RECORD OF THE 4 KINGDOMS

{INCOMPLETE}

DC: Pro12345299

Youtube

GAME RULES

Wei-Yokoya's team
Wo-Aki's team.

Akiyama's Stalemate plan

Rich Kid Narrative

Akiyama suspiciously glances furtively from side to side before leaning in to whisper the plan into
Nao's ear. Anticipating that Yokoya would prevent them from meeting within the game using force, they agree on a set of subtle hand signals to facilitate silent communication.
Nao and Akiyama's meeting increased Yokoya's suspicion that they are planning something.

Used Nao as the messenger since she was trusted by the participants. This whole conversation has been orchestrated by Akiyama.

Nao presented a flawed plan to "save everyone"-

Nao presented a plan designed to save everyone by ensuring Akiyama's team would win the game.

According to the plan, Akiyama would use his entire prize money of ¥1.74 billion to help repay the debts of all the remaining players — except Yokoya, who was already in the green.
His teammates, having cleared their own debts, would then contribute, making the total ¥3.75 billion to assist the rest.

The total debt of each player was assumed to be ¥150 million from previous games, plus another ¥300 million owed to the LGT for this round.

The idea was that with enough pooled funds, they could collectively lift each player out of debt, a seemingly selfless and unifying solution.

→ However, Yokoya quickly countered this proposal by using math, only eight players could realistically be saved, shattering the illusion of collective salvation.

-This incomplete plan was created to introduce the rich kid seamlessly - without suspicion and reinforce the idea that Nao was helping Akiyama to Yokoya.

Nao revealed that there was one variable in play — a mysterious "rich kid" among the participants. This individual, she claimed, came from the same privileged background like Yokoya : the child of a powerful corporate magnate.

His father, acting as a private creditor for the rich kids' teammates {8(already covered debt) + 4(Rich Kid Team) =12} could front the money needed to cover the remaining debts, with the players gradually repaying him over time.

She hides the Rich kid's identity by saying that if his identity is revealed Yokoya would try to ruin her plan.

Yokoya snapped, insisting Nao shouldn't compare him to that "dimwit." He admitted his father was wealthy but claimed he'd never relied on him, earning every success through his own efforts.

But this outburst was exactly what Akiyama intended. By provoking Yokoya's pride and inferiority complex, he made him react defensively – reinforcing the rich kid's existence, distancing himself from it (unlikely to be on his team now) and gave a smooth entry to the next part of the conversation.

→ I'm the son of a rich man alright, so I have no shortage of money. Still, I joined the Liar Game because I wanted to make some big money. And I did it because I want to escape my father's curse.

→ My father looks down on me, treating me like a rookie who understands nothing. He thinks his wealth gives him control over me and keeps meddling in my business as he pleases. I'm sick and tired, and I have had enough. If I can earn a few hundred million by myself, my father won't be able to interfere with me any longer. If I lose, I'll end up having to depend on my father again to settle my affairs, And if it does turn out that way, I will have to give up and accept that I am just a pathetic person.

These raw, authentic words painted the rich kid as an underdog striving for independence — someone the players could empathize with, and more importantly, someone diametrically opposed to Yokoya. The rich kid admitting that if he lost – he would give up trying to escape his father and would rely on his help reinforces the idea that he would actually help his teammates, which would be contradictory earlier due to his inferiority complex towards his father.

Yokoya, stung by the implication, rejected the comparison. Calling him a good-for-nothing and approving of his meddling father.

Nao responded decisively:

> At least he's trying to break free — trying to stand on his own two feet. That makes him more admirable than someone who does not even dare to step away from his father's ideology.

This fake plan achieved three goals-

1)Fabrication as Truth

The emotional realism of the rich kid paired with Nao's genuine delivery made it believable.
By having Yokoya aggressively reject and mock the so-called rich kid Akiyama ensured that the other players would assume he was real and could not possibly be aligned with Yokoya.
Since the rich kid wasn't on Akiyama's team either due to the original plan, the suspicion naturally shifted to the remaining two teams: WU and SHU.
This planted doubt and speculation among the players.

2) Undermining trust in Akiyama and making them more susceptible to Yokoya's offers.

By presenting a flawed, overly idealistic plan, it made it look like Akiyama was coping with defeat and shooting at straws.

This was a strategic self-sabotage - exactly the shift in perception Akiyama wanted to seed.

3) Akiyama's emotional destabilization of Yokoya.

By fabricating a "rich kid" who mirrored Yokoya's circumstances - a child of privilege striving for independence - Akiyama forced Yokoya to confront the very identity he tried to suppress.

Yokoya prides himself on being self-made, having built his Liar Game success without relying on his father's wealth.

This self-image masks a deep-rooted inferiority complex — a need to prove that he is not merely his father's creation. Akiyama understood this internal conflict and crafted a trap that struck precisely at that wound.

The "rich kid" openly expressed feelings Yokoya was never able to voice: resentment toward parental control and a desire for autonomy. In doing so, this fictional character exposed Yokoya's suppressed insecurities.

Yokoya, unable to tolerate the comparison, lashed out and denounced the rich kid as "good for nothing" and "dimwit" and insisted he never relied on his father.

Akiyama forced Yokoya to publicly dismiss the rich kid's struggle, making him expose his refusal to seek independence - thus exposing his inferiority complex.

