy the leap second route) with this hal can now control his Accumulation, and check at 15 seconds, (15 seconds precisely is because he needs a perfect check in 7th round, so he has to accumulate as much and less as



round, so he has to accumulate as much and less as possible in the previous rounds)
1.1. checking at 15 second is also a trap set by hal, previously hinting baku of echolocation by the sound of speaking clock, and also yapping about perfection later on to hint baku at the perfect time, With this hint he gives another hint to baku about the process of using echolocation and how hal uses echolocation to get low checks, creating a fabricated way to use echolocation making baku deduce it which is why he checked at 15 seconds even tho he knew baku would check instantly.

2. Killing baku in round 6, decreasing his cognitive capacity and stamina

3. If u remember, hal already achieved a 15 seconds check in the 5th round as he wanted, hal's goal in 6 and 7 round was to achieve an exact 9 second check, not even a second should differ, precisely saying as hal wanted to achieve a perfect check in 7th round, hal MUST achieve an exact 8 second check in the 6th round, baku drop the handkerchief INSTANTLY in this round, and hal uses echolocation at 8 seconds and checks, with this hal's Accumulation went to 8 seconds, and baku was obviously targeting the accumulation

4. Now comes the MOST IMPORTANT CRUCIAL AND THE BEST ROUND IN ENTIRETY OF DTH,
The 7th round 2nd half, manipulating baku to discover echolocation in exactly 7th round 2nd half (i will make another post on how hal perfectly manipulated the exact time route at which baku would see through echolocation so that he can manipulate baku into

echolocation so that he can manipulate baku into setting up this mind game)
Now as baku discovered echolocation, baku hints hal of echolocation by sitting which makes a noise which hal would obviously hear, baku hinting hal of echolocation to set up this mind game which hal had already set up to avoid the worst case scenario that would've happened in this round, making it seem more logical for baku to drop instantly instead of making hal fail, so that hal can also achieve an instant check,
Now the mind game followed baku's perspective of making hal see through baku seeing through his echolocation, so that he can get hal into this mind game, and purely outsmart him in this Accumulation battle, baku figures out hal's entire process of using echolocation through the hints hal gave him in the 5th and 6th round, baku figures out the intervals that hal takes to use echolocation to achieve a good check, baku plans to flatten the handkerchief after seeing 3 to 4 steps ahead of hal after figuring out that baku has seen through echolocation, baku figures that hal is only going to turn around when he discovers an object, otherwise he will not do it (respective to hal's previous checks using echolocation which were all fabricated by hal to make baku think in this manner) and baku also sees through hal's thinking of dropping the necktie making hal check and fail, with this 4 layered trap, baku's motive here was to manipulate hal to use the safe strategy, as baku isnt going to let hal discover anything at all, so hal is ofcourse not taking the risk, BUT BUT BUT, as it was entirely hal's choice, making baku think in this manner, setting a trap to this extent which was already set up by hal, HAL made baku set up this mind blowing mind game which

baku set up this mind blowing mind game which came out to be fabricated by hal since the start, fabricating an entire interval way of using echolocation, hinting him of echolocation at the exact round hal wants baku to uncover echolocation, making baku want to accumulate hal's drug instead of making him fail his check.
Talking about baku's perspective, making hal fail his check is not better than making hal accumulate 60 seconds, here are the advantages of both of this situation for baku's perspectives

1. Making hal fail his check (baku will not hint hal about echolocation so that baku can take different set of actions to let hal fail his check and not use safe strategy) - the advantage of this would be firstly increasing hal's ttd by about 2 and a half minutes, destroying hal's 2 second deviation strategy without even realising, having hal play as the checker once again with lost memories, however its not guaranteed how much hal can accumulate, it can be below 60 but hal would still accumulate some drug, then make hal fail his check with the leap second making him die for more than 1 minute and successfully killing him off

2. Not killing him but dropping instantly (baku as seen sets up a set of tactics to manipulate hal for checking at 60 seconds so that baku can perfectly Accumulate the highest drug count, as we can see, baku has different set of ways to either make hal fail or Accumulate, but baku finds this tactic better for following reasons) - since hal will Accumulate 60 seconds, baku can now Manipulate hal to empty his drug in 8th round, and destroying his 2 second deviation strategy, NOT JUST THAT, but 60 second

deviation strategy, NOT JUST THAT, but 60 second that he Accumulated is a huge amount compared to what he could by letting hal fail his check)

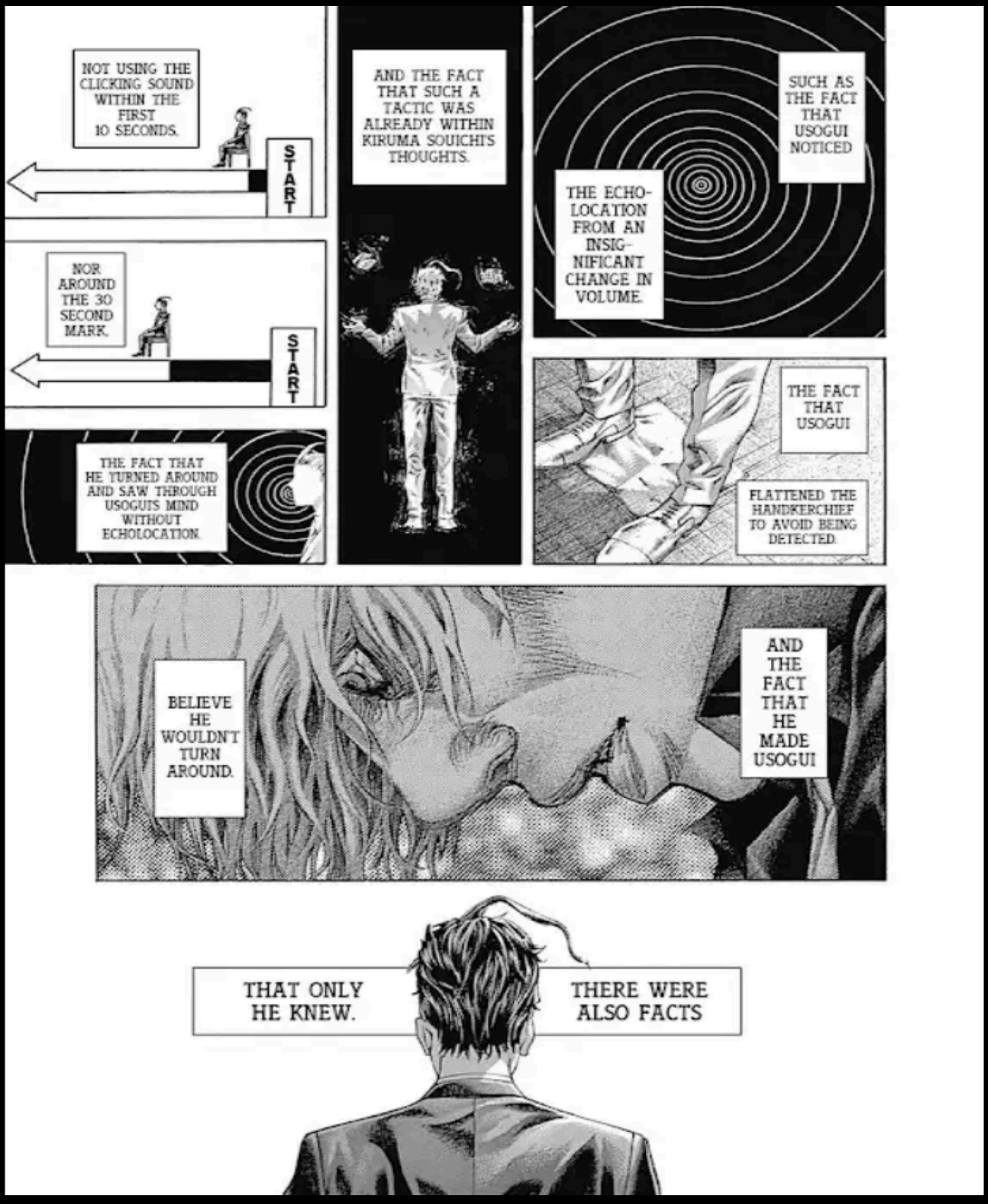
Now as i have mentioned these two possible ways for baku to increase hal's drug, what do u think is more advantageous (for baku's pov, please ignore hal's control over both of these possibilities)
with eyes closed I would choose to accumulate hal's drug instead of making him fail check which can possibly get hal's ttd above 5 minutes or possibly even reach 6 minutes which is a guaranteed death for hal

CONCLUSION : hal adapts to the worst case scenario in such a way that he was able to create an entire fabricated scenario to direct baku's entire thought process from deducing echolocation to laying the trap against echolocation all of them being calculated and anticipated by hal for a means to avoid the worst case scenario.

