Yuuichi Canon and theory doc part 2

Made by Samuel Alistair Poyovoird and Jaiban
(he is the one who told me about the new interpretation which I explain later on so he deserves a mention here for it)
Important link.
☝ Also check this out before reading.
Link to part 1:
Part 1
Arcs explained in this part:

9. Friends murder game. (100%)
10. Yuuichi's childhood. (100%)
11. Friendless game. (99.7%)
The doc from Shinji elimination plan is still a little bit incomplete. I will inform in a community post when the doc is fully completed.
(The feats explained in this doc might have more more subcategories than mentioned in this doc)
Orange color: Game rules.
Dark green color: Theory.
Black/white: Explanation of feats.
Red: Misconceptions (will rarely use this but still).
Blue: Strategy and plan evaluations.
Light green: The interpretation.

Friends murder game:-

Rule 1: Friends murder game is a game where players are sent on a 20 km squared island.

Rule 2: The players will have to run away from “money zombies” spread out throughout the entire island, there's basically gonna be a large game of hide and seek on this island with the players as hiders and the “money zombies” as seekers.

Rule 3: The game ends when there are only 5 players remaining who haven't been caught by the zombies, these players will get to move on to the next round.

Rule 4: The players who lose will not only lose all the money they have earned throughout the Tomodachi game but also their personal money and all the money they earn afterwards will also be
owned by the Tomodachi game.

Rule 5: Players can have guns along and buy from 2 different types of bullets to defend themselves against zombies, those two bullets are:

1. **Yellow bullets**: Can paralyze a zombie for 10 seconds, Cost: 1 million yen each.
2. **Red bullets**: Can kill a zombie, Cost: 100 million yen each.

There were also some untold rules which I will mention now,

Rule 6: Each player will be blindfolded and will wake up on the Island with a random player they haven't met before.

Rule 7: All the players will be given a map with certain named spots on it, occasionally the administration may tell a certain spot name with loot like money or black bullets in them.
Black bullets: Found only in loots, can paralyze a player for 1 minute.

Yuuichi was able to tell that the type of gun handed to them are not real guns but paintball guns as real ones are a bit heavier, this shows that he has vast knowledge of not only things like psychology but also things related to killing and that he has even wielded a gun before in the past, Yuuichi referred to the money zombies as “the dead” and that he has worked with those kind of people before. In this context, "the dead" refers to people who have been completely broken—financially, emotionally, and mentally—by the Tomodachi Game. They are individuals who have lost hope, their will to fight, and perhaps their social ties due to the massive debt and betrayal they experienced through the game. Even though they are still alive, they are "dead" in the sense that their lives are effectively ruined, and they no longer have a meaningful path forward.

Yuuichi's reference to "the dead" highlights the game's destructive nature and his own awareness of how it can devastate people, even if he doesn't know them personally.

[EU,EP,knowledge]

Yuuichi woke up on the island with another woman named Shirasuna, Yuuichi knew that people who have made it this far in the Tomodachi game are either extremely honest people or extremely dishonest, so he made himself easy to perceive for Shirasuna so he could understand her nature, it's basically like how Ayanokoji was acting with Horikita in Y1V1, with his act Yuuichi was able to perceive her true extremely dishonest literally from the very start was able to gather a lot of information from her as she made her move to try to persuade him, Yuuichi here basically controlled her perception of him. Letting her perceive that he has some kind of a large trauma from his past which he knew she would try to use to persuade him by acting out a character which his personality (according to her perception) would be more willing to take in and went along with her act to deceive her into thinking he is successfully being manipulated, accordingly as he Predicted she even gave him her gun to earn his trust, Yuuichi then went to a higher ground to both notice zombies and set up a trap for her, they were able to spot some zombies at the lower ground who noticed them too and tried to get them from the back, Yuuichi gives her gun back to her telling her to fight the zombies together which she pointed the gun directly towards him as soon as turned around, but Yuuichi had actually took out all the paint bullets of the gun beforehand and as they are paint bullets the change in weight

would be extremely small, then he grabbed her and threw her towards the zombies luke throwing bait to attract fish and escaped from that place.

What makes this feat extremely impressive is the narrative feats of Shirasuna,
1. She's a prodigious actress.
2. She's a psychology student in university.
3.She has deceived a lot of people in Tomodachi games before.

Yet Yuuichi saw through her completely and we know he saw through her and wasn't just planning to use her as decoy either because it supports his narrative, and because of him saying that she reminded him of someone (with appearance of Swaragi Shiho who they thought was the traitor in their group up until that point).

[EU,EP,ACTING SKILLS, SETTING TRAPS, DIRECT, PSYCHOLOGICAL, INDIVIDUAL AND INDIRECT MANIPULATION]

Kaito Manipulation:
Yuuichi, as soon as he arrives at the location told by the administration, finds that the loot is empty and there is black paint spilled on the floor. He deduces that the person who got hold of the black bullets first used it right here to know the exact capabilities and weaknesses of the bullet. Then Kaito arrives at the place saying that this is most likely the work of a pro, Yuuichi prior to this knew Kaito was hiding a secret, he knew that a person like him wouldn't join adult Tomodachi games like this just to earn money with his daughter. And thus he decided to manipulate Kaito to get that information out of him, the highlighted words here are Yuuichi's words (not exactly like the manga but similar)

“Kadou-san, were you searching for Satone?”

“Kind of,yeah. She has a sharp instinct but her physical ability isn't as sharp. So I really want to meet up with her soon.. but looks like she didn't come here”

“There is a chance that the person who got shot in here was Satone you know?”

“don’t say some nasty stuff, but if it's true I will never forgive that person”

“This has been on my mind, but Kadou-san, do you really treasure Satone?”

“Isn't it obvious for parents to feel that way about their child? You'll understand once you become a parent”

“Is that so? Then if Satone is about to be shot with a gun in front of you, will you protect her with yourself?”

“That's not a problem, adults will love their child unconditionally”

“Really? Adopted child was originally a stranger right? On the other hand, from a stranger's perspective, if an adult were to give someone unconditional love, they would become an easy target, no?”

“Listen here I am talking about a child, you know they're just small kids there's no such thing as a criminal kid”

“What if there really was a criminal kid? A child who preys on adult love even though his true nature is that of the devil? Will you protect them too?”

“I will”

“Why?”

“Well, we need to protect even such a child or they will be distorted for life”

After this Yuuichi tells that he asked these questions to test Kaito, (but in reality he already knew that Kaito will answer like that) Yuuichi was able to subtly manipulate emotions of fatherhood as Kaito was able to realize that Yuuichi was referring to his own past here and this way he was manipulated to not let Yuuichi use him as we see later on Kaito himself protected Yuuichi before Yuuichi could get the chance to pull him to save Yuuichi from the gunshot of Gaku. This is a very underrated manipulation feat which is hard to portray with words so I suggest the readers read ch 71 and 72 themselves to understand it better.

Now when Yuuichi gets the information out of Kaito that is:

Kaito is a detective hired by Wataru (the father of Shiho) to investigate tomodachi games as the TG administration has held the daughter of Wataru hostage, Wataru started to investigate TG to avenge the death of his friend (Tenji's father).

This directly went against their earlier deduction of Shiho being the true culprit, so Yuuichi first scared the shit out of him by making it seem like he was going to kill him.

[EU,EF,EP. Direct, Individual,Emotional manipulation, gaslighting,guilt tripping,white knight, psychological,Indirect, fear inducement]

Yuuichi deduced that the only other person who could be the traitor would be Kokorogi as he knows that the traitor must be a girl from Kuroki's statements and also by process of elimination:

- Can't be Yuuichi and Shiho is assumed to be innocent.
- Can't be Tenji as he already had betrayed the group and even told his reasons and earned his trust with his life on the line before.
- Can't be Shibe because of friends sin trial arc.
- So it must be Kokorogi.

After this, Yuuichi thought of a strategy to figure out the identity of the actual traitor primarily by testing Shiho and Kokorogi.

Friends murder game strategy:-

Step 1: The core part of Yuuichi's strategy was to disguise himself as a zombie with a zombie suit, he did so by luring out some zombies by using Kaito as bait and then shooting them using his own and some of Kaito's red bullets. He also

did this at the edge of the zone where zombies would be more abundant, this way Yuuichi and Kaidou got their own zombie suits.

Step 2: After this Yuuichi went to look for Tenji as he was his most trustworthy person at the moment. Yuuichi here most likely Visualized the path to Tenji's hideout to eventually find him along with Kei and Satone.

Step 3: Yuuichi then saw how Shiho was participating in this Friends murder game too which almost confirmed his suspicion, so he decided to test her one last time. Yuuichi first pretended to find Kokorogi and go along with her act until he finds Shiho and threatens her to tell the truth about why she betrayed her friends and predicted that she would kick him pretending to be unconscious, she tries to grab him and run away but Yuuichi then delivers leaned towards the cliff causing Shiho to almost fall but she manages to hold on, Yuuichi tho intentionally falls to the ground and Kaito comes to grab him (in the zombie suit) giving the illusion that Yuuichi had died to Shiho, his “last words” from Shiho's perspective “clear tomodachi game using any methods possible” had effectively changed Shiho's behaviour too as we see later on.

Step 4: (Step 3 and 4 are also a small plan part of the strategy) Yuuichi along with Tenji and Kaito were observing all the events in Friends murder game, Yuuichi had anticipated Shiho's trick to use up all of Gaku's bullets. He orders Tenji to come to the scene and bluff about the location of Kokorogi and Shinji and that they will be helpless against zombies if he doesn't hurry. Though when Gaku goes there he is met by a horde of zombies, Gaku somehow managed to survive tho, but Yuuichi had prepared for that possibility in advance by attacking him with a black bullet which he managed to acquire from the loots.

[Strategy. Misdirection, fabrication, Sophistry,info control, setting traps, acting skills, bluffing,verbal deception. Planning, direct, indirect emotional,Individual, mass, psychological manipulation. Reasoning. Thinking. EF,VSI,FRI etc]

Even after all the trust Shiho had for Yuuichi all it took was a single smile from Yuuichi to facilitate her emotions to an extreme amount making her even doubt him for a second.

[EF. Direct, emotional,direct, individual, psychological manipulation and gaslighting . Acting skills]

Not much difference between the three versions in here except one:-
Onscreen: He found Tenji via pure luck.
Canon/Theory: He Visualized the path to Tenji's hideout where he also found Tenji.

Why Yuuichi can't be blamed for not being able to perceive through Kokorogi:
Before the events of Tomodachi Game, Yuuichi was not yet highly skilled in psychological profiling, even though he had some foundational knowledge. His experience and intuition were still developing, and he wasn't adept at applying these skills in every situation, particularly when the circumstances didn't explicitly demand it.

At the time, overwhelming evidence pointed towards Shiho being the traitor, making it incredibly difficult to suspect Kokorogi. This evidence came from multiple angles: some of it was reinforced by plot armor, while other parts stemmed from well-crafted tactics. Kokorogi's approach, in particular, was especially deceptive. She employed a strategy involving a positive money debt—essentially framing her actions as ones that resulted in gains rather than losses—which was subtle and extraordinarily hard to detect.

Additionally, recognizing this "+ debt" tactic would have required Yuuichi to assume that the true traitor had full support from the Tomodachi Game administrators. Such an assumption would have seemed baseless at the time, as no explicit evidence suggested this level of collaboration. Even if Yuuichi had considered the possibility of Kokorogi employing a "+ debt" strategy, it would not have helped narrow down the suspect list to her. Instead, it would have expanded the suspect pool, as this theory could apply to anyone with potential administrative backing. Worse, defending Shiho based on this theory would have appeared irrational and counterproductive, undermining his credibility and weakening his position in the game.

There is also the fact that Yuuichi does not like doubting or profiling his friends unless the situation absolutely forces him to. This reluctance to turn his analytical abilities against those he cares about would have further prevented him from scrutinizing Kokorogi too closely. Compounding this is Kokorogi's own admission of having conflicted emotions toward Yuuichi—simultaneously loving and hating him. Her emotional complexity likely added another layer of difficulty for Yuuichi in discerning her true intentions.

Moreover, Yuuichi's reasoning during this period was grounded in logical deduction and evidence. Based on what he knew, there was simply no concrete reason to suspect Kokorogi. Accusing her of being the traitor would have required pure intuition and baseless speculation, which were neither reliable nor consistent with Yuuichi's analytical approach. It made more sense for him to focus on Shiho, given the extensive circumstantial evidence against her. On top of that, Kokorogi's tactic of masking her true nature through prior manipulations—such as framing herself as a victim through fabricated stories of bullying and even resorting to becoming a prostitute—added another layer of complexity to her deception. She carefully built a persona that seemed entirely genuine and innocent.

Adding to this was Kokorogi's flawless acting. Throughout most of the manga, she maintained a façade so convincing that it wasn't until the Murder Game arc, where she was forced into a corner, that her true personality and motivations were revealed. Until that pivotal moment, there was no way for Yuuichi—or anyone else—to uncover her true nature.

In conclusion:

1. At the time, there was no logical basis to suspect Kokorogi as the traitor. Any suspicion directed at her would have relied purely on intuition, which isn't a dependable method of deduction. Yuuichi's inability to see through Kokorogi stemmed from a combination of her manipulative tactics, his limited experience with psychological games, and the overwhelming evidence against Shiho, which naturally diverted his attention.

2. The "+ debt" strategy further complicates the situation. Identifying this tactic would require assuming that the true traitor had significant support from the Tomodachi Game administrators—a leap that lacked evidence and would have widened the suspect list rather than narrowing it to Kokorogi. Using this theory to defend Shiho would have appeared irrational and counterproductive.

3. Yuuichi's reluctance to doubt or profile his friends also played a role. His unwillingness to scrutinize Kokorogi, combined with her conflicted emotional attachment to him, made it even harder for him to see her true intentions.

4. Yuuichi's perception was not a reliable tool in this scenario. Kokorogi's ability to manipulate those around her and maintain her perfect persona made her practically undetectable until circumstances forced her hand.

I'll mention another thing here, YUUICHI HAS NEVER STRUGGLED TO SEE THROUGH SHIHO OR SHIBE in fact you can literally argue that those two were Yuuichi's most well understood characters in TG, and that's out of all the entire main casts of many TG arcs mind you so please get that misconception out of your head if you have it.