By setting up this comparison, Aki ensured that Yokoya would react emotionally and be unable to logically analyze the rich kid's existence.



Akiyama's bold declarations before the game — statements like "Make no mistake" and "I will win" — only served to escalate the rivalry between him and Yokoya, intensifying the latter's resentment.
Further Manipulating Yokoya who is unwilling to let Akiyama and Nao win to form a three-way self-sacrificing alliance with Wu and Shu.

THE GAME STARTS

PERSONA FRAMING

Throughout the game Akiyama presents himself as a resolute but cornered strategist — a man making his final stand in the face of overwhelming odds trying his best to succeed.
He frames himself as someone who has exhausted every option, improvising strategy after strategy not out of confidence, but necessity. Barely losing to Yokoya.
Ultimately, he frames himself as a player who gave everything he had, only to be outplayed

Reason - Akiyama, long seen as someone who always has an undercover plan, uses this desperate persona to subvert the expectations of Yokoya and The LG Office from a hidden master plan such as the Stalemate Plan. This has a different purpose for Nao which we will see later.

Opponent Cohesion Management

Keeping Yokoya's teammates loyal is vital - their revolt would collapse Akiyama's Stalemate Plan by either disrupting the equal LP among the Kingdoms, not letting Yokoya's LP go down etc

It is highly likely and frankly quite obvious that Yokoya's teammates are going to notice such self-sacrificial behaviour from Yokoya throughout the game.

Akiyama achieves this by making Yokoya appear competent and trustworthy (Akiyama getting wrecked because of his persona framing) till he is able to force Yokoya into giving them a contract which ensures their loyalty.

Misdirecting The Liar Game Office

Nao's Acting Role

SPY RUSE TACTIC -

Using prearranged signals, Nao acted as Akiyama's spy and reported that Yokoya's team wouldn't attack or defend. Akiyama then attacked WEI — only to be blocked, as Yokoya had set up defenses.

But this "failure" was part of Akiyama's plan from the start.

Yokoya, testing if Nao was communicating with Akiyama, fed Nao false intel — just as Akiyama intended.

This served three key purposes:

1) **Persona Management**
2) **Prove Yokoya's competency by winning against Aki.**
3) **Establishing the fact that Akiyama and Nao can communicate.**

Non-Stop attack strategy

Akiyama then comes up with the non-stop attack strategy and explains it to his teammates.

The strategy:

-Aki starts by explaining to his teammates that Yokoya has allied with the other two kingdoms by offering to lose himself leaving the other two kingdoms with 50% chance of winning.

-He then says that we will repeatedly attack one kingdom {WU}, this will lessen their LP.

-This will force yokoya to tell both the kingdoms to hold their defense also each turn.

-The other kingdom {SHU} will then feel like this is their chance and will eventually stop defending as they aren't being attacked.

-They will then approach the kingdom they were attacking for an alliance.

-The kingdom would accept the alliance as staying with yokoya would mean their certain defeat. This would spoil Yokoya's plan of making both Nao and Akiyama lose, forcing him to take some action. Looking at the situation WU and WO would team up on SHU, whilst WEI would be left undisturbed, unable to lose without risking Akiyama winning.

THIS STRATEGY WAS JUST A FEINT.

Akiyama focuses on attacking WU.

What the strategy accomplishes-

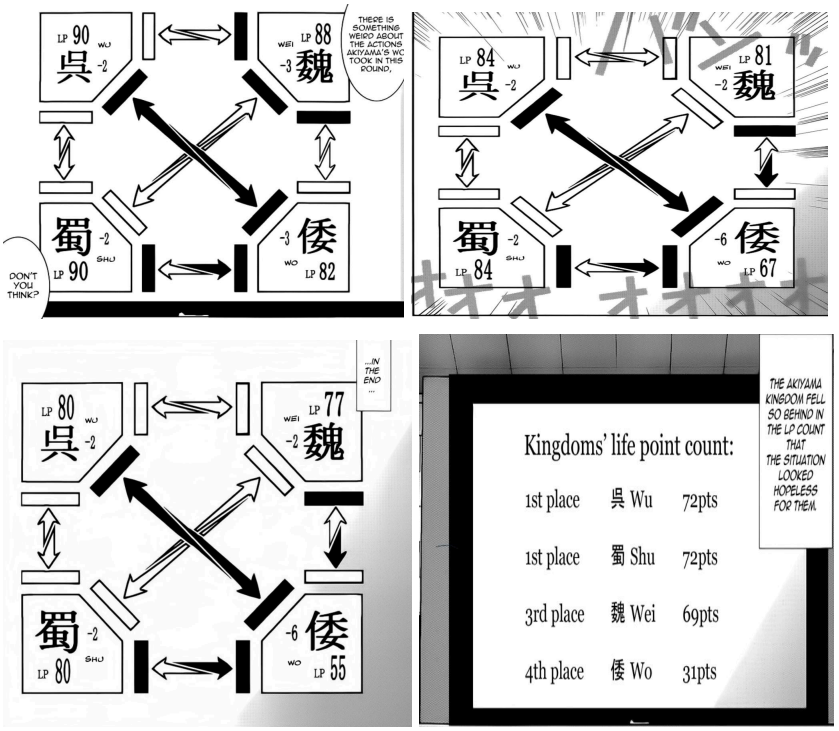
A)He forces Yokoya to enforce a status quo between the two kingdoms(that they always have to be at equal LP or else yokoya's kingdom will attack them mercilessly)

This ensures that when Aki starts the stalemate plan both the kingdoms LP is equal.

