Yokoya Contraband strategy mini analysis

Analysed by u/Economy_Echo_8500/Echonomy

Original post:

https://www.reddit.com/r/IntelligenceScaling/comments/1qnlpd1/yokoya_contraband_strategymini_analysis_is_here/?utm_source=share&utm_medium=ios_app&utm_name=ioscss&utm_content=2&utm_term=1

Ch 30-60

Yokoya here is in a fixed system, to read more about this check out this post which helps understand the mechanics of Liar Game:

https://www.reddit.com/r/IntelligenceScaling/comments/1mxvwua/akiyama_is_not_a_complex_thinker_debunked/?utm_source=share&utm_medium=web3x&utm_name=web3xcss&utm_term=1&utm_content=share_button

400 million yen x per player, 9 players on one team, 9 on the other, 18 players in total, 18 x 400 = 7.2 billion yen on stakes.

Yokoya adapted well to the contraband game, as there were many variables he wanted to control which had exponentially increased from the downsizing game. Each new game requires adaptability and PSI + WMI + VCI to understand the game rules.

A very stressful situation, as the rules benefit both the wider team and the individual, which drives greed. Liar game rounds are based on exploiting human greed, which Yokoya psychologically understands. Due to the stress, throughout the contraband game he shows good adversity capacity, multi-tasking by thinking of various variables and strategies quickly, and being disciplined and managing his emotions to not get too cocky as he understands that he has an unbeatable plan. Acting like he doesn't have such a thing.

Analysis:

Yokoya obviously is the leader of the Northern country, he predicted a low-level strategy that Nao suggested, which was to carry an empty trunk. Everyone else already discussed this, and Fukunaga explains that NC (northern country) probably thought of it too, hence Yokoya directing the inspector to call a pass. Secondly, Yokoya uses reverse psychology here, he figures that because of everyone thinking of a low-level strategy, nobody will suspect it being used again, he definitely worked out that SC would predict that NC would carry the strategy until Round 6, using the prediction against them, he directed a successful smuggling which made +100 million yen. Furthermore, it's obvious that Yokoya would also realise that the players are heavily affected by the stakes, wanting to get their turn out the way. He exploits this impatience which further strengthens his first tactic. 1st tactic.

The next couple of rounds were orchestrated by yokoya, understanding the strategies in place. He predicted that Kitamura had nothing inside his trunk. Afterwards, he predicts that

the inspector will pass, exploiting the selfish nature of the players as they're looking out for their own safety. He keeps this simple strategy up as its main points are concealment, logical + indirect manip, strategy efficiency and foresight. For 4 rounds, yokoya kept this strategy up, but of course, (the Goat) Akiyama tactically sabotaged the win streak with a simple trap. 2nd tactic

In the 6th round, Yokoya instructs the inspector to doubt 50 million. Although SC gained +25m yen through the indemnity, this was the safest tactic for Yokoya to use. Yokoya obviously would've thought of the possibility that his simple strategy would be broken, considering the teams and that there would be an intelligent person on the SC (Akiyama). Furthermore, the shift that Akiyama created therefore caused the next round to be unpredictable, if someone had smuggled 50m, they would've gained that money. If Yokoya told the inspector to doubt any other amount over 50 million, and there was more than the doubt numeric, SC would've gained more money via the indemnity fee. If yokoya had passed, there would be a possibility of Akiyama exploiting the rift and smuggling in 100m to even out the imbalance. 3rd tactic

Goatoya comes into the customs office as the smuggler in the 7th round. Here (as we learn later on), he manipulates Kikuzawa. This was a very good opportunity for Yokoya. Yokoya definitely recognised Kikuzawa from the team's showcases, therefore, he set up the first simple strategy drawing from human psychology. Meanwhile, he was developing a plan to exploit Kikuzawa, it's interesting to note that they did get into direct contact in the customs office. The only room where information is restricted and players from both teams can communicate without anyone else knowing exactly what they're discussing. Yokoya definitely predicted which round Kikuzawa would appear, as to directly manipulate him. 4th tactic

