

The Swift Siege

Made by **Huegexick**

Introduction

The Swift Siege plan is a very precise, concise, and calculated plan orchestrated by none other than **Yua Shishiba**. She is a 3rd year middle school student in Hyakkaou Private Academy, she is also the self-proclaimed little sister of Aoi Mibuomi. Yua is a very intelligent, cunning, and calculating girl. She has a talent for gambling and is overall a very skilled gambler for her age.

What prompted me to make this doc

This doc was made out of pure boredom, and at the same time, amazement. I was in utter disbelief that a very “low” tier SCD character and a mid tier in Kakegurui had a quite intricate and neatly executed plan that a Kakegurui character normally wouldn't have. I would go as far as saying that if all of its potential preparations, contingencies, and coordinated tactical/strategic approach are considered and accepted, this plan would definitely be the best planning feat in the verse, and yes, it easily slams Yumeko/Kirari in terms of overall planning. I just really wanted to analyze it (albeit the feat doesn't really scale absurdly high in planning).

Yua’s Morals, Beliefs, and Reasons

Yua Shishiba is somebody who I believe is *morally grey*. Yua’s affection towards Aoi Mibuomi (her big brother), is nothing short of obsessive love, as much as I want to say ew. Because of this, in Yua's eyes, Aoi is someone who's always morally right. She was influenced by his beliefs and morals, hence following his lead, similar to Ouri Shimotsukiuri, she is indifferent towards using others for her own objectives. Yua is neither good nor evil, even if she was introduced and presented as an antagonist, she has her own reasons to become antagonistic towards Mary. In fact, she wasn't really evil towards Mary at all, Yua took time to get to know Mary, to understand and see the morality behind her actions. But all she saw was rotten, unfair, and overly-disregarding behavior from a person who was supposed to be “heroic”. Believe it or not, Yua always takes measures to fully see someone for who they actually are. She might be insidious, and yes, *she is,* but she does take advantage of that in order to analyze her target's ideology. Whether her target is deserving of punishment or torment, that she humbly brings, is all up to her own judgement supported by tactical triggers. Throughout this whole plan, she exploits Mikoto and Shougou in various ways, they are basically just pawns that she uses in order to propel her plan in the most unique ways.

Before Yua's arrival



Before Yua, Mikoto, and Shougou had arrived at the Hyakkaou Private Academy as trial students, there was a major turning point that triggered Yua to take revenge. In chapter 60 of the Kakegurui Twin manga, Mary and the Literature club, won a crushing victory against Aoi Mibuomi in the game “Conquer the Land”. Aoi lost everything and was humiliated as Mary, together with her friends, won successfully without losing nor gaining anything massive, all of that is thanks to [Sachiko Juraku](), who intervened with the match and made a side bet involving 1 billion yen.



If Sachiko hadn't been there, Aoi's plan would've succeeded. This is the main reason why Yua targeted Sachiko in the first place, Sachiko was unkind enough to stop Aoi from executing his plan and that eventually led to Aoi leaving the academy out of shame. As mentioned earlier, Yua's affection and admiration towards Aoi is strong, she simply cannot forgive Sachiko for doing that to Aoi. And being given the right to challenge Sachiko

is one of the core goals of this plan, which outweighs even the other goal of punishing the entire Literary Club, why exactly? Because this plan ensures that they will be able to take advantage of the Literary Club to its maximum potential, especially against Sachiko and Kirari, both of which Yua deems as her (and her friends) biggest targets.





Yua's Arrival

Yua, together with her friends, Mikoto and Shougou had finally arrived at the school, and it's what they call their “hunting grounds”. By this time, I am led to believe that Yua had already prepared and thought her plan out. This is supported by many implications, such as them coming straight to Nadeshiko's gaming den, where Tsuzura, a Literary club member is. It is simply too much of a coincidence for it to not be planned, and other than some minor inconsistencies that I will bring up later on, there aren't any contradictions in the contextual plot and logic either. All of this led me into thinking that Yua, being the one who wanted revenge, had planned everything out.

All of this starts at this exact moment, where Mikoto and Shougou come barging into Nadeshiko's gambling den, they were purposely sent there by Yua (in this

interpretation at least). As we can see in this panel, Tsuzura is right beside her, it couldn't have been a coincidence, for all of this to lead to the next event, it's highly unlikely. It's heavily implied that this gambling match and the way it transitioned into another gambling match, it's way too precise to not be planned. Mikoto and Shougou later *do* say that they asked around to find this gambling den, but for them to ask around and suddenly find Tsuzura in this gambling den, it feels calculated, so let's just say that they're lying. Now you might think, “why does Tsuzura being there suddenly cancel out the possibility that it was a coincidence?” it's because Tsuzura’s response is part of the plan to eventually outsmart the Literary club.

Yua’s introduction



During her introduction, she immediately greeted Mary, not anybody else in the room. This is one of her main strategies throughout this plan, while Tsuzura is with Nadeshiko, who is gambling against Shougou and Mikoto, she utilizes that time in order to make a good first impression and eventually join the Literary club. So in this exact moment, the goals were:

1. Take advantage of the fact that Tsuzura is away from Mary's guidance and is more likely to act predictably, distract Mary so that she wouldn't intervene with Nadeshiko and Shougou's game, which is an important part of the plan. Shougou and Mikoto will then carry out their role in the plan themselves. Let's call this **G1**
2. Lastly, she wants to appeal to the Literary Club (Mary, Yukimi, and Kurumi) and take part as a trial member for the Literary Club. That

way, she can gain access to the gambling den almost all of the time and get in close proximity to Mary, with absolutely no risks at all. In order to successfully do this, she needs to:

- Gain information about the current situation of the Literary club -> Use that in order to appeal to their problems and be irresistible.
- Take control of the conversation -> Make counters for any argument that may rise -> Misdirect them and change the subject of the conversation into her own favor -> Overwhelm them with as many benefits as she can offer, together with a perfectly synergized escalation that will be initiated once they second think letting her join.

Let's call this **G2**

This is the first strategic move of the plan that will initiate a greater one.

Yua's Deeds



Now, this is a pretty common and basic tactic for two-faced characters like Yua; Speech, tone, and mannerism manipulation. This is nothing special, most SCD characters can do this, but I find it incredibly interesting, because of how much her tone of speech and mannerisms change. Refer to this panel where she is asking them if she could join their club, look at her eyes, her hands and her posture. This is a semi-confident stance, she acts bubbly, and quite over-the-top, she seems easy-going. This kind

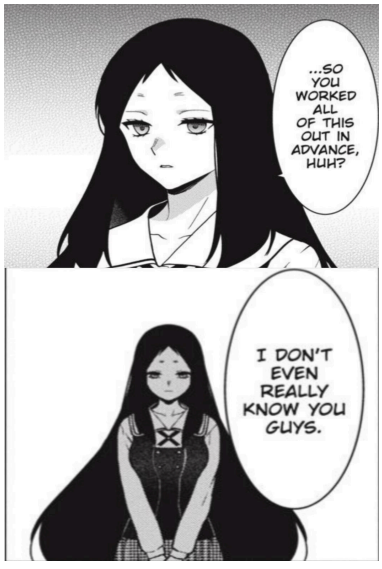
of mannerism expresses eagerness, submission, confidence, and innocence.

This panel is where she accentuates Mary's achievement of defeating Aoi, highlighting every key aspect of the match: Aoi's skills and status, the Literary Club's victory despite being deemed as “minor players”, and the stake of 500 billion yen. She essentially did this to leave an impression that she admires Mary for beating such foe and to fulfill **G1.** She also uses her status as a middle schooler in order to seem as less threatening as possible.