(All strategy, all planning, all eq, all deception, interpersonal, all Manipulation, all foresight, STP)
The scans are down below

(Scans mentioned in PM_Eason's community Post)




NOT USING THE CLICKING SOUND WITHIN THE FIRST 10 SECONDS.
START
NOR AROUND THE 30 SECOND MARK.
START
THE FACT THAT HE TURNED AROUND AND SAW THROUGH USOGUI'S MIND WITHOUT ECHOLOCATION.
AND THE FACT THAT SUCH A TACTIC WAS ALREADY WITHIN KIRUMA SOUICHI'S THOUGHTS.
SUCH AS THE FACT THAT USOGUI NOTICED
THE ECHO-LOCATION FROM AN INSIG-NIFICANT CHANGE IN VOLUME.
THE FACT THAT USOGUI
FLATTENED THE HANDKERCHIEF TO AVOID BEING DETECTED.
BELIEVE HE WOULDN'T TURN AROUND.
AND THE FACT THAT HE MADE USOGUI
THAT ONLY HE KNEW.
THERE WERE ALSO FACTS


I'LL GRASP VICTORY.
I'LL BE AT MY LIMIT TOO...
SOON,
THERE WON'T BE ANYTHING THAT I CAN DO.
SOON,
FINALLY...
YOU WILL UTILIZE THE CLICKING SOUND AS EFFI-CIENTLY AS POSSI-BLE.
IN ORDER TO CAMOUFLAGE ANY SUSPICIOUS ACTIONS AS MUCH AS POSSIBLE,
NO, YOU WON'T CLICK ANYMORE, BUT INSTEAD YOU'LL USE THE "SAFE STRATEGY", CHECKING AT 1 MINUTE.
AND IF YOU DIDN'T GET THE HANDKERCHIEF IN THESE 2 TRIES, THEN IN THE LAST PART...
START
1ST CLICK
TSK
START
FIRST, YOU'LL TRY TO DETECT THE HANDKERCHIEF AT ABOUT 10 SECONDS TO UNCOVER AN "INSTANT DROP".
1 MIN-UTE
TSK
THE 2ND TIME WILL BE AROUND 30 SECONDS.
START


GRAB
I'LL HAVE TO LEVERAGE YOUR OWN WEAPON AGAINST YOU FOR THAT ONE CHANCE.
YOU WILL TURN AROUND.
IF YOU DETECT SOMETHING,
ISN'T THE HANDKER-CHIEF.
EVEN IF WHAT YOU DETECT
YOU'RE NOT ONLY PERFECT, BUT YOU'VE ALSO GAINED A WEAPON THAT IS ABLE TO DEFEAT ME.
YOU ARE PERFECT.
I'LL DEFINITELY GET YOU.
I'LL TRICK YOU...
I ALSO HAVE A WEAPON OF MY OWN.
YOU DREW A WEAPON ON ME IN THIS MIND-GAME...


AT THE VERY LAST MOMENT...
I'LL TRICK YOU
WHAT IS
THIS ATMOS-PHERE .....?
ABOUT THE PRESSURE FELT FROM THE 2 STRANGE MEN IN THIS GAME.
THE REFEREE'S FINGER, FRANTICALLY READY TO PRESS THE SWITCH, IS TELLING EVERYTHING.

That's it. Congratulations, you reached the end of the second Tab of the document, now I recommend for you to take a look at the third tab in case you're curious about some of Hal's plans and strategies.

This part of the document will be completely dedicated to summarize all Hal's strategy/planning feats.

ACIA Creation Plan

Before the Hangman gamble even began, Hal reunited four important people in the political area in one single place, Hal used a Kakerou referee who has a lot of influence in politics and told him to persuade four people with high authority in the politics into creating an organization with more influence than the japanese police itself, the referee told them that the current japanese police is corrupted, he says that they should create an organization larger than the japanese police, which has become extremely corrupt for the public security bureau, which belongs to the same department, to clean up. He then proposes form them to create a whole new organization to supervise the Japanese police and support the country, by doing this he persuaded them successfully, Hal and Kakerou would also receive benefits with this since this organization will be under their indirect control, by having control of an organization whose influence and power surpasses those of the japanese police, Hal's influence would become even larger than before and that's his plan.

Hal's plan here was to let the missile of the terrorists be launched to Japan, which would result in people questioning if the police is really capable of protecting them, in other words, the idea of an organization with higher authority than the police itself will receive support from the population, In the end, Hal would allow for the missiles to be launched at Japan and they would turn Sadakuni into the culprit behind the explosion of the missiles independently of the result of his Gamble against Baku, not only this, but Hal also spread fake news about the other Terrorists, who were supposed to launch the missile, killing themselves with bombs to conceal Kakerou's involvement in all this.

In fact, to guarantee that the plan will go exactly as planned, Kyara, literally the previous Kakerou Referee with number Zero, the strongest man of the entire manga, will be alongside the terrorists and Karl. With this plan, Kakerou will gain a large amount of authority due to the creation of a big organization above the Japanese police itself, an organization with enough influence to manipulate the politicians and influence the entire country. Even if the plan failed, Kakerou decided to pass fake news to the media about the missile that should've been launched by Sadakuni. The fake news was that the missile was really launched, obviously this isn't true, but the media would soon report

this news and it would cause an uproar in the whole country. Which will result in people questioning if the police are really capable of protecting the country. In other words, even if the main plan failed, Kakerou would still be capable of creating a large organization that contains more authority than the police without any problem. After this, it's shown that Hal was one of the four important people in that meeting while being disguised, he was the one who agreed to the idea of creating the organization by using a terrorist attack AKA the missile and he was the one who supported the idea the most.

Karamete Planning

During the events of the KY declaration, Hal receives an email from Baku saying that he should send the Kakerou men in order to perform the Karamete Plan, which essentially is a plan where Kakerou infiltrates his members inside powerful organizations in order to ascertain control over them. And that's exactly what Hal did this, he used Baku's blackmail involving the names on the L-File to force many employees and people with high status to allow members of Kakerou to infiltrate inside their companies, such a thing would not only give indirect control of this company to Kakerou, but it would also increase the amount of influence that Kakerou has over the entirety of Japan.

Of course, the police wouldn't be standing without doing nothing while Kakerou and Baku make such a meticulous scheme, they would invade the KY declaration place or cut the connection in order to completely cut off Baku's ruthlessness blackmail tactic. Due to such a thing, a Kakerou Gamble was initiated on that place, and due to this fact, Kakerou had the obligation to protect the Gamblers and purge anyone who tried to stop the transmission of the names in the L-File.

Hal even go as far as meeting the Deputy Commissioner of the police and manipulating him by saying that those people in high positions who have been observing silently and hoping things go well will lose their status if the squad of policemen trying to stop the transmission are completely annihilated, to avoid such a situation they think that it's better to let SAT standby, and then let the Deputy commissioner that took actions first bear all the responsibilities including the leak of the L-file. Hal wanted to use such a thing in his favor, so he suggests that they solve things with a bet. The Deputy Commissioner wants to solve that case and take the L-file back before its contents are leaked, while Hal wants to get the policemen out as quickly as possible.

Hal says that it would be easy for Kakerou to destroy his men, but it would also cause some damage to them too, they both want to avoid their subordinates from bleeding in vain, the policemen were limited on using guns, they don't have any chance against Kakerou in this situation, so Hal decides to give to the Deputy commissioner in the police an offer that he can't refuse, Kakerou and the police will chose one representative in a 1 VS 1 battle, the police don't have any chance to beat Kakerou in their current situation and enter inside the tower to get the L-File back, but with this bet, if they win against the representative chosen by Kakerou they can send a number of soldiers to enter the tower that the Deputy commissioner will chose before the battle starts.

Hal also had one condition for this bet, if Kakerou wins in one of the 1 VS 1 battles, the Deputy commissioner will have to give them confidential information about the dark side of the police that no one knows, if he was defeated and such secrets were revealed, he would have big problems with the police and the government. Hal did all of this to gather extremely serious information from the Deputy Commissioner when he actually never really had any chance to win, Hal manipulated him with his persuasive words and after gathering enough Intel, the blame for this situation was passed to the Deputy Commissioner. Hal, who was also cooperating with the security bureau towards the reorganization of the private funeral division, it would be dissolved and be reassigned to the ACIA, strengthening Hal's influence and control even more. With this, the Karamete was successful and Kakerou successfully infiltrated their forces inside influential companies, having complete indirect control over these companies.

