Sou Hiyori

The Condemned Liar



This is an analysis for the character Sou Hiyori in Your Turn To Die also known as Kimi Ga Shine, a feat documentation that shows the best interpretations for any complex, compulsive actions that Sou took. And he may have acted upon as many people from what I have seen have a hard time understanding what Sou did or even forgetting his actions, this document will be clearing every single and I mean every misconception made about him. This would also tell you why he murders your favorite character with ease.

Progress

Sou's Ideology - 100%
Prologue - 100% (Covers Sous' hallucination in the start of the game)
Chapter 1 - 100% (Covers first trial, second trial, main game one)
Chapter 2 - 50% (Covers sub game, final attraction, main game two)
Chapter 3 - 0% (Covers logic route, emotion route statements, murderer game, banquet)
Chapter 4 - Have not yet released (However I do suspect Sous' scaling would be higher as he would pull the final act of his strategy in logic route)
Alternate Lines- 0% (Options of players' choice of response most likely would be hit as WIP)
Non-Canon Feats - 0% (Your Turn To Shine and prior more)
Misconceptions - 20% (Just a few of these)
Scans - 10% (I suggest you to actually play the game yourselves as scans cannot explain everything as a plus YTTD is genuinely insane in writing, and anyone who did so would know this so please)

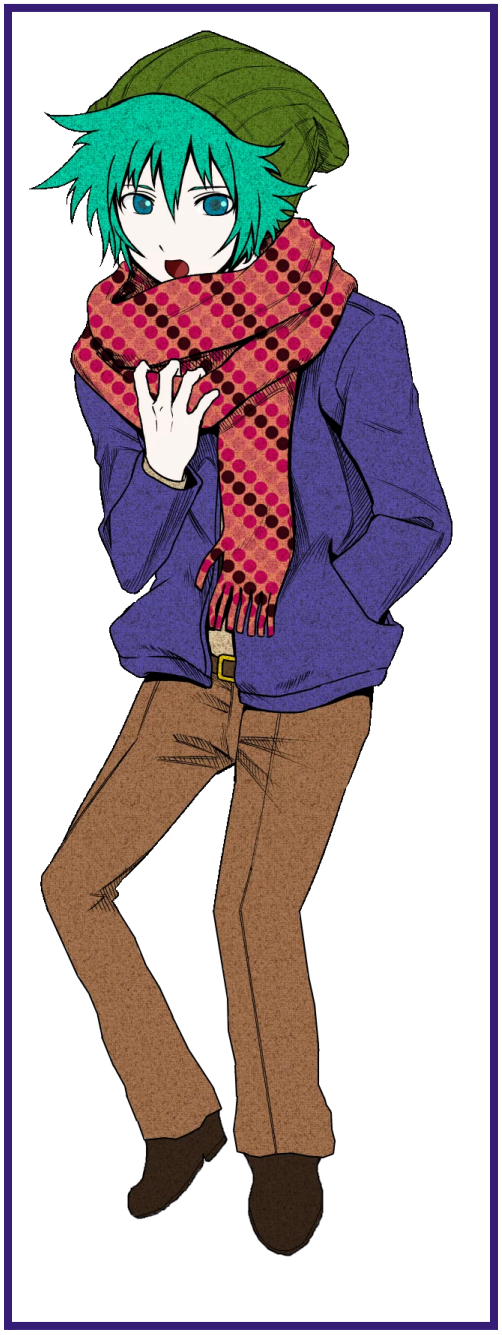
Doc Keys

Brown - FSIQ, Overall Intelligence
Blue - Strategy, Planning (Methods, Tactics)
Purple - Foresight (Anticipation, Prediction, Calculations)
Green - Psychoanalysis (Perception, Observation, etc)
Magenta - EQ, Trap Evasion (Adaptability, SQ) AQ (Optional)
Red - Deception, Manipulation (Setting Traps, Fabrication, etc)
Orange - Logical Reasoning (Insight, Overall Thinking)
Cyan - Knowledge Application (General, Linguistic, etc)
Pink - Scans
Purple- Context of the game/Highlights (I'll try as much to cover the context of the game that's relevant to Sou or brief explanations, color coding wouldn't count for starter and extras, most importantly syllogism formats for reasoning)

This very document and analysis is made by Shin, helped by Mono of the ongoing scans.

Might add more overlooked interpretations or new discoveries while rereading the document or replaying the game, do keep note of these.

Sou and his best Outsmarting categories listed as top 4:



1. Strategy: Sou and his characteristic and approach to survive and conceal motives, multiple layers and contingencies and more on utilizing disguise and effective traps and the relay on efficient lack of resource and seemingly limited options, a genuinely full on strategist who can switch between small, limited, short-term strategies and long-term as well as short term simple, efficient strategies depending on the very situation and what is given to Sou that is extremely limited.

2. Deception: Often and layers of his deceit are always connected with each strategies, plans that Sou intent to execute, from leaving multiple clues in Main Game Two for two character to deduce that they had been deceived and outsmarted by Sou completely and his indirect manipulation of how he gains information through discussion cleverly, and his insane misdirection he uses to utilize said information as he controls information and schemes very well.

3. Overall EQ: With his deep understanding of the severity of the death game, how Sou was able to cold read and psychoanalyze every casts and gain information through that and what psychology tactics he lays out to manage himself with the premise of certain death in hence, Sou was able to manage his emotion, engage his emotion and perceive his emotion alongside with others adaptation at the same time.

4. Manipulation: Similarly to his deception and deceits he uses to manipulate Sou as well is very much competent with such accuracy in manipulation from directly and indirectly manipulating someone, he uses gaslighting and emotional manipulation quite often alongside with logical linguistics arguments and fabrication and bluffing and of course setting traps as well in order to execute an effective manipulation. It's very much thanks to Sou and his clever and strategy of prowess that he was able to mass manipulate even after the end of the Main Game One for example and his effect was still very apparent due to how effective he had manipulated the casts with.

Spoilers

Sou's Ideology

This is the detailed analysis of his ideology and writing albeit summarized. However, before you read, do keep on note that Sou is a very compulsive liar, everything he does needs to be taken into consideration without assuming outright at face value and what he states. As unfortunately it has a hidden motive and how he thoroughly gets information or manipulates someone as that would be obvious as the document goes onwards. He fully implies what he says and it drives from interpretation that I'll go in depth with.

That aside many people seem to label Sou as a psychopath or a character that cannot be justified or even a Nagito clone or Kokichi clone or they outright hate him in the fandom and the lack of awareness they had under his situation as the retarded faggots they are, but and I however completely strongly disagrees with this notion. I find it genuinely disgusting and dishonesty as Sou was never a psychopath or even a sociopath or even the character he often gets compared to. There is a sheer and major huge difference between those and why Sou is exactly logically justified for his actions or so on more logically than Kokichi.

However, casting that aside Sou is genuinely forced to participate in a killing game by majority, he was a normal gullible person prior entering the death game he was very kind. Because of the death game and the certain death rosters by Miley, it genuinely stresses him to the point he sees a hallucination of himself but there is one simple effect of his first trial it BREAKS him. Which the actions he took are out most and logical as he has no other choice but to do the things he did.

To the point he changes himself as the prior act he did, Sou managed to successfully do this. He presents himself as timid and kind similarly to his personality before entering from the very start to gain trust and exploit and gain information to the casts and psychoanalyzing them for better use later, as he executes his strategy.

Sou is entirely and wasn't evil since he was entirely forced to do the things he did by sacrificing and indirectly killing someone like Kai and Joe in the Main Game One. He needed to do that and manipulate the casts in order to survive as he was genuinely forced. He uses multiple indirect and direct methods and tactics to manipulate someone, either being the best example is Sou taunting Sara as she had the highest percentage which keeps him under constant pressure. His actions in Main Game one were still very much relevant due to what he did as I'll cover in all time feats.

When Sou was given a chance to show his true self when the group was trying to escape, Sou completely breaks his persona and helps the group. His focus changes to protect someone being Kanna ready to kill himself for her as he feels genuine affection for her. He presents himself in the bad light and shape in order to survive as seen in Main Game one for his own survival being the Sacrifice and Keymaster possibility he laid out. Sou in hence if he's not in a pressure or something he would help the group with he'd be willing so either indirect or very direct giving multiple perspective for Sara and the group to deduce it's because of Sous' intervention that saving Reko has been set as a possibility and Sou being able to resolve conflict very indirect or lead it directly.

In summary, Sou was someone who's forcefully forced to do his actions, he uses the lack of resources and limited options to survive. He'll do everything he needs to survive even going as far as sacrificing and

indirectly killing someone, he wishes for everyone's survival but he hides his true motives and information he has. The lack of trust towards Sara and the constant pressure of the certain death he knew keeps him away from trusting others however that does not stop Sou from using his unidentified tactics to eliminate pointless discussion to save time. He does what he can to save others when under circumstances he's not faced with death or a chance that he'd without a doubt help with.

For further analysis of his character and ideology or writing this video summarizes everything I have said though 1 hour and less the video does a great job of explaining what I explained prior though I do disagree with some parts with the analysis especially being the example of Sou knowing the Main game one as he did not analyze Sou in terms of intellectual properties. But I digress as I'll be explaining this myself in depth. Haz losefka

Note that to fully respect Sou and his decision I would be calling him Sou instead of Shin as both 'characters' are separate in the most part and their abilities. One is very manipulative and one is not. You should be able to infer this much to yourselves.

Chapter 1: Prologue

Context: To fully deep understand what Sou had to deal with executing his strategies and what makes it quite excellent and impressive, we'll first have to recheck how and when his situation was harder and had left him with almost no limited options, and the sheer lack of resource, information which scales his strategy extremely high due to how each act of his strategy had succeeded and ensuring his safety in the main game one and so on.

Here's the prologue document that I made before that covers the entrance of the game though outdated it still works as it is as you'll read what I wrote once you're finished with this document, Prologue

Shin after waking up in the first trial he had. He was handed by Miley the roster with his percentage of survival rate and of course the victory rates of each participant of which what Sou got was exactly 0,0% chance of surviving the death game. A certain death scenario which Sou knew. Due to how Miley told Sou how they tested him with A.Is and every single time he was in, he died. He was weak, he knew that, which is why he had to change himself. With the panic, scared, afraid, shaking, manipulated, Sou was in, he had to change himself for survival even if it's less. Sou states and states he doesn't want to die. Which Sou acted upon by creating a hallucination of himself showing the amount of insane deep understanding of the situation he was in clearly to the point he creates an hallucination of himself to shift for oneself, to create a safety preoccupation for his survival. The shadow from the beginning was the hallucination that Sou created visualizing it in his head as it plays, their interaction was Sou was actively trying to understand and kept perceiving this entity as he understood what he has to do which is even more shown when Sou was having a nightmare and as a evidence why this is more so a hallucination as in the dream we get a full picture that this all plays in Sous' mind and what he created by the percentage alone, that being the manipulative Sara he saw.

[Information Gathering, Observation, Psychoanalysis, Profiling, Deductive Reasoning, Emotional Management, Decision Making, Self Awareness, Social Awareness, Emotional Engagement, Emotional Perception, Emotional Understanding, Intrapersonal Intelligence, VSI, Critical Thinking, Abductive Reasoning]

With the premises that Sou has, he was actively perceiving what would happen and what the other participants were going to be by the percentage alone. As he tries that is, keeping a distance if the situation was going to get rougher however Sou did not outright do the distance as he needed for the other act of strategy to be pulled in display. That being the approach of being 'timid' I'll elaborate further more so on.

[Abductive Reasoning, Emotional Management, Decision Making, Self Awareness, Social Awareness, Emotional Engagement, Emotional Understanding, Intrapersonal Intelligence, Emotional Perception, Anticipation, Inductive Reasoning, Strategy Aim, Deception, Disguise, Withholding Information, Information Control, Critical Thinking, Strategic Thinking]

Now how genuine exactly were the artificial intelligence tests of the death game? The answer of this question was a definite yes, Miley, Midori already had confirmed the A.Is tests were real and Midori himself had seen the tests when he saw how manipulative Sara is to the point she kills Sou. It wasn't even a sheer deception to make Sou believe it was false as Miley explained precisely and accurately for Sou to put things into premises

as an evidence that the 0,0% chance was accurate and certain. There was also the scene of Sou dying with Saras' arm and Mishima being alive as we all know Mishima had died with the first majority vote. Proving without a doubt that Sou could have died way way sooner than ever than he had anticipated. Taking all of these, the premise of 0,0% was genuine and puts Sou in constant pressure, fear because one mistake of a risk for Sou it ends his life. Which scales his EQ extremely high. Do keep in note this in your mind with each act that Sou has in his strategies in main game one and so on forward; he was constantly in pressure of dying, yet he shows little to no emotion indicating this is. He was directly trapped, and kept evading the 0,0% chance and certain death. By using his sheer wits only and often pulls multiple stunts with his strategy as a very much core and no matter what Sou did if he didn't change himself with the act of hallucination, he'll die. Which Sou quite prevented with the intelligence he laid out in the death game. Anyone with the capacity who was told with a high credibility that you're going to die without a doubt, and with a certain death and placed with that hard situation, anyone would have done what Sou had done, change yourself, and distrust others. His actions he takes are logical and sensible and justified he had no choice but to do so.

[Information Gathering, Observation, Psychoanalysis, Profiling, Anticipation, Emotional Management, Decision Making, Self Awareness, Social Awareness, Emotional Engagement, Emotional Perception, Emotional Understanding, Metacognition, Intrapersonal Intelligence, Overall Strategy]

Note; Every single action of Sou that he makes is always risk taking and trap evasion.

This would be important later on in his scaling his strategies and tactics he laid out; Here is the information that Miley gave to Sou specifically, the survival rate and the percentage roster in this case specifically, the majority voting of the death game since we can infer this as Sou created the hallucination with the knowledge of him getting voted out and got killed due to the percentage alone as inference this would be all to be logically inferred, the rest would be invalid and can be dismissed via hitchens razor.The interpretation for this is as solid as this as I'll be explaining how it goes well with the actions taken that he did of the game: (The color coding in these parts aren't counted in categories about the questions and allat). Did it give Sou an advantage or not? Roster survival percentage; Sou knowing the percentage certainly wasn't a clear advantage for Sou as Sou the entire time felt a massive pressure and had overlooked that the Sara in this case wasn't what he visualized in his head. The manipulative Sara in his mind by the percentage alone. This certainly did not give Sou any advantage to his strategies as Sou was in a constant pressure of failing and dying.Majority voting; we can most likely infer that what Sou was talking about is the voting system of the nature of the game either was in Mishima' s or Miley herself told Sou about a vague information about him getting voted and can get killed. However I would specifically say that there is a misconception about Sou knowing the main game one and how it operates which I'll be piling multiple contradictions on him not knowing this, and Miley outright as a character fully contradicts this notion I'd be proving this as well with 100% accuracy and as an interpretation wise why it's a shitty interpretation to make. This would be all to take into consideration on what Sou knew way before and the situation he was put in. After Sou had known this he began to act and change himself which he plans to survive no matter what the case is, even tormenting and indirectly killing others for the sake of his survival which would be evident later on, manipulating, deceiving people with the limited options he had. The act of his strategy starts the moment he was introduced in the introduction within the casts his layers of strategic prowess would be explained with this in mind.

[Emotional Management, Decision Making, Self Awareness, Social Awareness, Emotional Engagement, Emotional Perception, Emotional Understanding, Intrapersonal Intelligence, Interpersonal Intelligence, Overall Manipulation, Overall Deception, Overall Strategy]

Introduction Phase

Let us begin the analysis with that in mind. Keep in mind that the order of this can be different as it depends on the play through.

Sou after finishing with the shock of his first trial he went to the room with the other participants to change and the decision he made of surviving, he outright doesn't do a massive act in the introduction however the build up of his strategy plays a crucial role even from the very beginning where Sou was introduced to the casts. In the players' perspective of Sara waking up we see Sou getting surrounded by the players while Sou with the side of Reko has the capacity of time to observe and profile them. This would be more blatant as the game goes.

[Emotional Management, Decision Making, Self Awareness, Social Awareness, Strategy Building, Strategy Aim, Strategy Concealment, Observation, Emotional Understanding, Composure, Critical Thinking, Reflective Thinking, Practical Thinking]

What might Sara had observed in the beginning when she was awake, Sou has also observed way before. The panic of Reko, Q Taro with his physique and rant about the situation which Sou deems off as normal. Kanna being terrified and cannot speak and goes far while sitting while the others stand. Which can infer that something might have happened to Kanna. Joe was being wary as Keiji was questioning him, which Sou saw and took note of and he himself had been like this admitted later on by Sou. Nao being in the same state as Reko however more calmly than Reko ever was, Mishima was also observing which Sou had taken note off. Gin is also in the same case, Sou most likely had thought that his clothes were a bit weird like what the others have thought. The behaviors of each participant and had been psychoanalyzing them the moment he set his eyes on them.

[Emotional Management, Decision Making, Self Awareness, Social Awareness, Observation, Emotional Understanding, Composure, Insight, Deductive Reasoning, Psychoanalysis, Abductive Reasoning, Critical Thinking, Practical Thinking, Convergent Thinking]

Sara when Joe and her were conversing about being friends when Joe was acting up not knowing who Sara was. Keiji walks up to them, hearing them most likely and Sou who were profiling the casts was able to hear as well, with the knowledge of this he would be able to make more effective decisions for his survival later on and as we all know Sou deems Sara as a threat. He was highly conscious of her due to her highest percentage.

[Observation, Psychoanalysis, Profiling, Decision Making, Emotional Engagement, Emotional Understanding, Emotional Management, Self Awareness, Strategy Aim, Strategy Concealment, Social Awareness, Concealment]

The casts starts introducing themselves suggested by Keiji, which Sou can take upon on his name in the roster he received to confirm that Keiji lied about being a cop entirely, as the roster revealed otherwise that he was an ex police officer, Sou took note of this and regarded Keiji at that point to be highly suspicious or at least Sou can effectively question why he did that. Well at least that's what Sou can infer deductively with the info he had. Keiji also showcases the amount of insight that being the introductions, the questions, and what the others may be thinking and that Sou had read and what Sou what might have thought as well. He also noted this fact. And unlike from the other casts, Sou was collectively well composed while with some others panics, specifically in example Reko.

[Observation, Psychoanalysis, Profiling, Information Gathering, Decision Making, Emotional Engagement, Emotional Understanding, Emotional Management, Self Awareness, Social Awareness, Deductive Reasoning, Composure]

The introduction begins formally, and Sou starts psychoanalyzing each participant in the room. He gives insights then and there about what he can say outright with insane precision of what he would say. Keeping the information to himself with collective composure withholding and controlling the information he knew about the game, being the percentage. With this in mind we'll delve with each participant introducing themselves and what Sou can take information directly without just the psychoanalysis and can infer more accurate information about them, which Sou would outright use later on for his act of strategy.

[Observation, Psychoanalysis, Profiling, Decision Making, Emotional Engagement, Emotional Understanding, Emotional Management, Self Awareness, Social Awareness, Insight, Information Gathering, Strategy Aim, Withholding Information, Information Control]

Note: This is the information that Sou would know as well via the discussion of introduction.

Kazumi Mishima; A teacher in a certain high school as he states.

He teaches japanese, and art, which Keiji outright says he's suspicious and cannot picture Mishima as a teacher, which Nao stands by to protect his image for him against Keiji. And with that Mishima states that Nao is his student, and says his appearance was shady, with that Mishima affirms further by saying how he was abducted and both him and Nao were painting and held a lesson. The first trial as well as he states they both combined their wits to survive which means and Sou can infer. That they must have had an insane teamwork to do so, though he didn't know what trial they had precisely. Mishimas' statement was alone to solidify this belief of Sou. (Would be debunked as soon as Nao states how they're trial had gone through which would make Sous' abduction to deductions). Sou was also anticipating Naos' introduction as she would follow and elaborate about their initial trial due to Mishima stating something to clear Mishimas' name as he used psychoanalysis on the both of them. As elaborated down here.

Note that it would be important later on, Sou was fully listening and had been psychoanalyzing both Mishima and Nao like the others casts as well as there's no exceptions to this as it would be crucial for Sou to use for his strategy later on, more on her actions she showed to protect the professor was a genuine act of student to protect someone precious to her, as she continues to do so with the other casts who outright says Mishima was suspicious. Sou takes note of this.

[Information Gathering, Observation, Psychoanalysis, Profiling, Decision Making, Emotional Engagement, Emotional Understanding, Emotional Management, Self Awareness, Social Awareness, Abductive Reasoning, Anticipation, Insight]

Reko Yabusame: Singer and songwriter. Though Sou takes note off, she's a bit harsh when Joe approaches Reko.

Further adjustments with her statements, she lost all her things, like phone, wig, all her things are gone. Which in Sous' perspective Kai would be insanely suspicious, elaborated way down here.

[Information Gathering, Observation, Psychoanalysis, Profiling, Deductive Reasoning, Insight, Decision Making, Emotional Engagement, Emotional Understanding, Emotional Management, Self Awareness, Social Awareness]

Nao Egokoro: A former student of Mishima, currently an art college student, and further states that Mishima is a good person to the point she makes Keiji repent and Keiji outright accepts in her condition and explanations, Sara asks for what kind of trial Mishima and Nao had.

A game where they were tied to beds and had to escape with just one key. A terrible situation as she states with fear. And Nao explains what the professor said to her and what to do in that case. Showing great teamwork on what Mishima had stated. She says herself that she was able to stay calm due to Mishima. And Nao stating she likes Sara. Which Sou can infer and take another observation and how Sara 'manipulates' people with Sous' mind.

Sou got the full picture and he can accurately deduce that Nao and Mishimas' bond was genuine due to the fact the game of the trial they had was solely based on trust with those premises alone, their excellent teamwork to the point they managed to survive. Emotionally understanding this with full accuracy of fact as Sou notes this. And in depth the psychological state of Naos' reaction.

[Information Gathering, Observation, Psychoanalysis, Profiling, Decision Making, Emotional Engagement, Emotional Management, Self Awareness, Social Awareness, Deductive Reasoning, Insight, Emotional Understanding]

Kai Satou: An unremarkable homemaker. Sou asks what's the thing behind Kai as he felt in danger of someone having a weapon within the participants, Sou with the time and observation he had on the participants he took note of Kai, and had been wanting to ask this question to Kai. You can interpret Kais' answer to Sou with this at the same time Sous' perspective. Kai outright knew what Sou meant however Kai bluffs and instead says the opposite to misdirect Sou. Or Kai did not understand what Sou meant. Regardless, Sou understood and regarded him as a threat as how was Kai able to obtain a weapon while the others can't? Reko was the evidence that all her stuff was gone while Kai has his? As the kidnappers would have EASILY taken a weapon like that. Sou deemed Kai as suspicious by the analysis he had done with the prior observation he made and the interaction about Kai trying to dodge Sous' question. However Sou directly states he didn't mean like what Kai said. However Kai does not answer back to Sou. Arising suspicion.

[Information Gathering, Observation, Psychoanalysis, Profiling, Insight, Decision Making, Emotional Engagement, Emotional Understanding, Emotional Management, Self Awareness, Social Awareness, Abductive Reasoning, Direct Manipulation, Withholding Information]

Q Taro Burgerberg: A Baseball player and a second string, 193 Centimeters. Sou by then already had observed Q Taro and his physical stats to be insanely high by just the look of it.

Q Taro after getting questioned by Sara states his nationality as a Japanese which Sou on other hand tries to gather more crucial information about Q Taro specifically with his physical stats by asking if he has any baseball positions as it would reveal what kind of act specifically Q Taro does. As Q Taro reveals, a pitcher, confident in batting, central league. Which Sou takes note off and states he's good at both throwing the ball and hitting with the bat? With Sou anticipating Q Taros' affirmation. With the affirmation of Q Taro saying he's right, Sou gets to confirm his physical stats with Q Taro himself confirming with details especially where his experience stems from. After that Q Taro states his experience about the collar.

After Q Taros' introduction Sou states he should introduce himself soon.

[Information Gathering, Observation, Psychoanalysis, Profiling, Insight, Abductive Reasoning, Decision Making, Anticipation, Emotional Engagement, Emotional Understanding, Emotional Management, Self Awareness, Social Awareness]

Gin Ibushi: A 6th grader, there's really nothing interesting about Gin that Sou could take on. Just the fact he was kidnapped via just the kidnapper and Sara influencing Gin to trust him, which Sou gets fed further by the fact Sara is manipulative.

[Information Gathering, Observation, Psychoanalysis, Profiling, Emotional Understanding, Emotional Management, Self Awareness, Social Awareness, Inductive Reasoning]

Kanna Kizuchi: She firstly just says thank you to Sara after she was getting calmed down by her which Sou saw. At this point Sou most likely inferred that Sara was insane at convincing which goes into his premise of 'trust' tactic that the manipulative Sara in his mind built up to gain credibility.

With the others introducing themselves had run down, Sara asks Kanna again if she's okay as she states, she introduces herself being afraid. And how she got here via the kidnapper in the car, Sara then again shows what Sou thinks as a manipulation tactic to him as she influences Kanna, Sara then asks a question that triggers her first trial which is her sister dying and blames herself to the point she collapsed. Which Sou took note off yet again. And the death games' credibility shines through. Which Sou later on can further pinpoint at.

[Information Gathering, Observation, Psychoanalysis, Profiling, Abductive Reasoning, Emotional Understanding, Emotional Management, Self Awareness, Social Awareness, Emotional Perception, Insight]

Keiji Shinogi: A 'police' officer who had been abducted by the 'criminal group' as he states. While Joe and Sara start conversing with Keiji with Joe starting the premise of he shouldn't have never been wary around him when Keiji was questioning him, Sara asks about what the criminal group is which Keiji says outright that it's

just petty thieves and does correlate to this death game at all. Which Sou fully knew as a lie about him being a police officer due to the roster he had gotten which Sou can fully infer to be a lie.

Though keep in note Sou has not shown anything using this information of percentage until main game two which the others already knew being example Nao and Sara, this set of information that Sou has not been used with his strategy in main game one however it isn't irrelevant. It's just an inference that Sou could easily infer with info he has gotten anytime.

P.S Keiji had a magnificent interplay of an ability of being able to see through people completely, this facet of an ability would be able to have these instances of cores in said seeing through ability and its profound notion, their souls, psychological state of mind, deep emotions of extreme hypesthesia in profiling, cold reading and a core of sheer understanding in psychology, these such feeling such as sadness, fear, anxiety, trauma, sweat, disgust, anger, happiness, surprise, guilt, despair, frustration, and every singular emotional driver and corrugator of micro expressions in a single span of instantaneous time in facilitating and perceiving emotions with 100% accuracy in it's prenotion and instant range, this core depends on the person that would allow this ability with purple like perception and view in the surroundings. That's right, not only Sou was not just trap evading the lack of chances of surviving; subsequently the 0,0% survival rate, Sou was in hence put in an immense stress and pressure, he was able to further more evade than the circumstances of adversity he was already put in, the soul cold reading ability as a detective of Keiji which Keiji fails to see through Sou completely which in countering and counteraction Sou was able to posit an extremely high of emotional management and information control, and withholding information, per say bluffing, this is relevant in Main Game One and the Prologue feats and so on, this ability of Keiji and its in depth explanation would be explained later in the document as its essential for further amping Sou's strategies and his wits he honed and showed. Keep in mind, once Keiji was fully aware of who and what can Sou do, he's insanely perceptive around him which Sou still manages to outwit and deceive Keiji, the instances of this would be in fact; In the act of strategy, or an ongoing deception that Sou would execute. Keiji simply fails to see through Sou completely despite this extremely high probability of hax and wincons.

[Information Gathering, Observation, Psychoanalysis, Profiling, Deductive Reasoning, Emotional Understanding, Emotional Management, Emotional Engagement, Self Awareness, Social Awareness, Withholding Information, Deception, Information Control, Strategy Aim]

Joe Tazuna: High school classmates, high school students Sara and Joe. Joe states that Sara was getting harassed by the stalker to even going so far for Joe to plan on coming to Saras' house to protect her however he failed and has been abducted similarly with the other casts, Joe however had a lot of information to work with like the stalker is involved with this, which in Sous' perspective was Joe is protecting Sara. And further Joe discusses that there is a possibility that there is one among them hiding as a stalker (Kai in this case was the culprit) While Sou was wary for a different reason, Sou kept listening with the information being laid out clearly. Which Sou can infer that Joe without a doubt was going to be hindrance later on and deems off Joe as protector of Sara in this game by the statements he has heard, which Sou by then might had thought to eliminate Joe as Sou thought he's a protector and ironically as Joe was a handicap for Sara in this case.

[Information Gathering, Observation, Psychoanalysis, Profiling, Deductive Reasoning, Insight, Strategy Aim, Strategy Building, Emotional Understanding, Emotional Management, Self Awareness, Social Awareness]

Sou in the introduction hid himself as a frail and weak as a person, stated to be timid or kind by Sara as he played that card with his first act of strategy. Impersonating to be 'Sou Hiyori' and taking his name. He cunningly deceives players with this act alone as one of his safety measures to hide himself to the roster if that was ever found out anticipating that it would be as one of the strategy layer he laid out later on, Sou states he's a job hopper which is a complete lie as Sou is self employed that works in computers coding and similarities specifically, Sou then anticipates Gins would comment on this rightfully so as he had observed the kid to rather likes to comment in the casts as per saw prior introduction. Gin then comments how hard his situation must have been. However Sou states that they shouldn't and do not look at him that way as he has savings anyways. Sara then questions Sou which the person that Sou was very wary of, Sou calmly answers Sara, managing his emotions in this situation very well with him even laughing as sheer acting skills displayed fooling the likes of Keiji who can see through people and his detective capabilities. However he states a valid reason, what Joe had stated and why he was also wary cleverly and reusing the excuse of Joe to gain credibility to build the notion of this frail and weak person, and Sou stating, stating he's a 'job hopper' and it was a little embarrassing for him to even state, Gin then states to make up a lie, which is what Sou was doing ironically. Which Sou gaslights Gin instead that you can't trust people like that right? Showing the amount of understanding that Sou has even from the start and as evidence that Sou did not trust Keiji the moment he lied via that statement he made an insight, Sara then looks at Sou which Sou playfully played it off by stating they shouldn't look at him pitifully.

Perceiving her thoughts completely. Sara then questions with each line of question;

Memories before arriving - Sou states that Sara is a bit blunt about her question however, he's on his way of going into the convenience store until he was attacked since the wages as he states were good.

Idea about this incident - Sou just states he knows nothing more than anyone with what others have stated and their knowledge, an outright lie. Keeping the huge information to himself and to protect himself. Gin then states a final statement towards Sou about him getting a job in which Sou lies how job hunting and steady work would be tough as he shows it through his act which convinced Sara herself that he's been crushed with a fear and an uncertain future.

[Acting Skills, Concealment, Deception, Impersonation, Schemes, Strategy Aim, Strategy Contingency, Strategy Concealment, Strategy Building, Strategy Execution, Mass Deception, Anticipation, Verbal Deception, Emotional Understanding, Emotional Management, Self Awareness, Social Awareness, Decision Making, Composure, Observation, Profiling, Psychoanalysis, Cold Reading, Information Gathering, , Insight, Deductive Reasoning, Withholding Information, Building Influence, Adaptability, Direct Manipulation, Information Control, Fabrication, Misdirection, Emotional Perception, Tactics, Critical Thinking, Crystallized Intelligence]

Second Trial: Practice Round

With Kanna passing out, Reko checks in on Kanna as Sara was looking after her. Sou observes and gives insight that the death game is real and not a joke or a prank even. As Nao panics, Keiji calms everyone down. Joe then asks Keiji on what they should do as Keiji gives insight into how Joe changed his tone quickly, as Keiji

leads the group about confirming what the cast has found in the place. Which Sou has also been thinking followed by Q Taro, Kai. Q Taro then shows what he found about the box, and Nao comments how a watermelon can even fit there. Sou then questions 'was it in the first trial as well?' To gain and whip out information if the other casts were to know something. As Q Taro affirms why bringing the box was the whole point of the first trial. Joe then questions if people had different first trials, as Keiji shrugs the question off and notes they should check the box first. At this moment Sous' entire thought process is completely not as seen however we can easily infer that Sou observes that there's keyholes in the box as it won't budge. As Q Taro states, Keiji asks Sara if she does have any ideas. As Sara is quite shocked as Keiji affirms that Keiji wants Sara to be off guard, Sou was casually observing both Nao and Sara with their keys at present one is red for Kanna as Sara took it and blue for Nao. However if you click for him to state something he just states he knows nothing in major which is a lie in the introduction as pointed out as he's completely withholding information here. They successfully unlocked the box as Keiji quickly thinks that it may be dangerous so they should leave it to him. As Sara once she saw what's inside was Mileys' doll head falling off, shocking her in the process as Nao as well. The cast was surprised, even afraid, however not for Sou as Sou was collected and had observed that the head was a doll. A note has fallen off stating; Find my body, bring me back, for I don't have arms or legs. Keiji states what the note says, Kai asks what type of body Gin says it could be a trap. Sou observed the note himself via Keiji and the others. Which Sou responds that it could be and it's true, however there's really nothing more on to do what the letter says he further gives an insight that, And it's about time they should go outside this room, which Nao questions if it's dangerous which the other characters said it is, however they just can't stay here forever. Joe then suggests the group. And Keiji affirms. Sara is choosing whoever she goes with another type of choices, but Sou in the end suggests to Sara that they should search together. Though Sara reacts weirdly and gives off a suspicious vibe towards Sou, however Sou observes her micro expression that she made and says he's fully sorry, if you can't trust me it's fine. Gaslighting Sara to make up her mind to decide quickly. A genuinely effective type of manipulation, a sorry is the best way for someone to feel pity, in terms of shock value and the sudden approach which Sou did outright is genuinely very strategic. Sou has anticipated her reaction and the hesitant nature fully understanding her set of emotion and nature as Sou continues to psychoanalyze the shit out of her. He laid out this trap for Sara as he had observed that Joe did not want to go with her which Sou acts and uses for his act of strategy. Sara further comments it's nothing like that and Sou states he trusts Sara, yet again gaslighting and outright lies as Sou had never trusted Sara. Sou here is fully testing Sara. He further comments how trust as a word just makes you suspicious which Sou indicates to be Sara as he meant her in this case. Sou sees her as 'You could trust me, Influencing people, betraying them in the end.' As Sara wasn't aware of Sous' real intent, she says it's not that she distrusts Sou. Sous' manipulation on Sara successfully worked. And Keiji starts to search now, initiating the group to search. Sou then initiates and persuades Sara to go with him while Sara is thinking of the note as she gives in, anticipated by Sou entirely. As Sara was checking on the door where all the casts had fallen off, Sou gave insight about the cushions in the dead ends. Sara says and affirms that if she ever had landed on one of those. Sou clarifies it's the same for him and all casts basically fell in a similar manner. We get confirmation that Sou without a doubt was observing Sara and he set upon her, when he saw Joe carrying her in the hall towards the central area. Though he didn't imagine both of them would be friends. After that Reko states she had observed that Sou doesn't look tough himself and she should run, which Sou playfully laughs at. As one of his tactics is working as he acted in the introduction for his first act of strategy to be implemented.