In order to make things clear, I want to show how drastically different her fake persona is compared to her real self in terms of how she speaks and how she acts.

This is her when she's acting and this is when she isn't





There isn't much of a difference. But this does mean that she is very capable of consciously manipulating her own mannerisms (from

closed/neutral to bubbly posture), her speech (from concise to talkative), and her tone of speech (from flat/monotone to very exclamatory).

Now let's return to the sequence of events.
Yua tries to persuade them by leveraging her supposed “admiration for Saotome”, she eventually brings up another aspect in which she could prove herself to be useful for the literary club. That aspect is gambling, and somehow, she knows that Mary and the Literary Club are having trouble finding students who would take them on. Yua said that she was able to know just by a little thought, which is possible, but I am leaning towards the possibility that she was eavesdropping on their conversation earlier. Before Yua knocked on the door, they (Mary, Yukimi, and Kurumi) were talking about how they were having trouble starting up a gambling den (they couldn't rely on casino games, and Mary is too notorious for poker).



Yua, like always, takes advantage of her status as a middle schooler, she offers herself up as a representative of the Literary Club for gambling matches; a middle schooler like her will attract attention from customers and many will underestimate her, that's what she took advantage of. She knew that they were desperate for customers and she just so happened to be the perfect solution for that. Yukimi asked her how good she was and she ”jokingly” replied “about as good as Saotome perhaps?”. Yua says “if you'd like to test me,

that's fine”, she knew that Mary would take it as an offense and Mary did (**G1**). The two agreed to a match but Yukimi interfered and stopped them. From this point, it's safe to assume that Yua had been controlling the entire conversation from the start, she knew what to highlight, she had great measures just in case they didn't fall for her fake persona, for instance, when her admiration of Mary wasn't enough of a reason, she used the fact that they were losing customers as another reason to join the Literary Club or when Mary told her that she is being **too** overly enthusiastic about her feat of defeating Aoi in a gambling match, Yua was able to turn that into a reason to “admire” Mary even more, particularly highlighting Mary's humbleness and modesty. From offering herself as a representative and all the way to provoking Mary, it's all notably deliberate and precise. Additionally, in this interpretation, it is implied that Yua had a back-up plan in mind in case Mary accepts the challenge AND nobody stops them, this only makes her planning more intricate and sophisticated, even if we didn't get to see what her move was, and let's call this **I1** (interpretation one). This interpretation fits nicely with the circumstances and context of the situation, no contradictions, and if we take into account the heavily implied narrative that Yua had planned everything from her arrival, it fits even more perfectly.

After Yukimi stopped Yua and Mary from gambling, Yukimi finally accepted Yua's request to become a trial member for the Literary Club (**G2**). Yua's strategic approach finally paid off. Now, half of the first half of the plan has been executed, Yua finally gets her hands on all of the benefits being a trial member could have and *how* she will proficiently use those benefits:

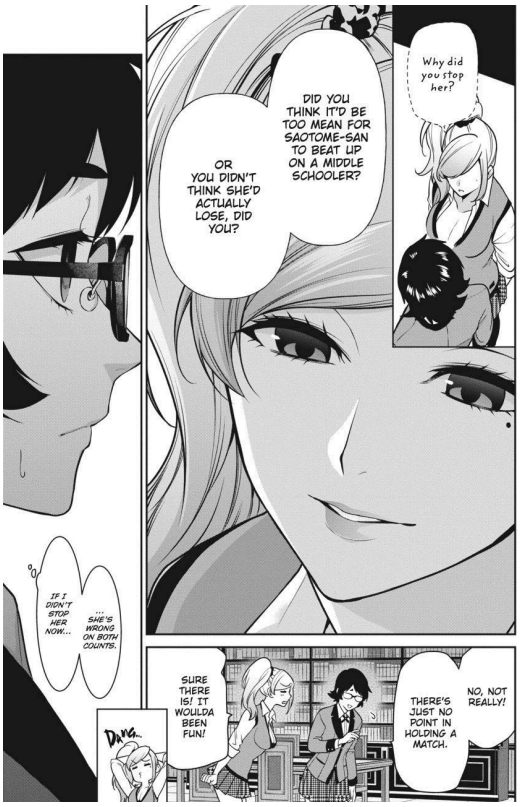
- Direct access to the gambling den, as a trial member, she has the right to touch, move, and manipulate stuff that she normally wouldn't get her hands on. This is particularly significant because it allows her to orchestrate the foremost trick of this whole entire plan.
- This gambling den will soon serve as a battleground for Mikoto and Shougou. A *rigged* battleground to be exact. Once Mikoto and

Shougou finally succeed in their part (of defeating Nadeshiko and prompting Tsuzura to challenge them into another match), the transition between two gambles (Listen-Weight Jackpot to Black jack) is where the climax will commence.

- If they win the final match due to Yua's contingencies, this very same Club and gambling den will be at the hands of Yua herself. Satisfying **one** of the main intentions and goals of this plan.

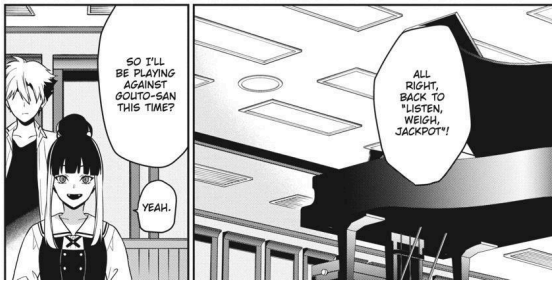
After stopping Mary and Yua, Kurumi questions Yukimi's actions, as you can see in this panel right here.

Because yes, it *is* weird that Yukimi stopped Mary from gambling with a middle school student. But this intuitive response from Yukimi actually benefited Mary, and didn't hinder nor benefit Yua's plan either since Yua's plan was forked (**I1**), her plan was forked from the point where she challenged Mary into a gamble. Now you might say "It's just a friendly gamble between Mary and Yua that's meant to test her skills, why would Yua have to fork her plan if it's just a friendly match?" The next page here will destroy your argument and provide a narratively accurate answer to your question.





Yukimi literally said "She's wrong on both counts, if I didn't stop her now…I felt like something even worse would happen than either of those.", she said that something worse than both options could've happened if she didn't stop them. This directly (or indirectly, depending on your perspective) supports my interpretation (**I1**) that Yua's plan was actually split up, and that she actually had a back-up plan in case Mary accepts the challenge and nobody stops them. Of course, without any clue about what that back-up plan might be, we will never be



able to scale it properly. I'm not a scaling wizard, but just knowing that Yua was able to foresee such possibility and create a specialized plan specifically for it, improves the entire plan a lot, just goes to show how great of a planner Yua is and how well thought-out of a plan the Swift Siege is.

The Game That Set The Stage



At this time, while Yua is carrying out her part in the plan, a completely different battle is ongoing. This is the Listen-weigh Jackpot game by Nadeshiko who is still playing against Mikoto and Shougou. This is the second round of the game and Mikoto is replacing Shougou, the previous round's player. Mikoto had been on the lookout for cheats in the first round, and now that she's the one playing now, she has the advantage since she has completely seen through Nadeshiko's cheat.

Mikoto then goes on to raise the stakes, up to 9 million yen. This is part of an important goal; make Nadeshiko lose a huge amount of money, to the point where she becomes a housepet, this allows for Tsuzura to act predictably (part of **G1**), and eventually reach the end goal of Mikoto and Shougou's roles (to make Tsuzura, a Literary Club member, challenge them to another game, which will be played in the Literary Club's gambling den).

