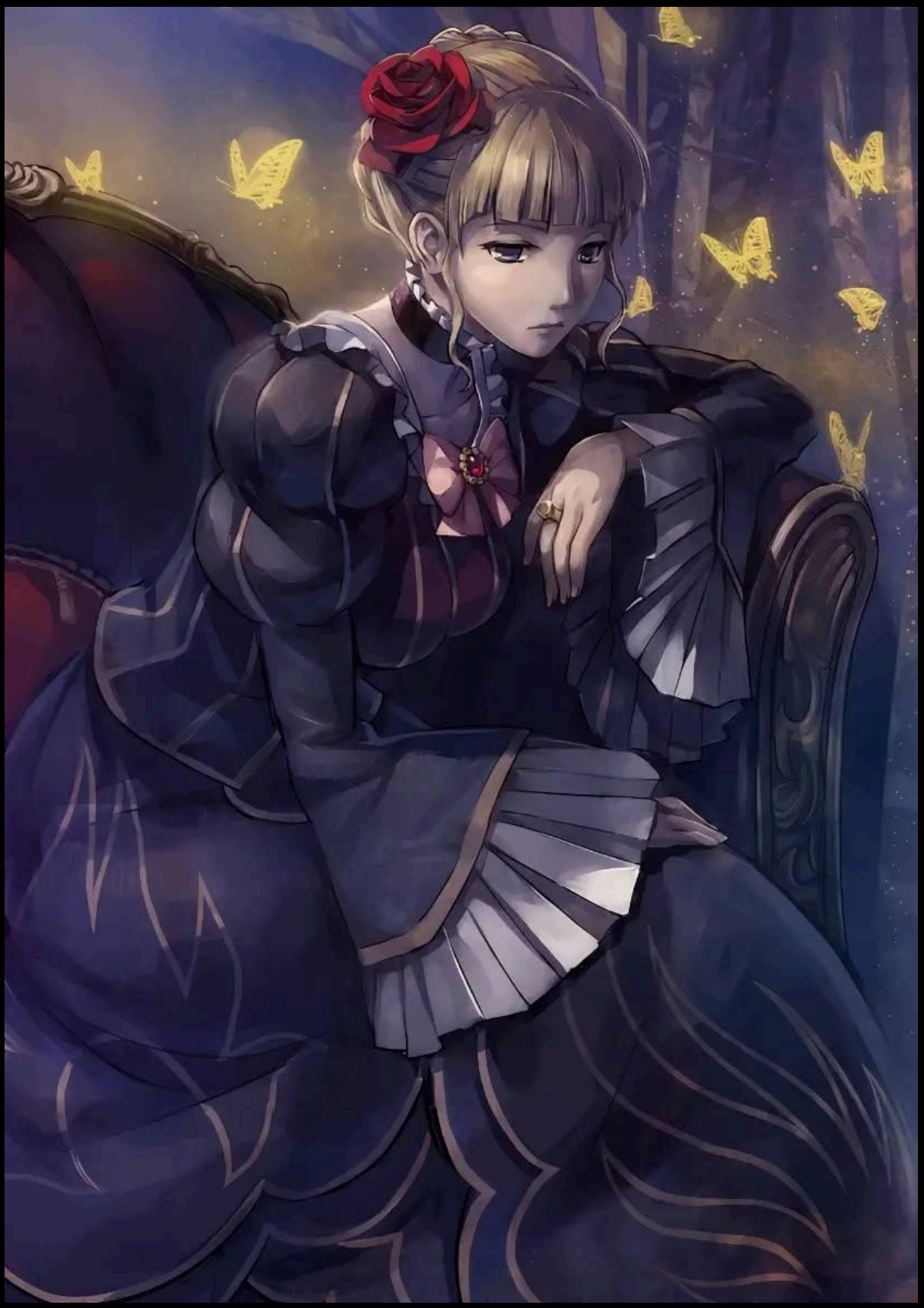
Beatrice

The Golden Witch





Doc by Pizzus

Warning: This doc will have full-on and heavy Umineko Spoilers!

If you haven't read Umineko, you should really give it a read. It's peak fiction, fr fr
This whole doc also works a lot better when you actually know about Umineko, since it's pretty complex and multilayered.
If you don't understand something , reading Umineko would help you a lot.
There is literally no downside to reading it.
You should not destroy this wonderful story for yourself by reading this doc which talks about very specific details and spoils a whole lot.

PREFACE-This Doc

This doc was created to lay out Beatrice's feats and properly explain them in great quality and quantity. Also, please don't take the spoiler warning lightly. I know that many people don't have the time to read through all of Umineko or that many people are just biased towards Umineko despite never reading it because of people online. I can understand both of those things, however, while reading this doc without having read Umineko is definitely possible, it is not advised in any way. You will not only spoil yourself completely and therefore ruin a truly wonderful experience, but also maybe misunderstand some feats. However, I also do know that many people want to scale Beatrice without reading through all of Umineko; This doc will be structured into two main parts;
-The Question Arcs, being Ep 1-4
-The Answer Arcs, being Ep 5-8

At the end of each of those two parts, I will feature a **spoiler-free summary** of the strongest of Beatrice's feats in each category presented. While you may miss out on many feats, the sheer length of this doc is probably more than enough evidence of the quantity of feats Beatrice presents.

However, despite the doc being ordered by the Episodes, you can't just read Episode 1 and then come back here, since Episode 1 contains many feats you will only understand after finishing the whole Umineko.

This doc was also created to scale Beatrice more accurately in SCD. While Beatrice is one of my favorite characters of all time, I still have to admit that I am not happy with the way she is treated in SCD; Many people, mostly due to fake-reading or intuition scaling, scale her way too high or way too low. Since I couldn't find any real analysis of Beatrice, I started to create this doc.

This doc has taken a lot of time. If you have any questions, feedback or just anything in particular that you want to talk to me about, feel free to hit me up over discord. My username is "pizzus".

Now that that's out of the way, have fun reading the doc. (And fr, read Umineko. Only reading Docs is not the way to scale things. Also, there is a reason why it's so loved by its community.)

Categories

Those are the categories I'll use here. I will specify them more in the detailed parts, however I won't specify them in the spoiler-free summary.

-FSIQ
-FSEQ
-FSSQ
-AQ
-Strategy
-Planning
-Manipulation
-Deception
-Foresight
-Reasoning
-Miscellaneous (Information Gathering/Control, Knowledge, Observation)
-Memory
-Adaptability

Do note that I am not really good with categories, so you may take them with a grain of salt. In true Umineko fashion, while reading this doc you should also think for yourself when reading the feats.

From this point onwards, spoilers will appear.

PREFACE-Umineko

Umineko is a complex, multi-layered story. Beatrice herself is one of the most complex characters in Umineko, which makes scaling her all the more difficult. To make you understand the problems with scaling her, there are at a point in the story multiple instances of Beatrice that do co-exist, however they are neither the same person nor fundamentally different.
The point I want to get at is, in this doc I will analyze every instance and version of the main Beatrice, meaning I will eg. analyze Piece-Beatrice from EP 2, but won't analyze someone like Kuwadorian-Beatrice.
Another point I want to address right here is the fact that one could count many magical characters (Virgillia, the Seven Sisters of Purgatory, Ronove etc.) as part of Beatrice since they were created by her to support her gameboard.
I will treat each and everyone of them as their own characters and NOT a part of Beatrice. Neither will I treat or analyze the feats of characters on the gameboard, who were also kind of created/written by her (excluding piece versions of herself obv).
To put it simply, I will focus my analysis on the Golden Witch Beatrice that one has in mind when thinking of her.

Introduction to Umineko Terminology

I have already mentioned this in the preface, but Umineko is a very complex piece of media. Therefore, I will need to explain some terms and give some information necessary to understand Beatrice's feats.
If you are already familiar with Umineko and its concepts/terms, then feel free to skip this chapter.
I highly recommend reading this otherwise.

The world in Umineko has multiple layers; We will take a closer look at the most important of them here.

The Witches Game Board:
The Witches Game Board is the place on which the supposedly "real world" seems to take place. The Territory Lord/Game Master sets the scene and tells a story here. They give their opponent, the Human Side, mysteries that are supposedly only possible due to the use of magic. It is the Human Sides objective to prove those mysteries possible without the use of magic.

The Meta World:
The Meta World is the world in which the two players of the Witches Game confront each other. The Game Master sets the scene and controls the events of the Game Board through here, while the Human Side throws their theories out in an attempt to solve the mysteries presented.

The Real World:
The truest of all words, in which Ange lives. It is not really easy to explain the real world without knowledge about Umineko. Just treat it as the truest of all worlds, away from any Meta World or Game Board.
Let's take a closer look at some terms now;

Red Truth:
Whenever something is said in red like this, it is guaranteed to be 100% the truth. It is primarily used to strike down the Human Sides theory in the Witches Game by denying them through the red truth.



Blue Truth:
Whenever something is said in blue like this, it is a theory that tries to explain a mystery. If a blue truth cannot be cut down by the Witches side, the mystery at which the Blue Truth was aimed counts as defeated. The Witches side can however take its sweet time to counter them.



How to win the Witches Game:
The Witch Side has no real way to win the game, placing it at a clear disadvantage. If a whole Game Board is finished and the Human Side did not solve each and every mystery present, the Witch's Side did postpone their defeat and a new Game Board will be started.
Only by making the Human Side completely surrender and accept the witch's existence can the Witch Side win.

The Human Side can clear the game by solving each and every mystery present, including those of previous Game Boards.

When solving the Game, a Human has the chance to become a witch.

Game Master:
Someone who has created a Game Board. They reign freely over their respective Game Board and try to challenge the Human Side with their respective mysteries. They have complete control over the gameboard and know everything that happens on it.

Fragment:
A Fragment shows possible or alternate scenarios for a certain event. Each Fragment is as valid as the original reality.

Logic Error:
When the Witches Side presents a mystery which is unsolvable/contradicts itself, a Logic Error occurs. When that happens, the Game Master will be unable to do anything else until the Logic Error is solved. This can be seen as some sort of eternal torture.

Knox's Decalogue:
A set of 10 commandments (the fifth is not present in Umineko) created by Ronald Knox. Each of them holds the power of a red truth. Umineko uses a slight variation of the original Decalogue, however the core thought of each commandment is still present.

Introduction to Beatrice's Character

Beatrice is a very complex character and I will leave out a lot in this short introduction to her. This is not a writing doc, therefore I will not fully analyze everything about her

Beatrice serves as Umineko's main antagonist for the first 4 Episodes, also called the Questions Arc. In the Answers Arc, which covers Episode 5-8, she holds a more supportive role and can not be considered an antagonist anymore.
Beatrice also serves as the Game Master for the first 4 Episodes, making all of the mysteries presented there hers (the EVA-Beatrice mysteries are a special case that will need some more specific explanations). She is Battlers opponent and tries to make him submit to her, at least on the surface.

True Identity:
Beato's "True Identity" is "Sayo Yasuda", who has taken on the role of both Shannon and Kanon. Feats of Piece-Yasu will be documented in this doc as well.

True Intentions:
To keep it brief, Beatrice's true goal is to make Battler remember his promise to her, make him understand her fully, make him remember the original events of Rokkenjima and make him solve the mysteries. After all, a mystery does need to be solved in the end.

“Comp” Beatrice

The Comp (short for Composite) version of a character is a version which includes every official version of said character.

In the case of Beatrice, we cannot only say “VN, Manga and Spin-Off Version”, since Beatrice is such a multi-layered character.

I will not actually take a look at each spin-off version of Beatrice but only focus on “manga” and “VN” most of the time. The term “Comp” is just fitting for Beatrice as she has many multiple versions of herself. Keep this in mind.

Here is a short overview of all major versions of Beatrice and which of those will be looked at in this documentation.
Once again, spoilers ahead;

Meta Beatrice:
The golden witch who has lived for over 1000 years. She is Battlers opponent in the witches game and is responsible for the gameboards of Episode 1 through 4.

Piece Beatrice:
A version of Beatrice which does appear on the game board, while also only appearing in front of certain people (Natsuhi, Kanon, Shannon, ...)

Sayo Yasuda:
Beatrice is one of three personalities of Sayo Yasuda. Sayo Yasuda is the one who is behind the murders in most of the game boards. Feats of Kanon and Shannon, who are Sayo Yasuda's other personalities, will only be mentioned when they are actually relevant and bring an actual advantage to Yasu.

EPISODE 1

Beatrice's Game starts without anyone actively playing it with her. The whole of Game 1 already has many common themes of Beatrice's games.

For the whole of Episode 1 through 4, Kanon and Shannon are shown next to each other on multiple occasions. Thus, the truth of both of them being the same person stays concealed and the illusion of them being separate people is being kept up. The same counts for showing Kinzo to be alive, as he actually isn't. (Misdirection, Fabrication, Concealment, Information Control)



By doing so at this point, Beatrice does already predict that this very first game, in which Battler is not yet her opponent, will be looked at retrospectively, which is possible because she

will make Battler her opponent because he will deny her. (Prediction, Emotional Understanding, Hot Reading)
The two of them can only be shown next to each other when Battler, the Detective, is not with them.

Beatrice's Letter

Maria has been given a letter by Beatrice. It is sealed with Kinzo's head ring, which he definitely wouldn't give anyone for a joke. She reads it out loud at dinner. Doing so, she not only reveals the fact that whoever solves the epitaph gains the right of the Head of the Ushiromiya family, but also gains the whole mountain of gold.
By saying this, Beatrice spreads a lot of distrust between the adults who are greedy and in need of money (Sabotaging, Destabilisation, Indirect Manipulation, Mass Manipulation), which Beatrice knows due to her emotional understanding, hot reading and information. (Emotional Understanding, Hot Reading, Information Gathering, Observation)

Through the use of Kinzo's head ring, which she has gained two years prior and kept all this time for situations like this (Prediction, Long Term Planning), she also gives everyone there;

a) the feeling of authenticity through the use of the ring, making people start to believe in her existence (Influence Building, Social Engineering, Mass Deception, Misdirection, Planning)
b) the theory of Kinzo using the epitaph to find his successor, pressuring Natsuhi and Krauss while encouraging the rest of the family to solve the epitaph

(Indirect Manipulation, Logical Manipulation, Mass Manipulation, Stress Inducement)

c) Pressuring Natsuhi and everyone else who knows that Kinzo has already died, threatening them through the creation of the theory mentioned in b). (Fear Inducement, Stress Inducement, Event Manipulation, Indirect Manipulation, Social Engineering)

d) Brought the group to the idea of visiting Kinzo and asking him regarding the letter. (Planning, Indirect Manipulation, Mass Manipulation, Logical Manipulation, Social Engineering)

When asked who gave her the letter, Maria answered Beatrice.



Due to Beatrice making contact with Maria in the years prior to 1986 (Planning, Relationship Building), Maria did identify the person giving her the envelope as Beatrice and not the actual person, which Beatrice knows and can count on since she knows Maria well enough. (Strategy, Emotional Understanding, Hot Reading, Acting) Through the building of

“Mariage Sorciere”, an alliance of witches between Beatrice and Maria, who also adores Beatrice, Beatrice used Maria’s personality for making her the purest believer of the legend of Beatrice and her most precious accomplice. (Charisma, Relationship Management, Social Skills, Influence Building, Empathy, Social Integration, Emotional Understanding, Emotional Management, Emotional Perception, Emotional Engagement, Emotional Facilitation, Emotional Realization, Emotional Awareness)



After the dinner, the story calms down a bit. George proposes to Shannon. George gives her a ring and asks her to show him her answer on the next day by putting it on her left hand if she accepts his proposal.

Jessica gives her mother Natsuhi a scorpion charm. Maria herself, who knows the most about the occult of those present, states that scorpion charms fend off witches and demons.

In the morning of the next day, Natsuhi does find a bunch of red liquid, seemingly blood, on her door. This is done to strengthen the illusion of the witch, showing that the scorpion charm really works. (Fabrication, Misdirection) She does reject the whole witch idea and dismiss the incident as a joke.

Shortly after, Eva asks Natsuhi to pay Kinzo a visit and persuade him to come out of his room. Natsuhi does so. After leaving the room, Eva secretly puts a receipt between Kinzos door, therefore setting a trap. If Kinzo were to leave the room through the door, the receipt would drop onto the floor.

The First Twilight

Morning comes and the first tragedy of many strikes.

Here, Beatrice introduces multiple aspects of the murders that have the goal of keeping up and strengthening the illusion of the witch. Those are present in all of the first four gameboards:

-The murders follow the witches' epitaphs twilights, initiating the illusion of some kind of ritual. (Fabrication, Misdirection, Fear Inducement)

-Murders are often decorated with occult symbols, like circles. (Fabrication, Misdirection, Fear Inducement)

-Seemingly impossible murders, most often created through locked room scenarios. (Misdirection, Fabrication, Logical Manipulation, Indirect Manipulation) These also act as weapons against her opponent, Meta-Battler. (Strategy)

A group, consisting of Hideyoshi, Eva, Genji and Kanon find a locked shutter, an occult symbol scribbled on its door. Kanon is in possession of the key to said shutter. After unlocking it, the four of them find the victims of the first Twilight; Krauss, Rudolf, Kyrie, Shannon, Rosa and Gohda.

The four of them go and get Natsuhi and Doctor Nanjo, however sooner or later even the cousins, consisting of Battler, George, Jessica and Maria, get to the scene.
Now let's go onto the crime scene itself;
The shutter was locked. The key of said shutter was in the servants quarter.
The corpses of the victims have been demolished even further. The faces of the victims have been smashed, therefore showing a very cruel crime scene.

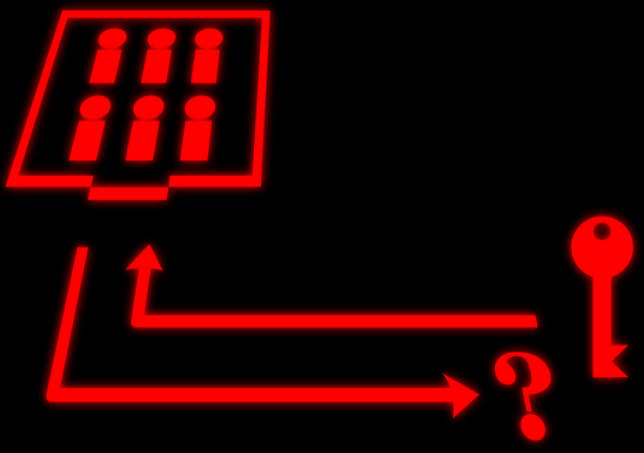
George was pleaded by his mother to not go deeper into the shed and look closer at the corpses.
Hideyoshi and Kanon looked at everyone.

George asked his father whether or not Shannon was wearing a ring on her left hand.
Hideyoshi answered that she did in fact wear it.

Shannon was not a real corpse. Neither was Shannon dead, nor was there anyone there at all. No one besides Hideyoshi and Kanon, who are both Beatrice's accomplices in this case, did inspect her. This leads everyone to the conclusion that Shannon is already dead. (Misdirection, Fabrication, Mass Deception, Resource Management, Planning, Strategy)
Also, since 4 out of the 6 victims have smashed faces, the identity of someone faking their death through a fake body is in fact instilled into everyone there. However, by having Shannon supposedly still have half of her face, she is instantly

made less suspicious since she really is 100% herself. (Misdirection, Concealment, Mass Deception, Mass Manipulation)
By letting George believe that Shannon was in fact wearing his ring when she died, Beatrice does manipulate George's emotions. He is now filled with rage and an even deeper sadness than he normally would have. (Emotional Manipulation, Individual Manipulation, Emotional Understanding)
By humiliating the bodies, Beatrice does not only invoke a deep rage in everyone's feelings, but also invoke fear in them. (Fear Inducement, Mass Manipulation, Indirect Manipulation)

By locking the bodies in the shudder with the key, then returning the key to the servants quarters, the illusion of the witch is strengthened further. After all, why would the culprit return the key to its original place? (Misdirection)

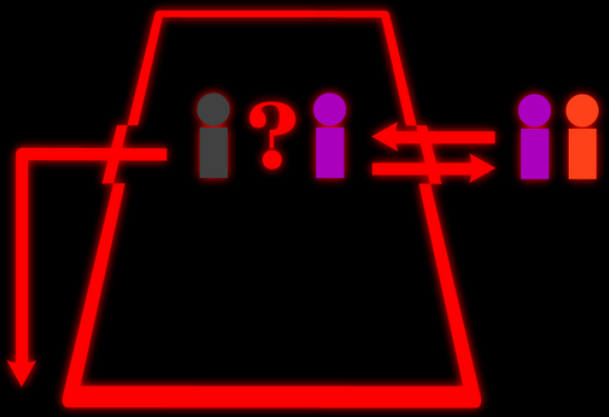


Beatrice guarantees the identity of all unidentified corpses with the red truth in the Meta World later on through the red truth.
In doing so, she uses the Red Truth as a weapon. This red truth confirms all the dead people in the shudder to actually be who they seem to be. Since Shannon is not a corpse, her identity is also not confirmed. (VCI, Strategy, Misdirection, Verbal Deception, Concealment, Information Control)

Maria, knowing everything about it, explains the meaning of the occult symbol on the shudder, thus adding more depth to the illusion of the witch. She does this because she was influenced by Beatrice and understands this magic because of her. Placing it here was purposefully done to make Maria tell everyone about it. (Misdirection, Fabrication, Prediction, Hot Reading, Emotional Understanding, Psychological Profiling, Planning, Influence)

Vanished Kinzo

After everyone went back inside the mansion, Natsuhi announces that she will go to Kinzo. Eva wants to go as well. However, they do not find Kinzo inside. The receipt was still where it was before.

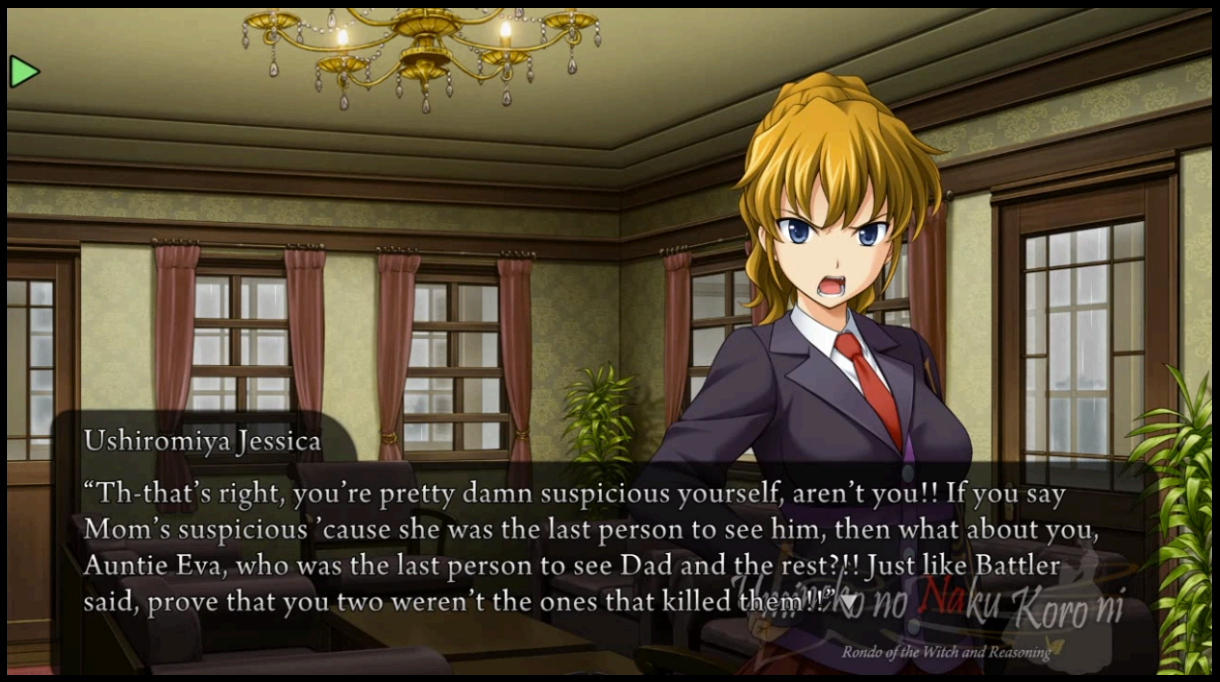


The question is the following; How did Kinzo leave the room?

Eva reasons that Natsuhi must have thrown him out of the window when she visited him there in the morning.

This scenario was, of course, planned by Beatrice as well. She planted the idea of visiting Kinzo as far back as with her letter, while she did of course know that Kinzo is long gone. (Planning, Prediction) By doing so, she spreads distrust among the group and weakens their group dynamic. (Mass Manipulation, Sabotaging, Destabilisation)

This proves to be right, since after accusing Natsuhi of making Kinzo disappear, Battler defends her. After this, Jessica even accuses Eva of being suspicious herself.

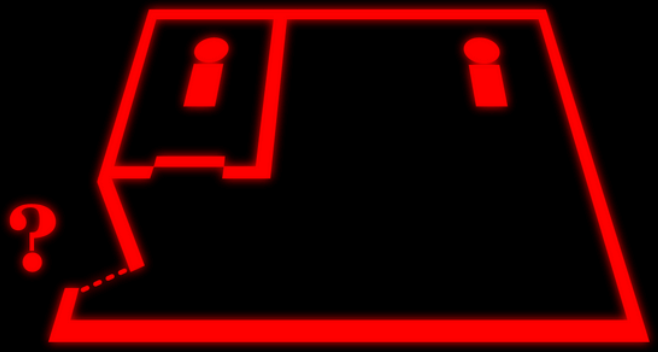


Through this, Hideyoshi suggests that he and Eva cool of their heads and go into a room. They do said thing and separate themselves from the group.
Both Eva and Hideyoshi were bribed by Beatrice earlier. This becomes important when we look at the second Twilight.



The Second Twilight

The victims of the second Twilight are Eva and Hideyoshi. The two of them were killed in their rooms. A chain was set, therefore creating a locked room.



The bodies of Eva and Hideyoshi were pierced with occult stakes, strengthening the illusion of the witch. (Misdirection) This is also a common thing that will happen often from now on.

Why were Eva and Hideyoshi the victims? Aside from the fact that in order to follow the epitaph to strengthen the illusion of the witch (Misdirection), Beatrice does in fact get rid of the accomplices that are not completely obedient to her to prevent any risks of her scheme being exposed. (Strategy)

There was neither someone inside the room, nor was there a way to set the chain from outside. This murder seems impossible, adding onto the witches illusion even more. (Concealment, Misdirection)

When fighting with Battler over this case in Episode 4, Beatrice states the following in red:
“Both deaths were homicides! It is not the case that, after the construction of the closed room, one of them committed suicide after committing murder! Furthermore, the murder was carried out with both the victim and the perpetrator in the same room! No method exists for the perpetrator to commit murder from outside the room!”

Through this, Beatrice takes away possible solutions. (Strategy, VCI) The context of Episode 4 is totally different, which is why we will take a closer look at this red truth once we have reached Episode 4. I will follow this principle for each and every case and its respective Episode 4 red truths.

The actual solution to this case is the following; The chain was never locked to begin with. Genji and Kanon cut through the chain, even though it wasn’t even locked. (Planning, Strategy, Resource Management, Concealment)

The Fifth Twilight

After smelling something from the boiler room, Kanon rushes down there. Down there, he curses the golden witch and tries to fight her. He gets wounded in the battle, resulting in his inevitable death. When everyone else enters the room, Kanon is already heavily wounded and not able to communicate anymore. Doctor Nanjo and George bring him into the servant room, Kumasawa and Jessica follow them. Natsuhi and Battler rush out into the open and try to find the killer, but they do not find anyone. Later on, in the same room, the group finds the corpse of Kinzo, burning in the incinerator. Nanjo states that Kanon did die.

Thanks to having Nanjo as an accomplice, Kanon can be deemed as dead. (Resource Management, Misdirection, Fabrication, Concealment)

After killing off Shannon, Beatrice now proceeds to kill off Kanon as well, giving Yasu complete free movement, which will be essential in completing the following murders. (Planning, Strategy)

Yasu hurts Kanon/themselves heavily in order to make this more believable. (AQ)

In creating a supposed fight with Beatrice, the illusion of the witch is strengthened even further. This is also accomplished

through the disappearance of the supposed culprit and the use of the stake. (Fabrication, Misdirection)

The Stakes were inserted into the bodies to match the order of the victims. Therefore, Kanon would be the fifth and Kinzo the fourth victim.
Beatrice predicts that the humans will understand this much (Prediction, Hot Reading, Psychological Profiling) and therefore use their own thinking against them to trick them into believing that Kinzo was killed after Hideyoshi and Eva (Planning, Misdirection), therefore drawing their attention to Kinzo's locked room and how he could leave the room. (Mass Manipulation, Moving the Goalposts) She also induces pressure and fear to the humans, since following the epitaph, 3 more people at least will fall victim to the culprit, everyone else shall die when the witch shall be revived. (Fear Inducement, Pressuring)

After paying Kinzo's study another visit, they recognize the scorpion on its door. Natsuhi remembers the supposed "prank" on her door, a trap Beatrice has set all the way back (Planning) which makes everyone believe Kinzo's study to be safe, due to their belief of the witch being strong. While some might still not believe in the witch, they at least should believe that the culprit acts as the witch and does not want to ignore their own rules, eg. scorpions repelling witches and demons.

(Emotional Understanding, Influence, Social Engineering, Mass Manipulation, Logical Manipulation)

As all of the people gather around and focus on the epitaph, a mysterious letter suddenly appears between all of them.

When this happens, Natsuhi, as the only adult member of the Ushiromiya family, can narrow down the potential suspect to one of the following four; Maria, Nanjo, Kumasawa and Genji.

She casted away the four of them, leaving her with George, Battler and Jessica.

The letter was originally placed by Maria, Beatrice's accomplice. (Resource Management) Since there was no real moment in which Beatrice could have given the letter just a moment before the group entered, she must have predicted a situation like this (Prediction) and ordered Maria to place the letter in this moment, thus splitting the group up. (Strategy)

If you look at the victims up until now, Beatrice could easily predict/determine any of them; the adults that were present in the conference, minus Natsuhi. Natsuhi was spared for multiple reasons; (Strategy)
One, to keep alive the illusion of the witch by respecting the scorpion charm. (Misdirection)
Two, Natsuhi was aware of the fact that Kinzo was not actually alive, therefore she was constantly under the pressure of

keeping this secret as well, making her easy to manipulate. (Emotional Understanding, Hot Reading)
Three, due to Natsuhi's inferiority complex it was a smart choice to make her the last adult of the Ushiromiya family. She would probably care for the cousins and try to protect them by all matters necessary, making her easy to read and predict. (Emotional Understanding, Hot Reading)

Making the envelope appear between all of them also has multiple direct and indirect effects:

a) The illusion of the witch is actually lifted; The culprit placed the letter among them. The culprit must be human due to the belief in the scorpion charm, which Beatrice has built upon much sooner. (Planning)
b) Thanks to a), a large distrust is placed between all of them. Now that the last adult of the Ushiromiya family knows that one of the four people next to her is the culprit, she will obviously cast them off, splitting off the group just like Beatrice wanted. (Prediction, Emotional Understanding, Hot Reading, Psychological Profiling, Planning, Sabotaging, Destabilisation)
c) Fear is induced into the remaining four people, since they know for sure that each of them is innocent. This does however mean that one of the other 4 is the culprit for sure. Therefore, they do not want to leave the study since the culprit roams outside. Therefore, Yasu has free movement in the mansion. (Mass Manipulation,

Emotional Manipulation, Fear Inducement, Social Engineering, Emotional Understanding, Hot Reading)

d) Since they know for sure that Natsuhi is safe, the question of how Kinzo has vanished from the room still remains and gets thrown up yet again, giving the illusion of the witch a bit of strength again. (Misdirection, Moving the Goalposts)

Sixth, Seventh and Eighth Twilight

The silence overwhelming everyone in Kinzo's study is broken by the phone ringing. On the other side, Maria can be heard singing. No one else is answering the phone. This is, once again, a classical move of Manipulation via the emotions of the cousins.

Battler and George want to go downstairs to check up on the rest. Natsuhi does not want to let them go alone, but Jessica doesn't want to stay behind alone either. Thanks to this, all 4 of them go downstairs to visit the 6th, 7th and 8th twilight. Through giving the people in the study this sign through the phone, she has manipulated them through their emotions to go downstairs. (Mass Manipulation, Emotional Manipulation, Hot Reading, Emotional Understanding)

Downstairs, the group finds the corpses of Nanjo, Kumasawa and Genji. Maria is also there, singing. When the others ask Maria what happened and why she is singing, she tells them that Beatrice ordered her to sing all the time.



Beatrice did actually tell Maria something along those lines, showing just how much control she actually has over Maria. (Relationship Management, Influence, Charisma)

The corpses are, once again, decorated so that they follow the epitaph, once again giving the illusion of the witch more strength. (Misdirection)

Maria talks about how Genji locked the door and Beatrice entered despite that. This strengthens the illusion of the witch, (Misdirection)

The truth about this is that Yasu could easily enter the lounge with their own Master key and kill them (Strategy). Due to Genji being a loyal servant of Beatrice, it would also be possible that he let her in. Knowing that Kumasawa, Nanjo and Genji are accomplices themself most of the time, it is also possible for Yasu to ambush them without major problems. (Influence, Charisma, Relationship Management)

Natsuhi's Death

Natsuhi does find a letter here, challenging her to a duel in front of Beatrice's portrait.
Natsuhi locks the cousins in the lounge in order to protect them.

The cousins break out after some time and find Natsuhi lying dead on the floor, a bullet shot through her forehead. There was still gunpowder on the gun she was holding.

The supposed suicide of Natsuhi does not suit her character at this point at all, strengthening the illusion of the witch once more. (Misdirection)

The letter challenging Natsuhi was placed only for her, completely using her protective personality towards the cousins to bring her to lock them in the lounge. From her point of view, she is protecting the cousin. But now Beatrice has an easy way of killing her. (Emotional Manipulation, Individual Manipulation, Emotional Understanding, Hot Reading, Social Engineering)

Yasu killed her with another weapon, then switched it after her death. Since no other weapons were shown in this episode, everyone assumed there to only be one gun. (Strategy)

Tea Party #1

Through the bomb set up by Beatrice, everyone else dies as well when the clock strikes midnight. Even though it doesn't affect the pieces much, the people in the Meta-World are once again led astray and led to believe more in the witches illusion, since they really did die without knowing why at the end of the day. (Misdirection, Fabrication, Planning)
The bomb will always go off at the end of 5th October, resulting in all of the Game Boards only covering 4th and 5th October.

We switch our scene to Purgatory, which will act as the Meta world from now on. The characters we met talk about Episode 1 retrospectively, treating it as some kind of theater.

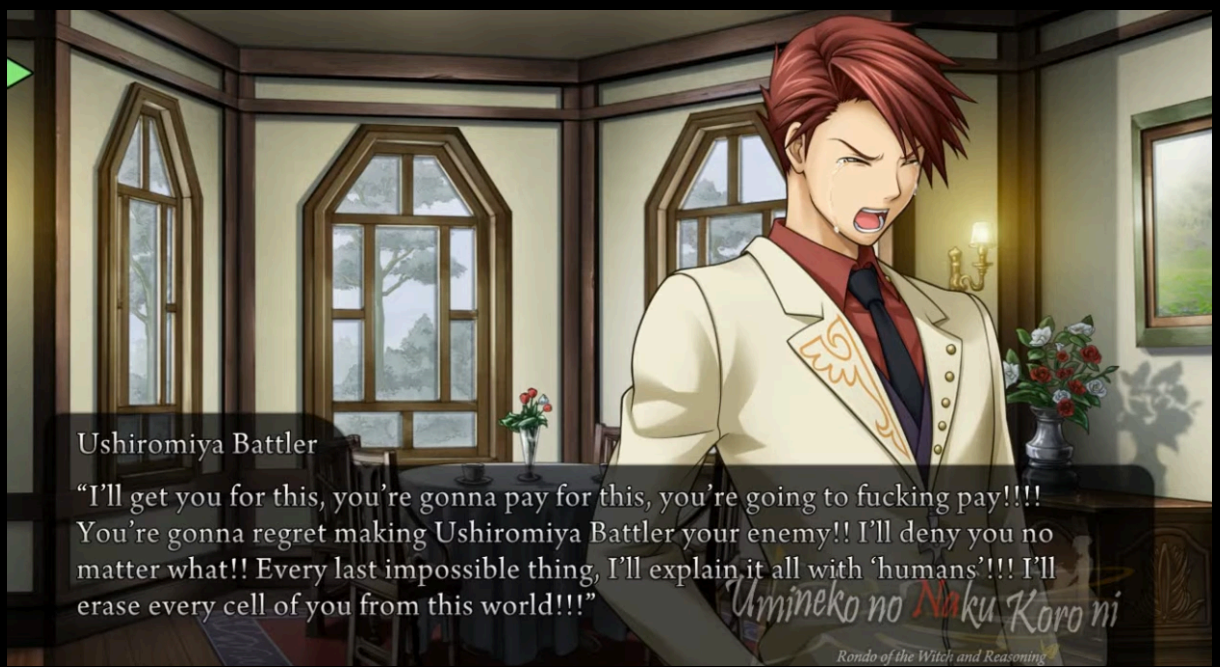
Everyone present seems to accept the witch, since many tricks can only be solved with magic. Through Beatrice's deception throughout the entire Game, George and Jessica were led to believe in the witch as well.

