Àka Si Anse Strategy [Revamped]

Light Green - FSIQ, Memory.
Pink - EQ, Intuition.
Red - Strategy, Planning, Tactics.
Yellow - Deception, Info Control.
Green - Manipulation, Leadership.
Rose - Reasoning and Thinking.
Blue - Sensory, Info Gathering.
Lavender - Foresight, Traps.
Orange - Miscellaneous - General narrative and statements.
White - Highlights
Lighter Colors - Scans.
Cyan - Respective category the feat/statement covers.

(V6) - The aim of this strategy was to misdirect the Elf Think Nirvalen (Nina Clive, her alias) and force her into a crisis of information in which he'd use to extract information of his own on what type of weapon the Àka Si Anse is.
After countering the Dwarves' strategy to use the E-Bomb as testing grounds, the 'ghosts' rejoin in the round table knowing the Dwarves won't just abandon the facility. Riku moves the 'rook' chess piece resembling the Elf in which it's placed on the board, the coordinates of Elven capital where Nina Clive's mansion resides.
Elves are known to boast the most proficient form of magic among the races and are able to cast multiple spells at once undetected by races such as humans.
To prepare for this, Riku had no choice but to ingest black ash (a small dose) to advance towards Elven capital undetected for their magic and to cloak his identity which he'd deduced long ago when Schwi couldn't scan for anything due to the disruption of dead spirits from the storm earlier in Elven metropolis.
After ingesting black ash and entering the mansion while wearing a fur robe and cloak covering his face as a disguise to not only mask his human identity but to cover the symptoms of the black ash. He meets up with Think when she sensed his presence before even using her magic.
Riku had psychologically profiled Think Nirvalen's thought process entirely before even meeting her which was the main reason Riku had approached her as his contact in the first place.

He had done so from using one source of public information provided by the living world computer Schwi related by quote, “The Elf called Nina Clive was a keen thinker and the finest mage of her generation”.
From this information alone Riku was able to profile Think due to her being a ‘keen thinker’ that she wouldn’t make any risky decisions against an individual that has an unknown identity and from that would naturally have the tendency to always consider the worst possible scenarios first; in Think’s case it would be a superior race.
In addition she would have no way to deduce Riku of poisoning himself to cloak his identity as that’s suicidal and genuinely illogical given her POV of her lack of knowledge regarding his plans and goals. Before Think does anything else, Riku presents himself and greets her using the Elven tongue.
However, this wouldn’t stop Think from quickly preparing an attack spell against him; Riku fortunately had taken that into consideration.
By taking into account Elves can cast multiple spells at once, Riku presenting himself as an unknown character speaking Elven and profiling Think as a “keen thinker” who would tread cautiously against an adversary whose identity was unknown and Riku knowing she couldn’t detect his presence until sooner, he anticipated Think would instantaneously use an ‘analysis spell’ to be aware of her potential adversary’s identity and race before striking him down only for it to be ineffective due to the poison’s identification disruption probabilities interfering with her magic while also taking heart and consistency to the third rule of the War Strategy in staying as a “ghost” as well as effectively using Think’s Elven abilities against her in foreseeing her reactions against himself.
Because of this, Think had expectedly retracted from using her attack spell in the worst case scenario she was dealing with a superior race drastically as in Think’s POV there are only three possibilities: 1. Riku is in a race above hers, 2. the same race or 3. below.
With very limited information to decide on the desirable options 2 or 3 in addition to subtle hints of option 1 from not sensing his presence prior due to consumption of black ash, her retracting her spell is the best decision for her but in Riku’s POV the beginning to trap Think with no opportunity for her to escape.
Riku had also used Schwi via entering information about Nina Clive to find identity Think was in the Elven Palace location.
(Planning, Cold Reading, Reasoning, Deception, Anticipation)

(V6) - While keeping his identity securely hidden, Riku introduces Think to be a ‘ghost’ and is neither an ally or an enemy in which she verifies the ghost part to be a lie but the latter to be a truth using magic.