Nadeshiko accepted the bet. Not long after the bet agreement, Mikoto suddenly grabs Nadeshiko's watch (the one she uses for her cheat) and reports it to the dealer. The dealer saw it as a cheat method, which is forbidden by the rules, and because of that, Nadeshiko lost the game and she had to pay 9 million yen to Mikoto and Shougou. Yua knowing each and every skill that Mikoto and Shougou had, effectively used the powerful synergy of their skills (Mikoto’s keen observational skills and Shougou's tactical and strategic approach) in order to increase the chances of winning, especially against a cheater like Nadeshiko.



This is the very exact moment where Nadeshiko realizes that she will become a housepet, which devastated her. Mikoto and Shougou however, taunted her for being a cheater and still losing the game. Now that Nadeshiko has lost, Mikoto and Shougou are one step closer towards carrying out the main purpose of their mission.

Now here comes the contradiction with my overall interpretation of this plan; Mikoto and Shougou were about to leave, but Tsuzura suddenly calls them out, and they looked surprised. If they really were there in order to instigate a match against Tsuzura, then why did they try to leave? And why did they look shocked when Tsuzura called them? Honestly, I don't have a concrete solution/reasoning as to why, but it could've been that they were only drawn to be surprised or intentionally seemed surprised. These kinds of things happen in Kakegurui all the time, they do this to mask the true objectives of the characters, and it ***is*** possible that it was the case, but I'm not going to act like it's not unlikely.

As you can see in the previous panel, Tsuzura questioned how they were able to acknowledge the existence of a cheat in the first place. To which they simply replied “We asked around about this gambling den…And determined that you were cheating, and how you are cheating, to some extent.”. This is another inconsistency/contradiction that might bring this whole interpretation down, but my argument for that is how are you so sure that they are telling the truth? Because if my interpretation was right, then they must be lying, why would they tell the truth then? The end goal of the whole plan is to take over the Literary Club, if they told the truth to Tsuzura (a Literary Club member and Mary's friend), then they must be stupid. Them lying actually benefits my interpretation, because if they *are* lying, then they must know who Tsuzura is and what her role on the Literary Club is.

Another argument I have (although much weaker) is these two pages:





Notice the difference between the two? In these two pages, both sides, Yua, and Mikoto and Shougou claim to have been “asking” other people about information that their respective situations ask for. In Yua's panel, it shows a flashback of her asking ex-members of the Full-Bloom society (Eneru and Ouri) and Kokoro too. But in Mikoto and Shougou's case, there isn't a flashback, not even a single panel dedicated to showing their action of “asking around”.



After asking them how they found out, Tsuzura challenges them into another game. The stakes in this game is the same 9 million that Nadeshiko lost. And this exact reaction and challenge from Tsuzura is what I believe to be deliberately planned, acted upon, and triggered by Mikoto and Shougou. They intentionally set up a scenario in which Tsuzura is forced by her own beliefs and Nadeshiko's loss, to act impulsively and eventually, challenge them into a game. This will then transition into another game, a game which Yua had already anticipated, this is how the transition from Listen-Weigh Jackpot to Blackjack works (oversimplified):

- Have Mikoto and Shougou find Tsuzura with somebody who she cares about
- Challenge that person into a gamble
- Have Mikoto, with her uncanny observational skills, lookout for potential cheats
- Force a situation where by raising the stakes, it's almost inevitable to become a housepet once someone loses.

- Expose the cheat and make Nadeshiko lose
- The overwhelming defeat will not only be felt by Nadeshiko but by Tsuzura too, given that she was a housepet once, she sympathizes with Nadeshiko.
- Trigger an impulsive response from Tsuzura (challenging them to another game that will decide whether they get to keep the 9 million they won from Nadeshiko or not).
- And due to the fact that Tsuzura is a Literary Club member, it's highly likely that the game will be set in the Literary Club's gambling den.
- Now that Yua is a trial member for the Literary Club, she can act as an internal bomb within the Club and easily set up intricate tactics and cheats in preparation for the gambling den.

This is the main reason why I think that my interpretation of this plan is highly likely. Given the fact that Tsuzura challenged Mikoto and Shougou to a gambling match, which *did* occur at the gambling den of the Literary Club, and how Yua was able to utilize her newly-earned seat as a trial member to its maximum potential and was able to set up traps in the Blackjack game, it is extremely clean and precise, which led me to believe that Mikoto and Shougou were already ordered by Yua and had a plan for them and how they will handle Tsuzura. From this point on, it's nothing but an inevitable massacre of the Literary Club, and soon in this plan, the Literary Club will fall at the hands of Yua and her friends.



At this very moment, Tsuzura hasn't been eating much because she was contemplating her previous action of challenging Mikoto and Shougou to a high-stakes match. Mary of course picked up on this and asked what her problem was. As you can see this is the effect of Yua's **G1** at play. She intentionally distracted Mary and the other club mates while simultaneously masterfully persuading them to let her in on the club.

The Preparation of the Cheat and Major Contingencies



This is the page where Yua intricately set up a cheat, but foresaw that Mary would eventually notice this cheat and try to use that against Mikoto and Shougou. The game is a simple Blackjack game and the cheat she planned to use is the SI Stebbins Stack. Where an entire 52 card deck is arranged in an order wherein the card deck could be read by using mathematical cycles. That way, it wouldn't be hard to memorize the pattern of the cards and be able to discern what numbers/suits are next. The SI Stebbins Stack goes like this:
Club -> Heart -> Spade -> Diamond (the cycle repeats). Then, 3 -> 6 -> 9 -> Queen -> 2 -> 5 -> 8 -> Jack -> Ace -> 4 -> 7 -> 10 -> King (+3 every card). In this exact page, It's narratively confirmed that Yua had already deployed the SI Stebbins order to EVERY card deck that the Literary Club has, that way, it doesn't matter which card deck they choose, and a sneaky intention; If Mary notices the cheat and goes on to check every card deck, Yua will have no choice but to admit it, BUT another tactic will be set off by Yua, which I will discuss soon in the later parts of this doc.

Yua was able to do this without resulting in any suspicion thanks to her acting skills that masked her true objective in joining as a trial member.



The ability to deploy this cheat was the main reason why it was such a definitive event to make it as a trial member for the club.

And here's where her contingency comes to play:
Through the process of perspective change, she predicts that from Mary's perspective

- Mary wanted and will use their cheat against them, and like Yua said, it's easy to put into words but really hard to execute, because the SI Stebbins System follows a fixed cycle, and if the cut isn't in Mary and Tsuzura's favor, or if they're not aware of it, they will have near-impossible chances of winning.

Additionally, they (Yua and her friends) know exactly what the cheat is, so Yua was able to conclude that Mary and Tsuzura would have to rely on luck and the smallest opportunities of winning that Mary is very likely to notice and take advantage of.

- So by this way of thinking and taking into account what factors (the SI Stebbins Stack order, the dealer's cut, who is winning/losing, what the next card is, Mary's realization and action) will come into play, Yua had to think of a completely plausible scenario, in which:
    1. They had to be assured of their victory.
    2. If Mary and Tsuzura weren't aware of the cheat, they will always, 100% stand, not risking anything due to the risk of their hand busting if they hit. So by this process, Tsuzura's hand had to be somewhere over 15 (>15), a hand where there's a very high likelihood that the hand would bust if the player hit.