Battler however refuses the witch, insisting that a human with tricks is behind all of it. This of course fits the psychological profile Beatrice has created of Battler. Him refusing her is part of her plan to get him to compete with her. (Psychological Profiling, Hot Reading) Creating seemingly impossible crimes and challenging Battler with them was done so that Battler will fight against her. (Planning)

Beatrice shows herself before Battler, challenging him to solve her mysteries. George and Jessica are intimidated by her, apologizing on Battlers behalf. (Aura, Influence)

Beatrice takes Battler to the scene of the second twilight, requesting his solution to it. When Battler can't think of a solution, Beatrice uses magic to easily reproduce the crime. (Misdirection, Fabrication)

They return and Kanon has been killed off once more. Beatrice kills off the remaining people present one after another in a gruesome way because Battler doesn't believe in her existence. (Guilt Tripping)
Because he saw this sight, Battler's anger is strengthened and his determination to defeat Beatrice is at its peak up until now. (Emotional Manipulation, Individual Manipulation) This, of course, is the scenario Beatrice wanted to achieve to really get Battler to engage in her game and solve her mysteries. (Emotional Manipulation, Individual Manipulation, Emotional Understanding)



???? #1

In ???? #1, Bernkastel joins Beatrice at her tea party. When Beatrice leaves, Bernkastel offers help to the player, or, how it would probably be described in-universe, to Battler.
After Bernkastel leaves, one can hear Beatrice giggling.



Beatrice did probably foresee this kind of development (Prediction) since both Bernkastel and Lambdadelta, who we will meet later on, are known witches that search the sea of fragments for something to still their boredom. (Information Gathering)
Beatrice has predicted that they would involve themself with her game (Cold Reading) and also predicted Bernkastel offering help to the human side. (Prediction)
However, despite knowing this, she does not do anything about it, showing once more that she is not against the idea of Battler having help and/or winning the game, quite the contrary. (Planning)

EPISODE 2

Episode 2 starts off with some scenes between Shannon and George, Kanon and Jessica and Shannon, Kanon and Beatrice.

Beatrice reveals herself to Shannon when she is at her seemingly lowest after being told multiple times by several people that she will never be allowed to love.

Beatrice does abuse Shannon's desire for love and gets her to break a mirror in a shrine, which protects Rokkenjima against evil spirits and witches, so that she will be allowed to love George. This is especially effective due to Shannon's mental state at the time. (Emotional Manipulation, Individual Manipulation, Emotional Understanding)

She can achieve this by putting pressure on Shannon by telling her about a girl which supposedly is George's perfect woman, making Shannon despair and abusing her feelings, therefore lowering her original resistance regarding the witch, (Pressuring, Emotional Manipulation, Individual Manipulation, Psychological Manipulation, Emotional Understanding)

She also drifts apart Kanon and Shannon by making Shannon a friend of hers (Social Skills, Relationship Building, Charisma) and messing around with Kanon. (Social Skills)

While Kanon thinks of Beatrice as no good, Shannon thinks of her as a good friend who will help her achieve her love Thus, their ideologies clash. (Sabotaging, Destabilisation)



When everyone in her grade seems to have a boyfriend, Jessica lies about having one as well. After being told by her friends that they want to meet him or they will not believe her, Jessica seeks out Shannon and asks her for help.

Shannon has figured out that Jessica has a crush on Kanon, because of her reactions when near him. (Overall Reasoning, Observation) She then suggests Jessica to set up a fake boyfriend, making Kanon act as her boyfriend. (Strategy)



This can work due to Shannon knowing Jessica's feelings. (Emotional Understanding)
Through this, Kanon and Jessica go to the school festival together, strengthening their bond and bringing them closer to a relationship. (Relationship Management, Relationship Building, Social Skills)
This is only possible due to Shannon suggesting this. Remember that Shannon and Kanon are both parts of Yasu, throwing a completely different light on this scene. Instead of a good friend suggesting something to Jessica in order to bring her closer to her crush, one part of Yasu gets Jessica to go out with another part of Yasu.
This may or may not count as an actual feat, depending on your definition of Beatrice's character. This principle can be applied to all of the Beatrice-Shannon-Kanon scenes.
After all of the pieces have been lined up, Beatrice talks to Meta Battler. She tells him that this game will be endless torment for him and will continue for as long as Beatrice wants to or until Battler gives up. This, of course, is a lie.
She does this to raise Battler's determination to win the game, aiming to boost his performance in the upcoming mysteries. (Planning, Emotional Manipulation, Direct Manipulation, Emotional Understanding, VCI, Fabrication, Misdirection, Acting)
Maria shares some candy with multiple people there, most importantly with Kanon.
When Rosa had an argument with Maria, she crushed her candy.

Beatrice's appearance on the board

The family conference starts once more. Once again, Beatrice goes to visit Maria and give her the letter. This time, however, Rosa is also with Maria, witnessing Beatrice, the witch of the portrait.

Maria asks Beatrice to repair her destroyed candy. Beatrice orders Maria to close her eyes, which she does, and then proceeds to repair Maria's crushed candy with her magic. Rosa does not close her eyes, witnesses Beatrice's magic and testifies about it at dinner.

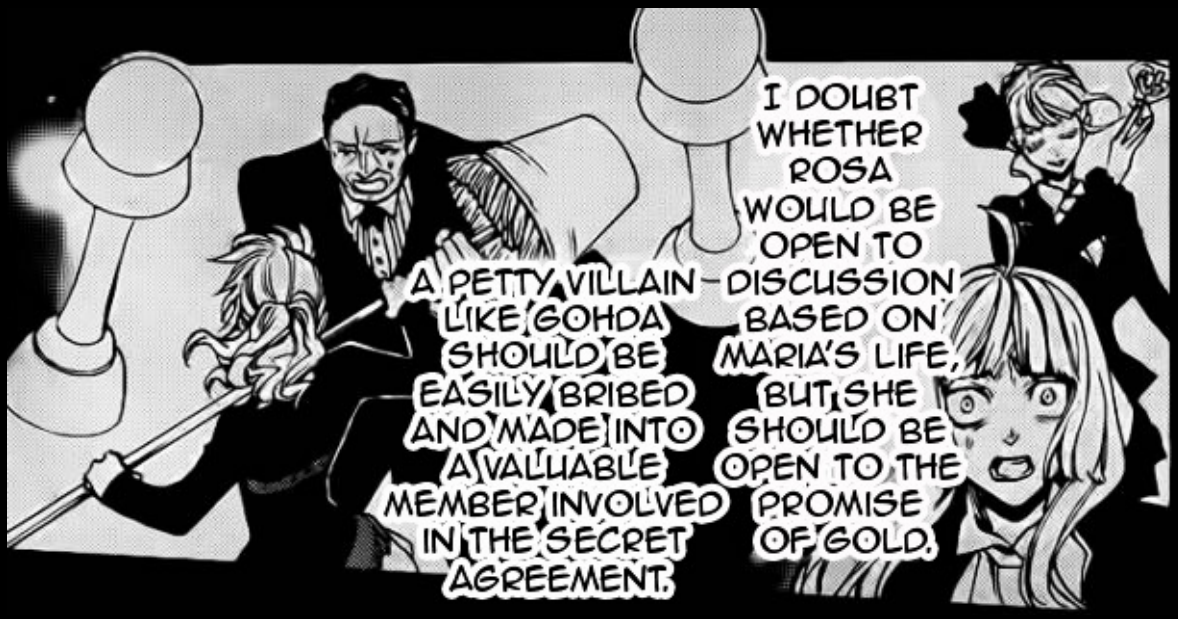
Beatrice gives Maria an envelope, which she shall not open yet. She also gives Rosa a letter, which she shall read aloud at dinner.

Beatrice enters the mansion, revealing herself to Kyrie. Beatrice acts all high and mighty when Kyrie tries to start a conversation with her.



This whole move grants a whole lot of benefits for Beatrice;

Let's look at the truth behind the whole candy thing;
Beatrice gave Maria Kanon's candy when she closed her eyes. Rosa was bribed by Beatrice, making her the main accomplice in this Episode. Gohda is an accomplice as well. (Planning, Influence Building, Resource Management, Persuasion) Beatrice chose Rosa as an accomplice due to her special relationship with her siblings and her dire need of money. (Information Gathering, Emotional Understanding) We don't know how much Rosa actually knew beforehand and during the murders. It is clear however, that Maria's life is the most important thing for her.



By letting Rosa confirm the use of magic, which Beatrice predicts Maria will mention at the dinner due to her obsession with magic and Beatrice overall (Prediction, Psychological Profiling, Emotional Understanding, Hot Reading), the common assumption that Beatrice, the witch from the

painting, exists on the island right now, is strengthened. The belief that she can use magic is made clear to everyone. (Misdirection, Influence Building, Planning).
Once Beatrice is mentioned by both Rosa and Maria, Kyrie will mention her as well, which is why showing herself to Kyrie was important. (Prediction, Planning)

Beatrice knows that Kyrie is one fast to doubt people. Making her, of all people, witness Beatrice herself gives an even greater credibility to Beatrice's existence. (Observation, Information Gathering, Psychological Profiling, Hot Reading)



Thanks to showing herself to Kyrie, the existence of Beatrice on the island can be confirmed by multiple people, deeming it as the truth. (Planning, Misdirection, Fabrication, Acting, Influence Building)

Thanks to Beatrice acting high and mighty in front of Kyrie and her talking about visiting Kinzo, everyone is convinced that she is a guest of Kinzo. (Misdirection, Fabrication, Acting, Influence Building)
Neither Krauss nor Natsuhi know about Beatrice.

Gohda, being an accomplice as well, confirms Beatrice's existence and tells everyone that she wanted to eat on her own. (Resource Management, Influence Building, Misdirection, Fabrication)

This pressures Krauss and Natsuhi (who know about Kinzo's death), while leading the other guests to theorize about Beatrice's goal on this island, thus centering her thoughts on her, thus making them fully acknowledge her existence, thus leading them to believe Beatrice's goal to be the inheritance of Kinzo's fortune, thus putting pressure on them as well. (Pressuring, Shifting the Goalposts, Indirect Manipulation, Mass Manipulation, Logical Manipulation, Influence, Social Engineering, Fear Inducement, Deception)

By showing Piece Beatrice early on as an actual person on the game board, Beatrice takes away Battlers opportunity to deny the witch as the culprit and shift the blame on one of the 18, since he now sees the witch as the actual 19th person. (Planning, Misdirection, Fabrication, Concealment, Bluffing)



Battler tries to explain the repairing of Maria's candy with the following theory;
While Maria was closing her eyes, Beatrice took out another candy, which was still intact.

Beatrice counters this through Rosa's testimony. After all, Rosa did see the magic happen. (Logical Reasoning, Misdirection, Logical Manipulation)

Since Beatrice showed Piece-Beatrice to Battler, he focuses on her as a culprit. Therefore, the thought process that one of the 18 could actually be an accomplice doesn't cross his mind, leading him astray from his goal. (Misdirection, Logical Manipulation, Planning, Psychological Profiling, Hot Reading)

Looking at this retrospectively is very interesting as well;

With the supposed magic happening while only being observed by Rosa, Beatrice does try to get Battler to suspect Rosa as an accomplice, leading to the correct solution of this Episode. (Planning)

Rosa does, however, not read the letter out loud at dinner. After discussion about Beatrice breaks out, Rosa orders the children to leave the scene and go back to the guest house, separating the children from their respective parents to set up everything necessary for the first twilight. (Social Engineering, Resource Management, Planning)

The First Twilight

Shannon finds a piece of paper on which the word “chapel” is written. When she went there, she found that the words “Happy Halloween for Maria” were written on the door. She contacts the rest of the servants and they try to find
All the servants and Rosa gather there. After all of them have gathered there, they find the chapel door to be locked. The door can only be locked with the respective chapel key.

Rosa runs to the cousins room because she not only wants to check on their safety, but also because she believes Maria’s envelope to become important now.

She opens the envelope that was given to Maria and finds the key to the chapel inside of it. Using said key, Rosa opens the door to the chapel. Inside of the chapel they can find Krauss, Natsuhi, Eva, Hideyoshi, Kyrie and Rudolf. In other words, they find the victims of the first twilight. Their stomachs were torn open, sweets stuffed inside of them. This is, obviously, a very gruesome and gross crime scene.

Shortly after, the cousins as well as Doctor Nanjo also come to the crime scene. Nanjo examines the bodies and they are, obviously, dead.

Through killing the people in a way that their death is 100% certain, while also showing their faces, the theory that a person has faked their death and put another body in their place, which was a common theory back in Episode 1, was eliminated for this game. (Planning)
Through the crime scene being as cruel as it is, the witnesses do feel a giant amount of fear and anger (Fear Inducement, Emotional Manipulation) while also making the scene seem overly cruel and fundamentally inhumane, strengthening the illusion of the witch being the culprit. (Misdirection, Emotional Manipulation)

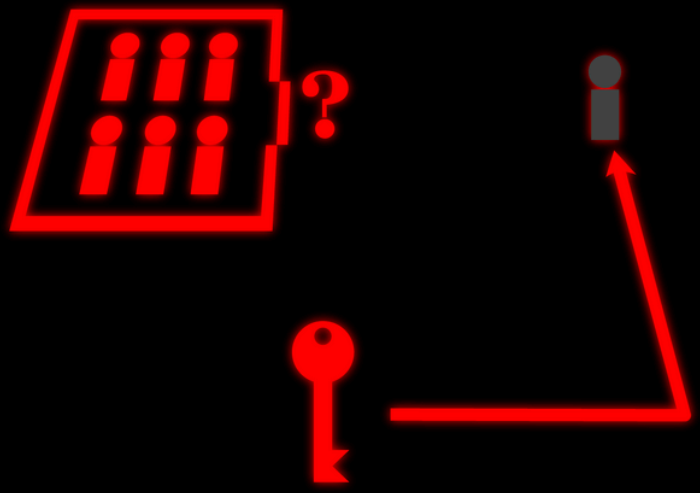
Jessica suspects Beatrice and runs off to avenge her parents.

In a letter left behind by Beatrice, the group is encouraged to solve the epitaph. This is strengthened through the presence of gold bars with the Ushiromiya family sign on them, showing how the gold not only exists, but also that Beatrice currently has it. (Influence Building, Psychological Manipulation, Indirect Manipulation, Mass Manipulation)

Through showing that she already has the gold in her possession, she disproves the theory that Beatrice only wants the group to figure out the epitaph in order to snatch it away from them. Thus, the group does not need to fear the witch breaking her promise after they solved the epitaph, encouraging them even further. (Planning, Indirect Manipulation, Mass Manipulation, Logical Manipulation)

The Groups focus in this Episode is not solving the epitaph however, but finding the culprit as the murders keep on continuing.

The group now notices the obscure thing of this crime scene; There is only one key which can lock/unlock the chapel. This key was inside Maria's envelope, which was sealed through the wax, engraved through the Head's ring. So how was the door to the chapel locked after the first Twilight?



Now let's start with the very first direct battle between Beatrice and Battler.

Meta Battler claims that there is not enough information. Beatrice tells him that the lack of information is actually beneficial to him, since he can throw out a bunch of different theories as long as the circumstances of the locked room are

not specified, motivating Battler and teaching him the rules of the Game subconsciously. (Strategy, Logical Reasoning, Logical Manipulation, Indirect Manipulation, Social Skills)

Beatrice introduces the red truth here to corner Battler and eliminate his theories, while also avoiding an endless repetition of moves between the two of them, while also mocking his claim that there is “a lack of information”. (Strategy)
While being sceptical of it at first, Battler acknowledges the red truth as a valid rule. This is possible through Beatrice’s explanation of said rule and her understanding of Battler’s psyche. (Social Skills, VCI, Logical Reasoning, Indirect Manipulation, Individual Manipulation, Psychological Profiling, Hot Reading)

Battler throws out the following theories in the argument;

-There is a secret door to the chapel, through which the victims went or were carried.
-The key has been duplicated.
-The door was opened through an unknown tool X.
-The door is built in a way that you can pass it, even though it is locked.
-The door was removed from its hinges, then put back after the victims were brought inside.

-The key in the envelope, given to Maria the day before, was actually a fake back then and was switched after the victims were locked in the chapel.

Beatrice counters all of these theories through her clever use of red truths and her planning in advance to create a murder which seems impossible, even with the red truths. (VCI, Strategy, Planning)

Battler has a new theory that he wants to use against Beatrice; He asks her to repeat the following in red;

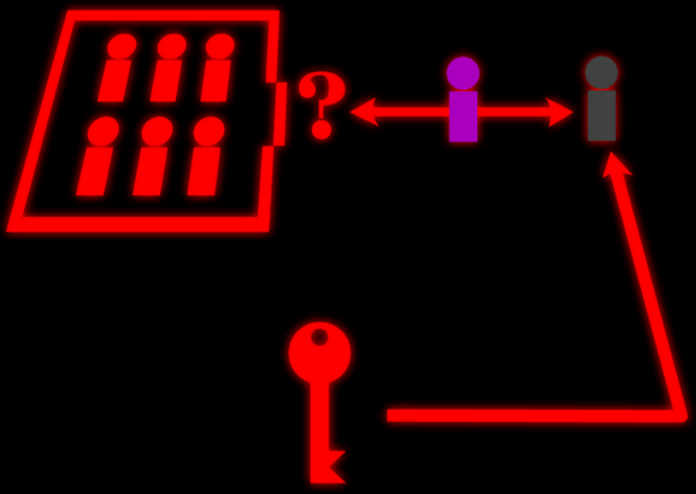


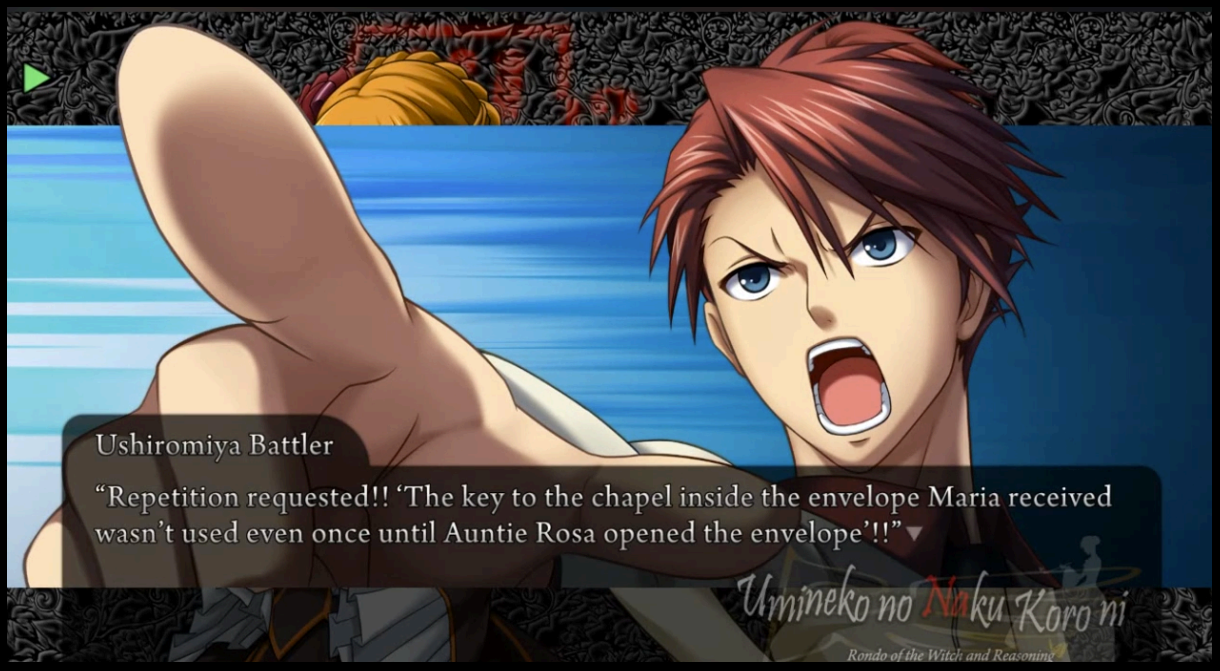
Beatrice declines. She claims that "under her supervision" is not defined well, since Maria obviously didn't keep her eyes on the envelope the whole time, therefore pushing away Battler's theory indirectly. (VCI, Strategy)

Battler tries to corner her here, bringing her to give out the following truth;



Battler counters her, his solution being that the envelope was stolen from Maria, the key was taken out, used and then resealed. Then, it was given back to Maria.





Beatrice acts defeated, leading Battler to believe that this was, in fact, the right answer to this mystery. She resigns for the moment regarding this specific mystery, leading Battler to the belief that he has solved this mystery, stopping his thinking process regarding this mystery, so that he does not think any further and uncover the truth of the accomplices. (Concealment, Misdirection, Acting, Indirect Manipulation, Planning)

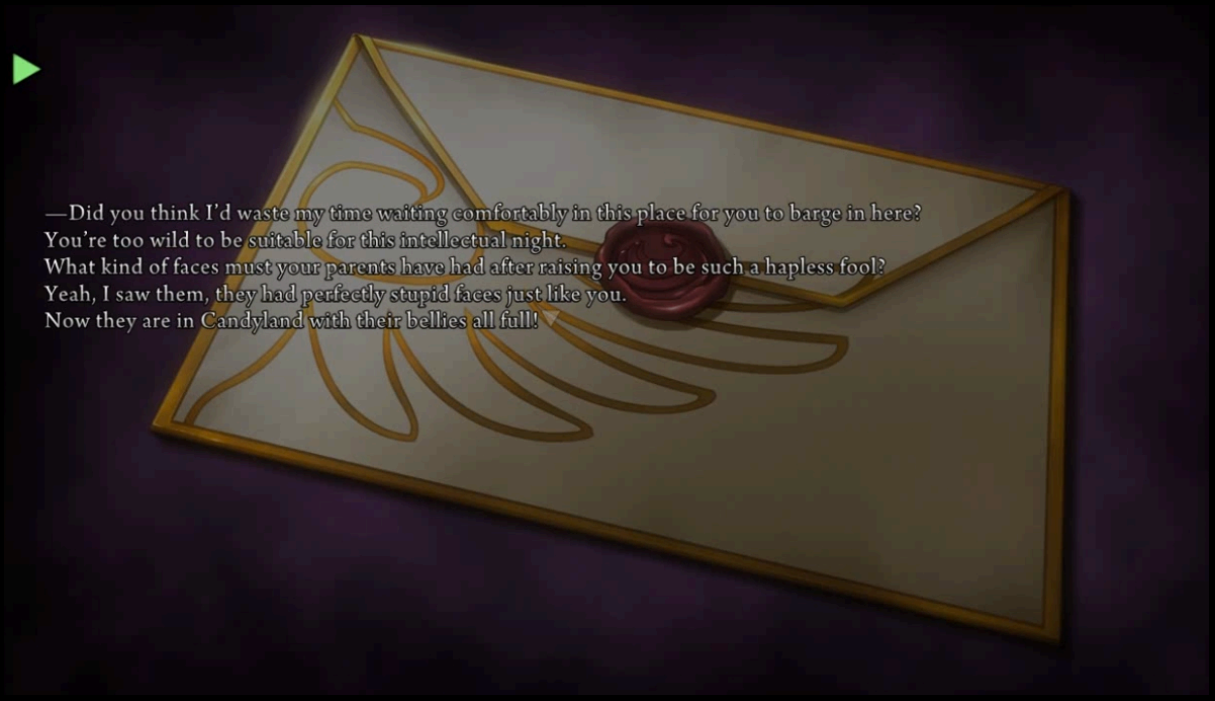
Beatrice claims that his attitude of only explaining the murders, but not finding the culprit in order to protect his fellow humans, will be his demise. By saying this, she wants him to begin thinking about the "who-dunnit" and the "why-dunnit" as well, since Battler uncovering those are her main motivations. (Social Skills, Indirect Manipulation)

The correct solution to this crime;

The door was never locked to begin with. Since those who claim the door to be locked are actually accomplices of Beatrice, everyone was led to believe this. Meta-Battler was shown a false happening of events, leading him even further into this trap. (Planning, Resource Management, Misdirection, Fabrication)

The Second Twilight

While everyone else was still observing the First Twilight, Jessica stormed off to get to Piece-Beatrice. Kanon followed her, as well as Gohda. They enter the VIP-Room, searching for Piece-Beatrice.
Inside of the room, however, they only find the following letter;



This letter shows how Piece-Beatrice predicted one of the children coming to her, wanting to avenge their parents. (Prediction)

Jessica falls victim to an asthma attack. Kanon, being much closer to her than Gohda, accompanies her to her room. There, the two of them talk for a bit. When Kanon tries to leave, he meets Beatrice right outside. After talking to her for a bit, he realizes that her true goal was not him, but Jessica. He

hurries back inside the room, where Beatrice appears shortly after. She summons a goat servant, who then proceeds to fight Kanon. The summoning of the goat servant obviously strengthens the illusion of the witch, since Battler is led to believe that magical goat servants exist. (Misdirection, Fabrication, Strategy, Indirect Manipulation). Kanon fights, using magic himself, therefore strengthening the illusion of the witch once more(Fabrication, Misdirection , Strategy, Indirect Manipulation). After Kanon wins the fight, Beatrice summons Asmodeus, one of the seven sisters of Purgatory. Once more, this summoning exists to strengthen the illusion of the witch (Misdirection, Fabrication, Strategy, Indirect Manipulation). In the fight against him, Asmodeus tries to attack his back.
Jessica throws herself in the way, protecting Kanon.
Beatrice predicted this(Prediction) and uses it to guilt trip Kanon to make him lose his composure. (Guilt-Tripping, Direct Manipulation)





After killing Kanon through another one of the Seven sisters of purgatory, Beatrice humiliates the dead by separating both Kanon and Jessica even after they died by making Kanon's corpse disappear.

The rest of the humans return to their mansion.
After some time passes, everyone minus Jessica and Kanon gather up. They decide to pay the two of them a visit. After arriving at their door, they see another magical symbol. This symbol obviously strengthens the illusion of the witch, (Misdirection) while also scaring the witnesses since they connect the occult symbols with the murders. (Fear Inducement)

The door was locked. Gohda opens it via a master key.

In there, they find Jessica's corpse, a stake driven into her back, which strengthens the illusion of the witch once again. (Misdirection)

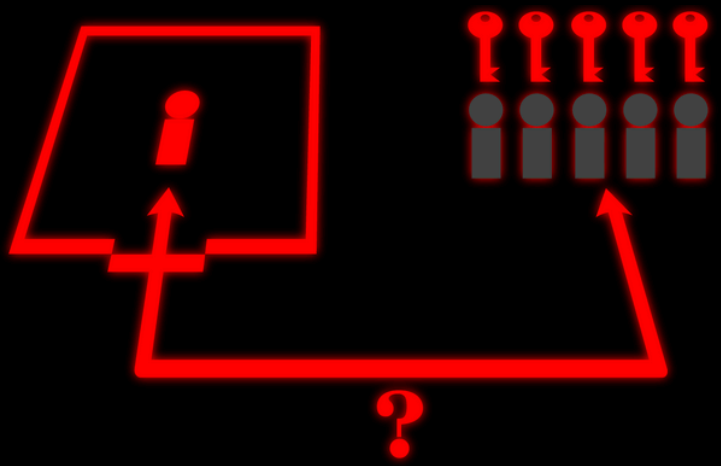
After searching the room, they find neither Kanon's corpse, nor the culprit. They do, however, find the key to Jessica's room. Since there are master keys that can open and lock the door, this is not that important.

Beatrice changed the number of master keys for this game. In the first, there was no specified number of master keys. In this second game however, there is only one key for each servant. preventing Battler from using a duplicated master key theory to destroy Beatrice's mysteries. (Planning)



By letting Kanon's corpse disappear from the crime scene, Beatrice also makes Kanon the primary suspect; He could have easily faked his own death. Since he is in possession of a

master key, everything about the crime scene could be explained. (Indirect Manipulation, Scapegoating)
By making Kanon the primary suspect, the rest of the servants will automatically be suspicious as well. The original idea was that Piece-Beatrice is the killer, however through making the servants suspicious, Beatrice begins to destroy the group dynamic. (Sabotaging, Logical Reasoning, Destabilisation)
It goes even further;
Since the door could only be locked via a Master key, which are only held by the servants, all of the servants are suspicious. (Sabotaging, Destabilization, Indirect Manipulation)



Rosa claims that both Genji and Shannon are innocent due to them talking with Kinzo. She herself claims that she met and talked with Kinzo.
This is obviously a lie, since Kinzo is at this point actually dead. She was probably ordered by Beatrice to do so, in order

to take away any suspicion from both Shannon and Genji, who, of course, are not innocent. (Resource Management Fabrication, Misdirection, Concealment, Indirect Manipulation, Planning)

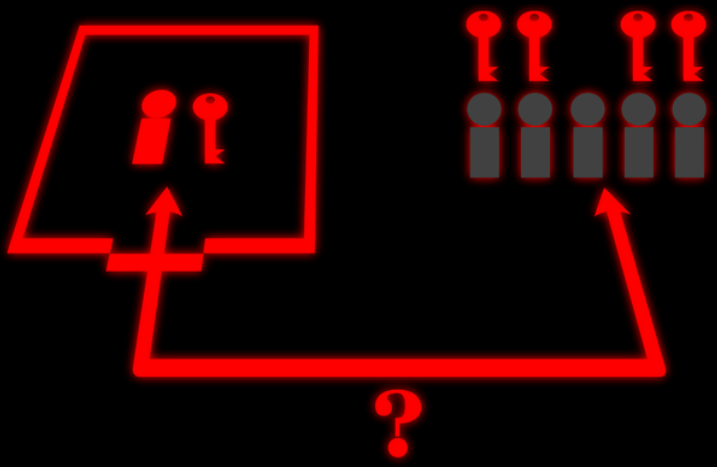
To save themselves from the risk of being accused themselves, everyone agrees to Rosa's claim of Kanon being the culprit.

Kanon and Jessica are shown next to each other as ghosts. They talk about the murder that just took place, Jessica being sad about Kanon being suspected. This part is here for multiple reasons;

a) to make Meta Battler feel pity for Kanon, rejecting the idea of Kanon being the culprit and therefore forcing Battler to think(Indirect Manipulation, Emotional Manipulation, Misdirection, Hot Reading)
b) misleading Meta Battler into actively believing Kanon to be dead (Misdirection, Fabrication, Concealment)
c) to make Battler defend Kanon due to a) and b) (Strategy)

Battler falls for it, beginning his strategy to save Kanon from being called the culprit through the following theory;
Gohda has stated that Kanon gave Jessica his key. He suspected that she was still in the possession of said key. When Nanjo checks Jessica's pocket, he actually finds it there.

The key was purposely placed there, so that Battler's theory is actually true. This must mean that Beatrice predicted this theory. (Prediction)
By making Battler prove Kanon to be innocent, the suspicion is now put onto one of the other four servants. (Strategy)





Doing so, she eliminates any possibility of Kanon being the culprit. Choosing her words like this, she does hide the truth

behind Yasu's identity further, since the "Kanon" personality was actually killed off. (VCI, Misdirection, Strategy)

Battler now would have to suspect one of the servants.

This was done so that Battler accepts the harsh reality that one of the humans has to be the culprit and he will need to focus on those, since it is Beatrice's goal for Battler to find the culprit. (Indirect Manipulation, Individual Manipulation, Strategy)
This was supported by Beatrice explaining to him that this room was never locked to begin with, since there were plenty of keys capable of locking and unlocking the door, showing him again that his way of believing everyone to be innocent is wrong. (Indirect Manipulation, Individual Manipulation, Logical Reasoning, Strategy, Social Skills)
Battler resigns for the time being.

Seventh and Eight Twilight

Kanon's wounded body suddenly reappears in front of Nanjo, Kumasawa, Genji, Gohda and Shannon. They try to treat him and ask him questions regarding Beatrice.

Shannon suspects something and tries to touch Kanon with a handkerchief on which a spider is portrayed. Such a handkerchief would hurt the witch Beatrice.

Kanon backs away and then begins to attack those around them. He ends up killing Kumasawa and Doctor Nanjo.

The remaining manage to defeat Kanon.

The remaining hurry to the others and try to explain what they saw just now to the rest.

However, when they hurry to the crime scene ,the door is locked. When they open it with a master key, they do not find the corpses there.

Instead, they find a letter there which tries to motivate them to solve the epitaph.
Both Kanon's and Kumasawa's master key can be found inside, creating another locked room. How could the room be locked, while the keys were inside of the room?

This scene has multiple effects:

a) Meta-Battler is led to believe in the illusion of the witch, since he saw a revived/brainwashed Kanon kill both Kumasawa and Nanjo (Fabrication, Misdirection)
b) Through testimony of Genji, Shannon and Gohda, who are all culprits or accomplices, the characters on the gameboard are also led to believe in the illusion of the witch. (Resource Management, Misdirection)
c) The disappearance of corpses is repeated, strengthening both the illusion of the witch since the bodies seem to disappear after their death, just as Kanon disappeared. (Misdirection, Concealment)
d) The keys being given immediately back here eliminates the possibility of using the master keys to explain the crimes which are yet to happen. (Planning)
e) The following theory could be constructed: Genji, Shannon and Gohda are culprits. They could have easily entered and locked Jessica's room, as well as killed the two of them and moved away their bodies. (Sabotaging, Destabilisation)

When Meta-Battler tries to explain this crime with the theory of a secret space in which one can hide, Beatrice easily counters it, adding to the complexity of the case.

Beatrice suggests that if Jessica were an accomplice of the murderer, the second crime could be easily explained, since

she herself could easily lock herself inside the room. (Logical Reasoning, Indirect Manipulation, Insanity Inducement, Strategy)

By doing so, she forces Battler to keep on thinking, letting him result in the following thought chain;
If Jessica were an accomplice, then Nanjo must be an accomplice as well. If Nanjo were an accomplice, then Kumasawa, Genji, Gohda and Shannon were accomplices as well. If Shannon were on the side of the culprit, then George would probably be there as well.

Something very interesting about this is the fact that this line of reasoning is surprisingly close to the actual truth, since Genji, Gohda, Shannon, Kumasawa and Nanjo are actually on the culprits side.
Beatrice leading Battler subconsciously to this line of thinking is actually Beatrice giving him a giant hint to the solution. (Strategy)

Rosa distrust the servants as well, because of point d) and e) mentioned above, and threatens them with her gun.

Genji, Shannon and Gohda give Rosa their respective master keys, wanting to prove their innocence. Rosa chases them out, returning to the parlor with Battler and Maria alone.
George wants to stay with Shannon, which was probably predicted by Beatrice and everything up until this point was

done so that the following crimes could be carried out, due to George following Shannon. (Prediction, Hot Reading, Emotional Understanding)

Both Meta- as well as Piece-Battler are beyond broken and seem to acknowledge Beatrice's existence. Meta-Battler pleads her to appear in front of Rosa and tell her that only 5 master keys exist in order to prove that the servants are not safe anymore.

Beatrice tells him that she will do so as soon as he throws away his complete pride.



Beatrice obviously picks on him and tries to humiliate him in the worst way possible to raise his determination again so that he will gain his composure back and keep on fighting. (Strategy, Emotional Understanding, Social Skills, Indirect Manipulation, Emotional Manipulation)

The true solution to this is the following;
Genji, Shannon and Gohda were all culprits. After one of them killed Nanjo and Kumasawa, they took their bodies away, then rushed to the rest of the group and told them about Kanon being revived and killing the victims. (Planning, Misdirection, Fabrication, Resource Management, Indirect Manipulation)

The two of them are later found in the courtyard.

Fourth, Fifth and Sixth Twilight

After Gohda, Shannon and Genji explain what (presumably) happened with Kanon to George, Shannon reminds him of her breaking a mirror which, presumably, kept evil witches and demons away from Rokkenjima or at least weakened them. She has broken this due to Beatrice promising her that she would make George fall in love with her if she did. (Emotional Manipulation, Individual Manipulation, Direct Manipulation, Emotional Understanding, Social Skills) Shannon believes this whole situation to be her fault, since she has given Beatrice the ability to use her powers again. Gohda and Genji talk about a mirror being able to fend off evil through its power. George suggests finding another spirit mirror, which Natsuhi should have. George suggests finding this mirror, since he wants to calm down Shannon.



Since Rosa previously took all the master keys from the servants, they have no direct way of getting into Natsuhi's room. Therefore, they will need to go to the chapel and snatch the key from Natsuhi's body to enter the room.