"Kokorogi has terrible acting. It's worth remembering the moment with Kuroki in the fake game. Kokorogi, instead of taking part of the punishment like a real friend, just shook and did nothing, because she did not see Yuichi as a friend at all. This gave her away once and for all, but Yuichi could not see the most obvious signal in their relationship.
Yuichi also hardly saw anything new in the whole game of friends. Certainly new people and situations, but in general he did what he already knew how to do."

Before the events of the fake Tomodachi Game, the relationship between Yuuichi and Kokorogi became increasingly complex. From Yuuichi's perspective, Kokorogi had learned about his past, which included the murder of three people, as well as the harsh words he had previously spoken to her. This revelation, combined with the painful truths she now knew about him, created a significant rift in their relationship. Kokorogi no longer trusted Yuuichi as she once had, and this loss of trust was entirely understandable given the circumstances. Yuuichi's actions and past would understandably shake anyone's faith in him, and Kokorogi was no exception.

Yet, it was Kokorogi's emotional intelligence and acting ability that truly stood out. Her ability to maintain and manipulate a fake persona was not only a survival mechanism but a testament to her deep understanding of human emotions and psychological manipulation. She could convincingly project an entirely different personality, fooling those around her into believing her false persona was her true self. This wasn't just a superficial act; it demonstrated a profound mastery of emotional understanding and manipulation that most people could never hope to achieve.

One of the most significant tests of Kokorogi's acting came when she successfully deceived a highly experienced cult leader. This cult leader had decades of experience in manipulation, emotional perception, and psychological insight. His abilities were not just theoretical but were demonstrated through concrete actions and on-screen feats. Yet, Kokorogi managed to deceive him, which showed just how skilled she was in acting and emotional manipulation. It wasn't simply a narrative device it was a clear showcase of her superior skills.

In fact, Kokorogi's acting was so convincing that it was shown to surpass the skills of a highly skilled actress, one who was considered a prodigy in her field. This actress had a long history of deceiving others, including numerous individuals in both the adult and standard Tomodachi Game settings. Despite her impressive credentials, Kokorogi's acting was confirmed to be better. This was particularly evident in the murder game scenario, where Yuuichi remarked, "You remind me of a friend I used to have." This comment was accompanied by a panel showing Shiho, subtly hinting that Yuuichi had seen through the actress facade of the actress. However, the implication here is crucial: while Yuuichi was

able to perceive through the act, he was still unable to fully penetrate Kokorogi's facade in the way he did with the actress. This suggests that Kokorogi's acting was far superior to that of the skilled actress. If Yuuichi, someone who was extremely perceptive and capable of seeing through lies, could only partially see through Kokorogi, it confirms that her acting was on another level. In contrast, the actress, who had previously deceived others, was far less effective in maintaining her own act when compared to Kokorogi.

This subtle but important panel, which confirms Yuuichi's ability to detect lies, underscores the fact that Kokorogi's acting skills were not only better than the actress's but were also on a different tier altogether. Her ability to deceive someone as perceptive as Yuuichi, coupled with her successful manipulation of a seasoned cult leader, firmly establishes her as having superior acting skills. This highlights that her talents in both emotional manipulation and acting are extraordinary, and in this respect, she is far from being "terrible." On the contrary, she is highly skilled and capable, and her actions throughout the series demonstrate just how formidable she truly is.

10. Yuuichi's childhood:-

Yuuichi was able to learn a vast amount of knowledge on dark psychology and many other things related to it like scamming,mind control manipulation tactics and other things from Shiba Taizan from a young age. He is stated to have become even better than Taizan himself in it and to the point his older brother Shinji was considered extremely incompetent compared to Yuuichi by Taizan.

[EI, LEARNING ABILITY, KNOWLEDGE etc]

Yuuichi was able to come up with a method to test Yuka's words by intentionally making Yuka's condition worse and then getting him to pay money for the sake of Yuka. He was able to earn massive amounts of money and test Yuka's words. With simple tricks like that he was able to ruin the lives of entire families and even completely changed some like Masakazu who was fueled with so much despair that he was able to create an entire evil organization just to figure out whether money or friends matter more. And drove some like Kokorogi's father to the point of suicide.

[Strategy,EF,EU,Direct, indirect emotional, psychological individual,Gaslighting, guilt tripping etc]

Yuuichi was able to fabricate the dead bodies of a 2 month pregnant woman and a grown man he killed himself. The situation itself was extremely sudden and Yuuichi had to adapt to it and save himself. Which he did so perfectly, this obviously requires good biological knowledge and knowledge of murder etc. Which Also proves that Yuuichi would be really good at case solving situations purely by his EI and vast knowledge of murder alone.



Yuuichi was even able to fabricate the murder in such a way that the police and others had made a lot of speculations but none of them were even close to the truth. Of Course such brutal cases involving deaths of families like that will be thoroughly investigated anywhere in the world which makes this all the more of an impressive feat.

[Situational and strategic adaptability. Fabrication,info control, Misdirection, Knowledge]

Yuuichi before he had killed his parents he had only personality, but later on he actually started to actually develop feelings for Yuka. And he actually started to love her (she became the first person which Yuuichi truly loved) and when he saw with his own eyes how the first person he loved didn't even believe the ideologies she taught him, he couldn't muster up the truth, he decided to kill her pretending to not hear what she said so he could keep believing in her ideology

(of her fake persona) this takes a insane amount of EE to do as she was the first and arguably the only person he ever loved. Yuuichi's actions in Tomodachi Game showcase just how far he's willing to go for victory, to protect those he cares about, and to challenge the lies shaping his life, even at great personal cost. During the hide-and-seek game, he broke his own finger to ensure his friends' safety, including Tenji, who had previously betrayed him showing his ability to prioritize trust and teamwork over resentment. As a child, he was willing to sacrifice the most important person in his life his mother—to survive, preserving her fake ideology that "friends are more important than money" while knowing she believed the opposite. Later, he risked his life to destroy the Tomodachi Game, test his friends, and confront the lies surrounding his mother's ideals, all while seeking redemption for his sins. His ruthless nature toward anyone outside his circle of friends or allies is evident throughout the series, employing brutal and cunning tactics to crush his enemies without hesitation. From enduring Gouri's beatings and kidnapping to risking his life for Kokorogi, Yuuichi's feats highlight his unmatched determination, strategic brilliance, and moral complexity.

The principle of "friends over money" is not just a surface-level belief for Yuuichi, it is a fundamental aspect of his character that permeates every dimension of his existence. This guiding principle transcends mere ideology, influencing his thoughts, decisions, and actions on the deepest levels. His willingness to sacrifice his life in the final game of the Tomodachi Game serves as irrefutable evidence that this value is not just a situational strategy, but a core tenet of his identity.

Yuuichi's profound commitment to this principle is vividly demonstrated by the emotional intensity with which he embraces it, even in the face of extreme adversity. His readiness to confront death, driven by an unyielding dedication to his friends, speaks volumes about his character. This dedication persists despite the betrayals he has endured and the looming risk of being forever misunderstood by those around him. Such unwavering resolve highlights that Yuuichi's emotional engagement (EE) is not confined to the immediate challenges posed by the Tomodachi Game but extends into a broader, existential context that defines his very being.

His actions, guided by this deeply ingrained value, showcase an emotional engagement that is integrally woven into his identity. This demonstrates that Yuuichi's motivations and values are not merely circumstantial or tailored to specific moments they are consistent, far-reaching, and all-encompassing. His willingness to endure extreme conditions, including sacrificing his own life for his ultimate goal of ending the Tomodachi Game, reveals the depth of his resolve and the lengths he is willing to go to achieve his ideals.

This unwavering dedication further underscores that Yuuichi's principles are not confined to any one situation. They represent a holistic worldview, where the value of friendship and the pursuit of justice take precedence over his own survival. His relentless drive to destroy the Tomodachi Game is not just a personal goal but an embodiment of his determination to uphold his core beliefs, even at the greatest personal cost.
A good example of this can be ch 42.5 feat, in this chapter a girl name Yukino who transfers schools quite frequently and tries to destroy friendship because she doesn't have the privilege to become close friends with anyone herself, she transfers to Yuuichi's school and tries to destroy Yuuichi's friendship with his friends but fails to do so, eventually she gets kidnapped but Yuuichi comes to her rescue and saves her. When Yukino asks Yuuichi why he rescued her, he responds with a profound observation: he recognized in her eyes the same inner torment he had once experienced. He understood the overwhelming weight of potential regret and how it could gnaw at her later, leaving scars of remorse. This insight draws a parallel to Reika's situation, demonstrating Yuuichi's ability to empathize deeply with others' emotional struggles.

Yuuichi's actions are not merely reactive but deliberate. By stopping Yukino, he prevents her from causing harm to his group of friends, acting out of a sense of loyalty and affection. His protective nature shines through, emphasizing the depth of his bonds with his companions.

The chapter reaches its emotional climax at its conclusion when Yukino offers Yuuichi money as a gesture of gratitude. Yuuichi's response is telling: he admits that his former self, shaped by a desperate need for survival, would have likely accepted the money without hesitation. However, he declares that he is no longer driven by financial gain, as he has discovered something far more valuable: friendship.

This seemingly simple yet profound moment underscores the central role friendship plays in Yuuichi's life, both before and after the Tomodachi Game. It is not merely an abstract ideal for him but a guiding principle that shapes his decisions and actions. This is further highlighted by a specific instance before the game's beginning when Yuuichi discusses money in relation to his friends. His behavior illustrates that his philosophy of valuing "friends over money" is not a superficial ideology but a deeply ingrained truth of his character.

[EE]

DOUBLE PERSONALITY FEAT (as he developed this in his childhood):- (By Klein/Cerulean eyes of vador)

No one can provide a single panel of Yuuichi's Evil persona showing any form of Empathy towards a Human.
As we saw in the last chapter Yuuichi has dual Personality. What Yuuichi does is he places a bet on his heart in order to switch personalities.
Now here is a question. When Yuuichi switches to his evil personality does he turn into a complete Psychopath?
Psychopathy, or psychopathic personality, is a personality construct characterized by impaired empathy and remorse, in combination with traits of boldness, disinhibition, and egocentrism. These traits are often masked by superficial charm and immunity to stress, which create an outward appearance of apparent normalcy.

In Multiple Instances Yuuichi has shown Psychopathic behavior due to Dual Persona. For Example Fake Tomodachi game, Yuuichi was enduring intense torture such as 3 knife stabs, Finger nails torn off, enough bloodloss to get a human being Unconscious as well as Via hospital statement enough damage for a person to not even be able to move for days with Long term Physical and Psychological damage. Yuuichi when enduring the pain was different as Yuuichi's Personalities share the same Memories. Yes, it is possible for someone with Dissociative Identity Disorder (DID) to have alters that share memories. This phenomenon is known as "co-consciousness." In such cases, different alters may have access to some of the same memories or experiences, although each alter may interpret or feel about those memories differently. The level of memory sharing can vary widely among individuals with DID.

Yuuichi's Evil Persona's AQ due to Psychopathy :
°Immune to Stress
°No Empathy
°Mental Fortitude above any Non Psychopathic human capabilities.
°Perseverance, Can reach any extent and is Willing to do anything in order to Achieve its goal.
°Impulse control : Debuff

Emotional Realization : Achieved Understanding over both of his Alters Inside out, Perfectly Understood the Root causes of DID, Learned the Ability to Switch Alters. Learned the Ability to control each Alter from taking over. Is Able to make both of his Alters Understand each other's Personality.

[ER, Adversity capacity]

“But it's not a realistic feat”

A feat doesn't need to be realistic in order count, it's the basics of SCD scaling.

“But there's no narrative implications”

There are both narrative and actual feat implications that support this feat, it perfectly explains why Yuuichi was able to perform such ridiculously high level EM feats like in ch 42.5 while also going so far to save his friends while also having 0 empathy in some cases even for his friends. And then there are many panels which supports this ER feat.
Another important thing to note is that Yuuichi's double personality hax is also a major part if his narrative and symbolic to his writing as even hinted by some panels like Yuuichi's statement to Kaito about how a part of him feels guilt when betraying and utterly manipulating others while the other feels a sense of pleasure in this panel:-



This isn't even hinting, it's plainly confirming the feat. Yuuichi even describes his altars as white and black.

Or this panel:-



Notice how Yuuichi only has tears coming from 1 of his eyes, it's not a simple coincidence there it's symbolic to Yuuichi's dual personality.

I might as well mention this here, no Yuuichi does not have bad learning ability. Just because he can't score as well as Tenji or Shibe as he has to work hard every day to survive leaving him tired with almost no time to properly study doesn't mean you can consider him to have weak learning ability. Also it's very impressive he was able to quickly find work and learn how ro survive and how to manage everything from his daily food to his school fees.
[Self management, environmental adaptability (? May count) etc]

Yuuichi himself has stated to have killed so many indirectly that it's uncountable.

[Manipulation]

11. Friendless game:-

Rule 1: This game takes place in a lodge deep inside of snowy mountains.

Rule 2: Violence is not allowed in the lodge.

Rule 3: To clear this game, one will have to live in the lodge for 2 weeks.

Rule 4: In the mountain lodge tasks will be issued by the administrator.

Rule 5: Among those that clear the last game, one will be gifted the surplus of the prize money from the teams eliminated directly from the boss himself, **basically all the prize money up to this point will be given to a single person which is around 4.5 Billion yen.**

Rule 6: To decide the person getting the money, at the end everyone left will each give 1 vote, they'll be able to vote for anyone but themselves and the person that receives the most votes will receive the 4.5 billion yen.

Rule 7: All the players will be given time to decide their password beforehand, by reporting the password of the person you want to eliminate, one player can eliminate another if the password is correct. If it's not correct it will result in a heavy punishment (that is their own password being revealed to the person they tried to eliminate).
A game over/elimination will result in the end of your life just like in a friend's murder game.

Rule 8: All the players will be given a smartphone which would allow them to report to the administrator the person they want to eliminate and will receive other tasks on this phone too. Another important thing to note is that each player can only use their phone and no one else it **that is until the player is eliminated or removed from the game, then it is possible to make use of someone else's phone.**

Yuuichi after the end of the friend's murder game was already planning on getting an ending where everybody is happy with the results as he describes himself, for that already prepared Shiho for the next game by saying this to Shiho:



This single line had a lasting impact on Shiho and it is confirmed by her own internal monologues.