B) It releases the stress on his own team whilst enabling him to lose LP even faster.

C) Reinforces Aki's persona as always.

Note: Earlier during the game Akiyama met with SHU on purpose so WU or Yokoya would see it and grow suspicious, reinforcing the creation of the Status Quo.



The Non - Stop Attack Strategy leads to massive loss in LP due to not defending against WEI and constantly attacking WU. Allowing Akiyama to lower his LP rapidly.

- **Akiyama losing helps keep Yokoya's teammates loyal to him. As shown in the manga, Yokoya uses Akiyama's less LP to gain trust from his team that he will win.**

- **Enables Yokoya to waste LP without suspicion (using it to attack unguarded WO). If not for this he would have to randomly and non - sensicaly waste it, causing suspicion.**

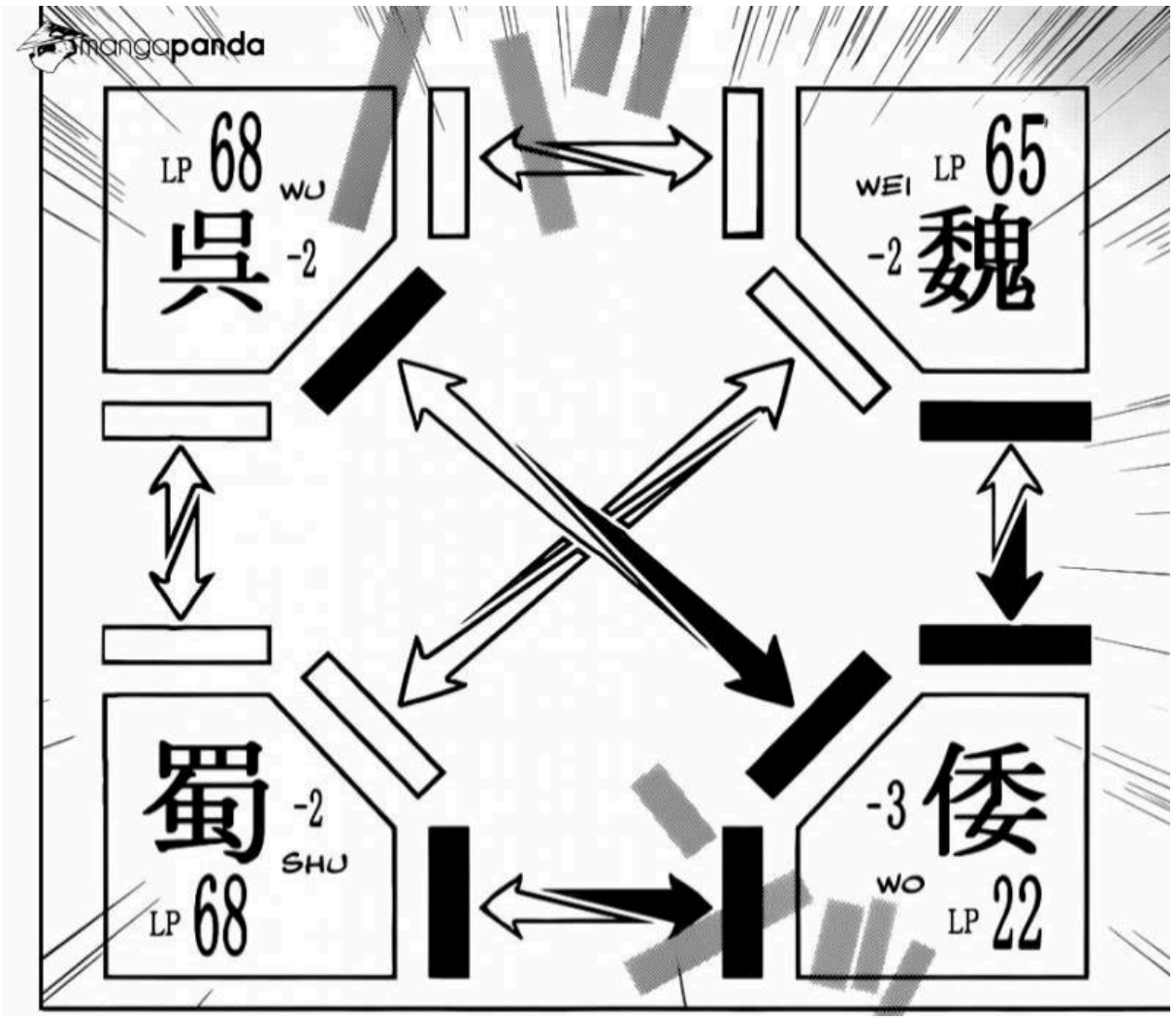
- **Enables him to perform the next part of his plan smoothly.**