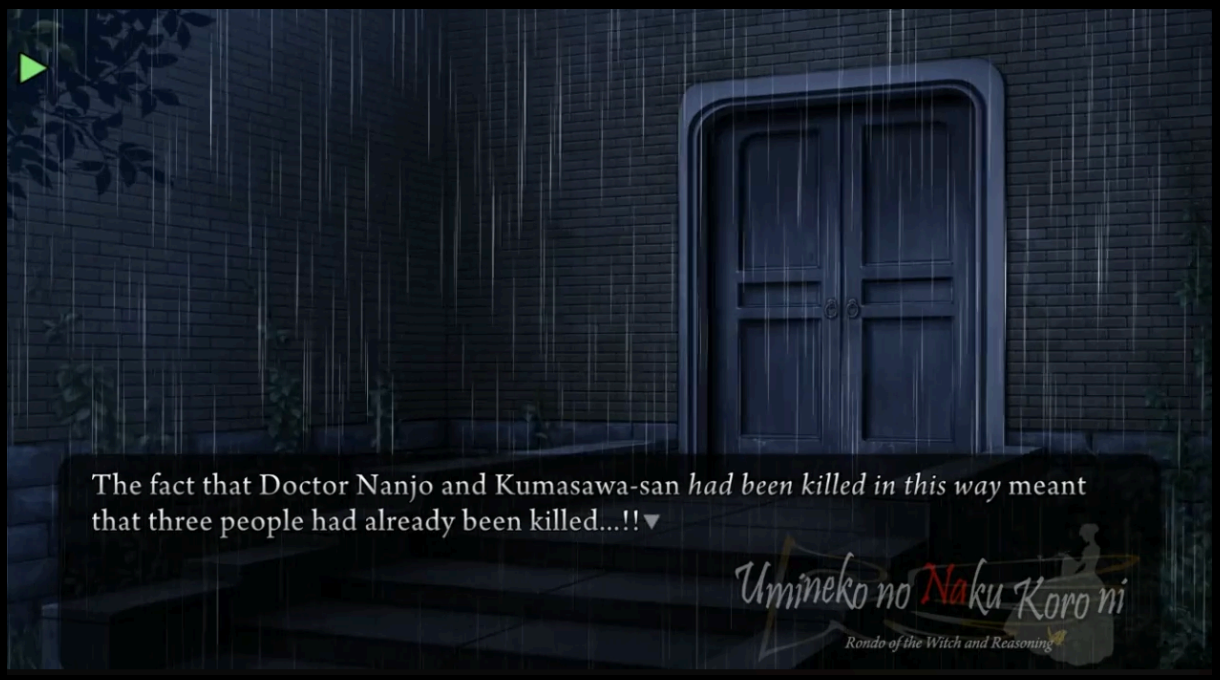
Gohda, Shannon and George venture to the chapel. After they find the key there, Beatrice appears in front of them. They immediately rush out of the chapel, running to Natsuhi's room.

In there, Beatrice comes to them and kills them one by one through her magic and her furniture.

After Genji finds Nanjo's and Kumasawa's corpse in the courtyard, he tells Rosa and Battler about them. They go to look at their bodies, finding them decorated in a way that they are suspected to be the Seventh and Eight Twilight.
This leads to two theories;

a) Three people have been killed before them, making the statement of them being killed by Kanon back then a lie. This would strengthen the suspicion of the servants being the culprits. (Indirect Manipulation)
b) Three people have been killed after them, however the stakes were implanted into them before they were implanted into Nanjo and Kumasawa. This would lead to the conclusion that somewhere 3 people have been killed. Since Genji knows about George, Shannon and Gohda's

scheme to find the mirror, they will be led straight to the next crime scene. (Planning, Indirect Manipulation)



Genji probably decorated the corpses himself and also showed them to the rest on purpose, so that they would find the remaining people in Natsuhi's room. (Resource Management, Social Skills, Indirect Manipulation)

The remaining group (Battler, Maria, Rosa and Genji) go to Natsuhi's room. On the door there to her room, there are bright red handprints. The door was locked, however.
Since there is only one person, who can freely lock and unlock the doors in the mansion, Rosa, there is automatically some bit of suspicion moved towards her. (Indirect Manipulation, Logical Manipulation, Mass Manipulation, Sabotaging, Destabilisation)
Being forced into a situation, where one of the keys needs to be used, Rosa gives Battler the key instead of Genji.

Since this room had to be unlocked, this situation was foreseen by Beatrice. Rosa's distrust was displayed openly, therefore splitting the group even further apart. (Emotional Manipulation, Mass Manipulation, Indirect Manipulation, Emotional Understanding, Sabotaging, Destabilisation)

Inside, they find Gohda's, George's and Shannon's corpses. Shannon was lying straight in front of the mirror she once was at.
The room was never properly investigated due to wanting to keep everything intact for the police to find everything. Due to this, important evidence wasn't found. (Prediction, Planning)

Rosa dismisses Genji for the day, since she finds him highly suspicious due to the possibility of him freely moving around.

The real solution is the following:
Shannon painted the blood on the door after successfully killing George and Gohda. She then placed the stake next to her body, acting as if it had fallen off. The method which she used to kill is not completely explained, however the important thing is her shooting herself with a gun, which falls behind Natsuhi's drawer thanks to the knockback. Since the room was not searched, like she predicted, this is a seemingly impossible locked room. (Planning, Prediction)

Beatrice's letter and Ending

After returning to the parlor, Battler, Rosa and Maria find another letter, sealed by the Head's ring. It was impossible for anyone to enter the parlor when the three of them left, since all the windows had been locked and stayed locked all this time. The doors were locked as well. This means that the only way to actually put it there was when all of them were in there at the same time.

Rosa, acting as a mother, protects Maria and threatens Battler with her gun, ordering him to leave. Battler does not let this slide and tries to reason against her. He accuses her of working together with the true culprit.

Looking at it retrospectively, this was probably a line of conclusion predicted by Beatrice as well since this is another giant hint regarding the culprits and their accomplices true identity. (Planning)
Beatrice counters Battler's theory by denying any possibility of Rosa giving away the keys with the Red Truth. She counters Battler's theory but does not give any more information than necessary. She also does not deny the possibility of Rosa being an accomplice. It should work as a quick way to throw off Battler and stop him from thinking of Rosa as the culprit, since keeping on thinking of Rosa as a culprit, he would get to the solution of those mysteries way too fast. (VCI, Indirect Manipulation, Misdirection, Concealment, Strategy)

Piece-Battler has, once again, completely submitted to the witch and is crying since they have to suspect each other. (Indirect Manipulation, Individual Manipulation, Emotional Manipulation)

Either Rosa or Maria could have easily put the key there.

After a short argument, Battler leaves the parlor behind and wanders through the mansion alone. being utterly broken and drowning his despair in alcohol.
He is then found by Genji, who brings him to Kinzo's study. There, Beatrice is already waiting for him.

We do not get to know what exactly happens here. We only learn that Beatrice talks to Battler, who pleads her for answers. Without any more context, we can only theorize about what Beatrice has said to him and how she did absolutely decimate Battlers remaining will.
It does, however, end with Battler being completely humiliated and becoming Beatrice's furniture, acting as her slave. (Overall Manipulation)

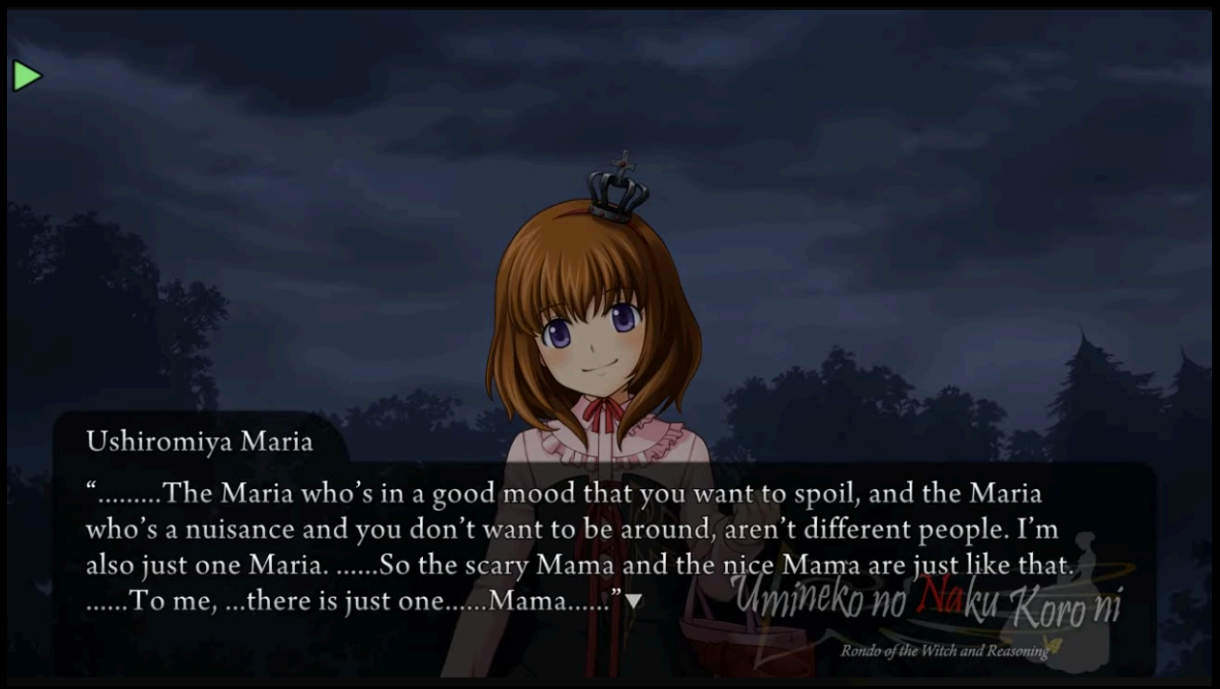
Even without context, this feat is valid since Battler had way too much will power previously. Seeing how Beatrice absolutely demolished Battler, we are shown a fraction of a serious Beatrice that does not hold back.

Beatrice takes him to a witches party, in which a giant number of goats appear. This, once again, strengthens the witch's illusion. (Fabrication, Misdirection, Strategy)

Battler gets killed brutally shortly after since treating him badly/killing him actually strengthens his spirit and will get him back to denying the witch. (Indirect Manipulation, Individual Manipulation, Emotional Manipulation, Psychological Manipulation, Emotional Understanding, Psychological Profiling, Hot Reading)

We see Maria and Rosa trying to escape the island and its army of goats. (Fabrication, Misdirection)

Maria talks about how there is only one Rosa, even when she thought that there would be two. This is a hint regarding Yasu's true identity, carefully placed by Meta-Beatrice. (Planning)



If we treat the goats as nothing but fantasy, this scene becomes really interesting. Things like Rosa mentioning that she will even swim with Maria in order to escape the island suddenly contain a giant hint to the bomb placed on Rokkenjima. It also hints at Rosa knowing more than it seems. (Planning)

Tea Party #2

Beatrice wants Rosa to acknowledge her existence.
She does so by putting pressure on Rosa and torturing her by forcing her to eat her siblings and nearly forcing her to eat her own daughter. (Direct Manipulation, Insanity Inducement, Emotional Manipulation)
By torturing Rosa in this cruel way, Battler does get his will to fight back since he obviously can't stand Beatrice torturing his family. (Indirect Manipulation, Emotional Manipulation) This is, of course, the real goal Beatrice wants to accomplish here; She wants Battler to regain his composure to fight, which Lambdadelta reveals in ???? #2. (Strategy, Concealment, Misdirection)



Rosa breaks down and actually acknowledges Beatrice's existence. Just like anticipated, Battler pulls up and denies Beatrice once more.

???? #2

Beatrice talks with Bernkastel and reveals to her that she has already realized Bernkastel's true intentions, just like I already mentioned in ???? #1.

Since Lambdadelta is Bernkastel's rival, Beatrice actually calls Lambdadelta to the scene in order to have someone actually go against Bernkastel in order to make the game more fair and get help from Lambdadelta herself. (Strategy, Cold Reading)

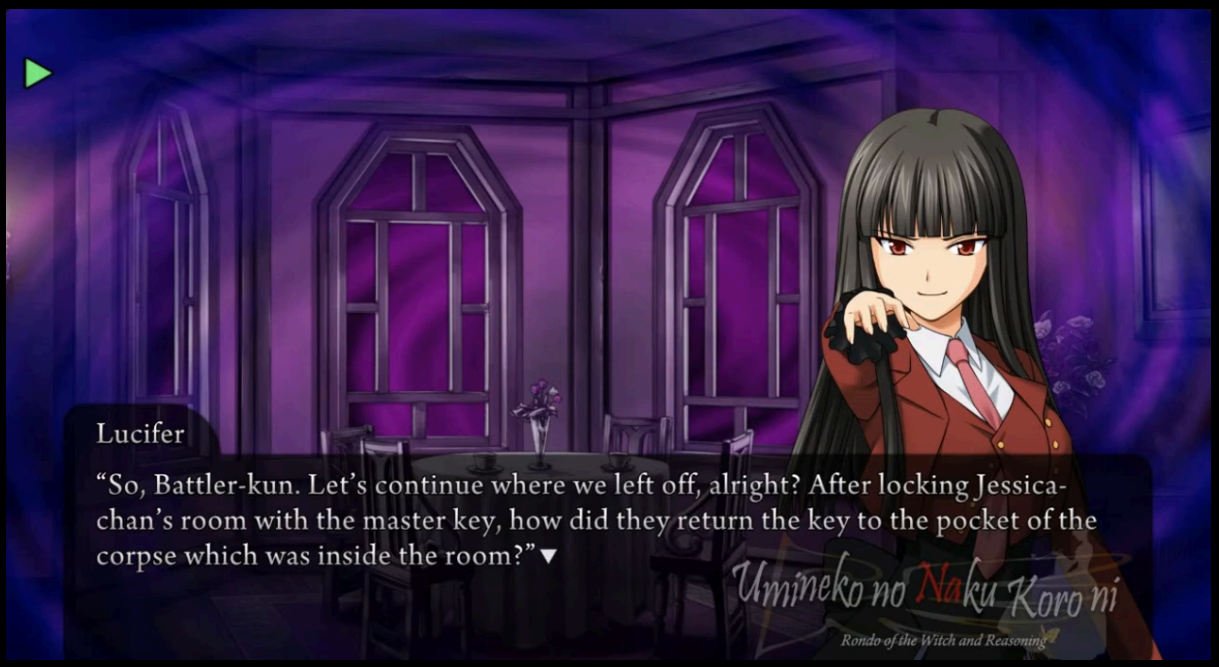




EPISODE 3

Episode 3 starts with a flashback of Beatrice's childhood, or so it seems at least, in which Virgillia teaches her magic.
While this flashback is heavily inspired by real events, this flashback with magic is obviously another deception, created in order to strengthen the illusion of the witch (Misdirection, Fabrication) as well as giving some information about Kuwadorian Beatrice. (Strategy)

The seven sisters of purgatory do what they want with Battler and kill him multiple times. Despite this, Battler does not falter.
Beatrice revives Battler countless times in order for the seven sisters to go at him again.
We are shown that in order to kill Battler, the Seven Sisters have to destroy one of his theories.







Knowing this, we can conclude that:

Beatrice revives Battler infinitely in order to:

a) please the Seven Sisters of Purgatory to establish their loyalty to her further to prevent any potential kind of conflict with them in the future. (Social Skills, Charisma,

Influence Building, Leadership. Indirect Manipulation, Mass Manipulation, Strategy)

b) give Battler more time to think about the mysteries, as well as giving him way more red truths in order for him to have an easier time solving the murders. (Strategy, Concealment)

c) test Battler's will power, since she wants him to be fully prepared mentally before going into the next gameboard. His will power is constantly raised by being killed by the Seven Sisters. (Strategy, Emotional Manipulation, Emotional Understanding)

The Game starts.

We already see Eva talking with some sort of different persona of herself at the very beginning. This will become especially important when we take a closer look at Beatrice's "North Wind and Sun"-Strategy later on. (Planning)
This is very interesting if we look at the circumstances which brought Beatrice to live in Yasu's mind. Beatrice shows her own situation subtly and tries to hint at it. Since Eva becomes EVA-Beatrice, this is an even bigger hint than one might originally think, since Yasu became Beatrice through her sort of "witch-like" persona. (Planning)

When Maria was crying in the garden over losing her rose, Beatrice visited her. While Maria closes her eyes, Beatrice revives her rose and marks it with golden lace.
By showing this, the illusion of the witch is obviously strengthened (Misdirection, Fabrication) as well as once again strengthening her relationship with Maria (Relationship Management, Social Skills, Charisma, Influence Building), since she understands Maria's emotions and knows how to handle them. (Emotional Understanding, Emotional Management, Emotional Perception, Emotional Engagement, Emotional Facilitation, Emotional Realization, Emotional Awareness)

She gives Maria a letter, engraved through the Heads Ring and orders her to read this aloud in the evening. Due to their relationship, Maria obviously does so. (Resource Management, Relationship Management, Social Engineering)

Ronove, Beatrice's demon butler, appears and will from now on participate in this duel as well. Beatrice reached out to him and brought him to the scene for several reasons:

a) Through showing more and more magical creatures, the illusion of the witch is pressed further onto Battler. (Fabrication, Deception, Strategy, Manipulation)
b) Ronove will help Beatrice and will among other things stop her from revealing too much information (Resource Management, Strategy)

c) Ronove will help Battler either directly or indirectly in order to help him when he is seemingly stuck, in order to help Battler solve the mysteries, which is Beatrice's goal after all. Since he doesn't outright state that he will help Battler, he is treated as more of an emergency solution for Battler. (Strategy, Concealment, Indirect Manipulation, Logical Manipulation)
d) Showing Ronove, a demon, should act as a counter to Battler's Devil Proof on the surface. (Strategy)
e) Ronove is a direct reference to Genji being Beatrice's main accomplice. This can be seen through hints like his name being incredibly similar to Genji (his full name is Ronoue Genji) as well as Beatrice's butler, similar to Genji being Kinzo's butler. Ronove's entire existence is a big hint. (Planning, Indirect Manipulation)
f) Beatrice explains to Battler that the manifestation of the supernatural entities is only possible due to him not fighting against her illusion of the witch strong enough, therefore motivating him further to give it his all. (Indirect Manipulation, Psychological Manipulation, Social Skills)

Beatrice tells Battler that he has to stop running away and instead attack the witch's side directly, hinting at a strategy that would actually benefit him, since constantly running away is not a good way to fight in the Witches Game. (Strategy) Through her verbal choice (VCI) and Social Skills, all of these

hints can be said subconsciously without openly telling them to Battler. (Concealment, Indirect Manipulation)

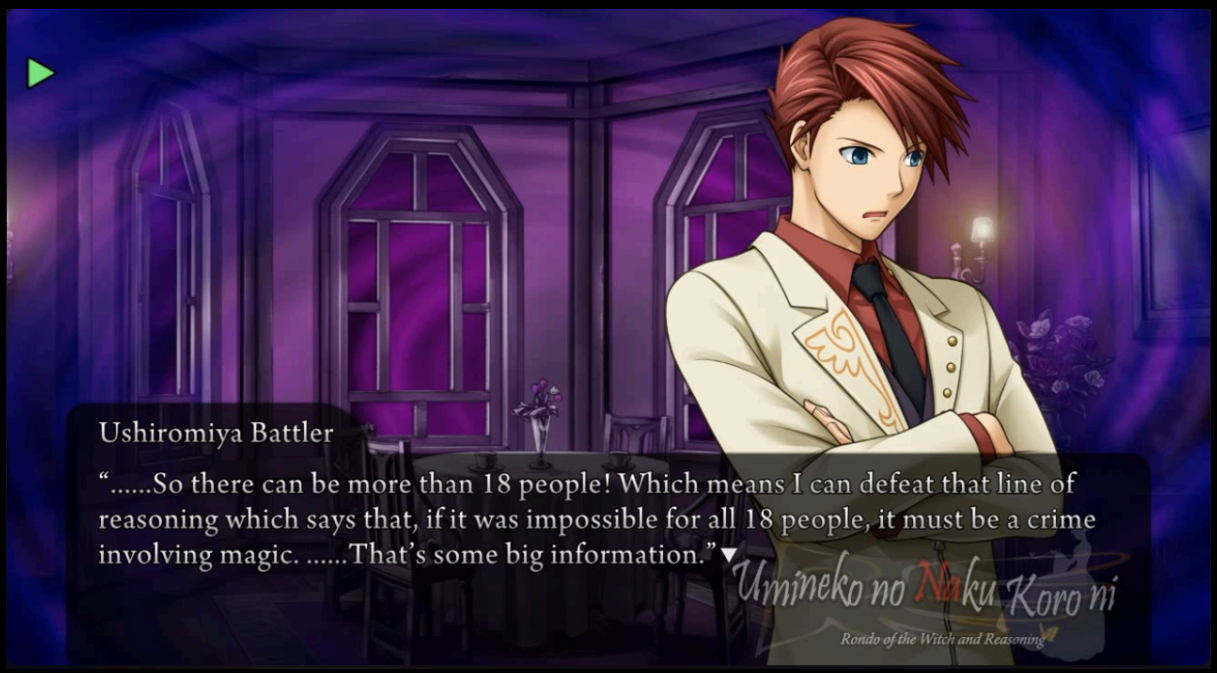


While we do not get the full letter, we can believe it to have mostly the same content as those preceding it and therefore giving Beatrice once more the same feats already mentioned at Episode 1's letter.
This letter does however specifically state that the one who solves the epitaph will be the new Head of the Ushiromiya family, as well as mentioning that whoever will solve it will find all of the gold.
This should serve as a serious motivation to solve the epitaph, something that is Beatrice's goal as well since this would be the only way to stop the bomb from killing everyone. (Indirect Manipulation, Mass Manipulation, Social Engineering, Planning)
Kinzo would, judging by his character, definitely deny this letter if someone else wrote it in his name. (Emotional Understanding) This is something everyone there knows.

Since Kinzo is dead and cannot deny the content of this letter, its authenticity will rise (Logical Reasoning) and the people will be motivated to solve the epitaph, which is one of Beatrice's motivations. (Indirect Manipulation, Mass Manipulation, Social Engineering, Planning)

We get a lot of information regarding a certain theory, which states that Beatrice is actually living somewhere hidden on the island as Kinzo's mistress right now. This information is shown to us when the cousins talk about it, as well as when the adults talk about it.

By showing this, Meta-Battler thinks about this theory more and, thanks to Piece-Beatrice's appearance in Episode 2, throws the guilt onto this Piece-Beatrice. (Misdirection, Fabrication, Planning)



Battler obviously likes this, since he does not need to suspect any of the 18 he holds dear anymore and instead can focus on

this 18th person.

Beatrice explains **Hempel's Raven**, a move which can counter Battler's Devil's Proof, in order to show him the arsenal that the witch's side can work with, so that he can prepare himself for future arguments in which Hempel's Raven will be used. (Strategy, Indirect Manipulation, Individual Manipulation, Knowledge, Social Engineering)

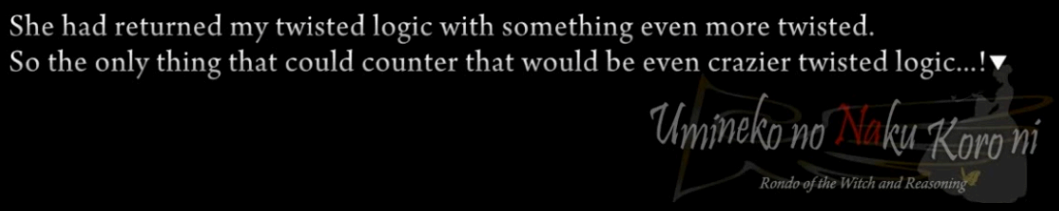
Through Hempel's Raven, Beatrice (with help of Ronove since Battler does not really understand what Beatrice tries to explain him (Resource Management))gets the following point across to Battler:
If the existence of a 19th person can be denied, one of the remaining 18 must be the culprit, if it isn't a witch. (Logical Reasoning)

Beatrice prepares this kind of Reasoning for Battler in advance, so that he won't have any other options other than accept the witch or blame one of the 18 once Beatrice actually makes her next move. (Planning)

She also uses some more extreme examples of Hempel's Raven, showing just how twisted this logic really is. By showing all of this, she shows Battler that he himself is using twisted logic in his Reasoning that could not possibly actually take place in reality, however, since this is a witch's game, this twisted logic is allowed. By making this clear to Battler, he

should understand more and more about the nature of this game and how he should play it subconsciously. (Indirect Manipulation, Strategy)

▶



Battler explains that he can just make up an infinite number of people and therefore use infinite possible culprits. After this, Beatrice uses the red-truth in order to make him already anticipate the fact that she can strike down his twisted logic with it at any moment.

Battler argues that Beatrice cannot state “The culprit is one of the 18” in red since it would directly contradict the point she is trying to prove.
This will be important in a moment.
Battler also finally understands that the Red Truth is actually beneficent to him, something that Beatrice tried to get him to find out for quite a lot of time. (Strategy)

When asked to repeat the number of people on the island in red, Beatrice refuses for the moment. (Strategy)
This is because Beatrice wants to show Battler the flashback of Kuwadorian Beatrice and make him actually understand the whole chain of Beatrices that happened on the island, so that he can fully understand the tragedy that is Yasu. If Beatrice were to declare the number without any further context, Battler would probably not pay as much attention to the scene Beatrice is about to show him as she wants him to. His attention there is, however, necessary to fully understand everything about Beatrice. (Planning, Emotional Understanding, Indirect Manipulation)

On the gameboard, Rosa confesses that she has killed Beatrice long ago. Rosa tells everyone about her meeting with Kuwadorian Beatrice. We can see this scene, as well as see Kinzo and Kuwadorian Beatrice talking. This scene reveals a lot about the relationship Kinzo had with Kuwadorian Beatrice.
Showing this is important for Battler to understand everything about Beatrice and Yasu. (Strategy, Indirect Manipulation)
Showing this also gives Battler a backstory he can associate with Beatrice, therefore making her have more of an impact on Battler, even if this isn't actually her true backstory. This is also important for Beatrice's "North Wind and Sun"-Strategy. (Strategy, Fabrication, Emotional Manipulation, Indirect Manipulation, Emotional Understanding)

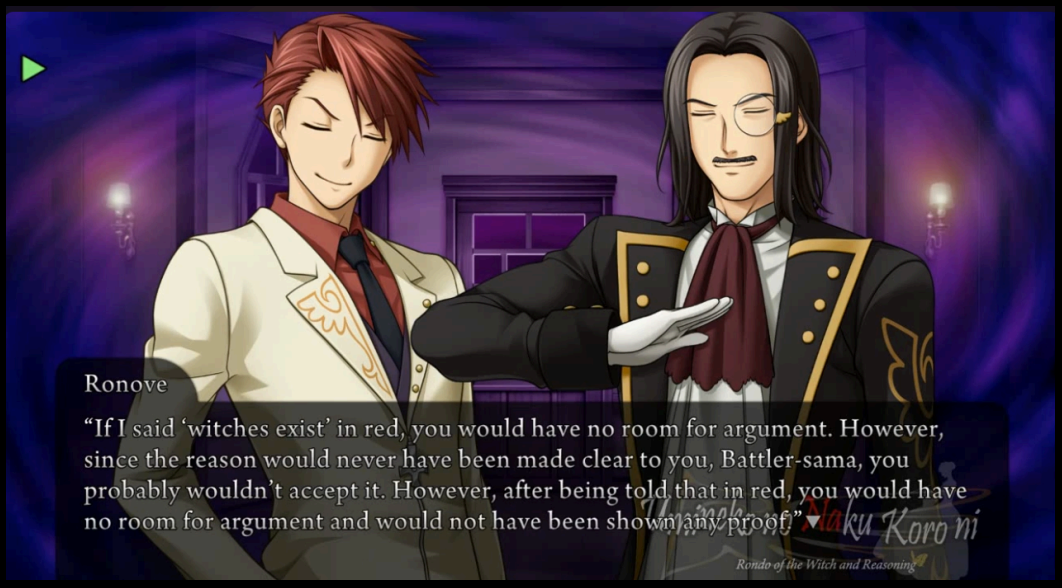
Beatrice also obviously acts as if the Beatrice shown in this flashback is herself, adding to the former mentioned point, as well as fooling Battler since she later shows how this Beatrice dies. If she were actually this Beatrice, then there would be no way for her to be still alive as a human, therefore making the culprit obviously the witch. (Misdirection, Fabrication, Acting, Indirect Manipulation, Logical Manipulation)

We get information of this scene happening back in 1967 and this scene actually happening in reality thanks to Ronove. This, however, does not weaken the scene; The scene is, thanks to Ronove acting instead of Beatrice, (Resource Management) since trusting someone like Ronove is easier for Battler then trusting Beatrice, because of Ronove's personality and Battler's understanding of such, (Psychological Profiling, Emotional Understanding) even stronger and therefore strengthens the former mentioned goals of the scene. (Strategy)

Ronove can only give out the reds that Beatrice actually wants him to give out, making him fully her furniture.



Due to the former reason, however, using him is much more beneficial in many situations.
In this scene, Ronove and Battler also talk about how Stalemate would work; The red cannot reveal anything, that would result in a stalemate. In other words;
“Witches exist” cannot be said, since it would automatically end the discussion and make it clear that witches exist. However, since it wasn’t explained to Battler how they exist, he wouldn’t accept it. (Logical Reasoning)



This kind of reasoning also reveals the other side; Since there cannot be stated any reds that lead to an impossible situation, it is basically confirmed that each and every mystery is solvable for the human side, something that is important for Battler and something he should definitely realize in order to solve the mysteries and therefore fulfilling one of Beatrice’s goal. (Strategy, Manipulation)

All of this is, once more, done through Ronove since Battler trusts him more than Beatrice. (Resource Management, Psychological Profiling, Emotional Understanding)

The gameboard scene resumes and we actually see Kuwadorian Beatrice dying right then and there.
Beatrice confirms her death with the red (VCI, Strategy) thanks to which the illusion of Beatrice reviving due to magic is strengthened. (Fabrication, Misdirection)
This Deception is brought even further when Beatrice's soul is actually shown in the scene. Since everything up until this point has been the genuine truth, this can be thought to be the truth as well, even though it is a lie.
Beatrice finally denies the theory of a 19th person. By choosing the words this way, she does not deny the existence of witches or other supernatural entities, since only humans are limited. (VCI)
She also doesn't clarify the number of people but instead only says that there are no more than 18 humans. Thus the truth that there are less than 18 people is hidden. (VCI, Strategy, Concealment, Misdirection)



Battler is, thanks to this red, cornered; He has two options;
-accept the witch and give up
-suspect one of the 18

By finally cornering him here, Battler will have to accept that one of the 18 is the culprit. (Strategy)

The story continues and we see Kanon, Shannon and Genji entering Kinzo's study. There, Piece-Beatrice is already waiting for them.
After a short talk, Piece-Beatrice incinerates Kinzo and instantly kills him. She announces that she will kill Genji, Shannon and Kanon now. While Genji and Shannon accept this, Kanon doesn't accept this.

Piece-Beatrice summons Lucifer and offers him an opportunity: If he defeats her furniture in battle, he can freely

choose the 5 people who will escape becoming a sacrifice. (VCI, Planning, Concealment, Misdirection)
This offer is very tempting for Kanon, since he obviously wants himself, Jessica and Shannon to live. In order to make Shannon happy, he would take George as well. Finally, Genji would be chosen as well. Beatrice lays all of this out to him, showing that she knows completely what he is thinking. (Emotional Understanding, Psychological Profiling) Since Kanon wants to fully understand the feeling of loving, which he cannot since he is furniture, something that Beatrice has, as shown in the beginning of Episode 2, set up like this in order for his mentality to be like this (Planning), he ultimately accepts. (Emotional Manipulation, Individual Manipulation)
This serves the purpose of amusing Piece-Beatrice with Kanon's struggle.

The magic fight between Kanon and Lucifer starts. Showing this to Meta-Battler obviously tries to accomplish two main goals:
-Strengthening the Illusion of the witch by showing supernatural things (Fabrication, Misdirection)
-Making it clear that some scene, mostly those with magic, cannot be trusted at all since they, of course, could not possibly happen like this in reality (Strategy)
Kanon barely wins against Lucifer. When he wins, however, Beatrice summons the remaining six of the Seven Sisters. Together, they jump Kanon and easily defeat him.

This was only possible due to Beatrice earlier mentioning that she will grant him the opportunity once he defeats her furniture. (Planning) Since it was not clearly specified what furniture she meant, she can easily claim that he has to win against all of them without breaking her promise. (VCI, Logical Reasoning) This was done in order to ensure a safe win, while also baiting Kanon into fighting. (Strategy)
It can also be seen as yet another hint for Meta-Battler:
When taking a witch's words, you will have to be extra careful since they will try to deceive you and use the words in a certain way. This can be applied to the red truth and its nature being to fool Battler. (Logical Reasoning)

When all of the 7 sisters attack at once, Shannon actually guards Kanon. The ultimate demise of Shannon and Kanon is postponed by a few moments, however Genji himself kills them to put them out of their misery. This can, once more, be seen as a hint regarding Genji being a close accomplice to the culprit. (Strategy)
Beatrice also doesn't revive the three of them and keeps on torturing them. (Planning) While this sounds absolutely ridiculous and not like a feat, this is a set up for the "North Wind and Sun"-Strategy.

After killing Gohda, the Sister rushed to kill Kumasawa as well. However, when they try to kill her, they fail.
Kumasawa transforms herself into Virgilia.

This is obviously another big hint regarding the culprits' accomplices, similar to Ronove being a hint to Genji. After all, Kumasawa is one of the three main accomplices Sayo relies on. Virgilia being Beatrice's mentor also fits due to Kumasawa being one of the oldest servants and therefore teaching the other servants a lot of things. (Planning)

Virgilia scolds Beatrice for using her magic in such cruel ways. This is done so that Battler can already see that not all witches are actually evil,(Planning, Indirect Manipulation) something that is important for the "North Wind and Sun"-Strategy which we will cover in just a bit.

A battle breaks out between the two of them.
The battle features a lot of magic, something that is a direct attack towards Meta-Battler since he, once more, literally sees a great mass of magic play out right in front of him, therefore strengthening the illusion of the witch. (Fabrication, Misdirection, Indirect Manipulation)
Beatrice summons two towers and calls them the Shoulder War Towers. (Misdirection, Concealment) In reality, she actually summoned the Quadruplet Towers, which are four instead of two towers and could easily kill Virgilia with the help of the two towers she's unaware of. (Strategy)
Despite Beatrice already winning this early, she simulates how the fight would have gone if she didn't summon 4 towers, just for her own amusement and in order for Piece-Beatrice to act sadistic.

With Piece-Beatrice acting sadistic and violent, her opposition, Virgilia, will automatically gain a better reputation since she fights against her. This is done so that Battler trusts Virgilia more in order for the “North Wind and Sun”-Strategy to work. (Indirect Manipulation, Emotional Manipulation, Strategy, Emotional Understanding)

Meta-Beatrice wants Meta-Battler to explain to her how this showdown and use of magic could possibly be explained. (Strategy)
Since Battler does not yet understand the concept of false narration and the sorts, he gets cornered here and is about to completely surrender. He leaves the scene and is as close to submitting as possible.
To prevent this, Virgilia comes to him as a supporter in his quest. This was probably ordered by Beatrice, so that Battler does keep on fighting instead of giving up. (Resource Management, Strategy, Indirect Manipulation)
Through the use of multiple examples, most notably the “Braun-Tube”, Virgilia explains to Battler his goal in this game; He is Beatrice’s opponent. You cannot use magic as an argument for magic, therefore Battler shall not submit just after being shown some magic.
Through Virgilia helping Battler in understanding more and more about the game, Beatrice brought Battler closer to understand that scenes with magic cannot possibly really happen like that. If he has grasped that thought, then he may realize that many scenes are not reliable and should not be

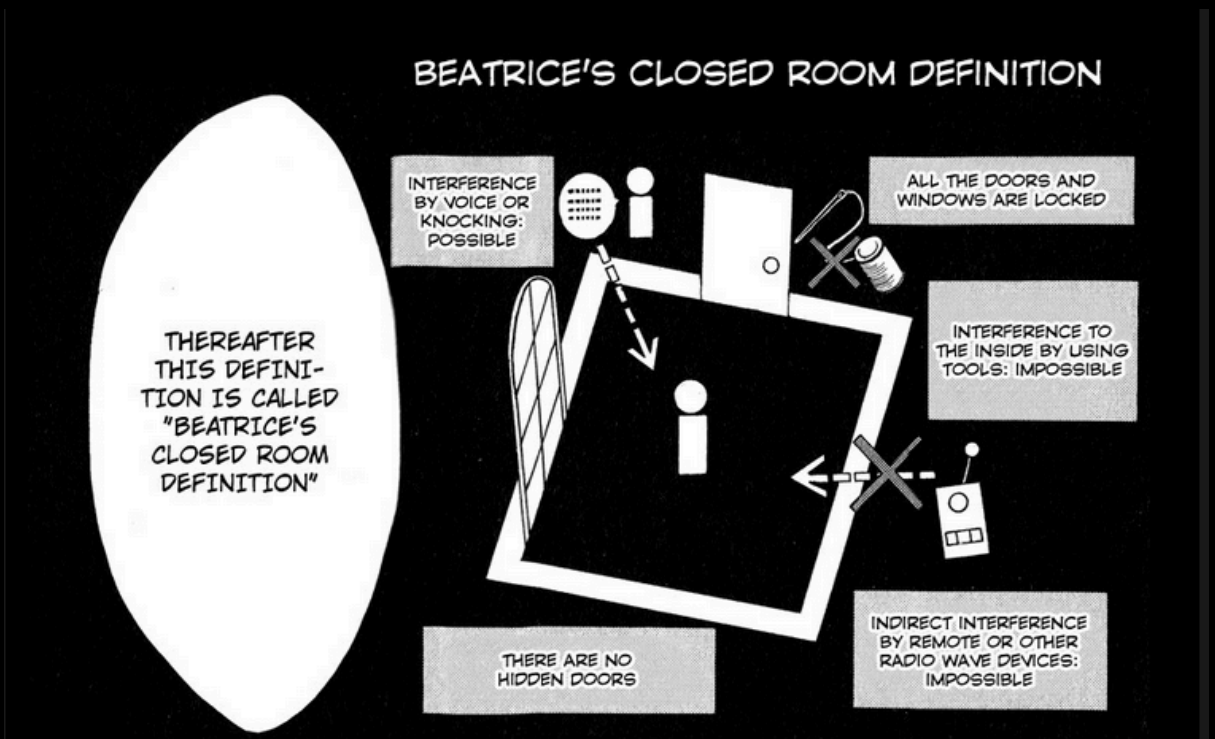
seen as the truth, something that is essential to reaching the truth. All this is done without Battler knowing that Beatrice wants him to think like that. (Strategy, Resource Management, Indirect Manipulation, Concealment)
This also leads him to thinking of the story as a cat box: As long as the truth has not been revealed, multiple theories can coexist and be equivalent to each other.
Making Battler understand this much this early on is crucial for Beatrice, since he will need this knowledge in the future when thinking about the truth behind the Rokkenjima incident. (Planning, Prediction)

Just like she had hoped, Battler can actually fight back against Beatrice's seemingly unexplainable magic battles now.