From verifying this, Think had already perceived Riku to have his circumstances pressed enough that he'd gone far as to sneak into the city of Elf to 'her' mansion.
Riku afterwards proposes Think to play a game in which they bet chips that are branded as **information**, with each respective side needing to provide said information if faced with defeat.
This initial proposal alone was a tactic in order to further solidify Riku's position as a superior race.
Because he had profiled Think to have the characteristics of a "keen thinker", he intentionally left out information regarding chips being waged as collateral such as unverified information or not especially from an unknown identity in her POV.
That's why before Think Nirvalen could even voice and bring up the concerns regarding the game of 'information' after hearing his proposal, Riku had used the 'keen thinker' connection to voice the concerns for her while see through her mind and thoughts completely that stem from the choice of accepting a wager from an unknown identity which have no chips waged as collateral such as unverified information or not.
Riku, seeing through and foreseeing her concerns, had fabricated another hard layer as a race superior to that of the Elven Think Nirvalen. Voicing her concerns for her would prompt Think to be fearful of the possibility Riku could naturally read her mind which would favour him being a superior race as opposed to the other two possibilities of his race.
However, it's because Think Nirvalen is a "keen thinker" and the most proficient mage of her generation that he had also profiled her to be a very proud and assertive character that as long as the other two possibilities of Riku being a Elf or a race below hers still exist, she wouldn't concede and be meek enough to accept the "ghost" in front of her as her superior.
By taking this all into account, Riku had anticipated she'd accept the game regardless of her wariness by sharing her free information regarding the Akà Si Anse had been discovered by the Dwarves as a way to also brief on the concern of non-collateral chips.
Riku's method of extracting information from Think was taking a chessboard with him for the proposal of 'speed chess'.
Riku chose speed chess specifically to create a "half-truth half-lie" situation in which he used effectively while executing his plan:
TRUTHS - Riku mentions playing speed chess will make it easy to prevent any cheating from taking place as the Elves' abilities to use their magic to manipulate and twist the game without Riku even sensing any change while altering his senses. Riku also does well to mention **both** from cheating instead of just Think

as she'd catch on immediately to the wording and deduce him being a race below her.
LIES - While on the surface Riku is wary of foul play and cheating during the chess match, he had two main priorities instead of avoiding cheating:

To have a clear view where Riku would observe the same area as Think constantly (unlike card games where you hide them) on both his and her side to fabricate a situation where he'd be able to detect any changes/cheating and would be believable to her.

Create an opening and situation for Think since a "keen thinker" of her intelligence would be able to see through and think of the worst possibilities of playing a game prearranged from a stranger hailed in an unknown race further sharpening her suspicions on whether she'd want to accept the deal or not, yet at the same time can't refuse due to the importance of the leaked details of the Àka Si Anse.
The fact this is a prearranged game also will prompt Think to try and avoid obeying the rules as much as possible which is shown with Riku's execution and later works in his favour.

In the end, Riku's main focus is not to win but to give Think information he wants her to have while acquiring information on the Àka Si Anse.
Since despite Think's several concerns created by Riku, along with her pride gambling on greying information regarding the Áka Si Anse being leaked to the Dwarves was that important and as the originator and rite compiler of Áka Si Anse Think had no choice but to verify the fine points herself and inevitably accept the game.
Accepting the game in the first place was the TRAP which gets further exploited throughout the strategy.
Think from first hearing about the Àka Si Anse getting discovered was even described to panic internally although she never slipped her emotions once and successfully managed her look of composure; though this was futile and seen through completely by Riku. He also foresaw Think would be using her magic constantly to verify if he was lying despite not sensing anything in which she couldn't.
Riku successfully persuaded her through logical means while at the same time used the right words to avoid his deception from being seen through as Think constantly uses magic to check if he was lying or not without being aware Riku

leaked the Áka Si Anse to the Dwarvens making this tactic unavoidable for her to escape. For example, only stating the Dwarvens discovered it as opposed to leaking since as a “keen thinker” you’d prioritise dealing with an internal problem that’s far more crucial than wanting to know **who** leaked the Àka Si Anse. Successfully altering and fabricating most of the information given to Think.
In addition, despite Riku himself not knowing what kind of weapon the Áka Si Anse really is, he created a situation where it looks like he’s aware of all the details in which he lays out his deception against Think for an inescapable trap.
(Planning, Tactics, Anticipation, Logical Manipulation, Overall EQ, Cold Reading, Information Control, Deception, Inductive Reasoning, Abstract Reasoning)