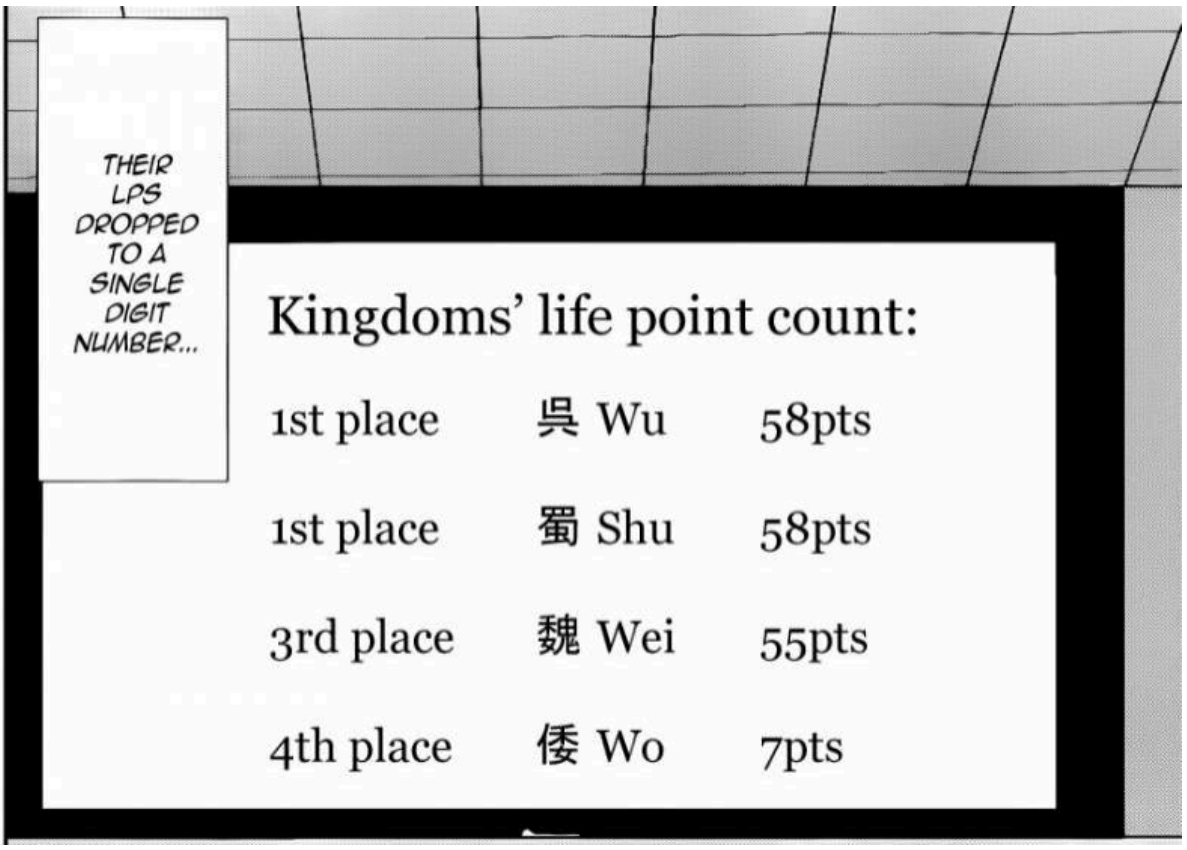
The Demon and the Human — Bluffing the Phantom Plan

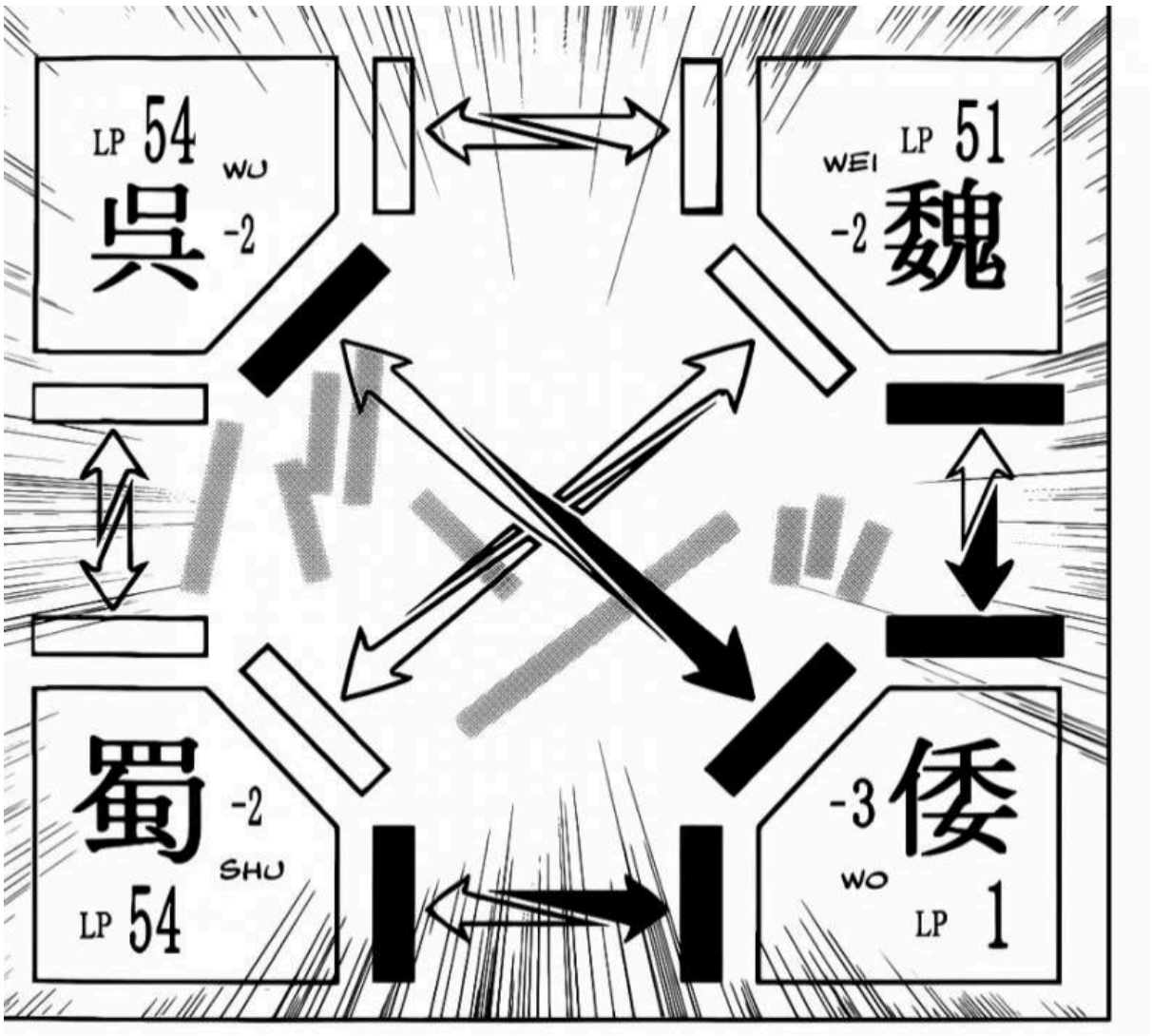
After executing his non-stop attack strategy and abruptly halting his assault on WU, Akiyama takes the next calculated step in deepening the illusion of a hidden masterstroke.