The First Twilight

The adults stayed up all night and talked about the possible existence of a 19th person.
Therefore, they have alibis for the crime that is about to occur. (Planning)
When leaving the dining hall, they instantly smell a terrible stench. They find circles made of blood (or red ink that looks like blood) on multiple separate doors.
Since they cannot break down the doors, they instead enter the parlor through a window.
The keys to the corresponding rooms have been taken away and the master keys are on each servant's person.
However, the servants cannot be found anywhere.
In the parlor, Shannon's corpse was found.

The battle between Meta-Battler and Meta-Beatrice immediately starts:
Beatrice makes a clear definition of a closed room, which states the following:



By making this definition, she obviously tricks Battler into thinking that all locked rooms up until this point fall into this definition as well. (Misdirection, Concealment, Indirect Manipulation)
This is obviously not true since eg. Episode 1s Second Twilight or Episode 2s First Twilight obviously don't fall into this category.

Inside the parlor, together with Shannon and her master key, an envelope is placed. In this envelope, there is a key to the guest room on the second floor.

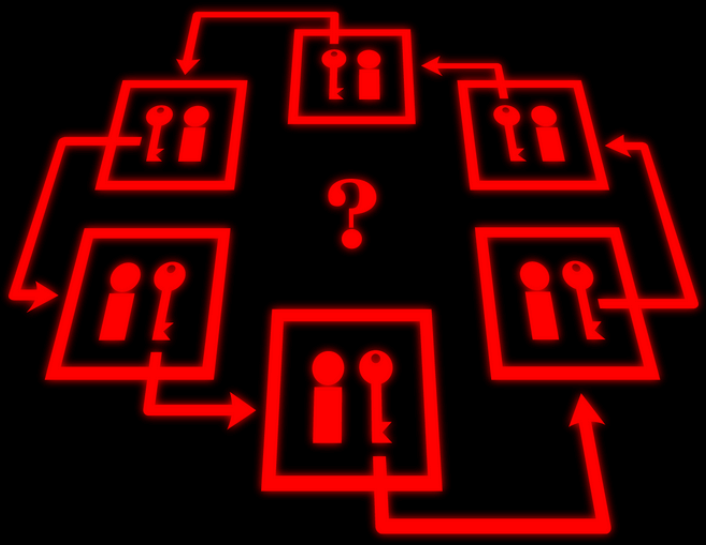
In the guest room on the second floor, they find Kumasawa's corpse and her master key, as well as another envelope which contains the key to the waiting room on the third floor.
In the waiting room on the third floor they find Gohda's corpse and his master key, as well as another envelope which contains the key to the distinguished room for special guests on the second floor.

In the distinguished room for special guests on the second floor they found Genji's corpse and his master key, as well as another envelope which contained the key to the boiler room.

In the boiler room they found Kinzo's corpse, as well as another envelope which contained the key to the chapel. Another envelope was also found there, however, we will look at it in a moment.

In the chapel they found Kanon's corpse with his master key, as well as another envelope which contained the key to the parlor.

With this, we have a locked room circle which contains 6 locked rooms that have the key to each other. (Planning)



All of these rooms fit Beatrice's locked room definition. (Strategy)
Nanjo confirms all of the 6 to be dead. Nanjo is, as always, an accomplice and helps Yasu to complete this locked room. (Resource Management, Concealment, Misdirection)
The adults refuse to let the cousins take another look at the bodies since they suspect that they might not really take it well. Especially Shannon's corpse would probably completely crush them, therefore they rather not show it to them.
This is essential for this murder, since Shannon's body was obviously moved. The whole murder could only work out by Beatrice predicting this reaction of the adults. (Prediction,

Strategy, Hot Reading, Psychological Profiling, Emotional Understanding, Indirect Manipulation, Mass Manipulation, Psychological Manipulation)
Since the pieces don't know that there are only 18 people on the island, they suspect a 19th person to be the culprit. Since the culprit killed 6 people, they are obviously dangerous and probably armed. That is why the group also prohibits going back to the mansion, since the culprit could still roam around there. This is, yet again, essential for this murder to work since another inspection can be avoided like this. (Planning, Indirect Manipulation, Mass Manipulation, Psychological Manipulation, Fear Inducement, Emotional Understanding, Hot Reading, Prediction)
By killing all of the servants this early on, Beatrice prevents Battler from putting the blame on the servants like he could have in the last game. (Planning)

Now let's take a closer look at the letter:
It's basically more of what we already know; Beatrice prompts all of the remaining people to try and solve the epitaph, something that is essential to their survival due to the bomb. (Strategy)

Let's get to the Meta-Discussion about this case:
Virgilia tempts Battler to make Beatrice confirm the deaths. This obviously brings the following results and therefore is

beneficial to Beatrice. (Resource Management, Indirect Manipulation)
While Battler and Virgilia talk about how to tackle this mystery, Beatrice is portrayed child-like and cute, in order to make her more charming and set a stone for making Battler fall in love with her/like her more for the "North Wind and Sun"-Strategy. (Emotional Manipulation, Relationship Building, Acting, Seduction, Planning)
When Battler asked if all of the people there were actually dead, Beatrice states the following in red:



By stating this, she eliminates the possibility of the culprit playing dead. (Strategy) However, the truth is that only the personalities called "Kanon" and "Shannon" are dead, the person behind the two of them (Yasu) is actually still alive. (VCI, Concealment, Misdirection, Strategy)
By stating this she corners him further and further and makes this locked room circle even more perfect. (Strategy)

This locked room circle would only really be solvable (if Beatrice gave out all of the red truths she could) by Battler realizing the whole Yasu identity thing, something that is one of Beatrice's goals as well. (Planning)
Let's simply go over the simple red truths that strengthen the locked rooms and make sure that there is really seemingly no way to solve these:
-There is no one hiding in the rooms. (Strategy)
-All of the victims died instantly. (Strategy, Concealment, Misdirection)
-The six were not killed by traps. (Strategy)
When asked her definition of a trap, Beatrice acts flustered.



By doing this she, once more, makes herself more appealing to Battler by acting innocently and cute, especially in contrast to the previous Episode. (Acting, Seduction, Emotional Manipulation, Indirect Manipulation, Social Skills)
Battler tries to defeat the locked room by claiming that one of the 6 killed everyone, then finally committed suicide.
He asks Beatrice to repeat the following:

“The 6 deaths were homicides.”
Beatrice HAS to refuse this since Kinzo did in fact not die via homicide.
She instead claims:
“None of the six committed suicide.”
Since suicide was Battler’s original idea, she countered it via this red truth and deceived Battler into thinking that she repeated his request. (VCI, Strategy, Misdirection, Concealment)
Beatrice obviously acts nervous right here, openly showing that she did in fact twist her own words in order for Battler to understand that she can freely twist the red truth to make it benefit her. (Indirect Manipulation, Psychological Manipulation, Acting, Social Skills)
After Battler seemingly doesn’t instantly get it, Virgilia leads him onto the right track and tells him that she didn’t repeat exactly what he demanded, therefore showing him that he has been deceived through the use of the red truth. (Resource Management, Strategy)

With both Virgilia and Ronove seemingly mocking Beatrice here, Beatrice is, once more, made to be more likable since she doesn’t seem like as big of a threat as before. (Emotional Manipulation, Misdirection, Resource Management)
Battler picks up on this and reasons that one of the 6 carried out the murders, then died in an accident.
Beatrice wants to refuse this, but is stopped by Ronove since she would probably have messed up her mystery here and

there. So this feat goes to Ronove, but I might as well mark it since she didn't pick Ronove as her counselor for nothing after all. (Resource Management)

She listens to Ronove and finally lets Battler have the victory in this case for now in order to not reveal anything more. (Strategy)

The First Twilight was very plain in comparison to the previous First Twilights; There was no unnecessary violence or cruel ways when the victims were killed.
This is done so that Yasu can safely fake her death (Strategy, Misdirection, Concealment, Fabrication) as well as setting up Beatrice as much calmer and not as cruel as she was before, in order for the "North Wind and Sun"-Strategy to properly work. (Planning)

Here is the true solution to the First Twilight:
Since Nanjo is an accomplice, he simply lied about Shannon/Kanon being dead. (Resource Management, Misdirection, Concealment)

Since Yasu is both Shannon and Kanon in the same body, the locked room sequence can be achieved by the following:

The adults have to enter the parlor first, since it is the only

room on the ground floor and they can enter it via the window. (Planning)
They then follow the envelopes since those are their only way into the next room. (Indirect Manipulation, Mass Manipulation, Logical Manipulation, Social Engineering)
Shannon, or Yasu, played dead in the parlor. (Acting)
While the adults are being sent around by the constant envelopes, which are only on floors other than the ground floor, Yasu rushes to the chapel. Yasu enters it and locks it from the inside. (Indirect Manipulation, Mass Manipulation, Logical Manipulation, Planning, Strategy)
In there, Yasu plays dead yet again, this time as Kanon. (Acting)
The adults wouldn't have paid any attention to the chapel if not for the envelope guiding them there, since there wouldn't be any reason for them to go there. (Logical Reasoning)
At the end, they find Kanon locked inside the chapel and Nanjo yet again confirms him to be dead. (Acting, Misdirection, Concealment, Fabrication, Resource Management)

The “North Wind and Sun”-Strategy

Let’s now take a closer look at the “North Wind and Sun”-Strategy: I have already mentioned it a few times and I will now go on about it;

Beato wants to:

1. trick Battler into accepting her as a witch (only on the surface)
2. show Battler that magic can be used for good as well
3. explain to Battler that multiple truths can exist at the same time (already achieved through the Braun Tube)
4. build a good relationship between her and Battler

She achieves those goals by antagonizing Eva by making her EVA-Beatrice and acting as a “good witch” in opposition to the extremely cruel and sadistic EVA-Beatrice. Through this direct contrast, Beatrice seems a lot better.

In old fashion we will take a closer look at the narrative. However, I believe this strategy to take place over the whole Episode. However, from this point onwards, you can really see all of it clearly and I will go over each part of the story with this in mind.

Meta-Beatrice talks with Virgilia and Ronove. Here, she acts way more natural and not all that evil. She instead acts more sweet and childish, just like already mentioned earlier.
This can be interpreted in two ways;

a) Beatrice tries to fit in her role even when Battler isn't around in order to improve her acting. (Strategy, Emotional Management) This is, however, highly doubtable and probably not true.
b) She acts the way she would normally act. This makes her past acting way more interesting, as it merely shows that the cruel Beatrice up until this point was merely a facade in order to make Battler mad. (Acting, Misdirection, Indirect Manipulation, Psychological Manipulation, Emotional Manipulation)
   It would also mean that the cruel behavior she is about to show is just another facade. This is way more probable.

When asking Virgilia to give her a little bit of help as well, she tells her about the story "The North Wind and the Sun".
The story goes like this;
Both the North Wind and the Sun try to take off a traveler's coat.
While the North Wind tries to blow it off, it only really causes the traveler to put it on even stronger and resist more and more.
The Sun, on the other hand, warms the traveler. It is pleasingly warm and the traveler takes off the coat on their own.

The North Wind represents EVA-Beatrice who will try to torture Battler even more and defeat him with this. Battler will, because of his psyche, struggle against her and never accept her as long as she acts so cruel. (Psychological Profiling, Emotional Understanding, Observation, Hot Reading, Prediction)

The Sun represents Beatrice who will act warm around Battler and take his side. Battler will appreciate her even more since EVA-Beatrice is such a strong contrast to her. (Emotional Manipulation, Individual Manipulation, Psychological Manipulation, Emotional Understanding, Hot Reading, Prediction, Social Skills, Acting, Misdirection, Seduction)

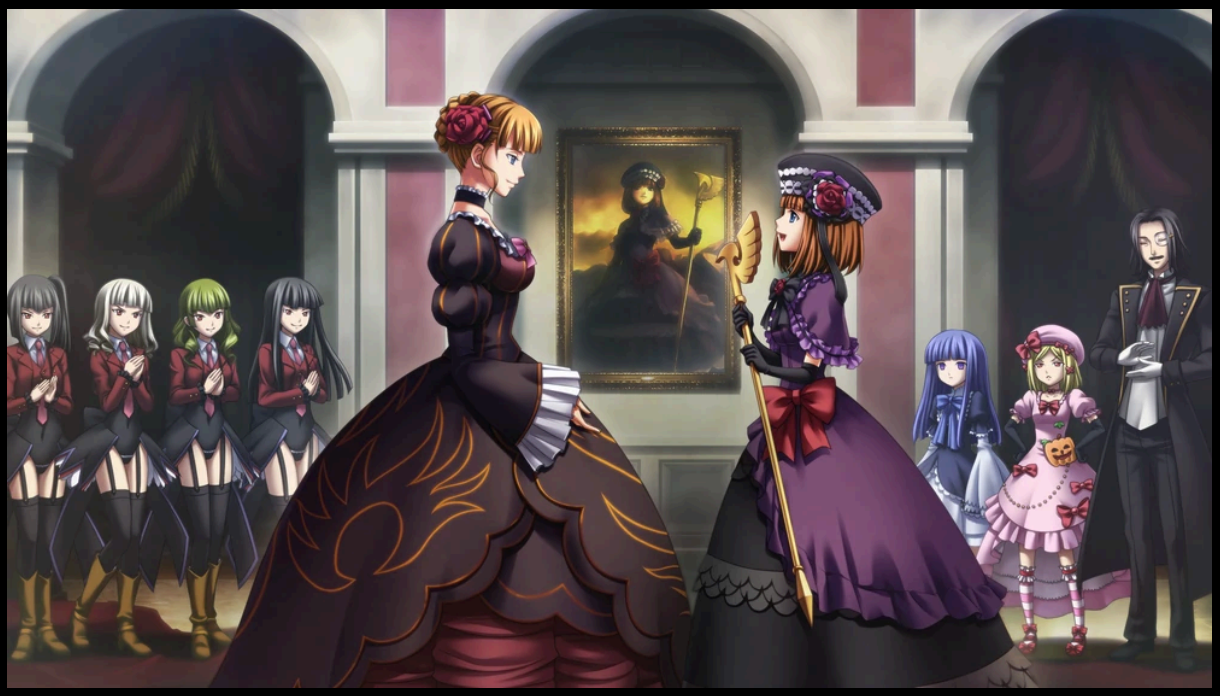
Even though Virgilia suggests this strategy to Beatrice right here right now, it is very likely that Beatrice has already planned out this strategy at this point, as can be seen by the afforshown steps made in order to make this strategy work.

Since we know that a Gamemaster sets up the game in advance and, while they can spontaneously change certain events, they mostly do not do so.
The very first scene we see of this gameboard already features Eva and her witch persona that is later on becoming EVA-Beatrice. (Planning)
Why would Beatrice do all of this if she wouldn't have a plan already ready?

We also see Beatrice act more timidly in front of Battler prior to this scene. (Social Skills, Indirect Manipulation, Emotional Manipulation, Psychological Manipulation, Acting, Seduction)
This is also very crucial since Beatrice is already made more appealing to Battler at those moments.
The very scene in which Virgilia suggests this to Beatrice also takes place shortly after the adults have a long conversation about the epitaph.
This is obviously a set up. Thanks to things like the explicit letter after the First Twilight, which demands everyone to solve the epitaph, as well as the conversation about the epitaph by the adults, Piece-Eva can solve the epitaph. Without those, she couldn't have solved it. Therefore, those hints were placed carefully in order to make Piece-Eva solve the epitaph in order for Piece-Beatrice to hand over her witch status to her, so that EVA-Beatrice can act as the new Piece-Beatrice. (Planning, Indirect Manipulation)

Just as Beatrice had set up, Eva solves the epitaph and reaches the secret room. In the secret room, there is, in fact, all of the gold. The reason for showing it here is to confirm that the gold really does exist. (Strategy) When seeing all of the gold, Eva flips out and even starts calling herself "the golden witch". This is, yet again, another hint by Meta-Beatrice, that shows just how the transformation into a witch works. This obviously represents Yasu solving the epitaph back then and becoming the golden witch through this. (Strategy)

After exiting the secret room again, Piece-Beatrice meets Eva's witch persona and grants her the title of the endless witch. This is done so that EVA-Beatrice is from now on the one Meta-Battler associates with the twilight murders(Strategy, Scapegoating, Misdirection, Fabrication, Indirect Manipulation, Emotional Manipulation, Psychological Manipulation) as well as creating EVA-Beatrice in order for the "North Wind and Sun"-Strategy to work. (Planning)



Piece-Beatrice gives many things to EVA-Beatrice by giving her the title like;
-her furniture (most notably the Seven Sisters of Purgatory)
-the ring of the head
-all of the gold

Giving EVA-Beatrice her furniture is an important set up for a later point in the "North Wind and Sun"-Strategy which we will talk about in a second. (Planning)

Piece-Beatrice tells EVA-Beatrice that she has to perform the Revival Ceremony by committing the murders to come.
By doing so, Meta-Battler automatically suspects Eva as the culprit behind the murders to come, which is correct for some of them, but not all of them. (Strategy, Scapegoating, Misdirection, Indirect Manipulation)
Also, the whole ceremony scene is obvious fantasy and is yet again used to strengthen the illusion of magic and witches actually existing by directly showing it. (Fabrication, Misdirection)

Meta-Beatrice also acts comfortable and more friendly with Meta-Battler, once again deepening their relationship. (Social Skills, Relationship Building)



The Second Twilight

The story on the gameboard resumes. Eva feels unwell and tries to rest, while Hideyoshi is constantly with her. At the same time, Maria is throwing a tantrum because she wants to look after her rose which Beatrice “resurrected” for her.
The whole rose resurrection therefore didn’t only strengthen Beatrice’s and Maria’s relationship, (Social Skills, Relationship Management) but also set up this very scenario in order to make Rosa and Maria leave the guest house in order to make them optimal victims for the Second Twilight. (Planning)
It is also very likely that Beatrice and Maria set up the Second Twilight in advance by Beatrice/Yasu telling Maria to meet her at that time in the garden. (Planning, Social Skills, Acting, Misdirection, Emotional Manipulation, Individual Manipulation) This would explain Maria’s dire need to look after her rose, something that was also there in former Episodes but nowhere near as strong as it is right here.
When the two of them are in the rose garden, we are shown how Eva approaches them while at the same time resting in her room with Hideyoshi. This is another lie, as Eva isn’t actually inside the room. (Fabrication, Misdirection)
This is a multi layered trap;
Showing how Eva exists at two places on the same is the most clear hint Beatrice ever gave Battler regarding fantasy scenes.

Eva obviously cannot exist at two places at the same time so one of those scenes must be fake, even if it seems normal at first. (Strategy)
However, here comes the trap:
The Eva in the garden transforms into EVA-Beatrice and begins torturing Rosa and Maria and killing them in brutal ways for no real reason other than her own amusement. She does this through magic and really a lot of supernatural things.
Obviously, when seeing this, one would automatically assume that the Eva in the garden was fake and the resting Eva in her room is the real one. The Eva in the room is also shown suffering while the Eva in the garden isn't. This automatically makes the Eva in the room more pitiful. One pities the Eva in the room while hating EVA-Beatrice in the garden. Obviously, one would believe EVA-Beatrice to be a representation of the true culprit.
The truth is different; It is the other way around. The Eva in the room does not exist and instead the Eva in the garden actually killed the two of them.

I won't go into further detail regarding the ways EVA-Beatrice uses to kill Maria and Rosa. It is pretty messed up and the only really important thing is the following;
By killing them in this way, EVA-Beatrice is antagonized and forced into the role of "The North Wind". (Planning, Indirect Manipulation, Emotional Manipulation, Individual Manipulation, Scapegoating)

Meta-Beatrice laughs and reacts positively to those brutal ways of killing. (Strategy, Acting, Indirect Manipulation, Emotional Manipulation)
Battler obviously despises both EVA-Beatrice for acting like this and Meta-Beatrice for enjoying it. (Emotional Understanding)
This is done so that her character development which is yet to come in this Episode sets her further apart from her own, sadistic self which is being represented by EVA-Beatrice. (Planning)

In order to make Meta-Battler like her more (Emotional Understanding) Meta-Beatrice let's Piece-Beatrice show up and stop EVA-Beatrice's endless torture pretty quickly. (Strategy)
By this, not only is Beatrice made more appealing to Meta-Battler, (Charisma, Relationship Building, Seduction) which is also possible since Meta-Battler at this point does not know the difference between Meta-Beatrice and Piece-Beatrice, (Information Control) but she also makes EVA-Beatrice mad at Beatrice since she stopped her fun. (Strategy, Indirect Manipulation, Social Skills)
Beatrice also only giving advice and acting unsure while talking to EVA-Beatrice, showing her that she has no real power over what she does since she is only her predecessor, is also done so that EVA-Beatrice is considering "rebellion"

By making EVA-Beatrice her enemy, she sets herself up to act as the good side, (Strategy) since EVA-Beatrice will genuinely hate her and fight against Beatrice with all she has. (Emotional Manipulation)

The other adults search for Rosa and Maria. The Eva in the room is shown as worried and constantly tells Hideyoshi that the witch is in the rose garden. By showing Eva suffering and screaming, she is made even more pitiful and is being distanced from being the culprit. (Fabrication, Misdirection, Emotional Manipulation) All of this is done to really just show how much the fantasy-scenes can lie, since Eva has to be the culprit for them, therefore this Hideyoshi scene must be fantasy. (Strategy)
Also, even something small like the causes of death that Maria and Rosa suffered were the same in the real world as they were in the fantasy scene shown, adding once more to the witches illusion. (Misdirection)
Rosa's gun was left behind with all of its bullets and without being tampered with. This means that Rosa didn't fire any shots. This reveals that the culprit was someone Rosa knew. This sparks distrust among the remaining people. as they will suspect each other. (Destabilisation, Sabotaging)
It could also be read as the witch showing everyone that she does not fear guns since she is of supernatural nature, thus adding to the witches illusion. (Misdirection)

The discussion about this begins.



By stating that Nanjo's diagnosis was correct, he is automatically made more gullible, since he did say the truth regardings this murder. This leads Meta-Battler to believe that Nanjo can genuinely be trusted. (Misdirection, Indirect Manipulation, Psychological Manipulation)

When Meta-Battler is mad at Meta-Beatrice, she tries to explain to him that it was EVA-Beatrice who tortured them, not her, in order to rebuild their relationship and make his hatred for her disappear. (Social Skills, Scapegoating)

Battler also talks about Beatrice's cruel ways of committing murder in the past and how tame the First Twilight of this one was in comparison to the one in the first two Episodes. Beatrice's set-up from before totally worked.

Battler doesn't want to debate with Beatrice anymore. She suggests Ronove takes over and continues the game with him

instead of her. (Strategy) By doing this, she prevents damaging her relationship with Battler further. (Relationship Management)

Piece-Beatrice gives EVA-Beatrice some vital information, guiding her how she can commit the murders. She does this so that EVA-Beatrice can safely commit the murders so that new murders happen, which Meta-Battler will have to solve. (Strategy, Planning, Social Skills)

She also explains to her that magic cannot be used when there are too many people rejecting magic. She reasons that her past First Twilights were as cruel as they were in order to strengthen the illusion of the witch and therefore be able to use more magic. (Logical Reasoning, Emotional Manipulation, Psychological Manipulation, Mass Manipulation, Fear Inducement, Social Skills, Strategy, Misdirection)
She obviously does this in order to stop EVA-Beatrice from making everything unnecessarily cruel, so that Meta-Battler sees her making an effort to stop her cruel ways.

It also has another meaning beneath the surface;
Beatrice obviously doesn't act pretty good here and everyone who can look through people at least a little bit would instantly realize that she is lying here.



EVA-Beatrice obviously sees this and also notes that she didn't use such cruel methods on this gameboard, therefore she didn't "strengthen the illusion of the witch" therefore she doesn't care about "strengthening the illusion of the witch" when committing the crimes, therefore this isn't really all that important.
This was of course intended by Beatrice, as EVA-Beatrice will probably lose any respect for her and just start doing things her own way. (Psychological Manipulation, Acting, Hot Reading) Those will probably be pretty cruel, therefore adding to the "North Wind and Sun"-Strategy. (Planning)

Something else interesting about this is the "illusion of the witch" not being strengthened as much in this game, at least on the gameboard level, since the crimes weren't as cruel.
The lack of cruelty has two hints for Battler;

a) Beatrice wants Battler to fully accept that the culprit is human, something that she wants to achieve through the

crime scenes not being as brutal as they were before. (Planning, Manipulation)

b) In the previous two Episodes, the sacrifices of the First Twilight were only those who Yasu despised (-Shannon). In this Episode, the sacrifices were only servants. It clearly shows that Yasu despised the sacrifices of the First Twilight in the first 2 games and defiled their bodies because of this. The servants, however, were not defiled, therefore showing that she doesn't despise them and wanted to give them an easy death, therefore showing the affection Yasu had to the servants, making it reasonable that the culprit is one who was close to the servants. (Planning)

After her conversation with EVA-Beatrice, Beatrice talks to Ronove over how the duel with Battler went. He has finally figured out that fantasy scenes truly exist and that they can even be something mundane like showing Hideyoshi together with Eva.

Fourth, Fifth and Sixth Twilight

On the gameboard, Kyrie suggests going to get some food supplies from the mansion. (Planning) This is actually very important, since by making Battler's parents go to the mansion, they will fall victim to EVA-Beatrice, something that is important for manipulating Battler.
Kyrie, Rudolf and Hideyoshi go to the mansion, where EVA-Beatrice already awaits them. This means we, of course, have another magic scene right here, which strengthens the witch's illusion. (Fabrication, Misdirection)

Kyrie and Rudolf meet Belphegor and Leviathan and fight against them. In their fight, we can clearly see that they know how to use guns, as well as showing us a glimpse of their true faces. This is done to hint at the real events that happened in the Real World and to show Battler that his parents are indeed capable of killing, even if they only "kill" demons. (Planning, Indirect Manipulation)

After Kyrie and Rudolf defeat Belphegor and Leviathan, EVA-Beatrice crashes out, insults the Seven Sisters and summons the "Chiester-Sisters" instead.



By insulting and casting aside the Seven Sisters, which were the primary furniture Beato used for carrying out her murders, EVA-Beatrice automatically sets herself away from the old Beatrice even further. (Planning, Indirect Manipulation, Scapegoating) This is done so that Meta-Battler does recognize EVA-Beatrice as a being that is responsible for the cruel killings.

The Chiester Sisters easily kill the two of them, then EVA-Beatrice begins her usual cruel ways. Piece-Beatrice tries to stop her and reasons that her Meta-Enemy wouldn't really like it. EVA-Beatrice says that he should tell her herself if he has any problem with it. Piece-Beatrice tells her that he exists in some sort of parallel universe, etc. etc.
Basically, EVA-Beatrice finally says that she simply does not care and ends the conversation with an insult directed at Beatrice.
All of this is done to antagonize EVA-Beatrice even further and make her the scapegoat of Battlers resentment, since she seems to be even worse than Beato. (Misdirection, Emotional Manipulation, Indirect Manipulation, Psychological Manipulation, Strategy, Social Skills) This is done by Meta-Beatrice having an understanding of Battler's psyche. (Psychological Profiling)

The Chiester Sisters even threaten to shoot Beatrice in order to show that Beatrice and EVA-Beatrice are no allies even further. (Planning)

EVA-Beatrice kills Kyrie and Rudolf an endless amount of times. This is simply the same as before; By making EVA-Beatrice treat Battler's parents cruelly and also treating Beatrice badly, Battler automatically recognizes Beatrice as an ally. (Indirect Manipulation, Logical Manipulation)

Hideyoshi shows up and talks with EVA-Beatrice. He even openly says that EVA-Beatrice, in other words: the culprit from the second Twilight on, is in fact his wife. This is, obviously, another great hint to who the culprit in this Episode is, even though it should be fairly obvious nonetheless. (Planning)



EVA-Beatrice kills Hideyoshi after he tries to talk reason into her, further strengthening her role as a cruel villain. (Planning, Indirect Manipulation, Emotional Manipulation, Scapegoating, Psychological Manipulation)

She specifically kills him by shooting him with a gun from behind.
This is another hint that the one who killed him wasn't Eva, but someone else (since EVA-Beatrice didn't personally shoot him). (Planning)

The group finds Kyrie's, Rudolf's and Hideyoshi's bodies, each pierced with a stake, strengthening the illusion of the witch. (Misdirection)

Yasu staked the bodies after they killed each other, which they did due to Kyrie suspecting Hideyoshi and vice versa. Yasu basically just staked them and took away their guns. (Strategy)

Meta-Battler wants to engage in Debate with Ronove, however he refuses to act in Beatrice's place and tries to convince Battler to take Beatrice as his enemy again.

Both Virgilia and Ronove apologize for Beatrice and guilttrip Battler into accepting her as his enemy.



Battler wants Beatrice to apologize to him herself.

After talking for a bit, Beato tells Battler that she will become a worthy opponent and come back to him once she is worthy. (Social Skills, Relationship Management) This satisfies Battler.

Seventh and Eighth Twilight

Everyone else locks themselves up in the guesthouse. We get some dialogue and George talks about how he would die to see Shannon just once more again. This is, obviously, a great hint to the way George will die shortly after. (Planning)

We are shown how George reminisces about Shannon and wishes to revive her, no matter what. Finally, Beatrice appears in front of him and tells him that she will make sure that he meets with Shannon again. Together, they leave the guesthouse by magic.

This act of kindness

a) shows Beatrice acting nice and using her powers for something good, since she helps George by making him see his loved one again. This obviously makes her more of a “good witch” which helps rebuild her relationship with Meta-Battler. (Social Skills, Relationship Management, Indirect Manipulation, Emotional Manipulation)
b) hints at the truth that happened here; Yasu, dressed up as Shannon, most likely lured George out of the guestroom. (Planning)

Eva, Natsuhi and Krauss guard the ground floor of the guesthouse. At the same time, we are shown that EVA-Beatrice wants to kill Natsuhi and Krauss next. What a coincidence.

Eva and EVA-Beatrice talk with each other. I won't get into too much detail, the whole dialogue is a big hint regarding Yasu and how she "became" Beatrice. (Planning)
We get a magic scene of EVA-Beatrice brutally killing Krauss and Natsuhi via the Chiester Sisters. (Misdirection, Fabrication)
Eva being the culprit is implied here and made pretty obvious via her being the only one near them. (Planning)
In reality they were killed by strangling which makes sense since it is a very quiet method to kill, therefore it wouldn't attract any attention. (Strategy)
Together with George, Beatrice starts resurrecting Shannon. This not only once more highlights the special relationship Shannon and Beatrice have, hinting at Yasu's dilemma (Planning), but also makes Beatrice a more approachable and likeable person, so that Battler will accept her as an opponent once more. (Relationship Management, Indirect Manipulation, Emotional Manipulation)

Also, Shannon coming back to live here obviously is another hint at "Shannon" not being actually dead and this being the solution to the first Twilight. (Planning)

We are even shown Virgilia gratulating Beatrice for being a good witch, showing us just how much Beatrice has changed over the time. This is probably also shown to Battler so that he can finally accept Beatrice as his opponent again. By making

Virgilia of all people gratify Beatrice, this becomes much more believable since Virgilia scolds Beatrice for her wrong use of magic at the start of the Episode. (Indirect Manipulation, Psychological Manipulation, Emotional Manipulation, Misdirection, Acting, Relationship Management)

The Chiester Sisters, commanded by EVA-Beatrice, suddenly shoot and kill Shannon and George. This further antagonizes EVA-Beatrice. (Scapegoating, Indirect Manipulation, Emotional Manipulation, Psychological Manipulation)
After that, they try to kill Beatrice herself. Virgilia sacrifices herself for Beatrice to survive. Since Virgilia was on Battlers side up until this point and was killed by EVA-Beatrice, EVA-Beatrice is not only further antagonized, but Beatrice, who Virgilia sacrificed herself for, is also put onto the side of "against EVA-Beatrice, ergo, with Battler" at the same time. (Planning, Indirect Manipulation, Emotional Manipulation, Psychological Manipulation, Resource Management, Relationship Management)

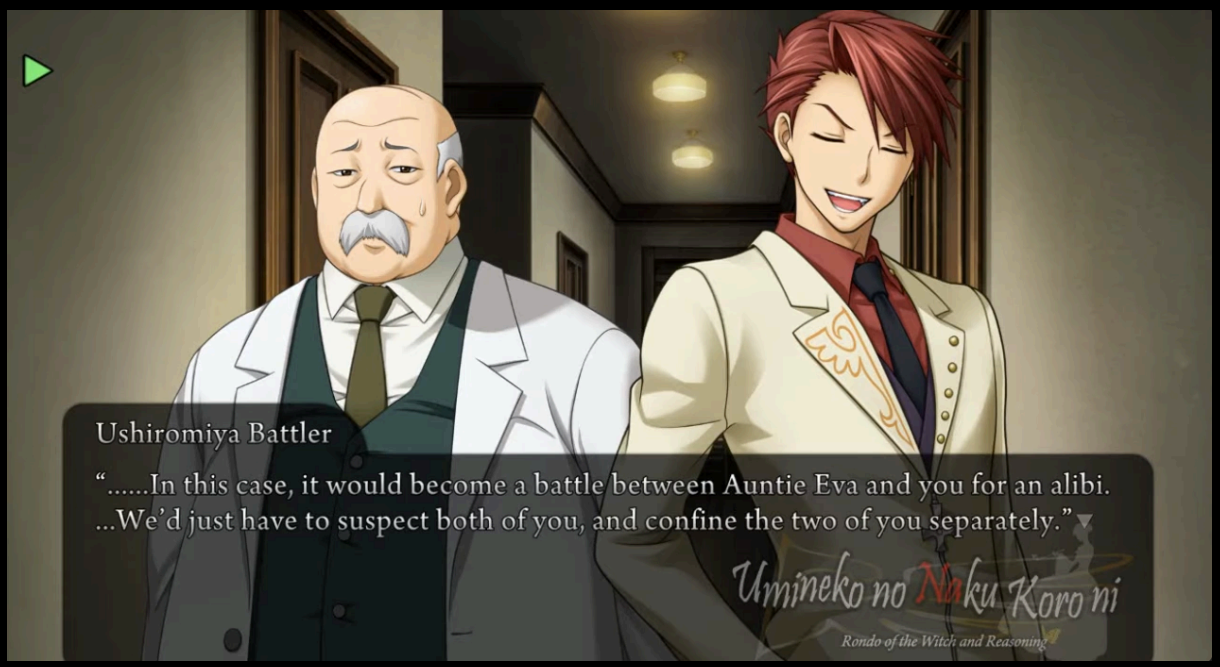
The remaining people in the guesthouse notice Krauss, Natsuhi and George being gone. All of the windows and doors were locked-from the inside. (Strategy)



This poses the following question; How did those people leave the guesthouse?

Piece-Battler gets the solution pretty fast: Someone just has to close the window/door after someone left.

This is done to bring Piece-Battler to the following due to him giving an alibi to Jessica and vice versa: Either Nanjo or Eva have to be the one to close the window/door.