(V6) - Riku before entering the Elven capital was given the most recent updates regarding Dwarves which he later uses against Think.
This is due to Riku creating a 177 ‘ghost’ world-scaped information network along with Schwi being a part of it too which both relays information and reports fast to Riku’s current position via in person or by note from crow and spreading, leaking crucial information to other races in the same time to prompt them to act according to Riku’s plan.
In this context, Riku along with the ghost world network leaked information to the Dwarvens regarding the Áka Si Anse during the period the Dwarvens retreated from their facility temporarily by calling it a ‘weapon of mass destruction’.
The Dwarvens’ response was that they viewed the Áka Si Anse as *inconsequential* compared to their E-bomb collection.
This is how Riku adapted this information to use in his strategy against Think since he was going to face an opponent who uses spells able to detect truths and lies which is how he never never suspected when telling Think on the Àka Si Anse leak previously.
(Planning Preparation, Leadership, Information Gathering, Influence Building)

(V6) - When Think agrees to Riku’s speed chess game, Riku starts to execute his actual strategy in completing the primary goal of gaining detailed information of the Àka Si Anse weapon. In addition, doing so well simultaneously prepping the Third stage of the Great War Strategy.
However to first reach that strategy aim, Riku had to tackle other sub strategy aims which was completely erasing Think’s doubt of him being a race above hers and disabling her usage in magic; an Elves’ greatest weapon.

Firstly, Riku had personally set up the chessboard on the casual table with the former using the white chess pieces while the latter using black chess pieces exactly as Riku intended.
Why? Riku being a human is unable to sense any magic to tell if the pieces actually moved if tampered via magic. However despite this, from once again taking into account Think's "keen thinker" profile, she'd quickly yet cautiously calculate the best possible choice when starting off a chess game prearranged from an unknown identity. Furthermore, her intelligence is associated with a degree of pride and assertiveness as profiled earlier in which Riku through these extensive abstract profiles abducted and predicted Think's tactic in using magic to move her chess piece to fully verify and test if he was in a superior race or not in the first turn.
By profiling her pride, Riku understood that Think being the sharpest thinker and best mage of the Elves would feel like a puppet indulging obediently in a stranger's rules regarding the battle of information via chess, especially prearranged. In addition, as long as the possibilities of Riku still being either an Elf or an inferior race, he knew Think would take the opportunity to test him using her magic to move a chess piece unnoticed. It's predicted she'd test him on the very first round due to the former's pride wanting to defiantly reject playing Riku's game forced upon her as swift as possible which in the case of discovering Riku's race, Think would end the chess game and interrogate Riku of the unverified information on the Àka Si Anse by forceful means.
However, from predicting this Think's tactic Riku right after the game starts tells Think to move the chess piece tampered with magic thus evading her trap. Riku made this possible by prearranging his usage of white pieces which normally makes the opening moves in chess as a way to bluff Think to withdraw from testing Riku by logical means in addition intentionally using his words to refrain from mentioning which chess piece was tampered with magic. From this Think had placed her chess piece to its original spot.
The fact Riku had used the white chess to bluff Think out of testing him first turn shows the fact Riku had predicted her tactic prior to even first meeting her. Furthermore, not only does Riku avoid Think's trap but simultaneously traps Think as well as predicting and countering her tactic further sends Think deeper into fully believing Riku's fabrication in character he had created himself regarding being a superior race.
Despite this, Think tries to cover up her tactic against Riku via magic usage to be no more than inexperience from the rules of chess. Doing this suggests in her POV she still hasn't been exposed of using magic meaning she can still use the opportunity to further test and verify Riku's identity and race due to her natural