3. If they do hit, Mary and Tsuzura's hand will beat Mikoto and Shougou's.

And after coming up with those fundamental conditions, she finally found the only plausible combo that satisfies those three that she listed.
But it is not as easy as it seems, Yua had to figure out several situational fundamentals that will act as a groundwork for the predicted situation. It is extremely complex to the point where even somebody as prescient and adaptive as Mary couldn't foresee. Here are the main foundations and the factors that were taken into consideration for the trick, some of it are already mentioned by Yua herself, but some of it aren't:

1. Tsuzura already lost all of her chips, resulting in a defeat for her.
2. Mary will notice the trick (that the cards are in a certain order), as anticipated by Yua.
3. Mary knows that Tsuzura will win if they continue the game.
4. Mary has to urge or tell Tsuzura to continue playing, whether it's by directly telling or using some sort of signal doesn't really matter, but let's assume that Yua predicted that Mary will use a sneaky signal in order to avoid detection. The reason for this is already stated by Mary herself in the future panels.
5. Mary will try to persuade Mikoto and Shougou to keep playing, doubling the amount of the bet, and finally adding in the Literary Club as a bet also. One of the biggest parts of the interpretation in this doc is the fact that Yua *forced* Mary into a situation where she had to

sacrifice potentially losing the Literary Club in order to instigate Mikoto and Shougou to keep playing. Mary did this because she was certain that Tsuzura had a clear chance of winning. This kind of thought process from Mary was instilled by Yua through these:

- Yua used the SI Stebbins System, an order which is very predictable to players that know it. In this circumstance, Mary was led to believe that the SI Stebbins order is the only trick in the card deck. This is of course, due to her own overconfidence and tunnel vision, but Mary would've never bet the Literary Club if she wasn't sure that Tsuzura will win, and the order of the card deck was incredibly easy to follow and read. The order of the cards being this obvious, allowed Mary to see through it without a problem, and allowed her to think that Tsuzura was clearly winning.
- Tsuzura values being a winner, that's why she challenged Mikoto and Shougou after seeing Nadeshiko lose in the first place. Mary could've just ignored Tsuzura's defeat, even if it costs 9 million yen, since they do have the means to cover that (as said by Yukimi). But one thing that Mary cannot let go of is Tsuzura, she was saddened by her loss, feeling like her mission of becoming a winner failed. Mary and Tsuzura both have mutual goals; to become a winner. And Mary simply couldn't have abandoned that feeling from Tsuzura, she *had* to help her. And because she knew that Tsuzura has a chance of winning if she convinced Mikoto and Shougou to another round again, there was no reason for her to not do everything she can and bet almost everything she has, hence betting the Literary Club.

6. Once the round starts Shougou has to be in a losing position and Tsuzura has to have a hand higher than his.
7. It is Tsuzura's term, and if she hits, she wins, if she doesn't, she will lose (because Shougou will get the card instead and Shougou relies

on the next card to win). Yua was able to conclude and figure out their cards from this through simple deduction:
In the SI Stebbins Stack, the order does not change unless it's shuffled -> In the whole cycle, the order of “8 -> Jack -> Ace -> 4 -> 7 -> 10 -> King” is the only one which satisfies the conditions, which should start with Shougou getting 8, Tsuzura getting a Jack, and so on with 7, 10, and King as the remaining cards.

After figuring out their cards, Yua switched the 7 and 10 cards, so instead of Tsuzura winning if she hits, she will weaken her position because instead of hitting and getting 7, which makes her hand: 8 + Ace (from 11 to 1) + 7. And his hand 4 + Jack (10) if he stands, and 4 + 10 + 10 if he hits. Their hands would wind up becoming like this:
Tsuzura's hand: 8 + Ace (From 11 to 1) + 10 = 19
Shougou's hand (if he hits, which he will): 4 + Jack (10) + 7 = 21
Which means that Shougou will win and Tsuzura loses, winning the 36 million yen bet and the Literary Club is officially theirs.

The Blackjack Game



Before the game, Mary asks Yua if she knows Mikoto and Shougou. Yua responds by telling a blatant lie that is backed up by the truth. She tells Mary that despite not knowing them personally, as they are from different classes, she is certain that Mikoto and Shougou are strong. The middle school of Hyakkaou Private Academy has the same Housepet System as the high school does, although not the real deal, the housepets there are treated just as horribly. Yua tells them that Mikoto and Shougou used to be housepets, but they were able to make it out because of their skills. Yua told them this because Yua knew that Tsuzura used to be a housepet too. This fact is what she will exploit later on as a tactic to fully see Mary's beliefs and values, and to be able to judge whether she is deserving of punishment or not.

Mary goes on to tell Yua that Tsuzura used to be a housepet, and that she was able to make it out of that status too. Yua quietly responded with an unimpressed “wow”, which implies that she either already knows this fact, probably from the rumors about the Literary club, or she was bitter and didn't believe in Tsuzura at all.





Mikoto and Shougou finally arrive at the Literary Club's gambling den, which is where Yua had set up all of the tricks and traps for them to utilize. Mikoto announces the game that they will play, and it is Blackjack.

Blackjack is a simple game where two or more players have to get as close to 21 as possible with the sum of the cards in their hands. In this game, you can hit (get a random card from the deck) or stand (refuse to get anything from the deck, this suggests that you are comfortable with your hand). Then, the betting starts from there on and the game continues until someone runs out of chips.

The game is played between Shougou and Tsuzura. Mikoto tells Yukimi to lend them any deck, this is because Yua had already set each card deck that the Literary club has into the SI Stebbins Stack, and the trap is present in every deck too, so it doesn't really matter whatever deck they choose as long as it's from the Literary Club.



Mikoto then calls Yua to be the dealer of the game. Considering that they have been doing this stunt—of cheating using the SI Stebbins Stack—in middle school a lot, it's certain that Yua knows to only cut with one hand instead of shuffling, in order to not ruin the cycle.
Mikoto says that she's not comfortable with letting high school students deal for them in the game, because they “might” do some sort of cheating. Throughout this minor chaos of picking the dealer, Mikoto uses their stance as middle schoolers in high school students’ lair as an excuse for controlling the dealer, which cannot be argued by the Literary club since they will probably do the same if they were in their shoes.



Mary saw through their lies and began to argue with them. Mary tells them: *“Tsuzura asked you to take her on. If we got no dealers we can trust in here, it's not even a gamble any longer. And lemme tell you, I have zero trust in Shishiba here. In fact, she's your pal, isn't she?”*. This response from Mary shocked them, even Yua also. This just shows how difficult it is to lie your way into Mary's mind. This is the exact reason why even though Yua had to lie and put up an act to be able to join the Literary Club, she had to primarily capitalize on fixed factors throughout this whole plan too. For example, this whole Blackjack game and the intricacies set up by Yua behind it, all of it are fixed, so fixed in fact that it was almost inevitable in a way, in this case, even if Mary found out that Yua, Mikoto, and Shougou are all conspiring together, Yua still wouldn't

lose anything, because the moment Tsuzura asked Mikoto and Shougou to take her on, the trap was already ignited. The true objectives, not only in this game, but throughout the whole plan, were hidden by layers of deception that pertains to everybody's satisfaction, and tries to be as glaringly obvious as possible in order to overshadow the thought of consequences of their actions, rendering Mary or anybody in this situation, partially unable to foresee such possibilities. Concepts like **simplicity**, **pressure**, **reward**, **favor**, **certainty**, **values**, **beliefs**, and **reason** are what Yua leverages in order to do this. As you can see, most of these are all idealized concepts, but their positivity is what makes them deceiving, and effective at masking and disguising the core parts of this plan.



