SCD CATEGORIES

A document of all categories encompassed in SCD and examples for all subcategories.

———————————————————————————

Made by CheatSpeed
Helped by RolloNotOver

Current Status

- SCD Category Definitions 100%
- SCD Subcategory Definitions: 100%
- SCD Subcategory Examples: 30%

———————————————————————————

Introduction and Notes:

For newcomers to SCD, the most difficult aspect to grasp is the definition of these categories. Because SCD is an evolving community that has formed step-by-step over a long period, it has gone through many phases to reach its current state; new categories have been added, and some have been phased out. Furthermore, there is no single academic source where all of these categories are compiled and defined. In addition, most volunteer documents that attempt to explain them are either outdated or lack sufficient scope in this regard. The purpose of this document is to make SCD categories understandable for everyone. Please remember that SCD is still evolving, and there is no strict consensus on the point systems. Because of this, it is highly likely that you will encounter variations in point allocation or come across new categories—such as using "Scheming" instead of "Strategy and Planning," or "Theory of Mind" instead of "EQ." However, the ultimate goal of this document is to systematize the SCD categories as much as possible and explain the traditional, generally accepted ones.

Full Scale IQ

Full Scale Intelligence Quotient (FSIQ) is a comprehensive scoring system that measures an individual's cognitive capacity. It represents the total score obtained from the Wechsler Scales, such as the WISC-V for children or the WAIS-IV for adults—the most widely used intelligence tests in the world—and is used to express human intelligence numerically.
Although the sub-categories of the IQ test vary from version to version, it generally consists of five widely accepted tests: Processing Speed Index (PSI), Working Memory Index (WMI), Fluid Reasoning Index (FRI), Verbal Comprehension Index (VCI), and Visual Spatial Index (VSI).

- **PSI**

Processing Speed Index (PSI) is the speed at which an individual perceives visual stimuli, processes the relationships between these stimuli mentally, and subsequently produces a motor response. PSI essentially measures three inseparable stages: visual perception, cognitive processing, and motor response. Efficiency across all three of these stages is reflected in the PSI score. It measures how rapidly and accurately you process visual information and convert it into a response.

- **WMI**

Working Memory Index (WMI) measures the capacity to actively hold information in the mental workspace, perform simultaneous processing on that information, and subsequently produce an output. As an example of this, we can cite an individual mentally sequencing numbers they have seen. Typically, in WAIS/WISC tests, you are presented with a series of numbers and asked to list them either in the order you saw them or in reverse order. However, these do not necessarily have to be numbers; pictures (similar visual elements) or sounds can also be incorporated into this process in the same manner.

- **Example feat for this 2 categories**

The best example feat we can provide in this regard is Ayanokoji Kiyotaka's FMA (Flash Mental Arithmetic) feat. In FMA tests, you must first visually perceive the data that flashes on the screen in a fraction of a second. After perceiving it, you need to hold these numbers in your mind and simultaneously add them up. In other words, you are required to instantly process the visual information, manipulate it mentally (perform mathematical operations on it), and ultimately put it into practice by producing the correct answer (output).

- **FRI**

The Fluid Reasoning Index (FRI) is an index that measures an individual's capacity to solve new and unfamiliar problems they encounter, independent of what they have previously learned. Three fundamental forms of thinking come into play here. The first is inductive reasoning: the individual looks at multiple clues presented to them and independently discovers the underlying common rule; finding the missing matrix piece in the Matrix Reasoning subtest requires exactly this. The second is deductive reasoning, and contrary to popular belief, it is also used in the FRI; in the Figure Weights subtest, the individual derives a rule of balance from observations on a scale and applies this rule to a situation they have never seen before, meaning they first find the rule and then use it. The third is abstract reasoning: the individual can think solely through shapes and relationships without needing concrete objects or words; this characteristic makes the FRI one of the indices most independent of cultural and educational background. It also covers how you adapt to new situations and problems; since most of the questions you're asked involve new and unique patterns, they require you to adapt to these problems.

(*Note: Inductive, deductive, adaptability and abstract reasoning are not individual subtests; these concepts are used to explain which thought processes the subtests activate.*)

Matrix Reasoning subtest is a non-verbal assessment that measures an individual's ability to identify the hidden rule in a visual pattern and fill in the missing piece. In this test, you are presented with a grid of shapes arranged according to a specific logic, and you are asked to identify which option should be placed in the empty box.

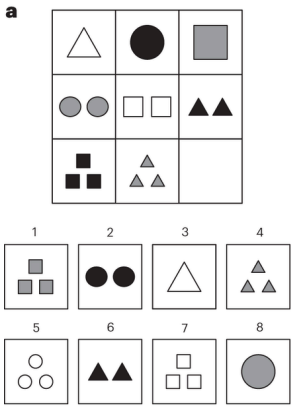
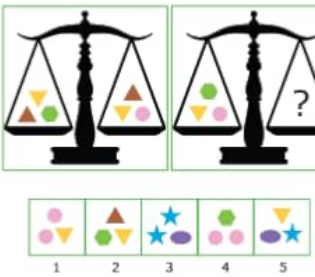


Figure Weights is a visual subtest that measures an individual's logical and quantitative reasoning skills. In this test, you are shown a set of balances with various geometric shapes on them; you are then asked which options should be placed on the empty pan to keep the final balance in equilibrium.



- **VCI**

The Verbal Comprehension Index (VCI) is an index that measures an individual's capacity to understand language-based information, establish relationships between concepts, and express them verbally. The fundamental difference between the VCI and other indices is that it directly reflects the knowledge base the individual has acquired up to that point, their vocabulary, and their ability to think through language; therefore, the VCI is considered the index most influenced by cultural and educational background.

- **VSI**

Visual Spatial Index (VSI) is an index that measures an individual's capacity to perceive visual details, understand visual-spatial relationships, and mentally or physically construct geometric designs. The fundamental difference between the VSI and other indices is that it requires analyzing the positions of objects in space, the relationship of parts to one another, and whole-part connections without the need for verbal explanation. One of the important points is that the VSI does not necessarily require visualization; understanding visual-spatial relationships is also VSI and does not necessarily need visualization, and not every visualization is VSI.

- **Last comments about FSIQ**

Familiarizing yourself with the subtests can contribute to your understanding of these categories; however, what is truly important is grasping what each category measures at its core. The reason for this is that in real life, or when evaluating fictional characters, no one sits in a testing room answering standardized questions. Therefore, to make sense of the cognitive profile of a character or a real individual, you need to understand the fundamental mechanisms underlying these subtests, not the subtests itself.

EI (Emotional Intelligence)

Emotional intelligence is an individual's ability to recognize and understand both their own emotional processes and those of others, and to use this understanding in a functional way to guide their thoughts and behaviors.

- **Emotional Perception**

Emotional perception is the capacity of an individual to detect and recognize the presence of emotions in their own internal states as well as in other people, objects, works of art, or environments through perceptual channels. It involves more of a superficial perception of an emotion than a deep analysis llike understanding that someone is angry from their facial expression, but understanding why they are angry is no longer emotional perception.

- **Emotional Understanding**

Emotional understanding goes beyond simply recognizing emotions as labels; it is the capacity to grasp the relationships between emotions, the meanings they convey, and how they evolve over time. the ability to discern subtle nuances in emotional concepts; the ability to interpret what emotions reveal about relationships and contexts; the ability to simultaneously grasp complex and contradictory emotional patterns; and the ability to anticipate under what conditions one emotion might transform into another.

- **Let's clarify the difference**

EP refers to understanding emotions at a superficial level by using our perceptions; to illustrate this, we can describe Ed Rothstaylor's feat in Chapter 11 of the web novel.