Coin Pushing Game Strategy

The strategy begin with Hal approaching Kido and sitting at a chair that separates both Hal and Kido, obviously, Kido would try to take Hal out of the table where he was eating, knowing about this, Hal says "the amount of the money has become very big right now", this would misdirect Kido into thinking that Hal was a debt collector, in other words, he would abandon the idea of taking Hal out of the table to avoid getting into problems, not only this, but in Kido's mind, maybe he could deal with that situation by merely chatting or through a gamble.

Kido then proposes for both Hal and Kido to play a gamble called "coin pushing game". After Kido proposed the gamble, Hal went out of the restaurant to take his baggage that in fact, it's a baggage containing Kido's 100 million yen, this will be important later, after this, Hal insist to play the game first, saying that if Kido refuse Hal's request, he will

continue to Haunt him, he does this while also using his false identity as a debt collector to persuade Kido into accepting this idea, after all, in Kido's mind, Hal is a debt collector and Kido want to make him get out of that place as quick as possible to avoid paying debts. With this, Kido allows for Hal to go first and Hal obviously loses due to the certain win strategy. This also had the purpose to indirectly manipulate Kido into thinking that Hal isn't aware of the certain win strategy that Kido plans to use to win that gamble. This would result in Kido being indirectly manipulated into thinking that Hal isn't a threat and that he(Kido). will win that gamble without any difficulty. Not only this, but Hal's threat to haunt Kido would manipulate Kido into thinking of him as being an annoying guy, this would result in Kido wanting to kick Hal out even more to avoid having to deal with such an annoying person. This was exactly what Hal wanted.

After losing due to the certain win strategy, Hal blamed Kido saying that he tricked him, Hal explains that anyone who heard Kido's explanation of how the game works would decide to go first, he also says that Kido tricked him to make Hal go first and fall on Kido's trap, this had the purpose to conceal even more the fact that Hal knows about the certain win strategy and would make Kido get even angrier, this would result in Kido wanting to kick Hal out even more, to make Kido get even more angry, Hal stop to move his coin, saying to Kido that as long as he doesn't move his coin, the coin pushing game will never end, this would make Kido get even angrier, this was one of the preparations of Hal's strategy. After this, Hal proposes for them to play once again and to avoid any problems, Kido accepts this idea.

When Hal went to take his baggage with one of the waitress, he purposely took two glasses full of coffee creamers and gave to the waitress, but secretly, without letting her notice, Hal took one of the creamers with him, that creamer being a creamer with the number 66 on the bottom, after this, Hal told to the waitress to go to the same table where Hal and Kido were playing the coin pushing Gamble, and put the glasses full of coffee creamers in that table, Hal predicted that Kido would want to use a dice to decide who goes first to avoid the possibility of Hal insisting to go first once again, after all, if he do such a thing and end up discovering about the certain win strategy, Kido's defeat will be guaranteed, and he wants to avoid this, when the waitress put the glasses containing the coffee creamers on the two opposing sides of the table, Kidou decided to use it as dices to fairly decide who goes first, this would avoid the possibility of Hal asking to go first like he did before, after all, now the game is fair, each one of them have a chance to go first.

During the second round of the coin pushing Gamble, Hal took 170 yens of his baggage containing Kido's 100 million yen and placed it in the table, Hal purposely did this to drag the attention of everyone who is at that restaurant and make them notice the

gamble that is occurring between Hal and Kido, this will be important soon. After this, Hal asks for the manager of the restaurant to give him all the coffee creamers of the restaurant, obviously, he would refuse such a thing. After this, Hal persuaded the manager into giving him the coffee creamers by saying that in his position, doing such a decision is not easy, after all, there's something called workplace ethics, Hal says that only him and the manager know about that deal, and if he give the creamers to Hal, he will give the money to the manager privately, Hal says that doing such a deal won't be a problem to the manager, to Hal, or to their lord in heaven, it's not a problem to anyone. By saying this, Hal appealed to the Manager's need for money which is implied by the Manager's thoughts and the context of the situation.

Hal and Kido used the coffee creamers to decide who goes first in the Coin pushing gamble and Kido won taking the creamer with number 72, after this, Hal purposely dropped his creamer with number 6, took Kido's 72 creamer and combined both creamers, Hal did all this below the table to conceal the trap he made for Kido. Hal then placed the creamer with number 6 disguised as a creamer with number 72 inside the glass in a way that Kido could see the false number of the creamer “72”, but couldn't see the border separating the two creamers due to the fact that Hal covered the border with the contents of the creamer, with this, the possibility of Kido noticing Hal’s plan would get lower. After receiving the coffee creamers, Hal bluffs saying that he memorized the pattern of the design of each one of the 99 coffee creamers, and by doing this, he would be capable of predicting the numbers in the bottom of each one of these coffee creamers, after saying this, Hal tries to demonstrate to Kido that he really is capable of predicting the numbers of the creamers and fail miserably, with this, Kido would be indirectly manipulated by Hal into thinking that he(Hal) is stupid, in other words, Kido would underestimate Hal and wouldn't have any chance of finding out about the plan made by him to defeat Kido.

After this, Hal take the money in his baggage and showed to Kido that the money inside it was in fact, Kido's client money, it was the money that Kido gave to the money laundering company, with this, Kido would think that Hal wasn't a normal person due to the fact that he has the money under his possession, but this would also motivate Kido into continuing to gamble with Hal due to the fact that Kido will be killed if his client’s money was being thrown away by Hal. Revealing the 100 million yens in the baggage had the purpose to indirectly manipulate Kido into raising the wager and motivate him into continuing to gamble with Hal, the reason behind Kido's desire to raise the wager was to get all the 100 million yens back by winning the gamble against Hal, not only this, but due to Hal's bluffing of being capable of predicting the numbers of the coffee creamers and the concealment made by Hal of the fact that he is aware of the existence of the certain win strategy, Kido would be indirectly manipulated into thinking that

receiving all the money back wouldn't be hard. Noticing Kido's request to raise the wager, Hal says that he will accept it if Kido reveals to him all the information that Hal wanted since the very beginning.

During the Coin Pushing Gamble, Kido demonstrates to be unsure about giving the information that Hal wants, fortunately, one of the preparations made by Hal finally produced results for him, that preparation being Hal showing to the people of the restaurant that he has money with him and Hal trading the coffee creamers given to him by the manager for money, these two details had the purpose to mass manipulate the people in the restaurant and motivate them into doing the same, exchanging the coffee creamers of the restaurant(which are literally free) and trading it for thousands of yens, after Hal traded with one of the people who are working in the restaurant, a long line of people interested in trading with Hal is made and Kido is panicking with this, after all, that's his client's money, if he lose everything he is dead for sure, now, Kido is practically dead, he already lost too much of his client's money, noticing this, Kido decides to reveal to Hal the information that he wanted, finally, the Cunningness of Hal's strategy is revealed to us, all Hal's actions since the beginning of the coin pushing game had the purpose to force Kido into a corner leaving him with no other choice, but to flee from that place, Hal already predicted that Kido would try to escape due to the Psychoanalysis Hal made on him. Now that Kido decided to flee, he doesn't have to take responsibility for his client and the money lost in the gamble. But instead of pushing Kido completely to a corner, Hal let him see a hole, raising the wager so that Kido can flee using the money, Hal scattered the funds and baited Kido into the path called fleeing.

Kido is now desperately trying to find a way to defeat Hal and win the game, noticing this, Hal purposely sent a message to Gakuto and told him to enter inside the restaurant, this had the purpose to indirectly manipulate Kido into pointing out his presence there, when Kido would reveal to Hal about Gakuto's presence, Hal would act like he was surprised about this and would purposely look at Gakuto's direction, in other words, Kido would be capable of doing anything he wants while Hal isn't paying attention. Hal predicted that Kido would take the creamer with number “72”(that was actually a creamer with number 6) that Hal purposely placed inside the glass, in Kido's perception, that was really a creamer with number 72, he needed the “2” in the creamer which was the number that he needed to win that gamble, after this, Hal bluffs saying that he will call the police if Kido really chose that creamer, this has the purpose to misdirect Kido into thinking that it would be a problem for Hal if Kidou took that creamer, in other words, for Kidou, there was no way this was a trap.