[DIRECT, PSYCHOLOGICAL EMOTIONAL MANIPULATION, psychological, individual, Gaslighting etc]

Yuuichi when he was waiting in his own room for the final game deduced 2 things with the information given which he used later on in the game.

1. **Why did Shibe betrayed them and how it's connected to the identity of the boss:**

- Shibe Immediately changed completely after what Shinji told him that is he didn't even do anything when a woman was hurt in front of him, Shot Shiho (his former crush) without any hesitation and obeyed every order of Shinji and was willing to become Yuuichi's enemy.

- This is something related to his family as only that could change him so much.

- His father Shibe Masakazu is said to be dead but his dead body is nowhere to be found or was ever seen by anyone, unlike Tenji's father or Taizan. He is also extremely rich and has a lot of money at hand.

- Shibe had to be in the Sin trial game because he said things about Tomodachi games to others who didn't know about it, but according to his own testimony Shibe never said anything about tomodachi games, it was Masakazu who mentioned it first.

- Masakazu is most likely the boss of tomodachi game and the information Shibe received from Shinji was “Masakazu is the boss of tomodachi game”.

- This also matches with the information regarding Wataru and Shiho.

2. **The password rule and its involvement with the game:**

The password rule that everyone must decide on a password of their choice and the description of the game as something much harder than anything they have faced before was used by Yuuichi to infer that the first thing he and the other players will have to do is exchange their actual passwords.

[THINKING.REASONING]

After hearing the rules from Manabu and asking for more insights on what kind of password players are allowed to make, Yuuichi Immediately formulated a plan in order to get the majority of the votes by controlling everyone after knowing their real passwords. He had thought about this plan even before hearing the rules but he decided that this was the best plan in this game.
[FRI,PSI]

The plan itself also consists of a strategy within. It's like the all bet arc which had a plan that was part of the main big strategy of all bet arc.

Friendless game strategy/plan:

Step 1: Yuuichi first made a psychological profile of every player in the lodge which he later used for his plan. Then he pretended to not know Shiho when she came into the lodge. And when everyone asked how She knew his name, he explained that Shiho was just a TG administrator sent in order to cause chaos who was also given his name by the administrators and further went to talk to one of the players pretending to know them to show how anyone could do something like this. But suddenly a player interrupts him saying that he had dug his grave as this same type of thinking could be applied to consider him a TG admin too and then no one will exchange passwords as it could be Dangerous. Yuuichi with his acting skills made it seem like this was an actual mistake made by him but actually this was all a strategic move by him predicting that the situation will turn out this way. Yuuichi also predicted that the total number of participants would be set to an odd number by the TG biss and admins for the sake of making the game more entertaining.

This was done to achieve 2 things:

1. Start the manipulation and conditioning of Shiho for this game.
2. Strategically get everyone to not exchange passwords with him. (essential for step 2)

FRIENDLESS GAME PLAYERS PSYCHOANALYSIS:- **(arguably his best psychoanalysis feat)**

During the Friendless Game, Yuuichi showcased an absolutely mind-blowing ability to read people. In just 10–30 minutes, he managed to figure out the personalities, emotions, and even hidden agendas of every player in the game. He did this by observing their behavior, picking up on tiny micro-expressions, and paying attention to how they spoke or reacted in different situations.

What makes this so incredible is the sheer complexity of the people he analyzed. Many of them weren't simple characters; they had layers of emotional depth, inner conflicts, and psychological struggles. Take Gouri, for example. He was manipulative but also conflicted, and Yuuichi saw right through him. Or Kimiko, whose chaotic and deeply scarred psyche would confuse most people, yet Yuuichi understood her so well that he could predict her emotional reactions in advance. Then there's Akira, who was secretly the Tomodachi Game administrator. Yuuichi figured this out purely by noticing subtle inconsistencies

in how Akira behaved compared to the rest of the group—things like his level of detachment and his responses to high-stakes situations.

Even simpler personalities, like Tarou and Sora, weren't overlooked. Yuuichi unraveled what motivated them and used that knowledge to guide their actions. And when it came to Shinji, he didn't just understand his emotions; he was so in tune with Shinji's mental state that he could predict an entire conversation between Shinji and Kimiko before it even happened.

The way Yuuichi did all this shows how skilled he is at reading the tiniest of cues—like micro-expressions, which are split-second facial expressions that reveal what someone's really feeling. Most people miss them entirely, but Yuuichi noticed and interpreted them with ease. On top of that, he has an almost instinctive understanding of human behavior, like a kind of built-in map of how people think and feel, which let him anticipate their decisions and reactions.

But Yuuichi didn't just stop at understanding people—he actively used this knowledge to control the game. He knew exactly how to provoke certain reactions, like assigning tasks that would push Gouri or Shiho into acting a specific way. It's like he had a full script of how things would play out in his head, and the rest of the players were following it without even realizing.

What's really striking is how quickly he put all this together. Most people would need weeks or even months to figure out this much about someone, especially people as complicated as Kimiko, Gouri, or Shinji. Yuuichi did it in minutes, under pressure, and in the middle of a high-stakes psychological game. It's not just intelligence—it's an almost scary level of emotional and social awareness.

This moment in the Friendless Game is easily one of Yuuichi's greatest feats because it shows just how deeply he understands human psychology and how effortlessly he can use that understanding to stay in control, no matter how complex the situation gets.

Another important thing to mention here is Yuuichi's sheer ridiculous emotional perception ability, all the three players he chose to exchange fake passwords with weren't simply random there were reasons to Yuuichi choosing them

specifically and it had to fo with their personality,behaviour,worldview and beliefs respectively which they are all complex to a extent especially Kimiko's psychoanalysis.

I will explain psychology of everyone here, **just know while reading them that Yuuichi made a psychoanalysis of all those people at the same time and acquired that much information on everyone.**

“Give scans”
-His main plans to burn the lodge relied directly on Gouri psychoanalysis.

-The reason he even decided to exchange passwords with those 3 is because he had made their PSYCHOANALYSIS prior

-He directly exploited Himiko, Shinji later on *based on their PSYCHOANALYSIS*

-He made a use of Tarou's PSYCHOANALYSIS by strategically getting his password and making him his ally.

What else do you even need to confirm this feat?

Step 2: Yuuichi then decided to go beg the actual admin in the group to exchange passwords with him who was also the 13th member in the group which Yuuichi of course had used perception to figure out that he was a admin and it's confirmed by the fact he that he took a recorder with him to record his words “sure, but I want you to cause some chaos for me as I love to see humans suffer” or something similar. Yuuichi then threatened him with a knife (after exchanging passwords) that he would kill him, but the tg admin then begged for his life saying that he could just set up a fake death to get out of the game. (Again it was already planned out for him to react that way) and Yuuichi accepted.

Then we see him being hanged while pretending to be dead in the snow outside of the lodge and other players including Yuuichi find him (he was able to act like a dead body surprisingly well here). Yuuichi here purposely says “well that saves

me, since only 12 players are left now” (too lazy to type the exact words he said) the reason he said this was so that the suspicion falls on him. The TG admins later on take the “dead body” out of the game, him having been disqualified now.
The reason Yuuichi did this was to build layers of fabrication in order to keep the others away from deducing his strategy and deceive everyone into thinking he is in big trouble.

1st layer: Putting the label of potential admin on himself and Shiho.
2nd layer: Get the actual admin to fake his death.
3rd layer: purposefully saying “good for me, now only 12 players are left”
4th layer: His acting skills.

See, before I used to think “it's easy to deduce Yuuichi's strategy under the premise that he is the murderer which would ruin his strategy” but that's straight up wrong. Yuuichi can't just kill the guy and then exchange passwords with his phone **since only the player which the phone belongs to could use that phone and no one else can use it.** Yuuichi would need to do that while he is alive and with his mercy. And if Yuuichi killed him after exchanging passwords there would have been signs to prove that it's a murder like the marks on the neck for example which could be differentiated even from a distance (not really a conclusive Deduction could be made by observing from a distance but it's still possible to make a highly likely induction with good enough observation also there are other things like the position of the body which would further indicate that it's a suicide). Not to mention that under the premise that Yuuichi murdered this guy it was extremely unlikely that he would be able to do this entire murder and than hang him and make it look like a suicide all without even someone noticing him. It is simply a illogical assumption and since Yuuichi with the help of his acting skills (which as you read in the all bet doc you would know his Satone acting skill feat which makes Yuuichi unbeatable in acting skills) it becomes extremely hard for anyone to see through Yuuichi or consider the possibility of the person pretending to be dead. It wouldn't even be proper reasoning at that point it would just become intuitive reasoning. Also even if a person is pretending to be dead some signs of suicide will still appear on his neck eventually which would only indicate that it's a suecide although subtle details could still be noticed to say otherwise it wouldn't be sufficient to be sure

of anything. Last but not the least: In a snowy forest with the body hanging from a tree, detecting a fake hanging becomes more difficult due to isolation and limited visibility. Snow may obscure clues like footprints or disturbances around the tree, and the remote setting makes the scene appear more plausible. Without close examination, signs like ligature marks or cyanosis are harder to detect. The observer would need moderate experience and skill to analyze the scene, rope placement, and indirect clues. A convincing setup could easily deceive someone without such expertise. Combined with the fact that the fact that the only person capable of this was Tarou who was Yuuichi's ally from before this event and the fact that there isn't much time to properly get a close inspection of the body in the first place makes such task IMPOSSIBLE there were other psychological reasons for Gouri to say it was a murder but no one else really insisted on that in the first place. So really any attempt of Deduction for the premise that is all setted up by Yuuichi would have gone like this:

“If Yuuichi really exchanged passwords with him and then murdered him how could have setted up all of this so well to make it look like Suecide? And then why deliberately say things to get suspected like that? Why would Yuuichi say something like that anyways if it was not his plan in the first place for him to commit Suecide? His actions in the first place make it unlikely he would be able to think of something like that. **(his ridiculously good acting skills play a major fabrication role here)** even of his idea is to get a chance to exchange passwords with someone by begging them later on as a last resort to save himself, it just means he's gonna be a small fry might as well take control of that fry” also it doesn't really make sense for that TG admin to just go and willingly exchange passwords with Yuuichi and then just hang himself like that (why would he deliberately give a random mf advantage over the game) doesn't it seem unrealistic? This way it the phone rule also helped in making this even more unrealistic since if Yuuichi just threatened him to take his password and then left him alive (cause the killing him premise doesn't make sense) why didn't he just then eliminate him with the password at hand and why did Yuuichi even leave him alive then? All this did a great job at shielding his strategy.

Which is the type of thinking players like Hokuto had. **And ofcourse, this is not fabrication that just happened to be there for Yuuichi. This was all a thoroughly calculated move by Yuuichi and his childhood feats and narrative further proves that he is capable of this knowledge application.**

(The source of all this is chat gpt by the way) this is what made the strategy so effective because of Yuuichi's acting skills he could deceive everyone into thinking that they are his last remaining hope or else he is doomed.

And thus why Deducing that Yuuichi intentionally cornered Shiho predicting that he himself will be cornered than managing to perceive who the actual admin in the group is to then force him into faking his death and all, pretty much planning the first two steps from a stranger's perspective is **straight up near impossible.**

An extremely significant detail that I initially failed to recognize is that there exists a perfect and logical explanation for how Yuuichi was able to precisely know the exact details of the tasks assigned to Shiho and Gouri for his plan, including their specific time limits. This explanation lies in the fact that Yuuichi himself created those tasks for Shiho and Gouri by utilizing the TG admin's phone. This phone granted him the ability to assign any task to any player and modify the details as he saw fit. When analyzed from a more logical perspective, this explanation is far more plausible than any other, as it aligns with the overarching intentions of the TG admin and the TG boss. To orchestrate chaos on the level the TG boss desired, having the power to assign and manipulate tasks would be a necessary requirement.

Furthermore, the TG boss was aware of Yuuichi's involvement in the game from the very beginning, as well as the extent of his capabilities based on Yuuichi's accomplishments in previous arcs. Thus, the TG boss's primary objective in this situation was likely not to kill Yuuichi outright, as I initially believed, but rather to ensure that Yuuichi would win the game. By doing so, the TG boss could prove his actual goal: demonstrating that money holds more significance than friendships. This theory is further supported by the TG boss's later statements, where he reveals his expectation for Yuuichi to win the game. It becomes evident that the TG boss intentionally orchestrated events to give Yuuichi the ability to control the tasks. Additionally, the TG boss allowed Yuuichi to read the crucial message, fully confident that Yuuichi would ultimately choose a course of action that ensured his victory.

This interpretation also serves to highlight additional feats of Yuuichi's intellect and foresight. Yuuichi understood from the outset that the TG boss was devising a scheme and even deduced the TG boss's true intentions. Multiple hints within the narrative point to this realization, with the most prominent being the name of the game itself, "Friendless Game." This name clearly indicated to Yuuichi the TG boss's ultimate goal: to create a scenario where money triumphs over personal bonds.

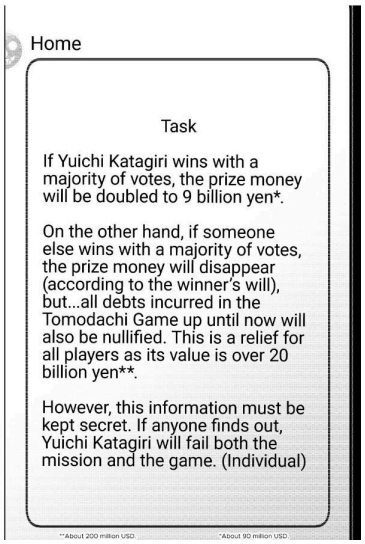
It is worth noting that this revelation is not explicitly confirmed in the story, in keeping with the author's usual approach of leaving subtle clues for readers to piece things together independently. Readers who have thoroughly engaged with the earlier parts of the story and delved into discussions about the "All Bet Document" will likely have already noticed this pattern.

I plan to revise my earlier explanations to reflect this interpretation. However, if you encounter any mention of me asserting that Yuuichi "manipulated the TG boss indirectly to assign that task," know that such a claim is false. The accurate explanation is that Yuuichi himself was responsible for assigning every task, using the power granted to him by the TG admin's phone.