cautious nature from her being a keen thinker in addition to her proud nature against the stage of being forced into a game from what could be an inferior race in her mind.
From this Think Nirvalen attempts to bluff Riku a second time in the involvement of using magic again.
She does this by waging a chip and providing information for free regarding the "true" creator of the Àka Si Anse. Whatever her answer, it's a lie to conceal herself from being the actual compiler while preparing a spell on Riku which would make him believe her lie.
However, Riku had predicted this tactic as well. Riku from taking into account she'd wager free information using her chip when mentioning the Àka Si Anse's creator, by also connecting the fact details of the Àka Si Anse were thoroughly hidden deep and concealed, Riku before she'd finish speaking had abducted Think was relaying information from the fact the creator wasn't her.
He also abducted Think upon sharing her information would cast a spell to make him believe her lies which is why before Think could even finish her sentence, Riku had interrupted to disincline her of using that spell not through sensing it but predictions in which he states to know she's not the creator and has information on it only for Riku to expose the fact the information is a lie and show Think the fact he's aware of her using magic to test him.
Simultaneously, Riku's disinclination of Think from using any spells had made it possible for lying he had information on Think not being the creator without that falsehood being detected through any spells while Think curses internally out of satisfaction.
This has instilled internal fear on Think to which she visibly blanched despite feigning calmness. Riku had later also instilled more fear and intimidation towards Think by taunting and asking if she was satisfied in testing whether lies work on him or not to continue the game.
While doing so, in the moment Riku had seen through Think's current expression with reliable accuracy since to him she was internally asking herself who on earth was he exactly showing he has a clear view on her thoughts.
Due to Riku's several usage in bluffs, with all the information Think had gathered while playing the game she had been forced to conclude psychologically that Riku is in a race superior to her.
While Think was not only smart enough to take into account and abduct the possibility of Riku relying on bluffing to conceal his identity and predict her magic, also abducted the possibility Riku was very likely from the human race, she couldn't bring herself to believe it anymore as the will to act on gambling at

such a sparse and fatal rate demanded by the *human weakness* in this context meaning the *human heart*, in Think's POV was devoid of
logical reasoning.
With Think not only failing to see through Riku and his lies but also having her thoughts seen through several times over, she had no choice but to end her investigation and regard him as a race strong enough to render her octa-caster tier magic—most unparalleled present day among the Elves unless to the point she'd logically interpret Riku could physically incapacitate her very easily being helpless to fend back. It's because she had such a high opinion of abilities yet at the same time intelligent enough to decide on instead of attacking assertively, the gaslighted Think had submitted in following Riku's rules and had refrained from further using any more magic and spells—fearing the power seen beyond even her exceptional abilities.
Doing so had made stimulatanoulsy allowed Riku to evade Think's traps while letting her simultaneously fall into his own double layered trap of believing his identity fabrication which linked to disabling her usage in cheating throughout the game permanently especially from the additional intimidation initiated from Riku.
It reliefs Riku from tackling a major limitation in regards to his strategy as repeated moves involving magic would logically get more and more difficult to predict and perceive future disruptive elements involving chess pieces, eliminating this factor drastically improves the remainder of the strategy's success chances in achieving its primary goal.
Another reason why Riku had prepped in contacting Think Nirvalen was by connecting his initial cold reading of the Elven race to be as nihilistic as the Dwarvens to Think's info being seen as exceptional genius and mage among the Elves. On top of discovering her being the compiler of the Àka Si Anse, Riku had psychologically Think's persona to be seen as an "ultimate weapon" but that's her entire purpose which gives the Elven race pride built upon only intellect and magic. In other words, Think's intellect is bound by the power to destroy everything if it ends as a failure while Riku's intellect is bound by the foolishness of humans typically known as the *human heart*—which Think had naturally considered to be the weakest.
By taking this into account, this was exploited by Riku to further amplify the coverage of the strategy as it increased the likelihood of Think falling into the double layered trap since someone of her type of intellect and pride couldn't bring herself to stoop down to Riku's level of suicide through regarding his identity and race with the intent of using tactics and bluffs (very accurate ones) until he slips once which he has anticipated beforehand. In Think's case it was

being against the act of having an almost suicidal approach against a superior race and with her greatest weapon magic being psychologically disabled, Think has no choice but to fight Riku's intellect back her with intellect alone which all leads her to falling into more traps all in Riku's favour.
(All Strategy, All Planning, Trap Evasion, Setting Traps, Abductive Reasoning, Abstract Reasoning, Predictions, Manipulation [Logical + Emotional], Deception, EQU, EQP, Cold Reading, Problem Solving [FRI])