[Information Gathering, Observation, Psychoanalysis, Profiling, Decision Making, Emotional Engagement, Emotional Understanding, Emotional Management, Self Awareness, Social Awareness, Insight, Abductive Reasoning, Deception, Withholding Information, Information Control, Acting Skills, Concealment, Composure, Persuasion, Manipulation, Gaslighting, Direct Manipulation, Strategic Thinking, Critical Thinking, Anticipation, Setting Traps, Setting Advantages, Strategy Building, Strategy Execution, Strategy Concealment, Strategy Shielding, Strategy Aim, Adaptability, Relationship Management, Calculations, Risk Taking, Deductive Reasoning]

Context: In this part precisely it depends on the player which question mark they would go however the explanation in the document are set with the places in this order; It would be cafeteria for the first, behind the cafeteria which reveals the second trial, passage to bar, passage to game room, and the game room itself which reveals two doors, one is blue and one is red.

Sou observes the surroundings of the huge table and chairs and so on and understands and gives insights that the place has to be a cafeteria. He wonders if the kidnappers happened to instigate for them to eat there. As Sara gets a small dart, Sou comments it's rather small but the tip is sharp and says she should be careful managing her emotions, once Sara picks up the lighter Sou further comments that it's a rather expensive zippo lighter. Sara searches for the back of the cafeteria and Sou states its rather imposing atmosphere and the red lamp is a bit eerie, he states he doesn't have the courage to enter such a room. Sou however would contradict this later. Sara tries to open the door, Sou was shocked that it wasn't locked, Sou gives you an option whether you go in or not until they see the trial room, Sou observes about the pink room and there's a doll body. And he questions if it's going to move. Sou then anticipates her answer of affirmation as he knows she'll say without a doubt about the box considering the options they had this act also is to gain her trust and Sou wants to further observe Sara I'd she's collected to gain more information about her and how she acts. Which Sara gives an insight: was this related to the box? Which Sou as well thinks. Sou recalls his memory of the note in his head about finding the body. As he reasons that it is likely that it is. They started discussing the observation they had with the box. Both Sou and Sara went out to search further with the other part of the hall.

[Information Gathering, Observation, Psychoanalysis, Profiling, Decision Making, Emotional Engagement, Emotional Understanding, Emotional Management, Self Awareness, Social Awareness, Insight, Abductive Reasoning, Deductive Reasoning, Deception, Anticipation, Building Influence, Manipulation, Strategy Aim, Acting Skills, WMI, Critical Thinking, Reflective Thinking]

They went to the bar, where Sou observed that there was a green vending machine. Sou looked a bit closely with it and reasons that it sells drinks but he recalls his memory that he has no money either way. He further comments about water and soda that it costs 1000 yen. After that, both Sara and Sou went into the bar to see Mishima and Gin in it. As Sou gives that insight about Gin and Mishima being there and further adds his insight about that there is a lot of alcohol which he does not allow Sara as it isn't allowed anyways since she's underage as Sou had based this on the fact she's a high schooler. Sara had shown irritation at Sou for stating the obvious; she states a rebuttal with him that he'd better not drink either with the time and situation like this. Which Sou confidently answers and reasons smilingly on the other hand, some might say there's no better time to drink. Being calm and cheerful within the situation acting as if he's okay as he's also actively managing her emotions here via that act the fact Sou was able to stay in act like this is genuinely impressive

as Sou has a lot I mean a lot of margin information that had kept him in pressure he fully adapts on the situation by executing his first act of strategy being to conceal his motive and test Sara as it would be evident later on. Sara and Sou sees Gin and talks to him, however Gin gives insight about how the bar is full of alcohol and that he hates them and his dad even more. Which Sou questions if his dad has a drinking habit, a knowledge that Sou knows that often and many people suffer from showing a great understanding of what Gin has to go through as he gives more insight. Gin then affirms this belief. And Sou gives his insight how when you drink, you need to be sure not to swallow yourself in the process. He states he's in his drinking age, as he needs to be careful with it as well. Going with his own advice. Sara just talks with Mishima about the drinks.

[Information Gathering, Observation, Psychoanalysis, Profiling, Decision Making, Emotional Engagement, Emotional Understanding, Emotional Management, Self Awareness, Social Awareness, Insight, Deductive Reasoning, WMI, Critical Thinking, Withholding Information, Information Control, Persuasion, Adaptability, Social Skills, Building Influence, Relationship Management, Concealment, Strategy Concealment, Strategy Shielding, Strategy Execution, Knowledge Application]

Now here's the forgery and fabrication done by Sou to conceal his real name by using chalk. He'll be quite evident this way later, Sou changed his name as 'Sou' in the rosters of those who could drink and not. Those who can drink are: Alice, Kai, Kazumi, Keiji, Shunsuke, Sou, Naomichi, Mai, Megumi, Reko, Q Taro. The ones who can't, Anzu, Kanna, Gin, Kugie, Sara, Joe, Nao, Hinako, and Ranmaru.

[Fabrication, Deception, Mass Deception, Strategy Contingency, Strategy Aim, Strategy Efficiency, Strategy Effectiveness, Strategy Shielding, Decision Making, Emotional Engagement, Emotional Understanding, Emotional Management, Self Awareness, Social Awareness, Adaptability, Observation, Critical Thinking, Probabilistic Thinking, Strategical Thinking]

After that the game room as they went there, which Sou yet again observes about the vending machine being red. As he gives his insight about them, that sells cigarettes and in the back is a smoking area. And outright gives an advice and says again that Sara shouldn't buy one as she's again underage of course not turning her in as a delinquent. As Sara thinks lots of delinquents don't smoke either, however Sara picks up cigarettes and Sou states it has a high class feel, huh? After that they went to the game room, and Sou states the obvious that it's a game room and he gives insights about how lonesome it is considering, that they should be a puzzle or trick to this place which Sou what he said is correct a form of inductive reasoning, however he states she'd rely on her insight and most likely his own insight that Sara deduces, as Sou was far more quicker with observation than Sara. Sara observed that there was a fancy dart, he asked Sara what's that thing above the dartboard? Seems to be a breeze blowing as he observes, he again states how playing here would be just lonely. Sara tries out the dart game and fails which Sou quite laughs out. Sara checks if the blue door can be opened, and Sou states they can enter anytime. As we see Keiji, Q Taro, Kai, as Sou asks about the dolls in the chair, though human shaped figures, and Sou persuades Sara to go closer which Sara does for better inspection. And Sou states it's a doll, as Sara states to take it off in the chair as Sou does. He states that it cannot as it was attached either way, as Sara gives an insight that there is something about it. Which Sou states it's rather good anyway as if it does move he doesn't know what to do which is a lie as Sou is physically strong in terms of speed. He will contradict this notion of being weak later on. As Sou was looking at Sara, Sara saw a revolver and took it which Sou actively tried to prevent for Sara to take any advantage she can have

and the gun was the sign of that, as he gaslights her 'What are you going to do with that, Sara?' removing 'miss' Sara to indicate how serious Sou was, he then manages his emotions quite well by looking away and shifts to a laugh, and apologizes to Sara. And Sou asks if she's willing to give the gun to him, depending on the player's choice. Sous' aggression isn't at the scene as he was acting. However in this part Sou is fully testing Sara if she denies it, she doesn't trust him, if she gives it to him she technically does not trust him but in order to manipulate Sou she has to give it to him. Both answers that he would lead to this conclusion as Sou does not trust Sara at all. This tactic of manipulation as well is very clever if the premise that the Sara in this case was really manipulative Sou would see how she reacts, if she attacks Sou everyone in the room would see it and it would destroy the trust she has built to the casts as many people there were present and is enough for credibility. Since Sou was aggressing Sara blatantly with the look he gave her as the manipulative Sara goes onto the point trying to kill Sou in the A.Is tests. Sou has anticipated and visualized this in his head taking a risk. Which outright Sara does not do but the two premises of conclusion on what Sou had thought is already were enough to satisfy him. Though just to clarify and don't get confused, Sou would never know the A.I tests himself and how it went he just knew there's a possibility due to Mileys' explanation how he died in every single time inside and how Sara has the highest percentage basing off that, I'm just basing the CG is what Sou could have been thinking as per explained.

[Information Gathering, Observation, Psychoanalysis, Profiling, Decision Making, Emotional Engagement, Emotional Understanding, Emotional Management, Self Awareness, Social Awareness, Insight, Deductive Reasoning, Adaptability, Social Skills, Building Influence, Relationship Management, Composure, Inductive Reasoning, Persuasion, Deception, Acting Skills, Concealment, Strategy Aim, Gaslighting, Direct Manipulation, Tactics, Strategy Building, Strategy Concealment, Anticipation, VSI, Risk Taking, Reflective Thinking]

Now focusing on the choices itself of the player; if you give Sou the gun, he'll tell Sara how Sara isn't scared at all and give it to a total stranger. Sou then checks the revolver himself that it has zero bullets in it. Giving his insight and reasoning. He then acts surprised smilingly towards her how she should not hand this out so easily: Indicating that Sou does not trust her at all with this act, as he sees this as a manipulative tactic to manipulate him as he sees through it with ease, the difference is Sara wasn't trying so. He then states with a happy smile, acting that he's rather happy that Sara does 'trust' him. However if you don't give Sou the gun he'll just say, a slight pause expecting it not go at all as he anticipates both options. He laughs again how it's right not to give him the gun, however Sou by then observed the gun to be rather empty by the outside look of the gun itself. And states himself not to give the gun otherwise to someone else. Both answers from Sara was 'I understand' which this option in this case Sara pauses a bit; Indicating she does not trust him and she'd would be willing to keep herself safe as one of the premises of the manipulative Sara he build up to his head was she is cunning and careful not to give resources to others. Using it for herself. With the premise of the percentage Sous' actions plays a part with all this premise in mind. As he perfectly recalls about his certain death survival and the percentage accurately and the memory he had the moment she took the gun. Though I would say specifically say that all of these actions that Sou took is Sou trying to gain her trust and test her in the process however the act of Sara taking a gun and the emotion that Sou felt quite stopped this a bit as the test began to be more blatant shown in his actions, as Sara was gaining a weapon in Sous' mind it was an advantage towards her understanding the severity.

[Information Gathering, Observation, Psychoanalysis, Profiling, Decision Making, Emotional Engagement, Emotional Understanding, Emotional Management, Self Awareness, Social Awareness, Abductive Reasoning, Insight, Deception, Acting Skills, Gaslighting, Concealment, Adaptability, Social Skills, Building Influence, Relationship Management, Composure, Anticipation, Deductive Reasoning, VSI, Reflective Thinking, WMI, Strategy Building, Strategy Concealment, Critical Thinking]

In the blue room while Sara talks to Keiji as he asks about information she has found, as Sara doesn't affirm directly as she states there's plenty of things she doesn't get. She further gives insight into how it's strange that there's a gun and bullet in this room. As she questions why, Keiji affirms one of the emotions Sou felt once Sara found a gun to cause havoc and chaos, Keiji further comments how it puts one person at an advantage as who'd want to hand a gun to someone else as he asks. As Keiji flatters Sara how she's truth worthy enough for a gun, as Sara asks why'd Keiji would trust her so much. Keiji flatters Sara to misdirect her, as Keiji notices Saras' expression about his compliment with a rather dubious look. Keiji then tells how he found the dummy bullets in the cafeteria, as Keiji asks. Sara hands the dummy bullets, Keiji then checks the bullets

Kai, Joe were investigating the chairs and dolls in the picture as the view was very clear about the upstairs seat as well. Sou was unfortunately not in seen when discussion between Sara and Keiji was happening, he was fully just observing and psychoanalyzing the situation then outright and investigating himself and the blue room itself. What Kai and Keiji, Q Taro or Joe Sou have also seen. While Sou was investigating on his own Joe approached Sou they were in the Russian roulette room discussing, Joe says and calls for Sou as Sou tells Joe that he's quite glad he remembered his name though Joe tries to assure himself that Sou should protect Sara as Sou affirms that he should worry a bit more about not really dragging her down instead. Which indicates his initial motive to kill off Sara and test her. Sou and Sara go back in the back of the cafeteria which reveals the second trial room. Sou then observed and pointed out towards Sara that she should look at those where he's looking at them being the dummy bullets he gives his insight yet again instead of Sara and reasons that they are like toys, if you put these in the gun they wouldn't genuinely fire itself. Sara comprehends that it's not real bullets, and Sou affirms that it is safe reassuring her and managing her emotions in the process. Sou then gives more insight into how Keiji should take a look into these, as Sou knew how a police officer, even an ex, should know in his expertise for something like this. He's also deceiving Sara here or at least withholding information as Sou knows that Keiji is technically not a cop anymore. They go back to the blue room for Keiji to check on the bullets and the things they found. Sou however was just listening as she goes with Keiji for the inspection on the things she did, as Sou had already went out in the door and listened through that to their discussion after Sou sees Sara was about to leave herself in the room as Sara looks at him Sou asks if she's going to come or not. Sou outright gets separated with Sara as the door was closed, forced by Meistar to play the game with the Russian roulette game, as Sou tries to ensure if Sara is okay or not and thus Sou trying to get in or break the bars itself which the attempt had failed sadly with his bare fists, as Sou states in a panic tone to look for something to open it with.

[Information Gathering, Observation, Psychoanalysis, Profiling, Decision Making, Emotional Engagement, Emotional Understanding, Emotional Management, Self Awareness, Social Awareness, Acting Skills, Gaslighting, Deception, Concealment, Manipulation, Direct Manipulation, Abductive Reasoning, Insight, Deductive Reasoning, Adaptability, Social Skills, Building Influence, Relationship Management, Composure, Withholding Information, Information Control, Bluffing]

Now after the russian roulette game that was happening interestingly enough Sou was actually doing what he said, Though he was fully gathering information and investigating at the same time with the task he said himself. He incidentally found a hidden room with a laptop behind the second trial in the cafeteria.

[Information Gathering, Observation, Psychoanalysis, Profiling, Decision Making, Emotional Engagement, Emotional Understanding, Emotional Management]

Now how did Sou manage to find something as dark as that to see even the door? Sou must have walked sideways in the back of the cafeteria trying to rely on the wall as it was pitch dark and due to nature of the games that has happened taking a perceptive like action, until and we could also infer that Sou must have seen the door somehow and had managed to perceive it, with his eyes alone and without physical touch of the door alone, which would make Sou perceive a dark hallway and find a door that leads to a hidden room while having to notice said door as he visualizes, then Sou touches it. Which allows Sou to get the information and the laptop of the room. Inferences that Sou himself can perceive even such a wit, in the sub-games later, Sou was able to perceive a magnifying soul that amplifies on attack, before so Sou perceives it, allowing us having a deductive sound premise of his perception being high kin, not to mention Sou's intent solidifies this belief entirely for such a rescue and information he'd been gathering. That said, this is sheer luck and hard work. Sou has a good motive why he'd do this as aforementioned, investigating and information gathering is put on display here, Sou was trying to find something that he could bash the mental door in the game room. As he notes that there was something in importance like the dummy guns as Sou could recall this and try and get something with it in that exact room as he finds the hidden room in the process.

[Information Gathering, Observation, Psychoanalysis, Profiling, Abstract Reasoning, VSI, WMI, Reflective Thinking, Decision Making, Emotional Engagement, Emotional Understanding, Emotional Management, Self Awareness, Social Awareness, Insight, Abductive Reasoning, Abstract Thinking]

Anyhow that aside, once the Miley doll was collected and its body parts, Joe had called out everybody as Sou heard his shouting most likely and had come as well with the back of the cafeteria for the completion of the doll. Joe then asks where Sou has been which Sou says he found a hidden room and Joe asks if he's rather okay which Sou then deflects that he should be asking that instead as he gaslights. Reko and the others had placed each part of the doll to be completed and just in case Reko had thought that they should open the door, preparing what is bound to happen. Which the other casts affirms. However the room was unfortunately spread with white fog to cover for the human Miley to be placed instead of the doll, taking its place however Sou notes off it as poison instead questioning if it is, if so they should leave the room. The cast and Sou were filled with white fog as they can do nothing to do much. They can't see or even react physically with it. As Miley shows up, However Miley picks up Sous' word alone that it being poison has as she assures it is not, Sou by then has been observing the discussion between the statements made by Miley these all is what Sou could have observed, Reko, Joe and the others who spoke however Nao is an exception to this as she was afraid. While Sara assures Miley, Keiji speaks as well. As Miley introduces herself as Sue Miley, the laughing doll. And she's here to guide them with this specific 'floor', and that her specific master has instructed her to guide all the casts who by then had overcome several trials, to the main game. As the participants deem her as a threat being Reko, Joe. Miley turns their collar for example and threatens them that she'll make it explode. With Joe being the example however she was bluffing with this as she explains how the first majority works.

Explaining the game to the participants including Sou to undergo a great trial to escape outside. As the superior lives and the inferior dies. As Miley forces the people to do a majority vote to kill someone as suspicious or hated even. Each participant has each voting tablet to vote for. All this information for Sou to reselect all at once, understanding the severity of the situation. Sou having votes as it depends, but genuinely Sou shouldn't have a vote for himself unless the player in case votes for him. Which Sou does not question, however the player can vote for Sara which Sara would receive a vote of one however it does not change the results of what had happened. Sou votes for Mishima being one of the people responsible for his death in this case as Mishima' s death was planned by Mishima alone as he ordered for Nao to vote for him which would ensure her safety and the casts' safety. There are two plausible interpretations for Sou and his vote. We can easily infer that Sou has heard this as he was psychoanalyzing the room he must have observed the discussion between Nao and Mishima inclining to hear as well as he does deeming off this would be a waste if he doesn't do as well using Mishimas' way or sacrifice for the casts to be saved within this act or himself as he fully has a perfect understanding on the severity of their situation or this would explain his tactic later on about his lie between Sara. And that Joe had voted for Mishima in order to gaslight Sara later on as Sou deems her as a literal threat due to the percentage (Also in note of 'everyone' has chosen to vote for themselves as per discussion which Sou fully observed and contradicted himself and alongside with Mishima). That aside this would be the voting results, Sou has no votes, Joe has one vote being Joe voting for himself, Keiji one vote, Kanna one vote, Reko one vote, Gin one vote, Kai one vote, Nao zero votes, Mishima being at three which is Nao, Mishima and Sou. Sou in this act was a contingency on one of his strategies in main game one as he heard the rules, to explain why he did this act was to later on bluff that Joe voted for Mishima to cause havoc between Saras' and Joes' relationship I'll very much elaborate on this later. After that we see Mishima being calm even if he'll die, as Mishima questions and Nao acts terrified which Sou can take note off and observe, as Mishima was dying Nao was trying to save him as Mishima pushes her away as he dies. Showing the bond of the both of them like I said before this would be crucial in the main game one later on and what Sou analyzed thus far. As Nao was terrified and panicked there's little she could do, she screams about Mishima dying. And Kanna was wetting herself due to the traumatic experience she faced with her sister and Mishima dying and as Miley happily laughs at this fact. And she gaslights Kanna that she killed her sister which Kai stops by brutally hitting Miley in the head revealing an interesting fact that Miley was a human and not a doll. As Kai continues to taunt Miley, she said she'll wait in the main game. This all gains credibility on the death game and all what Sou has seen and observed the premises that the game is indeed fact and real. As Miley stated herself, anyone would avoid the destiny being she knew the percentages of each participant and Sou knew he had to ensure his safety. This scene alone made Sou so sure he has to survive even if it's indirectly killing someone in the process to ensure his safety. As everyone, including Sou, how Nao was feeling down with the state of his professor dying. And once Sara looks back Sou states she got us, as Sou points out and had observed that the door has a message written while being highly composed on what just had happened; This is a practice for the main game. The start is signaled by the doll's revival. Follow the instructions and hold a majority vote. The one with the most votes is to be sacrificed. However, this is a practice round. If the votes come to a draw, the game is forfeit. As it states blatantly the casts overlook this as Reko forces her to ensure their safety by closing the door. Sou then gives an insight and his observation with the information he had come to know, the second trial it's named just like that first one we did as Sou lies as Sou never did anything similar to Nao, Sara or even Joe. And Reko blames herself on the process. And of course the casts stating that Mishima has died without any reason if they had seen this message, having the votes being tied there would be no death that has happened. As that was happening, Nao was trying to lift Mishima out of the frustration and sadness she felt. As his head falls and Joe tells Nao to stop. Everyone not including Sou was in a distraught

state as they actively tried to blame the death of Mishima because of the three votes, mainly Reko which is right now unknown. It is revealed later on that Nao and Mishima got heard by Reko in the main game one, that would be important later on. Because by that perspective Reko was concealing this fact to the casts including Keiji who gave his insight and what has Sou observed thus far.

[Information Gathering, Observation, Psychoanalysis, Profiling, Decision Making, Emotional Engagement, Emotional Understanding, Emotional Management, Self Awareness, Social Awareness, Insight, Gaslighting, Inductive Reasoning, Adaptability, Social Skills, Reflective Thinking, WMI, Deception, Strategy Aim, Tactics, Strategy Contingency, Manipulation, Indirect Manipulation, Composure, Withholding Information, Information Control, Strategy Building, Fabrication, Concealment]

First Main Game

Sou then walks out and goes to the central hall with Q Taro noting that there's a stair now. Sou called out for Sara about the stairs, however Sara questions where it leads which Sou answers that most likely and without a doubt that Miley went up there as there is blood then and there indicating she went up as Sou had observed. As Sara asks again, has anyone gotten up? However Sou states he just got there as he walked away after observing the chaos in the second trial most likely trying to investigate. Sou reasons and gives his insight that to Sara she's not thinking of going up herself wouldn't she, gaslighting her in the process, Sou advised her not to do so, and that she should refrain from doing so. And more importantly Sou has something to show to Sara that being the hidden room he found. As he persuades her to follow him. Sou then gives her to go with the back of the cafeteria and Sou shouts that he's behind on a hidden door as he was visualizing her through behind the door the moment he heard someone outside with precise accuracy which would be Sara and she is able to find due to the lighter as Sara walks in she sees Sou, as Sou states how dark it is and there's only one light being the stand. He then pinpoints that Sara should check the desk herself. As Sara sees it, she notes it was a laptop. Sou affirms with her reaction that it's quite intriguing. Which Sou tried to start himself however there was no power cord and it seems it was rather running on battery. So once the battery died it was over for Sou however Sou wanted to investigate what's on the laptop as it might reveal crucial information. If the player chooses the option that it could be a trap, Sou would state he's aware but explains we have to investigate somehow. But Sou explains that there is a problem: the laptop has a password, as Sou was trying to guess some random password but it just drained its battery. And Sou asks Sara if she has any ideas? Which there's three options being someone's name, kidnappers origin, or a birthday, however I went to someone's name in this case as Sou affirms it's quite a possibility. However Sou notes that if the name that they don't know there's no way they would be able to learn it and guess the password. Sou further gives his insights about them finding the password somewhere with a piece of paper (Foreshadowing the rosters which Sou keeps withholding). As Sara states afterwards it would be a trap as Sou affirms to be the case if so. However Sou was willing to go far and risk it, and gives further insight if they could just have a hint. As Sou pauses a bit, he thought that this could be a hint from the kidnappers itself. That there's probably information in here that's valuable to Sou but useless to them. As Sou makes up an analogy, solve the riddle, and we'll generously give it out. If you can't, it doesn't matter to us something like that. However Sou notes the fact that the battery would be dead soon and there's time limited in this treasure chest. As Sou states that he'll be staying there to figure out the laptop, as Sou cleverly depends on her trying to find clues smilingly towards her, calming and managing her in the process. As she monologues. Sou gives another insight about the bookshelf near the

laptop, and the proper covers with it, however all of them are empty blank notebooks as Sou had looked at them inside. Keiji had also come in here and gave his insight about the books having a sense of meaning. Sara after that walks away in the room to find Kanna, while Sou was trying to figure out the laptop.

[Information Gathering, Observation, Psychoanalysis, Profiling, Decision Making, Emotional Engagement, Emotional Understanding, Emotional Management, Self Awareness, Social Awareness, Adaptability, Social Skills, Building Influence, Relationship Management, Composure, Insight, Deductive Reasoning, Gaslighting, Persuasion, Logical Manipulation, VSI, Reflective Thinking, Risk Taking, Inductive Reasoning, VCI, Withholding Information, Information Control, Acting Skills, Concealment]

Context: In the room where Mishima had died, Nao refused to give the professor's head and had gone out and escaped. As Sara and the others were focused on Gin getting captured and saving him. Kai who knew Sou has the laptop knew he had to stop him at all cost which is why when Kai had spotted Nao lurking around she forced her to knock Sou unconscious and get the laptop as a 'request'. With Nao having Kais' spatula in hand she obliged and had hit Sou to get the laptop. However before Nao had hit Sou or came into the hidden room, Sou was able to guess the password of the laptop as it was rather easy. As he tried writing everyone's name, their initial and last name coming to a final realization at the final selection it was Saras' last name 'Chidouin' as the password to unlock the laptop as per accessing what's in the laptop being the emails the most.

[Inductive Reasoning, Abductive Reasoning, Data Analysis, Observation, Information Gathering]

However Sou at the time did not know who's laptop it was, he just knew it had vital and crucial information. These are the information that Sou managed to gather while risking himself in the process of being alone in the hidden room as he was solely focused on the information in the laptop, a huge motivation of escaping as this builds up as the game goes.

Sou had read exactly 4 emails before Nao had whacked him. All addresses were entirely different and some even nonsense addresses and seemed like code. Sou guessed it was probably a security measure to hide who they are being sent to.

1st Email; "As planned, 17 people have been secured. Just in case, is there no error in the date of the Death Game? Everything is proceeding smoothly."

2nd Email; "I feel a deep affection for miss Sara as well. I will certainly protect her. I am prepared to offer myself up for the Chidouins."

3rd Email: "It's about time. If any harm comes to Sara Chidouin, I will stand against even you as an enemy."

4th Email: "Miss Sara is looking forward to the games. Surely her friend will also take part."

With all of these premises, Sou with the information he has he'll easily deem off Sara as a real threat and has been confirmed via the emails Sou as well can infer that someone had sent Nao to take the laptop under that possibility. He'll now start executing his major strategy as explained down. Sou can logically infer this.

[Information Gathering, Observation, Decision Making, Emotional Engagement, Emotional Understanding, Emotional Management, Self Awareness, Social Awareness, Adaptability, Risking Taking, Composure, Insight, Deductive Reasoning, Strategy Aim]

Another however before this had happened Sou had saw Q Taro placing the cards in the central hall first floor which what makes Sou impressive as Sou by that time was actively trying to find newer information and gather more information with the places to find clues itself with the laptop password as he was trying to access it to the point he looks around for clues this is sheer no luck and hard work here as he managed to use abduction on when he saw Q Taro placed the cards, which Sou took some of them. And had the sacrifice card specifically getting touched at first which revealed the rule of 'Let no one else know the existence of this card. Otherwise, you will die.' Sou knew it could be a lie by Q Taro alone placing the cards indirectly showing it to Sou in the process. As that was the premise of the cards he can make inference from as Sou knew how much the game has credibility on it's players, being the example of Kannas' sister dying taking on her word, which Miley later confirms to be true which Sou knew and had observed, and Miley killing Mishima with a majority vote all of these conclusions can lead to Sou to one conclusion that the death game isn't a bogus and it makes Sou to outright confirm his beliefs. Which he does he just needed to test this to affirm his belief (Under the premise of certain death due to the false rule) and that exact test was to risk and can get himself get killed in the process by showing it to Sara as he placed the card beneath the laptops' desk for Sara to find, testing if showing this to her would show how evident the back of the rule of the card was false or not. (As a form of contingency for his set strategies he laid out and this on all out where Sou begins his scheme by trapping Sara in this simple tactic he laid out starting his huge strategy he thought to survive).

[Information Gathering, Observation, Psychoanalysis, Profiling, Decision Making, Emotional Engagement, Emotional Understanding, Emotional Management, Self Awareness, Social Awareness, Adaptability, Risking Taking, Composure, Insight, Abductive Reasoning, Strategy Contingency, Strategy Aim, Strategy Building, Tactics, Strategy Execution, Strategy Adaptability, Setting Traps, Withholding Information, Information Control, Schemes, Practical Thinking, Abstract Thinking, Critical Thinking]

This is one of the layers that Sou executed in the main game one that Sou beforehand executed and had set up that is very overlooked, In the red room first trial that Sou had he purposely left the rosters which is the percentage that he brutally torn up for someone to see and take as he predicts it in the very not-too-distant future that someone would take the rosters and investigate the room being Reko and Gin who did so, being Gin that had taken and encoded the message that Sara is a murderer as the main game one Gin was being manipulated by Sou to withhold information for Sara, Sou get rid of it in such a way that would make Sara look bad. By hiding the scrap of paper that went with the list of occupations, and leaving behind just the two pieces that implied Sara was a murderer, he made this layer to get everyone to turn on her early, without having to dirty his hands. One of his contingencies in the main game one that effectively worked for sometime until he uses his more efficient strategies that Sou had planned to execute. Sou has also anticipated that this specific strategy would fail as seen in the debates and discussion throwing with multiple pieces of information.

[Strategy Preparation, Preparation, Strategy Shielding, Strategy Execution, Strategy Aim, Indirect Manipulation, Prediction, Foresight, Gaslighting, Strategy Efficiency, Strategy Contingency, Withholding

Information, Information Control, Schemes, Cunning, Planning, Decision Making, Emotional Engagement, Emotional Understanding, Emotional Management, Self Awareness, Social Awareness, Anticipation]

However, why does indeed Sou place the card? Sou placed the sacrifice card for Sara to take and test if the sacrifice card rules is false, basically a huge risk taking as explained prior and a gamble this is a premise that Sou without a doubt would die. If Sou dies near Sara it would cause suspicion on Sara which Sou can perfectly conclude, which can destroy her reputation and trust. How so? Sara could potentially be blamed for his death as she was the last one to go inside the room, who could have known this? As Sara herself states that to others Sou found a laptop in the back of the cafeteria not only that there was a card placed there which Sara could be blamed, a pointless discussion would be made just because of Sous' simple trap. With the under premise and risk that the rule is true which it isn't. If it was false then Sou can logically and deductively formulate a strategy contingency with it by ensuring this without a doubt is a false rule as he uses this against Kanna later on to put her in a debt, ensuring Kannas' safety as a fiddle and his own safety as well for later strategy he may act upon Sou also inferred that if Sara does not take the card it would mean she already had a card as Sou had a clear intent of killing her by sacrificing himself in the process. Sou also has a real reason why he does this to Sara as prior knowing the emails contained which not only makes Sara highly suspicious in Sous' perspective further, when Sou already had doubts towards Sara as he's actively already testing her way before then. These all aside, when getting hit Sou had seen Nao do it and she was the culprit. With Sou laying down he himself as well inferred that someone without a doubt made Nao do it as prior to his observation Nao wouldn't do such a thing especially vital and crucial thing like the laptop which was under the kidnappers Sou inferred that Nao in this case was working with the kidnappers as well as he states this inference later on in the Main Game, Sou himself had anticipated that someone would without a doubt check on him. Sara and Gin and mostly Keiji went in the back of the cafeteria to check on Sou as Sara was shocked that Sou collapsed to the floor being limp as getting hit. Keiji then checks for his breathing which he confirms he's breathing, Keiji then tells Sara to check the surroundings while Gin looks outside. Sara notes that the laptop is gone, as Sara looks under the laptop's desk. Sara then sees a glowing card and it depends if the player chooses to pick it up and checks as Sara sees the sacrifice if she does pick it which Sou blatantly saw and confirming the rule was false. As Sou then calls out for Sara with a calm composure smiling, keep in note that Sou was able to manage his emotion very well prior to knowing he got attacked, thus knowing the emails and suspicion he had on Sara is very much put on display in this scene. As Sara puts the card away right away, confirming Sous' sacrifice back rule being false as explained prior he will use this later on. Sou then acts to have forgotten the event of getting hit, keeping this in note as this would be crucial later on as this is one his strategy that he laid out and used effectively in his advantage in the main game one, and asks Keiji and Sara what had happened. Keiji affirms that he got hit in the back of his head though it doesn't seem to bleed, Sou asks on who would do that. Sou let out his frustration on the laptop as it was taken, the player yet again is given a chance whether you'll ask him for what he saw and what was on it or what was the password, the answer would be the same. Sou lies that he didn't figure anything out, not the password or what data was on it. Sou at this moment is planning his scheme in the first main game, him getting hit triggered this notion and the emails about Sara confirming some of his beliefs. One of his major contingencies he used in the debate. Keiji then let out a sigh and gave his insight how somebody had used the confusion to steal the laptop, Keiji reasons that somebody was on the first floor. Another three options for the player, whether you look for the culprit or finding Nao first, or all should meet up. Choosing Nao in this case would be futile as Keiji would suggest going with everybody and gathering everyone. And all should take the time to sort things out as Sou observes the both of them. As Sara was thinking about someone being malicious Sou called out for Sara yet again, and asked were

you looking at something earlier gaslighting Sara. Sou anticipating she'd deny it, as she does via the player option. Sara denies what Sou asked or dodge, Sou confirms two things by the interaction Sara would without a doubt lie as Sou anticipated this, the sacrifice rule in the card was also false. Two things Sou risked which benefited him mostly.