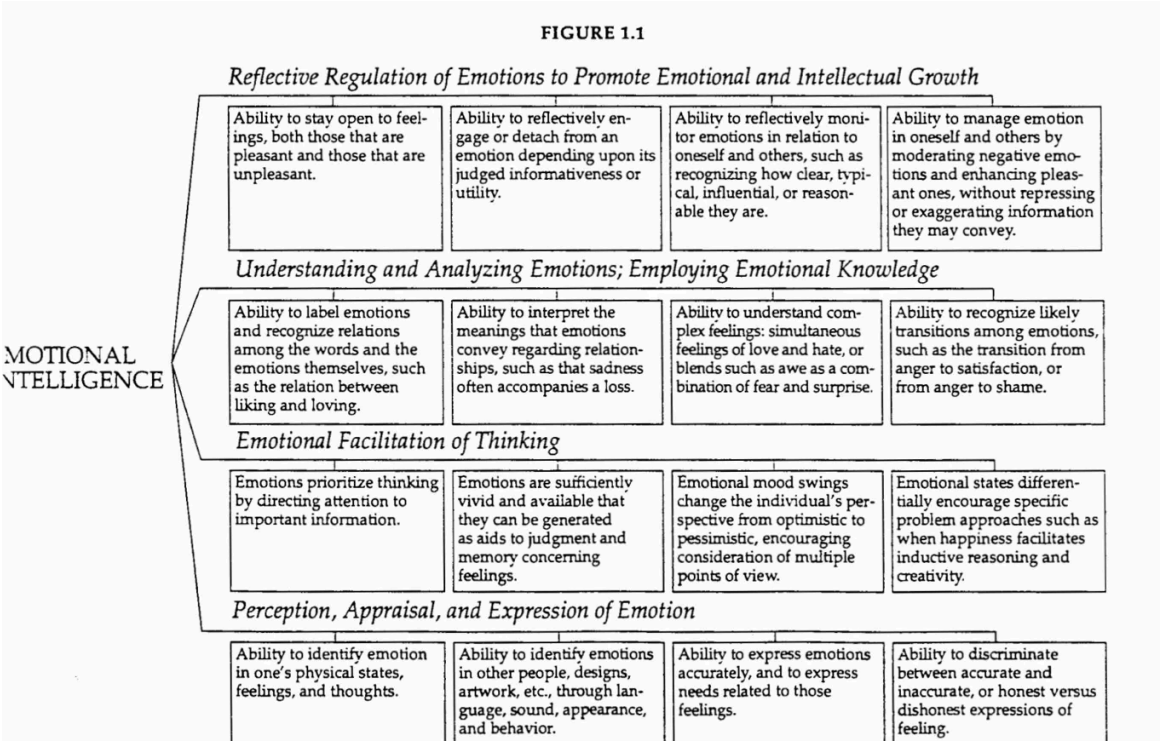
In Chapter 11 of the novel, after Ed Rothstaylor meets with Dean McDowell, he throws out bait by praising himself in order to confirm the trap set by the Princess. Hearing this, Dean McDowell is momentarily surprised. Ed describes this as lasting less than a second, meaning it is a micro-expression. According to Ed's observation, Dean McDowell is surprised by this (EP), and the reason for his surprise is that Ed managed to figure out the Princess's test and immediately adapt to it, despite having such limited information (EU).

- **Emotional Facilitation (Formerly known as Emotional Engagement)**

Emotional facilitation is the ability to use one's emotional states in a functional way to support, guide, and enrich thought processes. In this process, emotions do not act as an obstacle to thinking; rather, they function as a tool that sets thinking in motion, prioritizes it, and deepens it.

- **Emotional Management**

Emotional management is an individual's ability to manage both their own and others' emotional states and to do so in a way that supports emotional and intellectual growth.



Originally From "What is Emotional Intelligence?" Article from John D. Mayer and Peter Solovey 1997 January

SI (Social Intelligence)

- **Social Cognition**

Social cognition is a cognitive process that describes how an individual perceives, processes, and interprets other people, social situations, and group dynamics. While Emotional Understanding (EU) focuses on an individual's ability to directly read emotions, social cognition is concerned with understanding

society's unwritten rules, hierarchical structures, status balances, and the roles individuals play within this complex network.

- **Social Integration**

Social integration is your ability to adapt strategically and functionally to the norms, values, and internal dynamics of the social structure, group, or community to which you belong. This process involves an individual transitioning from being an outsider to becoming a legitimate part of that social network by constructing a social identity (persona) aligned with their own goals.

General Intelligence

General intelligence refers to the entirety of the mental capacity an individual consistently demonstrates across different cognitive domains. That is, intelligence is not a single skill, but rather the sum of multiple cognitive processes that support each other and work together.

- **Fluid Intelligence**

Fluid intelligence refers to an individual's capacity for on-the-spot reasoning and problem-solving in situations they have never encountered before, independent of their accumulated knowledge. In fact, the relationship between the FRI and fluid intelligence requires an important note: the FRI can be considered equivalent to Gf to a certain extent, as the primary purpose of the FRI is to measure fluid intelligence in a controlled testing environment. In SCD, however, fluid intelligence is evaluated by two criteria. In terms of learning ability, the character demonstrates this by how quickly they can grasp a situation or system they have never been exposed to before; the determining factor here is not memorization or experience, but the capacity to extract rules from within that moment. In terms of adaptation, on the other hand, the character stands out by how quickly and flexibly they can restructure their existing framework when conditions change unexpectedly.

- **Crystallized Intelligence**

Crystallized intelligence refers to how effectively an individual can use what they have learned throughout their life when faced with real situations. That is, the point is not how much knowledge is accumulated, but how functionally that accumulation can be activated in times of need. A person may have studied a subject for years; however, crystallized intelligence is measured by whether or not that knowledge is put into practice in a concrete situation in real life. Therefore, an individual with strong crystallized intelligence does not have to solve a problem they encounter from scratch; they can draw upon their past experiences and what they have learned to move directly to application.

Adversity Capacity (Stoltz CORE Model 1997)

Adversity Capacity refers to the quality of one's response to challenges, obstacles, or unexpected adverse conditions, as well as the resilience demonstrated during this process. What is measured here is not the challenge itself, but the nature of the cognitive and behavioral response to that challenge.

- **Control**

Control is the perception of the extent to which one can influence a situation when faced with a challenge or adverse circumstance. Control does not mean taking complete control of the situation; rather, its essence lies in being able to identify a scope for action—even if only in one aspect of the challenge—and acting accordingly. High Control involves recognizing that there is a point of intervention even in a seemingly hopeless situation; low Control, on the other hand, entails accepting the situation as unchangeable from the outset and remaining passive.

- **Ownership**

Ownership refers to the extent to which one takes responsibility for the consequences of an adverse situation. This dimension emphasizes accountability for how the situation will be resolved, rather than focusing on its source. High ownership means actively taking ownership of the resolution process, regardless of who or what caused the situation. Low Ownership, on the other hand, involves shifting responsibility outward, adopting a passive stance, and avoiding the creation of solutions.

- **Reach**

Reach is the perception of how much an experienced difficulty spills over into other areas of life. If you have a high reach, a single negative experience spreads into independent areas such as work, relationships, or identity and creates a destructive impact there as well. Low Reach, on the other hand, refers to the ability to keep the boundaries of the difficulty narrow by confining that experience strictly to the domain where it truly belongs. In this dimension, healthy functioning is indicated by low scores rather than high ones.

- **Endurance**

Endurance is the perceived duration of an experienced difficulty and its effects. High Endurance refers to evaluating a negative situation as a temporary process rather than seeing it as permanent and inevitable, and maintaining hope and

persistence accordingly. Low Endurance, on the other hand, brings with it the belief that the difficulty will never end and a subsequent tendency to give up.

Thinking

Thinking is the process of establishing connections between information, images, and concepts in an individual's mind. Unlike reasoning, thinking does not always have to be systematic or goal-oriented; recalling a memory, daydreaming, or arriving at an intuitive judgment are also forms of thinking. Reasoning, on the other hand, is the structured and goal-directed form of thinking; in this sense, thinking constitutes the broader mental foundation within which reasoning also takes place.

- **Linear Thinking**

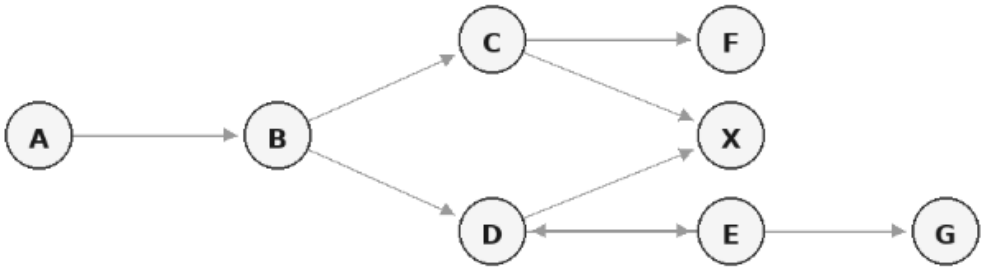
Linear thinking refers to an individual's capacity to process information in a step-by-step, sequential, and consecutive manner. In this mode of thinking, the mind operates on a single chain of logic progressing from point A to B, and from B to C; each step is the natural consequence of the preceding one, and there is no branching or search for parallel paths throughout the process.