(V6) - Now that he's accomplished the two previous goals which were essential for the overall Àka Si Anse strategy, Riku can finally move into the primary phase of prodding Think to gain detailed information on what kind of weapon the Àka Si Anse really is in which he does so by forcing a intellectual battle between them in which Riku psychologically cripples Think and her self esteem.
After Think gathers her thoughts internally together after Riku's fear inducement, he uses this to honey trap Think while instantly formulating a negotiation mid game in either waging unimportant information doesn't suffice or making an alternate demand. For example if Think would demand Riku's identity, Think would have to share information which would equally be detrimental to her as well.
Naturally, as the most prominent keen thinker of her race, she'd think of the risks if forced to give away secrets too compromising to share.
However, because of her prominent keen thinking and intelligence that Riku had predicted, Think would inevitably make up her mind and agree to the terms Riku had set. This is because Riku is aware from Think's POV that she's in no position to test if Riku can see through her lies via the usage of magic due to the fabrication of facing a superior entity who could even read her mind.
However, given her current position, being given this deal from Riku gives her the best chance to fight against him in a battle of intellect instead of relying on magic to try and salvage as much information as to cover the identity of the so-called ghost she knows is a lie.
In addition, considering the words of Riku saying he's not an enemy nor friend were verified to be true, this even further makes more logical sense in Think's POV to trust the deal which will cause no harm to her.
In actuality, despite the seemingly friendly negotiation on the surface, this is what Riku wanted to plant in Think's head from the moment he had adapted to the current stage to formulate this negotiation so he could use this to set the execution of finding details of the Àka Si Anse.
However, even if Think didn't abandon optimism and still have the thoughts of wanting to test Riku if he could see through her lies, Riku had also intentionally

spoken using a certain tone giving the impression he had already thought two steps ahead of her to prompt a greater response for her to act in terms of intellect and abandon the usage of magic that's been proven ineffective against him. This is even more effective as Riku took into account Think's proud nature would further prompt the frustration to entice her further to accept the psychological battle as the sharpest mind of the Elves.
(All Planning, Strategy Adaptability, Prediction, Honey Trapping, Logical Manipulation, Formulation Speed, Deception, Negotiations, EQU, PSI)

(V6) - As the negotiations ended, both Think and Riku had resumed the game with the former first starting off by demanding how the Àka Si Anse details had been discovered with evidence.
To backtrack on Riku's initial Àka Si Anse leak information to Think, in addition to using that to prompt Think to accept the speed chess game to begin with, he had also widened his coverage by intentionally giving out that information on the house for free BECAUSE it was the biggest piece of information which could track the source of the leaker to the Dwarves; Riku himself.
It's because he knew this weakness that he had full-on anticipated Think would attempt to backtrack on that topic in this battle of intellect to exploit it as much as possible which is exactly why the information was given as a gift.
With the decision making of initially giving news of leakage of the Àka Si Anse to Think as a gift, Riku used this to turn that weakness of his into a stage of logical control where Riku had misdirected Think to an even greater information which no matter what she couldn't ignore.
After Think's demand, Riku started it off by pulling out a sound stone and holding it out to show Think of the evidence. The sound stone had recorded communication when the Dwarven battleship crashed and was found by Riku and the ghosts upon searching the temporarily abandoned battleship from the Dwarves escaping from the Werebeasts.
Riku had taken it with him as "evidence" to later prepare for his encounter against Think as he was aware of his weakness before meeting and used it to adapt through his current strategy as a way to bluff Think by showing it to her directly. Because Riku couldn't give Think direct evidence which would blow his cover, instead of turning on the recording he retracted it and flung in more troubling information to misdirect Think which would conceal his deception from the demand being on the house in the first place.

The more troubling information was related to Riku informing Think the Dwarves had considered the Áka Si Anse to be of 'no consequence' provided by the fellow ghosts prior to entering the Elven capital.
Think obviously stunned by such information regarding her ultimate weapon was dismissed as a non-threat and considered only three possibilities: the Dwarves underestimated it, the Dwarves had something to defend against it, or 'of all things' which implies a stronger weapon.
Using Think's "keen thinker" connection, Riku was able to use this misdirection to further edge the mind reading illusion in Think's mind by seeing through her as she processes the three possibilities right after being struck with a sudden dire scenario which he says 'of all things' before Think had even finished her moment of thought while at that point in her mind to deepen that illusion.
This information control crisis Think was going through was created by Riku taking advantage of his lack of knowledge regarding the Àka Si Anse when relaying the information to the Dwarves. Without any concrete details of it besides being an ultimate weapon of the Elves, it's natural the Dwarves had dismissed the Àka Si Anse before their E-Bomb with the firepower to destroy an Old Dei.
However it's because Think is on the assumption Riku has knowledge regarding the Àka Si Anse that this information control crisis has been established and forcing her to only go through those three possibilities while the *fourth* remains invisible and cloaked from her reach.
By reading Think's mind before she had finished and intentionally taking the information "of all things", Riku had already set up another trap in which Think sees this as an opportunity to bluff and take advantage of Riku's vague statement to demand extra information about "of all things". This bluff allowed Think to test if Riku's mind reading credibility while having the mind reading illusion constantly getting edged in her mind by not specifying "of all things" as a way to force Riku to do so himself.
However, Think using the term "information about that" to bluff Riku was instantly used against her as Riku referred to it as only being a weapon from the Dwarves at least as powerful as the Àka Si Anse. It's because the fact the Àka Si Anse was labelled as "inconsequential" gives only two or three possibilities as to why and understood Think's proud nature convinces her that no defence against it exists in addition to believing the details of the Àka Si Anse weren't deemable of being underestimated, the Dwarves' weapon being seen as a greater weapon is the only possible conclusion.