[Information Gathering, Observation, Psychoanalysis, Profiling, Decision Making, Emotional Engagement, Emotional Understanding, Emotional Management, Self Awareness, Social Awareness, Adaptability, Risking Taking, Composure, Strategy Aim, Strategy Preparation, Strategy Execution, Strategy Contingency, Withholding Information, Information Control, Planning, Mass Manipulation, Indirect Manipulation, Direct Manipulation, Setting Traps, Deductive Reasoning, Insight, Concealment, Strategy Concealment, Strategy Shielding, Strategy Formulation, Strategy Adaptability, Strategy Effectiveness, Planning Invincibility, Planning Intricacies, Planning Versatility, Planning Aim, Strategy Shielding, Acting Skills, Gaslighting, Fabrication, Setting Advantages, Anticipation, Schemes]

Sara leaves, Keiji and Sou follow along. Sara starts the conversation with Joe about Nao where Sou could observe all presents in there, being Q Taro, Kanna, Kai, Gonbee (Fake name since his name was Alice) basically everybody other than Nao. Keiji calms the group, Kai then asks who's the person tied up which Sou has also thought. As Alice says, all of them are annoying, and lastly the 'Nao' makes everyone. Sara is surprised as Keiji greets Alice, Alice then threatens for the removal of his ropes or else he'd crush them. As Joe remarks how riotous Alice is, as Sara asks if Alice has a second which Alice reacts towards Sara fearfully, changing his act in a split second with fear Q Taro then asks what's these all about, as Alice keeps repeating how dangerous Sara is and she's a bad news incidentally entertaining Sou as he notes of this and observes as he speaks himself, trying to calm Alice down, trying to manage his emotion. Reko steps in (Reko is Alice' s sister which both concealed, upon Reko noticing Alice, she firmly asked him that they should conceal their relationship) as Alice states he's being disconcerted. As Q Taro deems him to be playing a joke. Keiji initiates and states that he doesn't have any time spent on Alice however Keiji wants information from Alice as most likely he was interested in his commotion earlier similarly to Sou. As Alice mocks Keiji in return for not act superior, as Keiji assigns the task to Sara. As Sara asks she'll do that too as Keiji bluffs he's quite afraid of Alice and he's been shaking. Sara then investigates and asks questions about Alice being Alice' s name first which Alice gives a false name instead being Gonbee Yamada. Q Taro tries to compliment Alice however Alice interprets it in a wrong way and gets offended which Sou takes note off and all these time and after this would be Sou observing and trying to gain information by using the others. Sara then keeps asking questions about his occupation which he lies again that he's a salaryman, as Sara questions it as she does Alice quite reveals more information in the process by his accord. As Kai states Alice is quite tiring, Alice lies again as Keiji gives his insight about larceny in Alice' s case. And Alice talks about being a model in the prison and he was taken in the death game. As Sara was thinking something, Alice continued to insult and about the rope being gone in his hands. And Sara gaslights Alice by crying. Sou takes note of this of Sara as she just lied. As Alice knew it was fake as Sara admits by clearing her emotion in just a second. Alice then asks for a decent conversation without the methods that Sara uses or suggestion by Keijis'. After Sara pushes for Alice, Alice tells he has no information even before he was brought in the death game, as he had rare plans for visitation. Alice just tells how he entered the visiting room, no one came. As his senses were already far fading. Which reveals how much influence the kidnapper has to the point they can free prisoners. Alice tells his trial and all that how he went out to hide. As he makes some analogy about the tiger and its prey. However several times, he did hear nearby sounds too dreadful for this world. As Sara asks what was that, as Alice stated she should

think instead. Sara clarifies yet again what sounds he did exactly hear, Sara then asks what Alice does want which Alice asks how many people Sara had laid hands on. As he knows 'her' crimes as it's no use to play dumb, as Sara instigates further and threatens Alice that she'd never untie him if he's not cooperating. As Alice finally answers the question, the sounds he heard was a gunfight. As Q Taro was shocked that his ears caught 9 gunshots in total, 9 people died. Keiji notes that it would be Russian roulette. And the Sara that Alice was talking about the murderer who killed those people mistakenly thinking it was Sara. Joe then gives his insight how he's so scared and hid, got into a panic due to gunshots then saw Sara with the revolver and fainted. As Alice states, rather don't give a biased summary. As Sara was able to persuade Alice finally with her telling what had happened with their own Russian roulette game. As Alice affirms he'd do so and Keiji asks once more if he is going to help as Alice gives another problematic statement how the main game would turn someone into a traitor, as Kanna was terrified to hear and Joe suddenly unties Alice. Joe then reasons that he can't think anyone being a bad guy, which all of this information has been given to Sou as he was constantly psychoanalyzing and observing the casts. As Alice says that Joe has given up on thinking as Joe affirms he's not smart however he's going to believe on this feeling. As once more Keiji asks Alice, Alice says he won't help however he'd do nothing. As Joe just gives his insight how being called cheesy sure is embarrassing. As Reko, Q Taro, Keiji laughs at him. As Sara thinks about how the mood has been light but she can't forget who attacked Sou and that person is still out there, as Keiji asks to search for Nao.

[Information Gathering, Observation, Psychoanalysis, Profiling, Decision Making, Emotional Engagement, Emotional Understanding, Emotional Management, Self Awareness, Social Awareness, Adaptability, Composure, Insight]

Sou finally speaks once he heard Keiji initiating a search, Sou was definitely without a doubt disappointed with Alice as Sou thought Alice would give him vital information about Sara prior his reaction about her through acting as if she's not fine or a quote and quote a bad person. However Sou states and acts how he's not fine as he asks if he's going to rest here as he lies outright as he'd be executing his act of strategy. Reko then asks for Gin and Kanna to rest in the bar, as Kanna affirms. Keep in note that Sou took note about Gin being comfortable around Sara, Sou would comfortably anticipate Gin would follow Sara instead of staying. Due to the psychoanalysis he did in the introduction and his behaviors he showed as anticipated as he instigates and manipulates this belief by asking Gin if he'll want to be here, indicating his anticipation as Gin affirms to not too. As Gin pushed Sou away and approached Sara instead, as Sara takes Gin as two options whether you take him or not he'll go. However the option of taking Gin would be Sara affirming that Gin would also go and to find Nao. As Sou sits, Keiji affirms and leads everyone to go. And with this full anticipation by Sou he executes his next strategy layer. As the other casts went out to look for Nao being Q Taro, Keiji, Reko, Gin, Sara, Kai. Sou and Kanna were left behind, as Sou formulates this strategy and builds in mind. This layer of strategy of Sou revolves around Kanna taking the card of sacrifice to put her in debt, and negotiate with her as he manipulates and deceives her to save her as well. Sou had done a good psychoanalysis in the introduction, and how she felt. With this information Sou managed to utilize this information with an effective decision thinking of a strategy on the spot. As Sou formulates as he anticipates the discussion between Kanna and him. As Kanna was taking a break with Sou, Sou opened the sliding door beforehand revealing a Sacrifice for Kanna to take which was pre planned by Sou. Sou comfortably anticipates for her to find the glowing card revealing the false rule as Sou tells Kanna to toss the card. As Sou tells her further that if someone finds out she has that exact card she'd die as he asks if it did say something like that. Sou quickly manages her emotions by telling her to relax, that it's a dummy rule. (What makes this entirely

rigorously impressive is that Sou himself risked his life earlier to just test this and ensure that this specific layer of his strategy would work under the premise that the dummy rule is not false with Sara seeing the card and him seeing it in the process triggering the rule). He gives his insight about how the kidnappers wanted to distribute each card of the sacrifice within the participants; he continues that it's dangerous that she should trust Sou. Using what Saras' tactics is in his mind of the manipulative Sara he fully builds up the trust word to manipulate and deceive someone. As she should just hand it to Sou as he anticipates she'd do so, Kanna then gives Sou the sacrifice card while Sou in return gives Kanna a commoner card. As he lets Kanna know about the strategy he has in mind and how it would operate in the main game one that was going to happen, a constant adaptation of a strategy and an exact strategy to survive. However do keep in note that Sou didn't know about the main game himself and we infer he's fully basing his strategy on what had happened in the second trial majority voting and the anticipation and foresight he executed. This is one of the misconceptions that I'll be clearing later on as this exact interpretation shouldn't exist as it has multiple contradictions. Continuing Sou tells Kanna his rigorous foresight and anticipation in the main game one as she should trust him, Sou later in the main game one would gaze at Kanna once a while indicating she should act. Convincing Kanna to work with Sou. As his safety was well ensured with this layer of strategy as he fully built it up effectively.

[Information Gathering, Observation, Psychoanalysis, Profiling, Pattern Recognition, Decision Making, Emotional Engagement, Emotional Understanding, Emotional Management, Self Awareness, Social Awareness, Adaptability, Composure, Acting Skills, Gaslighting, Fabrication, Mass Manipulation, Strategy Aim, Strategy Building, Anticipation, Direct Manipulation, Strategy Preparation, Strategy Execution, Strategy Contingency, Withholding Information, Information Control, Concealment, Strategy Concealment, Strategy Formulation, Strategy Adaptability, Strategy Complexity, Strategy Effectiveness, Logical Manipulation, Persuasion, Negotiations, Risk Taking, Abductive Reasoning, Insight, Indirect Manipulation, Foresight, Strategy Success Rate, Strategy Foresight, Planning Formulation Speed, Short-Term Strategy, Planning Invincibility, Planning Intricacies, Planning Versatility, Planning Aim, Building Influence, Charisma, Holistic Thinking]

The casts went out for their own finding Nao this discussion was upheld in the bar about his strategy, Sou and Kanna would get spotted in the 2nd floor landing by Sara as they were investigating on their own about the pace most likely instigated by Sou as he manipulates Kanna to go with him or rather had convinced her prior. As Sou observes Sara approaching him he states and welcomes Sara, as she sees Kanna and Sou as she shouts towards Sou and Kanna being there. Sou then asks if Sara is tired using his psychoanalysis as he saw her expression from all the investigations she did he notes and gives an insight and reasons how she shouldn't do much and it's not good to work too hard, as she should take a rest. As Sou anticipates her answer he can comfortably make two conclusions she's either going to affirm or not via her expression and how much of a leader Sara is for not affirming as acting. However with that in mind the player yet again has an option whether Sara wants to rest or not, as in the option of she's still energetic she states that she can't not while everybody is working hard. As Sou observes and takes note off, he further reasons that he'd say that rest is a valuable option in its own right. Sou continues how she can't be sure as someone would come attacking her, as Sou states he knows how she feels fully understanding what her emotion was by the psychoanalysis he does. Sara observes and pauses as Sou continues, and he states she shouldn't go to the first floor on her own. As she tried to reason however Sou butts in and stop her attempt anticipating she'd rebuttal, with a bit of a pause on Sous' part as he thinks of gaslighting Sara in the second trial tactic he laid out by voting Mishima as

he states that she's best friends with Joe as he asks that trying to affirm Sara, the player can choose either she's her best friend or a classmate. The option in this case would be the affirmation, as Sara affirms that Joe is rather stupid a bit in ways however he's really a great guy. As Sou understands that Sara trusts Joe even way before in the introduction and how they were interacting as Sou anticipates her answer completely however as Sou replies with a bit of acknowledgment and mild skepticism as he suggests, a tactic used by Sou that It's a moment that could invite further discussion or reveal deeper feelings about Joe as he uses this information gathering tactic and acting skills in this scene blatantly. As after that he states that she does trust Joe then as Sara asks what about Joe, as Sou looks at Sara and calls out her name as he went very close to her, and spoke in a whisper about the vote about Mishima as she thinks, as Sou states that he voted for Joe lying outright and kept gaslighting Sara as his tactic was working as Sara continues to think and shock running in her mind as Sou calmly observes and understands psychologically on her current thoughts, Sou goes further that does she know what that means. Sou pauses a bit as he apologizes that it might have bewildered her as he states him and Kanna would be going, as Sou leaves her thinking about what he said. However, why do Sou do this? Sou knew about the emails, and how suspicious Sara via the percentage he knew by doing this he'll be able to antagonize her with her constantly getting indirectly manipulated by thinking that Joe killed someone, as this act of strategy was to fully test and indirectly manipulate her thoughts and use it for later as he implements this tactic carefully in the discussion.

[Information Gathering, Observation, Psychoanalysis, Profiling, Decision Making, Emotional Engagement, Emotional Understanding, Emotional Management, Self Awareness, Social Awareness, Adaptability, Composure, Acting Skills, Gaslighting, Bluffing, Fabrication, Guilt Tripping, Persuasion, Direct Manipulation, Abductive Reasoning, Insight, Anticipation, Inductive Reasoning, Strategy Aim, Strategy Building, Tactics, Logical Manipulation, Strategy Preparation, Strategy Execution, Withholding Information, Information Control, Schemes, Concealment, Strategy Concealment, Risk Assessment, Improvisation]

Sara goes into the bar she sees Joe, as Sara observes that Joe was holding a card however before we could continue do keep in note that Sou executed one of his strategies by giving Joe the sacrifice as that is another layer and contingency in his strategy. By purposely letting Joe get the card in the bar as Sou knew and anticipates Joe would be scared to give everyone the card as there's the false rule of showing it to others as Joe would be scared himself to even tests this and risk his life as Sou fully emotionally understands the risk he'll take and what type of premise he'd do or even leave the card as Sou did psychoanalyze that Joe must have inferred that if he leaves this card someone could have get it. Sou also anticipated that Joe would also get the card. And can get harmed and get killed via that act, as the sacrifice card in design was already threatening enough though Joe did not know how it works. Sou can easily infer it via the false rule itself.

However, why does Sou do this? Sou knows that Joe was Saras' best friend and a threat as he deems her off, and Sou sees Joe as a protector of Sara via the psychoanalysis he did on the introduction or every interaction, every chance he gets almost every single time he gets affirmed in his belief at least. This would heavily damage Sara as Sou was already suspecting and had believed that Sara is manipulative with the prior observations and the percentage. Continuing in Saras' perspective her intuition tells her that Joe could have gotten a card as she walks up to him, with Joe startled he got shocked and had thought of an excuse in this circumstances to not let Sara see it or he'd die. As Sara asks what he's looking at, Joe who quickly hid the card manages his emotion carefully and pauses for a bit. He excused himself by letting Sara know that a picture was in his pocket of Joe, Sara and Ryoko. At a cafe having fun together. As Sara can choose three options the

player specifically in this case, as Sara chooses if Joe misses Ryoko and he outright lies about the sacrifice card, pauses and affirms. As Sous' indirect manipulation happens when Sara tries to affirm herself that it's quite unthinkable for Sara to suspect Joe. Trying to convince herself that Sou must have seen shadows, getting gaslighted by Sou albeit indirectly. And Sara thinks that Joe got involved because he came into her house, if he'd gone straight home wouldn't he be living as normal right now as she asks herself. A late realization as she thinks and she thought how she was so focused on herself, that she did not consider Joe' s perspective. Both Joe and Sara start talking lively. Talking about memories and Ryoko. As Sara leaves.

Before we continue further and divulge for exploits Sou he has further executed before the Main Game and it's methodology output, you have to firmly understand how Sou was able to posit an immense trap for Joe and how his anticipation and strategy worked against him rigorously through emotional understanding, the amount of level in inextricably that Joe was forced at.

Sou understood Sara's and Joe's relationship as aforementioned before in the explanations and to add, that through Sara confirming when Sou laid out his contingency and fabrication the lie he posited about the Mishima vote, and his psychoanalysis in the introduction and his heavy observant nature, that ranges an intricate methodology of implementations potency in an ongoing strategy he'd be positing.

In undergoing strategy, Sou waited for an opportunity to set a card in the Bar which a specific or nonspecific victim would be categorized under the pressure and trap explained above, that Joe had fallen for. But in the motives of Sou, a direct contradiction arises between the thesis of non specificized victim, Sou's motives and the end of the Main Game that is why Sou, when confronted by Kanna in the end of Main Game hallway, he was feeling guilty which he manages himself collectively with sheer ease, despite the overwhelming pressure he feels and the limitations, outside interferences postulated to Sou.

So in hence, Sou specificized for Joe in this case, because of his inferences and direct brutal contingencies and traps he already laid out way before, this entirely points to a direct specification of a victim, and that is to destroy Sara and Joe's relationship which Joe withheld information which is anticipated by Sou entirely due to his trap.

Sou's execution of the strategy revolves around patience and the awaiting of Joe's arrival in the bar which was fully executed effectively and rigorously with sheer accuracy in intricacy, such patient and the aforementioned set of the trap in the card for Joe to pick up, his emotional understanding in the introduction and profiling is used for such an inference which allowed Sou to have a new layer in MG1. The psychoanalysis in which Sou sensed Joe's uneasiness of the situation and the death that has happened, understanding such as Joe would without a doubt come to such a bar to refresh said mind.

Sou's motives here are complex yet easy to interpret: To destroy mentally Sara which is showcased later on how Sou knew that she'd be gaslighted heavily when he inferred Joe to her, when the Main Game has ended, use Joe for it, control and gain advantage and survive, all prematurely goals had succeeded with such intricate accuracy.

Further even if presupposing Sou did not directly entrap Joe, this would heavily would fall for Sou's credit due to his magnificent interplay of a strategy and how Sou was able to get the advantage through excessive

information gathering even going as far, trying to sacrifice Sara to posit a contingency and confirm his belief despite knowing he'd might potentially die.

[Decision Making, Emotional Engagement, Emotional Understanding, Emotional Management, Self Awareness, Gaslighting, Abductive Reasoning, Anticipation, Strategy Aim, Strategy Building, Tactics, Strategy Preparation, Strategy Execution, Strategy Contingency, Strategy Formulation, Strategy Adaptability, Strategy Effectiveness, Strategy Foresight, Strategy Success Rate, Strategy Complexity, Planning Invincibility, Planning Intricacies, Planning Versatility, Indirect Manipulation, Schemes]

As for Saras' experience in the room with the prerecorded video of Miley, these are the information before the main game one that Sou could have known as well. These would be all her dialogues at the scene with the prerecorded video. Miley is pictured on the screen. Eheehee... Everyone... How are you feeling? If Sou did ask Miley would respond with this: This is a pre-recorded video. So i'm afraid I can't answer any questions. Allow me to thank you, truly, for taking part in the Main game. This is a waiting room prepared for participants... The Last Supper Room. You may fill yourself with food before the game, or form a strategy. Use it however you please. Those who successfully beat the Main Game can proceed to the next floor! Hooray! Note that those who not exit their waiting rooms once the Main Game starts will die as a penalty. Do keep that in mind... Eheehee. I will now explain the rules of the Main Game. Everyone, please take the card you obtained while exploring and touch it to this screen. You have your card, yes? Now, I will begin to explain. The basic rules are profoundly simple. One person will be selected by majority vote, and that person will die. That is all. The vote will be split into two parts. Through the first round, the preliminary vote, half the total will be chosen as candidates. Currently 11 are alive, so this will be 5. A final vote will be held using these, deciding the ultimate victim. In short, the victim is decided by gradually narrowing it down from 11 people, to 5, to 1! Of course, even those not chosen as candidates will participate in the vote itself! Please, do kill of your own volitions! However, there are holes in this game. We do not care for the intent less game of luck. Such worthless acts as using rock-paper-scissors to fairly decide the victim are forbidden! And so, everyone, please take out your cards! The Main Game has four roles, and each has a different consequence for receiving the majority vote. Summarize information that Miley said: Keymaster ability Immunity/safe as long as everyone knows they're the Keymaster. If they receive the majority vote everyone dies. To survive, vote for a commoner or sage. Sage ability knows who the Keymaster is via divination, but can not lie about the results of the divination. If they receive the majority vote they and the sacrifice die. To survive, vote for a commoner. Sacrifice ability gets 2 votes. If they receive the majority vote everyone except the Sacrifice dies. They also get to choose one other person to survive. To survive, get the majority vote. Commoner ability none. If they receive the majority vote. They and the Sacrifice die. To survive, vote for a commoner or sage. There is one Keymaster, Sage, and Sacrifice each. All the rest are Commoners. Committed it to memory, yes? So at minimum, two people will die. Everyone, do your best not to be one of them! This is what Sou could have been thinking. As Sou can observe these things with the food as well. The table and Miley herself as he does his causal psychoanalyzing and understanding way before that she enjoys this game. Sou in his mind must have finalized his decision in his strategy he'll pull a constant adaptation in the main game one I'll very much elaborate later on in which acts he does, as Sou finally knew the rules and roles of the game every act he'd do would be analyze later on correlating with his strategy layer on the spot. With Mileys' final question how everything she said has been committed to memory, Sou recalls all information at once including the strategy layers as he thinks, however we can logically infer this due to his perfect recollection of memory later in main game one in a couple seconds. That's most likely the basis of Sou collecting as Miley asks. As Sou hears something after the video

has ended, the loud sound of someone fainting in the room over having the exit blocked in the participant room. The time has come as Miley states; It's now time. Please head to the grounds via the door near the screen, everyone.

[Information Gathering, Observation, Psychoanalysis, Profiling, Decision Making, Emotional Engagement, Emotional Understanding, Emotional Management, Self Awareness, Social Awareness, WMI, Reflective Thinking, Critical Thinking, Strategy Formulation, Strategy Aim, Strategy Building]

As Sara arrives, we see Keiji stating that everyone just got here as Q Taro states that it was rather fast. As Reko showed how nervous and afraid she is similarly to Nao as well, while Kai is very much collected. As Alice comments how everyone is pale, Joe and Gin being in the same state as Sou psychoanalyzed and had profiled the ground as they arrive as he observes them. As Sou states why something like this is happening showing how much the risk Sou understood and had thought of and he would upon take in his strategy of constant adaptation and pressure as that would be tedious and as all participants are thinking the same as Miley finally speaks, she's happy that everyone would take part after all. Q Taro shouts at Miley as she laughs and gives an insight that everyone should take a good look at the desks. Stating it's rather an interesting setup, as she explains that they are reverse hourglasses. And when those things have reached the top the discussion will end, as she further explains that they only have 70 minutes until the preliminary vote. After that, the casts can discuss for 20 minutes before the final vote, Sou takes note of this crucial information as the game goes it would be apparent how Sou handles the time carefully. As Miley states everyone should begin, however as Reko screams and states Kanna isn't here yet. Miley states that someone would choose not to take part in something so enjoyable, as Sara states an affirmation to Miley that Kanna would come. Miley rebuttals how time is limited. That is what Kanna had chosen, and that is the end of the matter as she discloses. Miley asks Sara that she hasn't made the wrong choice, asking her. As Sara was thinking, Sou was fully observing the interaction. However, Miley says that the main game would start as she makes them pick which desk the casts would take, as Miley urges them to do so. Miley states that everyone has been prepared as she says the affirmation of starting the main game has begun. Sou was also anticipating as well that Kanna without a doubt would come as both of them did discuss their strategy for the main game one as Sou can infer that she's late instead while the others are speculating while he has the right premise however Kanna interrupts and goes in as she asks everyone to wait, most specifically to Miley as she says she'll take part in, Sara shouts her name and Miley says the affirmation that she's fully welcomed and regrets can wait until after taking part as she laughs. Miley starts the main game one, being the starter of candidate vote, Sou observes the heavy air dominates the entire ground. With the pressure of the percentage and the thoughts he has currently and the information he withheld for himself his main game one strategy finally starts and it would be executed at this moment onwards for his survival. Miley starts to explain the rules of the main game one again the basics, that is, a total of two votes will be held: the preliminary vote in the middle of the discussion and the final vote at the finale. Five candidates will be chosen in the preliminary vote, and one victim will be selected in the final vote as she explains. If the chosen victim is the Keymaster, all will lose and will die. If the victim is the Sacrifice, the Sacrifice wins, and can escape with one person of their choosing. However if the victim is a Commoner or Sage, the chosen victim and the Sacrifice will die. As she explains that she has left rulebooks in the desks that everyone should use them as items. Miley states all should use the time they had as they please, as she sits in the chair.

[Information Gathering, Observation, Psychoanalysis, Profiling, Decision Making, Emotional Engagement, Emotional Understanding, Emotional Management, Self Awareness, Social Awareness, Adaptability, Improvisation, Reflective Thinking, Critical Thinking, Insight, Risk Calculation, Strategy Aim, Cold Reading, Metacognition, Anticipation, Withholding Information, Information Control, Misdirection, Concealment, Strategy Concealment, Strategy Execution, Strategy Shielding]

There are two options between what the player would pick and which discussion would be held first, either Sou or Q Taro which in this case it would be Sou. Before that do keep in note that Sou has managed his emotion and composure quite well with a span of the explanation of Miley switching to what he has strategized in the main game one as he starts implementing his schemes, As Sou states that there's something he'll say upfront, as he thanks Sara however it was a short one as Sou states. He acts as if he's nervous however he withholds his schemes, however he'll say it. As he claims to be a Keymaster outright lying to the casts anticipating that the Keymaster would either question him (Sara in this case was the Keymaster and she has the options to do so or not) or not as he fully observes the entire ground he continues that he's unsure whether he should keep quiet but he states that he doesn't want everyone including Sou not dying as via by revealing a distorted truth as Q Taro tries to affirm if he is the Key master well that is in the condition of someone not naming themselves as Q Taro affirms he'll believe so. As in this case the logical move for the Keymaster to speak as Sou knew the risk however he does not fall back on his strategy he built up and how it would align later on, as Sara speaks out that she's the Keymaster. As Q Taro is shocked, all participants at the same time note the fact there's two people claiming to be Keymaster as being shocked. As Sou confirms that he anticipated this possibility and thus now who is the Keymaster and knowing Sara is the Keymaster at this moment Sou fully adapts and states that's rather how it is for Sara acknowledging her decision to gaslight her, as Sara says that's rather her line is. Sou gives his insight that according to Miley one can only be the Keymaster. As he lies further that he didn't imagine Sara would tell such a lie like this. As Nao questions which one is lying, Q Taro, Reko were in disbelief as Keiji tries to assess the situation by Keiji managing everyone's emotion and all should settle down. Keiji gives his insight about how the roles written on the cards only really become important in the final voting. As he gives more insight how all they should be doing is to look for suspicious characters, as one of the people in the main game has the side of the kidnappers lurking around. As Keiji tries to end the conflict for now and discloses the argument. As Sara thinks Sou was set on her and Sou observes and the reaction she shows in her expression and exactly what she's thinking why did he do such a thing gaslighting her yet again. The option of Q Taro was finally picked in this case, as Q Taro firstly states that all should think that we should choose for the most suspicious as suggested by Keiji as well, and least cooperative person here. As he declares he already has a pick, as Joe questions. Q Taro then states to curse at him if Alice wants to, as he declares he'll be voting for Alice. As Alice pauses and answers, what about it showing little care, as Q Taro was shocked. Alice affirms to just do what Q Taro does, Joe then gives an insight how he's stupid as it means he'll die if he continues. As Alice argues instead that they are the fools instead and should think for a second as Nao questions what he has meant, Keiji observes the commotion as Sou does as well, however Keiji states that this vote shouldn't be focused on one point. Kai affirms as this is the preliminary vote, if they were to unanimously vote for Alice. As what observed Sou thus far he gives an insight how Alice would be their only choice for the final vote knowing the risk voting for Alice as he anticipates one will elaborate on what his incomplete statement for others to follow. Joe anticipated by Sou states if Alice were to be the Sacrifice or Keymaster stating the risk of doing such an action. Q Taro notices the current discussion as he gives up stating all would be done for if those two possibilities were to be true. Sou listening to the discussion wants to eliminate these arguments as he gives

an insight how it's not as if we freely choose which roles we got, right? As Sou lies here blatantly while also trying to profile Q Taro if he were to admit to be the one placing the cards for the main game as Sou had deemed him off suspicious by that point onwards as he was investigating in the central hall as Sou had multiple cards he can freely choose being the Commoner in his hand being two in this case as Sou had a Commoner card, the Sacrifice (For Joe to take), three cards that Sou had as he withholds and withheld this information. Kai then states that there is a possibility that the kidnappers granted the least trustworthy Alice a special role for their own amusement. As Alice was fully observing and states that the chaos would ensue as he'll be watching closely to all the casts as they try to argue and seeing them fail. Q Taro never noticed what Sou tried to hint as he was frustrated as his first point wasn't even possible to do so regarding the possibilities laid out by Sou, Joe, Kai. Keiji gives his insight how the game is much more malicious than he thought as he continues that if all wants to survive they would have to choose five candidates as they can. As Joe questions that they would be suspecting five exact people as he shouts, and an oppressive air covers the area. Alice then laughs and states that all are already beaten with the first push, as he chooses a topic for everyone as he antagonizes Sara as he'll be voting for her as he questions and asks if Sara has something to say back. As Sara was shocked and Joe supports Sara that she is like a their leader as he asks for what basis, as Alice instigates a discussion between Sara whether she's suspicious or not as he states his reasons that he finds Sara rather suspicious because how a mere high school girl become a leader as Sou ironically also thinks this way, as Keiji defends Sara that she's always acted with others, she couldn't do anything suspicious trying to affirm. As Nao states her opinion that doubting the others is one thing, however and doubting Sara is awful for her. Joe then tries for Sara to argue back and clear any misconceptions for what Alice could have been thinking. Alice then notes how Sara has a lot of friends as he pressures her further, and reasons that he had seen through the reason why the others have submitted to her. As Sara asks what he means on that, as Alice makes an analogy how she has the weapon and the only one. She asks yet again what he means by weapon as Alice clarifies that she possesses all that can be called a weapon in a place like this, and stands supreme as she is a dictator in his mind. As Sou observes the commotion and anticipates that Sara would rebuttal no matter what, as she whips out an item the Long Narrow Box, as Sara wants Alice to take a look on what item she has brought as she directs it. She states and explains this box was in the kitchen as it says 'Please use as you wish,' yet there was nothing inside to even use. Alice states what of it, asking. Sara gives an insight into how that left an impression made by a kitchen knife, as Alice was shocked knowing this. Keiji then affirms that by the time she checked it, it was already gone and somebody took it (Being Kai in this case). Kai states himself that the kitchen was locked the whole time and Sara very rarely acted alone. Affirming that she surely could have not taken it supporting Sara. Alice then questions who took the knife and how everyone including Sara is insanely calm as he panics. As there's an option between whether it is important or irrelevant for now. As in this option would be the option of not being relevant right now as she affirms this to Alice, as Alice rages and asks. And Sara clarifies on her point how she doesn't have control of all the weapons at all as supported by Kai and Keiji. As she continues that she did not earn this trust by force at all. Making Alice realize, as he states how satisfied Sara was. As it shuts him off and all the fools should just discuss the suspects instead. Q Taro then states how he resolved an answer as he continues, letting this end in silence is the most insane plan the casts could take as that's why he was going to bring another discussion as he states so, in all our searching and discussions rather who were the biggest burdens and the most weakest as he asks. As he mentions a name being Gin, Kanna and Nao. Gin seemingly afraid as both Kanna and Nao reacted the same. Reko then argues that Q Taro isn't going to get picked just because of his qualities in strength as she asks, as Q Taro affirms that she should vote for him as Reko is pissed and Q Taro affirms that she should follow her gut. If she thinks he's useless then she should take responsibility and kill him guilt

tripping her as that is what he means to resolve. Reko cannot argue with such an argument, as she suggests that Nao, Kanna and Gin should use their own words to prove their exact worth. Sou and his another contingency and layer he had in the strategy would act on this as Sou observes the discussion picking with what they are saying and what topic, if you remember correctly that Sou laid out the roster for someone to take which would be Gin in this case as it happens that Gin where to see it and take the rosters, Sou was indirectly gaslighting and manipulating Gin to withhold information that he has come to known being the rosters which Gin encoded with the message that Sara is a murderer. I already explained what this specific strategy he lays out which would be in the process as it goes.