This set up the stage for Yokoya's strategy which was handling information from Kikuzawa to gain an extreme advantage over SC, as Yokoya now had a supply of critical information, that being the amount of money being smuggled and the dynamics of SC. Yokoya's clairvoyance strategy is based on his understanding of the SC. Here, he reasoned that Fukunaga was emotionally volatile, and easily provoked her, via first calling her by her name and stating that he's a psychic. Under normal circumstances, Yokoya looks stupid. But he subtly manipulated Fukunaga's perception. The previous round established that Yokoya is definitely much more cunning (due to Nao's unease), furthermore, nobody has gone twice in a row as both the smuggler and inspector, so his appearance is unusual, throwing off Fukunaga. His clairvoyance through accurately doubting how much Fukunaga was carrying further drove her into a corner. Fukunaga had smuggled an unusual amount, so Yokoya perfectly intercepting the smuggling attempt indirectly manipulates everyone to believe that he really is a psychic. 'Who is this man', suggests just how detrimental his scheme is, maintaining and developing a huge advantage due to the asymmetry of information over SC. 5th tactic.

He instills doubt and confusion among the SC due to claiming to be clairvoyant, the fear spreads as numerous smuggling attempts are intercepted by Yokoya. On top of this, he understands his presence is unsettling, utilising it to drive the psychological torment even further. Completely disabling and manipulating SC to go against each other (further backed by the individual potential rewards) and making them blame each other. 6th tactic.

The other section of Yokoya's strategy was through his manipulation of Kikuzawa, making the southern country believe that Kikuzawa really had figured out a trick. The strategy covers both aspects of making money in the contraband game, that being through intercepting and smuggling. Yokoya (through Kikuzawa) logically manipulates the SC through the explanation of both ways to make money. From their perspective, Kikuzawa covers one half being the intercepting (which Yokoya does deliberately to strengthen this concept) and smuggling nothing to gain money through indemnity charges. Forwardly, Yokoya also manipulates the SC to focus on narrowing the gap between the money attained from NC/SC. This has the effect of overloading and misdirecting the southern country to try to narrow the gap, which obviously isn't going to occur due to the prior manipulation. They're focused on narrowing the gap rather than overtaking NC in money accumulated. Second aspect of 6th tactic.

Yokoya starts spewing stuff about domination, projecting his views onto Nao during the inspection, this is simply to misdirect Nao's attention from the trunk. He understands the way society functions very well, and successfully evaded Nao's/Akiyama's trap of the stuffed animal. Although Nao figures out that Yokoya isn't actually clairvoyant, this information is dismissed. Yokoya had a contingency and predicted another trap would be laid out, especially connecting that Akiyama was the one who set the previous trap, and also abducting that Akiyama was the southern country leader. Firstly, Akiyama was the only player to set up a trap and successfully intercepted 100 million. The trap was very clever and it deviated from everything else that the other team members from SC did. Next, during his questioning of Nao, he studied her body language and probed her by confidently stating that Akiyama was their boss, which Nao denied. (This is obviously further backed up by Kikuzawa's intel.) After his turn as inspector, having Kikuzawa go next means everyone's focus is on him, not Yokoya. The logical and emotional manipulation here is very impressive, as he stops valuable information leaking by literally waiting for the game to move on. Everyone is focused on Kikuzawa due to the hope planted in narrowing the gap, everyone here is misdirected. And now, rather than listening to what Nao has to say, everyone is caught upon Kikuzawa suddenly opposing the group after his turn ends, wielding authority. This was obviously built by Yokoya.

Kikuzawa starts getting on the high of being a dominator, this divides the fragile SC even further into two factions. Kikuzawa's leadership controls 5 people, whereas Nao, Fukunaga and Akiyama set their boundaries. This means, out of 18 people, Yokoya has control over 15 people, really illustrating how quickly Yokoya can build influence even in such a tense situation. 7th tactic.