When Yokoya comes to approach him, proclaiming that he has finally won, Aki brings up the kanji for the kingdoms "WEI" and "WO," explaining that WEI is written with the character for "demon," while WO uses the character for "human." He pointedly asks, "Between a kingdom entrusted to a demon and one to a human, which one do you think will have the last laugh?"

This cryptic line isn't just for show — it's a deliberate bluff combined with the earlier non-stop attack strategy and sudden withdrawal meant to make Yokoya tense, overthink and make him believe Aki still has something up his sleeve.


mangapanda
LP 68
WU
呉
-2
WEI
LP 65
-2
魏
蜀
-2
SHU
LP 68
-3
倭
WO
LP 22


THEIR LPS DROPPED TO A SINGLE DIGIT NUMBER...
Kingdoms' life point count:
1st place 呉 Wu 58pts
1st place 蜀 Shu 58pts
3rd place 魏 Wei 55pts
4th place 倭 Wo 7pts



The Phantom Plan that the LG and Yokoya believe:

After Akiyama(WO) loses, WEI is supposed to lose. According to the agreement WEI will be going down rapidly while maintaining the balance between the two.

When the difference of LP between WEI and the other 2 Kingdoms becomes sufficient enough (obvious that WEI are going to lose) they believe Akiyama intends to approach WEI's generals with the help of Kanazaki Nao.

Revealing the truth about Yokoya's sweet lies and cueing them on Yokoya's self sacrificing plan. This would be reinforced by Yokoya's self-sacrificial actions.

He tells them about his plan to make WEI the winner by boycotting the elections.

Akiyama would then inform WU and SHU that there is an internal strife in the WEI kingdom as the generals have realised Yokoya's self - sacrificial plan.

Encouraging the two kingdoms to attack each other and seize the opportunity for a decisive lead in the final phase as WEI's generals have boycotted are not taking any action.
They won't be able to reinforce the status Quo and are now reduced to any easy prey you can kill at any time.

Ignoring the nearly dead WEI they will start attacking each other mercilessly, being unable to waste any LP.

Eventually all 3 of them will reach the same LP, WU and SHU still believing WEI are useless won't focus on them (even for 1 turn).

WEI's generals will then resume their duties in pursuit of victory.

Akiyama would use this chaos to force Yokoya into signing an agreement under pressure - all to prevent Nao and Akiyama (whose ideology he believes is inferior and wants to crush) from winning.

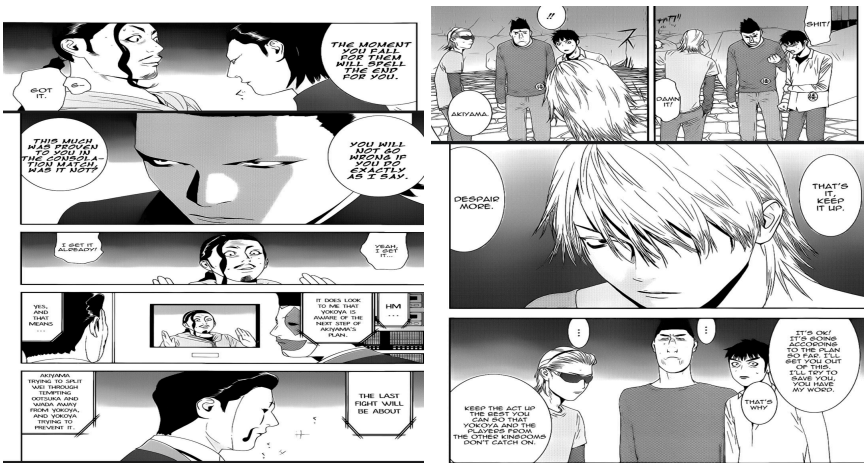
Akiyama carefully plants a series of clues that lead Yokoya and the LG to this conclusion. All of his actions from the start of the game are used to make them believe that his plan is real.