After being toyed with a consecutive amount of times and losing in both the psychological battle and battle of magic, Think's pride and self-esteem as a genius and best mage in her generation starts to deplete in which Riku continues to read her thoughts seeing through all of Think's rattled thoughts.
Due to providing Think information of Dwarves possessing a weapon surpassing that of the Àka Si Anse, Riku wagers he'll give more detailed information on it if he loses their game in which he asks Think's her respective wager from her defeat.
Think, losing her ability to think properly had no choice but to wager information as crucial as well, which was the number of Áka Si Anse units available for deployment and info on the carriers which they can be mounted.
The information Think let slip was enough for Riku to gather how the Àka Si Anse was used via 'mounting'.
While taking advantage of her low mood and self-esteem state, Riku adapts right after to bluff Think for another time in asking Think the consequences if such information was leaked from her involvement in which the response was obvious conviction of treason.
In doing so, taking into account Think's low state and proud nature she'd see through and interpret the question as 'common sense' and was used to draw and distract her attention. Because of this, Riku anticipated, while in the region of low self-esteem Think would not help but to take this as a final insult to her intelligence and genius, in fact while executing it Think was prompted to this bluff much stronger than he had previously anticipated.
In defiance and out of her proudness from Riku's insult to one of the only things which make Think great, feeds Riku more information involving the Áka Si Anse confirming it's a rite of spirit-breaking (which possesses abilities capable of self-destructing Phantasma) which is a way to show how impressive her intelligence is in contrast to what Riku implied in order to protect her pride hence labelling it as the 'most powerful'.
With that, Riku had accomplished his primary objective by completely misdirecting her and made her leak information on the Áka Si Anse without him demanding anything.
It was because Think was so intelligent and proud was another reason why Riku effectively foresaw she'd look in detail to the 'obvious' question from Riku made her take it as a way of indirectly calling her stupid (which he unironically does after that previous trap), emotionally manipulating her to take action against that by leaking information in the end under the assumption she believed Riku already knew the details of the Áka Si Anse.

The entire Àka Si Anse Strategy needed to be implemented via extensive cold reading and developed planning prep for Riku to effectively read Think's mind throughout the game in addition to constantly thinking fast to maintain the illusion of mind reading without showing signs of falter ALL the while Riku is diagnosed with black ash.
Him initially selecting chess as a way to easily detect her deceit especially as he purposely chose the white chess pieces allowed him to take control of Think's mind completely and gaslight and misdirect till the very end all using continuous fast thinking via bluffs; neutralising her ability to even use magic to control him.
But remember, Think didn't make ANY mistakes. In this regard, her accepting Riku's proposal from the beginning was the best and smartest decision she could have made given her ultimate weapon which possesses power to completely change the balance of power in the Great War was leaked. Killing Riku in that regard would leave her unguarded for the future counterattack of the Dwarves so no matter how you look at it on both sides, Riku controlled and extracted information from Think (even if Think has far greater EQM than the average competent smart character) in the most effective way possible through intense logical and emotional means.
(All Strategy, Planning, Foresight, All EQ, [Logical + Emotional] Manipulation, Information Control, Deception, Overall Reasoning, Trap Evasion + Setting)