To summarize this interpretation in a straightforward manner:
Yuuichi's success in the Friendless Game does not rely on extreme luck but instead on a crucial ability he acquired. After obtaining the TG admin's phone, Yuuichi gained the power to control the tasks assigned to every player. This was part of a deliberate plan by the TG boss and admin, who orchestrated events to ensure that Yuuichi would take control of the phone, gain access to task manipulation, and ultimately read the critical message. This chain of events was set in motion when Yuuichi was given an individual task, which then allowed him to scheme further, eventually taking possession of Nagi's phone as well.

I might have gotten the name of the TG admin wrong here so sorry about that.





Except all of it was also in Yuuichi's expectations.

This interpretation is still not confirmed but it is so extremely likely that I am considering it to count in all three versions Theory Canon and Onscreen. **Maybe if I don't forget I will make a poll on this right before posting the doc.**

Step 3: Yuuichi than intentionally claimed for the death to be suicide while Gouri claimed it's murder. Gouri then convinced everyone to not exchange passwords with Yuuichi by taking on the risk of exchanging passwords with 2 players himself thus not leaving anyone to exchange passwords with Yuuichi. **An important thing to mention here is that the 2 players who exchanged passwords with Gouri here were Shinji and Kokorogi, this was something that was anticipated and exploited by Yuuichi later on in the game.** Yuuichi then again refused to exchange passwords with Shiho. Then Yuuichi proceeds to go exchange passwords with 3 people by begging them with his acting skills and getting the passwords of their partners and also successfully made them think that he was on their mercy and then also indirectly facilitated the emotions of Gouri by not being eliminated, Gouri tried to figure out who exchanged passwords with Yuuichi by asking who each player exchanged passwords with. But he was met with a “why should I tell you?” By everyone that is Yuuichi the

three players, Shiho and some others. Yuuichi had also predicted that Shibe would exchange passwords with Shiho as he knew that Shibe hated him because of the information he was told, but not with Shiho, he still saw her as a friend and only shot her before because he absolutely needed to.

Strategy evaluation:-

Complexity/Alignment:

Here's a summary of the entire strategy:

1. Psychological Profiling: Yuuichi carefully studied each player's behavior and motivations in the lodge, gathering insights to anticipate their reactions and manipulate them later.

2. Misdirection with Shiho: When Shiho arrived, Yuuichi pretended not to recognize her, framing her as a TG administrator who was sent to create chaos. He subtly suggested that others could also be admins, planting doubt.

3. Suspicion Avoidance: Yuuichi intentionally made himself appear suspicious by suggesting that anyone could be a TG admin, which resulted in others refusing to exchange passwords with him, a move he predicted.

4. Identifying the Admin: Using his perception skills, Yuuichi identified the true TG admin. He strategically approached the admin, exchanged passwords, and then threatened him with a knife to ensure his cooperation in staging a fake death.

5. Faking the Admin's Death: Yuuichi forced the admin to stage a suicide, knowing it would eliminate him from the game without suspicion. This was another part of his calculated manipulation.

6. Acting Skills: Yuuichi's acting was pivotal. He used his expertise to convincingly portray the death, making it appear real and further distancing himself from suspicion.

7. Layer 1: Misdirection on Himself and Shiho: By making Shiho seem like a potential admin and casting suspicion on himself, Yuuichi cleverly hid his true intentions, forcing others to question their assumptions.

8. Layer 2: Admin's Fake Death: Yuuichi orchestrated the admin's fake suicide to confuse the group and deflect attention from himself, ensuring his safety in the game.

9. Layer 3: Claiming Suicide & Gouri's Reaction: When Gouri argued the death was a murder, Yuuichi emphasized the suicide angle, deepening the confusion and reinforcing his role as an unreliable source to distract others.

10. Manipulating Password Exchanges: Yuuichi anticipated that Gouri would exchange passwords with two players, Shinji and Kokorogi, and used this knowledge to manipulate future interactions to his advantage.

11. Refusal with Shiho: Yuuichi deliberately refused to exchange passwords with Shiho, maintaining her trust while preventing her from growing suspicious of his actions.

12. Begging for Passwords: Using his acting skills, Yuuichi begged three players for password exchanges, gaining access to their partners' passwords without raising suspicion.

13. Hiding Password Info: After exchanging passwords, Yuuichi made sure no one would reveal who exchanged with whom, further maintaining secrecy and confusion among the players.

14. Anticipating Shibe's Moves: Yuuichi predicted that Shibe would exchange passwords with Shiho, due to their shared history and his emotional connection to her, which he used to manipulate the game further.

15. Layer 4: His Acting & Control: Yuuichi's acting skills were a cornerstone of his strategy, making it nearly impossible for others to see through his layers of deception. He maintained control over the game, manipulating everyone while remaining an underdog in their eyes.

I myself explained everything in like 3 huge steps but this strategy is so complex that even a summary has 459 words and 2,614 characters excluding spaces (said by gpt itself) and I'll say this is still not a perfect explanation of everything it's a 9.5 out of 10 but I didn't bother telling gpt to rewrite cause you really won't be able to call it a summary at that point,in order to explain every single contingency here it would require more than 500 words minimum.

<u>Shielding/resilience/success rate/execution:</u>
The fake suicide tactic Yuuichi employed was incredibly well-executed and made it nearly impossible for anyone to see through. By staging the death of the TG admin and making it appear as a suicide, Yuuichi crafted a scenario that threw the players off the scent of his true intentions. The isolated, snowy environment played a key role in this deception any subtle signs that could have exposed the truth, like ligature marks or the body's position, were obscured by the setting, making it harder for anyone to scrutinize the scene closely. The brilliance of this tactic was in how it misdirected the players' attention and led them to believe that Yuuichi was in a far worse situation than he actually was. As a result, they believed he hadn't exchanged any passwords and was stuck without any alliances, which made them think he was in trouble. This allowed Yuuichi to play his

cards carefully, maintaining the illusion of being vulnerable while he had already successfully exchanged passwords with several players in secret. His refusal to exchange passwords with anyone right after the fake suicide further reinforced the idea that he was isolated and on the verge of being eliminated. In reality, this was all part of his plan to make the others underestimate him and keep them off balance. The fake suicide created an excellent smokescreen, shielding his progress and allowing him to stay in control of the game without raising suspicion.

However, one potential flaw in the strategy is the reliance on the reactions of others, which can't always be fully controlled. If a player like Gouri or Shibe had acted unpredictably, Yuuichi's carefully laid plans could have been disrupted.

<u>Effectiveness:</u> This strategy fulfilled multiple goals for him simultaneously which are as follows:

1. **Made him the only player who not only had 3 passwords available to him already but also the person whom no one else knew the password of. In other words the most powerful player in the group from the start.**

2. **Yuuichi indirectly manipulated many people from Shiho to Gouri in different ways and set them up as pawns for his next long plans later on.**

3. **Yuuichi got direct control over Tarou, which was extremely useful for him in the later part of his plan and also to create *logic layers of fabrication* even layer on.**

4. **Yuuichi was able to completely deceive everyone in the game and exploit/utilise everyone's personalities, goals and nature here for his own strategy. Assessing all risk and making a nearly impossible to counter strategy all while setting up the stage and desired outcome for his later plans.**

5. **Yuuichi got Nagi's phone which basically gave Yuuichi nearly complete control over the entire game as he was able to control which task he should give to whom.**

Foresight:-*One more thing to note is that Yuuichi had already formulated not only this entire strategy but also foresaw extremely far after that as proven by some of his tactics like letting Kokorogi and Shinji exchange passwords with Gouri which served more than just the purpose of getting Tarou's password for sure. (Arguably his best cat of this strategy)*

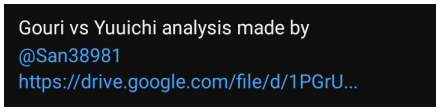
Efficiency: Considering that all Yuuichi had gained from this strategy as I explained in the effectiveness part it is actually extremely efficient if you think about it. Yuuichi's strategy is highly efficient in terms of goals achieved relative to the resources at his disposal. He starts with minimal resources—mainly his acting skills and psychological insight—yet manages to manipulate multiple players, control the flow of information, and secure key advantages. By creating layers of deception, he achieves several objectives with little direct confrontation: he isolates himself from suspicion, gains access to critical information through password exchanges, and forces others to make strategic errors. The use of fake deaths and misdirection allows him to eliminate threats without directly harming anyone, saving him time and effort.

Flexibility: Yuuichi's strategy in the Friendless Game is extremely adaptable because it's built on layers and psychological manipulation. He doesn't follow a set path but adjusts his moves depending on how others react. For example, he starts with subtle misdirection and only shifts to more direct actions once he understands how people are thinking. His acting skills give him the flexibility to change his approach based on the situation, making it easy for him to deceive others as needed. He also anticipates how players like Gouri or Shibe will behave, using that knowledge to adjust his plan in real time. Whether it's refusing password exchanges or setting up fake deaths, Yuuichi can adapt to whatever happens, making it hard for others to catch on or counter him. This adaptability is what makes his strategy so dangerous.

Friendless game plan:

There are a lot of good manipulation feats in this arc which were explained very well in this doc made by San so I recommend everyone to read it.
Yuuichi vs Gouri

Credits:-

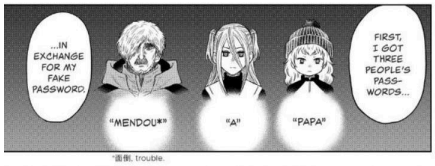


(This is his YouTube name)

Step 1: The people Yuuichi psychoanalyzed were: Arayanagi,Reika,Gouri,Hokuto,Kimiko,Tarou,Sora total 7 not counting the Admin, himself and 4 other players.

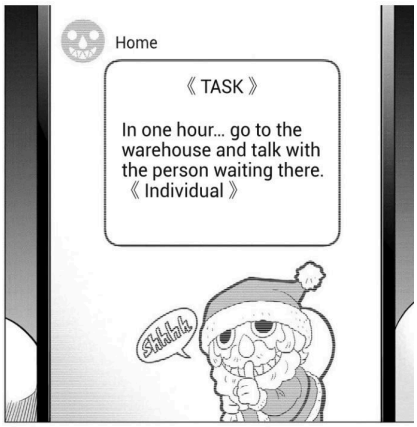
Out of these 7 people Yuuichi exchanged passwords with Arayanagi,Hokuto and Kimiko (all for separate reasons which I'll explain later, ons of them was that Yuuichi knew they would accept the offer and give him his password) Since Yuuichi already predicted that the two people Gouri will exchange passwords with will be Shinji and Kokorogi this effectively gave him the passwords of all the 3 players except for the three that gave him someone else's password **and that included Tarou**. Yuuichi had psychoanalyzed Tarou and knew that Tarou wanted to destroy tomodachi game and this was the reason why he came so far, Yuuichi then confronted Tarou when he had the perfect chance and kind of forced him to cooperate with him for the next stages of his plan, not completely force but also convince him a little since they both had the same goal.

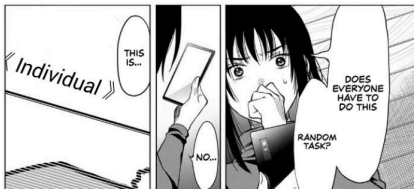






Step 2: Shiho while she is in her room get's two tasks:





One of them was to go to the warehouse and talk with the person waiting there within 1 hour and the other was for her to use her password indirectly in a conversion with at least 2 people. Yuuichi gave both tasks only to Shiho for reasons I will explain later on. When she went to the warehouse tho Gouri was there lying on the ground, bring hit by someone to the head.



Gouri then explained how he won't be able to set this up himself as if he did, he would have to dispose of the weapon which won't be possible without spilling blood. After that they went to the lodge to tell everyone about it, but Yuuichi said otherwise claiming that Shiho and Gouri allied to set up this false attempted murder case. He then pressures them saying he'll even make Shiho her ally. But Shiho then snapped **(as Yuuichi had expected)**


SO WHAT, ARE YOU TRYING TO SAY THAT YOU'RE NOT ON ANYONE'S SIDE?
WELL, IF I HAD TO PICK THEN...
ビキビキ
I ALSO REFUSE TO SUPPORT A PERSON AS UNPLEASANT AS YOU.
THEN JUST BECOME MY...
HAVING SAID THAT,
ぎゅ
I'M AN ALLY OF "JUSTICE".
AH... SHE SNAPPED.



The reason she even did this was
so that she could complete her 1st task successfully as this was the perfect opportunity and she also believed herself that it was a legit murder attempt which triggered her sense of justice and caused her to ally with Gouri here. Yuuichi effectively manipulated both Shiho and Gouri exactly as he intended for his future plans by giving them thoroughly thought out tasks predicting all their reactions, in truth it was Yuuichi who hitted Gouri in the warehouse and then planned all this as is confirmed later on. This had a huge effect on Gouri which again you can read the Yuuichi vs Gouri doc to understand, I am mainly focusing on the plan and predictions here. This may seem weird or a intuitive prediction at first but it isn't and the manga does a great job at giving the psychological insights for these predictions which I'll copy the dialogues for the readers, keep in mind this is really a simplified explanation Yuuichi knows these in much more ridiculous levels of depth and thus the reason why Yuuichi was able to make such good predictions:

“Justice is a powerful word. It gives people courage, but on the other side, it also has a hopeless weakness as well. Justice doesn’t tolerate inconsistencies. There are many other forms of justice like peace, equality, diversity, etc. The reason for making them look beautiful and powerful is consistency. If there is consistency, those who believe it won’t be betrayed. That’s why people are drawn by justice; those whose minds are weak end up relying on it. But unfortunately, people are by nature contradictory beings with no consistency. That’s right, people cannot live according to their idea of righteousness. Sometimes they are right and sometimes lazy; they’re neither black nor white. Most people are gray; however, once one mentions justice, they won’t tolerate anything that isn’t black and white. That’s because those of us who believe in justice too desperately try to be good, won’t accept such compromise. That’s why, for example, even if they were your most important friend, you have to throw them out if you find out that they are not “white.” To protect the illusion of consistency, the fools who hold up justice will 100% be used”

Here's an explanation by gpt of this passage since in the manga this is explained in a more philosophical manner:

“This passage highlights several real tendencies in human nature:

1. Struggling with Consistency: People often have ideals like justice or fairness, but living up to them perfectly is hard. This inconsistency creates inner conflict, something psychologists call cognitive dissonance. We often have values, but life isn’t always clear-cut, and sticking to those values in every situation can be challenging.