Akiyama suddenly stopped attacking one kingdom. Allowing himself to be taken down.

- **He is confident he will win.**
- **Yokoya has been wasting LP constantly making my team suspicious.**
- **Aki can communicate with Nao (established earlier).**
- **Aki knows about the three way pact due to the Non - Stop Attack Strategy.**
- **As Akiyama's LP is way too low to win normally his only way to win is to help Nao's team win an**

- **Akiyama's teammates are in despair. (Akiyama told them to act like this so the other kingdoms don't catch on, assuring them that their debt would be removed)**

All of these lead to Yokoya thinking Akiyama's plan is to have my teammates betray using Nao, allowing WU and SHU to attack each other as I can't enforce the status quo. Then my generals would resume their duties in pursuit of victory.



WHAT THIS ACHIEVES-

A) Misdirection for the Stalemate Plan
Akiyama's carefully crafted persona and the phantom plan keep Yokoya and the LGT fixated on the wrong narrative.
Believing betrayal is imminent, Yokoya becomes hyper-focused on damage control - staying close to his teammates to avoid defection. This plays directly into Akiyama's hands, allowing him to approach WU and SHU without interference and enact the rich kid fabrication, which is the true emotional core of the real plan.

Note: Even if Yokoya and the LGT witness Akiyama carrying out the rich kid fabrication, they will assume he's merely executing the bluff plan which won't work anyways due to Yokoya's interference.



B) Controlled Containment of Yokoya's Generals.

Yokoya, fearing internal collapse, hands his generals a fake contract which states that those two generals will get their debt removed by the team who wins..

Yokoya's generals will be suspicious of yokoya's wasting of LP causing them to believe that Yokoya is making his team lose.
This ensures that in the later stages of the game they don't betray yokoya by randomly attacking WU and SHU and mess up their equal LP.
Because of his earlier bluff it makes yokoya tense, overthink and also gives time to yokoya to create a fake contract.

Nao's Acting Role

Akiyama has concealed his plan from Nao, her desperate acting and begging of Yokoya's teammates, trying to get them to betray Yokoya massively shielded Akiyama's persona.

THE RICH KID FABRICATION

Around the 23rd round, with Team WO's LP critically low and Yokoya preoccupied with managing his own teammates, Akiyama quietly initiates the next phase of his plan — reinforcing the rich kid fabrication.

He approaches the members of WU and SHU and casually asks if they've figured out who the rich kid is. When they press him for an answer, he simply replies, "You're the reason I'm losing — why should I tell you?"

Akiyama builds on the fabrication, painting the rich kid as someone desperate to escape the game without debt. He explains that rich people and commoners operate with completely different mindsets.

> For commoners, this is their final shot — win, and they become rich; lose, and they fall straight into hell and die a dog's death.
But for the rich kid, there's no fear of losing. His father will rescue him if things go wrong. And if he wins, he won't be as grateful — because he never truly had anything to lose."

Because the rich kid feels no pressure, Akiyama claims, he can take bold, reckless risks the others can't. Coupled with his different values and desperation to cut ties with his father, this makes him willing to do anything — no matter how extreme to win.

He drives the point home with a comparison:

> Look at Yokoya, the dude is filthy rich and look how easily he can betray others to get some money and how dedicated he is to taking down Nao and Akiyama.
Akiyama then recalls the rich kid's original motive, reframing it as his current desperation:

> "The motive of the rich kid — to sever the connection with his rich dad.
Now his prompt priority is to get away from the LG without losing as he has realised that joining the LG was a big blunder.
He is willing to use as much money as he has to achieve victory, he is desperate to win."

This line of reasoning leads the WU and SHU members to a natural conclusion — if the rich kid is that desperate, he will bribe someone.

Sensing the shift, Akiyama subtly confirms their worst fear:

> "The rich kid has accomplished this already and among the members of WU and SHU, there is a rich guy and a spy."

With that, he walks away — leaving the players in a state of doubt and paranoia.

The real emotions of the rich kid, using yokoya as an example, the rich kid lie still in play, the self realisation ,the distrust between them, the fact that Aki is helping them while he has lost the game, the belief they have that the spy is on their team and the tense 50/50 shield this fabrication

This was performed in the 23rd round when yokoya was busy with his teammates and Aki had around 7LP.

Note: By portraying the rich kid as someone seeking to rebel against his oppressive upbringing for a greater cause, Akiyama subtly planted the seed of revolt in the players' minds. This narrative not only humanized the rich kid but also emotionally aligned the players with the idea of rebellion. In doing so, Akiyama amplified their suppressed urge to resist authority—an impulse he could later redirect.

Enforcing the stalemate:

Aki now returns back to them.
Wu & Shu now fear internal betrayal, suspecting that someone in their kingdom might be working against them.
Now that distrust has taken root, Akiyama convinces them that the only way to neutralize the spy is strict rules.
He presents a strategy that will protect them. Akiyama provides them a table of optimal actions which are the best moves to minimize LP loss and how certain actions could make them lose the game.

THE ANTI-SPY STRATEGY-

Each round, the role of the general will rotate among the team members.
The general will not discuss or disclose their strategy with anyone before entering the control tower.
This eliminates the possibility of a spy influencing the plan.