After a bit, Akiyama starts piecing together the strategy as Kikuzawa goes to the bathroom, and he later explains how Yokoya isn't actually clairvoyant. Akiyama states that Yokoya is 'exceptional at reading people', we later learn that Akiyama was chatting a whole lot, but it still somewhat applies to Yokoya since he is emotionally perceptive. The reason why Akiyama's ramblings made sense was because Yokoya is exactly what he was describing, making Akiyama sound more believable and logical. Anyways Yokoya got cooked by Akiyama who pieced together the clairvoyant strategy. Which is an impressive feat for Akiyama. The clairvoyant strategy is heavily shielded by several factors, including the progression of the game (rotations) and the focus on Kikuzawa. After each round ended, rather than the SC blaming the smuggler for not smuggling anything, everyone's focus was immediately on Kikuzawa who claimed to have a trick and evidently backed it up with

successful interceptions. There's another layer of shielding caused by Yokoya's misdirection, by making everyone focus on 'narrowing the gap', everyone is focused on Kikuzawa making back the money, instead of stopping Yokoya. This is why Kikuzawa sent Eda, because Yokoya predicted that someone from Kikuzawa's group would be sent as a substitute and he can smuggle 100 million because he understood Eda (and the others) would be too cowardly to call doubt. Thus widening the gap again, and manipulating everyone to keep focused on the gap. Furthermore, Yokoya utilised the group split, predicting that Akiyama, Fukunaga and Nao wouldn't be the substitute, thus someone of their calibre (being really smart) wouldn't be able to figure out that the smuggler was smuggling 100 million yen. There's another layer of complexity to the strategy which Akiyama explains, and that Yokoya's clairvoyance and Kikuzawa's guess work were intentionally different, fortifying the strategy even more as SC believes Yokoya and Kikuzawa's interception styles to be different. This is really impressive, and it's also a very good feat for Akiyama. It's also interesting to note how Yokoya actually indirectly manipulated Akiyama to find out about this strategy, as he intentionally withheld from signalling to Kikuzawa. 8th tactic.

Okay so this section is focused on Yokoya's past, although not directly from the contraband game, it's from the contraband arc, so I still want to go over it. Upon transferring to Kikuzawa's school, he asks who the ruler is, gaining intel that it's a couple of top bullies. He then plans to set himself up as the ruler by the blackmailing trap. He anticipated that he would be targeted by them because of his money, so he lets himself get extorted so that he can capture it on camera and blackmail the bullies. The reason why he wants these bullies is because they're intimidating and have the physical strength to carry out his plan to become the dominator of the school. Yokoya recognised his own 'weaknesses', that being the son of a CEO and being physically weak, his self awareness allowed him to perfectly gain power over the candidates that would help him physically control his school. He taunts the bullies even more by stating that their lives are over, perceiving their distressed states, anticipating that he would get physically attacked again, which he states would strengthen his case due to procuring a medical report, further fortifying his strategy/tactic (depending on how you interpret this scheme, it can be a strategy or tactic.)

A lot of scalers dismiss Yokoya because of him using money to financially manipulate people, although money is a frequent tool he uses, he understands the desperation and greed of humans, specifically Sasaki's gang (the four bullies) and wields it to his advantage. He simply uses the resources that he has in an efficient manner. What's next, are we going to dismiss someone like L Lawliet because he used his mouth to communicate with the task force instead of sign language, or Light Yagami for using the death note creatively? The argument is silly. Yokoya uses money as a tool to uncover the psychological depths of humans.

He rose to so much power that he was able to implement an entire hierarchy system, which is extremely impressive considering the legal aspects of this. He most likely went to a state funded school (located in Japan), and was able to yield so much authority to construct such a system that maintained whilst he was present, implying that his authority surpassed teachers and most likely even the principal. Yes, he did bribe teachers, but with a school there is a structure of teachers that are ordered in its own hierarchy, like the vice principal, principal, chairman etc. It's only said that Yokoya was bribing teachers, not the administration of the school at the higher ranks. Accounting for how strict and structured

Japanese schools are, it's very impressive to see Yokoya rewire this framework and force everyone to conform to his structure in just 2 days. And it's not even 'just 2 days', more accurately, a school day in Japan is similar to the 8am-3pm format, taking this as a baseline, Yokoya was able to manipulate the school structure in 14 hours with a 17 hour gap in between, suggesting that Yokoya's power was so strong that the school authority (including bribery) or even legal personnel like the police couldn't intervene in that empty gap. Demonstrating just how deeply integrated the new hierarchy system was. And furthermore, when Yokoya left after having the system up for 4 months, the school plunged into chaos for deciding who the new 'king' was, suggesting how Yokoya had indirectly interpersonally managed the entire school's emotions through coercion and manipulation.