By suspecting either of those, Battler automatically can solve some of the murders in this Episode up until this point, and fairly easy at that. This was obviously orchestrated in such a simple way to make it clear that at least one of those has to be a culprit. (Indirect Manipulation, Logical Manipulation, Strategy)

Eva and Jessica, both still alive at this point (Planning) obviously want to leave the guesthouse since their respective families are missing (Prediction, Emotional Understanding, Social Engineering, Indirect Manipulation, Individual Manipulation, Emotional Manipulation, Psychological Manipulation), which is absolutely necessary for the following murders.

The four remaining leave the guesthouse.

They find Krauss and Natsuhis corpses, which are once more staked to strengthen the illusion of the witch. (Misdirection)

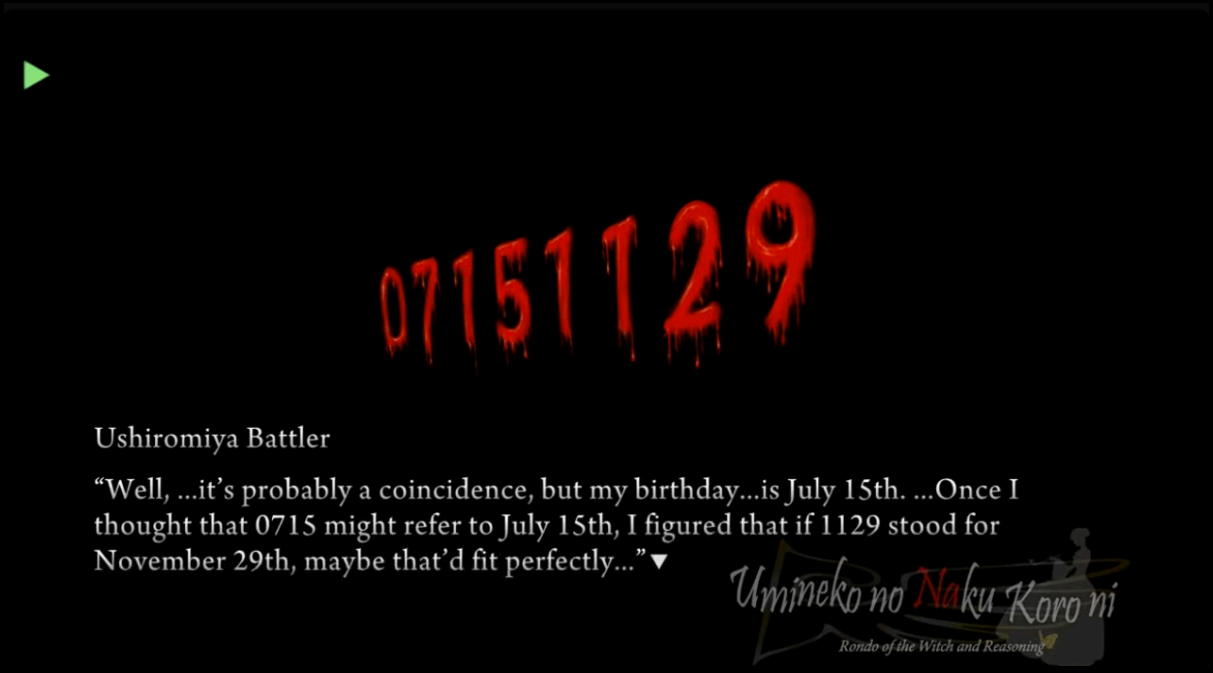
George's Death, Nanjo's Death and the Finale of Episode 3

Normally, all of the required kills for the epitaph ritual would be complete now and there wouldn't have to be anymore murders. However, the murders of course continue. This is done to hint at the identity of those murders being different to the one from before. (Planning) This is obviously also strengthened by EVA-Beatrice's whole existence in this Episode. (Planning)

They continue to search for George. However, before they find him, they find some numbers written on the door to the parlor. This is done to not only attract their attention to the parlor and show them where they can find George (Strategy, Indirect Manipulation) but also to give out the number.

What does the number mean?

The number consists of two parts; The first is Battler's birthday, hinting that he is important/has something to do with the culprit. (Planning)



The second is the day Yasu solved the epitaph.

The number works as a pin code to a bank deposit which has a compensation for the survivors since Yasu figured out that the epitaph has been solved and she shouldn't have kept on performing murders. (Strategy) Keep in mind that Yasu was almost the entire time locked in the mansion, had no contact with Eva in the time she was inside the mansion and only once left in order to get George and Krauss/Natsuhi. Despite being completely shut off from Eva, who solved the epitaph, she has figured out that the epitaph has been solved. (Overall Reasoning)

Jessica and Eva distrust each other and a fight breaks out between those two. This is because they are especially sensitive due to their loved ones being killed. (Emotional Manipulation, Psychological Manipulation, Sabotaging, Destabilisation)

The fight ends with Eva almost shooting Jessica and blinding her eyes. Eva rushes off and Battler follows her, while Nanjo stays with Jessica and treats her.
Another fantasy scene starts in which EVA-Beatrice pulls up and kills Nanjo pretty easily. (Fabrication, Misdirection)

After killing her, EVA-Beatrice mocks Jessica and threatens her that she will be killed next. Jessica screams for help and even screams for Kanon, who is dead.
While this can be taken as just a desperate cry for help, it can also be seen as another hint:
By making Jessica scream for help from a person who should be dead, Beatrice hints that Kanon might not actually be dead. (Planning)

Beatrice and Ronove talk for a bit. Beatrice says that she will save Jessica's life, even when it means she will die herself.

Piece-Beatrice makes Kanon appear in order to help Jessica. (Strategy) This is also done so that Meta-Battler accepts Beatrice as her opponent and obviously to further show herself as a good witch. (Relationship Management, Acting)

The former mentioned hint gets strengthened by making Kanon appear at Shannon's side. (Planning)

This also has multiple layers:

On the surface level, Kanon, who is dead, appears in order to strengthen the illusion of the witch. (Fabrication, Misdirection)

However, it can be taken as another hint for the real solution to Nanjo's murder:

Yasu came to Nanjo and killed him.

Kanon, in other words Yasu, really was there.

Since this was hinted at in a magic scene, you would normally just ignore it and, since it seems to try to deceive the viewer, think everything in it is fake. (Misdirection, Indirect Manipulation)

Beatrice wants people to understand her heart. Only those who try to understand her heart will try to find meaning in the magic scenes. (Prediction)

In other words, those who search for meaning in the fantasy scenes can find the hint of Kanon having something to do with Nanjo's murder. (Planning)

Beatrice being the one to bring Kanon back specifically is also another hint, since the "Beatrice"-Persona of Yasu, ergo the persona who kills and the one who is still active, reigns over

Kanon’s and Shannon's status of life and death. This is a giant hint of how Yasu truly works. (Planning)

Beatrice wants to give Kanon and Jessica peace in their last moments and is ready to sacrifice herself for those two.



Beatrice also mentions that Jessica will inevitably die. This is very interesting considering the fact that she does not actually die on the gameboard, at least not in the way that the pieces usually do.
This is a hint regarding the bomb placed on Rokkenjima, which inevitably kills everyone. (Planning)

EVA-Beatrice finds the room and Beatrice and shoots her via the Chiester Sisters. EVA-Beatrice successfully aims for the non vital areas in order to make Beatrice suffer. EVA-Beatrice tortures her.

Despite this torture, Piece-Beatrice stays calm and keeps on holding out the pain and stayed alive in order to give Kanon and Jessica more time. (AQ)

The Chiester Sisters explode Beato from the inside out. Despite this, Beatrice's will, shown through her golden heart, still remains. (AQ)

Kanon appears and thanks Beatrice for her help. Kanon finally disappears and then, shortly after, before EVA-Beatrice can kill Beatrice, Meta-Battler intervenes.

This whole act of Beatrice's ultimate sacrifice obviously sets her as the opposition to EVA-Beatrice, who she had antagonized for the entire Episode, as well as showing her as a good witch who helps the humans and even goes as far as sacrificing herself for them. This is the ultimate act in fixing her relationship with Battler, and also, making Battler finally have enough with EVA-Beatrice. (Relationship Management, Strategy, Emotional Manipulation, Psychological Manipulation, Indirect Manipulation, Social Engineering)
Since Battler now sees EVA-Beatrice as the villain, he will be especially motivated to solve every mystery that remains on this gameboard, since he desperately wants to defeat EVA-Beatrice, since he wants to avenge Beatrice and the people she killed. (Emotional Manipulation, Psychological Manipulation, Indirect Manipulation, Planning, Emotional Understanding, Hot Reading)

Meta-Battler and EVA-Beatrice begin to argue about the murders.
In the beginning, Battler crushes her pretty easily. He does this, due to Beatrice training him through her own murders up until this point. (Planning)



However, when EVA-Beatrice understands how the game should be played, she corners Battler by making him explain Kyrie's motivations for leaving the mansion.

After Battler does not find an answer herself, Beatrice reconstructs the scene and searches Kyrie's buddy and finds quite some stuff there, which supposedly is useless. However, there is also a cigarette butt. (Strategy)

Meta-Beatrice foresaw this move early on and placed a cigarette butt in Kyrie's pocket when writing the gameboard as a hint to Battler. (Planning, Prediction, Indirect Manipulation)

Battler does not yet know that Beatrice had complete control over the gameboard (and EVA-Beatrice as well, until she was pulled into the Meta-World at least) (Information Control), therefore she subtly hints at the cigarette butt when talking about the crime. (Strategy)

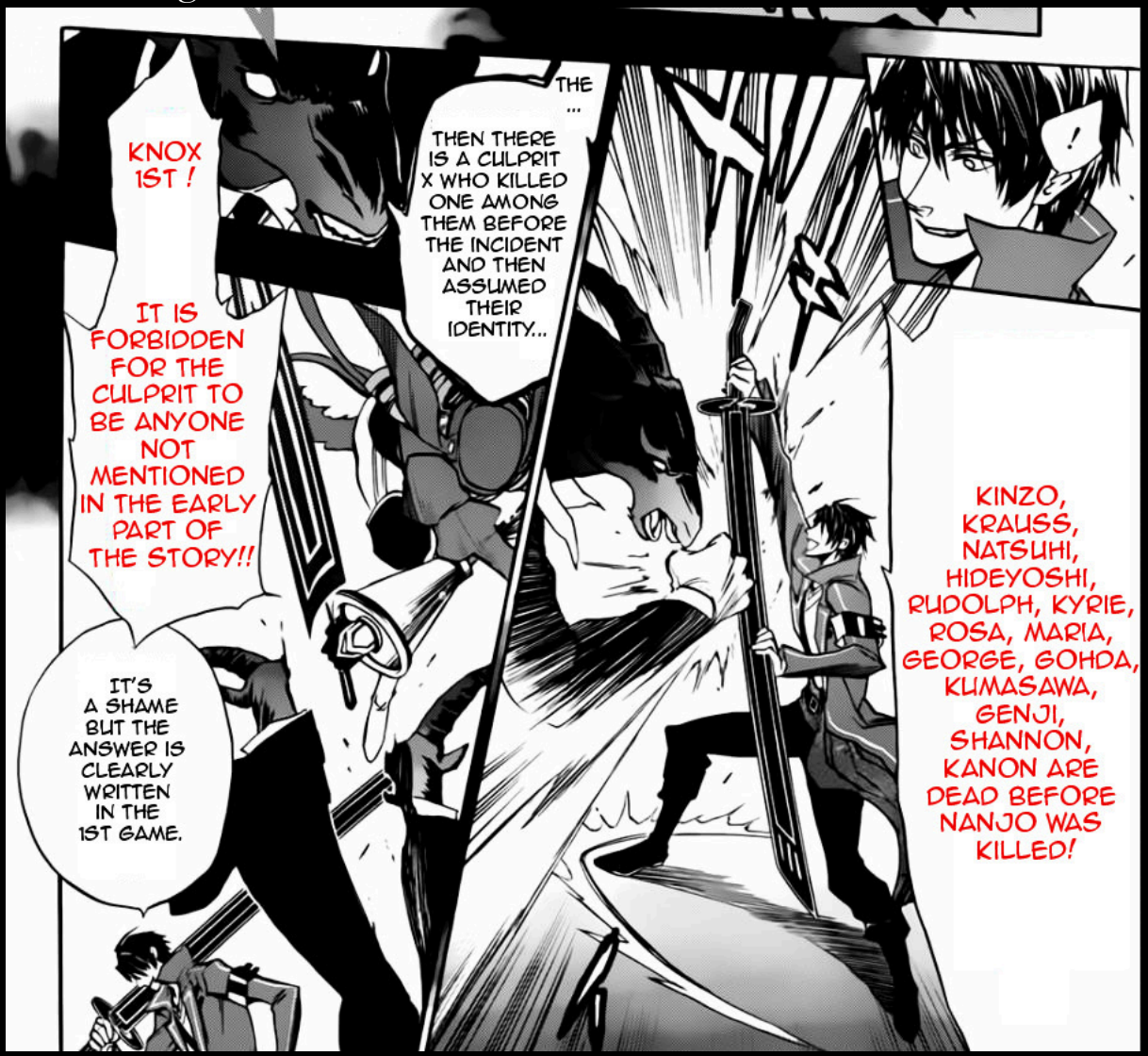
Battler solves this mystery thanks to Beatrice and the battle goes on and on.

The final mystery that they talk about is the one of Nanjo's murder. EVA-Beatrice's approach to it is fundamentally different from Beatrice's: She eliminates all of the possible suspects, as well as claims everyone else to be dead, as well as claims the murder to be a direct homicide.

To keep it brief, Nanjo's murder is practically impossible to solve if you don't know about the truth behind Yasu's identity, at least if you are going all-out with the red truths. (Planning)

While Battler does get absolutely slammed by EVA-Beatrice for quite some time here since EVA-Beatrice uses all of the red truths she can think of, EVA-Beatrice also reduces the possibilities of a solution to one. Only the truth about Yasu could possibly explain this murder.

This is really dangerous for Beatrice, since she doesn't want Battler to find out the truth about Yasu just because there is seemingly no other way.
Beatrice has analysed EVA-Beatrice's way of playing this game far enough. If she freely let Battler and EVA-Beatrice fight on for eternity, EVA-Beatrice would strike down any possible explanation Battler would come up with. (Prediction, Psychological Profiling, Emotional Understanding, Hot Reading) In this, she is different from Beatrice, who accepted even false solutions from Battler.
The best example for this is this specific murder. While Beatrice accepts Battler's solution to Nanjo's murder at the end of Episode 4, it gets revealed in Episode 8 that his solution was wrong.



This means that, while Beatrice never gave her all, EVA-Beatrice in this scenario really does.

Battler really struggling and having a true seemingly impossible murder just shows how terrifying an all out Beatrice could be.

However, like mentioned earlier, Beatrice doesn't want this since the solution to this murder is extremely close to being revealed, which would reveal Beatrice's heart and Yasu's true identity without that being the aim.

Battler comes really really close to the whole solution when he mentions multiple personalities. EVA-Beatrice denies this, however she only denies this for Eva, Battler and Jessica.

Beatrice cheers him on for quite some time, hoping that he keeps on thinking and eventually figures it out. (Social Skills) She doesn't give him any hints here however, since she doesn't really want Battler to learn the truth without understanding Beatrice's heart.

After Battler has given up, Beatrice takes over. She says that she will use her status as "witch" to deny EVA-Beatrice.

This is, of course, another hint of what "witch" really means. Both Eva and Yasu know the truth of Rokkenjima, at least to a certain degree, and therefore have reached the title of a

“witch”. This is also why they can use the red; It’s because they know the truth. (Strategy)

Beatrice pleads for Battler to close his ears while Beatrice denies EVA-Beatrice. While this might be a very risky move, Beatrice knows enough about Battler and puts enough trust into him that he will listen to her and close his ears, keeping her secret hidden. (Emotional Understanding, Psychological Profiling, Hot Reading, Prediction) This is also possible since she and Battler have formed a bond with each other and them being on very good terms. (Relationship Management) This was possible due to the whole “North Wind and Sun” Strategy up until this point. (Overall Manipulation, Relationship Management, Social Skills, Planning)

Beatrice, telling Battler that she doesn’t want him specifically to hear the truth is very interesting as well, since it’s another hint that Battler is very important to Beatrice, even outside the game, something that is necessary to understand the truth. (Strategy)

Battler of course really closes his ears and doesn’t listen.

Beatrice strikes down EVA-Beatrice by solving every last mystery EVA-Beatrice presented her with. (Overall Reasoning)

By doing this, Beatrice sacrifices herself. She predicts, however, that Battler will accept her as a witch shortly after

and therefore “revive” her, if you would. (Prediction, Hot Reading, Planning)

By defeating EVA-Beatrice here, Beatrice openly shows Battler that there is in fact a way to solve all of the mysteries presented, therefore giving him hope and showing him that there is a way to solve this game. (Strategy, Indirect Manipulation, Logical Manipulation)

However, due to his and Beato’s new bond, he doesn’t give this another thought due to him feeling guilty since Beatrice sacrificed herself for his sake.

Like anticipated, Battler accepts Beatrice as a witch and the two of them are in the golden land, together with everyone else; All of the dead have been revived.

By showing such a happy scene, with all of the people Battler loves, as well as showing this scene shortly after the exhausting final battle against EVA-Beatrice, Beatrice gets Battler at the moment he is weakest. (Emotional Manipulation, Psychological Manipulation, Planning, Emotional Understanding)

Kinzo and Virgillia explain to Battler that he has to sign a contract in which he accepts Beatrice as a witch.
Letting Virgillia in particular explain this, whom Battler trusts due to her being his helper up until now, which obviously was

planned out from the start for this gameboard, makes this even more believable and makes Battler not doubt a single thing. (Emotional Manipulation, Psychological Manipulation, Resource Management, Misdirection, Acting, Emotional Understanding, Planning)

Battler accepts all of this.
Battler is about to sign the contract and accept Beatrice as a witch.
And with that, Battler has fallen into Beatrice's trap.

Let's take a look at the whole strategy retrospectively;

She, like always, sets up seemingly impossible murders that would only be solvable by understanding her fully.
She also fills the whole Episode with a lot of subtle hints for other mysteries.
By setting up EVA-Beatrice as the villain and making her take the role of a cruel and evil witch, Beatrice shifts Battler's hatred onto EVA-Beatrice.
She controls EVA-Beatrice since she is a piece and makes her actions especially cruel.
She herself uses the connection through the Meta-World with Battler and socializes with him, building and strengthening a relationship.
She keeps the information, that she is the one who actually controls EVA-Beatrice's actions for most of the time, hidden in order to push the strategy forward.

She sets up strategies and hints to defeat EVA-Beatrice in a potential battle between EVA-Beatrice and Battler.
She predicted the battle between Battler and EVA-Beatrice, which was out of her reach since Battler himself instigated it.
She also seemingly is against EVA-Beatrice and therefore positions herself on the same side as Battler.
She seemingly develops as a person and seemingly becomes a good witch in order to have a good relationship with Battler, as well as fooling him into believing her.
By becoming a good witch, Beatrice brings Battler the true definition of magic nearer and also shows him that magic can be used for good, as well as for bad.
She fights against Battlers enemy, EVA-Beatrice, and even goes as far as sacrificing herself on the gameboard by being put through a great amount of pain.
In the anticipated battle between Battler and EVA-Beatrice, she helps Battler in coming to conclusions.
She understands Battler enough to be sure that he won't listen when she reveals the truth.
She strikes down EVA-Beatrice with her reasoning
Reveals to Battler that everything can be explained without magic.

And now, at the end, she convinced Battler to accept her as a witch and therefore wins the game.

At least it would be like that.

But Beatrice cannot accept this result. Battler has yet to find out the most important things about Beatrice. Would she simply take this win, which she definitely could as she completely manipulated, tricked and befriended/seduced Battler.

But, like mentioned, she doesn't accept this as a win and throws it away by showing a wide and cruel grin.
Virgillia, shortly after, also shows a twisted grin in order to safely make Battler doubt that something is wrong.
He doesn't instantly catch onto this though.
Ange enters the scene. Beatrice states that she didn't invite Ange, nor knows her. This is a clear lie, as only those who are given permission by Beatrice can interfere with her game. She therefore let Ange appear right here right now in order for her to stop her brother from signing the contract. (Misdirection, Fabrication, Concealment, Indirect Manipulation, Emotional Manipulation, Strategy)
Goats restrict Battler. This should seem like they force him to sign, however it's actually different. By restricting him, he has to listen to Ange and rethink the decision of signing the contract. (Strategy, Misdirection, Concealment, Indirect Manipulation)
While Ange tries to bring Battler to stop signing, he doesn't really listen.
Battler still tells Beatrice that she didn't trick him and that he still believes in her.

Beatrice mocks him for his stupidity, trying to destroy every bit of belief he still has in her in order for him to despise her once more and pick up the game again. (Acting, Emotional Manipulation, Psychological Manipulation, Social Skills)
Despite all of this, Battler still believes in her, just showing how effective her Strategy worked.

Beatrice decides to finally reveal her Strategy to him (at least the part of acting cutesy and make him think of her as a good witch in order to fool him). (Emotional Manipulation, Psychological Manipulation, Acting, Strategy, Social Skills)



By being shown those true intentions of Beatrice, Battler finally understands that she really did deceive him.
Beatrice goes to fight Ange, however the fight is barely a fight as Beatrice easily lets Ange pass in order for her to free Battler from this illusion. (Strategy, Concealment, Fabrication, Indirect Manipulation)

Ange, like planned, frees Battler from this deception and brings him back to his senses.

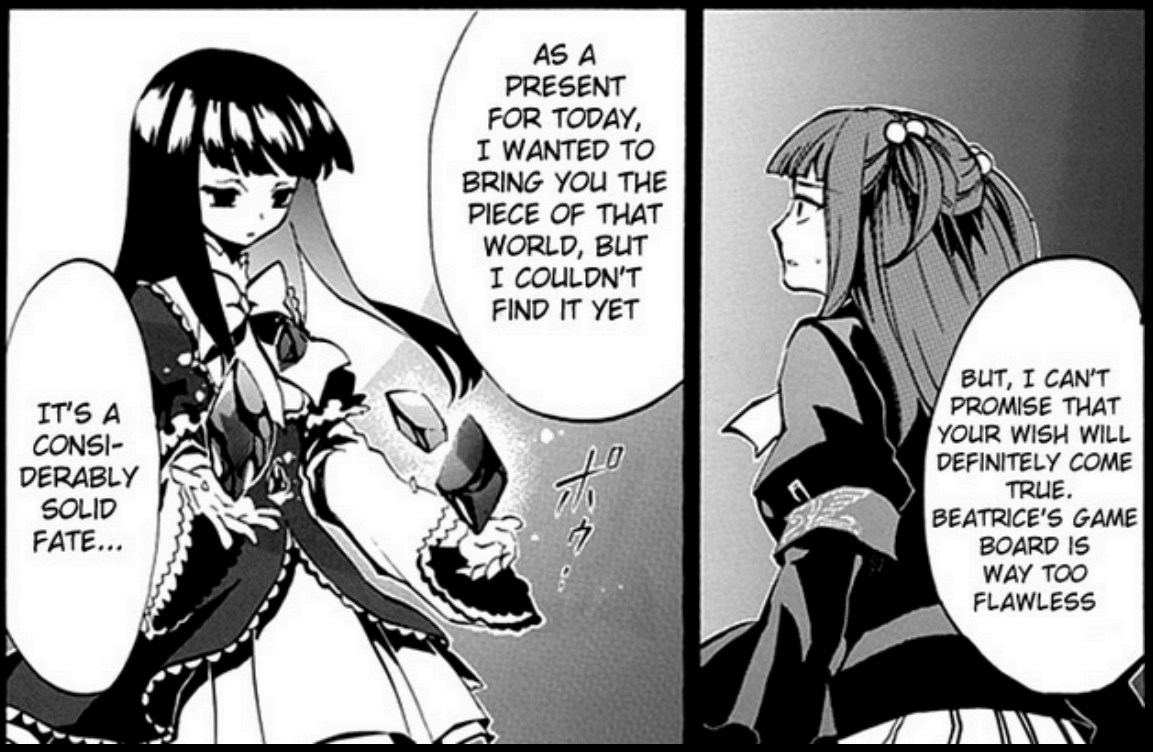
Tea Party #3

Together with Bernkastel, Beatrice messes with Lambdadelta for some time. However, when Bernkastel leaves, Lambdadelta asks her when she will stop messing around.
Lambdadelta also acknowledges that Bernkastel wouldn't be able to solve Beato's gameboard if she had a hundred or even a thousand years.



While this is a statement instead of a feat, it is still highly impressive and believable since Lambdadelta knows Bern the most out of all people.

In Episode 4, Bernkastel herself also admits that Beatrice's gameboard is way too flawless.



This only adds onto just how incredible Beatrice's gameboard is.
Lambdadelta does also see through Beatrice however and tells her that while her game would be perfect, she, as the player, doesn't really try hard enough to win and messes around too much.
This, yet again, shows that Beatrice is really just fooling around and pursues another goal besides winning.
Lambdadelta threatens Beatrice that if she doesn't start taking this battle seriously and if she doesn't defeat Bernkastel, Lambdadelta will cast her into the worst of all fragments she could find.
This adds a lot of stress onto Beatrice. (AQ)

EPISODE 4

Episode 4 features a lot of Ange's story, therefore it doesn't have that many direct Beatrice feats. However, some are still present.

At the very start, we see Ronove tricking Beatrice into believing that Battler is totally broken after her trick. Beatrice believes this since she herself saw just how hard it hit Battler.

Therefore, in order to strengthen his spirit and make him ready for the game to come, she pays him a visit and attempts to raise his spirit by acting friendly with him again... (Social Skills, Strategy, Emotional Manipulation)

...however, since Ronove tricked her, this isn't really the case and Beatrice, when coming to Battler, makes a bit of a fool out of herself.

Battler already got over it and the two of them share a friendly conversation.
However, when Battler gets serious (indicated by the lack of music) and tells her to never pull such a trick again, since the two of them are enemies. Beatrice realizes Battler's serious expression and that it's important that she doesn't do this again, as he will fall for it again. He already has completely fallen for Beatrice at this point and knows that he will take any

chance he can get to see her as not his enemy. (Observation, Emotional Perception)
After realizing this, Beatrice immediately falls back into her evil witch role and tells him that they have to be enemies herself. (Social Skills, Strategy, Acting, Indirect Manipulation, Emotional Manipulation, Psychological Manipulation)

Meta-Ange enters the scene after some time. She talks to Battler about how he should take the game more seriously and actively try to defeat Beatrice instead of whatever he was doing in Episode 3.
Note that Beatrice invited Ange, therefore she probably brought her into the game with her supporting Battler in mind, due to her being his sister. This was done so that Battler has support now that Virgilia has turned on him. (Planning, Strategy, Cold Reading, Indirect Manipulation)

When Ange talks with Battler over a potential tactic, Beatrice interferes and sows some distrust between them... or at least tries. (Sabotaging)



This makes sense as she is hinting at the idea that Ange is another accomplice of her on the Meta-Level, similar to how Virgilia was one.
This is in line with the mystery of this Episode, as it tries to tell Battler that practically everyone could be an accomplice.
(Strategy)

Real World-Ange for the first time talks about the message bottles. The whole story on the gameboard of Episode 1 and 2 were written down and thrown into the sea via message bottles. They were signed with “Ushiromiya Maria”.
However, the hand writing matches that of “Beatrice” who also signed something in Marias grimoire.
Therefore, Beatrice signed the message bottles under a false name. Since Maria would be dead after she sent the bottles however, no one could refute the author actually being Maria.
(Misdirection, Prediction, Planning)

We will take a closer look at the message bottles at a later point in the story, however. Let’s focus on the gameboard for now.

Beatrice shows a scene in which the adults talk about seeing Kinzo once again. They talk about not seeing him for a long time and Nanjo only giving him 3 more months to live years prior. Kyrie even directly states the theory that she and the other adults (not counting Natsuhi and Krauss) think that Kinzo is already dead at this point.

This is all a part of a giant hint Beatrice is giving here, as she even takes the hints that were given in the story up until this point and just gives the observer a clear theory and idea. Knowing that Kinzo is actually dead is one of the easiest ways to identify the accomplices. (Planning)

After discussing this possibility with Battler, Ange explains to him that Beatrice HAS to use the red against him.
Here, Beatrice introduces the blue in order to make all of this more simple and give Battler this method to refute her. (Strategy)
However, Beatrice also adds the rule, through debating with Ange, that she can refute the blue truths at the very last minute of the gameboard, therefore not confirming or denying Battler's theories sooner therefore forcing him to keep track of multiple theories at once and forcing him to keep on thinking. Through this she can also guarantee that Battler pays attention to everything happening on the gameboard, so that he may see and understand her hints.(Strategy, Indirect Manipulation, Logical Manipulation, Social Skills)

On the gameboard, Krauss basically just doesn't care about those accusations. Shortly after, we are shown Natsuhi and Krauss talking to Kinzo. (Misdirection, Fabrication, Planning)
This is an even more obvious set up to the whole "Illusion scenes can exist even without magic"-Thinking Line that Beatrice wants to invoke in Battler as well.

This line of thinking is the following;
-Natsuhi meets with Kinzo
-This scene doesn't have any magic at first
-Kinzo is dead
-The scene has to be fantasy
-Even scenes that supposedly don't feature magic can be fantasy
-Battler can only trust this, which he sees himself
-By achieving this line of thinking, many mysteries, for example the First Twilight in the Second Episode, can be explained by deeming it as fantasy

We see a scene of Beatrice (or in this specific scene most likely Yasu) and Maria talking together. I won't get into specifics here, but it's just a pretty interesting talk over magic, showing just how perfectly Yasu socialized with Maria. (FSSQ, FSEQ) It also references that Yasu has learned "creating creatures from zero" from Maria, referencing Maria giving Sakutaro life and Yasu giving Kanon life. (Learning Ability) However, this last part goes into more of a speculation territory and is only little hinted at.

Kinzo's appearance & First Twilight

Now, let's get back to the gameboard.
While the adults and servants stay in the mansion, the cousins together with Shannon go to the guesthouse.
We also get a very specific line from Shannon when the cousins talk about getting a share of the money;



While this can, and probably will, be seen as just a reference to Shannon's love for George, it's also a hidden hint at Yasu's struggle, despite having found the gold. This should hint at Beato's heart. (Planning)

Another thing that really becomes apparent in this scene, but also was existent at almost all of the scenes up until this point which included Jessica, George and Battler;
Jessica and Kanon form a pair, George and Shannon form a pair and, from now on, Battler and Beatrice form a pair.

Kanon, Shannon and Beatrice were often shown to have some sort of relationship to each other.
All of this is just one big hint regarding Yasu's identity that can be shown even more clearly on the gameboard. (Planning)

To counter Battler's theory of Kinzo already being dead, Beatrice finally lets Kinzo appear on the gameboard, presenting himself to the adults. This obviously another fantasy scene, however, by showing Kinzo so openly, she has two intentions:
a) Since Kinzo is shown, there is no need for a red truth as you can clearly see him alive and well. (Fabrication, Misdirection)
b) Obviously, Beatrice is aware that Battler can see through this deception. This scene is a hint regarding fantasy scenes and the fact that even scenes that don't have anything unnatural about them can be fantasy. (Planning)
c) When Beatrice later on has to confess that Kinzo is already dead, this scene will get back into Battler's mind. This scene, where everyone seemingly sees Kinzo, is the biggest hint regarding the accomplices of this Episode; Which is practically everyone. (Planning)

Another interesting thing in this gameboard is the fact that Maria claims to have received the umbrella from Kinzo himself. This adds onto the illusion of Kinzo being alive (Misdirection, Resource Management) as well as the strategy of showing Battler that testimonies can and will be faked by accomplices, since this is obviously a lie. (Strategy)

When Kinzo appears, he talks about the fact that no one has solved the epitaph and that this is very disappointing to him. This is another clear hint that solving the epitaph is one of the most important things on the gameboard, as only by solving it one can really avoid dying. (Planning)



After insulting their incompetence for quite some time, Kinzo finally says that he will test his grandchildren and decide which one of them gets the headship.
This is another subtle hint regarding Yasu's dilemma right now; They have to choose which "life" with which grandkid they take: Do they take the life with Jessica, acting as Kanon? Do they take the life with George, acting as Shannon? Do they take the life with Maria, acting as her witch-friend Beatrice? Do they take the life with Battler, acting as Meta-Beatrice?

This dilemma of Yasu is more or less hinted at in this scenario. (Planning)

Now, Kinzo goes on and talks about the ritual he is about to perform, aka, the epitaph murders.
Nanjo reacts to this, hinting that he might have already known this before.



This is another hint that Nanjo is an accomplice, since he already heard about this plan before. (Planning, Indirect Manipulation)
Also, Kinzo talks about the ways to stop the ritual:



This is clearly a projection of Yasu and therefore the clearest hint we have ever gotten on how to survive the massacre. Only by solving the epitaph can the bomb be found and the ritual may be stopped by killing the culprit, however the bomb will still go off. (Planning)

Kinzo then summons the Chiester Sisters and tells them that they can kill 6 random people. They then kill Eva, Natsuhi, Hideyoshi, Rosa, Rudolf and Genji.
While all of this happens, Kanon and Shannon stay very calm and accept everything happening around them. This is especially strange if you look at the reactions Kanon had in the past in such situations. Also, Kanon states the following;



While it isn’t uncommon for Kanon to talk about being furniture, being called the witch’s pieces is something new and should serve as an even clearer hint regarding Yasu’s identity. The same can be said for Kanon staying calm and accepting everything around him, which could be seen as Kanon and

Shannon knowing that they are safe in this scenario.
(Planning)

He then summons his “magical friends” which contain Ronove, Virgilia and Gaap.



An interesting thing about this is the fact that Virgilia is called Virgilia here, as she has originally obtained this name via Battler in the last game. Kinzo knowing her under this name would therefore be impossible. Him calling those his friends and him knowing Virgilia’s name are clear hints that this scene is not only fantasy, but that the Kinzo in this situation is actually a metaphor for Beatrice, or more specifically, Yasu. (Planning)

Now let’s take a look at Gaap.
Gaap uses portals to make people and corpses disappear. She also contains some hints.

For one, she is a reference to the third of Yasu's main accomplices, Nanjo. Gaap making people "disappear" is a reference to Nanjo lying about people's life or death status, although this is a bit of a stretch.
And, even though this is even more subtly, Gaap's design having blue eyes and blonde hair as well is a subtle hint of Gaap being the original Beatrice that Yasu imagined, even though this is even more of a stretch. (Planning)

Gaap then makes Krauss, Kyrie, Nanjo, Kanon and Shannon disappear via her portals. Gohda and Kumasawa flee the scene.