(V6) - In the end, only 12 chess games were played; Think won 5 times, Riku won 4 times and 3 draws were made making Think win overall in which Riku gave her information he *wanted* to provide her, including the information regarding the E-bomb and how the Dwarves would use it which he why Riku had intentionally made occasional moves in which would cause him to lose the game to provide Think information on his wager.
Riku had been intentionally *giving* her information so she could prepare to use it to deal with the Dwarves' situation herself afterwards.
Had not Riku made a conditional situation himself, he'd be struck down and dead by Think's spells on the spot successfully finding a loophole to set the initial trap layered with the multitude of other traps using verbal deception and cold reading which quite literally made it impossible for Think to counter no matter what she did.
Before going to leave the Elven Palace, Think stops him and looks at Riku with eyes described to kill almost sharpened like a knife while he maintains his poker face though in a circumstance where she would use spells he'd most definitely

flinch out of the fear of death. Due to Think being aware of Riku intentionally trying to lose she again asks if he's an enemy or an ally.
With Riku once again saying he's neither, he adds something new as a way gain Think's credibility in which Riku speaks with his 'heart' and entices his emotions to declare his goal is to prevent as many of deaths as possible convincing Think he'd present no malice and even used her spells to verify.
(Planning, Persuasion, EQM, EQE, Information Control)

(V6) - After Riku swearing he won't leak information he'd given to Think and being scanned on speaking the truth via magic. Think alters her personality completely from cold to soft and sweet revealing her name to be "Think Nirvalen" while ever since her first encounter with Riku she acted as "Nina Clive".
However, Riku from the beginning had already known she was using an alias the whole time and had even seen through her acting initially as well.
Initially, without knowledge of what the Áka Si Anse was, Riku already abducted the validity of the name "Nina Clive" to be faulty in which he had abducted upon finding written documents in code about the Áka Si Anse in the Elf metropolis, all the developers including the compiler's name (Nina Clive) was written under it.
Because Riku had abducted Áka Si Anse to be a full-scale secret weapon, he had used this to abduct Nina Clive to be an alias due to the fact it would be foolish to create a full-scale war project under her real name especially when left unprotected for someone of Think's intelligence while confronting an unidentifiable individual like himself.
Riku had seen through Think's acting completely on their first encounter by subtle observations and recognising her movements and speech was connected to his own persona acting.
The moment Riku had learned the Áka Si Anse to be a full-scale spirit breaking rite was when he had complete confirmation his premise was sound and the insanity of Think's project.
Due to this prior knowledge in relation to Think's attempts of concealment, Riku's final reason for approaching Think was because he'd anticipated and factored in Think would erase any history of him ever stepping foot in her mansion in addition to erasing ALL details of information given to him. This decision also stays consistent to the 3rd rule of his War Strategy to stay invisible and concealed to the end otherwise he'd die.
For context, which especially references V9.5, Nina Clive isn't just an alias but an actual elf who has statements of possessing talent much like Think, although not

nearly as exceptional like Think being only a penta caster as Think Nirvalen is an octa-caster herself.
Think, for reference, basically used Nina Clive in a way to represent as the surface leader of the Elves while Think Nirvalen is the leader from the shadows presumably dead who had created the Àka Si Anse behind the scenes where she lived in Nina's mansion.
From the moment Think had detected Riku's presence without knowing his identification, Think's initial and obvious assumption is that the intruder was an enemy of Nina since it's his home as the acting current Elven leader which is why Think had instructed Nina to stay hidden while she confronts the intruder while changing her facial expression, voice, movements and gestures as a way to disguise her deceased identity in order to confront Riku.
(EQP, Cold Reading, Planning Coverage,
Foresight, Perception, Observation, Castling, Abductive Reasoning)

Aftermath of Àka Si Anse (ASA) Strategy:

After returning to a shack some distance away from Think mansion, Riku had already been heavily contaminated with the symptoms of the black ash in which Schwi was waiting and rushed in to feed Riku decontamination fluids to counteract the dead spirits he ingested. In Riku's case he was poisoned for over two hours while in Think's mansion. Riku was stated to coat himself with a *barely non lethal dose of black ash* which was calculated by Schwi to gain lethality overtime in an hour but in over two hours Riku stated Think is comparable to even Schwi in terms of chess ability (at least give her a good fight) which Riku wasn't expecting logically speaking due to the Ex Machina's systematic abilities being far above other races.
Despite this abnormal miscalculation, the fact Riku had to endure the dead spirits contaminating his body for an extra hour while battling Think shows great physical control and resilience.
In the end, Riku survived (even barely) but ended up being blinded in one eye, losing his viscera, losing his left arm and overall having his skin contaminated to the point they had to be permanently bandaged.
(Planning, EQM, Physical Control)