Now, Kido lost the coin pushing Gamble, he took the coffee creamer with number 6 and was placed in a situation of certain defeat, independently of what he tried to do, he would lose anyway, after this, Hal calls a waitress and tell her that a Dine and Dash incident was about to happen and Kido would be the one causing it, this had the purpose to apply pressure on Kido's mind, the fact that the creamer with number 72 on the bottom could make the wager be almost the same as the remaining amount of money that Hal had remaining in the baggage was also part of his plans, in other words, Hal predicted when Kido wouldn't manage to resist the pressure of his client's money disappearing in front of him and when Kido would puke all the food he was eating, after this, Hal reveals to Kido his entire plan and the indirect manipulation Hal made to win that gamble, this had the purpose to apply so much pressure on Kido that his mind wouldn't endure and he would end up losing his consciousness, Hal's verbal deception of Kido making a dine and dash incident had the purpose to apply pressure on him too, these two actions made by Hal had the purpose to make him faint. Hal formulated this entire plan in the very beginning of the coin pushing Gamble.

Battleship Gamble Strategy

(This Plan can also be considered as being an strategy, even if a lot of people call it a planning feat including me, it could also count as being an strategy depending of the definition of strategy that you use, so even if I call it a “planning”, you could interpret it as being an strategy if you wish).

Hal understands that there is a real instigator behind everything that occurred ever since his meeting with Kido during the Coin Pushing Gamble strategy until the problem occurring right now in the ship. Knowing this, Hal purposely took Kido's money and wasted half of it in his strategy during the Coin Pushing Gamble to indirectly manipulate him into chasing both Hal and Gakuto, while revealing to the mastermind that they both were going to the smuggling ship, which would later on force the mastermind into making his move. Kido chases Gakuto and Hal exactly as predicted, and reveals to the mastermind that they are going to the ship where the F-35 is located, the leakage of the F-35 would be a big problem for the mastermind and he definitely doesn't want for this to occur. All of this was not only predicted but caused by Hal himself.

Suddenly, Gakuto receives a phone call from his partner, Yokoi, who hasn't been answering his phone recently, noticing this, Hal figures out that Yokoi was most likely kidnapped by the enemy and was going to be forced into speaking on the phone, giving

to Gakuto false information about what's occurring in the ship. Hal understands this and purposely reveals this information to Gakuto, and to persuade him even more in believing that Yokoi was kidnapped, Hal proves it in front of Gakuto and makes him notice by himself how strange that situation was. He did this by sending an email to Yokoi's phone while he was talking with Gakuto on the phone, after the email was sent Yokoi's voice felt distant like he was reading the email. Obviously, it's strange for someone to check an email while giving important information to their partner during a secret mission, which Gakuto noticed, in other words, the one who was holding the phone wasn't Yokoi but someone else. With this, Gakuto would still decide to enter inside the ship to save Yokoi due to his righteous and friendly personality, but he would enter inside the ship while being aware that he was practically going inside the enemy's hideout, in other words, he would be prepared to whatever he finds there and wouldn't be so surprised by seeing Yokoi there. Hal's plan using the phone also had the purpose to logically manipulate the captain of the ship and make him be cautious towards Gakuto, incorrectly thinking that he was the one who made that plan since there was no one there other than him, at least in the Captain's perception.

Before entering inside the ship, Hal told Gakuto to check for any stratagem in the name of the ships, searching for the name “Gallop”. Obviously, Hal understands that the ones participating in the week money laundering would have some kind of stratagem to hide the identity of the boat in case of any emergency, with this, Hal only had to tell Gakuto to search for the ship with the name “Jalloud” which was the name that Kido gave to both Hal and Gakuto during the events of the Coin Pushing Gamble, and try to see any similarities between the name Gallop, which was given to them by Yokoi, and the name Jalloud by analyzing any tweaks in the letters “G” and “P”, Gakuto would have to try to find a way to transform the name of the ship Jalloud into Gallop by paying attention to the letters “G” and “P” to solve the stratagem and find the ship. If Gakuto really entered inside the ship with the name “Gallop” on it, he would enter inside a normal cargo ship which wasn't the one we're Yokoi was located inside, which would give enough time for the real ship, Jalloud, to leave the port, escaping from both Gakuto and Hal. Hal skillfully evaded the enemy's trap while managing his plan efficiently.

While Gakuto was inside the real Jalloud ship, Hal managed to fool the workers who were putting the containers in the ship, he perceived that they were workers who weren't aware of the deal and we're thinking that the ship was a normal one, so Hal can understand that they wouldn't be so persistent into not letting the containers alone and wouldn't be hard to deceive. With this, Hal managed to confiscate some of the containers of the cargo ship, this would result in the ones involved in the deal not leaving the port until they manage to find the missing containers. The fact that they are in a port full of containers would guarantee that they wouldn't leave the port anytime

soon. Hal did this to both manipulate the sailors into not leaving the port to search for the containers, but also to persuade the captain into not killing Gakuto, after all, according to Hal's plan, Gakuto would have to lie to the captain by saying that only him knew the location of the ships, and due to the tension that Hal inflicted on the captain due to him thinking that Gakuto was the one who made that cunning phone tactic, he would believe on this due to the fact that the captain is aware that Gakuto is extremely cunning.

Hal already predicted that Gakuto wouldn't demonstrate any fear after seeing the captain making a Colombian tie on one of his sailors due to his righteous personality, his righteous personality would end up quickly overcoming his fear even after seeing someone being killed in front of him so brutally. This fact would result on the captain, who is extremely cautious towards Gakuto due to the fact that in the his perception Gakuto is extremely cunning, thinking that Gakuto being afraid after seeing the captain killing someone in front of him but don't demonstrating any signs of fear after it was finished was part of Gakuto's plan to misdirect the captain and make him think that he was afraid of being tortured. Inside the Captain's mind, this means that Gakuto believes that he can endure the torture and has the mental preparation for it as well, the reason for this would be because Gakuto already called for reinforcements. Gakuto coming to that place all by himself would indirectly manipulate the captain, making him think that he definitely called for help since coming to that place all by himself was pure insanity.

During all these events, Hal was disguised inside the ship as one of the sailors, he did this to efficiently and indirectly manage his plan. While using a little device on his ear to hear everything that Gakuto says, to guarantee that his plan is working smoothly without any unpredicted events. Due to the fact that the captain incorrectly thinks that the reinforcements will come for sure, he wouldn't try to kill Gakuto since it would be a problem if the reinforcements came for real and saw Gakuto's body there, it would be a successfully made assassination attempt with multiple witnesses. The captain wouldn't be capable of escaping from such a situation, in fact, Gakuto disappearing without any apparent reason would already be enough of a motive for the reinforcements to suspect the captain, keeping Gakuto alive for now is the best decision that the captain can make. Up to this point, everything was occurring according to Hal's plan. Hal's plan’s aim here is to make Gakuto die in order to make the mastermind behind these events that is hiding in the ministry of defense finally do something, with this, figuring out their identity would be way easier.

Suddenly Kaji calls a referee to the ship and a Kakerou match is initiated, something that wasn't part of Hal's plans, and now Hal's plan’s aim changed from “making Gakuto die” to “falsify Gakuto's death, destroy the smuggling ship and guarantee his safety”.

The Kakerou referee Mogami Taeko was called to the ship in order to preside the Kakerou match initiated by Kaji, while walking in the ship, Hal meet with one of the sailors in that place that gives to Hal the information that someone suddenly separated from Gakuto and locked himself in the bathroom of that place, hearing this, Hal kills that Sailor and purposely makes his body fall on the floor in order to indirectly manipulate Kido into taking a look to see what caused the strange sound that he just heard. After Kido finally opens the door of the bathroom slightly, Hal holds Kido's clothes, pulls him out of the bathroom and pushes him against the wall. With this, Kido would see the body of the sailor that Hal killed with both eyes pierced, after this, Hal makes a hand sign and aims it at Kido's eyes which indirectly manipulate Kido into covering his eyes with his hands to not allow for them to be pierced, Hal then takes Kido's phone and take a look at all the phone calls he made in order to make sure that Kido revealed to the mastermind that Hal and Gakuto are inside the ship, and to figure out the phone numbers of any other person involved in the ship smuggling scheme. After taking a look at Kido's phone in order to guarantee that everything was going according to his plan, Hal gave orders for Kido to hide the body of the sailor that he just killed, with this, Hal would be capable of concealing his presence in that place for a longer period of time.