2. Relying on Ideals for Stability: When people feel uncertain or insecure, they may cling to concepts like justice for a sense of stability. This is especially true if they see justice as part of who they are—almost like a guide to making decisions.

3. Seeing the World in Black and White: When it comes to moral issues, people often prefer a simple, clear-cut view—right vs. wrong, good vs. bad.

This black-and-white thinking can help people avoid uncomfortable gray areas, though it can also make them inflexible.

4. Sacrificing Relationships for Moral Purity: Sometimes, people prioritize moral ideals over relationships. They may reject friends or loved ones who don't meet their high standards to feel morally "pure" or consistent. This aligns with our tendency to separate people into those who "belong" and those who don't, based on shared beliefs.

5. Creating an Illusion of Consistency: People tend to ignore or justify their own contradictions to maintain a sense of consistency. In this way, they protect their self-image, keeping up the belief that they're following their values, even when they slip up.

So overall, yes, the passage accurately reflects how people wrestle with their ideals and how justice, as an ideal, can lead to rigid thinking and tough decisions in real life".

In order to execute such psychological tactics Yuuichi would need to know a lot more about these than what's simply explained here tho, which shows his high EU as well as ability to complete multiple tasks with a sufficient amount of tactics simultaneously building up more and more layers of fabrication to shield his main strategy while also facilitating the emotions of others for his desired goals and outcomes.

All these predictions might seem very unrealistic and illogical but it's fully logical, here is a analysis of some reasoning feats to prove so:

Cedits: Makhily (discord name)
Yuuichi's Induction and psychological Reasoning Feats on Gouri:

From the start of the Friendless Game, Yuuichi has been closely analyzing and manipulating Gouri. Over time, Yuuichi reached a level where he completely understood Gouri's way of thinking. Without knowing Gouri's past or the reasons

he is the way he is, Yuuichi could still foresee and predict all his actions simply by understanding human behavior and societal dynamics.

P1. On the first night, Yuuichi staged a fake suicide by hanging Akira, a "participant," from a tree. Gouri noticed Yuuichi's unusual behavior and became suspicious. Yuuichi then whispered privately to Gouri that now the body was gone, all evidence of his crime had disappeared. This provocation made Gouri believe that Yuuichi had killed Akira.

P2. If someone attacked Gouri from behind with a weapon and no one witnessed it, Gouri would immediately suspect Yuuichi. This assumption comes from how Yuuichi has framed himself in Gouri's mind (explained in P18).

P3. Even if Gouri survived such an attack, he would consider himself lucky to have lived. However, Yuuichi would ensure Gouri survives because his plan would fail otherwise. Gouri might die from his injuries or hypothermia if help arrived too late, but Yuuichi would calculate it so rescue came just in time.

P4. Yuuichi has displayed a blatantly disrespectful and provocative personality since the start of the game, making people like Kimiko and Sawaragi uncomfortable repeatedly.

C1. Gouri views Yuuichi as a villain due to his immoral and outrageous actions, solidifying the belief that Yuuichi is a danger in the game.

P5. Gouri openly opposed Yuuichi from the beginning, seeing his arrogance and disrespect as reasons to resist him. This led to public tension and near-boycotts.

P6. Yuuichi pretends to be Kimiko's ex-lover, disregarding her boundaries to get closer to her. Gouri, seeing this, directly demands Yuuichi apologize to Kimiko for bothering her.

P7. After Yuuichi's staged "suicide" involving Akira, Gouri plans to hold Yuuichi accountable for murder. Gouri positions himself as a vocal leader, taking an active role in exposing Yuuichi's crimes.

P8. Gouri is willing to jeopardize his own safety in the game to bring Yuuichi down. He publicly offers to share his password twice, knowing this puts him at a significant disadvantage since having two people with your password nearly guarantees losing the game.

C2. Gouri's devotion to justice is absolute. Yuuichi deduces that Gouri prioritizes his vision of justice above anything else, including his self-interest or alliances.

P9. Despite his provocations and the chaos he has caused, Yuuichi remains securely in the game even days after its start, highlighting his ability to navigate and manipulate events.

P10. Yuuichi controls several participants' passwords and maintains the partial support of others who mistakenly believe they can use him as a pawn. This ensures Yuuichi always has a safety net of influence in the game.

P11. There's a striking contradiction between Yuuichi's immoral actions and his continued presence in the game, emphasizing a flawed justice system in Gouri's eyes.

C3. For Gouri, this contradiction embodies the failure of justice. He firmly believes that Yuuichi, who commits immoral acts, must face consequences immediately.

P12. Even before Yuuichi's planned attack, Gouri's main objective is to expel Yuuichi, prioritizing this goal over winning the game itself.

P13. After attacking Gouri, Yuuichi deliberately provokes him further, pushing Gouri to his limits. To Gouri, this act of provocation is the ultimate form of injustice.

P14. Yuuichi twists the narrative, accusing Gouri of orchestrating a false attack on himself. He backs this claim with carefully curated information, exploiting any gaps or inconsistencies in Gouri's account.

P15. Some participants side with Yuuichi, believing Gouri fabricated the attack to frame Yuuichi for personal gain. Their doubts stem from Yuuichi's manipulative control over participants (as noted in P10).

C4. Yuuichi continues to reveal his manipulative and morally repugnant nature. While Gouri's idealistic desire for justice remains (as in C2), Yuuichi's undeserved support from others (from C3) drives Gouri to double down on his resolve to punish Yuuichi.

P16. The morning after the first day, despite Gouri's efforts to remove him, Yuuichi remains unscathed. This provokes Gouri to display his frustration and a more violent, aggressive side toward Yuuichi.

P17. Gouri becomes visibly frustrated and loses his composure, becoming hostile toward the participants. Yuuichi notices his growing frustration with those who failed to follow Gouri's plans and instead chose to support Yuuichi.

P18. Gouri's disdain for Yuuichi deepens into a personal vendetta. Consumed by resentment, he becomes irrational, abandoning objectivity in favor of targeting Yuuichi out of pure hatred. Yuuichi now represents everything that opposes Gouri's ideals of justice.

P19. Yuuichi observes a "darkness" within Gouri—a madness fueled by his obsession with justice and his hatred for Yuuichi. This darkness drives Gouri to act irrationally, making him willing to resort to any means, including unethical ones, to achieve his goals.

C5. Gouri, under the influence of his darker impulses, becomes capable of violent, impulsive, and even deceitful actions. He is willing to compromise his moral principles for what he believes to be the greater good, as his belief that "the ends justify the means" takes hold.

P20. Gouri knows that in order to uphold his sense of justice and punish Yuuichi, he must find a way to incriminate him tangibly or democratically.

P21. Yuuichi ensures there will be no evidence left behind from his attack on Gouri. Without proof, Gouri cannot accuse Yuuichi through conventional means.

P22. With no tangible evidence against Yuuichi (as seen in P21), Gouri is forced to resort to unconventional measures to achieve his goal, or risk letting Yuuichi escape justice.

P23. Gouri must consider the most straightforward way to accuse someone falsely—through violence, deception, or fabricating evidence. Yuuichi, experienced as a scammer, recognizes this pattern, as it mirrors countless instances of corruption and false accusations he's witnessed.

C6. Based on Gouri's capacity for immoral actions (from C5), his goal of punishing Yuuichi (from C4), and the common pattern of creating conspiracies when lacking evidence, Yuuichi deduces that Gouri will fabricate false evidence or testimony to incriminate him.

P24. Yuuichi accuses Gouri of lying and organizing a staged attack on himself (as seen in P14). This act reflects the very strategy Gouri will eventually adopt, as Yuuichi already predicted in C6.

P25. Gouri lacks both the time and resources to devise an entirely original plan. Yuuichi observes that Gouri tends to imitate solutions he has seen work in the past, as demonstrated on the first day when Gouri followed Hokuto's lead in excluding Yuuichi.

P26. Humans naturally lean toward replicating previously observed solutions when solving problems, a phenomenon called vicarious learning. Yuuichi applies this psychological principle to anticipate Gouri's behavior.

P27. Yuuichi's strategy is to commit a crime (attacking Gouri) and then frame Gouri for attacking himself. Gouri, through vicarious learning, will unconsciously replicate this tactic—he will attack someone and then falsely accuse Yuuichi to justify his actions.

C7. Gouri's habits, human tendencies, and current circumstances make it likely that he will replicate Yuuichi's method. Gouri will attack or threaten a participant to coerce them into falsely accusing Yuuichi of a crime he didn't commit. This would bolster Gouri's credibility while framing Yuuichi as a dangerous individual.

P28. To execute his plan, Gouri must choose the most suitable victim for his attack—someone weak, isolated, and easy to manipulate. For Yuuichi to deduce Gouri's choice, he carefully analyzes the profiles of all the participants, narrowing down the possibilities.

P29. Gouri's plan involves intimidating his victim into falsely accusing Yuuichi. To do this, the victim must be physically weaker than Gouri and susceptible to fear or coercion.

P30. Out of the 10 participants, 4 are men. Since men are generally physically stronger than women, Gouri won't risk targeting them, as it would jeopardize his plan.

C8. Gouri will exclude the male participants—Shinji, Shibe, Tarou, and Nagi—from his list of potential victims, leaving only 6 women as viable targets.

P31. People's behavior is often influenced by those they spend time with, a phenomenon tied to group bias. This tendency can push someone to act out of character or go against their usual principles.

P32. Kokorogi is part of a tight-knit group with Shinji and Shibe. She relies on their advice and support, making her unlikely to act without consulting them. This bond makes her a poor choice for Gouri's plan, as her group would interfere if she were targeted.

P33. Reika stays close to her father at all times, a natural reaction in a stressful environment. If Gouri were to threaten her, her father would likely find out, exposing Gouri's plan.

C9. Gouri will avoid targeting women connected to strong groups or individuals, eliminating Kokorogi and Reika from his list. The number of possible victims is now reduced from 6 to 4.

P34. Gouri cannot afford to harm someone whose loss would disadvantage him later in the game. His actions must align with his long-term goal of defeating Yuuichi.

P35. Sawaragi is Gouri's only ally, someone who shares his ideals of justice. If he harms her, he would lose her trust and weaken his position in the game.

P36. Hokuto has consistently displayed exceptional intelligence and control over the group. Targeting her would be too risky, as she could easily expose Gouri and turn the group against him.

C10. Gouri won't target Sawaragi or Hokuto due to the strategic disadvantages it would bring. This reduces the pool of potential victims from 4 to 2.

P37. If Gouri's chosen victim holds any negative feelings toward Yuuichi, it would make them more likely to cooperate with Gouri's threats. This alignment of interests increases the likelihood of Gouri's success.

P38. Between the remaining candidates, Kimiko and Sora, Kimiko has already displayed hostility toward Yuuichi after he publicly bothered her on the first day. In contrast, Sora has had no prior interaction with Yuuichi, making her a less suitable target for Gouri's plan.

C11. Gouri will select Kimiko as his target. Her preexisting negative feelings toward Yuuichi make her more likely to succumb to Gouri's threats and support his false accusations.

Final Conclusion

Yuuichi meticulously analyzes Gouri's personality, motivations, and patterns to predict his every move. By provoking Gouri with an initial attack, Yuuichi sets off a chain of events where Gouri replicates Yuuichi's own tactics attacking a participant and coercing them into framing Yuuichi. Yuuichi even anticipates the exact person Gouri will target: Kimiko.

This sequence showcases Yuuichi's unparalleled ability to manipulate and anticipate human behavior. He not only predicts Gouri's broader strategy but also deduces the precise identity of his victim, all while remaining several steps ahead in the psychological battle.

This is taken from the Makhiliv vs Ace debate on the red dragon server, if you have any doubts with this you can directly go check the debate yourself. I read the debate and rewrote it in my words and took some help. To make this easier to understand.

This along with the new interpretation I talked about gives a more logical explanation to Yuuichi's planning.

Step 3: For this step Yuuichi again took the help of Tarou, Yuuichi had made several Individual tasks like:

1. Shiho would be given a revolver with a couple bullets and she would be given the task to shoot someone (this is given to her later on after step 3)
2. Gouri will be given a "mask of justice" which when he wears it he can commit violence even in the lodge.

Next came the event of Gouri abducting Kimiko and telling Shiho about it, Shiho is hesitant at first but decides to take action against Yuuichi along with Gouri.

"Even Shiho or Kimiko were able to make Gouri angry so Yuuichi facilitating his emotions so much isn't all that impressive either"

One misconception that can be made here is that Gouri manipulation isn't effective because it was very easy to make him angry but that's just wrong as the entire seen itself was a calculated tactic by Yuuichi (*in other words*

indirect manipulation) **since The events in question are not mere coincidences but a carefully orchestrated manipulation by Yuuichi. To clarify, Yuuichi anticipated that Gouri would target Kimiko, and he manipulated Gouri into carrying out the attack. The details of how Yuuichi accomplished this will be elaborated on later.**

One morning, fully aware that Gouri had either already executed his plan or was about to, Yuuichi approached Sawaragi in a friendly and seemingly casual manner. His objective here was to subtly warn Sawaragi to stay cautious without alarming her excessively. As Yuuichi conversed with Sawaragi, Gouri suddenly appeared, visibly agitated, and urgently requested Sawaragi to come to his room to discuss a matter involving a human life.

Yuuichi immediately analyzed Gouri's words and behavior. Gouri's urgent and manipulative tone confirmed to Yuuichi that Gouri had likely already acted on his plan. Recognizing this, Yuuichi's demeanor shifted dramatically. He abandoned his earlier friendly attitude and adopted a more hostile tone when addressing Sawaragi. This sudden and stark change in behavior shocked Sawaragi, who was unprepared for the abrupt shift.

The reasoning behind Yuuichi's shift was strategic. He deduced that Sawaragi was no longer in immediate danger, so his initial kindness meant to subtly alert her of the threat was no longer necessary. Yuuichi had intentionally used his kind demeanor to plant a glimmer of hope in Sawaragi, aiming to build her trust in him. This trust was crucial because, in the upcoming phase of the game, Yuuichi would be pitted against Shibe, Kokorogi, and Shinji. He needed Sawaragi's support to gain an edge, even if only temporarily. By presenting himself as compassionate at first, Yuuichi aimed to secure Sawaragi's loyalty and favor, knowing her affection for him could be exploited.