[A] ──> [B] ──> [C] ──> [D] ──> [E]

A unidirectional, sequential logical chain. Each step is the natural consequence of the previous one.

- **Non-Linear Thinking**

Non-linear thinking refers to an individual's ability to process information not along a single sequential chain, but by establishing multiple connections, possibilities, and relationships simultaneously. In this form of thinking, the mind does not follow a single path; instead, it works by jumping back and forth between different points, discovering unexpected connections, and evaluating multiple perspectives simultaneously. While linear thinking moves from A to B and then from B to C, non-linear thinking allows A to connect simultaneously to C, E, and even an entirely unconsidered point X. This mode of thinking is particularly evident in areas such as creative problem-solving, multivariate analysis, and understanding complex systems. What is crucial here is the individual's ability to build meaningful bridges between concepts that appear distant from one another and to sustain the thought process in multiple directions simultaneously.



A versatile, branched network of ideas. A single node can be connected to multiple nodes at the same time.

- **Critical Thinking**

Critical thinking is the ability to use one's cognitive skills to question, analyze, and evaluate the information, claims, or situations one encounters, rather than accepting them at face value, and to reach a well-informed judgment as a result of this process. The key point here is not merely "what" one thinks, but "how" one thinks. Critical thinking is concerned with the quality of the mental process leading to a conclusion rather than the conclusion itself. The most important characteristic that distinguishes critical thinking from other mental processes is that the individual is also aware of their own thought process. In other words, it involves questioning not only external information but also one's own inferences, biases, and logical errors.

- **Abstract Thinking**

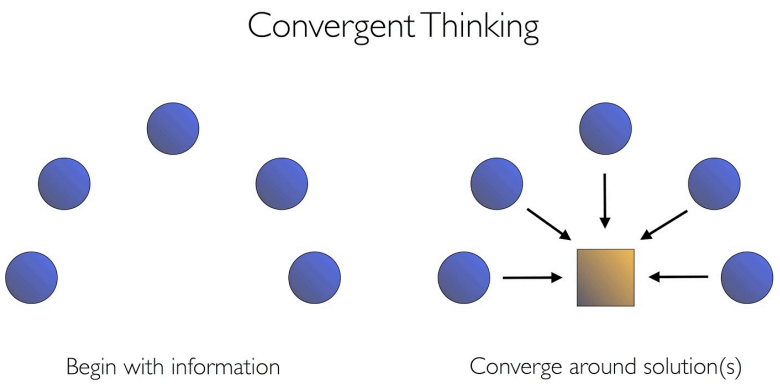
Abstract thinking is an individual's ability to think at the level of concepts, relationships, symbols, and ideas without relying on concrete objects, directly observable phenomena, or firsthand experience. The most important feature that distinguishes abstract thinking from other mental processes is its ability to operate independently of context. Concrete thinking is tied to a specific situation; when that situation changes or ceases to exist, the thinking process is disrupted. In abstract thinking, however, an individual can mentally consider a scenario that has never existed, an event that has not yet occurred, or a relationship that cannot be directly perceived as the object of thought. This characteristic makes abstract thinking one of the cornerstones of both creative and analytical processes.

- **Analytical Thinking**

Analytical thinking is the ability to break down a whole (such as a problem, a system, an argument, a situation, or bla bla) into its components, identify the relationships and structural patterns among these components, and use this fragmented understanding to arrive at a deeper and more accurate conclusion about the whole. The key point here is not merely the ability to break something down into its parts, but to understand how those parts relate to one another and to the whole.

- **Convergent Thinking**

Convergent thinking is the ability to systematically narrow down multiple pieces of information, clues, or possibilities to a single, most accurate solution. In this form of thinking, the mind starts from a scattered and multifaceted starting point, progresses within an increasingly narrow framework, and ultimately arrives at a single solution or decision. The key point here is not merely finding the correct answer, but reaching that answer by eliminating existing options according to a specific logical and structural criterion.

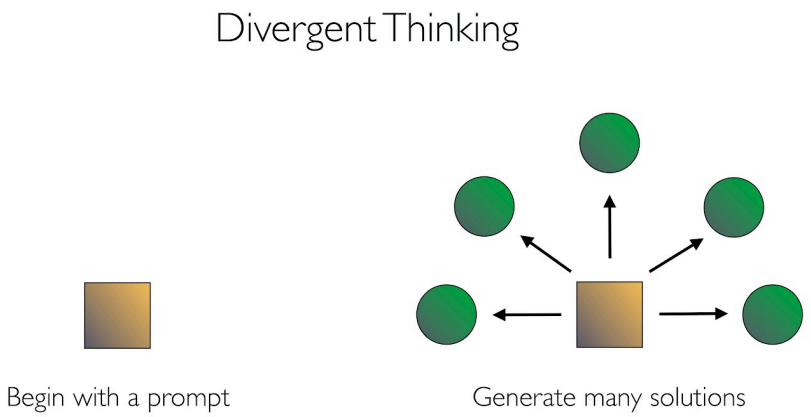


A structure that converges toward a single point from multiple starting points.

- **Divergent Thinking**

Divergent thinking is the ability to generate as many diverse and distinct ideas, possibilities, or solutions as possible, starting from a single point. In this form of thinking, the mind expands in every direction rather than narrowing down to a single correct answer; the focus is on creativity, not restriction. The key point here is not merely to generate a large number of ideas, but to produce ideas that

are genuinely distinct from one another and capable of forming unexpected connections.



A structure that expands in all directions from a single starting point and multiplies by branching out.

- **Holistic Thinking**

Holistic thinking is the ability to understand any system, situation, or problem not merely by focusing on its components, but by simultaneously grasping the entirety of the relationships these components establish with one another and with the whole. In this form of thinking, the mind focuses on perceiving the network of interactions between the parts and the meaning this network produces as a whole, rather than examining the parts individually. The most important characteristic that distinguishes holistic thinking from other mental processes is the shift in focus from parts to relationships. Analytical thinking breaks a whole down into its parts and examines the structural characteristics of those parts; holistic thinking, on the other hand, operates in the exact opposite direction.

- **Systems Thinking**

Systems Thinking is, strangely enough, both very simple and the hardest concept to explain to those new to SCD. I'll try to explain it by taking a different approach from my previous explanations. In fact, Systems Thinking, Game Theory, and Psychological Profiling—a truly fascinating concept that's interconnected. That's why I recommend you research what Systems Thinking is on your own (I suggest reading the book "Thinking in Systems" by Donella H. Meadows).

If I had to summarize systems thinking in a single sentence, it would say that to understand why something behaves a certain way, you shouldn't look at just that one thing, but rather at how it relates to everything around it. It might resemble holistic thinking, but I'll explain the difference.

As you may be familiar with from "Linear Thinking," most people construct a logical sequence when thinking about a system: A happened, which led to B, which in turn led to C. This is true but insufficient, because in practice, a system typically operates in a loop: A affects B; B affects C; but after a while, C loops back and affects A as well. In other words, the chain is not a straight line but a closed loop. Systems thinking is about being able to see this loop.

To illustrate this, let's consider a simple example: The crime rate in a country rises. The government deploys more police. The crime rate falls. The police budget is reduced. The crime rate begins to rise again. This is a cycle meaning the starting point, having moved along the chain, eventually reproduces itself.