Back to contraband, after the explanation, Kikuzawa states that he wanted that sort of control, and when he met Yokoya, Yokoya already knew what Kikuzawa was thinking, reading him accurately. It's interesting to note that Kikuzawa agreed to Yokoya's proposal in just 30 seconds, indicating how deeply ingrained the trauma that Yokoya inflicted was. Building on this point, Kikuzawa said that everyone in the school was thinking how they wanted the power that Yokoya had, showing that if anyone from that school was in kikuzawa's position, they would've helped Yokoya instantly. A high school in Japan has around 500-1200 (from a quick search). Let's lowball this, 500 people would do the exact same thing that Kikuzawa did, just because of the trauma inflicted upon them. Demonstrating Yokoya's incredible emotional facilitation.

Nao discusses how Yokoya's cunningness wouldn't just stop after Kikuzawa's betrayal being discovered, this is obviously true but it shows how strong of a strategy it was. Firstly, if Kikuzawa's betrayal wasn't uncovered, that would mean that the strategy would stay undetected and continue reaping the benefits it previously did. But if it would unravel, it would cause another major rift in the SC. The SC was already previously divided into 2 factions, Kikuzawa's dominion and Nao's side. Yokoya understands how people being oppressed would feel, so when the strategy is discovered, it would break the southern country even further. In comparison to NC, which is completely under Yokoya's discipline, NC's uniformity would be a major threat to SC.

After Fukunaga got 200 million yen and started to lead SC, Yokoya anticipated that the other members were still too cowardly to smuggle, therefore he allowed them to 'protect their lead' by instructing his team to declare 'pass'. Yokoya's clairvoyant strategy was the first major strategy used, because he realised the games mechanics beforehand (In chapter 41, Akiyama explains the games mechanics and the 'hidden' money). Indicating Yokoya's thinking and reasoning, further backed up by Kikuzawa's epiphany and Akiyama confirming that yokoya 'had this entire situation from the start'. The entire clairvoyance strategy is so layered, that each layer serves further misdirection, completely concealing Yokoya's true objective. Now that the gap was 'narrowed' and even SC started to win, Yokoya's trap was exactly that, predicting their conservative response after the lead to make his team appear to be losing, whilst in reality it was still dominating the game.

Because of this conclusion, Yokoya definitely imagined that Akiyama had figured all of this out, hence instructing his team to doubt, even though this ended in a 50 million indemnity fee, it was still the safest tactic due to the possibility of Akiyama actually carrying 100 million yen (Which Fukunaga logically explained to SC). 10th tactic.

Over here, Akiyama explains his plan to beat Yokoya, there's elements of this which I'll discuss later. Akiyama's plan: One player from the southern country takes the whole team's cards and withdraws all of their money from the Northern country's ATM. They then place all the money next to the ATM at such an angle that it's not visible from the hallway. Then, when the time comes for the northern country's player who's cooperating with them to smuggle, he takes the money left by the ATM and carries it over to the southern ATM, depositing it all into his account. With the northern country's ATM empty, The southern team's ATM now contains more money than what is possible for the northern country to smuggle back.