After a small argument happened between the two sides, Shougou decided that Kaede (a temporary replacement for Aoi, who is the Student Council Treasurer and the appointed supervisor for the trial students) will be the dealer for the game. Mary, nor other members of the Literary Club disagreed with this. However, Shougou requests Kaede to cut with one hand as an "anti-cheat measure". As said earlier, the SI Stebbins Stack cannot be ruined unless it is shuffled, which means that once cut, the order does not change, the starting point and the ending point are the ones that change. Kaede, of course, becomes skeptical about it, but Shougou reasons that they cannot trust anybody besides themselves, this did well at hiding the intention behind the request, as nobody dared to argue it. And even Mary, who had prior knowledge about the system used, didn't think of it as a strange request until later on.



The game began, and with Kaede cutting with one hand as requested, the inevitable demolition is now set into place.

For convenient reasons, we will summarize Shougou and Tsuzura's match. Frankly because this doc is already too long, a lot longer than I expected.

But if you want to know what happened, here's a summarized version:

Shougou in the first round knew that Tsuzura had 19, and that he only had 16. However, this didn't stop him from raising the bet to 10 chips, which equals 1 million yen. Perhaps this was part of his tactic to test Tsuzura's guts, as even when others were shocked by the sudden raise of bet, Tsuzura remained unfazed. Shougou even said that he actually thought Tsuzura would fold. Despite intentionally losing the first round, he quickly changed his playstyle. He went all in, over and over again, forcing Tsuzura to fold. And when Tsuzura finally got a good hand, he folded. In the final round, when Tsuzura was already way too low on chips, she had no other choice but to go all in too, and in this exact round, Tsuzura lost all of her chips, causing a very devastating defeat for her.



This is the moment that Mary noticed the cheat. It was already too late to avoid the trap and act beyond Yua's prediction but it's all because of the engineered situation that Yua carefully made. You might think that it's stupid of them to not notice the cheating way earlier but Yua had already made deliberate steps and managements in order to avoid that and sway their way of thinking. Think about this game itself, it's not an

extremely complicated game, in fact, it's one of the simplest games that you'll ever get to learn. But this simplicity was what Yua used in order to deceive them. In a game like this, its simplicity makes it hard to do sophisticated cheats without the help of a third party, particularly the dealer. Remember when Mikoto asked Yua to be the dealer? That move not only assures them that they have a third party who knows the trick, but it also directs the focus to the dealer. The fight between who the dealer will be was a step done in order to simultaneously highlight the importance of having a trustworthy dealer AND misdirect them into thinking that having a corrupt dealer is the only way to cheat. It's obvious that Mary doesn't trust Yua at all, and Yua was aware of that because Mary wasn't a very trusting person from the start, but Mikoto choosing Yua as the dealer seemed strange, when they already have Kaede right beside them (their supervisor and the dealer in their game against Nadeshiko). This should imply that Mikoto chose Yua to become the dealer not because she knows the cheat, but to stage an argument that misdirects the doubt into the dealer

When the heated argument concluded with having Kaede as the dealer, Mary and the others felt a sense of relief, they didn't question anything else, including Shougou asking Kaede to cut with one hand, mainly because Shougou's reason for this was a mutual display of doubt that resonated well with Mary because of the circumstance.



After Mary became aware of the cheat used and how Tsuzura was certain to win if she continued playing, she had to find a way to negotiate with Mikoto and Shougou and send a message to Tsuzura without letting the opposition know.

While Mikoto and Shougou are about to leave, Mary calls them. Mary asks them to play just *one* more round, where the pot totals to 36 million yen. Shougou disliked this because of the unnecessarily high stake. Mary didn't budge, and now adds the Literary Club to the bet; she promises that they will hand the Literary Club to them if they lose. Mikoto and Shougou are now finally convinced to play.

Mary did an amazing job at persuading them, she's an expert at this and it is very impressive. Unfortunately, this is the biggest blunder that she could ever make. She's dancing to Yua' music; acting accordingly with the triggers that Yua had set up.

The triggers that Yua had efficiently set up were:
Simplicity -> The design of not only the game, but the cheat used also, was purposely set up in a way that was easy to follow. By being simple, it was used in order to fabricate and illuminate a sense of certainty that instills Mary's actions.
Certainty -> This is the product of what simplicity brings. Certainty was used as a tool to further the misdirection that Yua had built. This is one of the main reasons why Mary confidently bet the Literary Club and why she hadn't thought about the potential negative consequences of her actions and why she wasn't able to foresee Yua's trap. This worked especially effectively because Mary always seeks certainty, no matter if it's a gamble

or not. As long as she is able to detect a guaranteed way to victory, or even up her chances, she will never stop until she makes that happen, this is one of her strengths but also one of her flaws, which Yua efficiently exploited.

Reason/Logic -> In order to see or feel certainty, reason is what works first. Mary did well at using reason to detect certainty. There were a lot of hints in the Blackjack game that leaked valuable information. For example, Shougou asking Kaede to cut with one hand, Shougou's playstyle, how he went all in or folded according to how weak or strong Tsuzura's hand is, and most importantly, in the last round before Tsuzura lost all her chips, Shougou and Tsuzura's hands were the exact same as the first round. All of those led Mary to the conclusion that they were using the SI Stebbins Stack to cheat, and that request from earlier wasn't a safety measure, but a way to not ruin the cycle of the cards. After figuring out the cheat, Mary took a glance at their hands, after that, she was able to deduce the remaining cards in the deck: “8 -> Jack -> Ace -> 4 -> 7 -> 10 -> King”. These remaining cards actually mean that Tsuzura is *certain* to win if one more round occurs. See how it worked? Mary was able to trace the remaining cards through the process of figuring out the cheat -> She was able to realize certainty in Tsuzura's victory -> Bet the Literary Club to convince Mikoto and Shougou to play one more round. This is also how simplicity worked, because of the cheat's simplicity, Mary was able to work out the situation relatively fast.

Values and Beliefs -> These two are meant to be separate, but considering that Mary's actions encompassed these two for the same reason, I'd like to combine them. Mary did not only just use logic, she also used her own feelings of the matter so as to decide what she is supposed to do. Mary, Tsuzura, and Yukimi all have the same goal; to be winners in life. Tsuzura had just recently opened up to them what she felt and why she impulsively stood up for Nadeshiko; she believed that being a winner means being somebody who people in need could rely on. Mary does not necessarily agree with Tsuzura's view, but that doesn't stop her from caring

about Tsuzura, they still made a promise together and they still have mutual goals and understanding of each other's values and beliefs. This is what fueled Mary to be persistent in persuading Mikoto and Shougou to play one more round, she wanted to fulfill Tsuzura's goals and show her that she's deserving of victory. Yua didn't directly use this to control Mary, although she did know that Mary and Tsuzura both share the same ideals and appeared to be close to each other.

Pressure -> The last factor that was used by Yua is pressure. Pressure is very powerful, it can make even the most calm and calculating people face difficulty. Mary had to come up with a way to convince them to play one more round in an environment that is filled with time pressure (as Mikoto and Shougou are about to leave), heavy emotions from Tsuzura, treachery from Yua, and the loss of 9 million yen. It's not hard to see why Mary wasn't able to think thoroughly. Besides, Mikoto and Shougou wouldn't have accepted Mary's request if it weren't for the Literary club bet. Mary was under extreme pressure, even Mary herself said that she didn't have enough time because Mikoto and Shougou are about to leave, so there's two ways to interpret this:

1. Mikoto and Shougou pretended to leave as quickly as they could. This is assuming that Mikoto and Shougou know Yua's plan of forcing Mary to bet the Literary Club to convince them, which judging from their reactions when Mary called them, is on the less likely side. Let's call this interpretation two or **I2** (not to be confused from interpretation one from the earlier pages).
2. Mikoto and Shougou does not know Yua's exact plan at this moment, this is why they appeared surprised when Mary called them as they're about to leave. This is the more likely interpretation and the narrative standard, let's call this interpretation 3 or **I3**.