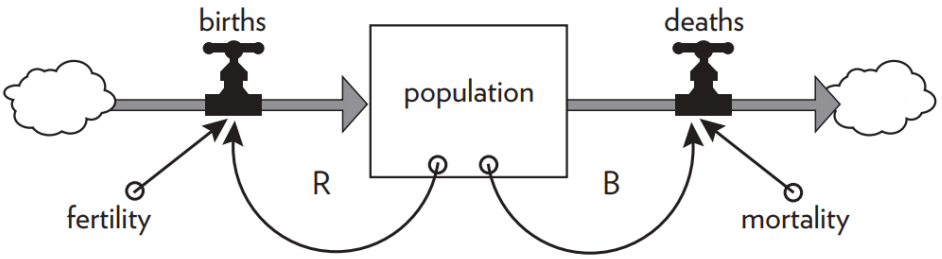


Figure 21. Population governed by a reinforcing loop of births and a balancing loop of deaths.

For a more detailed explanation, you can read the book I recommended; Figures 31 and 42 in that book provide a more detailed explanation.

Now I'll give a very basic example using this diagram:

In the center, there is a Stock (Population).

On the left side, there is a Reinforcing Loop (R – Births) entering the system. As the population increases, births increase; as births increase, the population increases (a growth trend).

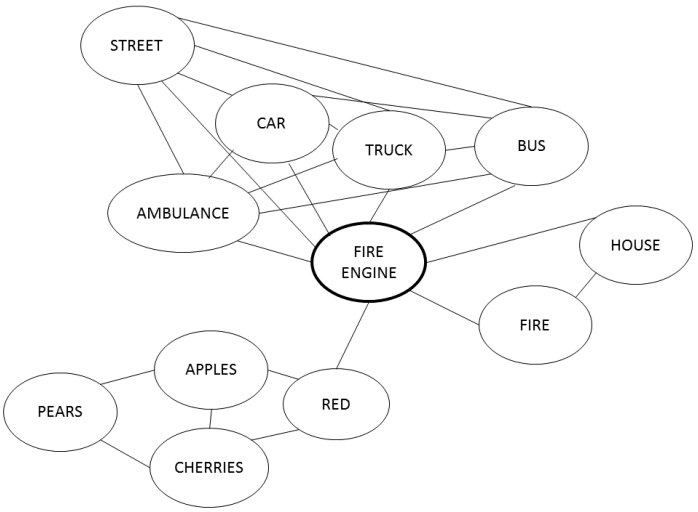
On the right side, there is a Balancing Loop (B - Deaths) exiting the system. As the population increases, the number of deaths increases, which pulls the population down (Balancing Trend).

Another key aspect of systems thinking is that the effects of an action are not always immediately apparent. The effects of a medication on the body may not become evident for days; the consequences of an economic policy may not be visible for years. This delay can lead someone who misreads the system to intervene either too early or too late, thereby unwittingly making the system even more unstable.

As previously noted, holistic thinking refers to a general mental attitude that prioritizes the whole, relationships, and context when approaching any situation. Systems thinking, on the other hand, is the structured and instrumentalized form of this mindset: it is a methodological capacity that models a system using specific conceptual tools—such as feedback loops, delay effects, and emergent patterns—and derives predictions from this model. In this sense, holistic thinking lays the mental foundation for systems thinking; systems thinking, in turn, is the structure built upon this foundation.

- **Associative Thinking**

Associative thinking is the ability to establish connections between concepts, images, or ideas that appear to be distant, unrelated, or belong to different fields. Rather than following a rigid logical chain or a structural framework, the mind establishes direct connections from one concept to another.



Reasoning

Reasoning is a mental process that proceeds systematically and purposefully toward a specific goal based on available information, observations, or premises. As noted earlier, thinking does not always have to be systematic or

goal-oriented; recalling a memory, reaching an intuitive judgment, or the mind wandering on its own are also within the scope of thinking. Reasoning, however, is a form of thinking that takes on a specific structure and direction, moves from premises to conclusions, and in which every step can be justified.

- **Deductive Reasoning**

Deductive reasoning is the process of reaching a specific conclusion through logical necessity, starting from a general premise or an accepted rule; it means that when the premises are accepted as true, it is logically impossible for the conclusion to be false. For deductive reasoning to be considered valid, the premises do not actually need to be true or sound (I am not talking about the quality or validity of the feat, but the validity of the categorization); it is solely sufficient that the logical structure leading from the premises to the conclusion is formally constructed correctly. The soundness of the premise itself is a separate question and falls outside the scope of deduction.

Here, to provide an example of deduction, I will not give the classic Socrates example; they usually show that as an example, but I couldn't understand it for a long time, so I will try to explain this by giving a few different examples. First, to help you understand the deductive format I mentioned, I will give an unsound example.

An example that meets the format but has an unsound premise:
P1: You stepped out of the house and saw that the ground was wet.
P2: For the ground to be wet, it must have rained.
C: Therefore, it rained.

This inference is in a deductive format: the moment you accept P2 as true, you necessarily arrive at C. However, P2 is not sound. Someone might have watered the ground, a water pipe might have burst, or dew might have fallen. Still, this does not invalidate the deduction itself; it merely makes the truth of the premise debatable.

An example that meets the format but has a debatable premise:
P1: X is a strategic character.
P2: Strategic characters set traps at all critical points on the route in advance.
C: Therefore, X has set traps at all critical points.

This inference is also in a deductive format. The moment you accept P2, C is inevitable. However, P2 is debatable. Factors such as the complexity of human nature, resource constraints, or strategic flexibility weaken the universal validity of P2. Nevertheless, if the premises were true, the conclusion would necessarily be true; this shows that the formal structure of the inference meets the criteria for deduction.

An example that meets the format and has a sound premise:
P1: The only light source in this room is a single lamp.
P2: When the lamp is turned off, no other light source remains in the room.
C: Therefore, when the lamp is turned off, the room plunges into darkness.

In this example, both the formal structure and the premises are sound. P1 and P2 can be verified by observation, no variables are left out, and there is no need to go beyond the premises to reach C. If the premises are true, it is logically impossible for the conclusion to be false.

- **Inductive Reasoning**

Inductive reasoning is the process by which an individual reaches a general conclusion or rule based on specific observations, examples, or repeating patterns. The more observations accumulate, the stronger the conclusion becomes; however, it never gains deductive necessity.

- **Abductive Reasoning**

Abductive reasoning is the process of reaching the conclusion that best explains the incomplete or partial observations you have. Deduction derives a necessary conclusion from premises; induction generates a general rule from repeated observations; abduction, however, differs from these in that it seeks to identify the most plausible cause or hypothesis that could explain the existing observations. For this reason, abductive reasoning is often defined as “inference to the best explanation.”

- **Let’s compare all three in detail**

The key difference between abductive and inductive reasoning is that inductive reasoning gives you a general rule or principle, while abductive reasoning gives you the most plausible explanation for a situation.
Inductive reasoning example:
P1: It rained.

P2: The grass got wet,
C: So the rain wets the grass, the rain falls.
Here, you observe a relationship between rain and wet grass and derive a general rule from it. That's why this is inductive reasoning.
Abductive reasoning example:
P1: The grass is wet.
C: Then it probably rained.
Here, you don't have certain evidence. Instead, you form a hypothesis that best explains the fact that the grass is wet. This hypothesis is reasonable, but not certain, because the grass could have also been watered by a gardener. In abductive reasoning, the conclusion is always probable, not guaranteed.
Deductive reasoning example:
P1: The grass is wet.
P2: The grass only gets wet when it rains.
C: Therefore, it rained.
This is a deductive reasoning because you're explaining the wet grass using a general rule (the assumption that grass only gets wet when it rains). However, if the premise is weak or false, the conclusion will also fail, even if the logic is valid.

Sensory

Sensory is the overall capacity of an individual to receive and perceive environmental data from the physical world through their senses and to convert this data into raw input for cognitive analysis.

- **Observation**

Observation is the act of consciously, intently, and systematically scanning, examining, and gathering visual information about one's surroundings. This process requires active mental effort. When a character enters a space, identifying exits and cameras, noticing micro-details on the person across from them (such as a stain on their clothing, a bulge caused by a hidden object, or asymmetry in their posture), or intentionally searching for physical anomalies in an area all fall under the scope of observation. In short, observation is a structured measure of attention focused on what is where and on physical details.

- **Perception**

Perception is the sharpness with which an individual instantly senses and detects stimuli in their environment such as sound, smell, vibration, changes in temperature, or spatial movements without direct focus or deliberate seeking. For example, hearing the silent footsteps of someone approaching from behind,

detecting a very faint chemical odor in their food, or sensing a change in the airflow in the environment.