Yuuichi's next move was even more calculated. After his sudden shift in tone, he accused Sawaragi of flirting with Gouri in his room. This accusation served a dual purpose: first, it annoyed Sawaragi and provoked her to prove him wrong; second, it created a rift between her and Gouri.

The resulting tension between them was advantageous for Yuuichi's plan, as it disrupted any potential alliance that could form against him.

Yuuichi was confident that Sawaragi, being physically stronger than Gouri, was at little risk in this situation unless Gouri caught her completely off guard. This relative safety allowed Yuuichi to manipulate Sawaragi's emotions and behavior further without significant concern for her wellbeing. By keeping Sawaragi emotionally involved and slightly dependent on him, Yuuichi reinforced his strategy.

A crucial aspect of this feat lies in how Yuuichi orchestrated these actions to maintain a connection with Sawaragi and ensure her eventual intervention on his behalf. From the start, Yuuichi had been manipulating Sawaragi. His brief moments of kindness were deliberate, aimed at preserving her trust and setting up her partial support for later events.

Yuuichi foresaw that Gouri would eventually attempt to kill him in front of witnesses, an outcome Yuuichi had deduced through his analysis of Gouri's impulsive and agitated nature. By setting up the situation and provoking Gouri, Yuuichi ensured that Sawaragi would step in to protect him. Gouri's emotional outburst and subsequent actions were not isolated incidents but indirect results of Yuuichi's manipulation.

Yuuichi's exchange of his password with Hokuto was not a random or impulsive decision but rather a deliberate part of his overarching strategy to manipulate Gouri. Yuuichi had already orchestrated a scenario where Gouri sought to isolate him by ensuring no one else would exchange passwords with him. This manipulation forced Gouri into believing he could control the dynamics of the game and undermine Yuuichi's position.

At this point, Yuuichi shared his password with Hokuto, leading her to believe that she had a significant advantage over him. Hokuto now considered Yuuichi her pawn, driving her to take genuine interest in ensuring that Yuuichi remained in the game. She viewed him as an asset that she could control, completely unaware that this perception was exactly what Yuuichi intended.

What makes this manipulation even more intricate is Hokuto's refusal to disclose the identity of her password exchange partner. This behavior was not coincidental but part of Yuuichi's emotional manipulation (EM) of Gouri. Yuuichi anticipated that Hokuto withholding this information would frustrate Gouri, who relied on maintaining control over the players' alliances and information flow.

Yuuichi's plan hinged on the fact that, with three players having exchanged passwords with him, a level of secrecy and reluctance to reveal partnerships would naturally emerge. He knew this would disrupt Gouri's scheme, as Gouri depended on players' cooperation to isolate Yuuichi. Hokuto's decision to withhold her password partner's identity was precisely what Yuuichi had intended, and her actions upset Gouri. This frustration stemmed from Gouri's inability to manipulate the players as he had planned, revealing a significant layer of Yuuichi's EM strategy.

Hokuto's behavior, which appeared to emotionally manipulate Gouri, was actually a direct result of Yuuichi's indirect influence. This demonstrates the depth of Yuuichi's planning and his ability to use others as unwitting participants in his strategy. Suggesting that Hokuto's manipulation was independent of Yuuichi's plan overlooks the complexity of the feat and the intricacies of the arc.

Furthermore, Yuuichi replicated his strategy with Hokuto across several other players, amplifying his influence over Gouri's emotions. By embedding the players' passwords into innocuous statements during discussions and debates, Yuuichi subtly blackmailed them into aligning with him rather than Gouri. This tactic created an atmosphere of uncertainty and mistrust among the players, further hindering Gouri's ability to maintain control.

As Yuuichi's strategy unfolded, Gouri became increasingly frustrated. He perceived Yuuichi's actions as recurring injustices, each one aggravating his sense of betrayal. This frustration wasn't merely about the game—it reawakened old traumas from Gouri's youth, where he had experienced moments when justice had failed him, leading to a traumatic loss. These unresolved emotions made Gouri even more susceptible to Yuuichi's

manipulation, compelling him to act against Yuuichi out of a need to regain control and restore his perceived sense of justice.

Yuuichi's ability to emotionally manipulate Gouri through indirect blackmail tactics involving passwords demonstrates his mastery of psychological and social dynamics.

Ultimately, Yuuichi's feat here is a layered strategy of emotional and indirect manipulation. He provoked Gouri's agitation to trigger the attack while simultaneously orchestrating Sawaragi's involvement. This multilayered manipulation highlights Yuuichi's ability to plan several moves ahead, influencing multiple players in the game to achieve his desired outcomes.

After this Shiho and Gouri plan to spy on Yuuichi together while Yuuichi pretends to talk with Tarou waiting for Shiho and Gouri to notice them. And they do notice Yuuichi after which Yuuichi runs away also letting Tarou escape first Shiho noticing this decides to go capture Tarou while Gouri goes for Yuuichi, Tarou manages to escape but Yuuichi on the other hand was about to attack Gouri with a axe he had been carrying but Shiho managed to save Gouri by kicking Yuuichi and leaving him unconscious and as he predicted he wasn't killed by that as he already had a good idea of how strong Shiho is and Shiho while she wasn't his great ally anymore she did still scare about him and she wouldn't try to straight up kill him.

Then Shiho and Gouri everything that had happened to the rest of the players in the lodge and they decide to keep Yuuichi alive for now (Shiho and the three players players "controlling" Yuuichi would at least opt for Yuuichi to be alive for now along with Tarou which makes at least 5 players out of 11 opposing) Tarou heals Yuuichi and they decide to let him rest for the time being before deciding what to do with him.

Step 4: After the night at which step 3 happened

1. all the food supplies were stolen

2.the power generator of the lodge was cut off (broken)

3. Yuuichi was not in the lodge the next morning.

4. Reika was injured.

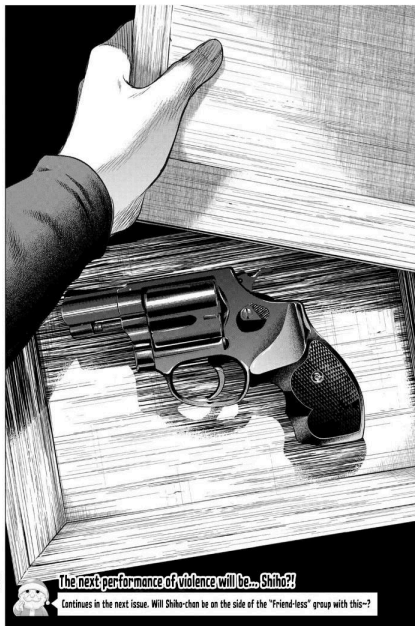
All of this was thought of to be done by Yuuichi,some readers think that but that's not true. You see Shiho wasn't completely wrong here:



Nagi was the one to cause the 4th event, he did so to make Yuuichi seem more evil in the eyes of everyone, attempt at gaining influence as Yuuichi later on mentioned himself, the 1st event was done by Tarou under the instructions of Yuuichi, the 3rd event was actually caused by Shinji and Kokorogi for the reason of putting more blame on Yuuichi in order to make eliminating him more excusable which was their goal, Kokorogi also decides to manipulate Shiho too in order to achieve their goal of goal of eliminating Yuuichi.



And Yuuichi being kidnapped was something Yuuichi did himself, what I am trying to say is that Yuuichi intentionally got kidnapped by Gouri knowing Gouri can easily do that because of his mask task and let him kidnap Yuuichi for the next tactic. Around this time Shiho get's her gun task and there's only 1 day remaining before the time limit for Gouri's gun task runs out.



After this, Shiho along with Shibe,Shinji and Gouri go to capture Yuuichi. Now the scene cuts to us seeing Yuuichi being held hostage in a cave by Gouri



Another thing I would like to mention is that Yuuichi knew and had found the location of a lot of caves near the lodge which he used for this plan, like there's at least 1 more cave where Tarou had kept all the food rations and another one which Yuuichi ended up being held hostage at (this would also mean that Tatou jad stole all the rations and waited for Gouri to put Yuuichi in one of the caves after which he kept the food rations in one of the remaining caves). You can arguably consider this a VSI feat for Yuuichi too here although it still scales far lower than key feat anyways so debating it is irrelevant.

Anyways Gouri came with Shiho to search for Yuuichi and here Gouri came and gave Yuuichi a axe, and swiftly “manipulated” him into coming and attacking Gouri in front of the others and then pinning him to the ground and asking him to reveal his password and then he would let him live Yuuichi didn't say his password tho (even if he did Gouri made sure he won't be audible) but Shiho stopped this from happening



Great foresight from Yuuichi here, knowing that Shiho would do this and anticipating the gun task given to her and also the fact that the gun was filled with bullets, about 5 of them. After this the scene shifts to the lodge with both Yuuichi and Gouri being tied up, Shiho decides to do a trial Between them to figure out the culprit behind all the crimes that took place so far. Yuuichi starts by saying that he couldn't be the culprit behind the recent crimes cause it would be impossible to do all that with his injury and also the fact that he was being held hostage and kidnapped by Gouri that time.



What further made Yuuichi's reasoning more solid here was that no matter how hard Shiho tried, Gouri didn't stop trying to kill Yuuichi almost as if he was trying to silence him.





Gouri argues back by saying he should have been eliminated by now as shown in these panels.
This is kinda invalid reasoning since Gouri carried Yuuichi while Yuuichi was completely unconscious, Yuuichi won't have resisted and that by the logic of Tomodachi game won't count as violence as there was no confirmed consent but no resistance either, (furthermore another hidden reason tho Yuuichi couldn't have used it was that the boss won't want Gouri to be eliminated so quickly and would rather want Gouri's plan to succeed along with Shiho turning against him and shooting him, but that didn't happen) it's later said that Yuuichi won tomodachi game how it's meant to be won, by trusting your friends. And these tactics were also referred to in a way.

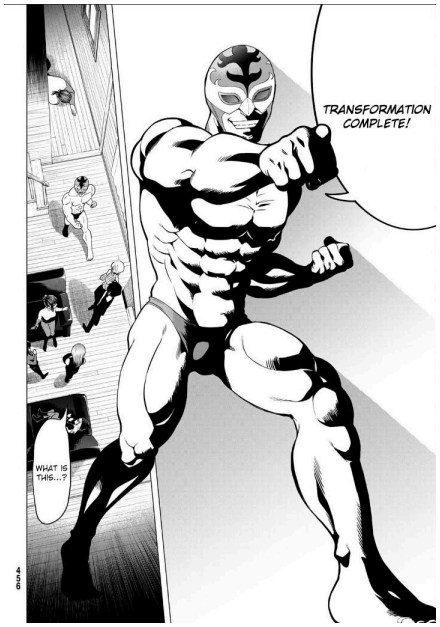
Anyways, here Yuuichi didn't bother arguing,he just asked for the trial period to be postponed till tomorrow, Shiho's task was to be completed exactly on that day too, Yuuichi replies like this tho



Yuuichi was able to persuade Shiho into waiting till 12pm with just a expression here, Gouri wasn't even able to do anything against this, desperate Gouri only had 1 option left which was to change into his mask form and quickly kill someone to fulfill his task , and to do that he gets permission to go to the



washroom **with Arayanagi looking after him**



In canon the most ideal situation happened for Yuuichi that is Gouri catching Reika and staying in the lodge while everyone else escapes outside the thing is this was actually very likely to happen exactly like this, via the elimination process only suitable people were Shinji and him with Tarou not being there at the moment and out of them Shinji would have liked to stay with Kokorogi and keep an eye on Yuuichi and there's also the fact that Arayanagi cared more about money and himself than his daughter so his most likely instinct would have been to run away himself instead of helping Reika, anyways after this while Gouri held Reika and gave everyone the chance to volunteer

themselves in position of Reika Yuuichi went to get a lighter amongst all the commotion and appears with a lighter into the house to put the house on fire forcing Gouri out of the house



Reika is rescued successfully and Shiho first kicks Gouri in the face to knock him out and then “gunwhips” him and she didn't care whether this would count as completing her task or not, than Yuuichi takes the gun from her and shoots him himself so that Shiho's task could be fulfilled.



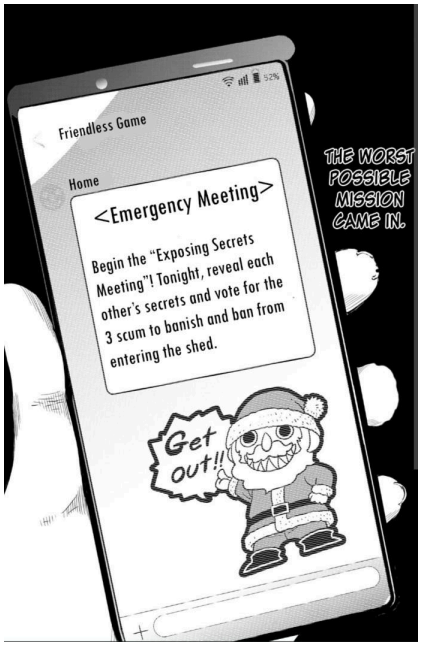
The sheer amount of manipulation, especially indirect and logical manipulation, in this is just insane. Here Yuuichi was basically manipulating the entire cast in the friendless game.

The password gathering plan:-

After the elimination of Gouri Yuuichi and the other players took shelter in a warehouse to save themselves from the cold, here Yuuichi had started his second plan (big plan with some strategies in between) with the goal of getting the passwords of majority of the players in the game effectively making him the “absolute leader” of the game, here Yuuichi used his profiling of the members of the game aside from his friends who he already had a great understanding of which would be 3, excluding Tarou who was his ally he had to use his profiling of 7 other players to get them all eliminated ***(atleast make his friends think that)*** and get the majority of the passwords thus controlling the majority of votes and ultimately winning the game.