Now, let's go into further detail.
Kinzo, and the whole scene in particular, stating the sacrifices for the first Twilight to be picked at random is a lie, made in order to deceive Battler into thinking that it is actually random and that there is no reason to specifically let those live, who live. (Misdirection, Fabrication, Indirect Manipulation, Logical Manipulation)
However, if Battler really thinks about this, which Beatrice wants, he will realize that everyone who is still alive is actually an accomplice in some way; Shannon and Kanon are part of Yasu, Nanjo is one of her main accomplices and Kyrie and Krauss are the specific accomplices for this very Episode. (Planning)

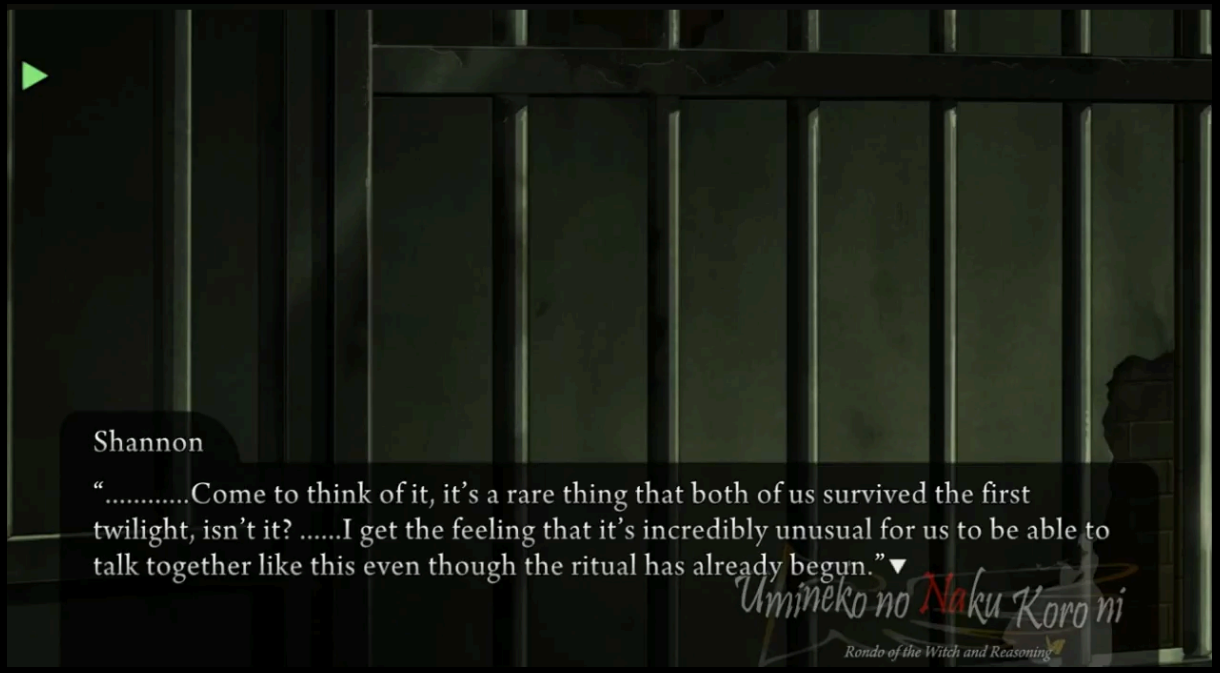
The victims were killed in a very specific way; By blowing half their head off, they are 100% dead, however, they can't be

mistaken for someone else either, therefore destroying the possibility of thinking something like that. (Strategy, Planning)

This also subconsciously makes Battler remember the First Twilight of the First Episode, in which the bodies whose faces were completely smashed couldn't be clearly defined, therefore making it possible for body doubles to exist. Making Battler remember this possibility subconsciously gives him another giant hint to the solution to the first Episode. (Planning, Indirect Manipulation)
Beato also threatens to cut all of Battler's theories down at the very end, forcing Battler to come up with a bunch of new theories since his current ones could be wrong. (Direct Manipulation, Psychological Manipulation, Logical Manipulation, Bluffing, Misdirection, Strategy)

The next time we see Kyrie, Krauss, Kanon, Shannon and Nanjo, they are locked inside a mysterious underground prison. This prison was described as ancient and long forgotten. Not even Krauss knew about this prison.
This whole scene is just one giant deception, as is every scene that will play out down here, trying to deceive Battler into thinking that they were not only teleported by magic, which would strengthen the illusion of the witch, but also to let him think that Kyrie, Krauss, etc. are being held captive. (Fabrication, Misdirection)

Beatrice's deeper aim with this is to make Battler question this, since he obviously knows that no magic shall exist, therefore questioning the whole scene and asking himself if there is a reason for those to be there specifically.
This is also strengthened when Kanon and Shannon just shortly after talk about the fact that the two of them survived the First Twilight together, which is pretty uncommon. This is obviously a giant hint, since both Shannon and Kanon are aware of the existence of multiple gameboards, casting suspicion onto them. It's also a direct hint regarding Kanon and Shannon being the same person, since they rarely survive at the same time, giving Yasu a better mobility. (Planning)



Also, the fact that even Krauss doesn't know this dungeon raises the question how Beatrice knows about it, hinting that she knows more about the island, and with that about Kinzo since he is the owner of the island, and with that about the epitaph as it was set up by Kinzo himself. Basically, showing

the existence of this dungeon is a giant hint that Beatrice has solved the epitaph or at least knows a whole lot. (Planning) Also, Kyrie thinks about how exactly they were moved to the dungeon; Showing her thinking about the possibilities of how they were moved makes it appear as though they really were moved, since Kyrie is generally smart and has, on multiple occasions proven to try to deny the witch's illusions herself. They weren't really moved in any way, however due to showing Kyrie thinking, this makes it appear as though they were. (Misdirection, Logical Manipulation, Psychological Manipulation, Indirect Manipulation)

Also, everyone there is specifically picked out in order to make the cousins (minus Maria) fall for the deceptions that are to come easier, since each of them trust at least one person there; Battler trusts Kyrie, George trusts Shannon, Jessica trusts Krauss and Kanon. (Emotional Manipulation, Psychological Manipulation, Strategy, Planning, Psychological Profiling, Emotional Understanding, Hot Reading)

Cut to the guesthouse, Gohda has already told everyone about Kinzo going around killing people. Krauss finally calls them and tells Jessica that they should under no circumstances go out of the guesthouse. This is done to keep those remaining locked up inside the guesthouse to prevent them from going around and discovering that Kyrie, Krauss and Co. aren't actually captured, so that they can keep on being Yasu's valuable accomplices. (Resource Management, Emotional

Manipulation, Logical Manipulation, Psychological Manipulation, Indirect Manipulation, Misdirection, Fabrication, Bluffing)

Later on, when Gohda talks with the cousins, he slips up and mentions that they were killed through a gun.



Piece-Battler instantly comments on this and the fact that it would have to be a pretty strong gun if it could smash their heads.
While this may be unfavorable for Piece-Yasu, it is another carefully placed hint by Meta-Beatrice; Gohda is not only another accomplice and the whole magic story is a lie, but Gohda is also not really a good accomplice since he slips up, showing how he isn't usually one. (Planning)

Meanwhile, in the real world, Ange learns that the relatives of the victims have gotten a whole lot of money via envelopes.

The process used to distribute the money is the following;

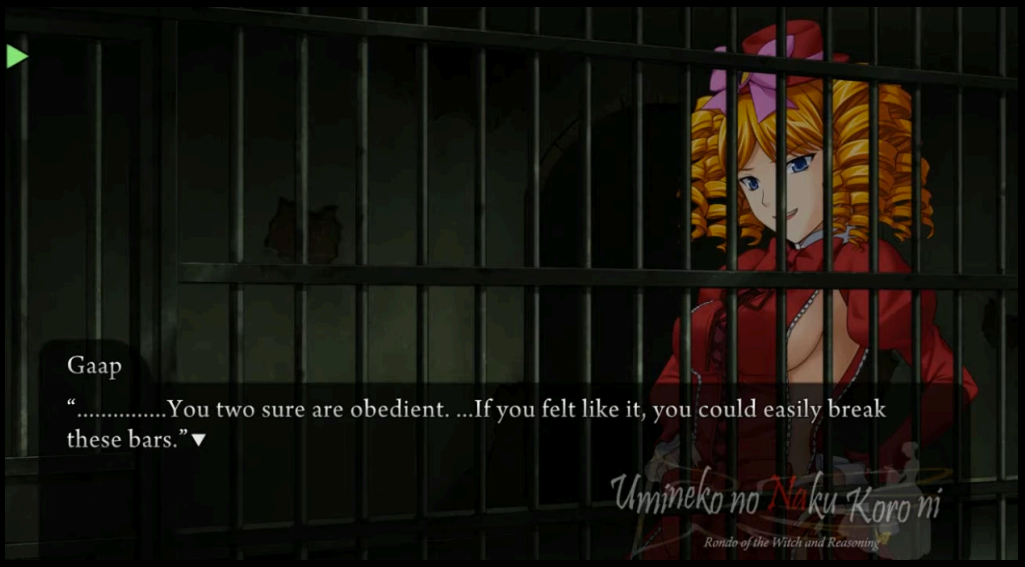
-The money, which was achieved with the gold, was put into a bank account.
-This bank account has multiple safes, each one to be opened via a specific key card.
-There are 20 safes in total.
-While you need a key to enter the room with the safes, you also need a specific PIN, which is actually the one mentioned in EP3. You do not have to identify yourself, which was done in order to make the bank account approachable for everyone.
-From Nanjo's son, we learn that there were roughly 20 safes, his one containing 100 million yen, which is why it's safe to assume every safe to contain 100 million yen.
-This money is sent as an apology, since their relatives were taken away.
-The key, keycard and PIN were sent a day before the conference, however they only arrived later on.
-The method of sending was also unconventional:
The letters were actually made to look like they came from the sender themselves. However, there purposely wasn't an addressee, which sent the letters directly back to the sender, which was fabricated. Through this, the letter cannot be traced back and didn't draw attention to itself in any way.
-So, since the families fate was 100% sealed, Yasu sent the money early on to probably around 20 people who had any

connection to the victims of the massacre in order to apologize.
-In order to do this, Yasu had to collect information about all of these 20 people without raising suspicion in any way.
(Planning, Information Gathering, Concealment, Prediction)

Second Twilight

Krauss informs Jessica, or really all the cousins, about “Kinzo’s test”. He stutters multiple times and asks “Kinzo” for clearer instructions. This obviously indicates that Krauss is given instructions, however, when it later on gets revealed that Kinzo doesn’t exist at this point, the question gets raised who then gives Krauss the commands. Through this, the number of possible suspects gets shrinked a whole lot. (Resource Management, Misdirection, Fabrication, Concealment, Planning)

We also get another clear hint regarding Yasu’s identity;





Gaap of all people tells Kanon and Shannon that they would be able to break out of “these bars”, however that would end the game. This is obviously a desperate cry for help and another hint from Beatrice, since both Shannon and Kanon are “trapped” inside her and could be the ones to “end the game” through resisting. (Planning, Indirect Manipulation)

The cousins are ordered to lock both Kumasawa and Gohda inside the warehouse to prevent them from interfering with the test. This is more or less the truth, however it is also done to create the staged suicide later on. (Psychological Manipulation, Logical Manipulation, Misdirection, Concealment, Planning)

The two of them finally get locked up in there, which is also possible since the two of them are accomplices. They do, however, act like they don’t want to be there. (Resource Management, Planning, Misdirection, Concealment)

Throughout all of Episode 4, we are constantly shown countless fantasy scenes, whether they feature Kinzo, the Chiester Sisters, Shannon and Kanon next to each other and so on. Basically, we just see a whole lot of fantasy. (Fabrication, Misdirection)

Through Krauss and Kyrie telling them, the cousins permanently have the feeling of the island being flooded with people watching them, which makes them believe that they

could be killed every moment. Because of this, they don't actually fear going to the test since the possibility of them being called out just to be killed is very slim since the people watching them could easily kill them if they wanted to. However, since no such people exist, this is a perfect trap. (Logical Manipulation, Psychological Manipulation, Fabrication, Misdirection, Resource Management, Hot Reading, Strategy)
Also, Kyrie at this point calls Battler her son, to which Battler calls her his mom. This is a set up to make Battler trust Kyrie more. (Planning, Emotional Understanding)

Jessica was called out as the first of them.

Then, Shannon tells George where to go next. Since Shannon is the one to give the instructions to George, he is automatically softened and lets his guard down. He doesn't even try to imagine her to fool him in any way, which is why he easily leaves after her call. (Emotional Manipulation, Direct Manipulation, Psychological Manipulation, Emotional Understanding)
Now let's begin the second Twilight.
Jessica enters the room and Ronove appears.
Since Meta-Beatrice realized that Meta-Battler didn't seem to grasp the whole Ronove-Genji hint, she drops an even clearer one here through their conversation. (Planning)



Let’s skip ahead a bit, we basically get a ridiculous amount of fantasy scenes that make it more obvious than ever before that what is shown is nothing but fiction. (Planning, Fabrication, Misdirection)

After a great amount of fantasy happens (I'm talking really much, really unbelievable things, like Jessica being killed and then revived kind of things), Jessica calls Battler.
She tells him that their enemies aren't human and informs him that they can use magic. Fighting them is useless. By making Jessica say this (either by bribing her like the manga implies or by simply threatening her) Piece-Battler automatically not only fears what's to come, but also slightly abandons the idea of fighting back. The test is the only way with which he can solve this whole ordeal, fighting would be useless. Because of this, he is being brought to focus on the test, which is important for Beatrice. (Planning, Acting, Misdirection, Resource Management, Threatening, Indirect Manipulation, Emotional Manipulation, Psychological Manipulation)

Shortly after, after yet another great amount of fantasy scenes, Kyrie actually calls Battler and tells him about all the magic that happened in detail and predicts that she herself will die shortly after. Making Kyrie, as one of the main accomplices in this Episode, be the one to say this to Battler, Beatrice gains quite an advantage; Since Kyrie always was logically thinking and one of the most smart people Battler knew, her claiming that magic exists helps a lot in making Battler certain that those things are actually happening and that he shouldn't doubt them, which directly corresponds with the goal Meta-Beatrice tries to get. This could very well be a hint that Kyrie is actually cooperating with Beatrice right here. Also,

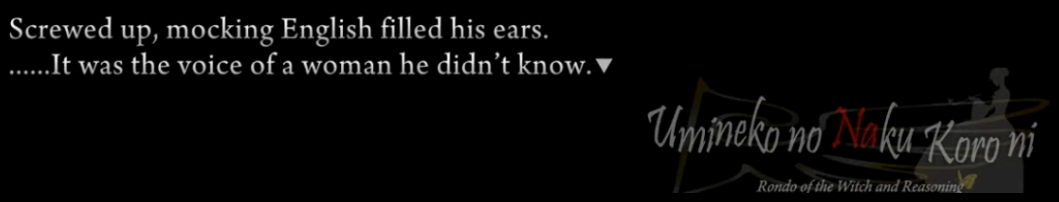
since Kyrie early on strengthened her relationship with Battler by calling him her son (and him calling her his mom), Battler trusts Kyrie even more and couldn't possibly think of her as an accomplice. (Planning, Resource Management, Emotional Manipulation, Psychological Manipulation, Observation, Fabrication, Misdirection, Emotional Understanding, Hot Reading)



We hear a shot going off and Kyrie presumably dies here.
We now have 13 victims, meaning we have reached the point in the epitaph in which Beatrice should revive. (Planning)

Confrontation with Beatrice

Piece-Battler wants to run off. However, just then, they get called. He stops, Maria already took the call.
Battler takes the receiver from her and Maria goes off to her test.
After taking the receiver, he hears Piece-Beatrice, talking to him in English. (VCI) By speaking English, she strengthens the illusion of her being a western witch, since she uses western language. (Misdirection)



He doesn't recognize the voice. Although he has just heard Shannon's voice and is probably trying to connect the voice to someone he knows, he cannot connect it to everyone. Therefore, Yasu can perfectly adjust their voice and did so to deceive Battler. (Acting)

Battler thinks about who could possibly be this person.

▶

.....Who—the inside of his head was starting to freeze up—.....who.....▼



Beatrice predicted Battler's thoughts and responds to his thoughts alone: (Prediction)

▶

Beatrice

"What do you mean 'who', Ushiromiya Battleeeeer...?



During the whole talk with Battler, Beatrice acts as though she really was revived just recently and as if Kinzo is right next to her. The latter is strengthened by showing Kinzo being next to her in the study, which is a cleverly placed Fantasy-Scene. (Misdirection, Fabrication, Concealment)

During all of this, she also acts drunk. When looking at future scenes, however, she clearly isn't actually drunk but instead only acting as though. (Acting)
Through acting provoking with Battler here, Beatrice obviously triggers him and lures him to where she tells him. (Social Engineering, Emotional Manipulation, Psychological Manipulation, Direct Manipulation) She can do this since she has created a profile of Battler, only through the short conversations he had with them earlier that day, as well as maybe through the conversations he had over the phone that day. (Psychological Profiling)

Battler runs out of the house and, before running to Beatrice, checks on Kumasawa and Gohda.
The two of them have seemingly hanged themselves.
In reality, Yasu used their influence on the two of them and the fact that they trust them, since from their point of view they can trust Yasu, to easily enter the shudder and kill the two of them. They then hung them and made the scene look like a suicide. They locked the shudder from the outside and threw the key inside the room, making it seem like an impossible murder. (Planning, Strategy, Logical Manipulation, Misdirection, Influence, Resource Management)

On the way to the mansion he sees George's corpse. The corpse was not brought away in order to invoke fear and

anxiety into Battler. (Emotional Manipulation, Psychological Manipulation, Indirect Manipulation, Fear Inducement)

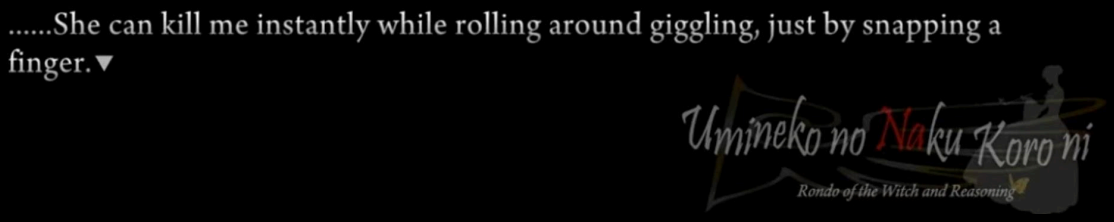
Beatrice openly shows herself to Battler as he arrives by the mansion.

By this, the idea of Kinzo being with Maria and taking her test with her, which was already spoken about when Beatrice was on the phone, gets strengthened. Therefore, the illusion of Kinzo being alive gets strengthened. (Misdirection, Fabrication, Concealment)

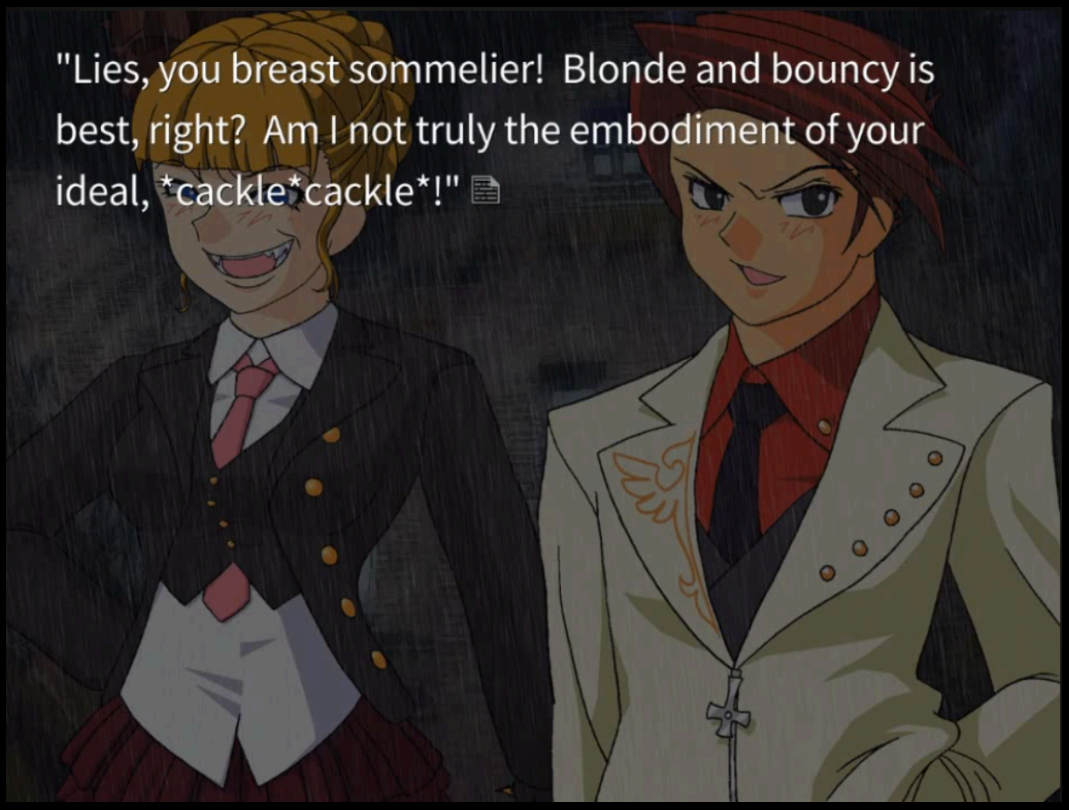
By showing Piece-Beatrice to Battler here, the possibility of Piece-Beatrice in Episode 2 being nothing more than an illusion is being shut down. (Planning)
It also produces the following line of thinking, that Beatrice wants Battler to understand;
-Everyone besides Battler, Maria and Kinzo seems to be dead.
-There are only 18 people on the island
-Despite that, Piece-Beatrice is physically here
-Neither Battler nor Maria nor Kinzo could possibly be Piece-Beatrice.
-Therefore, one of the seemingly dead people has to be Piece-Beatrice.
-This introduces the idea of faking ones death to Battler even more clearly than ever before (Planning)

The two of them talk for a bit and Piece-Battler at this point really 100% believes Beatrice before him to be able to kill her, either by magic or by ordering her underlings. Both of these assumptions are wrong, since neither magic nor the underlings exist. This just shows how much Beatrice has manipulated and deceived Battler in this whole gameboard through her actions. (Overall Manipulation, Misdirection, Fabrication, Bluffing)

▶



Beatrice has locked up every way into the mansion to prohibit Battler from entering in any way. (Planning)



Beatrice mentions Battler's exact type in women word for word, which he told her 6 years ago. She has remembered it for all that time and now throws it back to him in order to hint her true identity to him specifically. (Strategy, Long Term Memory, Indirect Manipulation)

Beatrice wants Battler to remember his sin. She talks about how wrong it was of him to throw away the Ushiromiya name, since there is more to the Ushiromiya family than Rudolf. With this, she wants to hint that another person would have needed him, however he never showed up. (Strategy, Indirect Manipulation, Planning)

Battler doesn't understand this hint and instead talks about his reasons for leaving the family and coming back.

Beatrice straight up tells him that she has no interest in any of this, showing how the matter she is interested in has something to do with leaving, as well as has nothing to do with the “immediate family affairs”). (Strategy)

Switching to the Meta-World, Meta-Beatrice tells Battler that she didn’t exist 6 years ago, hinting at the fact that Beatrice has manifested in those 6 years. She also denies that Beatrice has any connection with the sin. For those two things she uses the red truth. Despite that, the sin seems to affect her. Therefore, Beatrice does not count as any person that existed back then but instead was “created”. Together with the fact that Beatrice wants Battler to apologize despite this, she is implying that Beatrice is actually some sort of split personality, which is yet another giant hint. (Strategy, Logical Reasoning, VCI)

Beatrice also explains that Battler was one of the reasons for this massacre, showing part of her motive. (Strategy)

Following this scene, we see another fantasy scene on the gameboard: (Fabrication. Misdirection)

She burns Kinzo once again. This makes 3 out of 3 Kinzo deaths on the gameboard (not counting Ep 2 since it happens after the game finished) have the same death method; Burning. At least on the surface. This hints that any other

method of killing Kinzo would reveal something, which is of course the fact that he was dead for quite some time. (Strategy)

Beatrice, at this point, gives up. She has given up her hope of Battler solving the game and wants to stop the game; She wants to abandon the game. By doing this, she ends the game without ending it; She simply doesn't make her move ever again, therefore forcing Battler to wait for all eternity. (Strategy, Abstract Reasoning)

After Battler, Ange, Lambda and Bern try to get her back to playing the game, Beatrice initiates a strategy to not only utterly break Battler, but also to gain her goal of not having to play the game:

First of all, she asks Battler if he will step down from the game. He obviously doesn't. Because of this, Beatrice wants the witches around them to confirm that because Battler doesn't want to step down as her opponent, she cannot abandon this game. (Indirect Manipulation, Abstract Reasoning, Planning) She then poses the following question: Is the man before her even qualified to be her opponent?

Beatrice's plan is the following: She wants to make Battler believe that he is not actually Battler. She wants to achieve this through using the red truth to corner him and deceive him.

Beatrice wants the witches' guarantee to not interrupt the two of them in any way to prevent them from helping Battler.

Both Bern and Lambda acknowledge this and won't interfere. Beatrice knows that the two of them will keep their word and not interfere, due to their personalities and their passive nature on this gameboard. (Hot Reading, Psychological Profiling, Prediction)
Ange, however, is dangerous. Just as she figures out what Beatrice is planning, which Beatrice observes through her trying to stop Battler by telling him something (Observation), Beatrice wipes her off the gameboard to prevent her from warning Battler. (Strategy)

Beato states that she “opened this game in order to fight Kinzo’s grandchild Battler.”
Now, she wants to make Battler repeat the following;
“Ushiromiya Battler is Ushiromiya Asumu’s son.”
Battler, not knowing what’s to come, repeats this in red.
She then asks Battler to state his name, which he also states in red.
She then asks Battler to say that Battler was born from Asumu, which he also confirms.
When she now wants Battler to repeat that he was born from Asumu, he cannot repeat it.

He can’t repeat it since he is actually Kyrie’s son. Asumu’s son was stillborn. Rudolf switched the two children at birth. This

strategy was only possible because of Beatrice knowing this. Neither Asumu nor Kyrie nor Battler themselves knew that. Rudolf also said that he wanted to take this to his grave. He even paid the hospital to cover it up. Despite that, she knew it. (Information Gathering)

Beatrice then goes on and talks about how Battler didn't repeat the repetition request of being Kinzo's grandchild, Ushiromiya Battler, and is therefore not qualified as her opponent. Since Battler didn't use the red to counter Beato's blue which said "You are not qualified", he lost the right as her opponent.
He didn't answer this because she threw reds about his mother at him. She only brings up his lack of countering regarding her first blue now after she has completely messed with his mind and moved the focus of the conversation to him not actually being Asumu's son. By doing this she makes Battler believe that the original Battler is actually Asumu's son, which he also confirmed with the red truth. This was only possible due to the stillbirth also carrying the name Battler. Battler now knows that he isn't Asumu's son and because of Beatrice's reasoning she just used, he actually believes that he isn't Kinzo's grandchild because of this. (Overall Reasoning, Gaslighting, Insanity Inducement, Psychological Manipulation, Sophistry)

TLDR: Battler thinks Asumu's son = Kinzo's grandchild, Beato knows about very secret info and can make Battler confess that Battler =/= Asumu's son, therefore Battler thinks he isn't

Kinzo's grandchild and therefore he isn't qualified as her opponent.

Beatrice then completely denies the possibility of Battler being Asumu's son through the red truth. (Strategy)

She also reasons that the real Ushiromiya Battler would have known about the sin, adding onto her argument of Battler not being the real one. (Reasoning)
She also figures that the Battler before her right now must have to do something with a plot Rudolf has in order to gain the headship. (Misdirection, Analogical Reasoning)

Through those methods used, Battler began questioning his own existence. Despite having all of his memories, he questions if he even is himself. (Insanity Inducement, Gaslighting, Psychological Manipulation)



He even “kills” himself on the Meta plane (which just means he completely stops thinking). (Suicide Inducement)

Beatrice then straight up leaves and goes to Maria.

Some time later, Ange comes to them and interrupts their time together; Beato gets pulled back to the gameboard.

Beato is now forced to play again. However, Battler is still not back in the correct shape of mind. Through Ange, however, he can regain his consciousness. While Ange tries to give him back his sense of consciousness, Beato realises this opportunity. (Observation) She hops back into her witch persona to mock Battler and raise his determination, just like she used to. (Acting, Indirect Manipulation, Strategy, Emotional Understanding)



Ange shortly after dies since she revealed herself. The only thing remaining is a pile of blood and minced meat.

Beatrice keeps her calm while seeing the brutal process of Ange being turned to minced meat through ripping her into pieces. (AQ)

After this, she reacts very coldly and without empathy to Battler, taunting him in order to get him fired up so that he will not only end the game, but finally put her to rest. (Strategy, Acting)



Tea Party #4

Let's get back to the gameboard: Piece-Battler finds the master keys at the chapel and enters the mansion with them.

Also, while not even Umineko itself really treats this as an important mystery, I would like to point out the murder of Maria.
So basically, Yasu killed Maria between the time she hung up the phone on Battler and before Battler had met her. To kill Maria in this time, Yasu had to predict that Battler would first check up on Kumasawa and Gohda, which she could safely predict since she has not only invoked the thought of there being many enemies in Battler, but also because she knows how he thinks at this point. She would have to kill Maria, place her corpse near Rosa, place the keys at the chapel (which she could have done earlier as well) and then await Battler.
After this, she lied to Battler in order to lure him to the chapel where he could find the keys. While Battler went there, Yasu changed her outfit, left the mansion and positioned herself in the way she would later on be found. (Strategy, Misdirection, Fabrication, Prediction, Psychological Profiling, Direct Manipulation, Fear Inducement, Hot Reading, Planning)

Piece-Battler basically finds every corpse. The most prominent hints among those are the following;
-Kanon's corpse is, once again, not found.

-Maria's corpse was poisoned, a very tame method of murder. It wouldn't be easy to kill her without her resisting, hinting at the fact that she is an accomplice most of the time.
-Kinzo being, once more, burnt in the boiler room.

Jessica was found in exactly the way she described it.
This was probably possible because Yasu in the form of Kanon had convinced her that all of this is one giant mystery game and that she told this to Battler. Jessica totally believed her, at least until Kanon just killed her after the call.
The same can probably be said for Kyrie, which is even more impressive as Kyrie is a very sharp person who one would expect to predict Yasu's schemes. (Misdirection, Concealment, Direct Manipulation, Emotional Manipulation)

Yasu killed themselves in the Shannon disguise in the same way she did in Episode 2, although she now dropped the gun into a well which Battler is incapable of searching due to a shudder. In this, she hides that this was a suicide.
(Misdirection, Concealment, Planning)

Piece-Battler can't find Kanon's corpse, therefore Beatrice confirms his death with the red truth, in which she counts Shannon and Kanon as different persons, misleading Battler yet again. (VCI, Strategy, Concealment, Misdirection)

Meta-Beatrice and Meta-Battler finally meet again. At the start of their conversation, Meta-Beatrice talks about Ange quite a

bit. She calls her a good piece or a good trump-card, but never more. Battler asks her to stop, but despite that she keeps on talking about her. This makes Battler really angry, which is exactly what Beatrice aimed for since she wants him to get serious and finally put her to rest. (Emotional Manipulation, Direct Manipulation, Individual Manipulation)

Now begins the final, giant logic battle of the Questions Arc. Every theory that Battler shoots at her here is a stake which pierces Beato's body and causes her great pain. Despite this pain, Beato is able to keep her head calm and follow her strategies. (AQ)

Battler's first theory is the following; Kinzo is dead, therefore only 17 people on the island are known. Therefore, an unknown 18th person X could exist, that could commit many crimes.

Beato doesn't refuse nor confirm this theory at this point. Instead, she talks about certain murders and questions them further;

How were Gohda, George and Shannon killed and placed into a locked room murder in the final stage of the second twilight? This is the question that Beatrice throws back at Battler. After all, Rosa was in possession of all master keys. (Strategy)

Battler finally discovers something and points out the fact that with Rosa as an accomplice, this can be solved.

When talking about the third game, Beatrice pulls Battlers attention to George leaving through the window. While Battler already had a solution for this back in Episode 3, Beatrice still pointed it out to subconsciously make Battler think about why George left through the window. (Strategy)

Now they talk about this last, fourth game.
Beatrice knows that she can't claim Kinzo to be alive in red, since he simply isn't.

Therefore, she tries to distract Battler by stating that everyone present at the family conference acknowledged Kinzo's existence. (Misdirection, Concealment)
When Battler tries to reason Kinzo's life or death status to be inconsistent, Beatrice stops this by claiming the opposite in red: The life or death status of Kinzo is the same in every game. (Strategy) Through this, she can prevent Battler from bending the red truths to his will.

Beatrice refuses to listen to Battler's repetition request, which would instantly confirm Kinzo to be dead. She wants him to figure out that everyone present was an accomplice and therefore make him think of accomplices in the other game as well, through which he could kill her more easily. (Strategy)

Battler tries to reason that the name “Kinzo” is actually a title which is passed on and given to the next head.

With this, Battler finally disproves Kinzo’s existence and is about to end Beatrice.

It’s not as if Beatrice is anywhere near defeat; She can still counter everything Battler has brought up until this point. However, she decides to not do this, as she wants to die. (Strategy)

Since she was hit by quite some stakes up until this point, she is actually suffering. Why should she suffer deliberately? Through making herself suffer, which she could stop but doesn’t for her plan, she wants Battler to conclude the game and finally kill her. (Acting, Misdirection, AQ, Strategy)
Beatrice even goes back and tries to use trivial things like her making a marshmallow appear as magic in order to defeat Battler. By making her seem this pathetic, she tries to convince Battler that she really is as good as done for. (Misdirection, Acting, Concealment)

Battler, however, catches onto her. He asks her to keep on fighting. Beatrice even tells him to go back to his Ange, who is obviously very important to Battler. She tries to lure him to his sister in order for him to end her. (Emotional Manipulation, Psychological Manipulation, Direct Manipulation, Emotional Understanding)

Battler doesn't care and wants to end this fight with Beatrice with her giving her all up.

Beatrice pulls herself together, regulates her emotions and once more jumps into the role of the evil witch to end this. (Emotional Management, Deception)

Beatrice claims that there are no more than 17 people on the island. This, similarly to the first red truth regarding the number of people, does not state that there are exactly 17 people, but no more. This makes sense since there are actually 16 people on Rokkenjima. (VCI, Concealment, Strategy)
Through this, she counters all of Battler's theories up until this point.

They now go over each case again, which leads us back to the very first time I mentioned Episode 4; The Second Twilight of the First Episode.
Beatrice claims that both deaths were homicides, therefore eliminating any possibility of a suicide. (Strategy) Also, since everyone besides the "dead" had an alibi, this means that there must be people who work together and therefore faked an alibi together. This is what Beatrice's intention behind this red truth is. (Cause and Effect Reasoning)
However, Battler interprets this as one of the dead actually only playing dead and going around killing people while everyone believes them to be dead.

Beatrice lets this one pass, despite being able to counter it, therefore she has to tank another stake driving inside her. (Strategy, AQ, Concealment, Misdirection)

Next case, Kanon's murder:
Beatrice claims that no person, living or dead, could have killed Kanon at that time since everyone had alibis. While this holds the actual hint of Kanon just not actually dying at this point (Strategy) Battler tries to argue that he might have committed suicide. Beatrice denies this as well, adding onto the hint. This is also why she doesn't confirm that it was a homicide; She can't confirm any kind of death. (Strategy)

Battler claims that he died through an accident.
Beatrice lets this one pass, despite being able to counter it, therefore she has to tank another stake driving inside her. (Strategy, AQ, Concealment, Misdirection)

Onto the next murder; Beatrice claims that Maria is innocent, as well as claiming that all of the deaths were homicides. (Strategy)
When Battler points out the possibility of the culprit X who hid among the dead, Beatrice claims that there were no body doubles and that no fake corpses existed. This is a subtle hint, since there really was no body double. This red would normally counter Battler's theory for the second Twilight as well, however Beato doesn't call this out. This is either done so that she doesn't have to live even longer, or to hint at the fact

that the solution would still work if there just wasn't any corpse and everyone just pretended as if there was one. (Strategy, Concealment, Misdirection, Logical Reasoning)

Battler claims simultaneous murders, with Maria carrying the guns away. Beatrice instantly comments on the absurdity of this explanation, however she doesn't deny it either.
Beatrice lets this one pass, despite being able to counter it, therefore she has to tank another stake driving inside her. (Strategy, AQ, Concealment, Misdirection)

Battler explains Natsuhi's death through a trap as well.
Beatrice lets this one pass, despite being able to counter it, therefore she has to tank another stake driving inside her. (Strategy, AQ, Concealment, Misdirection)

Onto Episode 2:
Battler thinks about how he has to defeat her.

▶

.....Just by her existing there, we will be killed and made to suffer over and over,
.....and Ange will be burdened with a future of isolation...!!▼





Beatrice once again reads Battler's exact thoughts and then mocks him, as well as his sister, therefore firing him up even more. (Foresight, Psychological Profiling, Emotional Manipulation, Indirect Manipulation, Emotional Understanding)

Beatrice denies Battler's previous theory on how to defeat this locked room, therefore forcing him to think and hopefully finally figure out the accomplice trick. (Strategy)
She also strikes down Battler's theory about an autolock, as well as denying any sort of suicide or mutual murders, as well as denying someone hiding inside. (Strategy)

Battler cooks up the iconic "small bombs" theory. Beatrice laughs at how ridiculous it is, however she understands and foresees that Battler, having to use such pathetic theories, will

probably not solve this murder in the way she wants him to solve it. (Hot Reading, Prediction, Psychological Profiling)

Because of this, Beatrice lets this one pass, despite being able to counter it, therefore she has to tank another stake driving inside her. (Strategy, AQ, Concealment, Misdirection)

Battler easily solves Jessica's and Kanon's locked room. Beatrice draws his attention to the revived Kanon, once again trying to hint the accomplices to him. (Strategy)

He doesn't get this though and uses the "Kinzo-Title" theory once again, to which Beatrice submits.
Beatrice lets this one pass, despite being able to counter it, therefore she has to tank another stake driving inside her. (Strategy, AQ, Concealment, Misdirection)

Despite being able to counter Battler's blue truth regarding the murder in Natsuhi's room, she lets it pass since she wants to finally die. Therefore, she has to tank another stake driving inside her. (Strategy, AQ, Concealment, Misdirection)

After finishing the second game, Beatrice once more mocks Battler and makes fun of the gruesome way Ange died, in order to fire up Battler one last time. (Emotional Manipulation, Emotional Understanding)

Beatrice defends the first Twilight of the third Episode in many ways, basically making it even harder to solve then it already was. (Strategy) Battler overlooks a red truth by her and claims something that wouldn't be possible due to an already mentioned red truth denying it.

Beatrice lets this one pass regardless, despite being able to counter it, therefore she has to tank another stake driving inside her. (Strategy, AQ, Concealment, Misdirection)

Beatrice again mocks Battler, his family and Ange's death, in order to fire him up. (Manipulation)

The only mystery remaining is the one of Nanjo at the end of the third murder, as Battler had already solved everything else in the third and fourth Episode.