By now, Yokoya understands the dynamics of the SC, he figures out the rotation of the SC through memory and prediction, and since he had long thought up of the authentic smuggling strategy before Akiyama, he was able to figure out that Akiyama figured out the strategy, and executed it. He knows that they're searching for traitors and instructs his team to act like traitors, logically manipulating the SC players into indirectly betraying their own team. This goes on for a couple of rounds, making Yokoya have an overwhelming advantage, as now the northern bank has inflated to 4.2 billion + yen, whilst the southern bank had no money. One interpretation I want to outline is that the reason why Yokoya specifically targeted Kitamura to deposit all the remaining cash is because during Akiyama's explanation of his plan, Kitamura wasn't present. Yokoya most likely observed this, looking at the southern team through the windows and piecing together that the reason all the players looked excited was due to the revelation of the authentic smuggling strategy, which pushed Yokoya to deploy the strategy first. This elaborate trap consecutively worked due to his understanding of the SC. This, although planned before, is still impressive when implemented due to Yokoya's adaptability in switching from the clairvoyance strategy and authentic smuggling strategy. His emotional and psychological understanding of the players lets him predict outcomes perfectly, even the LG administrators commend that 'he's always one step ahead' and his observation skills. The reason for the advantage is as Fukunaga explains, although it's theoretically possible to smuggle back 3.1 billion as there are 31 rounds remaining, Yokoya can simply instruct his team to call doubt every time, effectively shielding the strategy further. 11th tactic.

Now this was my original interpretation of this tactic but as u/Vast-Definition-7265 and u/Alert-Researcher7788 pointed out (shout out to them), this is actually called forced rotation strategy. Where (simply) yokoya manipulated the SC rotations to line up the three traitors by forcing everyone to be inspector and smuggler back to back due to them figuring out Kikuzawa's betrayal, which lines up the three indirect traitors of SC to smuggle the money for Yokoya. It's incredibly impressive to note how efficiently yokoya had smuggled the money through these 3, rendering Akiyama's plan useless.

Here Akiyama brilliantly bluffs and logically manipulates bandana, causing him to talk about Yokoya's rise to power. Of course, the revival round is outside of the contraband game, but it's still in the contraband story arc, so I'll cover the simple strategy. Yokoya uses money to manipulate bandana, saying that the liar game is about deception. Yokoya knew he was going to be targeted by everyone being the newcomer, so he destroyed that alliance. By also approaching the others, amassing 45 votes in the first round. (1st tactic) And despite them agreeing with each other to ditch Yokoya, he manipulated them again with money, securing 90 votes. He reasons that he has 79 available votes to sell, misdirecting everyone to follow

his command to buy votes off of him. (2nd tactic) The market value suddenly increasing just goes to show how ruthless Yokoya is, manipulating bandana to buy more votes because the price of it may inflate even more in just a short amount of time, he perceives bandana's distress and understands the reason why is that way is because he's last place. He also sends off the salary man with a 10 million profit, supplying evidence and impressing on everyone's mind that his dictatorship is fair because of how he repaid him, further strengthening their loyalty to him. (3rd tactic) Yokoya talks about participating in the next round, using his observation and analysis, he predicts that the main round will be a team game, hence him pre-establishing the dictatorship hierarchy.

Back to contraband, Yokoya starts aura farming- I mean he observes the SC closely and reasons that something isn't right. Firstly, he was observing SC and saw them cheering and suddenly being quiet and distancing from each other, he abducts that they're covering up something from him.

It's revealed that before the game had started, Yokoya took all of his teams cards and instead further impressed the way of salvation being loyal to him, he also distributed tape recorders and implemented a point system for his team to follow. The point system exploited their desire to leave the game, Yokoya understood that everyone would suck up to him because they don't want to go further in the liar game, and if they didn't obey they would go to the next round. The tape recorders incite the players to be misdirected and it's honestly genius. It reminds me of a work system that I read (something I wanted to touch upon). In certain work, employers are rewarded based on their effort, therefore causing major rivalries and competition to get more bonuses and rewards. Yokoya utilises this similar tactic to misdirect 8 players to competitively go against each other, instead of forming an alliance and rebelling against Yokoya. Yokoya is absolutely dominating his team, and he maintained this strong point for a long time until Akiyama deceived bandana. 12th tactic.