Step 1:- After Gouri gets defeated, the entire house gets burned forcing the participants to get in the warehouse. And Yuuichi uses the fact that he has the gun, and starts controlling the members with it. Yuuichi keeps giving everyone

an equal share of food which wasn't to sustain everyone, especially Reika's hunger at all. Yuuichi didn't even allow Shibe to give his own food to her, and the reason he did so was to make himself look even more evil the others (a major part of his plan later on)



Everyone ends up receiving the mission which basically says that 3 people will have to be exiled. (Task setted up by Yuuichi)

Shinji, knowing about Yuuichi's past ends up telling everyone about what Yuuichi did and how Yuuichi caused pain to people in the past and many other horrible things that Yuuichi did. Like using his mother to use Shibe's father. Shinji does this in order to exile Yuuichi for his character, but it fails as Yuuichi knew this would happen. In response to this Yuuichi ends up revealing something that concerns everyone instead of something that concerns only Shibe and Sawaragi (the Story revealed by Shinji). What Yuuichi ends up revealing is the fact that someone could easily have stopped Gouri but didn't, remember the First mission? To share passwords?

Well Gouri stated that he would share passwords with 2 people.

So Yuuichi discovered it via the elimination process.

- Shibe and Sawaragi's reaction already gave it that they aren't.

- In that situation, in order to exchange passwords with 2 people it would be way easier to just find an established group of two rather than talk to people one on one.

- Nagi and Reika aren't because they got attacked by Gouri, so If they really had Gouri's password. Gouri would already have been eliminated.

- The only duo that remains is: Shinji and Kokorogi. Therefore the pair with Gouri's password were Shinji and Kokorogi.





Conclusion: Shinji and Kokorogi have Gouri's password.

Kokorogi in response points out the same thing against Yuuichi, because Yuuichi is the accomplice who is supposedly controlling Yuuichi, and If Yuuichi was eliminated from the game It would have all never happened.



<u>layer 5:</u> The thing is Yuuichi opted for this to happen, because in this way Yuuichi was able to indirectly manipulate Kokorogi to shield his strategy. This just leads everyone to believe that someone is controlling Yuuichi except that's not true and it's Yuuichi who is in full control. Kokorogi herself can't be blamed for drawing such a conclusion; she was just deceived by Yuuichi's other layers of fabrication as anyone would have been **(literally the majority of SCD would have been deceived by that).**

<u>Step 2:</u> After this Nagi ends up leaving after this stalemate from the warehouse to eliminate Yuuichi because he thought that he "had" Yuuichi's password. After Nagi gets back, Yuuichi decides to share his opinion on who to exile. Which is Nagi, due to his cowardly behaviour. But why did Yuuichi do that? Yuuichi did that to put some psychological pressure on Nagi to the point to make even him be scared and get his own child to protect him and to prepare for Nagi's Death fabrication and to get Nagi phone (Nagi's phone is important later, because after Nagi's "Death" Hokuto and Himiko gets somewhat suspicious of Yuuichi)



Here we see some extremely good manipulation feats from Yuuichi, being able to psychologically corner Nagi perfectly causing him to reveal his true self and **Here are some psychological insights on the Nagi's character (Yuuichi knew at least just as much as explained jere about his personality):**

“The character embodies a cold, utilitarian philosophy, prioritizing efficiency and personal gain over moral or emotional obligations. By reducing their child to a tool for profit, they dehumanize familial bonds and treat relationships as purely transactional. Their justification, "What’s wrong with making money efficiently?", masks their lack of empathy and responsibility with rationalizations, reflecting egoism and a detachment from societal norms.

Yuuichi dismantles this worldview by reframing the situation—labeling them as dependent on the child and morally bankrupt. Philosophically, he highlights their hypocrisy: if efficiency is so valued, why rely on a vulnerable child instead of their own efforts? This forces the character to confront the ethical void in their reasoning, exposing the tension between efficiency and humanity. In doing so, Yuuichi questions whether a life devoid of empathy can ever truly be sustainable or justifiable.”

Or if you want a more in depth explanation by gpt:

“Based on the dialogue and context provided:

The person being cold-read here appears to have a highly pragmatic and possibly exploitative worldview. They justify using their child's abilities or position as a tool for efficiency or personal gain, reflecting a lack of emotional attachment or moral regard for conventional familial responsibilities.

1. Rationalization of Actions: The character's response shows strong cognitive dissonance. They downplay the emotional and ethical implications of using a child as a "shield" by framing it in utilitarian terms—"making money efficiently." This indicates a tendency to justify unethical behavior if it leads to tangible gains.

2. Detached Parenting Philosophy: The statement about parents exploiting their children's youth further suggests a transactional view of relationships. They likely see interpersonal bonds as opportunities to extract value rather than as emotionally significant connections.

3. Defensive but Calculated: The calm demeanor and structured argument ("What's wrong with making money efficiently?") suggests a composed yet manipulative personality. This person might rely on logical rhetoric to deflect criticism and avoid accountability for their moral compromises.

4. Underlying Narcissism or Psychopathy: The lack of concern for the child's well-being, paired with a utilitarian approach to relationships, hints at potential narcissistic or psychopathic tendencies. They seem to prioritize self-interest over empathy or societal norms.

Likely Reaction to Yuuichi's Facilitation

The character likely perceives Yuuichi's remarks as a challenge but doesn't outwardly show distress. Instead, they double down on their philosophy,

attempting to reframe the situation to suit their narrative. This reinforces their need to maintain control and appear unwavering in their beliefs.

I won't bother trying to glaze this feat too much, I mean these panels already do a good job at that so I'll just paste them all here:-






IT'S OBVIOUS.
SINCE WHEN HAVE I BEEN A COWARD?


SURE TO DO IT AGAIN.
YOU DID IT BEFORE, AND YOU'RE
USING YOUR KID AS AN EXCUSE TO MAKE THINGS EASIER FOR YOURSELF.
YOU'VE ALWAYS BEEN USING YOUR CHILD AS A SHIELD
TO STAY IN THE GAME.


BUT THEY AT LEAST HAVE THE GUTS TO PUT THEMSELVES AT RISK TO PLAY THIS GAME.
THERE ARE PLENTY OF PEOPLE WHO PISS ME OFF HERE,


THIS GUY-!
HAH?
I'M TALKING TO ARAYA NAGI. WHAT OF IT?
SHIDARCHI Scan


EH... DON'T TELL ME YOU'RE THE ONE WHO TRADED PASSWORDS WITH YUUICHI?
D-DO YOU NOT REALISE WHAT'LL HAPPEN IF YOU GO AGAINST ME?
ヒィ
THAT'S ...I'LL REPORT YOUR PASSWORD IN...
JUST WHAT ARE YOU TRYING TO SAY?


I'LL DO EXACTLY THE SAME TO YOU.
IN THAT CASE, THE MOMENT YOU TRY ANYTHING AGAINST ME,
I'D ALSO KNOW YOURS, WOULDN'T I?
IF YOU REALLY EX-CHANGED PASS-WORDS WITH ME,


AND YOU DON'T HAVE THE RIGHT TO ORDER ME AROUND AS IF WE AREN'T.
IN OTHER WORDS, YOU AND I ARE EQUALS,


WHAT DO YOU THINK? MY VIEWPOINT MAKES SENSE, DOESN'T IT?
CER-TAIN-LY...
IT MAKES IT LOOK LIKE YOU'RE HURRYING TO COME UP WITH THINGS ON THE SPOT.
BUT, THE EXTENT OF YOUR COER-CION ...


AFTER ALL, I CAN KILL YOU, BUT YOU CAN'T KILL ME!
BUT, YOU AND I ARE NOT EQUALS.
TOMODACHI Scan


WHICH MEANS, YOU EX-CHANGED YOUR DAUGHTER'S PASSWORD.
SO YOU FINALLY UNDER-STAND. YOU CAN'T OPPOSE ME.
HEY, NOW... IF THAT'S TRUE, THERE'LL BE BIG TROUBLE!
YOU USED SOMEBODY ELSE'S PASSWORD IN THE EXCHANGE INSTEAD OF YOUR OWN, DIDN'T YOU?
NO, THAT'S NOT WHAT I'M TALKING ABOUT.
?


ONCE AGAIN, YOU USED YOUR OWN CHILD AS A SHIELD.
YOU'VE PROVEN YOURSELF TO BE AN EVEN WORSE COWARD THAN BEFORE.
IN THE END, YOU'RE JUST BLABBERING TO YOURSELF.
I... USED MY DAUGHTER?
TRASH.
THAT'S THE WORST...
WOW, YOU REALLY ARE THE WORST.
THERE ARE PLENTY OF OTHER PARENTS WHO TAKE ADVANTAGE OF THEM THE SAME WAY!
PAPA... IT HURTS!
JUST PUT UP WITH IT A LITTLE LONGER FOR PAPA'S SAKE.
YOU UNDERSTAND, DON'T YOU?
HEY, REIKA.
ADULTS ALWAYS HAVE TO DEAL WITH PAIN LIKE THIS, AND IT GETS WORSE EVERY SINGLE DAY.
THIS HURTS ...?
A CHILD'S JOB IS TO JUST SHUT UP AND DO AS ADULTS TELL THEM!
GOT IT?





reddit.com/r/TomodachiGame
discord.gg/tomodachigame





And there is this panel, which is a great EF feat, evidence for one of his unconfirmed feats and also a symbol of his double personality and a nice addition to Yuuichi's writing.



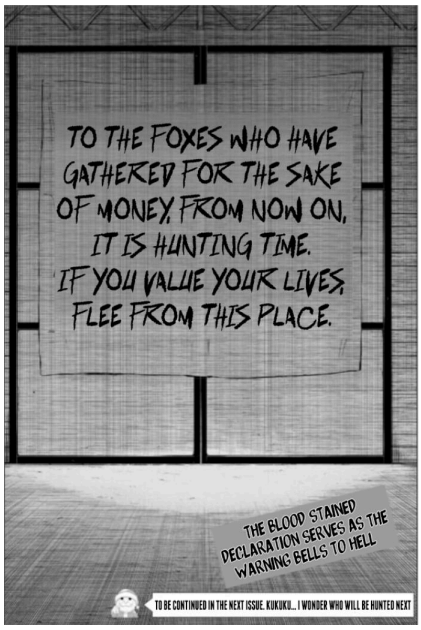


As I already explained, having tears in only 1 of his eyes is symbolic to Yuuichi's double personality, one having empathy and care for others and the other being completely devoid of it.

Next thing Yuuichi did was set Arayanagi's “death” in other words make everyone believe he is dead by causing a blackout right at the moment and then . This required a lot of teamwork and good execution from Yuuichi's part first of all, and it was another layer of fabrication by Yuuichi in order to guide everyone to believe that a ruthless killer controlling Yuuichi does exist.





And they also stick this to a wall 

Writing letters that big would require a lot of time which also proves that Yuuichi was doing.

Hokuto here herself explains how this was all executed by 2 culprits which is correct which all further deceives everyone into thinking that Yuuichi is controlled by a ruthless murderer who wants to see violence and people get killed.



This can be considered a layer of it's own, **6th layer (the logic layers):**

6.1: This.
6.2: There are 2 culprits behind the incident of the lodge entirely burning as just 1 lighter won't burn that badly. Someone must have sprinkled gasoline all over the second floor beforehand.

Next person to eliminate now was Hokuto, she asks for Yuuichi's phone later on in a private conversation as a safety measure and Yuuichi gives her his phone **(from Hokuto's POV)** but in reality Yuuichi gave her Nagi's phone which he got hold of earlier, later on Yuuichi informs everyone that his phone got stolen and he won't give any food until the culprit who stole the phone is found, they will have to prove their innocence to Yuuichi anyway they can in order to get their food, everyone proved their innocence leaving only Hokuto, who in panic left the shed with what she thought was Yuuichi's phone but actually Nagi's phone while reporting Yuuichi's password (a wrong password) she didn't go far though Yuuichi eventually catches up to her and then she tries to report Yuuichi's password in her own phone to eliminate Yuuichi except it was the wrong

password and her password is revealed to Yuuichi after which she breaks Nagi's



phone thinking it was Yuuichi's phone.




Taneda Hokuto-sama,
Unfortunately, the password you have reported for Katagiri Yuuichi is incorrect.
Therefore, the expulsion of the target is forfeit.
For this action, you will receive a penalty.
From the management.
!!!?
THE FUCK DO YOU THINK!? I'M DESTROYING YOUR PHONE!
W... WHAT ARE YOU DOING?
NOW YOU WON'T BE ABLE TO RECEIVE YOUR TASK, AND YOU'LL BE ELIMINATED FROM THE GAME!
HA HA HA
HA HA !!
HA HA HA !!
HOW'S THIS!?
!?
UHM.. SURE? I CAN SEE IT JUST FINE ON MY PHONE.



[Shinji elimination plan:-]

To eliminate Shinji, Yuuichi needed to employ a series of highly sophisticated methods and tactics. The ultimate objective of the plan was twofold: first, to frame Shinji as a bloodthirsty killer, and second, to physically eliminate him afterward. This plan required careful manipulation of several elements and participants, alongside an intricate understanding of Shinji's psychological weaknesses.

Kimiko psychoanalysis:-

It's also worth pointing out Himiko psychoanalysis. Cause this is not only one of Yuuichi's best feats but it's extremely impressive considering that Yuuichi understood the psychology of Kimiko better than what's explained here by gpt without even having this huge monologue at hand. Just through simple perception just like how he perceived pretty much all the players of Friendless game from the very beginning. That means his full focus wasn't even analysing but rather multiple people simply from their actions,body language, behaviour and the way they talked. And he had to rely on that to make a concrete and in depth psychoanalysis of everyone. Like how he knew Tarou's nature of wanting revenge against TG administration at any costs, Gouri's sense of justice,Akira being the secret admin send by TG, Himiko's complex psyche like I will explain now, Arayanagi's nature and his attitude towards his daughter, Shinji's nature and his reason for hatred towards Yuuichi etc.

“I am normal. No unique qualities, neither good nor evil. An ordinary person. But that's precisely why I'll get the last laugh. Normal? What makes someone normal? Though there are people who ask that, it's pretty simple in the end. Perfectly average grades and athletic abilities, they wouldn't be described as beautifully [beautiful], but neither would they be described as "ugly." They obey the law and do as they're supposed to, but do not go beyond that to help others.

Of all the scales society has set to evaluate people, I would be measured in the middle in every one of them. I went to primary school… middle school and then high school, and it was around then when I was a university student that I had a revelation about the truth of this world. Maybe the ones who lose the most in the world are people like me—normal or ordinary people. Even in these twenty years, if I look back, I see a myriad of different kinds of people. The virtuous and the brilliant, they naturally get put on a higher pedestal than the rabble and gain people's trust and reputation.