After taking a look at Kido's phone, Hal reveals to Gakuto through a phone message that there was no help coming and that Kido interfered in the plan, something that Hal already expected to occur but didn't told Gakuto beforehand in order for his plan to kill him to go smoothly. Hal tells Gakuto to accept the Kakerou match, not let Lacy read him and to erase the message that Hal sent to him in order to conceal from Lacy the fact that Gakuto has an ally hidden in the ship. Hal also used the transmitter hidden in Gakuto's body to hear the rules of the Kakerou match in order to be capable of efficiently helping him win. Well, knowing the rules of the game isn't really important here since Hal isn't the one playing the game so there's no necessity to put it here, but in order to get full context about it I suggest for you to read chapters 285 and 286 of the manga to see the rules of the game, but the rules of the game are practically the same as the naval strategy game known as “Battleship”. Hal also tells for Gakuto to pretend to be recording the rules of the game in order to hear it sometimes during the match, in fact, Gakuto didn't recorded anything, this was merely a lie that Gakuto said, when Gakuto puts his phone at his ear, Mogami Taeko and the captain are thinking that he is hearing to the rules of the game when in fact he's hearing Hal's instructions in a phone call. With this, Hal would conceal his existence from everyone while being capable of manipulating the rules of the game in Gakuto's favor.

After hearing all the rules of the game and hearing Mogami guarantee that the ship won't leave the port until the match comes to an end, Hal tells Gakuto protest against the game system, the motive given by Hal for this being because Lacy wants to decide

the rules and start the game already because he fears that reinforcements might come, when this isn't true, the real reason as to why Hal wanted for Gakuto to do this is because Hal knows that Mogami will create the guarantee that Gakuto wants due to his knowledge about her personality. Hal even tells to Gakuto the exact words that he should say in order to guarantee that Mogami will do what Hal wants for her to do, Hal told Gakuto to tell for Mogami to look outside the ship in order to make her see the containers and use it to create the irrefutable evidence that the Captain won't change his ship placements.

With this, Mogami created the irrefutable evidence, she loaded all the containers before the match was initiated, she made it so that the total amount of squares in the panel used for the gamble occupied by ships would be equal to the total amount of containers, 20. Not only this, but she also loaded the weapon containers among all the other ones in the boat, so that the position of the 20 containers with weapons and the positions of the captain ships, would match perfectly, she also made this in a way that the position of a container with weapons was equal to the position of the Captain's ships, which means that if there is a container with weapons in the very bottom at the right side of the ship between multiple other containers without weapons, then one of the Captain's ships is located at the exact location of the container with weapons. Basically there's 100 containers and 20 containers with weapons, the containers with weapons are equal to the Captain ships and the normal containers don't have anything. Hal literally managed to manipulate the referee presiding the match in order to make her give an advantage to him and Gakuto, the fact that she herself stated that the Battleship Gamble is a game without restrictions where the players must use everything they have to win means that using the referee herself isn't a violation of the rules, in other words, Hal wouldn't be punished for this.

After Mogami does this, what Hal has to do now is investigate every single container in the ship to find the containers with weapons hidden between the containers without weapons, he has to find these containers and associate the location of the containers with weapons with the panel that is going to be used for the Battleship Gamble that Hal saw in the place where the Battleship Gamble is occurring. After finally doing all this, Hal has to send a message to Gakuto containing the location of the Captain's ships in order to make Gakuto win the game. Also, do you remember that I said that Hal gave orders for Kido to hide the body of the sailor that he just killed in order to conceal his presence there? Well there was another motive for this. Hal took a cell phone and keys to the Captain's Cabin from the body of the sailor that Hal killed to get the uniform he's using to disguise himself, after this, Hal placed the key and the sailor’s cell phone in the body of the sailor that Hal meet when finding Kidou inside the ship. After this, Hal gave orders for Kido to hide the body in that place, the reason for this being for Hal to hide his

presence in that place and to indirectly manipulate Kido into looking at the cell phone of the sailor, figure out that the Captain hides extremely shiny diamonds at his Cabin and decides to steal it all for himself, all of this was not only predicted by Hal, but was also influenced by him.

After the announcement that a intruder was hiding in the ship, Hal purposely sent information through some phones that he stole, the information was that the intruder was hiding inside the ship, that being Kido, what Hal planned on doing here was framing Kido as being the intruder that was “helping” Gakuto in the Battleship Gamble, Hal purposely manipulated Kido into stealing the Captain's diamonds exactly for this motive, to frame him, after framing Kido, the Sailors of the ship wouldn't try to find the “other intruder” of that ship, the other intruder being Hal, after all, they are only aware about the existence of a single intruder in that place. With this, Hal would be capable of wandering around the containers in the ship freely without having to worry about the possibility of being captured by the Sailors. Hal even threatened Kido in order to make him stay in the toilet without leaving the ship. But something out of Hal's expectations ends up occurring, a group of Sailors appeared in the place where the containers are located and now the Sailors know that the intruder is using a Sailor uniform since the corpse of the guy that Hal killed was found in the toilet. Now there is a big group of Sailors close to where Hal is located, so he decided to hide inside a container while waiting for the Sailors to leave. After all, they received information from three different phones saying that the intruder is located inside the ship, they would eventually leave that place.

Surprisingly Kido appears in that place bringing with him a bunch of Sailors that came to kill Hal, facing this unexpected situation, Hal decided to use a trap he already prepared before entering inside that container. Hal placed one of the phones that he took with him in a certain container and right after this he went to hide in another container nearby, while the Sailors were at that place, Hal purposely made a phone call to the phone that he placed in another container, with this, the phone started ringing and the Sailor's attention were attracted to it, they thought that Hal was there when in fact he wasn't, after the Sailors finally entered inside that Container, Hal quickly left the container where he was located at and closed the container where the sailors were, with this, they were now trapped inside that container. After this, Hal starts to directly manipulate Voja by mentioning that Kido stole the Captain's diamonds and that he had a reckless appetite that devoured anything, what Hal was doing here was implying to Voja that Kido devoured the diamonds that he found in the Captain's Cabin. Now that Hal's plan to frame Kido failed, his life wasn't necessary anymore so Hal purposely said this to influence Voja into making Kido puke out all the diamonds that he hid inside his own body.

One more thing is that inside the container where the Sailors were trapped, there was white smoke that would make them slowly lose consciousness and pass out after inhaling the smoke, Hal also tie the wire for the outboard motor on the lifeboat at the container, unknot the tie that Hal made on the container would be a task that would take quite some time. Hal then says that Voja can open the container after picking up the diamonds and save her allies. However they'll need immediate treatment since the crew members inside the container will pass out after inhaling the smoke. While Voja would be treating them, Hal would be fulfilling his goal of checking the contents of all containers to help Gakuto win the Battleship Gamble. After this, Hal threatens Voja saying that as long as she doesn't try to get in his way he won't harm her, he says that it's better for her to disembark from the boat.

But Voja suddenly starts attacking Hal while leaving her partners inside the container, something that unexpectedly was already predicted by Hal, coincidentally, Voja punched Hal with such a strength that he was sent flying to the container nearby, close to that container was a wire that Hal prepared beforehand already foreseeing this entire situation with Voja and the other sailors, that wire was connected to Anti Traction Gel that Hal found inside a container containing stolen goods, he purposely tied the wire to the Gel and when he pulled it, the Anti traction Gel fell in the floor and was starting to make the entire floor where Hal and Voja were fighting slip. Hal also placed some Anti Traction Gel on his hands in order to make Voja’s punches slip by placing his hand at the trajectory of her punch, with this, when Voja's punches enter in contact with Hal's hands, it slip to a completely different direction from what was originally intended by Voja. With this, Voja's attacks were now completely inefficient against Hal and she had no way to hurt him other than using her legs by kicking Hal, which would result on her losing balance due to the Anti Traction Gel before she was even capable of kicking Hal, this would result on Voja being completely incapacitated. In other words, there was no way for Voja to win against Hal in this situation. Hal also placed some Anti Traction Gel at an specific part of his body, already anticipating that Voja would try to grab him at that exact part of his body.