[Decision Making, Emotional Engagement, Emotional Understanding, Emotional Management, Self Awareness, Social Awareness, Adaptability, Self Regulation, Improvisation, Reflective Thinking, Practical Thinking, Abstract Thinking, Convergent Thinking, Critical Thinking, Social Skills, Building Influence, Abductive Reasoning, Acting Skills, Deception, Mass Deception, Mass Manipulation, Concealment, Bluffing, Anticipation, Withholding Information, Information Control, Information Gathering, Observation, Psychoanalysis, Profiling, Gaslighting, Misdirection, Verbal Deception, Risk Calculation, Strategy Adaptability, Strategy Concealment, Direct Manipulation, Foresight, Tactics, Strategy Execution, Strategy Contingency, Strategy Formulation, Indirect Manipulation, Strategy Building, Strategy Shielding]

Nao panics she states and states that she searched her best as she could and found things and lots of things, as Sou was fully observing the situation once Kanna tries to speak Sou gazed at her as both Kanna and Sou were in a set of strategy that Sou plans to execute (I'll explain later how Sou doesn't need Kanna as well to execute his strategy proving how much successful his strategy was even without the resource like Kanna in this case however as he utilizes on his resources that he lacks at maximum usage with the best decision efficiently). There's a reason why Sou gazes at Kanna at this very moment as Sou wants to direct Kanna to make decisions involving the strategy they had made and Sou ensures that she'd do so as later he uses this tactic to make her realize and act on his accord in what they discussed earlier. Sou purposely does this to make her claim the following statements that Kanna would make explained after this, that aside Sou does this because It's to build the possibility of them being the Sacrifice similarly how Alice cannot be touched and voted due to that possibility of being the Keymaster relationship or Sacrifice as both Kanna and Sou adapts and observes this. As Kanna with Sous' gaze managed to infer what he wants albeit and cause havoc and chaos tension later to ensure his safety and her safety as he builds this up he leads her through gazing at him guiding her and ensuring she'd do so, it's also to have an effective alibi later on so he won't be voted at the end as Sou anticipates that he'll be in the final vote, since if it's quite evident and noticeable to the casts that they are indeed both working together as the main game makes this quite blatant later on as per explained in contingency what Sou used. And that being neither could be voted because of the possibility of it being a Sage-Keymaster relationship as well, which not only saves Sou who is the least trusted and the main chosen one in both main games, but also Kanna without the need for her to explain herself since she is not mentally capable herself and the statements she makes are dangerous for her safety. Sou notes this all in mind and cleverly infers this both possibilities all at once, Sou single-handedly makes an excellent strategy and a sheerly effective and efficient one layer off based on the limited options he has as he cleverly builds it up to gain control in the main game as the game goes into discussion. Sou fully adapts and understands the severity of the main game with full accuracy and how he'll be able to utilize resources such as this. As he would be able to mass manipulate and deceive others with this specific strategy layer. Sou can comfortably anticipate that Sara would never trust him as he can infer that she can infer later on that the possibility that

Sou did anything more than by manipulating a traumatized girl when Sou concealed more motivation and motive in that act misdirecting on who'd think this way. And as others as well later on due to what Sou had in mind which he makes layers like this for further recovery later on. Making them unable to even vote for Sou or even Kanna. Continuing as Gin pauses as he withholds information as Q Taro tries to make him talk that it would be over if he doesn't as he shouldn't tell him that none of them are thinking that Gin dying would be fine as he asks. Keiji then calls out to Sara how this is bad and Q Taro is serious with his claims. As she asks what she'd do as Keiji affirms to draw Gin to speak as that's something she can only do. There's options again about Kanna, Nao, Gin or Q Taro as this would go for Kanna first, as Kanna tries to speak Sou gazes at her yet again trying to make guide and affirm for her to continue by just gazing strategically as her behavior had been shown to Sou as he observes carefully as he told her to do and what he said in the bar and what strategy they discussed however Sou anticipates she would rather want to claim to die which is a lie there's also a good reason for this due to the pressure that Q Taro is pressing as he anticipates she'd do so without a doubt due to the prior psychoanalysis on her emotions and behaviors in the introduction and what she showed in the second trial of course with absolute certainty due to their strategy discussion. Sou fully understands this fact as well that this would have triggered her memories and the thought of dying revolves on this layer of strategy as Sou understands the nature of this psychology very well and very much so in distinguishing her thinking, as Sara asks what's the matter for Kanna. The option of she's afraid is picked in this case as she affirms to be no. As she continues that she doesn't care what happens anymore and she states even if she's chosen it's fine. As Q Taro gets shocked and Kanna states she wants to go to her sister indicating she wants to die. Reko then criticizes Kanna as she shouldn't be ridiculous shouting and concerned as Kanna further states that she's tired. As Q Taro tries to affirm if she really wants to. Kai then asks everyone to wait, as Kai asks whether this is an act or she's serious, making everyone think critically with their decision that they would make. Kanna doesn't affirm and rather would want to stay silent as she tells everyone to do what they want. As Kai pauses and thinks he further comments how this is troubling as Kanna might have drawn the Sacrifice card. Sou at this very moment is casually indirectly mass manipulating through Kanna and the others specifically Kai to think about the Sacrifice possibility of Kanna, within this specific layer of his strategy being the involvement of the Sacrifice card possibility as he keeps them thinking and gaslights them with this strategy layer. Joe then states the card name (Joe knowing this is false). Kai then states what the rules had said about how the Sacrifice in order to survive has to put on a one man show as they deceive the participants in other words. Keiji then states how credible Kanna is due to her sister and motive (Sou inferred as much how this would play out and anticipates that this is most likely one of the conclusions the casts can make due to what he observed on Kanna and her emotions in the introduction) and they can infer she really does want to die here. Reko observes the current discussion, tries to stop and panics that there's no need choosing her for now trying to affirm. Sara thinks that not participating in the discussion so as to earn herself votes as she can't imagine that Kanna would be playing mind games, unless someone had suggested it to her which Sara looks at Sou. As Sou was observing the current commotion and discussion Sou puts the discussion about Kanna aside for now in order to discuss a more crucial discussion moreover noting one of his strategies had succeeded with plenty of ease and how effective it is. Q Taro then states that they can't know her intent after all it's highly suspicious and he shows skepticism. Sou leading the discussion and states further that firstly everyone should discuss Gin (Withholding information the fact there's another strategy and layer for Gin) and Nao first and then make their decision. As Sara observes this behavior of Sou, as the player has an option again whether the discussion is done or she will question whether Sou would protect Kanna. As the first choice was chosen. She asks whether he's asking to protect Kanna. As he affirms that he can't afford to do that as he lies as Sou was also ensuring her safety. He continues that he doesn't want to waste their time, more

than scrambling before the vote right? As Sou thinks strategically and cleverly disguises his intentions as he fully argues logically with a sound argument. Anticipating someone would support his reasoning most notably Reko in this case as she was against the idea of voting Kanna or someone else is that would do so as Reko does what he anticipates and states that Sara should back off with this one worried for the others that's being chosen as she continues that she can't deny that these two to give the time to justify themselves. As Sara notably saw through the sound argument of Sou and Reko being there to support as she backs off. As Sou affirms and tries to gaslight Sara again and deceives everyone that whatever claims Sara makes, he does have the role to guide everyone. He continues to lie blatantly that he's the Keymaster after all smiling. As it works effectively as Sara was set on eyes at Sou completely as Sou observes this cunningly. However Sou controls the discussion by that act as he builds it up and asks Gin if he can get proper statements from him anticipating and instigating that Q Taro would pressure Gin again. As Gin hears Sou and has been afraid as he states his signature of words being meow. Q Taro then anticipated by Sou that he should speak as he continues to pressure Gin by telling him to be a man and tell Sou what he has to say effectively manipulating Q Taro as he often makes tactics like this. Gin then states nothing in importance in the first call statements. Reko on the other hand is seeing Gin is afraid to even speak as she places the blame on Q Taro due to his prior actions. As Q Taro notes that they have no time, as he tries Gin to prove that he's been useful to everybody. Choosing Reko here to extract and get statements from her she will state that Sara should also say something as Sara asks about Gin on what Reko thinks and what things he did in particular as Reko pauses and thinks, Reko then recalls something about what Gin found in the second floor room. The victory percentages and roster that Sou tore up specifically. As that fact remains Sou at this very moment knew one his actions he taken account from inferred Gin had taken the contingency he laid out for Sara as Sou perfectly remains observant and the fact he immediately knew what Gin had found, Reko then urges Gin to say and show what he has found in the second floor room. As Q Taro tries to affirm and questions, as Gin withholds information however as Sou had seen through this completely and he fully understands the situation due to Gins' expression psychoanalyzing that Reko wouldn't lie in this case as Gin instead would as he's trying to withhold information from the very start by not speaking earlier on which Sou observed and already inferred the fact Gin got his percentage he set up for Sara seeing how it would interplay. That aside, Reko questions and affirms what Gin is saying. Q Taro then says Rekos' name suspicious on what she is spouting, as he pressures her as well that she has that attitude indicting her lying as he thinks and he continues that it's not right to spit lies in order to protect people especially in the situation they are in. As Reko affirms, she isn't lying at all. Q Taro pressures yet again as he states that someone would die in his place being Reko as he questions if so. Reko tells Q Taro to stop. As Gin, observing how Reko had protected him, feels guilt as Sou was observing the whole time. Sara, observing as she thinks to encourage Gin to speak, genuinely depends between the two options to either instigate Gin or gently admonish him. As she states for Gin to tell the truth and fight with her as she guilt trips him into making him realize that doesn't he feel bad that Reko was getting insulted which is Sous' perspective as he observes the commotion thus far as he anticipates that Gin would speak up, as Gin makes statements that he does feel bad however as he can't tell as Q Taro pressures him further and Gin being terrified again as the game went on the equilibrium state via the current discussion, between the two argument as Gin stays up silent. While Q Taro states that nobody's gonna lend a hand if he does stay silent. As Sara acknowledges that Q Taro is right and affirms his argument as Gin tries to speak the information, Q Taro states that Gin wouldn't get special treatment and Gin denies seeing anything withholding the information. Sara then argues that what Reko said was a lie asking Gin and denying his statement. Gin tries to deny however he does deny again, Q Taro then asks Gin if he's lying. Gin states that Reko got it wrong. Denying his claim would be Sara stating that Reko didn't get anything wrong as she asks

why Gin is being insanely stubborn about the information. As Gin finally affirms he did see something and he does not want to believe the torn up victory rates which Sou preplanned. Gin explains himself how he didn't want to show that thing and make everyone not worry as Sou pre explained earlier that he was casually manipulating and gaslighting Gin. As the player has an option yet again whether it's to protect someone or to know out what he has and inform others as not to think alone, as the first option is chosen that Sara asks whether he's protecting someone. Gin then states that she rather knew about it, affirming this belief, as Sara affirms that she does believe Gin and whatever strange thing he presents that she'd handle it. As Gin finally got convinced he pauses and pauses until he states an affirmation, and further comments about how he saw Reko getting yelled at by Q Taro ticked him off. As Q Taro takes what Gin spouted as a compliment being his nickname, as Gin states that he does believe Sara. As he explains what he has found about the paper scraps from the shredder in the second floor as he notices a torn paper there as well and this very moment Sous' abduction is confirmed to be a deductive premise. That it had said that Sara was a murderer, as Sara pauses and asks as Joe is shocked, as Q Taro does as well and asks as Gin says he shouldn't shout.

As Sara asks whether Gin had the item himself and Gin does show the paper, as it says the following; 15,5% Sara Chidouin Murderer, 9,9% Naomi Kurumada HS Student, 9,5% Keiji Shinogi Detective, 8,8% Q Taro B.B HS Teacher

As Sara tells Gin to say the information as he affirms he'll do so as Sara gives Gin the paper and what she has found and had shown it to Gin, the same paper as Gin observes and confirms. The following statement would be; 6,6% Alice Yobusame, 5,3% Ranmaru Kageyama, 4,9% Megumi Sasahara, 3,0% Kazumi Mishima.

Do note that the other part and their specialties or expertise were listed after they are connected with another by Sara, note once Sou had knew that Sara had the other part he inferred and anticipates that she would had decimated this layer of his strategy however, the results of this is the test of the trust of others and how a person can withhold information such as Gin in this case Sou perfectly had manipulated Gin entirely.

[Information Gathering, Observation, Psychoanalysis, Profiling, Decision Making, Emotional Engagement, Emotional Understanding, Emotional Management, Self Awareness, Social Awareness, Adaptability, Composure, Direct Manipulation Strategy Efficiency, Tactics, Strategy Contingency, Strategy Aim, Strategy Building, Strategy Adaptability, Risk Assessment, Risk Calculation, Anticipation, Mass Manipulation, Strategy Recovery, Strategy Success Rate, Strategy Concealment, Strategy Shielding, Concealment, Indirect Manipulation, Deception, Setting Traps, Withholding Information, Information Control, Gaslighting, Verbal Deception, Misdirection, Deductive Reasoning, Abductive Reasoning, Strategy Effectiveness, Planning Invincibility, Planning Intricacies, Planning Versatility, Planning Aim, Disguise, Strategy Preparation, Social Skills, Reflective Thinking]

As Sara connects she reasons for how weird how Q Taro is a teacher, thus connecting the two main pieces of the paper to line with the other connects that this pattern instead as she does. She thinks that multiple sheets were torn all at once as Sou was the one who destroyed it which he had been withholding the information and had perfectly concealed. Though he anticipated that this would be found in someday or another as he can infer that the kidnappers will have tons of copies of something important like this knowing that he deems it off pointless and had left the sheets in the shredder and had this layer prepared just in case, as Sara deduces further how the premise of someone Sou in this case torn the papers by stacking them creating the paper to

fit it with another. As in other words that there are at least two of these sheets stacked together while getting destroyed. She thinks that these misunderstandings would of course happen by those premises, as Gin was happy as Joe asks what are these sheets in the first place as Sou was hearing this question withholds and keeps his silence in an observant state. As he gives an insight into how creepy it is with a calm demeanor knowing what those papers meant and what he did to them. Nao states that Mishima was even there and the people she doesn't know. As Kai asks what those percentages could have meant in the side, as Keiji pauses as Gin interrupts that he was useful for exploring. As Gin makes a statement that would cause havoc again, by stating Sara isn't a murderer having the possibility of an actual murderer in the death game. Gin then acknowledges this fact as he questions who is, and as far as this shows the person named Alice Yabusame would be the murderer. As Gin states it's rather familiar, as Sara deduces that there's only one person here named as Yabusame being Reko. As she notes this fact and asks Reko, as Reko states an affirmation as she lies that it's rather just a coincidence as she doesn't know who goes by that name as Sou easily infer that it's easily a faulty lie on the spot as she stutters, using his psychoanalysis again. As Keiji also notices this change of behavior of Reko as Sara can choose again whether to suspect Reko or affirm that it could be a different person. As in this option it would incline on what Sara tried to infer earlier and suspect Reko that it might be an alias. As Joe questions this, as Joe notes that on the blackboard he saw the list of people who could drink and couldn't. As it said both Reko and Alice Sou in this very moment knows and infers that it could be fabricated would be explained down as he anticipates that someone would without a doubt find the chalk, as Nao tries to butt in the discussion as she thinks off when she was searching she found some chalk on the floor as Sou used this as well to fabricate his name as well to deceive others, Keiji then states it's not impossible that it was changed. As Reko tries to affirm that it's not her at all, and she argues that handwritten piece of paper and anybody could have made those as she tries to make up a point, as Keiji rebuttals if they have a pen then they would be able to. As she can't argue with that, Gin defends Reko that she cannot be the murderer. And Keiji gives his insight yet again that we should call it a relative's name instead as he asks, as Reko in the cornered manner states that it's her brother. Kai then rebuttals how it's not her sister and not brother as even her excuses are starting to become illogical. Reko states it wasn't one, Q Taro then pushes for Reko and pressures her to tell the truth. As she tries and tries to affirm that belief, Sara observing and her name getting called out has an option other to say the paper is bogus or say nothing. She does not say anything, as Reko calls out for this behavior by calling her name. Reko in the corner in the situation was Alice listening and couldn't see her suffering interrupted and restate his identity that he's Alice as she did nothing wrong as it's a misunderstanding, as Keiji tells Alice not to too and they are having a pretty serious discussion right now dismissing Alice completely. As Alice affirms he is also serious with his claims as well and further goes to say that Reko is his little sister. As Q Taro is asking if it really is as Reko states that she couldn't hide it as she introduces him, as Joe asks who the murderer is Alice affirming he was. As he lied on the bar about him being a thief and he actually went there for a different reason being the murder instead of someone. Joe notes how this guy is seriously bad news, as Alice affirms that he is. And that Reko cut him off and that she dares that he shouldn't show his face ever again to her. And thus it's not funny how they met in a place like this. As Reko affirms that they are strangers at this point onwards. As she clarifies her intentions that she didn't want Kanna to rest with her being scared of her cause of Alice. So when he woke up she told him to hide their relationship and right after Sara went to look for Nao. As Sara affirms, as Alice yet again summarizes the discussion that he's a murderer plain and simple. However he continues that Reko is different and she's a good and proper person as that's all he has to say, as Keiji asks if Alice denies having a connection with the kidnappers. As he firmly answers he does not, and that he does not know why he was brought up here. As Keiji pauses and observes Alice as he continues how he can't expect to trust or anything else can he as he

asks, and him mumbling as a killer. Sou having to listen on the repetitive and tedious arguments from both sides had also deduced what Keiji and Sara had done as the discussion earlier was happening as we can infer this as he was fully having all premises as guaranteed via the discussions and he had observed them carefully and the information laid out as he states that despite them talking about Gin, they got unexpected information. As he gives an insight that there's still many more points and interesting things, however there's no time as Sou keeps track of the time as he uses it cleverly later. As he questions on what Naos' justification and soon enough as he asks the casts as what they think on this topic as he withholds information about Nao attacking him as Sou knew how crucial this discussion is especially Nao basically had went out without the casts with her actions unknown and what she did before meeting the others and Sou mostly not knowing what she did on all of them as he got attacked and had not attempted to find her himself as he excused himself for that to discuss his strategy gaslighting Nao in the process. He anticipates that Nao would react to this set discussion as Sou understands by uncovering and covering every little bit of everyone's actions; it would reveal all the relevant things for the main game one voting later on. As time is precious as he knows this. As Nao does react getting shocked anticipated by Sou and had observed Nao of sudden mention of her name as she's showing an uneasiness of the situation which Sou perfectly understood with the prior observation he made and this premise can be guaranteed to be true. As Sou asks if Sara is fine with that decision, which the player can agree or there's still something else. As Sara in this case would choose affirmation in Sous' idea, as she thinks that they should move to the next topic. As Sou asks for Nao to elaborate and the actions she did gaslighting her further as Sou deems Nao a bit suspicious especially with the actions she did. As Nao continues to stay silent as Sou states that he sees a lot that's illogical about her actions, Joe questions. Sou elaborates and explains that isn't he curious what she was up to in the kitchen, and holding the box with Mishima asking persuading them to go with this point. As Sou blatantly tries to gain information about Nao in such a clever way by presenting a topic like this to ensure the information he'll get would be accurate as he leads the discussion with this case as he acts and smiles and anticipates soon enough most of her actions would be revealed whether she lies or not. As Nao elaborates Sou in this case does another psychoanalysis on Nao as he observes on her behavior and detecting every emotions she'll make as she states that because of body recollection announcement she went into panic and took the box and just sat and hid in the kitchen as she didn't even touch anything in the room as she acknowledges that she troubled all the casts but rather she does not want to lose Mishima, Kai then states here as to affirm that after everyone else, he inspected the kitchen and found no signs of any such trickery. Questioning in a manner that perhaps she was hiding. Sara rebuttals and asks whether she really didn't touch anything as Nao is shocked. Sara continues how the kitchen has been locked until and after Nao left Sara obtained a long narrow box anticipated by Sou. That there was nothing inside as Nao could have only taken the knife herself. As she affirms that she doesn't know anything relating to it. Joe then questions and holds as to how Nao had found the key in the kitchen asking, as Nao pauses and states it was open. Sou knowing she paused for a bit is pretty suspicious as her reaction tries to infer with the lies she'll spout later and the fact she's been withholding the information he attacked Sou she then further comments how the kitchen door was unlocked at that time as she ran in and locked it from the inside. As Gin deduces that someone might have gone in instead and took the knife themselves. As Sou questions whether it is logical trying to gain and whip out information in the casts by doing so, as he states that it's rather super sketchy. Nao then argues that it's not sketchy and she'll tell everything and knowing if she didn't manage to convince Sou here it would be her getting revealed later that she hit him as she's fully unaware that Sou lied about his memory being lost as Sou here very much is suspicious on towards Nao as he saw her hitting him as Sou fabricated such a clever lie to later reveal and whip out later in his advantage the moment he got hit as per explained. With this in mind Sou cleverly smiles

to emphasize towards Nao and make her reveal unwanted information by asking specific things starting in the kitchen, as he asks what she was doing in the kitchen if at all. As she explains that the whole time she just sat and held Mishimas' head and the box as she states she didn't move an inch. Which is a lie detected by Sou via him seeing her hitting him. As Keiji states that Sara should break her argument. He further states that if she never let it go then he wonders why the box was empty then as he asks, as Keiji calls out Nao for lying as he states that there was nothing in the box and nothing at all. Nao is shocked and tries to deny it. Sara tries to affirm what Keiji said. Angrily in her emotion, Nao states she doesn't know anything and that the professor was with her as she asks where did he go. As Sou questions whether this is an act to instigate for others to follow along with his line of thinking to indirectly manipulate them as Sou knew this is an act anyhow due to his psychoanalysis that he did on Nao as he observes. As Reko defends Nao that she wouldn't do that as she reasons that there's a reason that it vanished. As Keiji notes the mystery of the vanishing head and if Nao is just acting then he doesn't continue that line as he further states that they can't really put together and why she'd even lie here indirectly making Keiji think this way by Sou due to his lead. While Sara is confused. As Nao yet again tries to affirm that she just lost sight of herself as she lies that she didn't do anything suspicious which is false as Sou knows this. And claims that she doesn't know yet again why it had disappeared. As Joe states that Nao respected Mishima and maybe that shock was so great that she unconsciously did something strange. Reko then says that it got swapped at some point with another box the kidnappers prepared. Gin states that the contents of the box were warped making an analogy that there is like a dimensional teleporter thing. Sou then whips out a conclusion if some casts are thinking and he stated that Nao got manipulated by the kidnappers as he asks whether this is a possibility as he lies here and it would be apparent later on as I explain why he states this. The player can choose again which option they would go whether Joe, Reko, Nao, Gin and Sou. As Joe in this option is picked, it's not like we always act in the most logical way as Joe asks. That this is after the awful vote if he felt what Nao felt he'd as Sara asks before he could finish, she states that if it had been Joe who lost someone precious in that vote what would he do as she asks. As Joe states that he'll snap instead of grieve. As Sara asks, Joe states what he'd do. As that goes on with his insight. As Nao states that to her Mishima was a very important figure. Sara states losing someone like Mishima as Sara asks whether she's angry as she doesn't affirm this and instead says she's sad that it was depressing and painful for her as she doesn't want to believe that it's reality. As Sara tries to affirm this again and thinks in her head how she isn't at all curious who voted for Mishima being the indirect cause of his death. Sou on the other hand states that she may be on the kidnappers' side to start or maybe she was brainwashed or something implying and giving multiple possibilities to eliminate. As Joe states he's curious as he calls for Nao, as Nao replies with a huh. Joe continues that he got a rough disposition as he asks why she didn't look for the culprit. Stating that it wasn't an accident that had happened to someone she respected because he was voted for. As she states, wasn't it natural for her to get angry as she doesn't affirm this and she does not think at all. Since she knew that the votes had no ill will. As Sou hears this and pauses, note that Sou is one of the three that voted for Mishima effectively concealing this fact. Asking and instigating that Nao did not respect Mishima as he gaslights her blatantly and as this is a blatant lie as Sou had a prior psychoanalysis on Nao and Mishima about their relationship and anticipating she'd respond to this claim trying to deny. As the terrified Nao and offended asks Sou what was he on about. Nao and Mishima and Sou states that she took the head of Mishima to ensure and get the collar which Miley failed to collect. And her bond with the professor is a forgery, not genuine and false. However Sou outright and blatantly lies in here and what he means is the actual opposite he uses this psychological tactic of manipulation to control yet again and mass manipulate the casts and end conflict and he abuses and uses this often and would be evident later on with Sub Game with Rio Ranger. Sou already had done psychoanalysis on Mishima and Nao as prior explained, as

he observed their bond was genuine in the introduction, more on so forward on what Nao showed when the professor had died. Contradicting this notion completely as Sou way beforehand had already known this.

However, why does Sou outright lie and do that? Because Sou was using this conflict entirely to gain and use information gathering in the most clever way as possible and using the time carefully as Sou doesn't waste a single minutes for pointless discussion, Sou knew and wanted for someone else to affirm the actions of Nao and the bond for the others to follow and believe and eliminate the possibility he laid out. By doing this Nao and her conflict would be erased. Giving and ending this possibility as the other members or casts would later question this which Sou knew and anticipates that without a doubt, it would be a hassle later on in the most crucial discussions which Sou would try and prevent. And as we know Reko later on affirms this idea which Sou cleverly and fully anticipated. That someone will without a doubt do so. This tactic he laid out can work differently as this is a genuine brutal and an effective trap laid by Sou, either someone affirms this or Nao herself explains it. She was put in a situation by Sou that she'd without a doubt spill information about her actions showing how much control Sou over had Nao. Sou can indirectly manipulate someone to speak for Nao which if Nao doesn't. And thus showing the great understanding of the players and its psychological nature and the death game itself and the observation he made way before to be used in main game one cleverly. He cleverly thought of this tactic in such a way of dealing with the limited time frame in the main game while using information he knew to adjust and adapt. Continuing as stating that, he then states afterwards that he could understand this type of mindset of not seeking the culprit by Nao as Sou here is eliminating possibilities like this and uses his tactics as he implements it. As Nao thinks this is awful and Sou is outright awful, affirming she really did as Keiji was observing this the whole time as he asks Sara on what she thought. As Sara thinks that their bond is real and understanding that they had a great relationship. As she deduces that this couldn't be an act at all. As she further deduces that there must be some reason for Mishimas' head to disappear. As Sou points out the collar, he gives his insight how supposedly Nao didn't stick Mishima in the box out of affection for him lying yet again and her intent was to get and retrieve the collar in his neck. Which would be a fallacious argument as Sou intentionally does it as in the reasoning if Nao was on the kidnappers side wouldn't she just act that she'd froze and let them take his head and the collar which did not happen as Sou anticipates that either she'd speak out what she knows or someone else with a crucial information trying to whip up the information as per explained on Sous' current motive in this case. As Keiji affirms in other words information that Miley failed to retrieve. As Q Taro tries to ask for affirmation that Nao collected the collar in place for kidnappers. Keiji then states he knows nothing however he infers that he should say that he wasn't able to investigate the collar due to Nao being there as Q Taro shouts, Nao shocked and panics with the current discussion and asks that they should stop as she doesn't know anything Sou detecting this lie. As Joe suspects her and pressures her to reveal and say why she didn't care for the culprit after the vote as he states the obvious that Mishima was killed who voted for him Sou here casually manipulates Joe here as well to pressure Nao further. As Reko stops Joe further on escalating the issue as she says for him not to say another word as she begs as she would talk and everything anticipated by Sou she'd do so, as Reko states that she overheard what Mishima had planned and she heard it quiet enough that only somebody very close that could hear. As Mishima explains what he has planned. And to protect his student. Keiji hears this and tries to affirm clearly, clearing Nao and why she didn't look for the culprit. As they should not bring the ill will crap that it doesn't matter either way. That his death was an accident. She finally lets the information out indirectly manipulating Reko to spill out said information in the process.

[Anticipation, Foresight, Strategy Preparation, Information Gathering, Observation, Psychoanalysis, Profiling, Cold Reading, Emotional Understanding, Emotional Engagement, Emotional Management, Self Awareness, Social Awareness, Adaptability, Improvisation, Composure, Deception, Mass Deception, Fabrication, Forgery, Misdirection, Deductive Reasoning, Gaslighting, Tactics, Risk Calculation, Risk Assessment, Reflective Thinking, Convergent Thinking, Critical Thinking, Practical Thinking, Abstract Thinking, Decision Making, Acting Skills, Withholding Information, Information Control, Leadership, Concealment, Setting Advantages, Mass Manipulation, Direct Manipulation, Indirect Manipulation, Overall Manipulation, Abductive Reasoning, Inductive Reasoning, Psychological Manipulation, Psychology, Conflict Resolution, Relationship Management, Social Skills, Strategy Aim, Strategy Structure, Strategy Control, Strategy Building, Strategy Formulation, Strategy Adaptability, Strategy Success Rate, Strategy Effectiveness, Strategy Execution, Planning Invincibility, Planning Intricacies, Planning Versatility, Planning Aim, Setting Traps, Sophistry, Insight, Schemes, Cunning]

As Joe apologizes to Nao as he states that he's been thinking who voted for ill will as he voted himself letting Sara know that Sou lied, as Sara tries to affirm this and asks Joe. By then Sou anticipated she surely would question him, as Joe affirms and Sara calls out Sou for this that he told her that he voted for Joe. As he lies that he didn't say anything like that gaslighting Sara as she got shocked and Joe asks what's his own about. Sou cleverly downplays this notion as he understands that it may escalate and disdains his credibility as he thought a quick way of excuse that would never get a rebuttal from Sara without proving him so, as he tries to manage that they shouldn't worry about it. Sou backtracks on his word and fabricates that Sara was the one who asked who he voted for, so he told her whatever. Stating she's diligent she must have taken it seriously smilingly and managing his emotion with two people trying to question him. As she thinks he's a huge liar, Alice interrupts that they are going to ignore the missing head as he asks. As Q Taro affirms that it still is a big mystery and it seems Nao did nothing wrong at least. Joe then states that Reko had the right idea and got swapped out at some point. Gin then states that it's pointless and they should talk about Q Taro instead. As Q Taro if it really is the case as Reko asks Sara whether she's fine ignoring it. As Sara states she's still curious Sou then gazes at Sara gaslighting her in the process, and compliments her later on as Sou knew how severe this situation is if they don't discuss a crucial discussion like this as he's completely withholding the information that Nao hit him. As Sou criticizes the others that they are not going to solve anything like this smilingly. Joe then tries to butt in, as Sou states that it's quite wonderful how everyone can trust each other this much after just meeting as he questions and gaslights them. He further goes how bad people always feign innocence as he anticipates without a doubt that Reko would speak as she does and interprets that Sou is implying that Nao is a bad person. As Sou finally reveals the information that Nao hit him as he pretends that he remembered something, that Nao was the one who attacked him. Q Taro shocked with this information, Nao pauses with the revelation that Sou recalled his memory about her even hitting him as she gets outsmarted badly as Sou never lost this anyhow and the fact and note that Sou even saw Nao hit him, made him sure that there's another adjustments in his strategy to be used as a contingency later on once he's either questioned later on or he finds an opportunity to use this information he has. This would show that Sou cleverly must have observed Nao carefully and Sou waited for such an opportunity like this to further gain control in the main game one through her and gaining credibility in the process. The summary in this act of Sou would be him outright fabricating such a clever lie to the casts that he lost his memory to ensure that Nao would feel a sense of safety and later on getting outsmarted badly as per happened and Sou gaining and his inference that Nao was definitely ordered to hit and whack him in the hidden room would surely spill who did so as he anticipates it. Sou is genuinely highly competent to the point of such an attack he managed

to utilize an opportunity for adaptation and another strategy formulation on the spot as he withholds information for such an opportunity. He further states that it is a close one blatantly lying, if he hadn't remembered such a detail she could have gotten away clean with what she did which Sou anticipates that someone would most likely interfere. As Sara thinks whether this is a lie or questions Nao, as if she tries so Sou threatens Sara that she shouldn't get in a way gaslighting her. As Nao pauses and doesn't reply back shocked still, as Sou affirms he'd be hearing why he got hit. Managing his emotion quite well as he smiles and states again for her to tell the truth. He notes that if Sou and Nao would argue one would lose trust as he would do his best indicating he pretty much calculated the risk he'll be taking as he's aware of the truth and premise. As Sou gaslights and guilt trips Nao further, if she has the courage and with a heavy pause Nao affirms that she did hit Sou. Sou anticipates that all the cast would swear and ask Nao now as he anticipates that it would reveal the information who did threaten her as she claims. As Joe tries to affirm if so, as Reko asks whether she's joking or why that is. She claims that she was threatened by Kai, as Q Taro asks who she claims to be Kai and that he threatened her to strike Sou in the head as Kai pauses. She further states that after the body recollection announcement as she ran with the box to the cafeteria, where Kai suddenly pulled her by the hand and pushed her into the kitchen. As Kai made Nao hide in the kitchen and that she won't be found. Kai had protected Nao in the condition that she'd do a request of his as she asks what type of request. As Kai knowing this would be risky lies and says this is enough, Sou who had psychoanalyzed Nao knew this time she's no longer lying as he Sou states and disaffirms Kai that he shouldn't be scared as they were just getting in the good part. As Sou anticipates that Kai would rebuttal and continues to lie that he's shocked that Nao would tell such a lie.