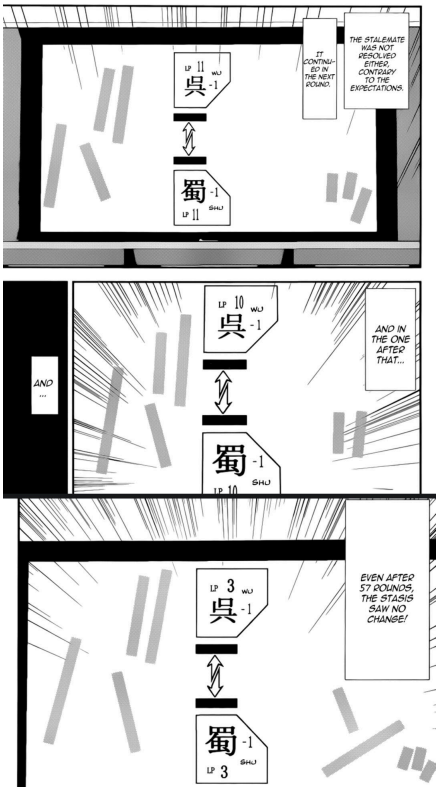
If an LP difference arises due to a poor decision by the general it will be assumed that the general is the spy. As a result, the general responsible for the discrepancy will be required to personally cover the team's debt.
Akiyama calculated that the most logical moves for all kingdoms to employ were a combination of attack-only and defend-only strategies.The attacking only strategy and the defence only strategy don't cause much LP loss making their moves predictable.
Making attacking moves mixed in with defence moves stops the opponents from not moving as they would be scared because of the high tense situations caused by the sporadic attack discouraging risky behaviours.
To reinforce this plan, Akiyama provides Wu and Shu with a table outlining optimal actions that balance defense and attack.
From the table he asks them what is the best move to make and makes them have the self realisation that the defend option is the best.
He then confirms this by saying that under these circumstances the defence option is the most reasonable choice.
Aki fabricated that because of this strategy if a spy exists they are forced to betray a rich player as being responsible for any LP difference outweighs the bribe's value making them believing it will eliminate the spy while ensuring their victory.

(THE MANGA SHOWS AKIYAMA'S BRILLIANT EXECUTION, I HEAVILY SUGGEST READING IT)

Note: The LG didn't hear this conversation, they found out about this later at the end of the game because of Aki's misdirection.

Note:This also prevents any communication between the two kingdoms anyone who tries would be suspected as the spy or rich kid.

-The game eventually continues with both the teams choosing the"safest option" defense.



-Both WU and SHU get stuck at 1 LP and cause a stalemate not doing any action as it will result in their loss.

-Even if yokoya tries to bribe the players he cannot as Aki's Anti Spy strategy holds the person who betrays accountable for the whole team's debt.

Yokoya's Psychological Reframing

Understanding Yokoya's psychology, Akiyama skillfully guided his emotions and perceptions into having an ideological reform

Work In progress (60%
Read the Manga for this part)

Creating Emotional Closure: Akiyama shifted the conversation to a reflective tone, mentioning his professor Okabe and how meeting Nao changed his ability to trust others. This introspective approach encouraged Yokoya to process his own emotions and the rich kid. Akiyama also subtly targeted

Yokoya's deepest insecurities, particularly his feelings of inadequacy shaped by his father's expectations

Akiyama shifted all credit to Nao, a person who Yokoya saw massively inferior to him, highlighting her persistence and moral values — all while downplaying his own genius.
This directly challenged Yokoya's pride, forcing him to confront the idea that someone he viewed as inferior and had the complete opposite ideology as him had ultimately bested him, conflicting the ideology inflicted and forced upon him by his father.
Also helped conceal Akiyama's relation with the Stalemate.

Yokoya was now reformed and had changed his ways.
He had accepted that someone who he deemed as inferior to him had bested him.
He acknowledged his inferiority complex and was now willing to rebel or fight back against his oppressors.

Note: A major part of this emotional manipulation happened at the start.
Aki leaves Yokoya's EM to the last second, this prevents the LG from interfering with the game/stalemate.

THE STALEMATE:

As implied by the rules of the game, taking actions (attacking or defending) costs LP. This LP will be deducted as soon as the team takes the action.
Hence, both teams were now trapped in a stalemate, at 1 LP each, unable to take any action as this would result in their loss.
This trapped the Liar game in an infinite stalemate with both sides unwilling to move.

By doing this Akiyama had set the perfect stage for a revolt against the LGT office.

Taking advantage of Yokoya's emotional state, who had just gone through a reform, excited to rewrite the mistakes of his past and revolt against his oppressors and his frustating "loss by luck", he manipulated him to join the revolt against the LG.

The players who were now extremely terrified of losing and being sold on the black market, sick of the constant pressure caused by the Liar game and motivated by Yokoya's emotional change and the Rich Kid found this as a perfect opportunity to revolt against the Liar game, trying to make the best of the situation.

Remember Akiyama himself has stated that he perfectly understands all the players

The members started causing chaos, threatening the LGT office and taking over the food supplies prepared by the LG for the long game (this game lasted 17hrs btw and could last way longer if there wasn't constant action taken).

This caused the LGT employees (white masks observers present in the scene) to panic as they would only receive their salary after the game ended.