As the money rankings in the outside banks are close to being inverted, Yokoya instructs his team to call doubt '99.99 million', effectively widening the gap again, as that money was given to SC instead of its original aim being intercepted. This is because Yokoya had worked out that some sort of scheme is in motion. Fukunaga explains Yokoya's thought process here. Why is the southern country trying to intentionally lose by lowering their score? -> They're confident they have the assets to claim certain victory -> Yokoya calculates two cases which both show that SC has no amount of money to take the lead -> What if those three didn't carry money at all? -> calculates the third case, even then it doesn't give SC a lead -> What if one of my team members has turned traitor and helped raise the enemy's assets? -> The central strategist is Akiyama on the other team, he got in contact with Akagi and shibayama. -> The traitors are most likely Akagi (bandana) or Shibayama (Long hair). Although Yokoya's deduction isn't entirely airtight/accurate, he basically has figured out the core of Akiyama's plan in such a short amount of time. This is a brilliant feat for Akiyama, although a plan was discovered, Yokoya's thought process (for now) has led him to believe there is only one traitor and the money hasn't been deposited, it's still very impressive on Yokoya's end to deduct this much.

Yokoya instructs one of his team members to keep a close eye on those he suspects of being the traitor. When he gets back that both of them are traitors, from his reaction, he isn't panicking, perhaps he even anticipated this situation, showing his EM. 13th tactic.

He ties them up in front of everyone to show what it's like to disobey him, further impressing his domination, and offers them to double cross the southern country's team. He suggests the confession game, which is basically the most popular game theory situation, the prisoner's dilemma. I'm sure I don't need to talk about this particular game theory, but it basically outlines inducement and emotional understanding. If one does betray the other, it verifies that there was a traitorous movement, but if either abstain from Yokoya's offer, they both are deemed innocent, causing the two traitors to overthink, further pushed by the restriction of all the senses except hearing. 14th tactic.

Yokoya, after hearing Shibayama's confession, instructs Hasegawa to go to confirm if the offer was real, which it was. Therefore, he effectively sees through Akiyama's double cross strategy and explains it to his team. Furthermore, he also thinks up of the possibility that exactly matches with the truth, and that is the original sum of money was deposited, and develops a new plan to cover both possibilities of a) The 1.91 million is secretly stashed away or B) The 1.91 million is actually deposited. Note that even in retrospect, Yokoya was deceived, it's still an impressive feat especially for utilising the traitors. (They at the end explained Akiyama's strategy). 15th tactic.

This is Yokoya's plan which he formulated right after gathering all of this information: To pretend to carry their money and instead actually hide the money. Because if that isn't possible, it will expose that Akiyama was actually bluffing about hiding the 1.91 million.

Now this part is pretty complex, so I'll try my best to outline exactly what Yokoya was aiming for here.

Aim: Hide the money to misdirect the southern battle into entirely misreading the battle.

Steps: Follow Akiyama's plan of withdrawing money from the Northern ATM, however, walk past the southern ATM and hide the money on the corner of the Northern corridor. Then, enter the customs office to return the card to Akiyama, appearing as if the plan was successfully carried out. After the inspection is over, Akagi takes the cart of bills to the northern country. If this plan fails because of invalidation, it confirms that Akiyama hiding the 1.91 million was a bluff. This plan covers the possibility of Akiyama bluffing even if the method is valid as Akiyama has to admit that his team actually deposited 1.91 million. This is because even if he carries the money, it wouldn't be enough to take control of the game. Akiyama has to admit the truth, which would force Akagi to carry the money once more (Akiyama previously stated this when he was developing his plan). Next, Yokoya will proceed to lower the outside bank to take the large earnings and walk away free. After the smuggling is complete, Yokoya will restrict the three people that were proposed with Akiyama's offer, which would destroy Akiyama's plan. If however, they don't ask to carry the money, implying that they really had hid the money, since Yokoya did that as well, it would misdirect the SC into believing that they're in the lead. Allowing SC to inflate their bank, it would help them make a ton of money, as the ATM side of things are covered, which although Akiyama derailed the entire aim of Yokoya's previous promise (To drop everyone out with huge winnings), it still helps the NC alleviate their debts. Yokoya entices Akagi with favourable rewards, fortifying Akagi's cooperation with him instead of Akiyama.