Analysis

Analysis is the ability to break down a complex system, situation, argument, or dataset into its logical components in order to better understand it, grasp its fundamental workings, and unravel its dynamics. This category measures the ability to systematically examine not only the surface-level outcomes but also the structural mechanisms that produce them, the cause-and-effect relationships, and the interactions among components.

- **Deconstruction**

Deconstruction is the ability to break down a complex system or action into its constituent parts in order to understand it. It refers to the ability to identify and isolate the structural elements, underlying assumptions, and fundamental logic that underpin a given structure, rather than evaluating it solely as a whole.

- **Tracing**

Tracing is the ability to work backward from a final result, a clue, or a current situation to identify the starting point, root cause, or steps in the sequence of events that led to that result. It is a process that reveals a source, chronology, or sequence of actions that have been attempted to be concealed by establishing an unbroken chain of causality regarding the history of an apparent trace or action.

- **Probing**

Probing is the act of collecting data by applying actively structured stimuli (pressure, manipulative actions, fake vulnerabilities, or tests) to a system, individual, or situation in order to uncover its hidden rules, limitations, and immediate reactions.

- **Mapping**

Mapping is the ability to mentally organize the connections and relational nodes between scattered or complex data, individuals, events, or environmental factors. It refers to the ability to create a mental map of the whole situation or system by identifying the networks of interaction and the directions of influence between its components.

- **Classification**

Classification is the process of dividing large amounts of unstructured data, characters, observations, or phenomena into logical groups or categories based on their common characteristics, behavioral patterns, and underlying rules.

Insight

Insight is the capacity to grasp the essence of a system or problem in a given situation directly and deeply, going beyond surface data and step-by-step logical chains. While analysis involves breaking down a structure into its parts and examining its mechanics, insight is the ability to use this acquired information, past experiences, and mental models to solve the problem.

- **Calibration**

Calibration is the process of adapting one's own predictions, mental patterns, or physical/mental actions based on immediate feedback received. It is the ability of a character to recognize the strength of their opponent, the severity of the situation, or the margin of error in their own actions, and to adjust their next move based on this newly updated judgment.

- **Integration**

Integration is your ability to effectively incorporate new knowledge and completely unrelated skills into your existing system and actions. It can also be defined as transforming elements that appear scattered or unrelated into a single, synchronized action that supports one another.

- **Optimization**

Optimization is your ability to develop actions or judgments that will use the resources at your disposal (not only tangible ones, but also abstract ones such as cognitive costs or emotional burdens) with the least waste and maximum efficiency. The focus is not merely on solving the problem but on pruning the process to eliminate unnecessary steps, achieving the highest impact with the fewest moves, and utilizing the system's boundaries in the most efficient manner.

- **Expertise**

is the deep, specific, and technical knowledge you acquire through intensive practice and experience in a particular field (such as psychology, computer science, etc.). This allows you to identify nuances and exceptions that you would not normally notice, thanks to your "crystallized" enables you to identify nuances and exceptions you might otherwise overlook and ensures their immediate processing within advanced rule sets.

- **Heuristics**

Heuristics is the ability of an individual to make quick and accurate decisions by bypassing lengthy and tedious analytical processes in situations characterized by high uncertainty or time constraints, relying instead on practical rules derived from past experience and pattern recognition skills.

Foresight

Foresight is the ability to mentally understand future scenarios and potential outcomes by utilizing existing information, patterns, and an understanding of how the system operates.

- **Anticipation**

Anticipation involves reading the dynamics of the current situation, the patterns of the opposing person or system, and the likely course of events, in order to position oneself in advance for a development that has not yet occurred.
To put this into concrete terms: a character who senses that an opponent is about to make a specific move and shifts into a defensive position before that move is made is demonstrating anticipation. The key point here is that the response is formed before the event occurs, not after.

- **Prediction**

Prediction is the process of generating a concrete outcome about a particular situation or system by analyzing available data, observations, and patterns. Contrary to popular belief, prediction doesn't have to be solely future-oriented. It includes predicting how an event that hasn't yet occurred will turn out, and predicting exactly what happened in the past based on available evidence. What distinguishes prediction from other inference processes is that the output is specific and testable; it's not a vague feeling like "something might go wrong," but a concrete prediction like "person X will do Z under condition Y."

- **Let's clarify the difference**

  A character notices that their opponent always makes the same move under certain conditions. They mentally process this and conclude, "If these conditions occur, they will make that move" (Prediction). Then, they position themselves accordingly (Anticipation)

Anticipation doesn't necessarily have to involve prediction; in other words, if you intuitively realize there's going to be a trap and take precautions against it, that's anticipation.

Psychology

Psychology is the scientific discipline that studies human and animal behavior and mental processes. It encompasses a wide range of topics, including thought, emotion, perception, motivation, personality, behavior, and interpersonal relationships. It aims to understand, explain, and predict how the mind works at both the individual and societal levels.

- **Theory Of Mind**

Theory of Mind is the capacity to understand others' mental states such as beliefs, intentions, desires, knowledge, and perspectives. As distinct from one's own mental states. In other words, a person can mentally model how another person perceives the world, what they know and do not know, and what motivates their actions. Thanks to this capacity, others' behaviors are not merely observed; the underlying mental processes are also understood and predicted. Today, due to its broad scope, it is also used in place of EI

- **Psychoanalysis**

Psychoanalysis is a theoretical and clinical framework that seeks to explain human behavior and mental processes through unconscious processes, repressed content, defense mechanisms, and early life experiences. According to this approach, founded by Freud, a significant portion of behavior is driven by mental dynamics of which the individual is unaware. Conflicts, desires, and traumas manifest themselves not through direct expression but through symptoms, defenses, or repetitive behavioral patterns.

- **Profiling**

Profiling is the process of identifying an individual's behavioral patterns, personality traits, motivations, and potential actions by systematically inferring them from available data; it does not involve intuition. It requires the combined use of observation, analysis, and psychological knowledge; the goal is to create a profile of the individual that is not directly stated but can be derived from behavioral clues.

- **Reading**

Reading is the ability to quickly draw conclusions about a person based on verbal and nonverbal cues. In Hot Reading, prior knowledge about the person is utilized

during the interaction—for example, by conducting research on a client beforehand to gather information about them and then applying that knowledge; in Cold Reading, however, inferences are made solely based on the person's physical appearance, body language, reactions, and the general context, without any prior information.

Adaptability

Adaptability is the ability to adjust one's current mindset, behavior, or strategy in response to changing conditions, new information, or unexpected situations. It refers not merely to tolerating change, but to responding to it in a functional manner.

- **Input**

Input is the ability to integrate new and previously unencountered information, experiences, or conditions into one's existing cognitive framework. It is not limited to merely receiving new information; it also involves processing that information—even if it conflicts with the existing schema—and updating the schema when necessary.

- **Output**

Output is the capacity to adjust behavior, strategy, or response in reaction to changing conditions or new inputs. While input occurs at the cognitive level, output refers to the stage at which this adaptation is translated into action.

Resistances

Resistances is the ability to maintain cognitive and emotional functioning in the face of internal or external pressures, threats, or adverse conditions. It refers not only to enduring such pressures but also to remaining consistent and functional under them.

- **Mentality**

Mentality is the ability to maintain the functionality and consistency of cognitive processes under challenging, dangerous, or highly stressful conditions. It refers to the ability to prevent cognitive processes from breaking down and to make clear decisions even in situations of panic, fear, or chaos.

- **Mental Fortitude**

Mental Fortitude is the ability to maintain psychological resilience and motivation in the face of chronic pressures such as prolonged stress, failure, criticism, or burnout. While Mentality measures the cognitive response to

immediate pressures, Mental Fortitude is a capacity that gains value to the extent that this resilience can be sustained over time.

- **Impulse Control**

Impulse control is the ability to consciously suppress immediate emotional reactions, impulses, or automatic behavioral tendencies and to generate a more functional response in their place. It does not mean that an impulse does not exist, but rather that it does not directly translate into behavior.

Unpredictability

Unpredictability measures how difficult it is for others to anticipate behaviors, decisions, or reactions.