Beatrice tries to kill off every last sympathy Battler still has for her by talking about just how much she enjoys killing them again and again. (Manipulation)

Battler also apparently solves the final mystery.
Beatrice lets even this one pass, despite being able to counter it, therefore she has to tank another stake driving inside her. (Strategy, AQ, Concealment, Misdirection)

With this, Beatrice “dies” in Battlers arms because she deliberately didn’t counter any argument, finally achieving the rest she wanted.

The remaining feats

Now, before finishing the whole Question Arcs let's look at some feats that I haven't really talked about enough;

Through guilt tripping Genji, Nanjo and Kumasawa, Yasu had convinced them to work as her accomplices. She told Nanjo and Kumasawa that it would only be a set-up fake murder mystery, while she knew enough about Genji and could openly tell him the truth behind her plan. She knew that he would help her, since she had analysed him enough. (Guilt Tripping, Logical Manipulation, Psychological Manipulation, Concealment, Misdirection, Fabrication, Psychological Profiling, Hot Reading)
Even when the murders started and the bodies were either clearly dead, and most of the time decorated very cruel, or Nanjo, being the doctor, clearly identified them as dead, Yasu managed to keep Nanjo and Kumasawa under control and convinced them that either she isn't the one killing those or that there are fake body doubles there.
Despite the on-going murders, which are clearly NOT fake, Yasu continued to control and manipulate Nanjo and Kumasawa so that they did not confess, doubt or snitch on Yasu in any way, despite them still being a core part of the crime itself. (Direct Manipulation, Scapegoating, Concealment, Misdirection, Fabrication, Acting)


WE WANT TO REPAY THE COMPASSION YOU HAD FOR US WITH ANY CHANCE OF MAKING YOU HAPPY.
WE DON'T NEED ANY MONEY FOR THAT!
WE WILL DO WHATEVER IS IN OUR POWERS WHEN IT COMES TO YOU!
OF COURSE WE WILL PLAY ALONG!
DOCTOR NANJO, KUMASAWA -SAN, I HAVE A FAVOUR TO ASK OF YOU AS THE FAMILY HEAD.
I WILL GIVE YOU AS MANY INGOTS AS YOU WANT FOR IT ...
I WANT YOU TO DO EXACTLY AS I SAY DURING THE FAMILY CONFERENCE THIS YEAR
A MURDER MYSTERY GAME?
... YES.
GENJI -SAN, YOU ARE MY MOST LOYAL FURNITURE, ARE YOU NOT?!
... YES.
YOU WILL GRANT ME WHATEVER I ORDER YOU TO DO, RIGHT? AS FAMILY HEAD I CAN DO WITH THIS ISLAND AND THE HOUSEHOLD AS I PLEASE, RIGHT?

Yasu was also the one who switched the breaker and therefore shut down the phone line in order for her crimes to work without interference. (Strategy)

I also didn't mention a bunch of planted hints in Episode 1 and Episode 2, however you can be sure that there are a giant number of hints there as well. (Strategy)

All of Episodes 1 through 4 followed Knox's decalogue, therefore adding onto difficulty when creating each of the gameboards. (Planning)

She also completely kept Meta-Battler in the dark regarding most of the ways the gameboards worked. She also kept him in the dark regarding Knox's decalogue. (Information Control)

She also acted as both Shannon and Kanon throughout all of the Episodes. No one batted an eye, just showing how perfect her acting is. (Acting, Disguising)

She also managed to control her emotions when Battler was around most of the time, despite being incredibly miserable because of him and her emotions being completely messed up because of him. (Emotional Management)

She also had to be extra careful throughout all of Episode 4, since Lambda has threatened to put her into the worst kind of torture if she sensed that Beatrice is not going all out. (AQ)

Spoiler Free Summary 1: Question Arcs

The following will be a spoiler free and very superficial summary of Beatrice's best feats. It still has to be noted that those might be a bit of a spoiler in some way, however if you really want to know about the feats then you are better off reading this.

Meta-Beatrice:

-Beatrice wrote out 4 gameboards, which are 2 days full of content each, for 18 characters. In those gameboards, everyone was 100% faithful and even close relatives didn't sense anything wrong with them when they looked at those games from an outside view, showing just how well Beatrice understands certain people on those gameboards and how well she can replicate them/make it seem as though they really act like they do. (Planning, Psychological Profiling, Emotional Understanding)

-She sprinkled some scenes that are fantasy inside those gameboards in order to deceive her opponent, who has to deny any possibility of magic existing, into believing magic to exist. (Deception)

-She also sprinkled a great amount of hints inside all of those gameboards in order to make her opponent realize important

things in order to reach her true goal without her opponent noticing that she has more goals than just beating him. Those hints are sometimes simple, however they often require a giant amount of reasoning and thinking since Beatrice wants her opponent to think about everything. (Deception, Planning, Reasoning)

-She filled each of these gameboards with many seemingly impossible locked room murders, which are only solvable when Beatrice's opponent does/realizes something specific, which is exactly Beatrice's goal. (Planning)

-She had discussions with her opponent over events that happened on the gameboard, in which she used her words in clever ways, as well as used philosophical thought-concepts to defeat her opponent in logical debates, as well as fool them to believe certain things, as well as manipulate them into thinking in a way that Beatrice wants them to, as well as give them hints Beatrice wants them to get. (Strategy, VCI, Reasoning, Deception, Manipulation)

-She read the exact thoughts someone had (without any sort of hax obviously) and responded to them. (Foresight, Psychological Profiling)

-She made someone hate her with everything they had since she tortured them and their family, then managed to fix their relationship completely and make them fall in love with her, then made them hate her again in order to gain her goal. All of this was possible through her Emotional Understanding and Social Skills. (Emotional Understanding, Relationship Management, Seduction, Manipulation)

-Through clever use of supernatural methods (this does not include any hax once again) she manipulated someone to question their own existence and doubt if they even were themselves, despite having all of their memories. (Manipulation)
-She controlled most of the information regarding the way the duel with her opponent really worked and was able to manipulate the duel in a way that is most beneficial to her. (Information Control, Manipulation)
-Her body was pierced by ~10 stakes. She could have taken them out and stopped her suffering, however she kept on suffering, was still able to think perfectly clearly, and kept on suffering in order for her plan to work. (AQ)
-Made her opponent into her opponent by acting with them in a specific way. Through this specific way, she manipulated her opponent into doing what she wanted on multiple occasions. She had analyzed the character of her opponent thoroughly and was therefore able to completely abuse this in order to manipulate them. (Psychological Profiling, Emotional Understanding, Acting, Manipulation)
-Beatrice knew about information regarding certain characters and a certain character's birth that not even those involved knew; She knew something that was supposedly only known by one person + some hospital staff, however the hospital staff was bribed to keep quiet about it. Despite this, Beatrice knew. (Information Gathering)
-Beatrice predicted that her gameboard would be visited by certain characters that she never met. She also predicted that

one of those characters would position herself opposing to her and help her opponent and countered this by inviting their rival in order to gain an advantage. (Cold Reading, Foresight, Strategy)
-Beatrice perfectly understands the emotions of her enemy and is capable of perfectly abusing those in a way to benefit herself. Through those, she can also adapt herself in a way to make her strategies work better, as well as foreseeing the actions her opponent will take. (Emotional Understanding, Hot Reading, Foresight, Adaptability)
-Uses her witch-friends to fool her opponent, as well as make her opponent act the way she wants or convey information to them indirectly. (Resource Management)

<u>"Mystery"-Piece-Beatrice:</u>
-Commited a high number of murders:
-Most of these murders were complex and constructed in such a way that they appear to be impossible. Making them appear impossible made it appear as though they were done by a witch. Solving them is only possible by figuring out a certain secret.
-This secret was cleverly hidden by Beatrice acting and deceiving everyone there on a high level, as well as already starting this deception years prior.
-The whole illusion of the murders being committed by a witch is also strengthened by following an epitaph which describes an occult ritual. She also followed certain rules of the ritual and e.g. didn't kill people who had an occult

protective charm. She also decorated the scenes of the murders with occult things like stakes or blood circles.
-To commit these crimes, she used a variety of accomplices, mostly different ones per gameboard. She either bribed, guilt-tripped or manipulated them in order for her to be fully able to use them. She managed to deceive some of those accomplices by telling them that she either isn't the one who committed the murders, despite the accomplices actively helping her, or deceived them by convincing them that the corpses are actually prepared fake-body doubles, despite the bodies being clearly identifiable.
After manipulating them of either one of those options, she managed to keep them quiet about her schemes, as well as manipulated them into further helping her schemes.
-Predicted people's reactions to the murders due to their emotions and due to her understanding of their psyche and planned accordingly in advance to still be able to keep on murdering in an even harder setting, as they actively look out and try to stop the killing.
-Foresaw reactions to the murders and made them even more impossible through her understanding of their psyche.
(Foresight, Psychological Profiling)

-Through letters, which she overgave through either Maria or accomplices, she manipulated the groups actions by predicting their reactions, which was possible due to an understanding of their emotions and their psyche.

-Spread a lot of distrust in the group through certain murders which were supposedly only possible for certain people, through certain actions which she was capable of doing through witnesses, as well as through predicting the actions everyone is doing and setting up certain things in advance.
-Hurt themself significantly in order for her plans to work. (AQ, Strategy)
-Has built multiple good relationships with multiple people thanks to a deep understanding of their emotions, showing her social intellect. (Relationship Building, Social Skills, Emotional Understanding)
-Figured out the financial situation of the adults of the Ushiromiya family, which appear to be genuinely pretty wealthy in the public eye. (Information Gathering)
-Figured out information regarding ~20ish people who were close to/related to those who were present at the family conference. (Information Gathering)
-Is able to act as multiple different people through disguising herself, as well as modifying everything about her like her voice to perfectly act as multiple different people without anyone suspecting anything despite them knowing her pretty well. (Acting)
-She read the exact thoughts someone had (without any sort of hax obviously) and responded to them. (Foresight, Psychological Profiling)
-Tricked the world into believing message bottles, which tell of the stories happening, to be written by someone else through signing with another name. (Deception)

-Made those present at the conference believe in a witch despite them actively trying to deny it. (Deception)

"Fantasy"-Piece-Beatrice:

-Manipulated someone to break a magic mirror in order for her to be able to use magic again. (Manipulation)

-Let herself be blown up from the inside in order for her plans to work. (AQ)

-Defeated a mighty witch through clever tactics and deceiving her in a fight. (Strategy, Deception)

-Foresaw the entirety of a magic battle. (Foresight)

-Abused the emotions of certain characters to guilt trip them and manipulate their actions. (Manipulation, Emotional Understanding)

-Tricked people through clever use of her words and lured them into unwinnable scenarios. (Deception, Manipulation, VCI, Planning)

The Spoiler free summary of the Question Arc ends here.

EPISODE 5

Since Meta-Beatrice is gone for now, we will have to focus on the feats of both the Piece-Beatrice, as well as on Piece-Yasu.

Basically, Piece-Beatrice wants to raise Natsuhi's confidence and just help her overall. She does this by reviving Kinzo over and over again, so that Natsuhi can talk with him and learn what it means to be the head of the family, since she knows that Natsuhi looks up to Kinzo. (Strategy, Misdirection, Fabrication, Emotional Manipulation, Individual Manipulation, Indirect Manipulation, Emotional Understanding, Psychological Profiling)

One day, Natsuhi gets called. Genji tells her it's from the external line, which is a lie told by him in order to fool Natsuhi into believing that "The man from 18 years ago" is actually not on the island right now. (Resource Management, Misdirection)

In their conversation Beatrice makes it clear that she actually is the child of 19 years ago by revealing exclusive information about it. (Strategy) By telling her this now, just shortly before the family conference, which is already stressful for Natsuhi since she has to conceal Kinzo's death, even more stress is added and Natsuhi's mental state is weakened, making her easily manipulated. (Pressuring, Emotional Manipulation, Indirect Manipulation, Individual Manipulation)

Start of the conference

The family conference starts. This time, however, a character named “Erika Furudo” is also there. I won’t get to deep into it (also since I have made a doc for her, even though it’s not really that good) but she basically has an almost perfect Observation which lets her perfectly observe anything she needs to observe to solve crimes, hear everything in another room down to the breathing of certain people through a wall etc.

Despite this absolutely busted perception, Erika Furudo was unable to realize Yasu’s Shannon-Kanon disguises, since Yasu’s acting skills are even better than Erika’s perception. (Disguising, Acting)

After witnessing just a short conversation with the other adults, Piece-Beatrice instantly understands that they are suspicious of Kinzo being dead. (Observation)

Beatrice suggests switching up strategies and instead of keeping Kinzo’s ghost locked up in the study, they should let him escape out of it to use Kinzo fleeing as an argument. (Strategy)



Beatrice raised Natsuhi's spirit when she was despairing by encouraging her through making her remember that Kinzo believed in her. (Social Skills, Emotional Understanding, Emotional Manipulation, Strategy)

After Battler and Erika solve the epitaph on this gameboard, a big family discussion breaks out. Natsuhi leaves this discussion shortly after.

In this time, Yasu has left the discussion as well and then called Natsuhi, acting as the man from 19 years ago. Yasu had observed that she seemed to have headaches yet again and therefore mentioned this to her, inducing fear into her since she now either suspects one of her relatives or another person who knows about seemingly everything. (Individual

Manipulation, Emotional Manipulation, Strategy, Observation, Fear Inducement)

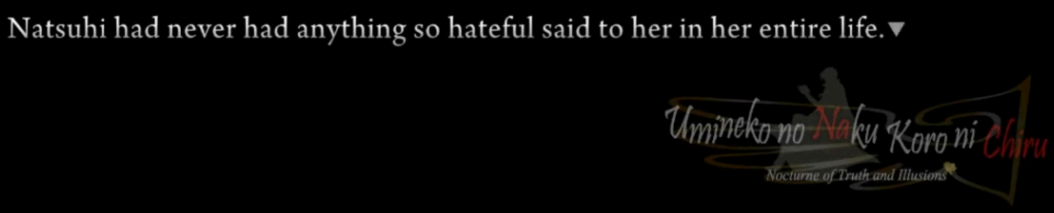


Over the phone they threatened Natsuhi subtly, since they openly give her the choice of hanging up, however they cannot guarantee anything after that. With this Natsuhi forces herself to keep the call going. (Emotional Manipulation, Threatening) Yasu asked what Natsuhi's favorite season is. They did, however, pre-prepare a page which contained Natsuhi's favorite season and told Natsuhi where this page was located. Yasu either knew about her favorite season since she told it to Shannon once, which would be a memory feat, or she pre-prepared 4 different pages in the room which would be an even better planning feat. Through this, Yasu once again intimidates Natsuhi. (Strategy, Planning, Memory, Fear Inducement)



Through statements like this, Yasu keeps control over Natsuhi and keeps on intimidating her. (Emotional Manipulation, Threatening, Fear Inducement)

Yasu lets Natsuhi suffer through pouring her with hateful statements, lowering Natsuhi's low self esteem even lower than it already was in order for her to become even easier to manipulate. (Direct Manipulation, Emotional Manipulation)



They also tell Natsuhi to stay in her room for the whole night in order to set her up as the main suspect in the “murders” to come. This works due to their prior manipulation. (Strategy, Emotional Manipulation, Fear Inducement)

When Natsuhi vents about the events of 19 years ago, Piece-Beatrice retroactively “kills” the kid herself in order to take off guilt from Natsuhi. (Strategy) She does this by luring the kid to the cliff via the golden butterflies, since children are attracted to glowing and sparkling things. (Knowledge)

The murders in this Episode are pretty different from the other Episodes; Everyone tries to set up fake murders in order to either trick Erika or to corner Natsuhi and Krauss in order to make them admit Kinzo’s death.

Yasu, knowing that those plans are happening, absolutely abuses those plans. She kills Krauss in the morning in order to take away any help that Natsuhi might get so that she can make Natsuhi suffer even more. It also fits the moment as this happening at the same time as the fake murders is very fitting and no one would really suspect anything but instead think that someone else must be responsible for this. (Strategy, Logical Reasoning, Prediction, Psychological Profiling, Sophistry, Mass Deception)

Yasu called Natsuhi again in the morning, acting as the man from 19 years ago. By being the first person she hears in the morning, Yasu immediately puts pressure on Natsuhi and doesn't give her any time to really collect herself or calm herself down. (Pressuring, Emotional Manipulation)
Yasu also holds Krauss hostage at this point. They let Krauss purposefully make some sounds in order to intimidate Natsuhi and to threaten his life when Natsuhi doesn't follow his orders. Krauss' eyes and ears were covered in order to make him unaware of the fact that Yasu is currently calling his wife. Since he doesn't know that, he also can't help her in any way by raising her spirit or giving him verbal help. (Blackmail, Threatening, Emotional Manipulation, Direct Manipulation, Strategy)
Yasu forces Natsuhi to keep her mouth shut about Krauss' where-abouts in order to not answer or bring up anything about Krauss missing, in order to keep on deceiving everyone else that one of them took care of Krauss instead of the real killer. (Black Mailing, Threatening, Mass Deception, Concealment)
They also tell Natsuhi to go into a certain room at exactly 1 in the afternoon and hide inside the closet there for an hour. If she doesn't do this, her husband won't be released tomorrow, which is obviously another threat.

Now for the room part; Umineko isn't really clear to us regarding anything in Episode 5, however I can construct 2 basic theories for this set-up and Hideyoshi's murder later on;

a) Hideyoshi's murder was a fake murder, set up by everyone there once again. If this were the case, Yasu had to know about where and when this fake murder would occur, either by gathering the information by talking with the conspiracists or by having insane foresight. This theory is supported by Erika never seeing Hideyoshi and therefore him never actually being 100% confirmed to be dead, as well as the fact that Gohda almost instantly had the wire cutter when called for.

If this theory is true, Yasu abused the plans of the conspiracists once again by placing Natsuhi inside the room in order to make her the absolute main suspect when found, at least in Natsuhi's own eyes and therefore scare her more, since she knows that "the man from 19 years ago" could potentially expose her anytime, making her more obedient regarding future manipulation. She does however open the possibility of cornering Natsuhi even further so that the conspiracists grasp this opportunity and put Natsuhi under even more pressure in order to make her suffer more. (Planning, Threatening, Pressuring, Emotional Manipulation, Hot Reading)

b) Hideyoshi's murder was actually real. Yasu entered the room, then killed him, constructed a locked room and left. This theory is supported by Hideyoshi actually acting as though someone else is inside the room. This wouldn't

serve any reason in a fake-murder, as he could neither know of Natsuhi being in the room, since that was all Yasu's doing, nor would there just be any purpose at all. There also wouldn't be any reason for Hideyoshi to cry before the murder, as it is only a fake murder.

If this were the case, Yasu would have to either predict where Hideyoshi was at the time or somehow manipulate him to go there. By placing Natsuhi inside the room at the same time, Yasu also had to predict that Natsuhi wouldn't come out during the killing since she was too afraid of losing Krauss. She then constructed a locked room and left. Since Natsuhi was at the scene, she had hoped that everyone there would find her and make her the main suspect behind this real murder. (Prediction/Individual Manipulation, Planning, Hot Reading, Psychological Profiling, Emotional Understanding, Strategy, Scapegoating, Mass Deception)

Battle of Kinzo's study

After some time, the family decides to pay Kinzo a visit. They, obviously, don't find Kinzo there.
It is Piece-Beatrice's objective to show how Kinzo could have left the room, since if she isn't able to explain this, Natsuhi will be cornered and forced to admit that Kinzo is dead.
Beatrice's opponents in this are mainly Dlanor A. Knox and Erika Furudo.

Let's give all of the context:
-Natsuhi saw Kinzo at eleven pm and was the last person to see him.
-The windows were locked from the inside.
-The room was searched, however nothing was found inside of it.
Beatrice easily starts by claiming that Erika can't deny the fact that Kinzo could leave the room any time between 11 pm and right now. (Probabilistic Reasoning, Deductive Reasoning, Abductive Reasoning, Cause And Effect Reasoning)



Dlanor appears and states to have 600 pages of information about Beatrice.



This not only puts Dlanor at a massive information advantage, making Beatrice's attempts to defeat her more impressive, but also shows just how much more there is to Beatrice than we know.

Dlanor eliminates this possibility due to Eva placing a receipt in the door.
Beatrice now has a new fact she has to consider;
-The door was never opened.

Beatrice tries the following theory; There is a secret door in the room, through which Kinzo fled. (Probabilistic Reasoning, Deductive Reasoning, Abductive Reasoning, Cause And Effect Reasoning)



Dlanor denies this with Knox 3rd: Hidden doors cannot exist.

Beatrice has another fact she has to consider;
-There is no hidden door

Beatrice realizes that Dlanor will use Knox's decalogue and switches up her tactic for now, as the next blue truth cannot be countered via Knox's decalogue. (Strategy, Adaptability)



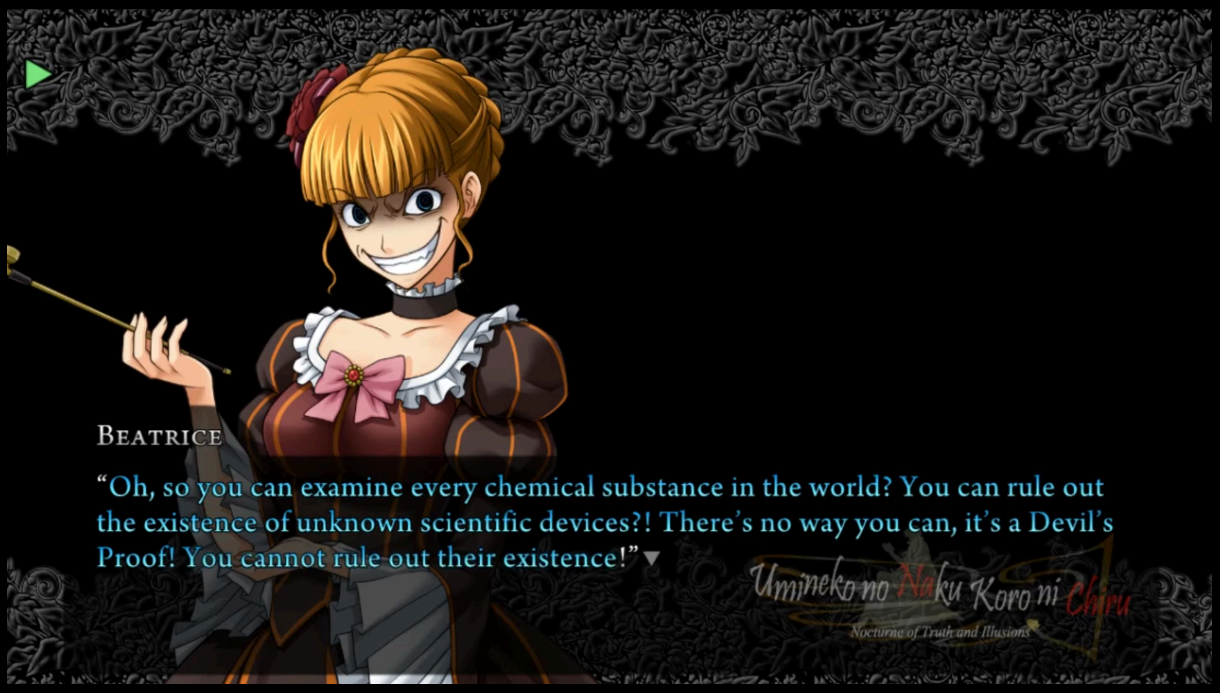
She states that Kinzo could have just put the receipt back after leaving. (Probabilistic Reasoning, Deductive Reasoning, Abductive Reasoning, Cause and Effect Reasoning)

This does get countered by the red truth that states that the door hasn't been opened.

Beatrice throws a bunch of theories at Dlanor; (Probabilistic Reasoning, Deductive Reasoning, Abductive Reasoning, Cause and Effect Reasoning)





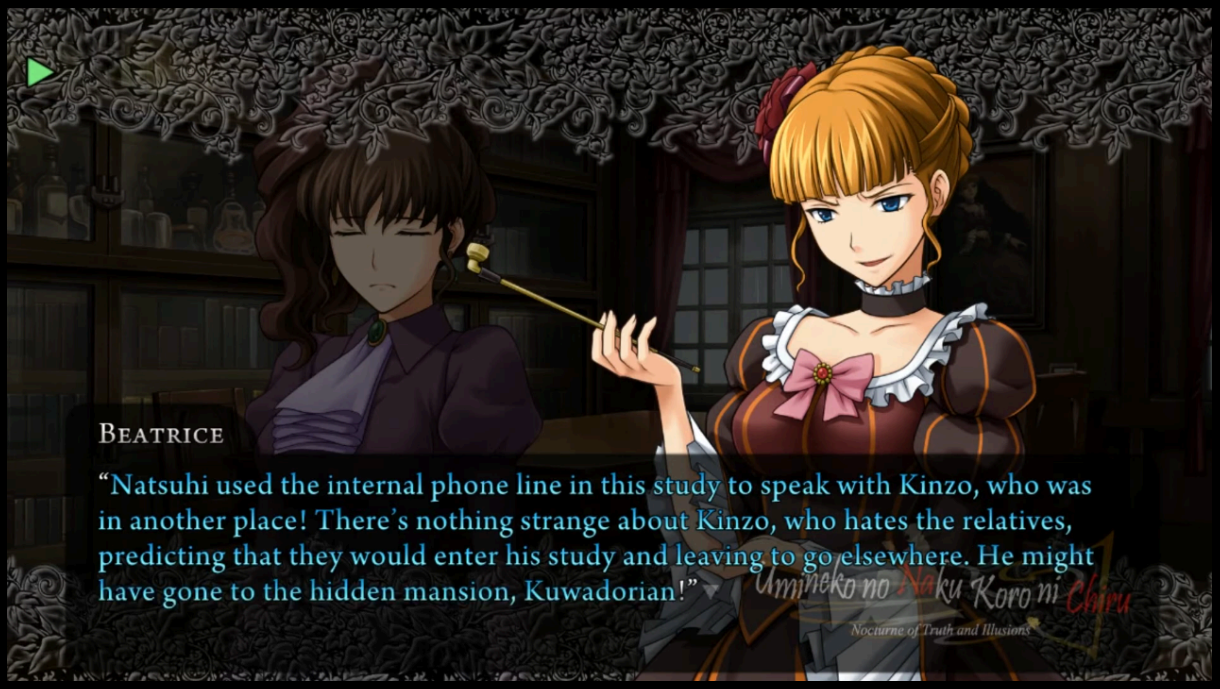


However, all of these get countered by Knox 4th.

Beatrice throws the next theory forward; (Probabilistic Reasoning, Deductive Reasoning, Abductive Reasoning, Cause and Effect Reasoning)

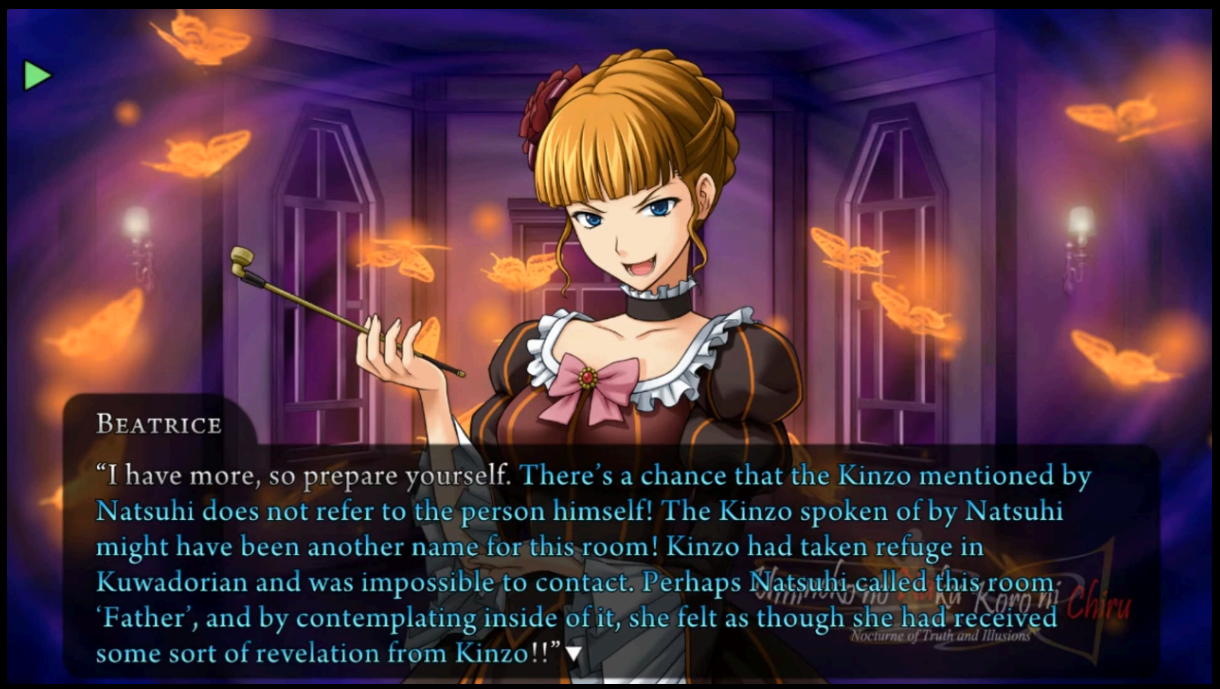


Beatrice backs this up through the following; (Probabilistic Reasoning, Deductive Reasoning, Abductive Reasoning, Cause and Effect Reasoning)



She fires even more theories at Dlanor in order to have multiple ways out of this to ensure that she doesn't get defeated easily. (Strategy)

These ones: (Probabilistic Reasoning, Deductive Reasoning, Abductive Reasoning, Cause and Effect Reasoning, Abstract Reasoning)




Beatrice
"Even if, as you say, this is a locked room and impossible to escape from, you can't deny the possibility that he is still hiding in this room. I'm not talking about a hidden door! He might be under the bed or above the ceiling! He might be hiding in such a subtle blind spot that even a demon would not recognize it!"
Umineko no Naku Koro ni Chiru
Nocturne of Truth and Illusions


Beatrice
"Or, it might be that Natsuhi, ordered by Kinzo to act as his proxy, considered herself both his representative and another Kinzo! In other words, it's possible that Natsuhi was also Kinzo!"▼
Umineko no Naku Koro ni Chiru
Nocturne of Truth and Illusions


Beatrice
"I've got plenty more!! At eleven o'clock last night, Kinzo escaped out the window! Natsuhi watched him go, then locked the window!! This doesn't lead to any problems. In fact, it might be the most beautiful blue truth yet!"
Umineko no Naku Koro ni Chiru
Nocturne of Truth and Illusions

This shows just how easily Beatrice can come up with unorthodox solutions to locked room scenarios on the fly. None of these solutions violate any of Knox, showing how Beatrice adapted herself in order to be able to properly attack Dlanor. (Adaptability)

However, through abusing Piece-Natsuhi, Erika can delete all but one of those theories.

The last one remaining is Kinzo hiding somewhere inside the room. Dlanor asks Beatrice just where he could be, to which she names 19 different locations, some of them even being unrealistic (e.g. inside a chair, inside a stone etc.). (Probabilistic Reasoning, Deductive Reasoning, Abductive Reasoning, Cause and Effect Reasoning, Abstract Reasoning) Naming those unrealistic locations isn't a desperate attempt to flee, but a logical move; There is no way they could have realistically checked inside something like a chair or a stone. Therefore, trying this as a solution is valid. (Logical Reasoning)

This does sadly get countered by Erika's completely unrealistic Detective authority.

Beatrice here has a pain that makes her wanna vomit her insides. Despite this, she stays calm and doesn't show any real sign of this. (AQ)



Skip ahead some time, we see Meta-Battler and Dlanor have a conversation in the golden land. Dlanor could only enter the golden land because Beatrice allowed her to do so. This was probably done to make Battler and Dlanor talk with each other, which will later become a very important aspect in Battler's solving of the game. Beatrice foresaw that Dlanor would give Battler some help in solving anything, as well as the fact that this help would actually help Battler in solving everything. However, we will talk about this in more detail later on. (Planning, Prediction, Cold Reading, Hot Reading)



Now, shortly after this, the second Twilight happens. I have already gone over it and it's multiple possibilities earlier, hence I won't get into further details now. The most important thing is that Erika sees Natsuhi leaving and is now about to corner Natsuhi.

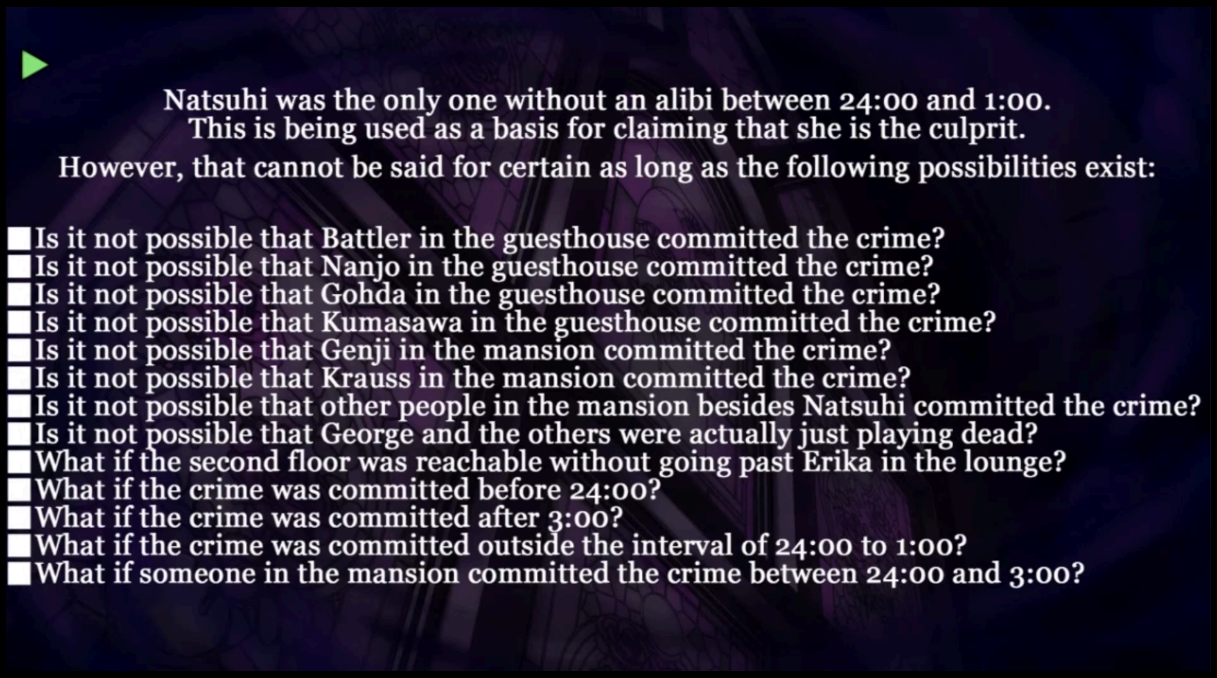
The Trial

At the end of Episode 5, a giant Trial begins. Erika tries to prove that Natsuhi must be the culprit of Episode 5, while Piece-Beatrice tries to deny this and instead claim herself to be the culprit.

Erika's tactic here is to eliminate any possibility of someone besides Natsuhi to be the culprit.
She wants to push this idea by starting with Hideyoshi's murder, since it would be easy to prove this one to be Natsuhi's doing.
Together with her friends Beato realizes this (Observation) and counters it by insisting that the trial should follow the chronological order of events. (Strategy)



Lambda accepts this and the trial starts with the First Twilight.
While Erika claims Natsuhi to be the only one without an alibi, and therefore she has to be the culprit, Beatrice throws the following barrage of questions at her that she needs to defeat in order to be able to claim this, since if even just one of those cannot be denied it is still possible for someone besides Natsuhi to be the culprit. (Strategy, Logical Reasoning, Deductive Reasoning)



As sad as it is, Erika absolutely demolishes Beatrice in this trial since she abuses Bern's willingness to give her red truth and has absolutely insane foresight which helped her to prepare alibis.

The real interesting part of this starts way later;
After Battler too has fallen in his battle against both Erika and Dlanor, he is in a state that can be claimed as "dead", which

means that he has supposedly stopped thinking,
Meta-Beatrice, who was merely a semi-dead person up until this point, comes to him.

So, since Battler is currently in this state, he is not thinking currently.
Meta-Beatrice walks over to him, apologizes and then disappears since she apparently had no reason to exist without Battler.





This gets supported by the conversation Piece-Beatrice had with Battler just a short bit earlier, as she shows just how much she depends on him.

(https://www.youtube.com/watch?v=c3TU3OQRXWA&t=200s)
Beatrice apologizes and disappears. Shortly after this a golden glow appears. Only after this golden glow do we actually get a look at Battler's side.
He thinks again at this point. He remembers his meeting with Dlanor in the Golden Land, which like mentioned was only possible because Beatrice allowed it. Through remembering this meeting, Battler gets clearer hints by both Dlanor and Virgillia regarding Beatrice and her true identity.

Only by Beatrice allowing Dlanor to exist on the gameboard is it possible for Battler to solve everything.