Developing this plan in such a short amount of time, whilst adapting to the sudden shift that Akiyama's plan was aiming for, simultaneously covering both possibilities of Akiyama bluffing or telling the truth, using his resources to this extent is incredible. His resources and the game rules are convenient, which is why he structured this plan around these pointers; it's an invincible plan that would destroy Akiyama if implemented. Even though Akiyama countered the plan at its very first step (for now), the feat lies within the detailed coverage, use of resources, logical concealment and calculations needed for the plan, and of course the execution of it.

As Akiyama fails to provide the location of the card to Akagi, Yokoya recognises that Akiyama is probably observing them. Yokoya explains that Akiyama is trying to gauge whether or not Yokoya is aware of his plan, through observing Akagi's mannerisms or if the smuggler is swapped. Due to Yokoya having control of the team, the swap would confirm that Yokoya knows the trick Akiyama is trying to play.

Yokoya restricts Akagi's turns completely, and when Akiyama reveals the card's placement to Hasegawa, Yokoya still is cautious because he understands Akiyama as a formidable threat. 16th tactic.

Yokoya here is masterfully misled by Akiyama, but even so given the situation he believes he's in, he adapts well and changes the tactics to focusing on increasing the money in their outside bank account. He quickly calculates what Akiyama imagines to be the money balance.

As the scores are revealed, the gap isn't that big although NC's bank has more money stashed inside. The day ends and there are 16 games left, which leads to Yokoya wondering about Akiyama's next scheme. He evaluates that if Akiyama doesn't catch onto anything, NC would win, but it's Akiyama we're talking about, so he doubts that Akiyama wouldn't catch onto anything. Therefore, he tries to gauge Akiyama's moves if he did notice, and that would be to lure another traitor from NC. But dissecting from that thought, Yokoya thought up another plan to save himself, using his previous thought to conceal his true goal.

Yokoya then decides that for the next 16 games, he's going to go as inspector and smuggler, effectively shielding his entire strategy. He also covers another aspect of his team potentially betraying him through reminding them of the previous point system to catch any traitors. Nao is sent as both inspector and smuggler, so from yokoya's perspective, he's won the game and managed all the possible risks. As the remaining 16 games were consecutively between him and Nao. However, delving even deeper, this entire streak was a facade, as Yokoya starts earning money through the rounds, cleverly exploiting the data of the money's transactions to his advantage, and whilst that confuses SC, his reasoning states that he's doing this to fortify his strategy, whilst in reality he thought of a possibility of 'losing' to Akiyama, therefore this final act was a tactic for him to drain as much money as possible. (This is more so explained at the end). 17th tactic.

During the explanations of both strategies after the game had finished, Akiyama explains how he fooled Yokoya, where he states about the restriction of communication, one of the players rebuts that Yokoya always had them in sight, noting this down as another act of contingency and shielding. Of course, he had made an oversight in regard to the voice

recorders, its intention and implementation was genius, but Akiyama cleverly exploited it. The explanations basically outline how Yokoya's moves were good, but he 'lost himself in his own plan' and made a couple of oversights. Now, these aren't anti-feats, but more so a really good feat for Akiyama, as from Yokoya's perspective, he did the best with his resources, and ultimately was seeming to win. Both Akiyama and Yokoya had incredible feats here, and I also want to underscore that Yokoya was much more relentless and aggressive with his strategies, forcing Akiyama to be defensive, even causing him to be hopeless after the 1.91 million was deposited.

Yokoya is now laughing at Akiyama and the players who worked with him, now most people here would state that Yokoya has 'bad intra-emotional management' and although I discussed this in my Kanade Double Culprit Strategy Analysis, I'll discuss it briefly here. Yokoya is loosening up after a tense game where he had to constantly adapt to Akiyama's schemes, developing his own strategies and drawing from his contingencies as he planned to misdirect everyone with his clairvoyance strategy to switch to the authentic smuggling strategy. Although Yokoya was in control for most of the game, he managed his emotions very well throughout the proceedings, especially on the points where he had to adapt. (Such as forcing the confession, switching strategies, developing the final plan etc.) Participating in the liar game is very stressful, and as mentioned at the start of the analysis, I detailed just how stressful the contraband game is. Sure, Yokoya can get away due to the money he has, but the stress comes from him failing to reach his own personal goals (portraying EE). There are no disadvantages for Yokoya loosening up and acting freely condescending towards everyone and taunting them. 18th tactic.