Akiyama was aware of this as he understood the modus operandi of the LG since the second revival round when he started his long term plan to bankrupt the LG by extorting all the money, making sure they made no profit --- therefore not being unable to pay their employees until the end when they would be able to earn money by either collecting the debts of the player who are able to pay them back or selling them on the black market.

A stalemate in the final game forces the office into a dilemma: continue the game indefinitely (impractical as the players were revolting and securing the food supplies and the white masks observers were panicking) or stop the liar game as a whole.

For this plan to be successful, Akiyama had to do over 1000-2000+ LP calculations minimum.

The game lasted for 17 hrs+.

Each round was 20 mins with a total of 53 rounds.

Category Ranking:
Fortitude > Intricacies > Effectiveness > Integration > Flexibility.

Partial Analysis Akiyama's 100M Yen Strategy

Akiyama planted a seed of doubt in Nao's mind by using Fujisawa's bluffing of the unbreakable safe and his lack of a surefire plan against this.

As the end of the game approached, Nao's suspicions deepened as she started questioning if Akiyama truly had a plan to win, further exacerbating Nao's anxiety and intensifying her unease.

Akiyama kept up this narrative using his absolute confidence to hide his plan from Nao by saying that he had cast a spell on the safe and that It would eventually open at the end.

Around this time Akiyama safely camouflaged the true end time of the game from them by fabricating a fake LGT information letter.
He changed the time from 6pm to 5pm and put the letter in Nao's and Fujisawa's mailbox.
This letter looked exactly like the previous one.

Due to Fujisawa's First Cognitive Dissonance he was extremely anxious and too scared to go outside his house letting Akiyama safely swap his mail, same with Nao rather she was too stuck spying on Fujisawa.

23 hours before the game Akiyama had completely disappeared.

Devastated and believing she had no options left, Nao desperately pounded on Fujisawa's door, pleading with him to save her—tearfully expressing deep remorse for her earlier psychological warfare, presenting Akiyama as a complete failure with no true plan—merely a master of empty words and hollow promises.

This once again triggered severe cognitive dissonance in Fujisawa --He had expected that because of Akiyama's absolute confidence and cunning tactics throughout the game that he had a masterplan
----- but it turns out that Akiyama was a complete failure, who was just bluffing and had abandoned Nao on the final day.

Fujisawa's mental state flipped, He became reckless, euphoric, and complacent, dropping his guard entirely as the game approached its conclusion.

In line with his earlier concealment of the real game end time Akiyama came one hour earlier at 5pm impersonating an LGT official sent to collect the money.

Nao's authentic and desperate performance during the money retrieval part allowed him to stall for the final hour without Fujisawa getting suspicious

Yokoya's knowledge

At the end of elementary school he was easily able to solve university entrance exams in standard subjects



Beyond academics, he was rigorously trained in negotiation, psychological manipulation, and brainwashing.

He was accepted into Teito University, the most selective and difficult institution in the country, yet found it so easy it bored him—implying full mastery of all major academic subjects.

After graduation, Yokoya's father challenged him to earn 500 million yen from scratch in two years. Within just one year, he made 100 million yen through stock and forex trading—an insane feat of financial genius considering his likely minimal starting capital.

A speed-reading polyglot, Yokoya is fluent in six languages, including Japanese and English.
Yokoya claims that it is his hobby to read foreign books,(led to him finding the LG book) thus gaining vast amounts of knowledge.

Yokoya's intellect spans elite academics, economics, psychological mastery, and multilingual fluency.

YOKOYA INDUCTION

Context of the situation:

Harimoto-Yokoya alliance just got broken up

Yokoya's team has 3 players.

Harimoto's team has 5 players.

Yokoya gave none of his medals to the gaya, the medals he gave to them of his teammates earlier in the 4th period were enough influence to win the elections.
He just asked all the gaya to vote for Fatso in the next election.

10th period

Fatso: 11 votes
Kimura: 7 votes

(8 Gaya for Yokoya, 2 for Kimura)

Yokoya knew Harimoto's group had bought gaya using medals, so he started to give them more medals.

6 gaya said that they will vote for him.
2 were undecided.
2 said they would vote for Kimura.

11th period

Fatso: 10 Votes

Kimura: 8 Votes

(7 Gaya for Yokoya, 3 for Harimoto)

Yokoya continued persuading the gaya.
8 said that they will vote him

12th Period

Fatso: 10 Votes
Kimura: 8 Votes

(7 Gaya for Yokoya, 3 for Kimura)

Yokoya gaya alliance induction-

- P1:No matter how many medals we used to buy votes, the result was consistently around the same narrow margin of 10:8

- P2: It was surprisingly easy to locate the Gaya during these rounds even though the territory of the island is enormous. It was as if the gaya themselves made it easy for us to approach them

- C1:The gaya are working together and have formed an alliance, manipulating the voting process for their profit

Hence, Yokoya was able to swiftly detect a stable 10:8 vote margin despite fluctuating medal spending and results, then integrate an unrelated behavioral clue - the ease of locating Gaya in a vast area, to infer a coordinated Gaya alliance from very limited information - despite not personally bribing the gaya, leaving it to his lackies.
What makes it impressive was the creative and abstract leap given the alliance was freshly formed, trying to be concealed and highly improbable / unthinkable.
This shows sharp and quick pattern recognition, synthesis of quantitative and qualitative non-linear evidence, and abstraction under uncertainty, all while favoring a parsimonious explanation making it a complex and accurate inference