- **Creativity**

Creativity is the ability to produce original and functional outcomes by combining existing knowledge, experience, or elements in unexpected ways.

- **Volatility**

Volatility refers to sudden and unpredictable changes in behavioral or emotional patterns. It may also manifest as structural inconsistencies or abrupt shifts. This unpredictability directly makes it difficult for the other party to anticipate the next move.

- **Risk Competence**

Risk competence is the ability to accurately assess the magnitude of risk in situations involving uncertainty or potential loss and to act with awareness.

Judgement

Judgment is the ability to accurately assess a situation by integrating existing knowledge, experience, and cognitive capacity, thereby reaching the most effective outcome. It is not limited to simply making the right decisions; it also encompasses the processes, methods, and awareness involved in reaching those decisions.

- **Decision Making**

Decision Making is the ability to identify the most effective option by evaluating current conditions, potential outcomes, and available alternatives. It is not limited to simply selecting an option; it also encompasses the criteria used to

make that choice, the time taken to reach it, and the pressures under which the decision was made.

- **Awareness**

Awareness is the ability to accurately and fully grasp one's current situation, the dynamics of that situation, and the relationships between those dynamics. It involves not only recognizing environmental factors but also seeing one's own position, influence, and limitations within that context.

- **Intuition**

Intuition is the emergence of internalized knowledge gained through long-term experience and pattern recognition as an instantaneous judgment or decision without the need for a conscious analytical process.

- **Metacognition**

Metacognition is the ability to be aware of one's own thought processes, monitor them, and correct them when necessary. It focuses not only on what is being thought but also on how it is being thought; this makes it possible to identify errors, biases, and cognitive blind spots.

- **Methodology**

Methodology refers to the structural consistency of the thought and action process followed when approaching a problem or situation. It denotes the systematic framework that determines which steps are taken, in what order, and for what reasons.

Field Crafting

Field Crafting encompasses the ability to gather information, develop plans, mitigate threats, and respond to changing conditions in an active and dynamic environment. It represents operational intelligence in the field.

- **Information Gathering**

Info Gathering is the ability to actively collect information that will serve as the basis for decision-making regarding a situation, person, or system, and to effectively synthesize that information.

- **Contingencies**

Contingencies refer to the ability to prepare alternative scenarios and backup plans in advance in case the main plan fails. It involves ensuring that one is not completely unprepared for unexpected developments and being able to factor in the possibility of the plan failing as a variable itself.

- **Multitasking**

Multitasking is the ability to simultaneously manage multiple tasks, information streams, or threats and respond to each as needed. It is not merely about doing multiple things at once, but about maintaining the quality and priority of each throughout the process.

- **Formulation**

Formulation is the ability to develop a structured plan or strategy in line with current conditions, available resources, and objectives. It determines not only what needs to be done, but also which steps should be taken, in what order, and for what reason.

- **Trap Evasion**

Trap Evasion is your ability to avoid set traps and threats. The goal is not to identify the traps, but to avoid them

- **Improvising**

Improvisation is the ability to generate immediate solutions by creatively utilizing available resources under unpredictable conditions or resource constraints.

- **Shielding**

Shielding is the ability to conceal your intentions, plans, weaknesses, or true position from the other party. It also involves misleading the other side by creating false impressions.

- **Responsiveness**

Responsiveness is the ability to respond quickly and appropriately to changing conditions or sudden developments.

Strategy

Strategy is the systematic organization and active implementation of tactics to achieve a specific goal. Tactics, on the other hand, are individual moves or actions aimed at taking smaller steps toward that goal. The relationship between strategy and tactics is inseparable; strategy is the overarching framework within which tactics are linked together and directed toward a shared vision.

- **Fortitude**

Fortitude holistically assesses the likelihood of a strategy achieving its objective. It examines the extent to which the tactics within the strategy collectively form a robust and resilient structure. It is concerned not with whether the outcome is realized, but with the strategy's logical capacity to succeed. For this reason, it is the most decisive factor among all other subcategories.

- **Building**

Building is the ability to construct a coherent and manageable strategy despite the constraints a character faces—such as time, limited resources, lack of information, or opposing threats. It encompasses the ability to determine when to embrace complexity, when to retreat, and how to preserve one's vision. This category also accounts for variables that Fortitude does not capture.

- **Logistics**

Logistics measures how strategy is implemented on the ground. It assesses whether tactics are executed in the correct order and at the right time, whether resources are used efficiently, and whether pre-established contingencies are activated when needed. It focuses on the quality of strategy's translation into action.

- **Flexibility**

Flexibility measures a strategy's ability to adapt in the face of unforeseen circumstances or adverse developments. It does not assess the character's ability to adapt, but rather whether the strategy inherently possesses this flexibility from the outset. Resource allocation, alternative pathways, and contingency mechanisms are the key indicators of this dimension.

- **Forecasting**

Forecasting is the ability to anticipate developments that will occur in the later stages of a strategy, the likely reactions of the opposing party, and changing conditions. It assesses the extent to which the strategy can influence the future and the degree to which these forecasts are integrated into the strategic framework.

⌈Exemplary analysis⌋



In this part of the document, to help you understand how a strategy is scaled, we will analyze the Gaya Alliance strategy by Akiyama Shinichi, the most iconic figure among SCD strategists. Please note that this is not an Akiyama document; in other words, my goal is not to explain the strategy in excessive detail. I'll just give you a brief summary; to fully understand the strategy on your own, please read the manga.

To help you understand the contextual challenges and the conditions the strategy faces, let's first explain the key players and Akiyama's situation before the strategy begins:

The "Musical Chairs" game in Liar Game is a complex game of territory control, voting power, and economics. Players who lose their seats become "Gaya" (Outcasts/Ghosts); they can no longer win the game, but they retain their voting rights, which are used to eliminate seats at the end of each round. The game also features a "Medal" system: At the end of the game, only the medals bearing the name of the ultimate winner hold real monetary value (100 million yen each). All remaining medals become worthless.

Before Akiyama launched his counterattack, the game had become a duopoly completely dominated by the leaders of two major factions: Yokoya Norihiko and Harimoto. This duo dominates the voting process by distributing medals—awarded to their weak subordinates who have no chance of winning—as bribes to the Gayas, while Akiyama's faction is incredibly small in number, lacks funds, and is actively targeted by these two major powers.

In the "Gaya Alliance Strategy," Akiyama's objectives are as follows:

1. To dismantle the Yokoya/Harimoto alliance from within without directly confronting them.

2. To bring down the fake economy created by the dictatorial bosses.
3. To turn the game's outcasts (the Gaya) into a weapon by organizing them into a union.
4. To secure a 100% win guarantee for his team by exploiting a massive loophole in the game's rules.
5. To monopolize all wealth without revealing one's true intentions until the very end.

The strategy spans across the middle and late stages of the Musical Chairs game. Akiyama starts deceiving and he acts like surrendered. Recognizing that Yokoya and Harimoto are only allied because Akiyama's team poses a threat, Akiyama orders his team to completely boycott the elections. By removing the "greater evil," he effectively breaks the alliance between Yokoya and Harimoto. Left without a common enemy, the two bosses predictably turn their resources against each other to secure absolute dominance. While the bosses are distracted in a war of attrition, Akiyama starts his economic manipulation. He confronts "Young Jump" (one of the Gaya) and manipulates him into becoming the proxy leader of a newly formed "Gaya Alliance." Through Young Jump, Akiyama leaks a critical piece of logical deduction to the masses: The "Trash Medals" revelation. He explains that Yokoya and Harimoto are giving the Gaya medals belonging to their weakest pawns—pawns they never intend to let win. Therefore, the bribes the Gaya are accepting are mathematically worthless. Akiyama uses Young Jump to organize the Gaya into a union. They refuse to vote unless paid in actual winning medals. When Yokoya refuses to dilute his own profit, the Gaya fully side with Akiyama's proxy. Akiyama later uses this alliance to manipulate the game's economy. He orders Young Jump to collect all the specific medals belonging to Fatso, a weak player. Since the Gayas believe these medals are worthless, they willingly hand them over to Young Jump, who then secretly transfers them all directly to Akiyama. When the game reaches its final round, Yokoya successfully eliminates Harimoto. Having secured enough votes to guarantee his safety, Yokoya walks confidently toward the last remaining seat, fully certain that he will achieve absolute victory. Meanwhile, Akiyama exploits a loophole in the rules: while physical violence is strictly prohibited, physically blocking someone's path is entirely legal. Anticipating that Yokoya is entirely focused on the voting and economic mechanics, Akiyama orders the entire Gaya Alliance and his own team to surround Yokoya. While Yokoya is physically trapped and unable to break through the blockade without using violence (which would disqualify him), the weak player, Şişko—who is perceived as no threat—walks away unhindered and takes the winner's seat. Since Şişko won the

game, only his medals hold real monetary value. Akiyama, having collected all of Şişko's medals in advance, reaps the entire profit from the game.