As Akiyama is trying to think of what he misses, the realisation hits him and Yokoya further taunts him as he was doing previously. Yokoya has amassed over 1 billion and Shibayama connects the dots, explaining to everyone what Yokoya was aiming for. Yokoya's intuition and reasoning led him to formulate the contingency, effectively evading Akiyama's trap. Yokoya's previous explanation about converting the money between the two countries was a verbal trap that completely concealed his goal, adding another layer of complexity. 19th tactic.

After Yokoya's trap was explained, he starts to overwhelm and psychologically question Akiyama's motivation and goal, pointing out the contradiction. 'If you're insistent on stopping the LG offices, then you should never have allowed me to make any money'. Yokoya's relentless taunts are cleverly crafted words of sophistry, further showing his adaptability as he directed this sophistry to dismantle Akiyama's motivation of justice, reasoning the picture that Akiyama had actually betrayed them and helped the LGT organisation. 20th tactic.

Here, Nao and Yokoya go back and forth about the objective of Liar Game, and Nao was right but we're not here to scale morality, only intelligence, and Yokoya's strategies absolutely dominated the game. Here's another moment where Yokoya genuinely crashes out, but as mentioned previously, this isn't an intra-emotional management anti-feat since there are no consequences for Yokoya, unintentionally he just maintained his fear mongering instead.

It's interesting to note that Yokoya's sophistry, muddled with the truth, really rattled down Akiyama. Nao tries to comfort Akiyama, stating that 'Yokoya put together a makeshift plan

that no-one could have possibly noticed to increase his winnings'. Yokoya's final tactic to increase his money was suspected by Akiyama, but due to the development of the game, Yokoya knew that Akiyama literally couldn't do anything because of how risky it would be, shielding this tactic completely. Yokoya perceived Akiyama's thought process here, hence why he transferred money to his account. 'I feared the possibility that one mistake could ruin our entire plan. And had I gone out there to prevent his account from growing, I'd risk losing part of our winning share'. Demonstrating how invincible Yokoya's final strategy was. Akiyama further explains how 'If you consider the basis of my motivations, I'm hardly any different from Yokoya! Yokoya knew that! He saw through that! And that's why he was mocking me!' Note the exclamation marks, reinforcing Akiyam's distress.

And here is the end of the arc. Now, previously after every point I would list the subcategories the process of the feat had met, but I figured it would be neater to add all the categories at the end, let me know if this format is better.

PSI + WMI + VCI + VSI (visualising the layout of the contraband game) + FRI, EF + EM + EP + EU + ER + EE, Social integration + awareness + skills + influence building + leadership, Mental fortitude + stress tolerance + multi-tasking + cognitive discipline, crystallised + fluid intelligence, observation + perception + cold reading, (foresight) scope + horizon + setting up traps + trap evasion, holistic + complex + decompositional (his plan was decomposed into three sections that matched with the days, first being clairvoyant strategy, then authentic smuggling strategy, and his final tactic of garnering 1 billion yen) + critical + divergent thinking, deductive + inductive + abductive + abstract reasoning, planning intricacies + invincibility + acclimation + recovery + contingencies, strategy resilience + shielding + flexibility + complexity + orchestration + logistics + efficiency + alignment, direct + indirect + mass + logical + emotional manipulation, (Deception) acting skills + concealment + fabrication + sophistry + bluffing + misdirection + unpredictability, (Social engineering) info control + gathering, (psychological warfare) demoralisation + psychoanalysis + psychological intelligence + reverse + coercion, learning ability (learning the true essence of the contraband game 1 day faster than Akiyama) + operational and situational adaptability (switching strategies), decision making + intuition (feeling that something was wrong during the start of the second day) + caution (although Akiyama still misdirected him, Yokoya still has feats here).

Yokoya's 4 main strategies were clairvoyancy, authentic smuggling, increasing his own winnings and Akiyama dismantlement strategy.