The bad guys, on the other hand, break rules and receive punishment from society. They then gather with those of the same feathers and construct positions within their hierarchy, each with a unique sort of status. And if they're

able, it becomes a moving story to tell. They'll get statuses more than an ordinary person would ever have.

Does that mean I will never get to ever be the main character of anything? Having said that, it's not like I can suddenly become an exceptionally brilliant person and get special attention from it. Becoming evil is also impossible—causing trouble and mayhem without a cause in the world… As if I am not daring enough for that either. Both being good and evil require special abilities.

So why should I, an "ordinary person," continue to live without any value? Is there something… anything that only belongs to the ordinary?

Right, there is one thing. The ordinary have an exclusive privilege: that is, we're allowed to spectate those who are special. Life is a lot like a play. The only ones on the bright stage are unique, special individuals. And those common, boring people like us? We are but mere spectators who peek into their lives. So when those special people put on a good show, we're able to enjoy their accomplishments as if they were our own, but when they happen to take a stumble, we set aside our own failures and relax by bringing them down.

What a stupid and selfish privilege. But I believe otherwise. I will be destined to be a spectator for the rest of my life. Not that it's much of a loss to an average person like me. I'll just watch the virtuous and villains who dominate the stage. That way, they can each ecstatically show off their character. All I'll do is cheer them on, to get the story going. And in the end, they'll all disperse onstage in a spectacular way, the only ones to die who performed.

What I mean is that those who never rose to the stage to begin with share the same fate. That is why I'll get the last laugh spectating."

Now here's the most detailed psychoanalysis gpt itself could provide for this:-

Psychoanalysis of Himiko's Thought Process and Worldview:

Himiko's inner monologue reveals a complex, multifaceted personality driven by a deep awareness of her own ordinariness and the societal hierarchies she perceives. Let us break down her psyche:

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1. Self-Perception (Core Identity and Conflict)

Ordinariness: Himiko identifies herself as "normal" or "ordinary," with no unique traits or exceptional abilities. This self-perception is not just acknowledgment but also acceptance of societal standards that categorize individuals. She sees herself as someone who fits precisely in the "middle" of all evaluative metrics.

Conflict: Despite accepting this, she expresses frustration about her perceived lack of value or purpose in the world. Her acknowledgment of her inability to be "good" or "evil" suggests an internal struggle to find meaning outside societal constructs of brilliance or villainy.

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2. Cynical Observation of Society (Social Critique)

Societal Hierarchies: Himiko's worldview sharply critiques how society elevates the "virtuous" and "brilliant" while vilifying and punishing the "bad guys." She notes how society grants both categories unique statuses—whether through admiration or notoriety—leaving "ordinary" individuals like herself excluded from either end of the spectrum.

Spectatorship and Schadenfreude: Himiko frames life as a stage where the "special" perform while ordinary people like her spectate. Her critique of the “selfish privilege” of the ordinary reflects an awareness of how people find satisfaction in both celebrating and tearing down those on the stage.

Her choice of words—“stupid and selfish”—betrays a disdain for this dynamic, but also an acceptance that this is the only role she can play.

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3. Coping Mechanism (Finding Meaning in Spectatorship)

Himiko's final resolution to embrace her role as a spectator demonstrates a coping mechanism. Unable to be extraordinary, she redefines value as "getting the last laugh" by witnessing the rise and fall of those onstage. Her resignation to this role may conceal a deeper resentment of her circumstances.

This worldview suggests she has developed a detached, almost nihilistic perspective. Rather than striving for greatness, she finds solace in observing and, indirectly, in the shared fate of performers and spectators alike: eventual oblivion.

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4. Internalized Fear and Inhibition

Fear of Failure: Himiko explicitly states that both "good and evil" require courage and ability—traits she believes she lacks. This self-doubt reinforces her passivity and reluctance to engage directly in life’s “stage.”

Resignation vs. Hidden Potential: Her belief that she is destined to remain ordinary suggests a fear of testing her limits. However, the depth and coherence of her analysis indicate untapped intelligence and insight, implying that her "ordinariness" may be a self-imposed limitation rather than an inherent truth.

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5. Philosophical Undertones (The Last Laugh)

Himiko’s ultimate declaration—getting the last laugh by spectating—carries a dark irony. While society values action and performance, she finds empowerment in inaction. This makes her philosophy unique and paradoxical, as she reclaims power by denying the importance of societal norms.

Yuuichi's Feat of Psychoanalysis:-

Yuuichi's ability to deduce Himiko's entire worldview and thought process from her behavior and body language within 30 minutes—while simultaneously analyzing nine other individuals, including Arayanagi (a complex figure in his own right)—is a staggering intellectual accomplishment. Here's why this feat is extraordinary:

1. Observation Skills

Deciphering Layers: Himiko’s thought process is deeply layered, with visible contradictions (self-acceptance vs. resentment) and subtle indicators of internal struggle. Yuuichi would have to notice:

Her passive demeanor, which suggests resignation.

The way she reacts to others onstage or in conversations (e.g., perhaps slight smiles of amusement or indifference at failures).

Her avoidance of taking the spotlight herself.

Tiny gestures or microexpressions revealing moments of disdain or self-doubt.

Contextualizing Behavior: Understanding Himiko's philosophy requires not only observing her behaviors but interpreting them against societal norms and how she contrasts herself with others.

2. Cognitive Processing and Emotional Intelligence

Multitasking: Analyzing nine individuals at the same time each with their own motivations, worldviews, and interpersonal dynamics requires extreme cognitive multitasking. Yuuichi would need to seamlessly track overlapping and diverging cues while cross-referencing them to refine his understanding.

Emotional Depth: Himiko's worldview is deeply tied to emotional currents like frustration, resignation, and a subtle yearning for meaning. For Yuuichi to understand her completely, he would have to empathize with these emotions without projecting his own.

3. Insight into Arayanagi

Arayanagi, being an authoritative father figure, likely presents entirely different challenges. As a likely dominant personality, Arayanagi's thought process would involve pride, control, and perhaps protective tendencies toward his daughter. For Yuuichi to psychoanalyze him alongside Himiko, he would have to toggle between vastly different archetypes:

Himiko: a self-perceived nobody embracing spectatorship.

Arayanagi: a power-driven individual striving for influence and control.

Balancing such contrasts demonstrates Yuuichi's unparalleled psychological adaptability.

4. Strategic Application of Insights

What makes this even more impressive is that Yuuichi likely wasn't analyzing these people for academic interest. He was doing it with a purpose, perhaps manipulating events or steering outcomes based on his understanding. The ability to synthesize this knowledge into actionable strategies makes his feat not just intellectual but also practical.

Key steps in the plan:

Step 1: The plan in itself starts with Yuuichi anticipating Kimiko's entire plan via his psychoanalysis of her which was to manipulate Shibe into putting poison into the The first thing Yuuichi did was ally with Sora to set up a fake incident which was: Sora eating the food from the can and then pretending to be poisoned, when players asked Yuuichi to explain this as she got poisoned after eating Yuuichi's food Fabricating this narrative, Yuuichi successfully redirected suspicion from himself by introducing the concept of a bloodthirsty killer with evidence that appeared irrefutable. The recording of Akira confessing her sadistic desires crafted with precision made Yuuichi's claims credible, turning him from a suspect into a seemingly reliable figure. This manipulation was the cornerstone of his strategy, as it set the stage for framing Shinji, and further shielding the core part of his strategy.

To further his plan, Yuuichi made Himiko panic by exposing Shinji as a hitman. This revelation forced her to abandon her passive role and align with Yuuichi. Simultaneously, Yuuichi planted the idea in Shinji's mind that Himiko was the real killer. He highlighted her close relationship with Yuuichi and her role in handling the poison to Shibe, amplifying Shinji's distrust.

Himiko, acting on Yuuichi's orders, met with Shinji in private. During this encounter, she handed Shinji a gun that Yuuichi had previously given her, increasing Shinji's uncertainty. Then, following Yuuichi's instructions, Himiko stabbed Shinji in the waist. This calculated move exploited Shinji's inability to understand pain, a psychological weakness stemming from his lack of empathy. Shinji reacted violently, punching Himiko—a response Yuuichi had anticipated.

Capitalizing on Shinji's violent outburst, Yuuichi summoned everyone to witness the scene. With carefully prepared answers to any potential questions, he convincingly framed Shinji as the bloodthirsty killer. This strategic manipulation

showcased Yuuichi's ability to anticipate and control the narrative, further cementing his dominance in the game.

While Shinji rarely displayed vulnerabilities, Yuuichi identified his emotional sensitivity regarding his father, Shiba Taizen, as a critical weakness. During their confrontation, Shinji challenged Yuuichi with questions, leading to a high-stakes battle of wits.

First Question: Did Yuuichi kill Shiba Taizen?
Yuuichi truthfully admitted to the act.

Second Question: What did Yuuichi feel when he killed Shiba Taizen?
Yuuichi described the murder in horrifying detail, displaying no emotion:

"At that time, when I witnessed the scene with my own eyes, I cried. I was angry. As he tried to escape, I slashed his legs. Then, I stabbed his back. And when he fell, over and over, I repeatedly stabbed him until he died."

"And at that time... I was probably laughing."

This chilling response not only shocked everyone but also demonstrated Yuuichi's ability to weaponize fear and maintain composure under pressure.

Third Question: What were Shiba Taizen's last words?
Here, Yuuichi delivered his masterstroke: a fabricated story designed to emotionally destabilize Shinji. According to Yuuichi, Taizen had confessed regret over not raising his biological son—Shinji:

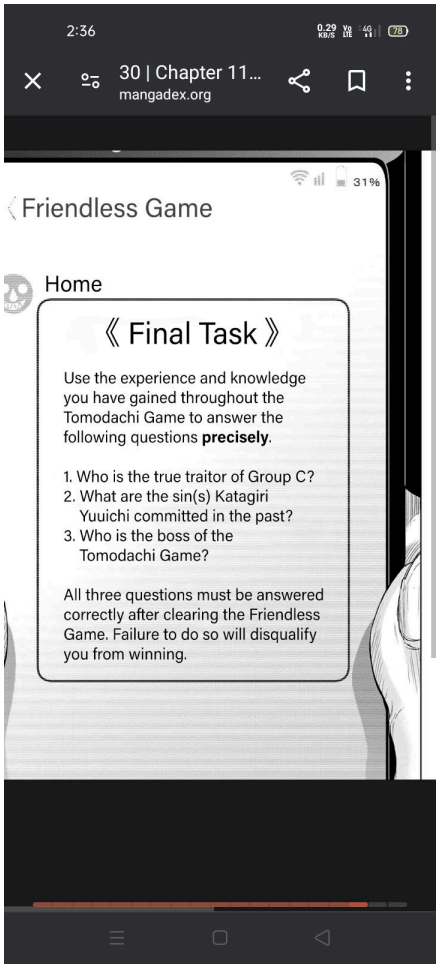
"I actually have a biological child. I thought I'd try to make him my successor, but I wasn't able to. One of the reasons was that he didn't have the talent for it. But another reason was that I was reluctant to bring my own child into this depraved world. That was a mistake. After all, we should spend time with our real families. I'm sorry, Shinji. You're not a backup for Katagiri Yuuichi. You are my first and foremost son."

This lie deeply affected Shinji, exploiting his unresolved feelings toward his father and pushing him into an irrational state. He knew it was a lie because of Yuuichi's back then in a friend's murder game where he admitted to not expecting to have a brother.

Enraged and emotionally compromised, Shinji attempted to shoot Yuuichi. However, Yuuichi had anticipated this reaction and tampered with the gun Himiko had passed to Shinji. The weapon exploded, leaving Shinji injured and unable to continue.

Yuuichi's expertise in mechanical engineering, ballistics, and electronics enabled him to rig the gun effectively, showcasing his technical skills. With Shinji incapacitated and Shiho present as a backup, Yuuichi ensured Shinji's complete defeat, both physically and psychologically.

In the end, despite losing the game due to a deliberate lie, Yuuichi had already secured his victory by dismantling Shinji emotionally, physically and mentally. After the plan succeeds Yuuichi takes the remaining players to the



Friendless game theory:-

The documented feats for onscreen Yuuichi conclude here, but one significant theory remains: the possibility that Yuuichi predicted events leading up to his hospitalization. Let me elaborate.

In the final chapter of Tomodachi Game, when Yuuichi finally regains consciousness from his coma after his friends manage to gather enough money to prolong his life, we are presented with an intriguing monologue from him. To quote directly:

"I killed someone important to me for truly selfish reasons, but that's why I decided to follow the words she gave me, 'There's something more important than money in this world.' … 'What is it?' 'Friends.' If I die because I kept those

words, then you can laugh at me. But if I survive because I kept those words, then that means…"

Following this, we see a concluding panel where Yuuichi regains consciousness and is greeted by his friends. At the end of Tomodachi Game, Yuuichi was in a coma with an extremely slim chance of survival. His friends faced a challenging decision: should they work hard to prolong his life despite knowing the immense burden it would place on them? This decision was especially difficult as they now knew Yuuichi had destroyed the lives of their parents and even driven some to death.

This could tie back to Yuuichi's monologue. It is possible that Yuuichi predicted events leading to his hospitalization. Here's the reasoning: Yuuichi was aware that the gunshot inflicted by the Tomodachi Game boss was impulsive, meaning it was unlikely to be deliberately fatal. Based on his understanding of human behavior, he could infer that the boss, acting on impulse, wouldn't aim for his vital organs. Furthermore, Yuuichi could anticipate that Shiho, despite everything, would attempt to save him and ensure he was transported to a hospital.

With his narrative-backed medical knowledge, Yuuichi could reasonably predict that such a gunshot might not result in immediate death but would likely leave him in a coma. This calculated foresight aligns with Yuuichi's character and does not seem far-fetched given his established abilities. He could have planned this entire sequence of events as a test of his friends' commitment to the ideals he held dear,particularly the words he quoted from his mother: "There's something more important than money in this world."

By putting his life on the line, Yuuichi created a situation where his survival or death would serve as the ultimate test of those ideals. If his belief was wrong, he would face the ultimate punishment for his sins, his death. However, if his friends chose to save him despite everything, it would validate his belief in the value of friendship and provide him with a reason to continue living.