After persuading Mikoto and Shougou, Mary now states the message. Mikoto and Shougou were not able to register it as a message and were not able to understand the deeper meaning behind it, as planned by Mary.

Tsuzura and Yukimi got the message as soon as Mary said it. Yukimi didn't hesitate anymore, and Tsuzura kept playing, giving her full trust in Mary's words.

After the requested final round began, Shougou finally revealed to the readers that they were cheating using a card deck order. He revealed can read Tsuzura's hand and the remaining cards from the deck. Underestimating Tsuzura, he expected her to stand because she already has 19. Tsuzura, before picking whether to hit or stand, states that she doesn't know why she's losing, that she has to believe in Mary in order to win.



Tsuzura then hits, shattering what Shougou thinks is an absolutely certain win for him. Why? Because Shougou was relying on the next card (7) to beat Tsuzura's hand, but now that Tsuzura has hit, that 7 goes to her, and her ace becomes 1, which means her hand is now 16, beating Shougou's 14 (Shougou cannot hit anymore since he knows that the 10 card is next and he will bust his hand if he does).
What I find particularly interesting here is that neither Shougou, nor Mikoto actually knows about the bold

trap that Yua had done (switching the 7 and 10 cards).

After Tsuzura hit, Mikoto became distressed, which blew their cover. If you want to know more about how Mary came up with the conclusion that they were cheating, just read these pages below, I'm too lazy to narrate it.











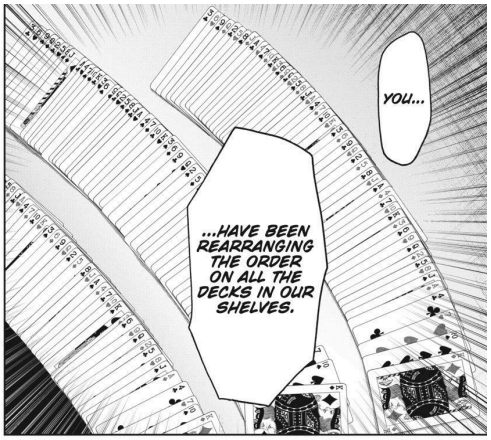


After Mary revealed the cheat, by process of elimination, she was able to narrow the people down one by one, until Yua was the final suspect. She pointed at and accused Yua of setting up the cheat (which she did).

What I find very interesting here is Yua's reaction to this, she released a tactic which is not very beneficial for the goal of taking over the Literary Club at all if you look at it that way.



Yua was unfazed by this accusation at first. Because she grasped the situation immediately and figured out that as long as there's no substantial proof that she did it or if that proof wasn't found, she can act innocent and reason her way out of suspicion. She states that if the Literary Club had several decks, and Yukimi was the person who picked one, and that deck happened to be set in an order, then wouldn't Yukimi be the primary suspect for doing this cheating? Her argument was sound, even Yukimi couldn't defend herself.



Yua tried to work with logic as much as she could in order to misdirect them and shift the focus towards her point. Unfortunately, Mary didn't give her words a single attention and went ahead to grab all of the remaining decks from their shelves. She then spread them on the table, exposing that Yua had been rearranging the order on all of their card decks.



Now Yua is fully exposed, but that still doesn't matter since her inevitable trap is, well, inevitable now. And no matter what Mary tries to do, the Literary Club will soon be seized by Yua herself. After Mary exposed her for being a cheater, she replied with a cold *“And? So…What then?”* displaying indifference.



After Mary added that Tsuzura was guaranteed to win the moment she decided to hit. Yua took the final opportunity to fulfill one of the core goals of this plan, which is to fully see the real Mary, or fully see what kind of morality she abides by. She will now get to judge whether Mary is deserving of punishment or remorse.

Yua yells in a distressed and worried manner. She asks Mary if they could just abandon this round. And of course, Yua and her friends will return the 9 million yen from this match, but not the 9 million yen from the match with Nadeshiko, since they earned that money without cheating at all.

Yua's goals here are:

- Use what she knows in order to test Mary's morality. In doing this, other than using her acting skills, Yua will use the fact that:
    1. Mary hates them for cheating. Yua will test how far Mary will go just to win, even if it costs somebody else's misery. Let's call this test one or **T1**.
    2. Tsuzura used to be a housepet and similarly to Mikoto and Shougou, she made it out of that status. Yua will test just how much Mary is willing to help people in need/people who experienced the same suffering as Tsuzura, regardless of what they did. Let's call this test two or **T2**.
    3. Mary values her friends. Yua will test Mary's ability to associate her own experiences and hardships with others by using relatability. Let's call this test three or **T3**.
- Act as a presiding judge, she will judge just how much Mary deserves punishment and humiliation based on Mary's responses to her staged act which emphasizes experiences and values that *should* resonate with Mary, judging from her past experiences.
    1. If Mary responds with kindness and allows for the round to not count as Yua wished, Mary will benefit from this. Let's be straightforward, this is the only chance for Mary to avoid the trap that Yua engineered. Not only will Mary benefit from this, Yua is open and will change her mind about Mary, and focus on the other targets (Sachiko and Kirari).
    2. If Mary responds with apathy and continues the round until the end, she will be met with humiliation, and total destruction. She will lose the Literary Club and 36 million yen in addition. After Yua gives Mary the right punishment, she will move on towards her next targets.

(This tactic from Yua does not benefit her in the standard way, but if you include seeing through Mary's morality as part of the main goals of this plan, which I do, then it is actually an essential part of the plan)



Yua once again, tries to appeal to Mary's values and beliefs that she knows of. Yua is aware that Mary dislikes them because they cheated, but she tries to take advantage of that fact by saying that Mikoto and Shougou won the 9 million yen against Nadeshiko without cheating.

This is **T1**, a test of Mary's beliefs. Yua leverages the fact that Mary should let them keep the initial 9 million yen from Nadeshiko that they earned without cheating at all. This reason from Yua aims to see just how fair Mary is. Because yes, they won 9 million yen from Tsuzura by cheating, but they are willing to return that, but not the 9 million yen from Nadeshiko. For a person with decent morals, getting the 9 million yen lost is already enough, they wouldn't need to forcefully grab away an important amount of money from middle schoolers who earned it using nothing but skill and wits. What Mary showed the second she responded to Yua's request was nothing but merciless greed. Taking away something that they worked for, and on top of that, putting them in an 18 million yen debt is not a good thing to do, no matter what reason it may be. This is terrible showing from Mary, especially in Yua's eyes, quite frankly, she failed Yua's **T1**.

Yua, seeing how Mary easily shrugged off her reasons, aborted the first test and quickly switched her main reason. As you might know, throughout this whole tactic, Yua uses three reasons, all of which are based on Mary's experiences with her friends, which are: 9 million yen earned without cheating, Mikoto and Shougo's past, and lastly, how much she values Mikoto and Shougou as friends. Each of these three reasons is applied in three distinct tests, with these tests tackling different aspects of Mary's morality. These reasons are incorporated not just as justifications, but also as a tailored premise that will try to appeal to Mary's supposed “empathy”.



Yua deploys her second reason and her **T2**.
Yua mentions that Mikoto and Shougou used to be housepets, this is her second reason. Yua tries to use this reason as a way to connect with Mary. By trying to use the power of relatability on her side, Yua exploits this reason in a way that tries to seek sympathy from Mary, if she has one of course.

I'd like to highlight Yua's acting skills throughout this tactic. Her acting skills act as a base, a singular pillar that holds this whole tactic in place. She displays clear emotions and synergizes it with her stacked reasons so as to receive a genuine reaction/response from Mary.