After this, Voja starts to slip because of the Anti Traction Gel while demonstrating to have problems to stand still, and to avoid being affected by the trap that he himself placed, Hal used a pair of knifes, one of the knifes would serve as a support for his whole body, what he does here is basically equilibrating his whole body on top of a knife with a single feet, while holding the second knife with his other feet. After this, Hal jumps a fairly large distance while holding the pair with knifes on his two feets, he was falling at Voja's direction having both knives with him and when he was close enough, Hal stabbed Voja’s heart with one of the knifes while using the other one to continue

equilibrating himself on the Anti Traction Gel. But something out of Hal's expectations occurred, Voja had a protection below the sailor uniform that she used, thanks to this, she managed to survive Hal's attack.

Voja then Kicked Welders at Hal's direction, before this she prepared a trap where he couldn't go neither to left or to the right, so Hal had no other choice but to jump in order to avoid being hit directly by the Welders. But before jumping he catched the first Welder that Voja throwed at him, when he did that he quickly hooked a wire onto the welder, the same wire that he hooked at the Anti Traction Gel in order to make it fall. But when Hal jumped he was surprised with Voja holding a pickaxe and trying to hit him with it, but he successfully managed to receive a direct lethal hit by using the Anti Traction Gel that he had on his hand, Hal then tries to attack Voja with a knife but she easily manages to avoid that attack, Hal was then pushed to the sea outside the ship. Now do you recall that I mentioned that Hal hooked a wire to one of the welders? Well, he already predicted that Voja would drop both welders from the boat due to her wrongly thinking that Hal planned on using it as a lifeline. In fact, Hal used the wire to get distance from Voja and be dragged to the bottom of sea due to the fact that the wire is connected to the first Welder and the first Welder is falling to the bottom of the sea due to its weight.

The sludge finally falled on the bottom of the sea and it made a large amount of sludge float, this would conceal Hal's actions from Voja while avoiding the possibility of her getting close since he might kill her with a knife, Voja then prefers to wait until Hal finally dies due to not having oxygen to use. The real motive behind being purposely dragged to the ocean by the welder was because Hal already anticipated that it would have some air that he can use to breath, in other words, while Voja waits to be certain that Hal dies drowned, Hal would be actually breathing by using the remaining air inside the fuel tank of the Welder. This resulted on Voja not being capable of holding her breath any longer and deciding to out of the ocean in order to breath some air, not only this, but the massive amount of sludge fluctuating caused by the fall of the Welder resulted on the part of the ocean where they are located at being dirty, which results on Voja not being capable of keeping her eyes open anymore which motivates her even more into leaving the ocean temporarily.

But this is exactly what Hal wanted for her to do, Hal quickly swims at where Voja is located at and cuts her neck with the knife he had with him, after doing this, Hal hooked the wire connected to the welder at Voja's back and at her current state, she wouldn't be capable of taking it out and escaping from the bottom of the ocean. With this, her death was now certain by either blood loss or drowning. After this, Hal returns back to the smuggling ship and start using Voja's Sailor uniform, due to the fact that both Hal and

Voja were similar while using that Sailor Uniform, Hal decided to walk around the ship normally without having to worry about being captured by the enemy. After walking in the ship while being disguised, Hal uses the intercoms to send a message to Gakuto and to the Captain of the ship, that message was the remaining position of the Captain ship placements. Hal also predicted that the Captain would decide to destroy the Intercoms after having his “guaranteed victory” almost ruined like this. The true motive behind this action made by the Captain that was influenced by Hal is to make the Captain destroy the Intercoms, with this, he wouldn't be capable of calling any reinforcements which will prove to be kinda useful for Hal's plans.

Now let's go some few chapters back in time, there was a moment were Hal revealed to Gakuto that one of the captain ship placements was at the A1 square, but surprisingly when Gakuto touched it the panel showed that there wasn't any ship there, but a ship was supposed to be at that location and Hal is certain about this. After this, when Hal revealed to Gakuto the location of the Captain ships, he said “whether you can hit the last one or not, it de-”, but despite Hal claiming that there was only one ship remaining, the Captain stated to have two ships, Hal purposely said this in order to make Gakuto notice that one of the squares where the Captain's ships is located at was already hit, in other words, Hal already told him the location of one of the Captain's final ships and that's why he said the last one, the only square that Hal revealed to contain a ship when it didn't had anything was the A1 square of the panel, with this, Hal indirectly motivated Gakuto into touching at that square once again and it was revealed that the Captain's ship at A1 exists. I'm too lazy to explain what happened here and it's not really relevant for Hal's plan, so I suggest for you to read the 307th Chapter of Usogui where the Captain's trick is revealed.

After some time, Hal started a fire at the ship, the motive for this being for Kakerou to take Kaji and Yokoi out of the ship since Kakerou is obligated to guarantee the safety of the ones involved in the Gambles presided by the referees until it comes to an end, Hal purposely did this before the Battleship Gamble came to an end in order to trigger this action. But in the end, Gakuto ended up losing the Battleship Gamble against Captain Lacy, and now that the game is finished, Kakerou doesn't have to worry about not allowing violence between the players anymore, in other words, Gakuto, who is highly experienced in close combat despite being the loser of the match, could now freely beat the Captain of the Ship even if he won the Gamble. After winning the Gamble, the Captain planned on calling his Sailors to kill Gakuto, Kaji and Yokoi, but on his anger the Captain ended up destroying the only way that he had to communicate the members of his crew, that being the intercoms, now the Captain is alone, fighting against Gakuto without being capable of calling reinforcements. Now that Gakuto lost the Gamble, Kakerou had the obligation to take Gakuto, Kaji and Yokoi out of the ship in order to

make it leave the port according to what was decided by the players of the Gamble beforehand.

Due to the fact that Gakuto could meddle with the boat's departure, which Kakerou can't allow to happen since this would turn the Captain's victory in the Kakerou Gamble meaningless, the referee decided to take him out of the boat to guarantee that the Ship will leave the port without any interruption, something that was also part of Hal's plans. With this, Gakuto would be capable of leaving the ship without having to worry about being attacked by the Crew members.

After this, it's shown to us the results of Hal's actions, due to what he did the Smuggling ship ended up submerging in the water due to ballast water discharge caused by the fire initiated by him, the media states to everyone watching the news regarding the submersion of the ship that it was highly unlikely that any on-board passenger survived. Not only this, but Hal placed Gakuto's jacket alongside his ID Cards on the Ship's Cabin, Gakuto's disappearance would soon be investigated as a missing public servant incident, but soon he will be declared dead and the investigation will be cut off. Gakuto's death would probably be leveraged by the real instigator behind the weapon leakage incident and they would make Gakuto out as a “criminal who utilized his authority to leak the secrets”, since it can cause a foreign issue with the USA, the leakage of the F35 will be completely extinguished and there would be no official proof nor witnesses at all. With this plan, Hal managed to make the smuggling fail, make the smuggling ship sink and falsify Gakuto's death in order to indirectly manipulate the mastermind behind these events to do something which would result in it being easier to track them.

After this, Hal's original aim with this plan is revealed to us, what he planned on doing here was making Gakuto die in order to make the real instigator behind these events hiding in the ministry of defense make his move, with this, identifying them would be way easier for Hal. Gakuto's death would also help him a lot too, since from their phone talk at the MPD, it's about time that the people looking for Hal, Kakerou, set their eyes on him, it would be easier for Hal if Gakuto was dead now. If Gakuto works with Yokoi and declares his identity at a proper timing, it would be easier to find out who the vermin hiding in the MOD is and Hal also knows the phone numbers of the people who keep contact with Kido. If Gakuto wished, Hal could even make it so that he was the one who sweeps away the vermin hiding in the MOD.

Protoporos island planning

(Don't consider this as being the official explanation of Hal's Protoporos plan, multiple of Hal's actions aren't explained at all in the manga and require a lot of interpretation, due to the fact that a big portion of Hal's feats isn't explained, multiple different interpretations about his actions can be created and be considered “valid” at the same time, this is merely my interpretation regarding Hal's plan in the Protoporos Arc)

Hal invites both Baku and Lalo to an specific location, persuading them into making a gamble against each other to gain the requirements for the STL, Hal has the referee number 0 with him, but doesn't have the 50 billion yen required for the gamble, while Lalo has the 50 billion yen that he took from Baku during the events of the Tower of Karma. In other words, the winner of the gamble would be capable of fulfilling all the requirements to challenge the Surpassing the Leader.