How To Scale?

- **Strategy Building**

Although Akiyama belonged to the smallest faction and had the fewest resources, he was actively targeted by both Yokoya and Harimoto; despite this, he crafted a strategy designed to keep every available resource under his firm control. To escape the "common enemy" position that was the root cause of the Yokoya-Harimoto alliance, he boycotted the elections and required no direct intervention to passively pit the two major powers against each other. Positioning Young Jump as a proxy leader both concealed his own presence and made the strategy untraceable to its source; his ability to preemptively identify Baldy's potential for betrayal and neutralize him in a way that prevented him from harming the system demonstrates that the strategy could neutralize its own internal weaknesses through its own mechanisms.

- **Strategy Complexity**

The layers of the strategy were designed to be interconnected. The "Trash Medals" explanation was presented as an economic measure, but at the same time it organized their objectives and ensured that Yokoya would build a wall in front of them by the end of the game. Yokoya never focused on a single point because the strategy constantly created a different threat for him—first it created economic pressure, then he faced an election boycott, and subsequently Baldy 's betrayal proved fruitless, and he was physically surrounded. The fact that Akiyama's intentions remained hidden until the very end was a result of this complexity; no one could foresee that Fatson would emerge victorious in the end because the strategy deliberately concealed this at the lowest level.

- **Strategy Fortitude**

Akiyama didn't tie his victory condition to a single factor because every layer of his strategy was designed to function independently in response to the opponent's various countermeasures. When the Gaya Alliance applied pressure, Yokoya either lost resources or lost Gaya votes; in either case, Akiyama gained an advantage. When Baldy betrayed him, he shifted Yokoya's attention from Harimoto to Akiyama, which kept the conflict between the two major powers

going—meaning even the betrayal worked in the strategy's favor. The only condition required for Fatso to win was for Yokoya to be physically blocked; this was entirely within the rules and had been organized well in advance. Since the strategy was built by anticipating every logical move the opponent could make, its success rate was inherently high.

- **Strategy Flexibility**

The strategy didn't have to proceed in a single direction because each layer was designed to function independently. Even if Gaya hadn't been able to organize, Akiyama's six-person team already held the numerical advantage; and if the alliance hadn't fallen apart, the boycott position could have been sustained. When Baldy tried to exploit the system, the information flowing to him was cut off, and his betrayal naturally came to nothing; no emergency intervention was required. The fact that the Trash Medals concept was reversed in the game's finale to re-use Fatso's medals to make them valuable demonstrates that the strategy was designed from the start to allow for this transformation.

- **Strategy Forecasting**

Akiyama designed the strategy not just by anticipating the next step, but by looking several steps ahead. He foresaw that the Yokoya-Harimoto alliance would dissolve without a common enemy, that the Gayas would be convinced to organize once they faced the reality of the trash medals, that Yokoya would refuse to award medals rather than submit to the Gaya Alliance, and that this would make a boycott inevitable. His ability to sense Baldy's betrayal and neutralize him—and his calculation that this betrayal would shift Yokoya's attention from Harimoto to Akiyama—demonstrates just how far ahead his predictions were. The fact that Fatso began collecting his medals well in advance and prepared the conditions that would keep Yokoya awake all night the night before shows that the strategy's outcome wasn't left to the final moment—it was planned from the very beginning.

Planning

Planning is the process of establishing a structured framework of actions, resources, and possible scenarios aimed at a future goal. Unlike strategy, which governs the active implementation of tactics, planning operates at the preparatory level; it determines what needs to be done, in what order, under what conditions, and with what resources, before execution begins.

- **What is the difference between strategy and planning?**

In strategy, an individual must actively engage in processes such as critical thinking and decision-making to achieve a specific goal.

In planning, however, since everything is predetermined, there is no need for the individual to think actively.

This might be a bit vague, but let me explain it this way: Light's memory loss is a plan because after giving the notebook to Ryuk, there is no need for him to actively reason through the plan to change it or make a new counter-move. However, what Akiyama does in the "Musical Chairs" game is a strategy because, from start to finish, he must constantly adapt to changing situations, analyze his opponents' moves, and instantly develop new tactics in response (for example, when he realized he had been deceived by Kimura's fake map, he boycotted the elections to break the alliance between Yokoya and Harimito)

- **Process**

Process measures the logical consistency and sequential coherence of the steps a character takes while constructing a plan. It focuses on whether the plan's internal structure follows a consistent and sound chain of reasoning from the starting point to the conclusion. A strong Process demonstrates that each step is the logical consequence of the previous one, that the character understands why each action must occur in that specific order, and that no step is included in the plan arbitrarily or without a structural justification

- **Intricacies**

Intricacies measure the structural complexity of the steps, layers, and variables contained within a plan. A high Intricacies score indicates that the components of the plan are designed not as independent actions but as an interlocking mechanism; one component is triggered, another kicks in, the next uses that output, and all of these work toward a single outcome. The degree to which these components are tightly interconnected and the precision with which each is calculated determine the plan's overall depth.

- **Coverage**

Coverage measures the breadth of scenarios and possibilities a plan takes into account. Strong coverage demonstrates that the character has not only planned what to do when things go well, but also what will happen when things go wrong; the opponent's possible responses, unexpected developments, and the

plan's vulnerabilities have been anticipated and incorporated into the plan. The extent to which the character has scanned this range of possibilities determines the scope of the plan.

- **Versatility**

Versatility measures whether a plan can function under different conditions and demonstrates that the plan is not tied to a single, fixed sequence of events; as conditions change, its components can adapt to different objectives, and the plan remains functional even if the initial conditions are disrupted. Coverage , while coverage determines whether a plan is prepared for different scenarios, versatility focuses on whether the plan can remain active as the conditions of that scenario change.

- **Applicability**

Applicability measures how well a plan aligns with the actual conditions of the situation for which it was designed. Strong applicability indicates that the plan is based on the resources, information, and time the character actually has at that moment; no step is based on an unrealistic assumption, and every component of the plan has a practical, implementable foundation.

⌈Exemplary analysis⌋



yeah yk why here exists again this isn't document please read the manga

The Leap Second is a Plan devised by Baku Madareme in the game "Surpassing The Leader" (STL), aimed at overthrowing Souchi, and is designed to counter Kiruma Souichi, who experiences a memory reset at the start of each month.

Baku learned of Souichi's memory loss from a deduction he had made based on a previous gamble, and he knew that the most recent memory loss had occurred on December 1. To turn this to his advantage, he set the duration of the game himself and, by asking the referee, "We're starting STL as soon as this game ends, right?" he indirectly took control of STL's start date. By ensuring the game ended on December 31, he aligned STL with January 1, 2009—the day Souichi's next memory loss could occur and also the day the leap second would take place.

Baku learned of Souichi's memory loss through an inference drawn from a previous game and knew that the most recent memory loss had occurred on December 1. To turn this to his advantage, he set the duration of the game himself and, by asking the referee, "We'll start STL as soon as this game ends, right?" indirectly took control of STL's start date. By ensuring the gamble ended on December 31, he aligned STL with January 1, 2009—the day Souichi's next memory loss might occur and also the day the leap second would take place.

A leap second is an extra second added to the clock system every few years, so that 8:59:59 is followed by 8:59:60, and then 9:00:00. Baku calculated that if the STL game were played in sync with the phone's clock, this extra second would effectively extend the concept of "one minute" defined in the game's rules to 61 seconds, and that Souichi's "safe strategy"—turning at the end of the minute—would not work since he was unaware of this.