[Information Gathering, Observation, Psychoanalysis, Profiling, Cold Reading, Emotional Engagement, Emotional Understanding, Emotional Management, Self Awareness, Social Awareness, Adaptability, Improvisation, Composure, Decision Making, Anticipation, Deception, Mass Deception, Fabrication, Gaslighting, Direct Manipulation, Mass Manipulation, Quick Thinking, Convergent Thinking, Practical Thinking, Abstract Thinking, Holistic Thinking, Critical Thinking, Acting Skills, Social Skills, Bluffing, Conflict Resolution, Tactics, Concealment, Leadership, Sophistry, Withholding Information, Information Control, Strategy Aim, Strategy Building, Strategy Adaptability, Strategy Formulation, Indirect Manipulation, Strategy Contingency, Strategy Success Rate, Strategy Execution, Strategy Effectiveness, Strategy Control, Setting Traps, Setting Advantages, Psychological Manipulation, Abductive Reasoning, Threats, Risk Calculation, Risk Assessment, Guilt Tripping, Psychological Warfare]

Nao affirms she's not lying, as Sou knowing this tries to affirm Kai instead and whip out more information through him instead as he asks if Kai denies the allegations. With the information that Sou is receiving he can easily infer that Kai who had the laptop as he infers more later as the discussion goes on. As Kai affirms that he does deny it and he states if she's been threatened she would surely tell all at the start and further comments that Nao has no reason to defend him and it's rather different from when Alice stood up for Reko. As she says how awful Kai is. Kai states in the equilibrium that Nao is trying to attempt to drag the others with as many as she can as she says he's wrong. Kai states that he cannot entertain these lies as Nao says she couldn't open the kitchen, Sara tries to affirm what Nao said as Kai rebuttals how neither he could and in fact the kitchen key was beyond the iron bars on the second floor. As he claims that he did not go to the second floor, how would Nao explain the keys' presence there. Could the door have been picked open? as Kai asks. The key was thrown from the first floor to the second floor stated by Nao. As Sara affirms that there were iron bars just up the stairs from the first floor and the key was thrown through the gaps. As Kai gives up at this

point, and suppose he did guide Nao to the kitchen would Sara believe that he could threaten her as he asks, Kai states that he needs a weakness to threaten her with as Nao comments how it's strange to protect her out of goodwill. As that denies Kais' statement that if he had a knife in the kitchen he would be able to do so. Kai comments supposedly then why would he order Nao to attack Sou as he asks. There is no point in using Nao, as Nao states that he must have it out for Sou. As Sara denies Naos' statement that there's nothing deep for Sou as he had a different motive that doesn't include Sou, as Kai asks what motive he did have options are Kai stating to steal and Nao states to destroy our trust in our allies as she asks. As Sara affirms Kai that he does admit as his motive was to steal the laptop that Sou had. Nao states she remembers that Kai said that he'd defend her on the condition of the laptop, as Q Taro criticizes her however Reko argues that she lost herself and reasons her memory would be fuzzy as Nao apologizes. As Nao explains how Kai had threatened her to get the laptop and that Kai gave Nao his frying pan to hit Sou with. Kai continues to pressure her that he's not the only one that would get in trouble if he doesn't get the laptop as Sara would as well. Confirming on what Sou saw, Kai was without a doubt and evident that he's the one who had the laptop as he listens and observes the debate between Kai and Nao as well with Sara. Joe states in a question manner that Sara was called. Nao comments that what Kai said was a lie, he didn't keep his promise and he was the one who took the Mishima away. Kai stays silent as Sou observes and states that it might not necessarily be a lie. As Sou continues that the laptop has a password locked and considering that, why do the casts think Kai would be serious about taking it as he asks gaslighting Kai, there's three options being he had a way to bypass it as Sou would reply that, could that be done with some special device well he notes how there's nothing like that and states that there's much more a laughable reason. Considering the option of the password can be guessed easily as Sou would play that as if it's silly however it's actually correct affirming Sara all options would lead into the conclusion that Sou would say the password was easily guessable giving the information out to everyone as it was crucial for more information and there's no need for Sou to withhold further anticipating that someone would without a doubt ask him about this notion. And Reko asks if he does know that he did unlock it as Sou smilingly affirms it is. Sara then asks that Sou stated he couldn't see anything as Sou lied before that he couldn't see anything to withhold and use for later use which worked efficiently. As he affirms it was a lie gaslighting her. Sou states that the password was Chidouin. As Sou anticipates that this would cause havoc in the casts, as anticipated Q Taro does ask shouting, as Sara thinks how bizarre the lie is as he psychoanalyzes what she is thinking and anticipates it accurately as he apologizes however it's true as he tried typing in everyone's names. And his last attempt was trustworthy Sara and last name as he tells everyone for them imagine his shock as Sou anticipates that without a doubt that Sara would rebuttal due to his prior observations in the discussion thus far and how Sara had dominated the reasonings. As she states that she never had seen this laptop in her life, as he affirms that he fully knows this isn't her laptop he further comments how it is Kais' instead smilingly with this fact instigating and guilt tripping him in the process as Sou fully anticipates his response. As Kai asks whether he read the emails, Keiji who has been observing states that Kai does admit it. Sou continues that he wanted to read all the emails however if not only Nao had only had whacked him. As Keiji asks what the emails did say, as he affirms that he remembers them well as he recalls in under a span of time of less than a seconds, Sou managed to accurately tell the emails as he states the following. As planned, 17 people have been secured. As Sou affirms that this is what it said as Sou knows that this would make Kai get concerned further as he smiles as Kai pauses adjusting his strategy to kill off Kai later on as this begins on his another strategy layer and aim. Sou further elaborates among the emails on Kais' laptop was one saying As planned, 17 people have been secured. As he was able to read four exact emails and all of them sent from Kai to some other person and though all addresses were different and nonsense

addresses that seemed like codes as Sou states as he guesses that it's rather a security measure and to hide who they were being sent to.

Before you continue reading through a very comprehensive analysis and calculations was made for this exact feat and interpretation in the Extras section of the document at page 73 and how much time, complex, information Sou was able to process and recall and such and additional context that wasn't applied in the explanations here though I genuinely doubt however just note this just in case.

As Sou states that he'll recount and recall them starting from the oldest as he tries to ask and affirm as he continues.

1st Email; "As planned, 17 people have been secured. Just in case, is there no error in the date of the Death Game? Everything is proceeding smoothly."

2nd Email; "I feel a deep affection for miss Sara as well. I will certainly protect her. I am prepared to offer myself up for the Chidouins."

3rd Email: "It's about time. If any harm comes to Sara Chidouin, I will stand against even you as an enemy."

4th Email: "Miss Sara is looking forward to the games. Surely her friend will also take part." And that's what the emails said as Sou perfectly states.

Reko then gets pissed as she states and notes that the death game in the emails was this entire main game one. Q Taro then asks Kai whether this is wrong and that he can't be with the kidnappers. With the emails he gaslights them as they question Kai in their mind and what was said in it as he anticipates multiple accusations would be thrown to Sara and Joe or even Kai. As Alice states that Kai and Sara were acquainted. As Sara by the discussion managed to infer that Kai was the one who stalked her. Nao then asks Joe if Kai was friends with Sara. Joe being called out states a stutter as Nao calls him suddenly as Sou states that he inferred that to himself. And it's a fact that Kai knew about this Death Game and that he's with the kidnappers as Sou states and even more terrifying yet Sara and Joe were with them too as the emails weren't a lie. As Joe questions this notion and what Sou stated. Joe argues that if they were in the kidnappers Sara and Joe wouldn't do the dangerous trial itself, as Sou says that they won't admit it. As Joe tries to affirm that Joe and Sara almost died. As Nao supports Joes' reasoning. As Sou rebuttals if they really did the trial as they can't prove it, can't they as he asks them gaslighting them.

[Emotional Engagement, Emotional Understanding, Emotional Management, Self Awareness, Social Awareness, Information Gathering, Observation, Psychoanalysis, Profiling, Cold Reading, Adaptability, Improvisation, Composure, Decision Making, Deductive Reasoning, Setting Traps, Gaslighting, Mass Manipulation, Withholding Information, Information Control, Anticipation, Fabrication, Acting Skills, Social Skills, Deception, Guilt Tripping, Direct Manipulation, Indirect Manipulation, WMI, VCI, VSI, PSI, CPI, Critical Thinking, Convergent Thinking, Reflective Thinking, Crystallized Intelligence, Tactics, Concealment, Threats, Unpredictability, Logical Manipulation, Psychological Manipulation, Abductive Reasoning, Sophistry, Leadership, Strategy Adaptability, Strategy Building, Strategy Formulation, Strategy Versatility, Strategy Execution, Strategy Structure, Strategy Control, Overall Strategy]

As Kai states that Sou can't prove it himself and though if they had a laptop Sous' lies would be exposed as well and ironically enough Kai was actually lying here instead which Sou can easily infer as he saw the emails genuinely stating what he stated earlier about the emails as he did not fabricate anything within it. Sou corners Kai as after with his threat even being exposed he's staying stubborn as Sou guilt trips Kai. Reko then states how for the argument's sake that she may accept that Kai is a bad person but she can't infer that Joe and Sara would be enemies as well. Sou hearing this was shocking as multiple pieces of evidence were already laid out to prove otherwise. As Q Taro himself states what Sara did in the Russian Roulette made them through that game. Gin as well comments how Sara got him out of the cage. Sou further listens to these illogical nonsense as he tries to control the situation that this isn't what is supposed to happen. Keiji then states if Sou did read the emails carefully or he may have read it wrong trying to affirm, as Sou pauses he observes how everyone is being illogical. Sou states how strange it is as he asks what's the matter as they make them think logically and calmly. As Sou restates why Joe and Sara are exactly suspicious and how credible Sou here is as everyone's here at this moment isn't basing off logic but as emotion. Sou fully understands this as he states that Kai and Naos' actions were proven smilingly trying to gaslight everyone. Nao hit him and made a big bump even, frustrated Sou is that doubting him now is very illogical stating that this is just weird. As he asks with no hope for everyone why does everybody believe Sara as he knows through himself that she's insanely manipulative as she views her that way. As Alice states an analogy that it is pitiful that it seems the difference in trust between Sou and Sara is the difference between heaven and earth. As Sou gets further frustrated from hearing that as he tries to manage their beliefs as he's genuinely telling them what Sou knew and he's right, there's two options whether Sara corners Sou or helps him which in this case would be cornering Sou, as Sara states that he's a liar. And that actions and behaviors build trusts and that no one would believe the words of a liar as she tries to make Sou shut up. Sou in the cornered manner and pauses for a bit manages his emotion in an instant, as he says it's enough as he laughs with a terrifying face. Making an analogy that Sara is a prodigy at seizing people's hearts. As Sou gaslights everyone, that everyone is shameful and the rest of single one of them as he asks them if they even value their lives, as he asks them again if they doubt others that are kind as he projects his feelings upon others. Sou continues and asks them if they have the brains to even think for themselves. And that death is just a matter of time for them as that's how weaklings live. As Sou manages his emotion through laughing effectively as Sou anticipates someone would surely question his actions As Q Taro asked what has happened to Sou, as Sou states that he has given up on all of the participants as they are incompetents asserting dominance in the game. As Sou deems them as worthless every single one of them. Gin states that he snapped being afraid as he states. Sou then states how he can't count on the others he might as well talk to Sara and debate her instead as that is the quickest and fastest way in order to utilize the time carefully as Sou keeps note that they barely had an hour to survive and choose. Sou argues with Sara with three different points in an equilibrium state, as he goes that Kai is with the kidnappers as he even asked the date of the Death Game via email and that Sara is on it too. Sara rebuttals how one of the emails about Sou was saying is just him lying about the emails as Sou rebuttals he laughs how Sara likes to call Sou a liar as it seems like he goes further that if Sara can't believe it she should just close her hears and he'll carry the conversation as he likes giving a wonderful rebuttal to Sara as he gaslights her. Sara then can't argue with that as she thinks she has to beat him on his own terms or she won't be able to shut Sou. As another three options were brought up, that saying all the emails were sent to a single person as Sou lies in the first option and according to the emails, Kai seemed to love Sara as he sensed a strange devotion to the Chidouins. Sara rebuttals that Sou said earlier that they were sent to a different email address as he asks what about it. Sara then states further that that means what Sou said was an assumption. As he affirms that he's confident in

himself however he supposes that there's no evidence as he's just claiming it anyway. Another three options were brought up, likely someone from the Chidouins is involved in this but to Kai, they are not as important as Sara and aren't those three getting more and more dubious. As Sara affirms that she understands that Kai is suspicious even suspicious of me is inevitable however suspecting the three of us as a group isn't right. As Sara states that Sou is presenting this in a manipulative way. As Sou comments how it's a sharp remark and he'll say it like this for Sara. As the three options continue as Sou states multiple points at Sara shotgunning her as intended to create tension, I hadn't even imagined Joe would be involved too and her friend would also take part in the games. It is scary as Sou notes and after all Sara is looking forward to them. As Sara rebuttals how Joe' s name wasn't even in the mail and making a conclusion off that is letting his assumptions go wild. As Sou taunts that Sara likes personal attacks as he states as he'll be acknowledging it and that said Sou states that he wouldn't let Sara escape as he continues with the points he presents, that being 17 secured add 3 and it matches the list in the bar. And taking the laptop by force tells the whole story, huh as he asks and after all this do you still deny any relation to Kai as he gaslights Sara questioning her further as Sara rebuttals that she would and isn't that just a conjecture anyway as she states and Sou states on what she meant as Sara states he should provide evidence on the emails that they were there. And funny enough that she states that it is funny for her to say that as Sou continues to go with his claims that she's with them and she stole it and Sou states further that he has no evidence. Sara then acknowledges that they were in the same situation as she's denying those emails. As the debate has ended. Sou after discussing pants as he says it's enough and recovers himself and manages his emotion in a split second as he asks for Sara to calm down for a second while smiling. As Sara thinks that she did refute most of his remarks however he looks so unperturbed. Gin, Q Taro, Reko listening and saw the discussion had gone as Sou states how everyone is just plain unsure on what's right anymore smilingly. As suspicions tense in the air as Sara blames Sou. As Joe tries to manage everyone's emotion that they should get a grip and doubting Sara isn't just right. As Joe lies and tries to imply that he's the Sage by stating they want to get killed, as Sou reasons that all the casts as what they think would be worst for them. If a guy likes him that has no trust that would be the traitor as he says no and that can't be it. And it'd be if Sara was their enemy asking them and gaslighting them. Keiji was in the same state, as Joe tries to argue more, Miley interrupts that they should give them her attention. Apologizing that she's going to intrude while all of them are getting into the topic. However she states that it's time for the preliminary vote and a time like this as Sara states. As Reko panics that they got no conclusions to work with and Q Taro does the same as Sara states that she's the Keymaster as not to forget about that, Nao being tired cannot believe what's right anymore as Sou perfectly had gaslighted her. As Sou observes and Sou rebuttals to Sara that coming right at the end, Sou lies that he's the real Keymaster as Sara is one heck of a heck a slippery one. As Sara affirms that it is Sou as Sara would never be beaten by Sou as she affirms this fact. Sou then tired of her yapping says that they should do the vote already as Sou taunts the shit out of Sara that now it's Saras' turn to die. Sou can most likely be voted off depending on the player yet again as Sou anticipates that Sara without a doubt would do so prior to him instigating. As the results play out the following, Sara having two votes, Joe having two as well, Kanna with two votes and Sou with three in this case as Kai is the same while the others have no votes. Sara shows fear as she's afraid as well. Miley then asks on what the others think about the vote and five will proceed to the final vote being Kanna as she doesn't say anything, Kai as well, Sou as he anticipates to be included in the voting as well as he says I see implying so, Joe asking why he is getting voted, Sara and doesn't say anything and thinks.

[Information Gathering, Observation, Psychoanalysis, Profiling, Cold Reading, Emotional Understanding, Emotional Management, Self Awareness, Social Awareness, Adaptability, Improvisation, Composure, Decision

Making, Guilt Tripping, Gaslighting, Mass Manipulation, Leadership, Withholding Information, Information Control, Unpredictability, Risk Assessment, Direct Manipulation, Persuasion, Threats, Critical Thinking, Tactics, Concealment, Deductive Reasoning, Abductive Reasoning, Bluffing, Fabrication, Deception, Social Skills, Inductive Reasoning, Anticipation, Sophistry, Mass Deception, Psychological Manipulation, Psychology, Strategy Aim, Strategy Building, Strategy Adaptability, Setting Traps, Acting Skills, Strategy Concealment, Strategy Structure, Strategy Control, Planning Invincibility, Psychological Warfare]

As Alice and Q Taro celebrate how they are not voted and Reko states how stupid they are and the next part that's seriously bad. Keiji states that the votes would decide their fates. As Nao asks if they would choose. Gin being afraid and Sara reflecting on what has happened as she panics in fear as Sou observes Keiji does as well and she makes Sara get her composure up. And leads everyone that they should narrow one person and they should forget their sympathy and grudges and remember the roles. As he reminds them how Keymaster and Sacrifice as chosen they would die. As Alice finally noticed that detail and his demeanor changed. Reko asks that if someone is a Sage from someone who's safe in the final voting, as Nao gives her insight if they have a Sage on their side they would be able to know who's the Keymaster. As they noticed that there isn't. As they note that it's one of the fives and Keiji states there's nothing to be done as there's only one course of action, and have the five prove it with words as he encourages Sara. As she affirms and she'll prove who the real Keymaster is, as Keiji gives his insight how people's word and actions in discussion that there's where the path to victory lies as the final round begins where Sou would ensure his safety by executing his strategy to the fullest in main game one, as Miley explains the final 20 minutes they have as she tells them to use this short time effectively as she said sarcastically that she'll be praying that they don't perish. As she sits in the chair. Keiji leads everyone again by telling them if anyone wants to confess the role on their card as Keiji tries to go in order. As Kanna says she has nothing to say. Nao gets afraid of this action as Kao does the same as they can imagine as they wish. As Sou claims and lies that he's the Keymaster since he was the one who started saying it from the start saying this with a collected composure. As Reko observing Sous' behavior thus far says that he cannot be trusted and how he managed to antagonize the group despite the hour has passed. As Alice believes in Sou and whoever tries to protect him would be the Sage that's where they should be aiming at. As Gin asks why aim for such a role and Q Taro explains that Sage can divine but if they are outed it's over claiming that Sage is a safe option once revealed. As Gin finally knows why, as Q Taro states that if Kanna really wants to die she wouldn't likely say that she's the Sage as he asks. And Nao asks that the Sacrifice gets to vote twice as she asks and if the Sacrifice someone who received two votes trying to affirm said belief. Gin is afraid as he doesn't want a massacre as Keiji asks what Joes' role is. As Joe says who cares, Keiji asks Sara if she's the Keymaster trying to affirm as she does. As he says, affirm that be all for their statements as they should give a much more and real focus to everybody as he leads. Keiji strategically says to Sara if she does want to review the rules again she should ask him anytime as they don't have much time. In the extract of statements if you choose Sou to speak he'll just laugh how Sara has her eyes set upon him as it was scary smiling towards Sara taunting the shit out of her. As Kanna getting extracted from her statements states she has nothing to say yet again as Sara asks for him to give anything just information as Sou gazes at Kanna yet again for him to lead her on his strategy on Keymaster and Sage relationship possibility and at this very moment with a calm composure while doing so as he observes the discussion between Sara and Kanna. On the other hand Joe and Gin would be our main focus as Joe changed his statement and his earlier lie as that lured Gin to deduce that he's the Sage. As Joe gets questioned by Sara by this action as she deduces what Joe tried to imply and she states that the role he won't say as that continues, as Joe acts which Sou fully knows as an act. Joe then tries to reason that there's no time to be arguing. As Sara does the deductions in her head, as

Keiji himself said who the Sage is being Joe as he tried to imply and he further comments that Joe who did divination saw Saras' Keymaster and he was convinced to the point it was a massacre. As it was a strong possibility, Joe then affirms this belief as he tries to make a compromise that anyone should not vote for him as Nao questions this and he affirms that he is indeed the Sage. And states that Sara was the Keymaster, as Q Taro celebrates Kanna finally acted on what Sou originally tried to infer and imply to Kanna to claim to be the Sage as she does and claims to be one and that her reading was that Sou was the Keymaster. As Reko got shocked and Gin completely had the people be mass manipulated. Kai also claims to be the Sage and affirms that Sara is the Keymaster. As 8 minutes is left on the time as Miley states, as Keiji tries to stop the five into making statements as they would be discussing this themselves first, Keiji panicking. As Reko states they have no time left, Keiji then states that he noticed that both Kanna and Sou are definitely working together as he has no doubts, as Reko defends Kanna that Kanna is harmful as she infers that Kanna is getting used by Sou. Gin makes a statement about how Kai is suspicious due to him stating his role at last as he's definitely lying. As Q Taro doubts Joe to be the Sage. Nao then states in a panic state that they can't possibly find the answer in such a short time. Alice makes a statement that Sou or Sara has the possibility to be the Keymaster and thus cannot vote for them as one of the layers of Sous' strategy effectively worked. Nao then states they should reason out the roles somehow. If only we could just look at what's on the cards then they would know the roles. As Sara points it out to Keiji on what Nao said as Keiji gives his insight, just maybe with this tactic he's thinking. As three minutes had only remained as Miley states, Keiji then gambles about the tactic he thought of. As he says this would be the final discussion as Sou had observed Keiji he anticipates that he probably did think of something as Sou prepares himself to adapt as he listens. As Keiji asks Joe whether what's the design of the Sage which Joe pauses and Sou who knew this takes advantage of this fact as he states that he can't answer as the Sage smilingly knowing that Joe isn't the Sage. As Sou controls and mass manipulates the casts again by telling the following, as he compliments Keiji that he revealed the truth with just one question. As Joe states that it's the picture of the key. As Sou laughs and acts and lies that the Keymaster wasn't a key and too bad actually as he asks Kanna to affirm, as Kai pauses. As she says it's the picture of the lock instead. As he blatantly lies that the Keymaster is a lock and stating that Joe slipped at the very end. As Joe desperately tries to argue that he did see it fully gaslighting Joe. As Keiji encourages Sara to draw a conclusion out of his tactic, as Sara checks the rulebook as it reveals that Kai was without a doubt the Sage due to the fact that there's no designs in Sage as they can only know the Keymaster nothing states that it has a design, as Kai knew he was in danger as Sara asks him and he keeps his silent, and Sara pressures Kai further to speak as Joe tries to affirm to Sara he is the Sage lying outright, as Sara states the rulebook and the rules of the Sage. Knowing this that Kai is the Sage as she states it clearly for everyone to know as Kai laughs and gets covered in fear in a second. As Sou laughs that Kai was the Sage knowing this ensures his death with his ties with the kidnappers. Q Taro then states that Sou made Kanna lie for him. As importantly as Sou points out downplaying this notion effectively blatantly by using Kai, they should hear what Kai has to say. Taunting Kai that it's his last word as he anticipates he'll try to plead. As Kai states how he was in danger when it was the talk of designs as he would try to play dumb however it is clear that he would be voted for sure due to the lack of trust alone as he begs for his life that he does not wish to die. And that Kai states that Joe was without a doubt the Sage as he states what Joe did as Kai wants everyone to vote for Sou as Sou asks why so. And that he's dangerous and could disturb their teamwork as he can lead to danger. As Kai tries and tries to the point he's willing to not conceal the information he knows as a leverage for voting Sou and making him live. As Sou knew it's rather pointless as he laughs towards Kai. And as Joe tried to claim to be the Sage. As Miley announces that it's time to vote, as Kai pleads for his life. As the voting happens the player can choose who to vote for however it would end with Kai and Joe dying. As Kai loses in vote with practically

everyone voting for him being six while Sou had three and four if the player votes for Sou. Sou states that it's rather too bad for Kai as he states he had lost. As Kai notes one of the layers that Sou used, the possibility of being the Keymaster and Sacrifice as both was effectively used by Sou to manipulate the casts as it succeeded. And thus choosing Sou is very risky. As Sou understands that it's not more than that as he further comments that if Sou was picked with emotion that would be his will and the others who would vote for him. However he notes that everyone chose logic as it was awful. That this vote isn't about their own wills and that's what everyone's telling themselves and how they are fooling themselves. As Nao apologizes to Kai as Miley lets everyone check the answers. As she affirms the results that Kai was the Sage as he was in fear which Sou does observe, Sara was the Keymaster as Miley states the Keymaster battle between Sou and Sara was true sight to see and Joe is the Sacrifice and the rest are Commoners. As Sara tries to stop Mley from saying so as Joe apologizes and Q Taro states why he is sorry as he's about to die. As he doesn't know as he just doesn't as he points out the people could be good people as well being Alice, Sou and many more. As Sou hearing this frustrates him with the situation he is forced to do what he did. As Joe yet again apologizes to Sara and that he loves her as a genuine friend, do keep in note Sou was actively listening to this conversation as Sou would be able to build the AI Joe with using what he can infer with their relationship. Kai Satou chosen by vote would be the main event as she taunts Kai to die. As Joe dies first with the wrigglers mental state that would stab in the flesh and Sara trying to save Joe as Miley tries for her to try and save him as Miley states that Sara made Joe suffer more. As Keiji stops Sara as Joe has already died. As Sara cries and cries in tears, which Sou is an indirect cause of due to him planning for Joe to take the card for the Sacrifice and completing antagonizing the group and adjusts his strategy for Kai to die specifically. As Kai with the given time that Sara had with Miley and the time she had done to save Joe Kai was able to kill himself as Miley gets frustrated. Kai calls out for Sara, and that they should do a counter attack. As Q Taro shouts his name. Sou and Kanna walking out in the main game ground, as Sou states that Kanna wanted to know everything as she was the one who said this as Kanna most likely was complaining and what had happened towards Sara and the others and what they did as Sou gaslights her. She affirms that she does not like this nor does she want to make Sara sad and Kanna asks if Sou felt something to what Joe said as he shows that he's frustrated yet again by his actions as he had to do that in order to survive as he stutters. In the hidden room, Alice and Keiji discuss what Alice murdered and that goes by the name of Sou Hiyori as Alice was getting gaslighted by Sou by using Midoris' name. And with this ends chapter 1 we can infer for Sou.

[Information Gathering, Observation, Psychoanalysis, Profiling, Cold Reading, Emotional Engagement, Emotional Understanding, Emotional Management, Self Awareness, Social Awareness, Adaptability, Improvisation, Self Regulation, Composure, Decision Making, Social Skills, Guilt Tripping, Gaslighting, Mass Manipulation, Withholding Information, Information Control, Risk Assessment, Indirect Manipulation, Strategy Aim, Strategy Building, Strategy Adaptability, Strategy Contingency, Mass Scale Deception, Threats, Strategy Formulation, Psychological Manipulation, Strategy Effectiveness, Strategy Alignment, Strategy Success Rate, Anticipation, Acting Skills, Critical Thinking, Tactics, Concealment, Fabrication, Verbal Deception, Negotiations, Psychology, Overall Manipulation, Overall Strategy, Fear Inducement, Logical Manipulation, Strategy Recovery, Strategy Execution, Strategy Shielding, Strategy Control, Strategy Efficiency, Strategy Resilience, Strategy Versatility, Strategy Complexity, Strategy Structure, Planning Invincibility, Planning Intricacies, Planning Versatility, Planning Aim, Risk Calculation, Metacognition, Hot Reading, Trap Evasion, Risk Taking, Unpredictability, Fluid Intelligence, Abductive Reasoning, Practical Thinking, Abstract Thinking, Intuitive Thinking, Convergent Thinking, Psychological Warfare]

Summary

Now then let us summarize each act of strategy and layers that Sou did in the main game one and how it operated, why it corresponds to each other and connects as well and how intricate such a strategy he laid out and how effective it was. You may feel a sense of dejavu on some of them in fact pretty much all of them if you did manage to comprehend the document.

Under WIP most likely + Maybe not accurate for now.

Strategy Act 1 Modulation

With Miley giving the victory percentages to Sou knowing in the first trial he had, she told him how accurately and how deadly his situation he is in, and how much accurate the 0,0% chance survival rate he had as it has a simple effect it breaks Sou to the point he changes and forces himself to change, it stresses him to the point of creating a hallucination that makes do just that as he emotionally understands how difficult he is in and engage with his own emotion and the hallucination he made. And with that as he begins his strategy at that very moment to survive. As he was very well self aware of the fact he'll likely die if not.

Strategy Act 2 Scrutiny

Starting with his first lie to ensure his safety, that being his false name painting himself as weak to downplay his intent as everyone failed to observe what he holds as an information as Sou was fully crucial information to the casts and to evaluate Sara, profile and psychoanalyze the casts, gain information in the process for later use. His notable observation he uses in his strategy later on in the main game one would be Mishima and Nao being Joe as well, their relationship as he observes them as this fully goes on in the investigation how they would escape and how much Sou can interact with the others. Sou specifically laid his eyes on Joe once he spotted him carrying Sara and how careful Joe was Sou takes note off that Joe was Saras' best friend as he would use this information for further manipulation tactics and anticipation. Sou was able to utilize this information carefully with his sheer wit of observation and tactics like this.

Strategy Act 3 "Trust"

As the investigation goes, Sou specifically picked Sara to go with Sou albeit persuasion tactics in order to do so, as they Sou would try and gain trust in the process alongside with her connection with Strategy Act 2. While simultaneously using his psychoanalysis. Acting and self managing himself and her at the same time this becomes apparent with her acting nervous with the Russian Roulette game as he tries to manage her emotion. While he assures himself that Sara without a doubt would never gain advantage as her getting gun starts to spark with his prior intent. As both Sara and Sou further investigate being the second trial room.

Strategy Act 4 Illusory Tactics

As the second trial begins, Sou votes for Mishima to use for later manipulation in Sara to fully and gaslight her while he ensures himself that he's safe by voting Mishima in this case. He observes the participants carefully as he notes Kanna and Nao how Mishima had died this would be connected with one his sheer strategy he used in main game one that completely contradicts one of his beliefs and what he observes creating a good fabrication to eliminate possibilities and pointless discussion with the time in hence that the main game one had.

Strategy Act 5 Condemnation

In the red room Sou purposely left the rosters which is the percentage that he torn up for someone to see and take, being Gin that had taken and encoded the message that Sara is a murderer as the main game one Gin

was being manipulated by Sou to withhold information for Sara, Sou get rid of it in a way that would make Sara look bad. By hiding the scrap of paper that went with the list of occupations, and leaving behind just the two pieces that implied Sara was a murderer, he made this layer to get everyone to turn on her early, without having to dirty his hands. One of his contingencies in the main game one that effectively worked for sometime until he uses his more efficient strategies that Sou had planned to execute. Sou also perfectly managed to conceal this exact layer of a strategy as no one ever had suspected he had done this act.

Strategy Act 6 Inception

With the second trial ending, Sou had managed to see a hidden room which he leads Keiji and Sara persuading her and gain their trust by doing so, as he points out the laptop being in there and it may give crucial information. As that happens Sara and Keiji leaves Sou alone, Sou gathers more information to the point he walks out in the hidden room and he saw Q Taro dropping the cards which Sou inferred the card he took which is the Sacrifice and the back card would be false as via Q Taro indirectly showing Sou the card, Sou has not yet been certain with this as Strategy Act 7 would elaborate.

Strategy Act 7 Revelation

The knowledge about Q Taro and the card he has gotten Sou goes back in the hidden room to test and access the laptop as he attempts gaining access and had succeeded as he types everyone's last name revealing the emails content, Due to Saras' last name which he can infer how suspicious she really is due being tied to a laptop that contained heavy information about the Death Game, that motivation reignites as Sou who had the Sacrifice card laid out a contingency that the premise of under dying with certainty with the false rule not being confirmed as he tests and had the card been in the laptops' desk under it for Sara or anyone to find as Sou would see whether it works or not risking his life in the process under the certain death he'd receive if said rule is true. Strategy Act 8 elaborates further.

Strategy Act 8 Masquerade

Sou after reading a couple emails which is four, got whacked by Nao in the process due to Kai threatening Nao as she does do so as Sou who had been alone risks his life with the hidden room alone just to gather more information as Sou had seen Nao do it, he formulates a convincing fabricated lie that he had lost his memory of Nao hitting him only for Sou to gain advantage in the Main Game One as he did. Cleverly doing so with convincing acting skills when three people, Sara, Keiji, Gin had gone in the room as Sou collapsed. Sou withholds this information. As that goes on he purposely left the Sacrifice card for anyone but in this case Sara to take which it would confirm and make a deductive contingency with it later on with a particular someone.

Strategy Act 9 Surveillance

With Sou confirming the rule being a forgery and false and with the knowledge that Sara is without a doubt a malicious person due to his psychoanalysis and the email he had read, in the bar he had been sitting and been observing the commotion of Alice, Keiji, Reko, Sara. With his eyes fully on observant as the discussion goes and interplay for information after all of those were done, there's two people that's been tasked to be in the bar with Sou which Sou recollects and recalls his memory that Gin wouldn't most likely do so as that plays, as he manipulates Gin and everyone that he's not feeling great as he'd be executing his another layer and act of strategy being to negotiate with Kanna as Sou had been there. Strategy Act 10 would elaborate.

Strategy Act 10 Indebtment

Sou had purposely set up the Sacrifice Card in the bar for Kanna to take to put her in his debt, he made this contingency with the intent of ensuring his safety later on as he formulated strategy and Kanna getting deceived and manipulated by the false rule Sou gives her instead the Commoner card as Sou had more cards

in his hands due to Q Taro, ensuring his safety that whether he gives this to Kanna or not he'll be safe without a doubt as a Commoner.

Strategy Act 11 Persuasion

Kanna and Sou discussed how Sous' strategy would work and makes Kanna do the things he'd say and Sou says she should trust him using what Sara had used as a manipulation tactic before, as Sou lays out his foresight to the point Kanna gets convinced that Sou knew the Main Game One as this strategy is a constant adaptation as the game goes on. As Sou tells her what would happen and what havoc, tension, suspicion they would make and making aware that this strategy would guarantee her safety and his safety. Sou used an effective persuasion tactic in negotiating with Kanna using what he saw in the introduction and the behaviors she had shown Sou effectively used this information with accuracy and efficiency.

Strategy Act 12 Gaslight

As Sou and Kanna were investigating and looking for more information they had met with Sara, as Sou made Kanna go with him as their strategy meeting had finished. Sou in his act trust strategy uses that again in this specific scenario he makes sure that Sara would feel at ease with him first as later on he gaslights her that Joe had voted for Mishima which would make Sara doubt Joe or would keep thinking about this otion that Sou voted for Joe as a premise. Fabricating a simple lie for Sara and the damage it would cause. Using the past action he did with making Sara question herself.