Yua notices Mary's cold reaction to her second reason, so she decides to stack up all of her reasons and now proceeds to her third reason;
She helped Mikoto and Shougou make it out of the housepet status, clearly she values them as friends. Yua attempts to be as reminiscent as possible, resembling Mary’s experience with her friends and all of the hardships she had to put up with in order to avoid being housepets. By using acting skills, reasons, and relatability, Yua appeals to Mary's sympathy—especially towards others who faced the same challenges as she did—in the best way possible.



Yua says that she doesn't want her only friends to be housepets again, which perfectly mirrors how Mary values her own friends and doesn't want them to suffer being housepets in every way imaginable. The tactic has now concluded, all that's left is to hear what Mary has to say AND satisfy the second goal of this tactic—to judge whether Mary's morality is deserving of remorse or not. In fact, Yua isn't the one who judges and decides Mary's fate at all, it's Mary who will decide that for herself, if she agrees with Yua, then she'll avoid the trap, if she doesn't, then she'll fall for the trap.

What I find extremely captivating here is the fact that Yua isn't really the one to judge and decide Mary's fate, it's Mary herself.
The moment Tsuzura decided to hit, they (Mary and the entirety of the Literary Club) were already bound to horribly lose. However, Yua initiated a tactic that completely negates that inevitable defeat. Yua requested to not count this round—which means that if Mary agrees, they will evade the trap AND not lose anything, even money. Yua did this because she wanted to test Mary (I've already said this too much), she wanted to see Mary for who she is, she intentionally gave Mary a disguised second chance because she hates feeling guilty for destroying people who don't deserve it. But thanks to Yua's amazing tactical capability, she was able to devise a situation where she deliberately hands Mary the final decision/choice. Mary has to decide for herself, and that decision is what concludes the test, confirms Mary's true morality, and solidifies an automatic punishment/reward all at the same time, through only one decision. That's how much power Yua gave Mary in this moment, Yua crafted the entire trap

and devised a tactic that allows for Mary to decide whether she falls in that trap or not—Yua crafted the pit, and gave Mary the choice of jumping down or not—that's both ruthless and kind.



Mary delivered her own response. Basically, she doesn't care about what Yua wants for her and her friends, not a single genuine care for any of Yua's reasons.

This side of Mary is apathetic, which Yua doesn't like. Mary only cares about herself and her friends, anybody else's fate is out of her concern. Mary rejects Yua's request, and thus, has sealed her and the Literary Club's doom. Like I said earlier, Mary was essentially the one who decided between salvation and doom. This singular response—rejection, not only of Yua's request, but dismissal of Yua's reasons and feelings—concludes the tests, exposes Mary's true nature, and automatically triggers the inevitable trap.



Mary's apathetic speech ends with the cold truth. Now that all of Yua's goals (in this tactic) have been accomplished, she has nothing to do but to surface the truth, like how Mary did. Mouthing the words "so awful", showcasing how disappointed she is at Mary's response and how much more she expected from her. Yua says "*But in that case, maybe it's for the better"*, this shows that the tactic isn't a bogus one, Yua genuinely wanted to give Mary a second chance, and that is by testing distinct aspects of her morality. Unfortunately, Mary already failed those tests.

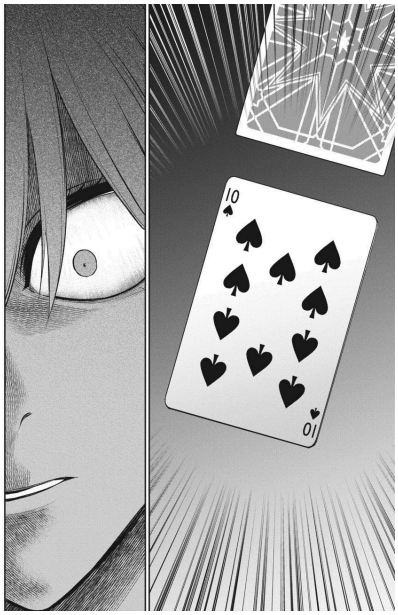


While wiping away her fake tears, Yua states that she can now humiliate Mary with “no second thoughts”. What does this mean? It reinforces the fact that Yua did not want to feel guilt, she does not want to punish the wrong person, hence, why she did that tactic in the first place, she wanted to see if Mary is deserving of that punishment or not.

Mary, Tsuzura, and Yukimi all looked confused, after all, according to Mary's logical deductions, they should be guaranteed to win by now.



Yua lets the match proceed and asks Tsuzura to flip her card. Mary is already so lost, she doesn't know what Yua meant, she is deceived by the fact that the cards are in an order. This is the importance of simplicity in this cheat, once somebody finds out about it, they will be deceived by the simplicity and reject the thought of a more intricate trap behind it. You could say that this is because of Mary's tunnel vision, but Mary has never experienced this before. Even in more complex games with more complex cheats, she was always able to detect that and make a counter for it with the help of improvisation. However, in this game, simplicity is what Yua took advantage of, using external concepts that affect the situation of the game, alongside the layered deception in the game, the cheat, and the trap. Due to these deceptions, Mary's ability to improvise (which is one her strong points) worked against her.





Tsuzura flipped her card, to Mary's horror, it's a 10, instead of a 7. While Mary, Tsuzura, and Yukimi are all surprised by the sudden turn of events, Yua tells the dealer to hit them (which means that the next card, which is 7, goes to Shougou). Mary questions the order of the cheat, although instead of simply concluding that Yua purposely switched the 7 and 10, she first thought about the possibility that they messed up the order, but then lists that out. This demonstrates how effectively Yua was able to use these tiers of deception, even Mary couldn't comprehend a simple possibility due to being fed with every positive concept there is, even reason and logic was on her side, but Yua found a way to use that strength against her (or dare I say, reason and logic being on Mary's side was fabricated by Yua).

Yua asks Mary, *“If a ten is there, where do you think the seven went?”*, guiding them out of their confusion and setting a theatrical display of absolute control for the purpose of taunting them.



Mary notices that Shougou has the 7 and bursts into pure disbelief. Mary says that it is completely impossible although it can be done with one simple trick of switching the cards. I don't blame Mary here, imagine being led so far with your own logical reasoning and still ending up in a trap. Disbelief is the only appropriate emotion to express when your own reasoning/logic works against you or is used against you, which is exactly what Yua did.

By predicting Mary's detection of the cheat and Mary's perspective and approach to the cheat, Yua was able to work with what she had predicted and set up a trap that works against Mary's observation, reasoning, logic, and improvisation.



This page is so terrifying, it perfectly displays how much control Yua had over this game, from the very start, everything was planned and substantially manipulated by her. Both players stand. Everything goes to place, punishment is due, and the person who receives it totally deserves it.

Yua begins to cutely laugh, each time a movement is done, her laugh gets exponentially louder and more sinister. Until we finally reach the climax.



19 to 21. Shougou wins.
Yua bursts out laughing as Mary and the Literary Club fall into her trap. There's nothing more I can add, Yua planned everything from the beginning and this is where the plan ends. It ended in an absolute massacre to be exact.

(This might be the end of the plan but this is not the end of the doc, I would like to discuss one last thing about this game before we move on to the reinforcements.)