Hal recognizes the possibility of Lalo, the leader of Ideal which is a powerful organization at Kakerou's level, ending up making Ideal invade the gamble between Baku and him, in case Lalo was placed in a risky situation where his life is at risk. Obviously, a single Kakerou Referee wouldn't be capable of dealing with the entire organization all by himself and the other referees wouldn't be capable of reaching the location of the gamble fast enough to put things in order. Understanding this, Hal decides to transform the Gamble between Lalo and Baku into a Ban Match, which essentially is a large gamble where other mini Gambles occur in fixed rules and all the players are capable of Gambling as much as they want, in a limited time and location. Due to the fact that multiple Gambles can be made at the same time, multiple Kakerou referees are allowed to participate and preside over the mini Gambles. In other words, by transforming the Gamble between Lalo and Baku into a Ban Match, Hal can surround the entire place where the Gamble will occur with Kakerou referees, which would be capable of holding back the members of Ideal for quite some time, obviously they also wouldn't be capable of defeating everyone, but would be capable of holding them back until reinforcements come to that place, if Ideal’s members really decide to invade the island, then the Kakerou referees would be capable of holding them back for some time, if such a thing doesn't occur, then it isn't needed.

Hal also decides to participate in the Ban Match, after all, the sole purpose as to why the participants Baku and Lalo are planning on participating in this gamble is to fill the requirements to challenge the Surpassing the Leader, challenge Hal, who is the Leader of Kakerou. But hypothetically speaking, if Hal, who is literally the Leader of Kakerou, ends up winning the Protoporos Gamble and gains the requirements to challenge the

surpassing the Leaders, he would automatically win, after all, the sole purpose of that match is to make the winner have the resources to challenge the Leader of Kakerou, but if Hal, who is the Leader of Kakerou, wins the Gamble, then he obviously wouldn't be capable of Gambling against himself, in other words, the surpassing the Leader wouldn't occur since both the challengers would lose the Ban Match in this hypothetical scenario. This is the reason as to why Hal wants to participate in this Gamble, by winning, he would be capable of not letting neither Lalo nor Baku challenge the Surpassing the Leader, which would make Hal automatically win without the necessity of the Surpassing the Leader Gamble occuring.

During the events of the Ban Match. Hal notices a group of people alongside a well-suited woman being attacked from a bunch of players holding real weapons. Here, Hal sees an opportunity to have success in his plan to win the Ban Match. He decides to help the girl, already noticing that she was an influential person in Protoporos due to her fancy clothes and the fact that she had multiple body guards trying to protect her. Noticing all this, Hal decides to help her and make her feel like she has to reward him somehow. For the sake of his plan, Hal tells her that he wants to become a slave of Shoudo, which is the Kingdom where the girl lives. Hal's plan here was to approach the girl and conquer her with his charm by saving her life, with this, she would do anything he asks without questioning which was necessary for his plan, he had to create a trust bond between him and her. After conquering the girl's trust through the use of charisma, Hal would turn her into the king of Shoudo and would be alongside her at almost all moments, with this, he would be capable of directly influencing her decisions, while being capable of protecting her from any enemy, and while being capable of conquering even more her trust by turning her into the King Of Shoudo.

Hal is successful in conquering the girl's trust after saving her life, but now he needs to find a way to turn her into the King of Shoudo. On an specific day, Hal asked for Nobuko, the girl that Hal saved and plans to transform her into the king of Shoudo, to give her vest to him, which is a device that the players use to measure the exp they gain, their current level, and to classify them as officially being a player. In other words, giving it to someone else is an extremely risky thing to do since you could be punished by the administrators in case the vest was lost. But Nobuko still gave her vest to Hal, demonstrating the trust that she had on him. Anyway, to transform Nobuko into the king of Shoudo, taking her vest was something which wasn't completely related to Hal's plan to turn her into the king, but something which I will mention soon. Anyway, Hal takes Nobuko's vest with him and makes an insane grinding using her vest, until he ends up reaching level 100, the max level of the Protoporos game, WHILE USING HER VEST(this information is really important for Hal's plan here).

After doing this, Hal goes to the fortress of the Azura Kingdom to conquer it, there he finds Kaji being extremely hurt and notices that he was the one that conquered the fortress for Azura. Knowing this, Hal, using the idea that he is Baku's ally and the fact that Kaji is extremely injured in his favor, gives to him a vest that Hal had with him which wasn't Kaji's vest. With this, Kaji would go back to the Kingdom of Azura having with him a vest which isn't his, while Hal would have Kaji's vest with him. After some time has passed, Hal “kills” Kaji's vest, with this, the fortress that Kaji conquered for Azura after his Gamble, would become Shoudo’s fortress; now, Hal, who is from the Shoudo kingdom, managed to capture the fortress from Azura which is a big feat and even the citizens of Shoudo recognize this. Hal did this, while using Nobuko's vest, which would confuse the game’s system and make it declare that Nobuko was the one who was responsible for conquering the fortress from Azura all by herself. With this, her influence and reputation in Shoudo will become way bigger, which resulted in her being chosen as the King of Shoudo by popular vote which occurred according to Hal's plans. The reason as to why Hal decided to turn Nobuko into the king of Shoudo and not him himself becoming the king is because Hal already realized that she was an influential person when he saved her life, so he came to the conclusion that it would be easier to turn her into the king when she already has some kind of influence and popularity in Shoudo, than Hal, who is literally a slave without any influence and is all by himself without any allies in Shoudo, becoming the king of Shoudo.

Not only this, but officially recognized by the game's system, Nobuko is a player with level 100, which means that in other people's perception, she is insanely strong and influential. Which obviously isn't true, Hal's plan here was to make a mass deception of all the players in the Protoporos island and make them fear to fight against Nobuko, after all, in their perception, she is an extremely strong and influential person. With this, Hal would indirectly manipulate all the players in the two opposing kingdoms, making them avoid harming Nobuko, fearing their defeat by her hands. This would also indirectly motivate the people of Shoudo into working hard, after all, they have the strongest king between the three realms of the Protoporos island with them, that king being Nobuko, yes, they think that she is strong, and this motivates them into working hard. Motivating the army and the high class warriors of Shoudo into thinking that for the first time in history, a player of Shoudo has a chance to win the war and become the Kaiser which would be something kind of important for Shoudosince a player from that Kingdom never became a Kaiser before and in people's perception, she has a chance to change this since she is the strongest player right now, being level 100. Now that Nobuko became the King of Shoudo and was in a strategic situation where people would avoid trying to fight against her, Hal could easily manage the events of the Shoudo kingdom. After all, Nobuko trusts him and is completely grateful for him since he saved her life. So he can use this trust to manipulate the political, economical and

military areas of the Shoudo kingdom, being capable of completely managing the Kingdom and manipulating King Nobuko's decisions to adapt his plan when needed. While being capable of gaining advantages that normally a slave like him wouldn't have, like a lot of food and other things.

Now one special detail is that when Hal met Kaji in the Azura fortress, he mentioned that he came to “build Rome in one day”, this was a secret message that Hal sent to Baku in case Lalo ends up eliminating the kingdom of Shoudo from the match. Hal understands that in case he ends up losing, the best outcome for him in this match would be for Baku to win the Protoporos match, after all, Lalo has way more influence than Baku and is way more dangerous for the Kakerou than him. But there's a special thing regarding Hal's plan here, If Hal has a high probability of defeating the two opponents of the Ban match and winning the game(the Hal that participated in the Protoporos match doesn't have any memory about being friends with Baku, in Hal's perception, Baku is merely his ally in this match, nothing more, in other words, Hal wouldn't have any motive to go along with Baku's plan if the situation was favorable for him). Then he wouldn't cooperate with Baku to make Lalo's victory in Protoporos invalid and would win by himself to not let neither Baku nor Lalo challenge the Surpassing the Leader. But in case things go wrong and Lalo has high probabilities of winning, Hal would go along with Baku's plan to make Lalo's victory invalid. With this, Lalo's death would be certain and Baku would be the one challenging the Surpassing the Leader.

After some time, Nobuko receives a request for an arranged battle from Tipa(Baku's kingdom), she asks Hal if she should accept it and he hints for her to accept it, he understands that defensive strategies will only give an advantage to Baku, so he indirectly suggest for Nobuko to make a full-on attack on Tipa’s army. Here, for the first time, Hal uses his authority and indirect control under Nobuko's decisions to make her accept Baku's arranged battle request. After some time, Shoudo receives a surprise attack from Azura. But in fact, such a thing was also part of Hal's predictions, he already predicted that a kingdom would decide to attack Shoudo on the very first day after the king's meeting while completely ignoring the fortress captured by Shoudo which is supported by Nobuko's reaction after hearing the news that Shoudo was under a surprise attack from Azura. Already knowing about this, Hal purposely influenced Nobuko’s decisions beforehand and made her disguise some few normal class warriors as being citizens in order to take the invaders while they weren't prepared for this situation.