Strategy Act 13 Implantation

Sou had left the Sacrifice in the bar for someone to take, that being Joe as he anticipates that he wouldn't be tough enough to risk his life to test whether the false rule is fake as Sou knew even as well that Joe wouldn't make others get a terrifying card such as Sacrifice as when Sara had went up to Joe she thinks what Sou said and Joe withholding information about the card he had taken. As Sou indirectly manipulates both effectively with ease.

Strategy Act 14 Tempo

Before the main game one starts, Sou had kept with the time as it would be apparent later on in the main game one that Sou heavily takes account of the time in the main game one as it was short being 70 minutes and 20 minutes. And with the pressure he had. He effectively managed to use these with a short amount of time by utilizing his tactics and information he had.

Strategy Act 15 Preemption

As the main game starts, Sou claims to be the Keymaster to ensure that there would be a possibility that he would be so making others without certainty that he's not, as he did this before the real Keymaster would do so gaining credibility in the process as Sou formulates this lie cleverly and anticipating that Keymaster would speak out as he gaslights Sara being the Keymaster in this case to mass manipulate people with. This ensures his safety alongside Act 16

Strategy Act 16 Inference

As that happens everyone is discussing what they did as Sou listens, and when Kanna is picked Sou gazes at her strategically to imply and infer for her to act as he said, as Kanna claims that she does not want to live as Sou thought of this cleverly for the Sacrifice possibility, and her credible information she had beforehand stated and Keiji getting convinced while the others doubt as she stays silent, as Sou also made it sure that she wouldn't speak much due to her mental state effectively ensuring her safety with this act.

Strategy Act 17 Tensioncraft

As they were discussing about Gin, Sou completely manipulates the tension here as he does manipulate Q Taro as well in this case go with the notion, as Gin was withholding information with the rosters that Sou laid out and how it would break Saras' trust as a test with the main game as he saw how the others reacted and

their behavior as he had noticed this layer had been used as well and prepared beforehand Sou anticipates that it would fail either way as Sara gives an evidence proving why so.

Strategy Act 18 Entrapment

As the Alice discussion was upheld due to Sous' roster that the had and the murderer possibility as Sou listens to the repetitive argumentation, he finally acts on the Nao hitting him as he starts this act by instigating and seeing what her reaction before he mentions any crucial stuff to entrap her fully, as Sou instigates for others to question Naos' actions as they discuss the casts had went out and not had been in depth with their questioning as act 19 would do so. Before that Sou made a fallacious argument to whip out information and eliminate as many possibilities surrounding Naos' actions that she did not respect Mishima which Sou outright lies to time manage as he leads the casts. He effectively does this.

Strategy Act 19 Unveiling

Sou finally reveals the information he withheld for a very long time when the main game one has started, once everyone was downplaying the notion and what Nao did Sou seized this opportunity to do what he has seen. As he reveals that Nao had hit him as he pressures her that she should fight back and guilt trips at the same time as Nao confesses completely revealing what she had known and Kai had her been ordered for Sou to get hit by the laptop to be taken. With that fact revealed Kai was on Sous' radar as his strategy focuses on Kai. He adapts to the new information as he instigates and reveals more crucial information that he saw the laptop as he's questioned and said he didn't see anything he would affirm he lied. Act 20.

Strategy Act 20 Subversion

With the information given to the casts, everyone has been not trusting Kai due to Sous' vital information as Sou gaslights and guilt trips Kai. And Sou inferring that Joe and Sara were with them, tied to the kidnappers which the casts has not yet been not considering as they use fallacious arguments and red herring that Sara saved them being GIn, Q Taro, Reko devaluing this notion with trust as Sou snaps and makes them rethink this choice as he gaslights and controls them again by mass manipulating them and on accord had debated Sara as he makes them doubt her as that succeeds. Fully on the spot action that he adapts through and takes account from. As he taunts Sara knowingly he'd be in the final voting alongside Sara.

Strategy Act 21 Final Orchestration Begins

With the voting phase drawing perilously close and under the inexorable pressure of a rapidly dwindling twenty-minute window, Sou Hiyori unveils his final stratagems—each move executed with chilling calculation. His domination over Kanna persists as he resumes his role as both her emotional anchor and cerebral guide, subtly inferring conclusions that she internalizes as her own. In a serpentine display of rhetorical manipulation, Sou taunts Sara and the remaining cast, his words laced with ambiguity and threat, weaving doubt into every mind. Through these provocations, he forces the group into a psychological gridlock, maintaining just enough plausible deniability about the Sacrifice and Keymaster roles to render any vote against him a catastrophic gamble. As the panic sets in, the stage transitions into Act 22, with Sou maintaining control through nothing short of psychological warfare.

Strategy Act 22 False Signaling Pathways

Joe self-proclaims the role of the Sage, throwing the courtroom into calculated chaos which Sou anticipated. This act, however, was anticipated as aforementioned—by Sou himself, whose manipulation of Kanna reaches a fever pitch. He implicitly signals her to echo Joe's declaration, leading to a mirroring lie that casts doubt and tension like a veil over the entire room. The result is a manufactured duality: if Joe is the Sage, Sou could not be, but if Kanna is, then Sou must be. In this manufactured tension, Sou implicitly becomes the "true" Sage, playing upon the cast's urgency to resolve conflicting truths under dire time constraints. The room frays as Keiji, usually unflappable, is visibly rattled—his cognitive grip faltering in the face of Sou's accelerating

informational warfare. All actors are forced into rapid cognitive adaptation, but Sou remains a step ahead, his deceit stabilized by Kanna's credulity and desperation.

Strategy Act 23 The Unraveling of Kai

The focus shifts with almost surgical precision. Sou's next target emerges—Kai. As suspicion consolidates against him, the truth is unveiled: Kai is the actual Sage. But by the time this revelation surfaces, it is far too late. Sou has already cemented an emotional narrative against him, discrediting Kai's words with earlier planted seeds of doubt and character vilification. With Kai cornered, Sou unleashes a final torrent of mockery—taunts so venomously laced with triumph that they render Kai's protests inert. Sou isn't merely eliminating a threat he's asserting domination over perception itself, crushing Kai not only strategically but systematically, invalidating truth through the sheer weight of orchestrated deceit.

Strategy Act 24 Complex Lies

Sou constructs two mutually reinforcing possibilities so thoroughly that their very existence renders him untouchable. First, he cultivates the illusion of a potential Keymaster relationship vital, inviolable, and thus beyond voting. Simultaneously, he leaves open the possibility of being the Sacrifice—a vote against him would mean fatal consequences for the voter's own faction. This dual-path ambiguity manipulates Alice and Kai into a corner of inaction, each bound by game logic and their own cognitive biases. The psychological complexity is staggering Sou doesn't tell just complex lies he manufactures a framework in which every truth becomes potentially lethal to others. He builds a trap with no doors of way out, a logical deadlock wherein belief and disbelief are equally fatal.

Strategy Act 25 Immense Succession

With the stage fully set and the cast paralyzed within a net of their own doubt and fear, Sou ensures his survival with surgical precision. Every emotional beat, every logical inconsistency, every manipulated ally and coerced enemy—each was a cog in his intricate survival. When the votes are finally cast, they fall as expected—not by force, but by inevitability. Sou Hiyori emerges not only unscathed but ascendant, having danced on the edge of annihilation and spun the narrative threads into a tapestry of manipulation and domination of such a posited strategy. His strategy was that impressive and detailed. It was the act of someone who's forcefully put in yet was able to posit such a magnificent interplay of a strategy with multiple motives and goals achieved successfully.

Extras Section

Strategy Execution Possibilities IFs; WIP

P.S I see people using this somehow to scale and committing non-sequitur fallacy on the other hand and besides it's interesting to list and interpret and speculate of a hypothetical situation, if someone is being retarded really taking these hypotheses seriously which.

Now it's time to explain how successful Sous' strategy was and how he doesn't need Kanna to execute such a magnificent strategy. Let's say that Sou didn't managed to get in contact with Kanna, he could still do what he did in the main game one however there are slight and difference on how he pulled this off, the game would start as it did him claiming to be the Keymaster as a blatant lie and gaslights everybody like he did, his strategy heavily focuses on someone taking a risk or not as it gives everyone the time to either vote for him or not however there is a certain possibility due to the way he acts as the Sacrifice possibility would very much remain but the Keymaster is very much unlikely and a strategy layer removed however he does not need that

necessarily as he managed to convince Kai, Alice that there's a possibility and a risk in voting Sou. His strategy even in IF proves why Sou had an extreme and highly skilled strategy he pulled.

Summary of his Mass Manipulation And Psychological Warfare in Main Game One

1. **Keymaster Discussion.**
2. **Gin Discussion.**
3. **Nao Discussion.**
4. **Sara Discussion.**
5. **Roles Discussion.**
6. **Kanna Discussion.**
7. **Kai Discussion.**
8. **Introduction.**

Email recollection feat and CPI feats calculations: Most likely WIP

From recalling his money under one second of response with Sara as Sou affirms. Recalling and processing said information with plenty of ease with a less and non complex task of information.

We can most likely infer that Sou recalling information of the emails being 4, the random codes, and the kidnappers, his memory beforehand a such complex task and memory for Sou to recall such an information with less than a second being 1 second in the table and with this analysis that I'll provide for.

Comprehensive Analysis of this feat and the very best interpretation

1. Sou and his Immediate Response to Keiji: When Keiji asks what the emails said, Sou immediately replies with "I remember them well," indicating that he had already memorized the emails beforehand since Sou did plan on pulling this action to Nao which Nao revealed information about Kai and his attack to take the laptop. This heavily suggests that his recall wasn't a process of trying to remember but rather an automatic retrieval.
- The time between Keiji asking the question and Sou's verbal response appears to be nearly instantaneous. Given the rapid nature of this exchange and the beforehand tension that Sou created.

2. Sou's Prior Information: Sou had reviewed or prepared the emails beforehand for Nao to create multiple tension and crucial discussion about her actions, which would explain why he could recall them effortlessly. This pre-preparation allows him to recount detailed information rapidly. The speed of the recollection suggests it is not a fresh memory but a well-rehearsed piece of information, something he planned to leverage for strategic purposes as he did on Nao outsmarting her badly.

3. The Short Memory access time that Sou did: Memory recall, when well-rehearsed, is extremely fast. In high-stakes situations (such as in games or psychological pressure and his 0,0% certain death and the chance of survival not only that he's pulling off a huge scheme), people often respond quickly when they've planned their actions in advance. Given the complex strategy that Sou had and thus Sou trying to manipulate the situation with Kai as pre revealed, Sou as well had anticipated this and the need to reference the emails and had them ready mentally.

- From a cognitive perspective, recalling something from short-term memory or pre-prepared long-term memory takes fractions of a second hence, we estimate this at about 1 second for Sou's entire verbal response to begin prior to Keijis' response and the tension that the discussion and debate has been making.

4. Verbalizing takes time which Sou was able to complete such a task with ease: While Sou recalls the content of the emails almost immediately, the time it takes him to verbalize them is naturally longer. But the promptness of his initial response before he starts speaking in full demonstrates that his thought process took under a second.

5. The Pre-calculated Manipulation: Given Sou's tactical manipulation (as aforementioned, Sou preparing to outwit Kai adjusting his literal strategy to kill him off), it genuinely makes sense that he would have rehearsed his memory of these emails. His strategic layer includes preparing responses to anticipate others' actions. His quick recall serves his goals, which is a part of his manipulation of the scenario at play as he takes account of every single act he does showing how genuinely Sou is taking the short time in consideration.

6. Why One Second: Instantaneous recall: When we describe someone as having immediate or instantaneous recall in everyday conversation, we're often describing a process that happens within 1 second or less. Anything longer would feel like hesitation, which isn't implied here.
- Cognitive timing: For well-rehearsed information, it typically takes the brain about 200-300 milliseconds to start retrieving information from long-term memory, especially if it's something anticipated or part of a planned strategy.
- Fitting the narrative: Since the context implies a smooth, quick interaction without a small pause, this fits the 1 second window where Sou instantly remembers the emails and prepares to speak.

In conclusion:The estimation of 1 second fits because it represents an immediate mental recall without hesitation. Sou's response to Keiji's question is rapid, indicating that his recollection occurred nearly instantly. Sou took about 1 second to mentally retrieve and prepare to recount the emails.

Now how complex was the task Sou needed to recall such a task?

The task Sou performed was fairly and very complex for several reasons:

1. The Memory Load: Recollection of multiple emails: Sou is tasked with recalling the contents of four distinct emails. This requires him to not only remember the number of emails but also the specific wording, context, and order of each one. The emails contain detailed information, including numbers, names (e.g., Sara Chidouin), events (the Death Game), and specific emotional undertones.
- Details and precision: Each email has unique content dates, plans, feelings of affection, and specific references to people. Recalling this information accurately and in order without error is cognitively demanding, particularly because some of the emails contain similar themes but different nuances.

2. Strategy Context: Maintaining control in a high-stress situation: Sou's recollection happens in a tense environment, where strategic manipulation and psychological pressure are at play being the 0,0% certain death and the before attack he received and Sara being manipulative as he was always conscious of her. His

ability to recall the emails without hesitation under these conditions implies a high level of cognitive control, as he needs to ensure that his memory serves his larger strategic goals.
- Multiple layers of manipulation of Sou: Sou's recall isn't just about the raw information. He's also manipulating the situation to outwit Kai and the unsuspecting others. His task includes not only remembering the emails but also understanding how to present them in a way that furthers his goals, which adds a layer of complexity and his strategy he pulls.

3. Encryption and Security: Understanding nonsense addresses: Sou also notes that the email addresses were nonsensical, which suggests that he recognized some form of encryption or security measures in place. This shows he's able to interpret and infer additional meanings beyond just recalling the content, adding cognitive demand.

4. Emotionally Loaded Information: Sensitivity of the content: The emails involve personal and emotionally charged details, such as Kai's feelings toward Sara and the threat to stand against someone if harm comes to her. Recalling emotionally charged information can be more mentally taxing because it engages both memory and emotional processing centers in the brain which Sou was able to do with such ease.

5. Fast Recollection: Instantaneous retrieval: The fact that Sou recalled all this complex information almost instantly suggests a high level of preparedness and mental agility. Quick recollection of such detailed and diverse content is complex in itself because it involves rapid cognitive processing.
- Sou also has to take account of the short duration discussion time in the Main Game One being under 70 minutes and 20 minutes which is fairly not enough as aforementioned in the document beforehand. Which Sou takes every account in each time he speaks as he does just that.

Conclusion: The task Sou performed was highly complex. It involved the recall of multiple detailed emails, the interpretation of encrypted information, strategic manipulation under pressure, and emotionally sensitive content all within a very short span of time. This shows that Sou was not only well-prepared but also cognitively sharp, making this task difficult for most people but manageable for someone with his strategic mindset and hard situation was forced in. Showing the amount of great understanding, adaptability in such harsh situations while also actively saving others with pointless discussions taking account with the time of the Main Game One and the constant pressure he is feeling.

[VCI, WMI, PSI, VSI, CPI, Critical Thinking, Reflective Thinking, Overall EQ, Information Gathering, Observation, Psychoanalysis, Profiling, Cold Reading, Overall Adaptability, Overall Deception, Overall Manipulation, Overall Strategy, Overall Reasoning, Overall Foresight]

Chapter 2: Sub Game

After prior Main Game One had happened in the third floor room that was prepared for the participants, Sara traumatized with Joes' death lays in bed as she 'dreams', an appearance of her old school with Joe as Joe calls her. Sara criticizes Joe for speaking while in class, Joe on the other hand states that he heard a super kebab place as he'll be treating Sara with. As Sara agrees either way but still conscious about the school regulations. As Joe tries to ask if Sara were to bring Ryoko with her as Sara 'sees' through Joe completely. Joe then clarifies that it's his homework as Sara rebuttals that it's a homework which should be done at home as she further criticizes Joe as Joe tries to convince Sara otherwise for the homework, as Joe drops a statement that he's already dead gaslighting Sara and puts her into reality how he died miserably in the Main Game. As Sara tries to question, Joe questions his gaslighting that Sara has taken responsibility and that he suffered a long time because of her. Joe further gaslights and if Sara has anything to say to that as she states that she's sorry as Joe outright declares that she's a murderer. As she tries to move forward but unable to as the dream went to a nightmare of Joe turning red. As she tries to look away as Joe goes closer and closer to her and affirms to look at him. As she wakes up from the nightmare she had as she looks in the mirror to see an awful expression and eye bags in her eyes as she tries to convince herself and self regulate a hallucination of Joe and full of blood in the room covering the room. As Joe appears in the mirror gaslighting Sara further, with Mishima' s head and Kai on the sitting indicating her choices and Joe states that she should die with him. As Sara tries yet again for her to convince herself that it was a nightmare as it doesn't go away with Joe taunting her again. She then tries to run or break the mirror with the options laid out, as the hallucination of Joe stops her by stroking her with her even bleeding as Joe continues to taunt her. Keiji has finally stopped this notion as Keiji comforts Sara and makes her realize that the hallucination she sees isn't real. As she clarifies about what she had seen to Keiji as Keiji sits with her. She then tries not to rest, which Keiji blatantly and bluntly states she should as Keiji would be there with her, supporting her in the process as he knows what she's been through as Keiji also sees the same hallucination that Sara does. These all events that would continue to happen as the game goes which is the effect of what Sou did to Sara in Main Game One and his strategy by killing off and instigating for Joe to take the Sacrifice card in the bar and Sou completely anticipating Joes' actions while taking the said card afterwards by utilizing what he has observed on Joe and fully understanding his psychology nature and said actions and Sou being the indirect cause of his death and indirectly manipulating her by fully making her create an hallucination due to the trauma she had once Joe had died as it gaslights Sara and it very much works effectively that was solely instigated due to his actions making him held responsibility due to the tension, suspicion he had created to survive.

[Indirect Manipulation, Guilt Tripping, Gaslighting, Schemes, Decision Making, Emotional Engagement, Self Awareness, Emotional Understanding, Anticipation, Overall Strategy]

In the Monitor Room, Keiji, Reko and Sara had gone there as Sara saw Kanna, Kanna then sees her in Hence as she averts her eyes due to what she did on Sara in Main Game One. Sara gets gaslighted again by the actions of Sou and Kanna as she states that Kanna was working with Sou. Even though the Main Game had gone, Sous' influence on Sara was still intact at this very moment and the people around him and the tension he had created. Sara, Keiji, Reko, Gin checks the monitor as they see the Mishima AI as it introduces himself to the others and interact with the upon casts being there as Nao was able to reunite and interact with Mishima emotionally however for two characters being traumatized as well being Kanna and Sara complains that there's no Joe A.I or Kugies' monitor. Sara was traumatized by Joe' s death. Before she knew it she checks and

checks for the monitor of Joe to go in vain getting gaslighted. As Ranger and Safalin were interacting and how they would explain the rules Sara notices and makes a statement that he's rather wearing Joes' hairclip which Ranger gaslights Sara further taunting her. As that was happening Sou broke his own monitor by using a rugged plank of wood, Sou coming in the monitor room unsuspecting and seeing his own A.I and had broke it to fully not let everyone know who he really is and conceal his identity anticipating that the others might had checked the A.Is after they came across it, he has also anticipated that it may create tension to the group and casts due to an AI of someone was broken. He also ripped the shit out of the picture behind the monitor. As the casts were back, Reko in panic shouts that the monitor in the room was fine awhile ago Keiji then asks whose monitor that was broken and cracked. Sara then asks what was going on as she looks back at the monitor as she sees the photo behind the monitor was ripped to the core and that there must have been a photo there as she thinks. Sara then asks whether the Mishima AI had seen who destroyed the monitor as Sou was clever enough not to enter the monitor with someone or something active. Mishima then states that he did not, Nao then states that she hasn't seen Sou. Reko then recalls what Sou did in the Main Game and asks whether what he is on. Keiji then asks Sara whether to look for Sou or for the attractions. She then chooses that she'll look for Sou as they can't let him roam free. Sou was able to successfully create tension by concealing his identity as a form of strategy contingency and safety. Keiji then states that what Sara stated is true, and thus he would love Sou to be cuffed. As Kanna was listening in, she butts that she'd find Sou herself that they should just focus on the attractions. Reko then panics this notion and Kanna looks at Sara, she understands that Sara must have hated Kanna and that she'll at least keep an eye on Sou. As she tries to persuade Sara, Reko the criticizes Kanna yet again due to what Sou did in Main Game one and still kept getting gaslighted by Sou as she panics, Kanna affirms that it's her responsibility as Sara gets gaslighted again and that she was working Sou or she was used. As Sara states that she'll be going with Kanna as well. Reko then smiles, however Sara then states if it's only Kanna she'd be used again by Sou. Reko then panics and that she puts it that way Kanna then butts in that Sara won't trust Kanna, Sara pauses and Alice makes the casts reunite again by telling that the kidnappers wanted the tension between them all. And that they should reconcile, as Sara realizes her mistake and what she did to Kanna. And that she's pinning the reasons why Joe died to Kanna and Sou, as she acknowledges that she lost her composure and thus all of them are just victims forced to vote and losing people dear to them. And that Joes' fate was never going to be changed as soon as he drew the Sacrifice card which not only Sou had planned perfectly with well precision and had instigated this act of strategy towards Joe, Sara further states again that it's not Kannas' fault and that they should reconcile. As Kanna cries and Reko states that she said it well and that what pisses off Reko is Sou, and after trying to affirm towards Kanna that she got used by Sou and that she shouldn't feel responsible. Kanna reacts frustrated and that she disaffirms instead and that is wrong and that she tipped the scales, she meant that it was a constant adaptation of a strategy and every little thing Sou and Kanna did had a significant impact. Keiji questions this. Kanna further states that Kai had contact with the kidnappers. And then he drew the Sage card and became the victim, and that Kai did not know the details of the Main Game. However, Sou did know things about the Main Game. Clearing this statement of Kanna this does not debunk what my interpretation if all in fact the opposite, that is about Sou not knowing the Main Game as there is multiple contradictions to this which is covered in misconceptions section, and do check that I'll further add that Kanna blatantly states that 'he did know things' just things which we could interpret that Kanna was convinced to what Sou had found on Q Taro and the contingencies that Sou did beforehand. As Sou had told her that beforehand and this information itself. As he gives his anticipation as it would get confirmed way down, Kanna was also very unreliable in like what she comprehends and what not it's proven in Main Game Two where she mistakenly had thought that Kanna had hacked the laptop but she only had guessed it due to Sous' influence. Keiji then

tries to affirm and questions as Kanna explains that before the Main Game while they were taking a break, and that she found a glowing card in the sliding door. She then picks up the Sacrifice card and reads the false rule that was planned by Sou, Sou then tells Kanna to toss a card like that as she tries to make an excuse. And if someone finds out that she had that card she dies trying to affirm if it did say something. Sou then tells Kanna that it is a false rule and that the kidnappers want to distribute one of those cards. As Sou manipulates Kanna by taking the card and make her hands the card putting her in debt and saving her as well and with his further strategies he laid out before the Main Game, Kanna then states that Sou let her know about the Main Game and that was going to happen and a strategy to survive, and everything the way Sou explained the Main Game one explained it confirming that Sou had an insane foresight and anticipation of the Main Game and that is why Kanna thought that Sou should live instead. Sara then thinks that Kanna wasn't particularly getting used by Sou. Keiji then disaffirms this belief by presenting that Kanna cannot prove what she said however Sara rebuttals and thinks off that she saw the Sacrifice card in the hidden room and its back false rule which she touched that planned Sou as well for his contingency. She deduces that if that was Sous' card then it's heavily strange that Sou did not die affirming Keiji in this case. Gin states that it is however strange because Sou was knocked out before and Kanna had rested and that the order is rather weird. Sara further deduces that it must been Sou that got the card first, however there is a contradiction that would get covered later on about Saras' deductions as she's not aware of Q Taros' doing at this very moment she's very unreliable as a narrator I'll explain what is true and not in this case. She explains Sou got the Sacrifice card and Commoner card and then rested, and that he purposefully placed the Sacrifice card for Kanna to find which is true and when Kanna took it, Sou offered the Commoner card. Kanna then cannot believe what Sara had explained and Reko affirms in her belief that Sou used Kanna completely. Sara deduces that the Sacrifice had gone and ended with Joe instead. Keiji states that Sou let Joe pick it up on purpose. Reko then gets frustrated further she initiates searching together and Nao states she'll stay behind with the Mishima as they leave. As Sara went to the ruined corridor, he saw Sous' beanie on the floor creating tension in the process and would lead them later towards and making them question whether what he's doing as he anticipates that they would try and find him which he'd be executing a strategy to ensure his safety that I'll elaborate down. Reko states that he's lurking around, Q Taro then points out that they should look down the passage to the right and the one in the back. Gin states that there's attractions, Sara then deduces that Sou had gone alone. Keiji then states that they shouldn't be able to enter without a group of two however trying to dismiss Saras' thought process in a way as he observes her current emotion. Reko then states that somebody has got to check. Sara then affirms she'd do so as Q Taro tries to affirm. Keiji notices that it's rather pointless to stop Sara and she should decide what attraction she'd do so and take along with. There are three options being Gin, Kanna and Reko for the player however Keiji then states that if they had found Sou they should be careful. Showing the awareness how Sou was much of a threat to Keiji and the others. Sara and Reko in case did the attraction after that Sara asks that Sou wasn't there as she asks Reko, Reko then states that where did Sou go. While everyone is doing the attractions Sou had fabricated in his bedroom that he got hit again to gaslight everyone and create tension and confusion would be elaborated way down. Q Taro then shouts and checks if the two of them are okay and that they should come with him and that he found Sou in his bedroom shouting. Sara thinks that what had happened as she observes that Sou is collapsed on the floor Gin states that it's rather the same situation as before gaslighting Gin. Keiji then affirms so he then checks on Sou and gives an insight that Sou is breathing. Q Taro observed that in Sous' head there are splinters. Sara had observed that there's a rugged plank. Reko, frustrated, asks what had happened. Keiji notes that it's just the right size for someone to swing and carry around, Kanna getting deceived thinks that Sou was hit. Sara recalls that it's the similar scene where she had found Sou in the hidden room, Sou hearing everyone's commotions as he anticipated

acted as if he had woken up, Kanna then shouts showing worry for Sou. Sou states that he feels awful due to hitting himself and presenting a fabricated crime scene for everyone and what has happened before the Main Game One as worked prior he creates a clever lie in his usage by fabricating a lie in hence however in this case Sou used what had happened before Sou created and had staged a situation where he was hit again using this for his advantage to make it appear as though something different occurred than what actually he did. Which would be affirmed by Sou later on in one on one contact with Sara, Sou cleverly covers these effectively by acting and deceiving who's people in his bedroom being Reko, Sara, Keiji, Q Taro, Kanna and Gin. Using the material and resources he did on breaking the monitor efficiently in his AI and involving the false evidence that he was hit by placing it in his bedroom to further indicate what had happened and that someone possibly had attacked him making tension, suspicion and thus making this possibility. This would also ensure his safety of others by pretending to not know what the Main Game is. Fully understanding that the others might have felt a sense of safety if he were to lie that his memories had disappeared and acting and dismissing what he did. Kanna then asks what had happened, he convincingly acts here controlling, managing his emotions in a split second prior acting. Sou states that it's rather what he needs to know, Sou further comments that where is he and when did he get there anticipating that someone would question or scold him in this act, Reko then states how bastard Sou is and everybody would even worry about him as she forcefully tries to gain information towards Sou telling what he's plotting fully anticipated by Sou which he responds and trying to resolute conflict by stating and trying to manage her rage, frustration Keiji then notices this and states that violence wasn't the answer for Reko she then gets irritated Sou then gaslights Reko that why Reko is being so mean suddenly. Sara in this case has three options as she asks if Sou broke the monitor Sou then deflects this by outright lying and downplays in such a clever by and adjusting that she meant the laptop and that he wouldn't break it and just because he didn't know the password anticipating that someone would soon enough that one affirms that it happens before. Reko states that she should shut his mouth that the laptop was all before the Main Game. Sou adjusts his lie by presenting a truth and that before the Main Game he needed to check the data on the laptop but the password fabricating that he had lost his memories which Q Taro can note off and states he has lost his mind that was fully anticipated by Sou, Keiji then affirms that the Main Game has long since ended. Sou again tries to question this belief on what Keiji means and that over all of it, Sou in the intent of gaslighting everyone has Sara in his eyes and sets it as the main dish. Sou then asks who had died knowingly how much the casts were traumatized and emotionally understands that Sara in this case would feel it the most anticipating it as well. Working effectively once Sou had stated who had died, Sara starts to think and gets gaslighted asking what Sou is talking about, Sou then blatantly and outright lies and states that someone who isn't here and Nao questioning and twisting the truth and he further gaslights everyone that was it Kai. As Sara in her head tells Sou to stop. Sara who's already showing signs of concern, fear, trauma goes for the final statement of Joe and that he must have died. Sara yet again tells him to stop, Sou knowing her emotion directs and makes a blatant statement on Sara instead and trying to affirm his lie that Joe had died gaslighting her to the point the hallucination Sara created triggers which is caused by Sou, as Sara collapses that was fully instigated by Sou completely he had manipulated Sara to the point of his trauma and hallucination to trigger.

[Emotional Engagement, Emotional Understanding, Emotional Management, Self Awareness, Social Awareness, Adaptability, Composure, Direct Manipulation Strategy Efficiency, Tactics, Strategy Contingency, Strategy Aim, Strategy Building, Strategy Adaptability, Risk Assessment, Risk Calculation, Anticipation, Foresight, Prediction, Mass Manipulation, Strategy Recovery, Strategy Success Rate, Strategy Concealment, Concealment, Indirect Manipulation, Deception, Setting Traps, Direct Manipulation, Withholding

Information, Information Control, Gaslighting, Verbal Deception, Threats, Guilt Tripping, Emotional Manipulation, Fear Inducement, Insanity Inducement, Crime Scene Fabrication, Fabrication, Misdirection, Dismissal, Deductive Reasoning, Abductive Reasoning, Information Gathering, Observation, Psychoanalysis, Profiling, Decision Making, Strategy Effectiveness, Disguise, Direct Manipulation, Strategy Preparation, Strategy Shielding, Strategy Resilience, Social Skills, Reflective Thinking, Strategic Thinking, Critical Thinking]

After she had collapsed Keiji asks whether she's okay, as she affirms she is and Reko states that how much a piece of shit Sou is and he's spouting more lies, Q Taro getting gaslighted tries to affirm if it was a lie. Reko gives her insight that Sou was in a disadvantageous state so he'll be presenting like he does not remember Keiji then notes off that Sou would never answer them trying to affirm Rekos' belief. Kanna then initiates that they should make her handle Sou as she would try and find the truth of what Sous' thinking and that he'll be less wary of her than the rest of them. Keiji then affirms, Reko then fully disagrees with this notion as Sou was a threat and a bad influence towards Kanna. Keiji rebuttals that they are underestimating Kanna as he says and that she might have been a stronger girl than they thought. Kanna , surprised with this, felt a sense of happiness. However Keiji states that she shouldn't get her be used by Sou and that adults with bad intentions are scarier than she can imagine as she affirms, Reko still disagrees however Keiji persuades her. Q Taro states they got three whole days and that they shouldn't rush the attractions and hurt themselves as they discuss negotiation and tokens. Sara had gone in the monitor room seeing how Nao was fixated on the Mishima after she thought she thought that the hallucination she had created, she stated that it doesn't matter if it was fake as she wanted him to forgive her as she can't help thinking about these things. The hallucination then appears as Sara tries to calm herself down trying to convince herself that it was just a hallucination as the hallucination gets worse by 20 showing the traumatizing scene of her clicking the button to save Joe which not only makes Joe dying far longer as she tries and tries to calm herself. After that Sara goes back in the lobby Day 1 Noon, every Attraction, the player can select someone in the lobby to have negotiations about token trades or have a chat, negotiation every time happens in the lobby. The lobby leads to the Ruined Corridor, Medical Office, Long Stairs, Relaxation Room, Monitor Room, and your bedroom. As Sara sees the discussion between Ranger and Q Taro as they discuss Kai. Sara then goes into the relaxation room and meets Alice and Gin was in the sight as they discuss. However after Sara had gone to the monitor again, Kanna then called out for Sara. Sou then uses his acting skills yet again trying to gain sympathy and that he worried Sara and that Kanna had explained to Sou which Sou outright lied to Kanna and deceived her concealing, withholding information. Sou continues that it's just one shock after another and he can't blame anyone for being paralyzed on what he did and what happened, gaslighting Sara yet again. Kanna then states that attractions had appeared in a few places within this we can infer that Sou must have known the attractions and its rules and how they operate as Kanna explained what had happened and what the Sub Game is all about though Sou had knew this and how they operate beforehand due to him faking his memory loss under that belief of the rules of Sub Game and it's token and negotiation which he later confirms on the one on one confrontation between Sara where he reveals he lied. As Sara affirms that she did hear, Sou not even questioning what the attraction makes this belief solid as he states and says that it looks that Sara can go to three more attractions in here in fact as he gives his insight in the matter shocking Sara in the process as he observes her as he manages his emotion quite well perfectly even taking account on what he did in the Main Game. Sou comments that Sara should look behind her as he directs her; he observes her shock and Sara thinks that Sou was right and there are indeed paths on the opposite side as she discovers three attractions. Kanna wonders that maybe some locations had opened up other than the attractions, Sou then

leads Kanna that they should search and investigate for a little longer as she accepts. As Sara leaves and does her attractions.In the lobby Sara talks to Kanna as she thinks that she have not yet to talk with her calmly since the prior actions she did in the Main Game and the influence that Sou has still on her as she kept getting gaslighted as she negotiates with Nao and Reko.When Gin was hurt due to the attractions that Keiji and Gin did as Keiji couldn't protect Gin that much however in the medical office as Safalin had suggested it that they should go there Keiji and Sara were there to watch out for Gin and how Safalins' machine heals someone. Keiji had suspected first however when Safalin had cut herself to prove she's credible Keiji affirms. Gin had picked Joes' dog keychain which he outright conceals to Sara and with Keiji trying to do as well for Sara not to get hurt knowing the fact that Sara was very traumatized which she does question and see which her hallucination had worsened and thoughts about Joe being the dog keychain she gave him and as she states it's precious to her as Keiji having the worried expression affirms that it's no helping as he gives in. As she sees the hallucination coming at her again gaslighting her in the process, shocked with that sudden notion she tries to ignore the said hallucination trying to manage her emotions. As Sara directs the two to leave as they had healed Gin as Safalin states that they should come back again if they got hurt. Day 1 Night then approaches. Sou and Kanna were investigating in the Ruin Corridor with Kanna sitting down as Sou guides her and looks for her as Sara had observed, Sara comes over and hears and Kanna states that there's a wood fragments in the Ruin Corridor which leads her to the conclusion that the weapon used to hit Sou with was taken somewhere there which confirms that Sou withhold and had blatantly lied to Kanna and the fabricated lie he did, Sou knowing this fact makes a statement that they should rest a little she further comments that they would get hardly exploring done if they keep resting too much.