STL was played using a game called "Drop the Handkerchief." The game is simple: one player is the "dropper," the other is the "controller." The controller sits in a chair and waits without looking behind them, while the dropper drops the handkerchief. If the controller finds the handkerchief, they win; if they don't, a lethal dose of poison is injected into their body. Each round is limited to one minute. The safe strategy is for the controller to turn around at the end of the minute to guarantee finding the handkerchief, since the dropper must drop it within one minute. Baku's plan had two key components. The first was to align the game clock with the moment the leap second would occur; the second was to accumulate enough lethal agent in Souichi's cylinder to force him to use the safe strategy and then undermine that strategy at the moment of the leap second. Baku calculated the timing trajectories throughout the game. Since each successful control round lasted 2 minutes, but a round with a death extended the total duration to 5 minutes, a round lasted 7 minutes. Using these variables, Baku tracked which route the game was progressing on and aimed to switch to Route 2 through intentional deaths, misdirection, and tempo control to align the leap second with his own drop round.

In each round of the game, both players take their turn once, and each successful turn lasts 2 minutes; thus, a round with no deaths lasts a total of 4 minutes. If a death occurs, however, that round is extended to 7 minutes. When Baku noticed this consistent rhythm, he calculated that four different timing routes were formed depending on the minute the game started; Route 1 formed if the game started at 8:12, Route 2 at 8:13, Route 3 at 8:14, and Route 4 at 8:15, and each route progressed internally every 4 minutes. What Baku needed was for the final round to start at 8:57, because this would ensure Souichi's control round would last 2 minutes, and Baku's drop round would begin exactly at 8:59. 8:57 belonged to Route 2. When the game started, Baku was on Route 4, and the only way to switch between routes was through death, because a death would extend the round's duration from 4 minutes to 7 minutes, shifting the current route. Therefore, Baku switched from Route 4 to Route 2 through intentional deaths and tempo control.

Baku's target was Timing Route 2; because if the round started at 8:57, Souichi's control lap would last 2 minutes, and Baku's drop lap would begin exactly at 8:59. The leap second would occur right at that moment, and Souichi, following a safe strategy, would turn at the first "Pon" sound at 8:59:60, but Baku would drop the handkerchief at the second "Pon" sound at 9:00:00, thereby invalidating Souichi's control.

Baku also devised a deception called the "3-death strategy." By performing risky maneuvers that intentionally kept the accumulation of death potion at a minimum, he gave Souichi the impression that he planned to die three times. This way, the intentional deaths he performed to switch to the leap second route appeared to Souichi as a consistent and predictable part of his strategy. In the end, unaware of the approaching leap second, Souichi used the safe strategy, turned on the first Pon sound, and Baku dropped the handkerchief on the second Pon sound, invalidating Souichi's control. Souichi's cylinder was full, and he could not avoid the third death.

How To Scale?

- **Planning Process**

The plan relied on a tight chain of steps linked by cause and effect. To set the game's end date so that the STL date would be January 1, it was necessary to obtain approval from the referee, and to do that, it was necessary to ask for it with a plausible reason. To make it possible to use the phone clock, Yakou had to

eliminate the tower clock; for that, Yakou had to become suspicious; and for that, Kaji had to be placed there beforehand. To switch to Route 2, intentional deaths were required; to ensure these deaths didn't arouse suspicion, the "3 Deaths Strategy" had to be implemented beforehand. Every step was the inevitable consequence of the previous one, and none were arbitrary.

- **Planning Coverage**

Baku neutralized the possibility that Souichi might be carrying a watch or stopwatch by testing it through casual conversation before the game began. He neutralized the possibility that the tower clock could be used by leveraging Yakou's presence. To counter the possibility of a leap second occurring unexpectedly, he established a timing route system to mathematically track the game's rhythm. To address the possibility that intentional deaths might raise suspicion, he devised a three-death strategy to provide a consistent rationale for these deaths. Every critical variable had been identified in advance, and a response had been prepared for each one.

- **Planning Intricacies**

The "leap second" was positioned as the primary tactic, but the other components of the plan also generated value independently. The "3-death" strategy both covered up the route transitions and made Souichi behave more predictably under mental pressure. The buildup in Souichi's cylinder both forced him to use a safe strategy and created the psychological condition necessary for the "leap second" trap to work. The timing route system, meanwhile, provided a flexible framework that could be applied in various scenarios throughout the game; it could calculate which route he was on regardless of whether Baku lived or died.

- **Planning Versatility**

The strategy didn't have to proceed in a single direction because each layer was designed to function independently. Even if Gaya hadn't been able to organize, Akiyama's six-person team already held the numerical advantage; and if the alliance hadn't fallen apart, the boycott position could have been sustained. When Baldy tried to exploit the system, the information flowing to him was cut off, and his betrayal naturally came to nothing; no emergency intervention was required. The fact that the Trash Medals concept was reversed in the game's

finale to re-use Fatso's medals to make them valuable demonstrates that the strategy was designed from the start to allow for this transformation.

- **Planning Applicability**

Every step of the plan was based on the resources and conditions Baku actually possessed at that moment. The leap second provided an information advantage and required no physical intervention. A cell phone was an accessible, reliable tool accepted in official circles, even on a remote island. Kaji and Marco were allies Baku could actually rely on. The approval needed to determine the STL date was obtained through a reasonable and natural question. No step relied on an unrealistic assumption or a resource Baku did not possess at that moment; every component was grounded in a feasible basis within the existing conditions.

Deception

The goal in deception is to use methods to conceal the truth and present false information. These methods may include fabrication, acting, bluffing, and concealment. The aim is not to directly control the other person, but rather to convince them of something untrue.

- **Fabrication**

Fabrication is the act of producing and presenting false or fabricated information; its purpose is to conceal, mislead, or create a false impression of the correct information at hand. It usually involves deliberately putting forward fabricated claims or distorted evidence in place of real data.

- **Concealment**

Concealment aims to prevent the correct assessment of a situation by deliberately hiding information, restricting access, or keeping it from individuals or the public.

- **Sophistry**

Sophistry refers to arguments that appear logical but are flawed. The purpose of these arguments is to create the impression of a valid conclusion. They aim to use the formal structure of logic not to discover truth, but to influence or persuade the other party.

- **Misdirection**

Misdirection is a method used to deliberately divert someone's attention to another point in order to prevent them from focusing on the actual information, goal, or action. Although this concept originally comes from stage magic, which I've also recently taken an interest in, it has now become widely used in many other fields as well.

- **Acting**

Acting is the act of presenting a false persona, reaction, or demeanor to others in order to conceal one's true intentions, emotions, or strategic goals. In this approach, the individual assumes the "character" required by the situation or expected by their opponent, thereby manipulating the opponent's perception.

Manipulation

Manipulation is the act of directing an individual, system, or situation to one's own advantage. Although this concept is generally applied to people today due to the influence of psychology, by definition, manipulation is not limited to conscious beings. Even inanimate systems can be subject to manipulation, such as manipulating stock market prices.

- **Direct Manipulation**

Direct manipulation is the act of exerting immediate and observable influence over an individual, system, or situation in order to achieve one's own advantage. It involves a clear causal link between the manipulator's action and the resulting change, without relying on intermediaries or subtle psychological cues.

- **Indirect Manipulation**

Indirect manipulation is the act of influencing an individual, system, or situation in a way that the effect is not immediate or directly observable. It works through intermediaries, delayed effects, or subtle cues, rather than a clear and direct causal link.

- **Logical Manipulation**

Logical manipulation involves guiding an individual through logical arguments, inferences, or reasoning to act in accordance with one's own objectives. In this type of manipulation, the effect is established through the reasoning process; even if the person does not directly recognize the manipulation, they make decisions believing they are based on logical grounds.

- **Emotional Manipulation**

Emotional manipulation is the process of directing or controlling an individual's behavior or decisions by targeting their emotions. In this type of manipulation, the person uses words, actions, or situations that trigger emotional responses rather than logical arguments. The goal is to reduce the individual's rational thinking and make them decide on an emotional basis.

- **Methods**

What we define as methods here actually refers to manipulation methods such as gaslighting, love bombing, guilt tripping, triangulation, etc. It is about how effectively you can manipulate individuals using these methods.