The normal class warriors eliminated almost all Azura's warriors that invaded Shoudo, and after this, Hal made Nobuko pretend to be the mastermind behind this plan to make something that I will mention soon, she stated for the warriors of Azura that she had

enough warriors at Shoudo to be capable of eliminating them 10 times. But in fact, there weren't enough warriors at Shoudo in that moment to defeat all Azura's warriors, but Nobuko bluffed by saying that she had enough warriors remaining at Shoudo to be capable of defeating the invaders 10 times if needed. With this, the warriors from Azura made the decision to run away in order to avoid too much deaths, after all, due to Nobuko's bluff, the Azura warriors thought that she had multiple normal class warriors, an amount big enough to completely eliminate all their forces despite this not being true. With this, Azura will avoid attacking Shoudo for now in order to not lose too many warriors. After this, it's revealed that Nobuko used her own money as a king to turn all the normal citizens of Shoudo into normal class warriors to be capable of countering any possible invasion from Azura while the remaining forces were at Tipa.

The next day, Shoudo invades Tipa’s fortress and takes control of it, now Shoudo has control of the fortresses of two different kingdoms, a big feat that isn't easy to do. After this, it's shown to us a panel from the manga showing Gakuto in a ship heading to the Protoporos island, the reason for this being because Hal already predicted by intuition that the players would end up rebelling against the developers and use violent methods to get what they want, due to him already knowing that such a thing was going to happen, he planted in the Protoporos island the seed of justice, that being Gakuto. Hal knows that due to his righteous and charismatic personality, Gakuto would be easily capable of persuading the rebelled players and solve things in a diplomatic and civilized way, without the use of meaningless violence and threats. After all, if they can't trust Gakuto, who is a cop, then they can't trust anyone on the island. And that's exactly why Hal called Gakuto to that place. Up to this point, everything was occurring according to Hal's predictions.

Suddenly after some time, Hal figures out that something was wrong with the food rations and went looking for Nobuko, he then found her fainted on the floor, something that wasn't part of Hal's plans. Figuring out that the situation become dangerous for Nobuko's safety and harmful for Hal's plans, he decided to cooperate with Baku's plan to make Lalo's victory invalid, with this, Lalo would definitely die, Kakerou would take control of “Ideal” and Baku madarame would be the one challenging the Surpassing The Leader. Hal then makes the preparations by putting Nobuko in an isolated place while staying close to her to guarantee her safety, in that isolated place, Hal waits for Kaji to appear and “defeat” the kingdom of Shoudo by killing Nobuko's vest to make Shoudo be under Tipa's control. After some time, Lalo successfully “Kills” Baku and takes control of Tipa in the 23rd day, but what he didn't know was that Tipa already took control of Shoudo and now, Lalo has officially become the Kaiser despite such a thing occurring in the 23rd day being a taboo.

On the 30th day the Kaiser festival will occur and the game will receive a reset, including the current Kaiser. It's correct to say that a new game will start, in other words, Lalo will only be the Kaiser until the 30th day and will no longer be the Kaiser in the 31th day, the fact that there's a rule which states that the previous Kaiser can't be elected as a king in the reallocation means that Lalo is now in a certain-death situation and he can't do anything about it. A player who isn't a king obviously can't become the Kaiser in a single day, it's literally impossible. With this plan, after the election of the Kings in the new game, the elections will be decided between the high class players over level 80, and Baku made the preparations for two of his allies to fit these requirements, with this, Baku would manage to become the Kaiser in a single day. This was Baku's plan to take down Lalo and become the Kaiser, a plan that required Hal's cooperation for it and the fact that Hal already predicted that Baku would do such a thing turns everything even more impressive.

In fact, it's stated by Baku himself that Hal planned on doing the same thing since the very beginning, he planned on defeating Baku and making Lalo defeat Shoudo's king on the 23rd day to make his victory invalid. With this, Hal would be capable of fulfilling his original plan to not make neither Baku nor Lalo challenge the Surpassing the Leader, but after seeing how serious the situation became and by knowing that the probability of Lalo attacking Tipa first instead of Shoudo, something that was necessary in order to make Hal's plan work and to avoid the possibility of Lalo figuring out Hal's plan, he decided to go along with Baku's plan which had more probability of working due to Tipa currently having way less resources.

Hal's Plan in Protoporos Nightmare

(This is simply an extension of Hal's Protoporos plan, both Protoporos and Protoporos nightmare are actually the same Arc, so you should simply see this plan as being the second part of Hal's Protoporos planning)

When suddenly a mysterious person appeared in Hal's room at the kingdom of Shoudo, Hal took the opportunity to push him in a way that he would almost fall from a large building and Hal decided to run away, he was going to run away in order to attract that man away from the Kingdom of Shoudo since he had one of the referees outside of that room as a hostage, with Hal distracting him and managing to run away from that place, the mysterious person wouldn't have any other choice but to follow Hal and abandon the hostage, with this, Hal managed to make the hostage lose its value as a hostage

immediately, making this plan in a considerably short amount of time while being in a tense situation.

After having successful in attracting the enemy away from the hostage, Hal purposely allowed himself to be imprisoned by the developers. When the Protoporos nightmare began, all the referee's received a shock that was caused by the developers, and after referee manabe was capable of recovering from the shock, he sneaked into the developers HQ, and due to the fact that the leader of Kakerou, Hal, was captured, Daiba, the manager of the developers stopped trying to oppose the referee's, this decision made by Daiba would give to the referee's an opportunity to act more freely, and Hal had already predicted this action coming from him.

This tactic of allowing himself to be imprisoned also had the goal of avoiding the possibility of Lalo's subordinates reaching their goal, which is to take control of the Protoporos game system and change the day of Lalo's throne to the 31st day in order to allow for Lalo to win the Protoporos Gamble. By being dragged directly to the Developers' headquarters, Hal would be capable of directly avoiding Lalo's trap to ensure that he loses this Gamble.

After some time, exactly as already predicted by Hal, a mob of players rebelled against the Developers and was now coming to their HQ. But Hal already had prepared a plan in order to avoid this situation, due to him already having prepared something for this situation, Hal decided to put his plan in action by proposing a bet to Daiba, Hal tells Daiba to help him in case he manages to stop the mob of rebelling players. What Hal wants for Daiba to do is reset the password of the main computer and make it so that no one will ever be able to operate it ever again, with this, Hal would be capable of avoiding the scenario where Lalo's subordinates manage to change the date of the Lalo's throne to the 31st day.

Due to him already knowing that such a dangerous situation was going to occur, Hal planted the “seed of justice” on the island. That being the letter he sent to Gakuto, calling him to that island. The mob of 100 people wearing vests coming to the HQ were Gakuto and a large group of other people, due to Gakuto's charismatic personality, the mob of enemy rioters dropped their weapons without any kind of resistance exactly as planned by Hal, the rioters were merely confused men, people who already lost faith on everything, so, by seeing Gakuto's charismatic presence and the fact that he was a cop, they put all their faith on him, Gakuto managed to spread the feeling of justice on them, after all, if they can't trust on Gakuto who is a cop, then they can't trust on anyone.

With this, Hal managed to stop the mob and win the bet against Daiba, so as already planned by Hal, Daiba decided to change the password of the main computer exactly like Hal requested, with this, extending the date of Lalo's throne wasn't possible anymore and Hal's plan was going as planned. Not only this, but Hal also managed to leave the cell inside the Developers' HQ where he was imprisoned.

Due to the fact that he didn't know Daiba's password for the main computer, Fukurou started to threaten and shoot at the Developers in order to intimidate them into revealing Daiba's password to them. When he was going to shoot at the developer known as Kurashiki right in the head, Hal interfered by placing himself in front of Kurashiki. In fact, Hal indirectly induced Fukurou's action of shooting at the developers, due to the fact that the Ideal's objective is challenge the surpassing the Leader, Fukurou, who's working for the leader of Ideal known as Lalo, wouldn't kill Hal who's literally their target, that's why Hal fearlessly puts himself in front of Kurashiki in order to force Fukurou into abandoning the idea of shooting at them while predicting that he wasn't going to shoot.

With this, Hal managed to skillfully avoid the outcome where Fukurou manages to extend Lalo's throne and guarantee that Lalo is going to lose the Protoporos Gamble.