[Information Gathering, Observation, Psychoanalysis, Profiling, Cold Reading, Emotional Engagement, Emotional Understanding, Emotional Management, Self Awareness, Social Awareness, Adaptability, Improvisation, Self Regulation, Composure, Decision Making, Social Skills, Guilt Tripping, Gaslighting, Mass Manipulation, Withholding Information, Information Control, Risk Assessment, Indirect Manipulation, Strategy Aim, Strategy Building, Strategy Adaptability, Strategy Contingency, Mass Scale Deception, Threats, Strategy Formulation, Psychological Manipulation, Strategy Effectiveness, Strategy Alignment, Strategy Success Rate, Anticipation, Acting Skills, Critical Thinking, Tactics, Concealment, Fabrication, Verbal Deception, Negotiations, Psychology, Overall Manipulation, Overall Strategy, Fear Inducement, Logical Manipulation, Strategy Recovery, Strategy Execution, Strategy Shielding, Strategy Control, Strategy Efficiency, Strategy Resilience, Strategy Versatility, Strategy Complexity, Strategy Structure, Planning Invincibility, Planning Intricacies, Planning Versatility, Planning Aim, Risk Calculation, Metacognition, Hot Reading, Trap Evasion, Risk Taking, Unpredictability, Fluid Intelligence, Abductive Reasoning, Deductive Reasoning, Practical Thinking, Abstract Thinking, Intuitive Thinking, Convergent Thinking, Psychological Warfare, Individual Manipulation]

When Sara was trying to play the attractions the context in the following would be crucial so I'll cover it. The game in this case was named Quick Draw with two participants and two clear chips as a reward and the difficulty as it states is easy. On the signal, quickly select the weapon that gets displayed to attack and defeat the three dolls to win which Sou had also the same information as he participates. Sara partnering with Sou in the attractions, as he states he'll do his best. As they walk forward in the brown and black state of the room, the Quick Draw game begins. She states that it would start with her as Sou manages her emotion that she should do her best and luck keeping a calm composure within the game, Sara attacks the wooden sculptor and kills it with a knife as Sou observes. Another entity has shown up being one with a katana, she then

chooses to use the gun as the entity survives, still she then uses the knife yet again as it succeeds. She then deals with another entity that has a blue flame in it's head and ripped stomach seemingly floating as it attacks Sara in the process as she got repeatedly hit as she tries to get a correct weapon as she states that was this the end of her turn as Sou steps in and states that he'll do it further stating that he feels premonition and senses and anticipates that something is about to happen and the unpleasant feeling he feels fully understanding the severity of the situation yet again and how perceptive Sou if he were to get hit as he gets hit and enduring the said attack and adapts in the process quickly making a decision on the spot and quickly thinking off an idea, as Sou attacks back with a crowbar in less than a seconds around 2 at the very low ball~ Sou then shoots the entity with the gun strategically dealing off a little damage and planning the end blow as he hits it with crowbar yet again making it fall down and die as Sara and Sou had won. Sou further comments and laughs that it was a close one and he'd had die if Sara weren't there as he continues that they should negotiate about the Clear Chips and persuades that Sara that they should share them using friendly as a set of choice of word cleverly and thus understanding that Sara might had hated him in that mindset and sense of choice of word and philosophy. As Sara goes into the lobby to negotiate. Sara after getting tokens with Gin and the play they did had went to the bed however Sara hears a noise outside as she checks seeing Gin being afraid and Mishima being broken as he implies she walks in to find the monitor broken, Sou also coming in the monitor room sees this and questions the situation seemingly confused Gin was seen afraid and Kanna stating that who'd do such a cruel thing. Keiji gives his insight that the computer in front is just for booting it, and the AI was stored in the monitor itself and that it cannot be booted anymore. Sara then thinks that she wouldn't let anyone get away with this, Keiji then accuses Sou that he did it and using the prior actions that Sou did in the Main Game and him potentially lying about his memories, which Sou responds with a shocking response. Sou lies that he wouldn't do such a thing and that Keiji is wrong which Sou conceals that he murdered his own AI, Kanna butts in and affirms that Sou was with her the whole time disproving the allegations and accusations Keiji then tries to gain more information and states that she always with me and this late in the night as he shows skepticism she clarifies that it was her job to watch over Sou as they had slept in the same room. Keiji hears this and tries to affirm yet again as Sou himself clarifies that he was worried since she wouldn't leave albeit giving him an alibi in the end. Sara thinks that it could have never been Sou as she asks in her mind, Keiji then states he's rather tired and that never runs into a case with such an unclear motive behind the crime making the situation complex and impossible to even identify the perpetrator. Sara then asks who was the first to discover the monitor being broken as Keiji affirms that he was the one who saw it first, Sara further asks what was the situation as she tries to affirm and Keiji affirms that he couldn't get sleep so he decided to talk with Mishima and when he came the monitor had just looked like that. Sara skeptical tries to affirm again which Keiji looks away and affirms, and that it really is a shame. As Sara asks herself that Keiji is telling her a barefaced lie and do keep in note that Sou was profiling the shit out of Keiji in here as Sou would use this leverage information later when he reveals his collar to make them distrust each other in the process. Nao then comes as Gin tries to stop her which doesn't prevail as Nao sees the Mishima had been broken, as Sara clarifies that someone had got the better of them again. Nao paused for a bit and had changed multiple expressions at once which Sou would observe and the latter later declaring not to find the culprit which Sou makes an inference of suspicion and a layer of information he has received to go over, from afraid to slowly regaining her composure. As Nao states that they shouldn't look for the culprit which Sara tries to affirm what does she mean by that, Nao tired of the things that had happened to her and as the plus of the torment of someone breaking the AI she dearly loves pauses and tells Sara to leave her alone as she wants to be alone for a little. Keiji the whole time was trying to gain and observe clues to no results, Gin states that there's no bits of wood like the other incident of the other monitor indicating that there's no leads

as Keiji affirms so and Sara thinks that the evidence was cleaned this time. Keiji then states that they should rest and that he'd love to solve the case and do a detailed investigation tomorrow. Gin then asks for Keiji to find the culprit which he affirms as Sara thinks so as well, Sou all at once was profiling this whole conversation and had done a psychoanalysis. As Sara goes back in her room as Day 2 Morning has gone.

[Information Gathering, Observation, Psychoanalysis, Profiling, Cold Reading, Emotional Engagement, Emotional Understanding, Emotional Management, Self Awareness, Social Awareness, Adaptability, Improvisation, Self Regulation, Perception, Composure, Decision Making, Social Skills, Guilt Tripping, Gaslighting, Mass Manipulation, Withholding Information, Information Control, Risk Assessment, Relationship Management, Emotional Perception, Anticipation, PSI, WMI, Abductive Reasoning, Practical Thinking, Abstract Thinking, Intuitive Thinking, Convergent Thinking, Strategy Aim, Strategy Building, Strategy Adaptability, Logical Manipulation, Negotiations, Strategy Control, Strategy Efficiency, Strategy Resilience, Tactics, Individual Manipulation, Risk Calculation, Metacognition, Hot Reading, Trap Evasion, Risk Taking, Formulation Speed, Acting Skills, Critical Thinking, Fear Inducement, Psychology, Indirect Manipulation, Psychological Manipulation, Strategy Effectiveness, Strategy Alignment, Strategy Success Rate, Concealment, Fabrication, Verbal Deception, Strategy Versatility, Strategy Complexity, Strategy Structure, Planning Invincibility, Fluid Intelligence, Unpredictability, Planning Intricacies, Planning Versatility, Planning Aim]

In the lobby after Keiji had went out, Reko makes Sara come with her in the vending machine the had found finding the Bonus Attraction which reveals the room of lies as they discuss bits of what they would do Reko stating that anyone should form a pair for every single attraction and about the exact chips they would get however the most important part is her mentions for Sou as she thinks for pairs and that Sou cannot be trusted for shit and that Gin or Kanna and Nao she wouldn't put them in danger. Reko was still heavily influenced by Sous' actions beforehand and had kept her in the edge of gaslighting of an effective indirect manipulation. In the Monitor room Sara had gone there after finishing the discussion between Reko in the room of lies, Keiji was seen investigating and kept discussing with Alice about the personal information of chips as Sara butts in as he lies about him investigating the Monitor incident as she interact with Alice who seemingly afraid and that she shouldn't state and she should go off somewhere else as she tries to affirm that he's better not hiding something as he affirms that she shouldn't be foolish trying to dismiss the matter which Sou had detected and had heard the conversation as he was in the Monitor room himself and can make much inference. Sou states that it's rather awful isn't it to Kanna as he gives his insight as Sara goes closer for her to hear the conversation hearing this in the process. As Sara leaves and does the attractions which she does finish and goes to the lobby to negotiate incidentally Kanna and Sou were there as well with Nao and Alice. As Kanna states that Sara that this isn't a token trade however would like to talk with Sou and Kanna as she asks calmly, Sou then states that he has gotten much or less back in good health as he asks if she wants to talk to him as well. Kanna then thanks Sara with a very happy smile on her face once Sara accepts to discuss, Sara then asks Sou if his memories had gotten back which Sou outright lies that his memories aren't and he had heard most of the things from Kanna. He further lies that he states he guesses that he was hit in a pretty bad spot as he wonders who had attacked him to gaslight Sara and it works effectively as Sara thinks Sou really does insist on saying he was attacked questioning as such and if Sou was telling the truth as she states what's in her mind that if the person who destroyed the first monitor and his attacker would be the same as she wonders. Which Sou lies that he does wonder as well concealing, withholding the fact he was the one who destroyed his monitor Kanna then states that when the monitor was broken there were wood chips on the

floor nearby Sou then adjusts his lie strategically and that he was hit by the plank of wood Sara then asks what about Mishimas′ monitor, Sou gives his insight that it′d would be typical to assume that was the same person as he further goes with current thought process as he has been observing her reactions as he lies and withholds information with casual ease. Kanna states that Sou and her were stuck together as they didn′t go to the monitor room and that they didn′t see the culprit however Sara then butts in and thinks and that the very least that Sou wasn′t the one who broke Mishimas′ monitor however for the first one only someone who wasn′t with the group could have destroyed it and that surely it could only be Sou. Sou then states that sure enough and without a doubt that one of them had destroyed the monitor to further gaslight Sara and her thoughts anticipating Kanna would surely question this notion. Kanna then states there isn′t anyone is there trying to affirm and tries to affirm further that anyone besides them as Sou states that does she mean the other survivors as she disaffirms and clarifies that it′s the people on the kidnappers side. And that they don′t know how many kidnappers there are, Ranger and Safalin and that they called themselves Floor Masters, but if there are others lurking they wouldn′t know. Sara then affirms her reasoning in her mind and that Kanna was right, and if there were mysterious others in the shadows then any amount of reasoning would be pointless as Sou carefully reads these emotions and reactions of Sara and Kanna as Sou states that, but would the kidnappers destroy one of the monitors they themselves prepared making a clear contradiction on Kannas′ reasoning as Kanna hears his reasoning knows fully well what he had stated contradicts her reasoning, Sou further comments that he does get Kanna and that she doesn′t want to suspect her allies however one of us nine must had done it implying Sou the whole time was profiling the shit out of them as they converses which he can make such inference like these with plenty of ease. Sou then gaslights Sara by stating he′s praying it wasn′t Sara, cherry-picking on her yet again as Sara hears this gets shocked and that she couldn′t have never done it Sou at this very moment must had been thinking and withholding his thoughts carefully and that for Naos′ Mishima AI getting destroyed by Sara it would give Sara the chance to manipulate Nao by erasing what′s currently her relief of the death of Mishima and the trauma she might had felt with Saras′ charisma and manipulation for her to control Nao further. This notion and what Sou started heavily made Kanna get angry and that he should apologize to Sara as anticipated by Sou and he pauses and does apologize with a calm composure even with the information and schemes he′s been holding off to the casts. Kanna then criticizes Sou that he rather suspects too much, and that if he can′t trust everybody it′s genuinely over. Sara then affirms Sous′ reasoning and that line of thinking is one and a certain possibility. Kanna then tries to argue however Sou butts in and that if she is saying that tries to affirm his belief and in the process gaslights Kanna and that does that what Kanna meant she does trust him as he asks with a smile Kanna pauses for a bit states that she does affirm and trust Sou and that shocked Sou however she further states that he had lost his memories now but in the Main Game he was very terrifying showing how much everyone was genuinely affected by what Sou did and the after effect as it still goes on to this point Kanna further comments and thinks and if he wasn′t there they would have died implying his leadership in the Main Game Sou was in a shock state and looks away as he pauses Kanna then continue that it was very clear to her that he was very serious. Sou further pauses as Sara tries to butt in and tries to affirm and she asks Sou to tell her what kind of mindset was he operating under Sou pauses yet again and lies that it′s same as everybody else as it couldn′t be the same with Sou especially considering the chances of his survival as he calmly smiles towards Sou managing his emotions even given the fact Sou suspects Sara as being manipulative. Sou then dismisses the conversation that they have been discussing for a little long and that Sou and Kanna should go. As Kanna tries to stop Sou however Sou runs away from Sara manipulating Kanna to go along with him with that act as Kanna doesn′t have any choice but to follow Sou. However before running away and from the start, Sou and Kanna would have heard Nao discussing with Sara in the lobby where these options were to be

picked, giving him an insane amount of information or at least an inference at most and a basis about the Fake Reko later on in the Sub Game. Nao then states that Reko has been acting strange as Sara tries to affirm what does she meant by that, and that she does not want to say it here which Sou could have taken a note off and at the same time Alice was there as well about the token and promise and Rekos' chips in the Prize Exchange as they go. In the lobby Q Taro then calls out for Sara for her to go in the Ruined Corridor as he had found Kais' laptop with a low percent along side with Keiji, but before that do keep in note that Q Taro and Keiji was very secretive about the laptop and the monitor in the rubbles as Sara coming in there tries to investigate the monitor as it doesn't boot up alongside with the buttons underneath it Keiji then states that she's finally here as they discuss about the laptop Q Taro and Keiji, however the most important to keep in note within this scene is Sous' emails statements in the Main Game, as she enters the password as it tells it was incorrect. They panic due to the password being wrong Sara has the option that Sou might have lied as he gaslights them indirectly though in this playthrough it would be Kai changing the password instead as she states so. Keiji gives his insight that the password cannot be guessed unless if Kai really had a connection with Saras' family he would have used something as she continually thought of a password coming to a conclusion of her father and had ended up opening the laptop. The laptop was running in percent from four to three as they discuss, Keiji then states what's the important part and that's the emails that Sou had talked about trying to affirm as Sara infers that Sou had suspected Kai after reading those as Keiji and Sara were in the state to confirm these beliefs and what Sou said indirectly getting gaslighted by Sou and thus stating and monologuing to herself that they needed to confirm whether those were real or lies. As the emails had shown what Sou had stated in the Main Game, confirming Keiji, Q Taro and Sara that Sou did not lie at all in the emails. Keiji gives his insight that they had read the emails in a reverse order from newest to oldest. Sara is shocked with this revelation as Keiji further states that there must be received emails corresponding to these too. As they further investigate the laptop that Sou didn't managed to do so as he got knocked by Nao, being the prime example of Kai protecting Sara and so onwards if you remember correctly this is one his contingencies he used in Main Game One as Keiji and Q Taro would state that the three should act the same keeping the information to themselves and act as they did before as they leave the rubbles.

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Day 2 Noon, as Sara observes that Kanna was alone in the lobby however before you continue do note that Sou had indirectly manipulated Kanna to do and to say to Sara that she should check the dark room which was Kannas' first trial room and that Sou and Kanna had found by making her do this it would ensure and his motive if it was a trap set by the kidnappers then Sara would die setting a trap for her as Sou deceives Kanna completely and acts that he's rather not fine to make Kanna move on her own albeit getting indirectly manipulated as said prior this is a clever contingency laid out by Sou with extreme precision by abusing the fabricated lie he has made with newer information and observations in the killing game and utilizing and using Alice as well to further persuade that would assure Kanna that she'd go as well and Sara to further his agenda and safety instead as well with Kanna and her safety by doing this act Sou had also anticipated that Sara would without a doubt go along with Kanna especially in what he has observed on their relationship being the sister dynamic which Sou carefully uses what he has observed prior as an inference as Sara wonders what had happened as Kanna initiates the conversation and Sara asks why Kanna wasn't with Sou as she clarifies that he doesn't feel well and is asleep and that it seems Alice is keeping an eye on him, as Sara tries to affirm and Kanna further comments that Alice has a kind side. Sara states sarcastically that guarding Sou must be tiring as she states that Kanna was a little tired. Sara then states if she wants to rest as Kanna states that she'd like to, however she further comments that she found something curious while exploring and that it was toward the Ruined Corridor. Sara infers that Kanna must have found the room in the rubbles. Kanna further goes on about how she should go with her as Sara affirms so as she thanks Sara as they go and Kanna leads Sara with the passage in the back as Sara then infers this is however different from the Rubble room as they go with a dark room as Sara states that it really is dark and Kanna stating it would go even darker. As Sara tries for her not to trip and makes Kanna under her radar for her own safety as Kanna tries to affirm she mistakenly had thought Sara as her sister. Sara states afterwards that it's rather fine, and Kanna cries and states what she thinks of her sister and Sara thinks that she has nothing to say to that as she holds Kannas' arm as their dynamic was fully anticipated by Sou completely. Kanna then points out the door. Sara then states if she did peek inside, as she disaffirms that Sou and her both lacked the courage to open it Sou expecting there's might had been a trap and danger had already anticipated that Sara in this case would be more fit table to go in due to his suspicions had indirectly made Kanna make Sara check the room in behalf of his strategic prowess and careful nature and perception as explained prior. As she states she'll go in first and if it's not dangerous Kanna would follow, as Sara enters the room and asks. She makes a statement that it's okay for her to come in as she was saying that she turned around she then infers that this is the First Trial room as she infers further Kanna then comes in and pauses for a bit as she recalls where his sister had died was in the same state of place and how her sister had died traumatizing her as she calms Kanna down and had held her tight as she cries and Kanna states that she's sorry for her being distraught as she further comments how she's fine, Sara then states that she'll leave the door open as she comments that Kanna should wait outside the room for her. As Kanna affirms and leaves, Sara then infers this exact room was her first trial as she infers further that she can't make Kanna search the room, Sara then finds a smartphone as she's stuck in her thought about the phone that the kidnappers failed to collect she then had thought that her sister had left a message in the phone as she had a bad feeling as she picks the phone as it says the following that someone had written that Kanna had abandoned her sister and that she's awful and she hates and Kanna should die. Sara pausing for a moment is in disbelief of a state as she states she can't tell Kanna that as she yells unexpectedly in the information she had received as Kanna hears this and tells Sara if she's okay coming in the room questioning as Sara tries to erase the message as she panics and hides the phone instead and yells that someone is coming allowing Sara to slide the phone under the bed to conceal the phone, as Kanna checks in and questions. Sou listening from Kannas' word and had seen Sara placing the phone under the bed

as he infers that Sara must have been plotting something as he lies and makes Kanna go away for this moment having suspicion on Sara Sou then clarifies and apologizes if he did surprise her and he came here to call for Kanna showing his aim had succeeded as Sou was psychoanalyzing the shit out of Sara and the emotion that Sara has been feeling beforehand Sou was able to infer as such as Sara notices Sou as she tries to withhold the smartphone as she doesn't know Sou himself had seen her place the phone which Sou instead had deceived her, Alice comes as well and states that it was a quite of a dark passage Kanna noticing Alice as well as Alice asks the three of them trade tokens as Kanna tries to affirm Sou noticing and adjusting on Saras' emotions and had perceived he misdirects and leads that they shouldn't talk in a place like this and that they should head back for now smiling as Kanna states she does understand as they leave and before so Kanna thanks Sara. Sou then asks whether Sara is leaving or not gaslighting her and withholding the information that he had noticed her slight changes micro expressions and behaviors as later on Sou would come back in the room to get the phone as he had anticipated that Sara would without a doubt come back and get the phone as well as he had seen her slip the phone under the bed as he had seen it unfold, Sara then notes that if she were to take the phone out, Sou would without a doubt find out as she thinks she'll recover it later incidentally getting deceived by Sou. As they go outside Alice, Kanna, Sou and Sara were outside conversing in the Ruined Corridor, Alice then states that the three of them will do the token trade and that Sara should take the hike as she affirms and thinks that as long as they are here they wouldn't go and get the phone, Alice then informs Sara about the thing he had happened to overhear from Gin and that there was a ghost in the Medical Office as she questions however Alice persuades her that he do not know the details however she should take care of it as Sara asks whether he's afraid as he rebuttals that it's rather obvious and that he can't possibly do attractions until something is done about it as Sara thinks that he's so direct and it's rather hard to muster the will to even refuse as she goes but before if she does try talking to Sou he smiles and refuses to elaborate and that they would be discussing their token trade as Alice does the same as well completely dismissing her as Kanna apologizes as Sara leaves and goes to the lobby to go in the Medical Office as she goes she sees a reflection of Joe as it gaslights her, she pauses and that she's hallucinating yet again as she sees the hallucination yet again as she tries to question herself and that as she approaches the closet however it does not go away as she opens the mirror it was a Joe doll and that it's not reacting as Safalin comes in and criticizes Sara that she shouldn't open doors without asking. Safalin goes on that if Sara has a business she should let her know and that she shouldn't go searching around on her own. As she asks what was the thing she had saw being the Joe doll, as Safalin explains it was a doll Sara shows skepticism as she further tries to gain credibility by telling Sara that she must had seen a doll before as she asks who made them as Sara asks whether it was Safalin, Safalin then states that it was not her and that she only keeps a custody of them. Safalin the infers that Sara might had wanted the doll to please herself as she declines Safalin further clarifies that one of the purpose of these dolls were made for is a mental relief and that a precious person that Sara cannot no longer meet as she clarifies that she can talk to them or have the dolls besides Sara. Sara further declines further as Safalin gaslights Sara, as she tries to stop Safalin. Keiji then steps in and stops Safalin as Sara and Keiji discuss the past and Joe.

[Information Gathering, Observation, Psychoanalysis, Profiling, Cold Reading, Emotional Engagement, Emotional Understanding, Emotional Management, Self Awareness, Social Awareness, Adaptability, Improvisation, Self Regulation, Composure, Decision Making, Social Skills, Guilt Tripping, Gaslighting, Mass Manipulation, Withholding Information, Information Control, Risk Assessment, Indirect Manipulation, Strategy Aim, Strategy Building, Strategy Adaptability, Strategy Contingency, Mass-Scale Deception, Threats, Strategy Formulation, Psychological Manipulation, Strategy Effectiveness, Strategy Alignment, Strategy

Success Rate, Anticipation, Acting Skills, Critical Thinking, Reflective Thinking, Tactics, Concealment, Fabrication, Verbal Deception, Negotiations, Psychology, Overall Manipulation, Overall Strategy, Fear Inducement, Logical Manipulation, Strategy Recovery, Strategy Execution, Strategy Shielding, Strategy Control, Strategy Efficiency, Strategy Resilience, Strategy Versatility, Strategy Complexity, Strategy Structure, Planning Invincibility, Planning Intricacies, Planning Versatility, Planning Aim, Strategy Efficiency, Risk Calculation, Metacognition, Hot Reading, Trap Evasion, Risk Taking, Unpredictability, Fluid Intelligence, Abductive Reasoning, Deductive Reasoning, Practical Thinking, Abstract Thinking, Intuitive Thinking, Convergent Thinking, Psychological Warfare, Individual Manipulation, Dismissal, Emotional Manipulation, Fabrication]

As Sara does the final attractions. After she was finished she goes from the lobby to negotiate and decide to go in the Ruined Corridor and Kanna and her first trial room to recover the phone she monologues that she had made it there without getting found and now she only needed to search unbenounced to her Sou was there waiting for her as he had fully anticipated. As she never had found the smartphone under the bed which Sou took as she panics and the physiological manipulation did for her Sou then makes his presence known that what Sara is looking for he smiles towards her that his anticipation was very much correct and that he asks if this is what she was trying to find, the phone. Sara then gets shocked, he gaslights Sara further if he did hit the bullseye as she asks whether he did so which he affirms she asks what's his aim was with the phone and what does he intent on using the phone for, Sou gaslights Sara that what should he do he affirms that he'd toss it and he lies that he'd show it to Kanna and the cruel message to her as he affirms as if he'd do it Sou then states he wonders if that was Saras' aim instead gaslighting her Sara then gets shocked, Sou laughs as he comments further for her to think about it would she do she really think her sister could have written the message while on her deaths' door as he asks Sara whether if she does think this way and he recalls that there was a time limit in the First Trial, as he asks Sara to even affirm the credibility on what he had heard and seen from Naos' explanation in the introduction and Mishima he continues that someone who genuinely didn't want to die give up so soon and leave a message and that one with line breaks and capitalization Sara tries to make a statement however Sou already asserted the dominance in the room as he further states without such care that there's only one single answer in here and that this message was very much fabricated shocking Sara and he further states that it's rather amazing that someone is definitely trying to drive Kanna into a corner understanding the severity and what he had analyzed on Kanna in the introduction and how she felt in her sister. And that just a solid ball of malice, some people will do anything to harass. As Sara pauses, Sou then accuses Sara that it was Sara and that triggered Sara that she denies it outright Sou further states that he had seen Sara set the phone under the bed, Sara then clarifies that Kanna was right behind her and that if she really did want to show her the phone she should have picked it up instead trying to dismiss Sous' reasoning, Sou rebuttals that she's too wary and that she took extra precautions so she wouldn't suspect it was faked. And that she was insistent on having Kanna find the phone all on her own and that because would inflict more pain and despair on Kanna head on and Sara did it with the intent to completely destroy Kannas' heart, as she denies still however Sou continues further and that he wonders if she intents to offer a hand on Kanna in the despair she would feel and to make her completely depend on her. Sara further deny and yells, Sou further states that he can't help by the way mystified by her methods of gathering trust even ever since the Main Game he was been wondering which he outright reveals the information intentionally the fabricated lie he did to further taunt Sara with as Sara who heard and noticed this tries to affirm questioning if his memories came back however Sou clarifies that he lied about even losing them which reveals that Sou when he lies about losing his memories in the crime scene he fabricated reveals he was gaslighting Sara by using

Joe as she asks further to confirm the said belief under in disbelief. Sou further comments that what he would even do he certainly couldn't let himself be singled out if he wanted to get Clear Chips laughing historically, he continues that he didn't expect to trick Sara. However as long as he could find just one total sucker it would be plenty enough as she gets gaslighted further and that she thought that she's even a fool for even being a little worried. Sou completely tries to dismiss this conversation and that it doesn't matter and that she and him wouldn't get along at this point smiling as he inferred as much. Sou clarifies that when he's around everyone else he'll act the same as before as he further laughs, while Sara was continually thinking about him and that what he thinks doesn't matter and that she'll get the phone and destroy it for Kannas' sake. Sou sensed and had observed her expressions and reactions and states she rather had a ghastly face he asks whether this is her true colors do keep in note that Sou beforehand had already fabricated the message. Sara has the option whether she would take it by force or do nothing which in this case would be her attacking Sou, as she waits for the opportunity to attack him and get the phone back. Sou noticing this had no way of out maneuvering Sara as it went surprisingly well and that Sous' resistance was extremely feeble however there is something she did not expect which is the fabrication that Sou did to the message. Telling Kanna to live even on her own and that she shouldn't cry and Kannas' sister was sorry and that they couldn't be together and that she loves her. Sara then questions that the message was different Sou then yells for her to give it back. As she was reading through Sou took the phone again calculating Saras' shock in essence for an opportunity to take the phone. Sou states she wouldn't let Sara have her way as he runs quickly as he can. Sara in her mind thinks Sou got her again and that how does he keep doing that as she asks herself.