Since Battler's thinking progress only starts when Beatrice disappears and the golden light emits from her, it is very likely that Beatrice has directly affected him via this and purposefully made him remember that scene in order for him to be able to solve it. (Strategy)

Since Beatrice herself was barely conscious at the time and she was unable to really affect anything, she had allowed Dlanor to exist purely because she foresaw that Dlanor would be kind enough to give Battler hints and also foresaw that Battler would be able to solve the mystery through them. (Planning, Prediction, Cold Reading, Hot Reading)

However, Beatrice does sacrifice herself now, therefore there will be even less feats in Episode 6.

EPISODE 6

During Episode 6, Beatrice is only present in the form of two unfinished Beatrices.

And while the two of them certainly show some intellect, I don't think that analysing their respective contents would really add a lot to this doc (and I don't really have any motivation to research it as well).

So, for Episode 6 we will focus on the very short time the Beatrice we knew up until now is actually present, which is only at the very end, after she was revived.

So, let's take a look at the context we are in right now as that will be important to understand everything;

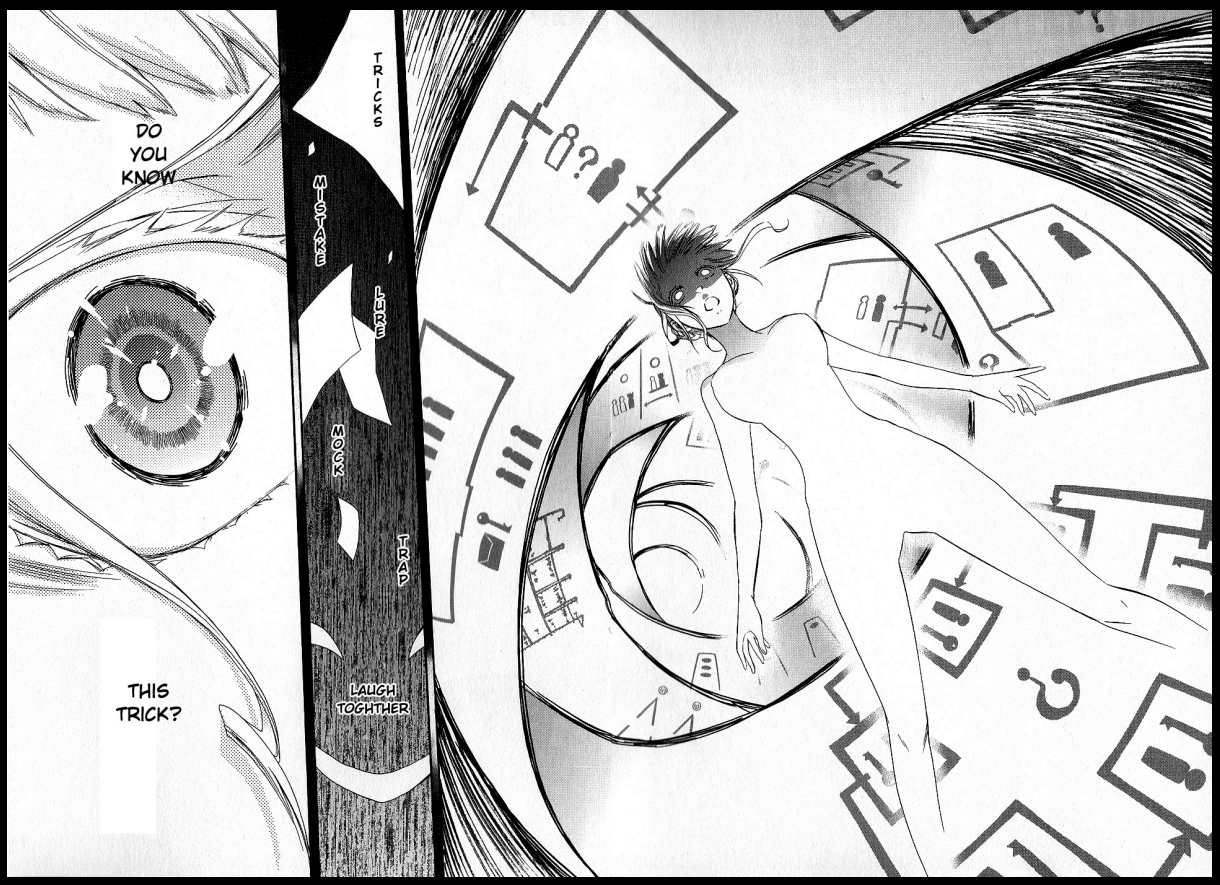
Beatrice right now is inexperienced and lacks any of her memories regarding her own game, as well as her true identity. However, throughout the Episode, she tries to regain those memories. Only at the very end of the Episode we see the process of how she finally succeeded:

Through watching Shannon and Kanon's final duel in the love trial, in which Shannon, Kanon and Beatrice had to fight over their respective right to love, as well as through Kanon encouraging her, Beatrice remembers the complete layout of

the mansion, the guesthouse, the rose garden, as well as all of the mysteries that were presented up until this point all at once and processes the information of all of these, as well as solving all the mysteries and therefore regaining her old self. This means she visualized the entire layout of all the relevant stuff on the island, as well as the exact layout of certain murder scenes since they are only possible through seeing them exactly. (VSI, PRI)
She also had to remember all of those things, as well as very small details in order to solve everything. This includes remembering every conversation, or in other words every red truth, relevant to the cases, through which she found the solutions. (WMI, VCI)
And she finally solved all of those mysteries she set up herself back in Episode 1 through 4 in a very very short time. There is no real time given here, but it's very quick. (FRI, PSI, Overall Reasoning)

▶

In the back of Beato's mind, ...images she remembered began to flit by, one after another—the layout of the mansion, the guesthouse, the rose garden.....▼



Also, since she recalled her memories through this, she actually processed everything she went through; Beatrice is, however, a 1000 year old witch. To regain her memories and then act as her old self again, she had to regain all of those 1000 years. This was all done in this very same moment. (CPI, VSI, Adaptability)

Duel against Erika

Erika has trapped Battler in a logic-error.

The situation;
Battler is inside a room which is locked by chain.
This chain is set from the inside.
The chain can only be set from the inside.
The room has multiple parts, however the only way to leave the room is through the door.
Through someone going inside the room, switching places with Battler and then setting the chain from the inside, Battler could escape.
Everyone outside is either in “the next room over” or “the cousins room”.
Hideyoshi, Shannon, George, Kumasawa and Nanjo are in the next room over.
Everyone else (still alive) is inside the cousins room. This seemingly includes Kanon.
The rooms doors were sealed and still are sealed at this point in time, therefore no one could have left through the door.
Everyone was inside the room before it was sealed.
The window in the cousins room also is still sealed, meaning no one can escape from there.
Battler has to leave the room while the chain is still set.

Battler has (supposedly) no idea how to solve this and is being kept captive in this logic error. Erika tries to take over the gameboard by forcing him to marry her.

Beatrice crashes Erika's and Battler's wedding ceremony. Through her friends and furniture, Beatrice finally gets through to Erika.

While Beatrice is in absolute danger here and could be shot at any moment, she throws a handkerchief at Erika, challenging her to a duel. Through this she provoked Erika and predicted her to accept the duel, through which she will survive, which was possible due to her analysing and understanding Erika's emotion and psyche enough. Through doing this in front of the giant audience, she also puts pressure on Erika and practically forces her to accept, since if she were to decline here, everyone present would spread the word and talk bad about Erika, which would also put Bernkastel in a bit light. Since Erika cares for Bernkastel, she doesn't want her to be seen in any bad light, therefore she will accept. By promising Erika an unsolvable locked room murder shortly after she provokes her yet again, fitting into the pattern of knowing her emotions and psyche and abusing it. (Strategy, Individual Manipulation, Prediction, Hot Reading, Emotional Understanding, Psychological Profiling, Pressuring, Social Awareness)

Erika accepts the duel.

Since Beatrice solved the logic error, she now is in the position to give the whole thing to Erika as a mystery herself; The roles are reversed now. Instead of having to solve a seemingly unsolvable murder (which she also did) Beatrice is now in the position of giving this murder, making Erika the one who has to solve it. (Strategy, Overall Reasoning)

Beatrice shows a **magic** scene in which Kanon uses magic to leave the guesthouse, then switches places with Battler. (Misdirection, Fabrication)

When the duel starts, Beatrice expands the locked room even more; She claims that Kanon has left the guesthouse without breaking the seals and freed Battler by going inside and setting the chain himself.

The real mystery is now shifted, just like Beatrice wanted to; The fact that Kanon came to Battler and then switched places with him is established. However, now the question is how Kanon left the “cousin room”. The cousins room is, however, absolutely impossible to escape. At least it seems like that. Erika now obviously thinks that this is the real mystery; Which method X did Kanon use to escape the cousins room? Since Erika focuses on this and Beatrice still holds off certain truths, Erika does not think of a grander picture but instead focuses on each piece of this mystery individually. (Misdirection, Concealment, Moving the Goal Post, Sophistry, Individual Manipulation, Direct Manipulation, Logical Manipulation)

However, as it was mentioned in red that the “cousin room” is a perfect locked room, this clashes with Erika's previous thinking, therefore throwing her off. (Logical Manipulation, Indirect Manipulation)

Erika shows an incredible understanding of this whole mystery and wants to argue that Kanon was actually inside the “next room over”, from which he left through the window. However, Dlanor earlier placed a seal regarding this, prohibiting any use of blue regarding that window. It is not possible to mention this. This is shown through a not working discharge of Erika’s gun, which she uses to reason. Only by seeing this “accidental discharge” Beatrice instantly knows what Erika’s whole thought process was and comments on it. (Psychological Profiling, Mind Reading)

Beatrice starts to humiliate Erika by making Dlanor remove that seal in order to give Erika the chance of using this. By doing this, she bluffs since Erika is made to believe that this is the wrong way after all since Beatrice lets her do this so easily. (Bluffing, Misdirection)

Beatrice counters Erika’s theory, which says something along the lines of “Kanon has a different name and therefore is actually in the next room over.” by using the red and using it to prevent any possibility of Kanon existing in the next room over. (Strategy, VCI)



Beatrice humiliates Erika even more and therefore makes her unstable and puts a lot of pressure on her by allowing her to use “X”, which practically means that Erika doesn’t need to describe how Kanon left the guesthouse. This is a massive advantage and therefore pressures Erika even more since she cannot allow herself to mess up with this much advantage. (Pressuring)

Since she now only has to solve the part of the chain-locked room, Erika actually staggers and thinks more and more about this part. It appears too simple to be the trick behind it, especially since Beatrice acts that confident. Because of Beatrice’s acting she attacks Erika’s psyche. (Indirect Manipulation, Psychological Manipulation, Psychological Profiling, Acting)

When asked to confirm it, Beatrice confirms that only Erika, Battler and Kanon actually entered the room, therefore cornering Erika further and taking away possible solutions to this. By choosing her words perfectly she also makes it appear as though every person can only be the person they seem to be with no sort of “one person is multiple”. (Strategy, VCI, Concealment)



Beatrice basically gives a whole lot of information about the locked room to deny any sort of loophole Erika could think of by making it absolutely safe. (Strategy, VCI)

Beatrice finally even counters Erika’s theory of Kanon setting the chain and hiding inside by stating that Kanon is not inside the locked room right now. This, together with the set ups from before, makes this an impossible murder to solve for Erika, since she lacks the Emotional Understanding to realize the truth behind Yasu. (Strategy, Hot Reading, Observation)

Through this, Beatrice won. This concludes everything important in Episode 6.

EPISODE 7 + Confession

Episode 7 features even less Beatrice than before, so I will also include the manga exclusive content “Confession of the Golden Witch” from the Episode 8 manga since it fits the whole atmosphere of Episode 7 the most.

Similarly to how Bernkastel tries to rip out Beatrice’s guts in this Episode, we will also rip apart many of the more general things about Beatrice/Yasu. For this, we will take a look at the events in Yasu’s life chronologically.

While we are at it, we will take a small look at the whole cosmology stuff as well since I believe this fits here the best.

The Illusions

Long in the past, Yasu created illusionary friends like Gaap. She gave each of them a whole backstory, a design, a voice and so on. She basically was able to create illusions that were on the same level as an actual being in terms of quality. (Fabrication, Gaslighting)
She was also able to visibly imagine them in front of her, acting as completely separate people. (VSI)
She also uses them to cope with her depression. (Emotional Management)

Some time passes; In 1983 Yasu proceeds to create the Kanon personality in order to cope and manage her own emotions. (Emotional Management) Yasu now tricks Krauss, Natsuhi, Jessica, the other servants and everyone who visited Rokkenjima until 1986, as she acts as both of them. While doing so, she never slips up, never has any sort of mental breakdown when near other people, alters her voice perfectly, manages the memories and relationships of both Shannon and Kanon without mixing them up. This acting as two people is especially impressive since she also managed to trick Jessica; Shannon acted as Jessica's best friend, whereas Kanon acted as Jessica's love interest; Jessica spent a lot of time with both of them and despite this Yasu fully tricked her. (Acting, Disguising, Mass Deception, Fabrication, Emotional Management, WMI, Long Term Memory, Relationship Management)

The Epitaph

Sayo Yasuda began her work at the Ushiromiya household at an early age.
In 1984, Kinzo put up the epitaph.
In the same year, just shortly after it was put up, Yasu got a hint regarding Kinzo's hometown.
Shortly after this Yasu solved the epitaph.
The epitaph requires;

- -great VCI
- -great Verbal Reasoning
- -decent QRI
- -decent numerical Reasoning
- -great decompositional Reasoning
- -in depth knowledge about Taiwan's geography and rail systems
- -in depth knowledge about Rokkenjima and it's chapel in particular
- -great RCI + TRI
- -good Conceptual Reasoning
- -good Abstract Reasoning
- -just overall good FRI

For reference, Kyrie, Eva and Rosa, who are among the smartest of the Ushiromiya family and have proven their intelligence on multiple occasions, tried to solve this epitaph for ~2 years and did not succeed despite this. Yasu has done it in a short time.

The Creation

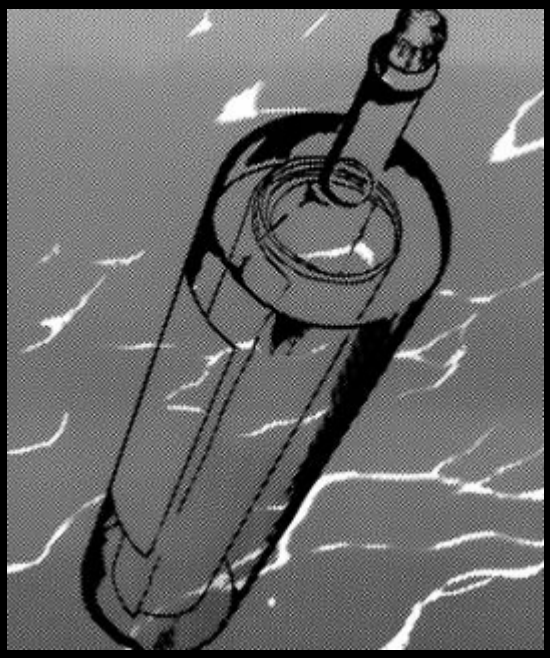
(This one in particular is hard to put into categories for me, which is kinda bad since it's arguably one of the most important parts of the doc. Please think for yourself here, as putting all of this into single categories is absolutely impossible since we often lack in-depth knowledge)

Yasu takes on the Beatrice persona and begins to write stories about the many different Rokkenjima massacres she can imagine.
Two of those message bottles were actually Episode 1 and Episode 2. Basically, each one of those stories she writes is basically its own universe.

This process of creating a fragment/universe/murder mystery story on the same level as Episodes 1 through 4 is repeated.

In the real world the total number of those stories isn't known. However, as you can see, one message bottle holds around 2~3 pages. We see a great number of pages, giving us only a very vague picture of the actual number.
The most bottles we actually see, however, are 16 bottles.



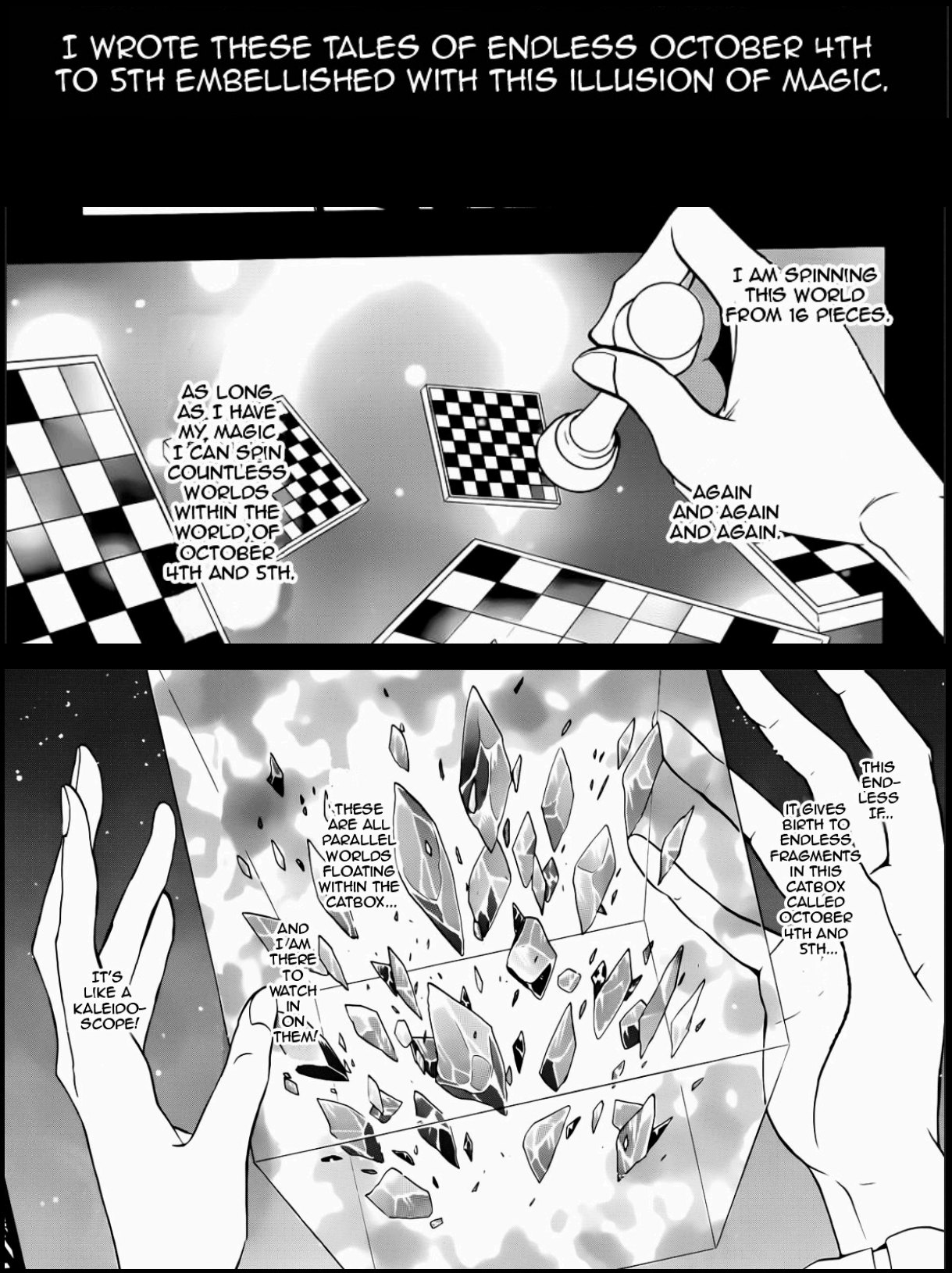






In the fantasy side of things, however, Beatrice is able to create an infinite amount of murder mysteries which are at around the same level of Episodes 1 through 4, with some (like “Land of the Golden Witch”) being even harder and more complex. **She is also omnipotent in each one of those infinite fragments/universes.**

She is also able to create as well as solve every possible locked room murder, corpse vanishing and just overall impossible crime.



Also, managing even a single game/fragment means keeping track of 18 people, their positions and giving dialogue to everyone of them that perfectly fits them. (WMI, VCI, Emotional Understanding, Psychological Profiling, Planning)





I believe this to be a good moment to talk more about cosmology; I will not give you a direct breakdown and scale of the cosmology of Umineko. Because of its popularity in

power scaling there are a lot of great scales out there if you just search for them.

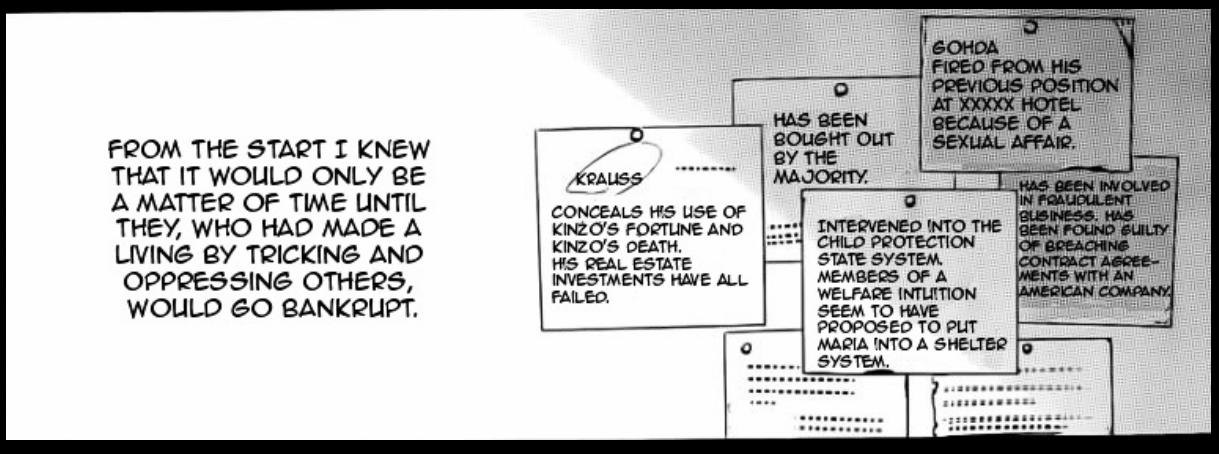
Basically, however, since Beatrice is able to create infinite fragments/stories, which each hold multiple universes as well, and is omnipotent in each one of those, Beatrice is scaled quite high in cosmology. This keeps on going even more; All of those infinite possibilities are inside "Beato's catbox", which sees all of those fragments as nothing but fiction.
"Beato's catbox" is only a part of "Bernkastel's catbox" which transcends "Beato's catbox" by a large number.
All of "Bernkastel's catbox" is transcended by a theater which views it as nothing but fiction.
Finally, all of this is stored inside a single book in the "City of Books", which views the whole cosmology + story of Umineko as nothing but fiction.
Beatrice was able to manifest inside this "City of Books".
It was also stated that a hypothetical future Beatrice would reach the same level as Featherine, who basically surpasses the complete "City of Books".

There is also the take that Beatrice is actually above modality. For this, however, I can only advice you to take a look at this scale in particular, since I am not capable of explaining this scale better to you:
https://psbattles.fandom.com/wiki/07th_Expansion_Cosmology

The “The Plurality of Worlds”-tab takes a closer look at modality and how Umineko, and with this Beatrice, is above it.

Also, by applying this concept of Beatrice creating infinite fragments, **we also get infinite feats of complex and seemingly impossible murders from Piece-Yasu and Piece-Beatrice which include practically every category we have had up until this point.**
Yasu, using her new authority as the head, decided who will be on duty on the day of the family conference. Because of this the authenticity of the message bottles in the real world is strengthened. Another interesting thing to note is the fact that Ange was not on Rokkenjima in any fragment; This means that Yasu foresaw Ange being sick on the day of the family conference and therefore excluded her from the stories in order to strengthen the authenticity yet again. (Planning, Misdirection, Prediction)

Yasu has also acquired information regarding everyone present at the family conference which in one way or another could be seen as their “sin”. Those are basically well kept secrets, similar to the whole “Battler’s birth” thing back in Episode 4.



EPISODE 8

Like every Arc in the Answers Arc, Beatrice shows not really that much feats in Episode 8. However, we will look at them one last time.

Episode 8 starts with Battler and Ange going around Rokkenjima. Beatrice comes to them. Simply by seeing the key Ange keeps around her neck, Beatrice understands that with this key she can decide whether to believe in magic or in truth. To keep it brief, just by observing this key Beatrice instantly understood Battler's plan of making Ange choose her way. (Observation, Overall Reasoning)

Also, when she sees Lion at the party, she almost instantly figures out that Lion is an alternate version of herself without anything really hinting at that. (Observation, Overall Reasoning)

Only by knowing that Ange is missing and the fact that Bernkastel appeared, Beatrice instantly realised and reasoned that Bernkastel is holding Ange hostage in order to force Battler and Beatrice to play a game with her. (Overall Reasoning)

Battler and Beatrice go ahead and start reading the game Bernkastel has given them. I don't think it's necessary to

explain everything about the game as it in itself is only the most important information.
(www.youtube.com/watch?v=Sn-Q-Hbt6Nw)
The first 20 minutes of this video is the game Bernkastel has given them. The latter part of the video is a very detailed and slow version of how both Battler and Beatrice solved this game together. This process is pretty tedious since it serves as hints to the reader, meaning they can't reveal anything from the start, despite being pretty capable of doing so. This shows however the full thought process of the both of them. (Overall Reasoning)

When ten thousands of goats, more than enough to cover the entire sea, each one of them representing one person from the future, attack the island, all of the fantasy creatures fend them off, together with Dlanor and Willard who focus on defeating those who claim the story to be a mystery.
None of those stand any real chance against either Dlanor nor Willard, who both only use Beatrice's gameboards to counter this. In other words, no person in the future was capable of solving Beatrice's gameboards aka Episode 1 and 2. This shows just how absolutely busted Beatrice's gameboards are.
(Planning)

Beatrice goes to Ange and seals her inside a locked room barrier. In order for Ange to flee from this, she has to solve the locked room murder Beatrice is presenting to her.

Beatrice sets up a perfect locked room with all doors, windows or really any entries blocked from the inside. There is no way to flee from there. Ange seems to have absolutely no chance against this locked room by Beato, despite witnessing Beato's games with Battler. Because she knows about these games, she thinks in a way that is totally different from the solution to Beatrice's locked room murder here. Because Ange knows about Beatrice's other games, Beatrice adapted and made a very different and hard locked room murder here. (Strategy, Misdirection, Indirect Manipulation, Adaptability)

Then, even after taking a spear through the chest, Beatrice keeps her composure and still tries to convince Ange to stop her plans as Battler wouldn't have liked that. (AQ) However, this fails and Ange leaves.

Some time later, we find ourselves in another situation; Erika is offering Betrice two choices; Either she hands over the gameboard or she gets killed. Obviously, neither of those options are what Beatrice desires.
Ange, Battler and Lambda are currently infiltrating the City of Books. Beatrice wants to buy time and does so by acting defeated and convincing Erika that she would be fine with giving up the gameboard. However, she says, she has to consult herself with the other residents of the gameboard first. After this a giant conversation breaks out in which everyone there talks over each other. Through this fake-discussion created by Beatrice, Erika gets tricked for some time, which

means that time is bought. During this whole discussion, it is made to look as though battler is amidst them and arguing with them despite him being gone. She also puts the blame of the whole discussion on Lambdadelta and uses her as a sort of intimidation since Erika won't act as long as Lambdadelta is there and wants more out of the story. She also says that Lambda wants to call her friends, which especially intimidates Erika. (Strategy, Individual Manipulation, Logical Manipulation, Emotional Manipulation, Concealment, Misdirection, Bluffing, Threatening)

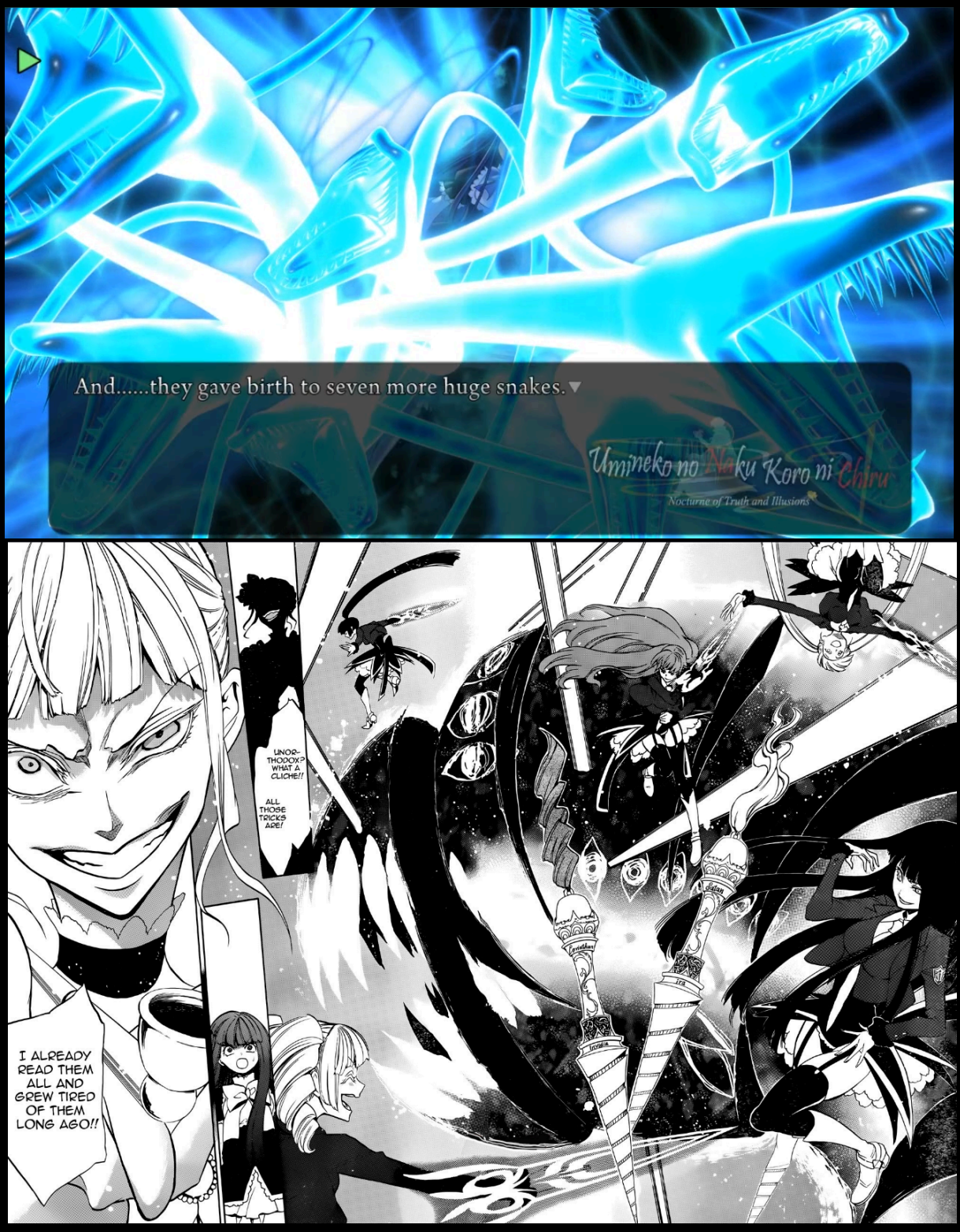
It is now time for the final feat, however it is not a light one; In her fight against Battler, Bernkastel uses her own set of locked room murders in order to defeat him.
Since Bernkastel had taken all of those mysteries from her travels through the sea of fragments, which is an absolutely cosmology-busted infinite multiversal construct, and she has traveled through it for an unbelievably long time, those locked room mysteries are very complex and hard.




They were the countless, endless number of locked-room mysteries that Bernkastel had amassed, the souvenirs she had brought back from the many places she had visited during her long travels through the sea of fragments.▼
Umineko no Naku Koro ni Chiru
Nocturne of Truth and Illusions


It was as though infinite giant snakes had turned their heads to stare at him.▼
Umineko no Naku Koro ni Chiru
Nocturne of Truth and Illusions


Bernkastel
"Not bad. .....Are classic mysteries your specialty? Then what about twists on the genre? Let's see if you can handle more and more mysteries from all times and places."▼
Umineko no Naku Koro ni Chiru
Nocturne of Truth and Illusions



Beatrice gets revived by Ange and in the same second pierces wedges of blue truth into the leviathan of locked room murders.

You can either buy into the endless locked room times 8 thing or you can lowball it hard and say it's only 100 per snake aka 800 locked rooms in total.

No matter how you look at it, Beatrice has done most of the work here (you could argue Battler is on the same level as her tho) since no one else of the revived comes close to Beatrice in knowledge of mysteries (except Battler yet again).
We have no clear indication of how much she has defeated, but she sure as hell defeated a whole lot and did most of the work, which is absolutely busted either way.

Beatrice states that she remembers a mystery and had grown tired of it.
This indicates that she has read a lot of these tricks already.
Mystery novels, especially locked rooms, often require in-depth knowledge about their respective works, characters, settings, etc.
This means this last feats requires extremely high:

-WMI
-VSI
-VCI
-PRI
-FRI
-Every Type of Reasoning
-EU
-EP
-ER

-Memory

And obviously, because all of it was done in such a short time, absolutely insane CPI.

And with this, this extremely long doc finally comes to a closure.
I have not yet mentioned things like the spin offs or the stage play, because I have not yet analysed or consumed them enough. Keep this in mind.
If you have any sort of question regarding anything, just hit me up.

Thank you for taking the time to read (as you will probably have read everything if you read this message)

Spoiler Free Summary 2: Answer Arcs

Fantasy-Piece Beatrice:

-Analyzed Natsuhi's psyche thoroughly and used magic to boost her psyche through very specific manipulation methods. (Emotional Understanding, Manipulation)

-Defeated someone in a seemingly unwinnable situation who had over 600 pages of information in a logical battle that required Reasoning

-due to Meta-Beatrice creating infinite universes which all include her, she basically has infinite feats (FSIQ, Reasoning, FSEQ, FSSQ, AQ, Manipulation, Deception, Strategy, Planning, Prediction, Observation, Information Gathering/Control, Knowledge)

Mystery-Piece Beatrice:

-Analyzed Natsuhi's psyche thoroughly and used intimidations, threats and blackmail to frame her as the culprit, as well as abuse her for own murder plans to properly work (Manipulation, Deception, Planning)

-Deceived and used the plans of ~10 people to carry out her own murders and take revenge, without anyone noticing that something is not going as planned by them. (Deception, Strategy)

-due to Meta-Beatrice creating infinite universes which all include her, she basically has infinite feats (FSIQ, Reasoning, FSEQ, FSSQ, AQ, Manipulation, Deception, Strategy, Planning, Prediction, Observation, Information Gathering/Control, Knowledge)

Meta-Beatrice:

-while barely conscious, she allowed a certain person to exist since she completely predicted the actions that person, which she has never personally met, would do and that the results of those would bring her nearer her goal. Because of this, she later on could complete her plan since she once again predicted the actions a certain someone would do thanks to the former mentioned person acting like she predicted. (Foresight, Cold Reading, Planning)

-without her memories, recalled, visually remembered and solved every mystery from Episode 1 through 4, which require small details to understand, as well as great reasoning only with some hints, in only a few moments. (FSIQ, Reasoning)

-recalled 1000 years of information and experiences in a few moments (CPI, VSI)

-analyzed Erika's behavior and psyche enough to be able to create a locked room murder that she would never be able to solve. Let it be known that Erika is an absolute master detective and has solved many very hard murders with ease, however she failed at this one. (Planning, Psychological Profiling, Emotional Understanding)

-created an infinite amount of highly complex murder cases which include ~13 individual murders each (Planning)
-tricked Erika to accept a battle, despite Erika winning if she wouldn't do anything. Erika was fully aware of this. (Manipulation)
-is able to solve every single locked room murder, corpse vanishing or really any kind of impossible crime (Reasoning)
-a bunch of cosmology boosted stuff that basically makes her omnipotent in those infinite universes/murder cases, as well as making her stand above modality
-can figure out certain intentions behind actions and true identities of characters just by observing (Observation)
-keeps her composure after being pierced with a spear (AQ)
-solved either a giant part of 800 or a giant part of infinite locked room murders in one second, contributing the most to the solving of all of those murders (FSIQ, Reasoning)

<u>Real World Beatrice:</u>
-was able to deceive many people that were close to her into making them believe her to be someone else for ~3 years straight (Deception)
-was able to imagine a great number of characters that all had their own voices, outfits and backstories and imagined them so vividly as if they were actually real and separate people (FSIQ)
-fully kept track of the emotions, relationships, habits and really just everything of two people for ~3 years straight

-solved the epitaph, which is a very complex puzzle, which requires high FSIQ
-wrote a minimum of 16 highly complex murder cases which include ~13 individual murders each (Planning)
-foresaw a certain someone to be sick on exactly two days of the year (Foresight)
-gathered very private information about 15 people, each one of them being bad enough to be counted as a reason to kill them (Information Gathering)