After the horrible defeat against Yua, Yukimi says to HERSELF (which means that she was talking in her mind only), that why did one card go out of order in the round where they wagered everything? She said that if they were actually aiming for that, then it's nothing short of sheer magic.
And guess what? Yua answered her question as if she read Yukimi's mind, even Yukimi went "Huh?". This is really weird because Yua answered her question perfectly, even her first sentence of *"Oh, no no! It's nothing all that complicated."*, matches Yukimi's exaggeration that it was nothing short of sheer magic.
Did Yua read Yukimi's mind? Probably yes, there's just no way in hell someone could provide an accurate answer to a thought-bound question that was never verbally said. If you do not agree with the interpretation that she read Yukimi's mind, then we could just say that she used EU+EP+Situational cues+Perspective change in order to infer their thoughts.
Is this a special mid-high/high tier feat? No, definitely not. I can think of several other instances where Yumeko did the same. Even in other

mangas, like Death Note, Near was able to do the same, answering questions Light had in his head.

Now onto the next important point. Yua states that they normally wouldn't have to do all of that (switching the 7 and 10). They could've earned as much profit as they could until somebody notices the cheat, and if somebody does notice the cheat, they can quit and not lose anything of value. So Yua states that she was aiming for a bonus, something that's no risk, all return, but if her trap didn't work, it's no problem at all for her.

What's the significance of this?
Depending on your perspective, this could weaken or strengthen the interpretation that Yua aimed to take the Literary Club from the start.

How does it weaken the interpretation?
Yua said that she was aiming for a bonus, and that her trap wasn't “normally” intended. This weakens the interpretation by a small bit because she indirectly states that it isn't important whether they are able to claim the Literary Club or not, which means that it isn't their primary goal, which weakens the interpretation.

How does it strengthen the interpretation?
It strengthens the interpretation in so many ways.
First, we could speculate about another interpretation wherein Yua doesn't use the Blackjack game to take over the Literary Club. Instead, she will build upon the trust of her club pals, and orchestrate an entirely different trap. This is assuming that her primary goal is to conquer the Literary Club.
Second, it confirms the fact that this plan had other primary goals aside from taking over the Literary Club. Which is to:

1. Test their skills and see if they could compete with the High schoolers in terms of gambling.
2. Get in close proximity to Mary

3. Analyze behavioral patterns to conclude Mary's principles, morals, and beliefs.
4. Determine Mary's position as a primary target.
5. Use the Literary Club as a safe path towards challenging her targets.

Third, it showcases Yua's strength as an improviser. There is no doubt that this Blackjack game is planned and strategized by Yua. But she had no problems if her plan didn't work (which is a very unlikely chance, considering all of the precautions she had). So it isn't entirely wrong to perceive this Blackjack game as nothing but an excellent improvisation from Yua, but it is the most unlikely interpretation. Even if this whole game was improvised, Yua did a great stunt of counteraction, strategy, tactics, and short-term planning. In fact, viewing this as an improvisation reinforces her planning versatility, showing how flexible and adaptable she is at her plans.

Reinforcements

We are nearing the end of this doc and I would like to show reinforcements that solidifies this interpretation. Let's start with the obvious argument against this interpretation:

The game Mikoto and Shougou played against Nadeshiko was too much of a coincidence.

I thought so too. I mean, Mikoto and Shougou played and won a gamble against someone who Tsuzura cared for? And Tsuzura was there to challenge them? That's too much of a coincidence.
There's two arguments I have against this. One, Tsuzura doesn't necessarily have to be there, it was pure luck that she was there. Mikoto and Shougou could defeat Nadeshiko without Tsuzura seeing it for herself, but does that change the principles that Tsuzura abides by? No. So even if Tsuzura wasn't there, the news will still eventually get to her, and she will still challenge Mikoto and Shougou because her beliefs are still present. Two, this interpretation is supported by narrative implications, and even statements from the characters.



Here, Mary reinforces my interpretation.
“You joined our club so you'd have the time for it”, Mary was referring to Yua joining the Literary Club so that she can manipulate the card decks that they have. Which reinforces the fact that she planned to trigger Tsuzura into challenging Mikoto and Shougou. We can see this by tracing back the important events.

Yua joined the club to have access to the card decks (confirmed by Mary) **-> Mikoto and Shougou will play in the Literary Club room where the manipulated card decks are -> Tsuzura challenged Mikoto and Shougou to another game -> Mikoto and Shougou triggered this response from Tsuzura -> Yua told them to do it, being their leader** (narratively confirmed).

“You three were conspiring from the very start… and are clearly aiming to take down the Literary Club”
Mary literally said that they were aiming to take down the Literary Club from the very start. Which DOES include the Listen-Weigh jackpot game that initiated this plan to begin with.
I think that's enough of a confirmation (or a reinforcement) for this interpretation, and this should be enough for it to become acceptable.

Scaling

To be honest, I don't quite know a lot of SCD characters that are on her level in planning (she's good, but not *that* good). I don't want to regurgitate a hot take (like Yua extreme diff L) because I don't want to get killed. So I'll only compare her to other characters who I have personally analyzed.

Here's a ranking of her strongest to weakest planning subcategories and explanation behind them.

1. **Preparation Process -** I like splitting the Swift Siege plan into two parts, the preparation stage (Listen-Weigh jackpot and Yua's persuasion, Yua's preparation of the cheat) and the trap stage (Entirety of Blackjack game). Its preparation stage is extremely impressive.
2. **Planning Intricacies -** This could honestly be rank 1, but the preparation stage is too strong. The Swift Siege is extremely intricate, especially in the trap stage, where Yua accumulated and took advantage of the most subtle aspects of the game and effectively used it against Mary. Her tactic also contributes to this, and makes the plan overall more complex.
3. **Planning versatility -** This plan normally shouldn't be that versatile but Yua's back-up plan and most of her actions depended on external factors (that can be controlled), which makes it more adjustable. The overall process of this plan was not concrete, it depended on major, contingent factors such as Mary and Tsuzura's thought process, enabling the plan to be a lot more flexible. Furthermore, Yua's final tactic added to the plan's versatility.

4. **Planning coverage -** Yua's plan was multi-purpose. It covered aspects of her personality and her thirst for vengeance. It even pertains to Mary's principles and morality. She also made it so that Mikoto and Shougou could both benefit from it. Overall, this plan has a wide coverage, although limited to what Yua can do.
5. **Formulation Speed -** The plan itself should've been formulated within a few minutes or hours. She came to the school right after Aoi's defeat and immediately initiated her plan.
6. **Planning application -** I cannot say that much about this. This is the most intuitive placement in this ranking. This plan's application is not bad, in fact, it's extremely well put-out, but it is overshadowed by the other subcategories.

Now let's move on to the matchups

Yua vs Yumeko

Preparation process - Yua no diff
Formulation speed - Yua mid-high diff
Planning intricacies - Yua no diff
Planning versatility - Yua low diff (+)
Planning application - Yua low diff
Planning coverage - Yua low diff
Overall Planning - Yua low diff (+)

Yua vs Kirari

Preparation process - Yua mid-high diff (+)
Formulation speed - Yua extreme diff
Planning intricacies - Yua mid diff
Planning versatility - Yua low diff

Planning application - Kirari low-mid diff
Planning coverage - Kirari low diff
Overall Planning - Yua very high diff (+)

That's about it, I could add more characters like Yuuichi, Yokoya, L, BB, etc.
But I can't confidently assert and defend my takes without a semi-decent analysis of those characters, and I don't have enough time for that. Having Yua above Yumeko and Kirari is already quite a stretch, even for me. Besides, most of them would destroy her in planning, and that's not fun at all. So feel free to have an opinion of your own and scale her.

End message

This was a mentally exhausting but fun doc to make. She surely scales higher now, right?
All of us are entitled to our own opinions, so I'm really excited to see other people's opinions about it. I do think that there was some minor glazing here but I feel like some parts of this plan are still underanalyzed.
I don't really care if you don't scale this planning feat to the fullest extent. But this should serve as a reminder that Kakegurui characters can be scary in planning too. Bye.