[Information Gathering, Observation, Psychoanalysis, Profiling, Cold Reading, Emotional Engagement, Emotional Understanding, Emotional Management, Self Awareness, Social Awareness, Adaptability, Improvisation, Self Regulation, Composure, Decision Making, Social Skills, Guilt Tripping, Gaslighting, Mass Manipulation, Withholding Information, Information Control, Risk Assessment, Indirect Manipulation, Strategy Aim, Strategy Building, Strategy Adaptability, Strategy Contingency, Mass-Scale Deception, Setting Traps, Threats, Strategy Formulation, Psychological Manipulation, Strategy Effectiveness, Strategy Alignment, Strategy Success Rate, Calculations, Anticipation, Acting Skills, Critical Thinking, Reflective Thinking, WMI, Tactics, Concealment, Fabrication, Verbal Deception, Negotiations, Psychology, Overall Manipulation, Overall Strategy, Fear Inducement, Logical Manipulation, Strategy Recovery, Strategy Execution, Strategy Shielding, Strategy Control, Strategy Efficiency, Strategy Resilience, Strategy Versatility, Strategy Complexity, Strategy Structure, Planning Invincibility, Planning Intricacies, Planning Versatility, Planning Aim, Strategy Efficiency, Risk Calculation, Metacognition, Hot Reading, Trap Evasion, Risk Taking, Unpredictability, Fluid Intelligence, Abductive Reasoning, Deductive Reasoning, Practical Thinking, Abstract Thinking, Intuitive Thinking, Convergent Thinking, Psychological Warfare, Individual Manipulation, Dismissal, Emotional Manipulation, Fabrication]

As she firmly leaves in the lobby, Day 2 Night has approached. Sara keeps thinking about Sou where he would have gone and that she can't ignore him. As Sara was on edge thinking about Sou, Sou by then had been pulling strings behind the scenes and he had made been aware of the laptops' existence and had logically manipulated Kanna to get the said laptop by persuading her by a logical profound cogent sound argument and that is sheerly using the leverage of the phone, to further negotiate with her exchange of the laptop and the phone as he anticipates that it would create suspicion and tension yet again to the casts that would be aware of the laptop existences being notably Keiji, Q Taro and Sara at the same time this would clear Kannas' behavior with this act and helping her move on in her sister, a genuine form of a white lie and the message

Sou has forged and fabricated, as Kanna does what Sou says and does the act as it succeeds as she incidentally had fooled Q Taro to give her the laptop with a deal however note contextually speaking Sou had Q Taro in his hands via his blackmail on Q Taro dropping the card in Main Game One using the leverage information gathering he did cleverly and him indirectly killing Kai and so on by placing the card this would also put Q Taro in a bad light which Q Taro notes off which Sou perfectly understood emotionally and had effectively used his inference and information and what Q Taro did show before Sub Game specifically in the Introduction and so onwards, Sou effectively manipulated Kanna to spout and blackmail Q Taro with and make him have no choice trapping him at the same time which Sou was able to gain an advantage and use Q Taro later on as they negotiate later this would be an apparent of foreshadowing of their negotiations later on as Sou would betray Q Taro by then. Sou by this time had also had found a charger while investigating by himself and made this strategy as well to create discord in the casts indirectly and directly mass manipulating them in the process later on as these goes Sara was talking with Reko as she goes into the monitor room as she finds Keiji and Q Taro having a dispute which Sou indirectly manipulated Q Taro for him to withhold multiple information which Sou perfectly anticipated as well being Kanna taking the laptop and him getting blackmailed. Q Taro then goes into the lobby as Keiji tries to stop Q Taro trying to withhold information which Keiji keeps confronting Q Taro. Confronting Q Taro and interrogating him Q Taro then pauses as Sara asks what's happening Keiji then states that the laptop has been taken with a terrified expression as she gets shocked, Q Taro then apologizes as she asks who had taken the laptop Q Taro pauses and finally states that it was Kanna who did so, Keiji gets terrified further knowing who could had done the plotting being Sou Q Taro then further explains that he handed it to Kanna and there's no single charge in it so he thought it'd be fine which he lies. Sara further gets shocked, Keiji states his inference that Sou must be the one who ordered Kanna and had been pulling the strings again. And that he used Kanna to have her strike some kind of deal with Q Taro, Q Taro tries to butt in to clarify however Keiji further states that Q Taro must have noticed he knew yet he still accepted the deal Keiji not knowing what the actual deal was instead a clever blackmailing of Sou by using Kanna. Keiji asks Q Taro how could he hand over Kais' dying gift to someone else as Q Taro keeps quiet and pauses. Keiji notes his behavior and that he would search for Kanna Sara hearing this wants to go as well Q Taro then redirects the group that she had gone to in the Ruined Corridor which Sou was waiting and had perfectly anticipated that Q Taro would spout this location. Keiji however states further that he doesn't know what Kanna got into Q Taros' head and that it seems Keiji overestimated Q Taro and it's too bad. As Keiji and Sara had gone together to search for Kanna. As Kanna stands in the Ruined Corridor pausing quietly, a tactic laid out by Sou for a direct confrontation, Keiji initiates the conversation by telling her to come over and talk to him and Sara, manipulating Keiji for Sou's tactic. As Kanna tries to speak Sou shows himself and states that there's nothing to talk about as he asks, he gaslights Keiji by stating that he doesn't approve of his flirting. Sara then gets affirmed with her beliefs surrounding the current tension that it was Sous' entire doing. Sou asks Sara that she's rather on a date with Keiji and he further states that this place is all that exciting smiling. Keiji rebuttals that he could say the same thing for Sou which he does affirm so Kanna was still scared and afraid. Keiji further states that he'll get straight to the point and that they want their laptop back. Sou then manipulates and redirects the question to Kanna as he asks for her thoughts knowingly and anticipating she'd disagree due to the phone he has in hold as she affirms that she cannot do it and perfectly dismissing Keijis' attempt entirely and Sou directs this to Keiji and he had heard her and he should just give it up, and states he was the first one to find the laptop anyhow, he further comments if he's even obligated to give it back to them as he asks Sara, she then asks what does Sou intent to do with it questioning Sou he then states that he tends to get useful information and the truths about Kai that was trying to protect. Sara shocked with that statement which Sou psychoanalyzed her reaction infers that she's rather too afraid and

gives his insight and afraid of Sou seeing what's in the laptop and that he's genuinely curious on what she could be hiding however Keiji rebuttals that if Sou is suspecting Sara and him he'd be disappointed Sou hearing this makes a statement that he'd be checking the laptop himself and seeing as he did find a charger knowingly this would allow for them to question and getting gaslighted in the process. Keiji, shocked with this revelation and information fully anticipated by Sou, Sou then demands Kanna to give him the laptop as Sara tries to stop Kanna in a desperate attempt knowing how much of a threat Sou really is. Kanna then directs the conversation that Sou promised to give her the phone if she were to get the laptop Sou knowing what she meant as Sara getting gaslighted by Sous' actions continuously thinks. Sou then comments that Kanna wants him to go first showing how surprisingly cautious Kanna is which he states and affirms that as he promised he'll give her the phone. Sara then tries to stop Sou and asks, what's his thinking, and that he'll show the truth to Kanna smiling and that it's her sister in her last moments and Sou lies that he hopes that something is left on it, as they exchange the laptop and the phone. Kanna then cries not in a despair state and what Sou wrote which Sou had anticipated her clear reaction of retaining his sheer facet on his emotional understanding from prior experience and moments in her was used cleverly at this very moment and Sara asks herself whether Sou had written it fully anticipating her response as well. Sou after finishing the negotiations tries to dismiss the conversation by stating he has gotten the laptop and he has nothing to say to Keiji and Sara and that Keiji does stop Sou and that they do Sou noting and sighs over this seemingly behavior that Keiji is subsequently stubborn. Keiji further gives his thoughts and that he should quit getting into quarrels and they were all in the same situation and with collars around their necks. Sou pauses to rethink the situation his in, every information he's fully controlling and withholding at this very moment, inferring that Keiji is onto something which he starts anticipating his response, Keiji continues and asserts and claims that maybe that Sou doesn't have any collar as he asks Sara shocked with this as well and revolution as Keiji further comments that he has not yet had seen Sous' neck and collar incidentally getting indirectly manipulated by Sou to think this way due to his past and current actions, this further shows how perceptive Keiji is towards Sou. Sou then laughs outrageously how Keiji is suspecting him because of that showing disbeliefs due to his concealment and his other information in the process comparatively to the others, Sou then quickly decides and lays a trap to make Keiji and Sara distrust each other forcefully as he was observing Keiji and that he must have withheld information himself using phenomenological ways of approach which he announces that they should do a trade an incredible tactic that is formulated quickly upon at front understanding of information, Keiji asks what kind of trade. Which Sou states and posits that he'll return the laptop if he gives 50 of his tokens giving a direct declaration of pronouncement of his rigorously interplay of a trap using a conceive notion of postulation in pronouncement, which Sou already anticipated his terrified reaction as he reasoned a clear wide abduction, Sou further corners Keiji that he surely had most of his tokens still and he can't lie to Sou that he does not have enough Keiji then gets terrified gaslighting him in the process Sara has a choice whether she'll agree to the trade or not, there's different ways this would play, if Sara shouts for 50 tokens equals to the laptop as she thought of, Keiji wouldn't do what she says, this asserts that Keiji doesn't trust Sara or Sou for that matter which Sou posits and does perfectly understood and inferred that this would without a doubt cause an immense of pandemonium on the both of them and their building relationship, the option where Sara would deny said offer then Sou then hereby says his inference and abduction that this is what Keiji is afraid, smiling cunningly, this trap is laid out of their choices carefully and their psychology, which he creates two ways and layers of interplay for executions with this specific tactic, an affirmation or disaffirmation towards a specific motion of choice, Sou states that don't get this wrong, if Keiji gives Sara the 50 tokens it would work too a way that would confirm his belief deductively and that his tactic he further laid out perfectly and rigorously with an efficient effective choice on the spot, yet so

difficult and unconceivable for Keiji setting a rigorous play of a trap, as this is getting executed there's something that Sou can presuppose and easily use the prior information for hermeneutic in here, Sou can infer he's no longer a cop anyhow which is downright suspicious which Sou inferred towards the percentage that Sou got from Miley that Keiji is explicitly stated as an Ex Detective, Keiji is disturbed which was anticipated by Sou in which he cunningly smiles at, Sara in this case thinks it's a pretty good deal but looking towards Keiji, he does not give it and Sou seeing this questions and states what's the matter, showing an effective inquiry of a tactic, he further gaslights Keiji while smiling, that giving someone as trustworthy as miss Sara, giving something like 50 tokens should be easy, as his psychoanalysis and his heavy trust of Sara in Main Game 1 and further inferences he could had made was used here perfectly showing a conative approach of memory recall and on spot reasoning by using phenomenological approach of research and information gathering, Keiji pausing for a moment, Sara in this case has three options but it would end in nothing, she affirms in this case that it's fine and that if he gives it to her she'll immediately give it back to Keiji, despite this notion Keiji still doesn't give the 50 tokens due to his personal information would make Keiji in such danger and what he did in the past, Sara begins to be in a persistent state of emotions running through her mind despite her tries of inquiry, Sou cleverly seeing the trap and a tactic he laid out perfectly worked, he laughs at this very notion of antagonizing the shit out of them in the process and an overwhelming epistemic approach in methodology, he then points out how mean Keiji was and lies he didn't intent to tease him knowingly that Keiji at this very moment realizes that Sou laid out such a trap for Sara and their relationship to collapse, though despite this pre~notion, Sou upon knowing what he did at least in a extreme evaluative way in the situation, he could subsequently clear this misunderstanding that Keiji has tried to posit at least without any negotiation involved, hiding another excellent clever in tactic of anticipation that Keiji would be utterly shocked, Sou shows and downs his scarf for Keiji to see noting that this is an apology, seeing Keiji shocked that his suspicions were incorrect Sou smiles, he further persuades that Keiji should take a look carefully, trap evading Keiji's soul reading ability in earlier essence and this moment, Keiji infers that it's the same collar as everyone, Sou forcefully making Keiji to accept that Keiji finally sees the contradiction in his beliefs smiles, Sou disposing their relationship into a halting mess, states his goodbye and that the trade is over, he then further flatters that they should have a nice day. Keiji in an awkward and distrustful nature he showed towards Sara pauses which Sara analyzed as she thinks about this thoughts disappointed and hurt, Keiji tries to manage the forceful situation he was trapped by Sou, there's two options whether Sara states she's unbothered or she states what she truly thinks, in this case Sara would try to think through Keiji's position that she's unbothered, in the other route this creates a distant approach between the two due to Sou, another clever antagonism approach of indirect manipulation created by Sou rigorously, however she continues that they should just forget about it and that they have attractions to do, Keiji cold reading Sara's white lie spots her expressions trying to be impervious in the state of the situation that they were forcefully put in, she then runs and gets away as anticipated by Sou, Keiji shouts to no results. Sara in this would think the reasons that Keiji does, an indirect gaslighting created by Sou from the both of them a clever emotional manipulation that stems from anxiety, frustration, Sara is forced open an immense coping mechanism, as she tries to comfort herself.

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Traps, Threats, Strategy Formulation, Psychological Manipulation, Strategy Effectiveness, Strategy Alignment, Strategy Success Rate, Calculations, Anticipation, Foresight, Acting Skills, Critical Thinking, Reflective Thinking, WMI, Tactics, Concealment, Fabrication, Verbal Deception, Negotiations, Psychology, Overall Manipulation, Overall Strategy, Fear Inducement, Logical Manipulation, Strategy Recovery, Strategy Execution, Strategy Shielding, Strategy Control, Strategy Efficiency, Strategy Resilience, Strategy Versatility, Strategy Complexity, Strategy Structure, Planning Invincibility, Planning Intricacies, Planning Versatility, Planning Aim, Strategy Efficiency, Risk Calculation, Metacognition, Hot Reading, Trap Evasion, Risk Taking, Unpredictability, Fluid Intelligence, Abductive Reasoning, Deductive Reasoning, Practical Thinking, Abstract Thinking, Intuitive Thinking, Convergent Thinking, Psychological Warfare, Individual Manipulation, Dismissal, Emotional Manipulation, Fabrication]

Sara after the pre~notion of a situation goes to her room to hide her emotions she cried in the bed, after waking up she asks whether it was exhaustion as she didn't realize she fell asleep, only to infer she cried in the bed due to her observation of the pillow being wet and that her tears wouldn't dry out, there's option whether she'd pick that after all her crying towards Joe or the need of the attractions, she comforts herself and motivates herself she regained her energy to stand up. Going into the Lobby to Medical Office, she's met with the option whether she'll forget the hallucinations created by the Main Game 1 by Safalin, rather in this case she'd agree, as worked by successfully with a pain in it though a success paradigm. After attaining multiple chips she heads back to the Lobby to met with Keiji, Keiji suggests that it's no token trades, that they should talk, Keiji recalling on what had happened between them tries to resolute with Sara by offering a friendly approach of acknowledgement which in this case Sara would agree due to the options, Keiji noticing her behavior of acceptance makes Sara sit and get some coffee as a friendly gesture, she refuses which Keiji accepts both are in a pause state of mind, what they should say and not, Keiji remarks how awkward it is making Sara recall that Keiji doesn't want knowing his personal information and doesn't trust her and that she's certain that Keiji has secrets he hasn't told anyone, Keiji notices this pre~notion of emotion running through her mind which he perfectly understood what to do, it's too earn it as he suggests it in front of Sara, Sara has options, to not lie, act sincerity and trust others, she choose the third option in this case, she suggests that Keiji getting trusted should trust that said person too, Keiji hearing this smiles happily, he directs that is she mad at him questioning and posits his thoughts into a form of words, a pronouncement of resolution to their relationship she flatters Sara that she shouldn't mess up such a cute face, Sara pauses over the comment yet, she states that she wants to trust Keiji and that there are allies but Keiji doesn't show what he's thinking at all and what the hell is he trying to hide persuading Keiji to tell her, with Keiji side eyeing her with a firm smile, with another pause for a moment he states that it hurts to see what her face is, he posits that if Sara could remember their talk on the Blue Room 1st Floor, Sara asks what does this reference at in which Keiji continues to say he shot a person, that he doesn't want anyone knowing his traumatic memories, things that he doesn't want to tell others about if he can help it. Keiji states that the person he shot was a criminal and died and that person is very precious to him. He further admits that he's a killer and the law didn't even permit to judge him, Sara was shocked in this notion as Keiji gets terrified at recalling his heavy memories and traumatic experience and his own hallucinations, showing anxiety, pressure, depression, sadness, trauma, only to emotionally manage himself after recalling said events. Keiji states that he's that kind of guy he is, and that he himself cannot trust himself showing nemesism in te process in philosophy, Sara realizing this fact Keiji states he really did ran his mouth though afterwards states that she's really better off not trusting Keiji, Keiji then left the Lobby with Sara noting that that's it for the discussion, only to be met with a terrified look Gin and that she should take a look on the Prize Exchange Room as Nao was there with a

pale expression worried for Nao, but before that, know the relevancy why these context was covered Sou in this very instance forcefully made these intricate signaling path ways of a distrustful sight, commotion in emotional and indirect way of manipulation one that is carefully executed with versality, forcing, gaslighting both Sara and Keiji to make up prior and after, anticipating such event due to usage in his psychoanalysis, Sou was able to cause pandemonium between two person's with ease connoting their profoundly resolution subsequent happens after a few hours, and Sou was able to social engineer their actions carefully of reconnecting, revealing information in the process despite an overwhelming rigorous interplay of a tactic that was done on spot instantaneously, due to his magnificent observant behaviors of phycological and phenomenological emotional understanding and perception of catharsis and rigor in emotions, and each facet was carefully psychoanalyzed by Sou and facilitated in such a clever way of sheer understanding.

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Continuing where we had left off, Sara was met with a pale Nao shouting her name halting, and that Nao bought a victim video, a specific video that shows Keiji's hair besides, Nao's intent was to gather information for the escape, both decided to watch it together, upon watching the plea of the police woman towards the blonde Nao did not handle said video but Sara was able to observe that the hair looked like Keiji which allowed her to abduct that it was really him, knowingly indirectly killing someone through a game, leaving said girl to a brink of death, a lot more pressure were applied to Sara. Due to Sou's actions, she hinged the fact over this possibility and due to Keiji's admission due to Sou's antics and tactic, a rigorous interplay of a trap he laid out. She heads back to the Lobby only to meet Alice and Safalin, though irrelevant in this case for Sou's feats or statements we'll skip that as per explained in the document. That aside, after talking to Alice about Reko, she incidentally saw Sou and Kanna together in the Ruined Corridor, Sou gaslights Sara as to what she wants in approaching him and Kanna, Kanna was still in such unpleasant look in her face as Sara observes, Sara thinks after repairing their relationship that this had happened, she then leaves in the Lobby goes to the Monitor to see Keiji and Alice, going in the Medical Room for Safalin's machine, to have her hallucinations about Joe to go to zero which she's persistently had to do this due to Sou's actions in Main Game 1, still is very apparent. Though depending on the player's perception of choices there's the option that Sara would hinge and persistently would like to forget Joe which Safalin would try and stop her, Safalin notes that Sara was already long ruined due to her forceful third time of using the machine, with the outcry of Sara's expression Safalin

was delighted to have cured Sara's tendencies. Heads back to the Lobby and sees Q Taro in the Long Stairs, she then plays the attractions. At Lobby she meets with Rio which he perfectly explains in a detailed way how the A.I are programmed with such accuracy.

[Indirect Manipulation, Psychological Manipulation, Setting Traps, Gaslighting, Deception, Information Gathering, Observation, Psychoanalysis, Profiling, Cold Reading, Emotional Engagement, Emotional Understanding, Emotional Management, Self Awareness, Social Awareness, Adaptability, Improvisation, Self Regulation, Composure, Decision Making, Social Skills, Guilt Tripping, Withholding Information, Information Control, Risk Assessment]

Day 3 starts with Reko questioning and concern for Sou and Kanna, and wonders if the both are resting in their respective rooms. Keiji and Gin were at sight discussing collecting the stars all inclusively about how to handle kids in Keiji's way which got Gin annoyed. She goes out to see Q Taro again in the Long Stairs having an unpleasant look on his face about being indecisive, goes to Lobby and Relaxation to see Nao and Alice sitting together, after finishing a game with Keiji about obtaining Chips through cards, Sara has an option to see three hallucinations of Kai, Joe, Mishima, intensely of emotions rushes in with the room depicting of redness, omitting of death, scorning of burning in fear, if Sara tries to discuss the three wouldn't respond just three dots of peace, quiet the aura of hell, traumatizing Sara, Gin then snaps Sara back to reality as he notes that Sara was having a nightmare and had fallen asleep in the Lobby table. By enabling in just talking to the three, the hallucination had worsened over 20% as she calms Gin afterwards but Gin sensed her put on act of smiling trying to comfort Gin and her ruminating afterwards how she survived the Sub Game to ruminate further that it's just about to start, the beginning of the Main Game and that someone would die again for one sake's of surviving. She was asleep again in her room without realizing that she's deep in, clouded with hallucination, an eerie vision, covered by the mist of blood, death, she realizes that can't even move, as if gravity is crushing her. Noting the fact that her exhaustion might be the cause of this, her eyes glanced toward the room, seeing Miley with a shadow over her face, fear sets in within Sara, she tries to move but can't, asking for help but can't speak, Miley states something towards Sara that she can't show it to anyone leaving the rosters and the bloody eerie room disappeared with the clear room light that Sara acknowledges, she sees it in the chair that Miley, the rosters which Sou himself saw the percentages which Sara did not know it's meaning, ruminating the fact it's the same rosters as before in the Main Game 1 after reading the rosters, she sees a particular thing that catches her eyes it was Keiji an Ex Detective which Sou himself saw and did multiple inferences with something he can reason with the contradictions that Keiji puts in the introduction, with the 16 rosters on her hand she thought it's a trap, gathering her composure she looks for everyone in the Lobby realizing that everyone was particularly gone, questioning this pre~notion, realizing again that it's the fourth day the last day on the attractions as she looks in the window, a voice came that states it wasn't that bad.

[Indirect Manipulation, Psychological Manipulation, Setting Traps, Gaslighting, Deception, Emotional Engagement, Emotional Understanding, Guilt Tripping, Withholding Information, Information Control, Risk Assessment, Deductive Reasoning]

Alice shows up how the worthless Sub Game was over, Keiji, Q Taro, Reko came afterwards with Sou after them observing that they are still alive and that they should be glad with a cheerful smile Kanna comes after him, Gin then comes and comments how Sou is still rather a loner and stubborn, Nao then came and that

she's glad no one died genuinely, Sara after observing that everyone is safe, that no one died or missing, Rio then speaks in hence subsequently in this very moment that he didn't take account on them being alive, trying to taunt them, Alice who noted this scream how they would be more of a stubborn cockroaches towards his games, Rio then affirms that he did underestimated that sheer fact, and figured that at least one would die, Rio then posits that there's a place he would want to go too, Q Taro then asks whether it's the Main Game Two already with a terrified expression, Rio with a terrifying expression however disaffirms it, Reko with a annoyed expression shouts, though affirms that they should look on the door, he postulates how great the design is and that he wants them to go there, instead of that said response he'd want to taunt them instead which he posits that if they don't they would die and killed, Keiji, Nao, Gin affirms they should go with a calm composure other than Nao that's terrified, Sara inferring that Rio is probably planning something on the dark room which Sou can also infer himself, Rio affirms that everyone has assembled, Gin asks what does Rio want, Q Taro then screams that they did what Rio wanted, obtained and collected Clear Chips so that there's no problem, Reko affirms the game was over, Rio then disaffirms that the Sub Game isn't finished yet, Nao gets terrified, Rio then announces the results of the game, that buying and selling tokens, contradicting and clearing their misconceptions Nao, Reko specifically all commotion getting observed by Sou carefully he then states that he gets it. Keiji gives his insight on the number of tokens we've got for trading.

[Information Gathering, Observation, Psychoanalysis, Profiling, Cold Reading, Emotional Engagement, Emotional Understanding, Emotional Management, Self Awareness, Social Awareness, Adaptability, Improvisation, Self Regulation, Composure, Decision Making, Social Skills, Guilt Tripping, Withholding Information, Information Control, Indirect Manipulation, Psychological Manipulation, Gaslighting, Risk Assessment, Abductive Reasoning]

Rio affirms specifically that the casts would under in pretense of counting the totals of other people's tokens they at least touched at least once, and that means even tokens they had lost after getting them count toward to the total, reexplained again by Rio that this is about trust and tokens and the amount they were handed that what matters, he then disaffirms that some of the many that they got, wouldn't be counted however, the superb person however who earned the most trust will be awarded a special privilege, Q Taro interested shouts in, Rio then affirms that they should announce that said person, Safalin yaps and Rio announces that it was Q Taro that won, positing that he should stand besides him, Rio then postulates an interview, Q Taro being anxious tries to disaffirm and that he shouldn't mess around and directly asks what the privilege was, Rio then dodges this and that he'll be explaining that later on, Rio goes further that everybody however the first wouldn't get a prize so he'll be announcing in order, Safalin yaps which Rio got irritated by which she further affirms that she should do it Rio then just ignores this and that he'd be announcing the top three which is Kanna that is mentioned which Kanna is surprised with, Alice and Sou he notes that it was a close fight between the two, Sou observing the commotion continues to observes, Alice states that it is not a bad placing, Rio states that Alice is the type of guy who's never gotten first in his life if ever and that he's stunningly average, Rio then mentions Keiji just being barely held in there, Keiji states he's rather surprised he was trusted, Rio goes further who's the so called flunking students were being the three girls these are Sara, Reko and Nao. Reko of course screams that who is he calling an idiot that this isn't a game, Rio however doesn't care and that the three should gather over the right side, and to announce the last person in the barrel, Gin as he affirms that he shouldn't call him dead as he's making him mad, Rio notes that he basically has zero tokens, and it seems as though he didn't accept from everybody, Gin rebuttals and disaffirms that he didn't want to do something that involves trading money, Rio states he's rather stubborn like he questions whether

Gin regrets feel any regret in losing. Rio doesn't care he instead wants a commemorative photo Sara in this case was having a bad feeling about the circumstances that Rio had put them, Rio continues that they should smile wide in a split second both Q Taro and Gin were tied to a circle in the air, Q Taro shocked with this situation yells what Rio is up to right now, Gin is terrified and tries to move, Sara screams for the both of them, Keiji taunts Rio to release them or else which Rio refuses nonchalantly, Sou observing this commotion, in a split second a massive green cube surrounding him was put, he questions the cage to his sudden appearance, observing the green window like appearance in outside, four casts were in it exactly, Keiji, Alice, Kanna and Sou himself. Rio trapping them, Kanna states that she and the others should be let out. Reko seeing this is pissed with a fearful and aggressive behavior with Nao being terrified questioning Rio's actions, Rio directs the three girls to go in the Impression Room, in another split second their floor had went up, Nao's voice terrified utter and halting can be heard, Rio continues that in order to reward their efforts, he'd give them a special invitation, Rio again questioning this notion, Rio stops Reko and that she should stop shouting and start listening, as he's about to explain the rules. Keiji is terrified and infers that this could be bad, in his expression trying to affirm said rules.

Context Rules: Rio then in a state of pronouncement in the rules of the final attraction, the Arbitration Room. Currently as he states that the first place Q Taro and last place Gin are attached back to back on a target. And that soon a particular timer would start and when the timer hits zero, the machine will activate and a specific venomous stinger will be triggered at Gin which shocked him, Rio continues that the venom of the Rikuto giant scorpion is powerful and that he'd die very painfully Gin in a distraught manner, if Rio is kidding questioning this notion as he got ten of the stars, trying to affirm his safety to his dismay this is disaffirmed by Rio rather that it's natural to hand out a penalty to the last place who didn't earn any trust.

Sara shouted that they didn't hear anything about Rio's withholding information about the penalty, Kanna and Reko diverged in concern, fear and how this is an execution at this point. Rio states that he'll give them a chance to save Gin, and that if the one person who gathered the most trust wants to take Gin's place, Rio would accept it. Q Taro shocked with this option, Rio pointed out that the red switch is exactly what would allow that motion to be executed, if he were to press said button the target would do a 180 and the stinger instead would aim at Q Taro instead, Q Taro of course was in a shock, scared state due to option whether he'll live or save someone, Q Taro infers that the privilege that he had was to save Gin which Rio tauntingly affirms to be the case, and that Q Taro was free to do whatever he wants, it wasn't a switch it was a privilege. Both Gin and Q Taro were extremely terrified due to the choice of death being near, Rio on the other hand affirms the other casts should take it easy and that it would start the Arbitration Room Game, Gin noticing this notion begs and pleads for everyone for help, and for Q Taro specifically a terrified expression the game begins.

[Information Gathering, Observation, Psychoanalysis, Profiling, Cold Reading, Emotional Engagement, Emotional Understanding, Emotional Management, Self Awareness, Social Awareness, Adaptability, Improvisation, Self Regulation, Composure, Decision Making, Social Skills]

Before you continue I'd like to posit that the Reko in this very case was the fake Reko specifically an artificial intelligence doll that was the Reko years prior before entering the death game and that the real Reko was kept somewhere due to getting abducted by Rio in the Room Of Lies, a huge plot point within Sub Game and how Sou was able to decipher and reason out such a possibility earlier rigorously with an efficient and effective way of using information gathering and control through sheer observation and psychoanalysis. All will be

covered in the document due to its foreshadowing and something Sou can infer with, the way he can build premises with and its relevance is essential to up-scaling Sou.

The Means Of Rescue: In the upper highest floor of the room being Nao and Reko together, Reko shows her frustration that Rio was an asshole and that she knew something was wrong. Nao terrified on the commotion and Gin's state, she states that they should do something, in such a panic state, Sara infers and observes that the LCDs has been activated having a count down in Nao notes and shouts that the timer has just started, Reko panicking asks on what they should do, noting that she couldn't jump in this very height, asking whether there's something they can do to interfere at all and if all, Sara does the same in her rumination, Nao however composes herself and they should think of a thesis to save Gin, which Sara picks to discuss, Nao further extrapolate that she doesn't want to sacrifice anyone else, Reko on the other hand was still undoubted confused, wanting to know which methodology exactly as Nao tries to give ideas she asks for Sara's leadership towards what and how exactly with a concerned and sad expression Sara pauses and then speaks, she asks Rio that this was called the final attraction she infers that all games that has been played thus far has a way to be beaten, this sparks some shed of light towards Nao, Sara reassures Nao that they'd think such a way and they absolutely cannot give up.

Development: Reko further goes and states she can say that but all they can do was just simply watch as it unfolds, and the guys being on the ground at least might be able to do something however she pauses and notes that from the height they are in, they can't get closer at all to Gin, Sara hit with this fact Reko continues that over and over they were shown hope but only to betrayed, so that this situation must be exactly the same, contradicting her actions on the earlier emotional state which Sara takes note off of this weird behavior stating in her mind that to think that even Reko is losing her heart keep this in mind Sou about this particular weird behavior that Reko is doing, Nao on the other hand affirms that they should think, affirming to Sara which she does agree on Nao's statement, further emphasizing to Sara that when she's with her she feels can overcame any such difficulty and that if they all think together they could hit upon something, Fake Reko crumbled with this fact pauses, Q Taro in a panic state asks pleads everyone, have some kind of revelation to the situation they were forcefully put in by contingent outside interference and use of power by the Floor Master which Rio affirms that the time limit was pretty short, and that they should be best of luck with what they have, Sara hit with this fact ruminates on the time limit and venomous stinger which Sou in this case would take account as well before his appearance in this game to be relevant, neatly he'd create an immense tactical prowess in the discussion keep this in mind. Continuing Reko is picked to speak, she articulates that what else they can do or even think which Sara posits that if there's something they can check about a specific special trick or something in the Impression Room. Reko given by this idea observes the surroundings about the first thing that they can notice would be the two LCD screens which had the Timer set in under in the left: First Monitor 55:55, Second Monitor which is the right: 35.5, she further goes that the right must be the poison and if it hits zero Gin would die. Sara was glad that Reko calmed down, interacting with Nao she gives an idea that they should firstly but was interrupted by Sara that she should stay calm and think about what they're going to be able to do first, Nao apologizes, she gives her thoughts on what she can observe, Nao posits that why are these two LCDs as she ponders and wonders, guessing that one of them are the timer of count down in the venomous stinger that would eventually shoot Gin she continues that the left must be the venomous timer due to it's ticking down moment by moment momentarily, Sara thinks she's glad that Nao regained her composure, putting Nao's thesis to Reko's antithesis Nao questions Reko and posits that the left LCD must be the venomous stinger Reko argues that it was the right LCD that surely says

Left at 35.5 in countdown, affirming that this should be the timer Sara realizes that it's not moving at all the timers Nao affirms it that it doesn't even change, while Reko was in a shock state of mind she herself affirms the fact it isn't moving at all. She emphasizes that if it isn't the timer, what was the right LCD for questioning and what does it show, Nao gives her insight about one single thing towards an abduction she made that this means that it might be the key to solving the trick behind the game which reassures the Fake Reko to be motivated to save Gin with a tremendous confidence.

[Information Gathering, Observation, Psychoanalysis, Profiling, Cold Reading, Emotional Engagement, Emotional Understanding, Emotional Management, Self Awareness, Social Awareness, Adaptability, Improvisation, Self Regulation, Composure, Decision Making, Critical Thinking, Reflective Thinking, Strategy Aim, Strategy Adaptability, Strategy Building]

Note: There's a summarized version in terms of Sou's extracting information and what he can collectively receive, though I hereby suggest to read this otherwise to get the full context especially the Fifth Progress the summary only covers the First to Fourth Progress. Sou is also relevant and makes his appearance so it's a must not in terms of skipping, if deciding to do it. This choice got revoked unfortunately about the summary.

First Progress: Reko introduces a proposition that firstly, they had to think about what exactly the Left means and it's time, trying to reassure everyone's beliefs. Nao infers inductively that it's probably left, as in remaining, however maybe the lower number or do something to free those as she questions it, and in which case what's important would be the units on the Left. Nao continues that length, weight, volume if they know the units they would be able to solve said mystery, however and but even if managed to narrow it down to the length it could be meters, inches, yards even as she posits, Reko postulates that if they could just figure out what's its related to, that should give them such a hint subsequently a person, an object or an action. Reko further extrapolates that if it's a number related to Nao then for a very instance if they cut 35.5 centimeters off of Nao's hair, Gin would be saved questioning, though this belief that Reko is per say is trying to posit and continuously suggesting is very ridiculous as a thesis, Nao hearing this affirms with a terrified expression that she'd do everything for Gin in order to save she'd cut as much as she can, Sara however sees this flaw of conjecture of reasoning which she thinks it maybe not that, however this is all what the three girls can do and to exactly say what comes to their mind. This comes into a realization for Sara rather than logic. This is based more on intuitionistic approach in her mind, she posits in her thinking that she has no doubt that the number has to do with something present here. Sara continues that they would find an escape or even if they had to brute force it. Extracting Reko's statements she would state that in which number does she think it would be most related to, a person, object or action. Sara has three options whether what the three that Reko mentioned that'd be picked, a person is picked which Reko puts an aforementioned abduction about the number being related to Gin that's been targeted by the stinger, Reko despite a logical conclusion in this case refused it due to its lack of evidence however a good suggestion, going over Nao's options having length, weight, volume going into the weight, Nao calculates for about 35.5 kilograms and grams, kilograms is specifically would be about the weight of a grade schooler which allowed Sara to posit her statement towards Reko, being posited Reko realizes that what Nao had just said was which before she could say anything Nao butts in that 35.5 kilograms is about the weight of a grade schooler Reko affirmed with this belief states of a what if she then calls for Gin, asking his weight through the school, Gin who heard her voice with a terrified expression and is in fear induced state of mind, as Reko screams that he should tell her his weight in kilograms and how much is it which he affirms said number, Reko screams that it's exactly it the number on

the LCD. Nao asking whether this is a coincidence with a terrified look, which Sara disaffirms instead Nao questions in what world does she mean, Sara thinks while Reko continues to elaborate that the left numerical number would be 35.5kg, trying to affirm said beliefs postulating further that either increasing or creasing the value should give them an answer. Sara thinks for a second, which Reko abruptly said they should rethink and whatever comes to mind.

Second Progress: Nao continues to ruminate on what they had per discussed, being increasing or decreasing, weight she then starts to panic due to the immense of information showing exhaustion, Reko further states that she got it, Nao shocked with this, Reko elaborates that the Impression Room itself is a giant pressure switch. She goes further how it's saying they would need 35.5 more kilograms to press down the switch, Nao states that it's rather displaying the numbers in the left because Reko butts in that if they add 35.5 kilograms of weight to the platform, maybe some machine to rescue Gin would start up. Reko questioning whether they could even determine the numerical recalling that there is a way, Sara furiously asking Reko on what way, Reko states that they should just jump, she continues that if the platform really is a scale measuring their weight then the weight needed will increase while they were airborne, and decrease from the impact when it land. She extrapolates further that basically, if they hop around the left LCD display would fluctuate, Sara affirms Reko to jump whether this proposition is true or false, she jumped high into the air asking Sara whether the LCD changed or not, Sara instead disaffirming that it did not change completely shattering the proposition as true, Reko shocked with this gets a sweaty look in her face, again trying to affirm only to be met a sewer result. Reko dismayed with the fact it was false that the Impression Room really was just an impression, Sara pausing for a moment, Reko continues that whatever they do doesn't have any difference, the Impression Room's just for outsiders, Sara thinks even with the leaping didn't change the display however she didn't let go on the information just yet trying to affirm whether this is irrelevant or not. Nao on the other hand ponders on what Reko is stating whether it really is irrelevant, Sara shocked with these thesis she emphasizes that the poison timer, and the left LCD display why are they here where only they can only see them, Sara questioning deeply that why the three of them specifically was separated out Sara recalling that Rio had said that it was a special invitation however that sure enough that there's to many oddities, two options arises, first option would make Sara state that Rio said that this was a reward for our efforts, however considering that it's quite bizarre that it's only those of us who placed low here, Nao listening to Sara was shocked, fear inside of her was getting seen she wonders if the goal of the Impression Room was this, a penalty and to punish the flunking students. Making Reko and Nao conflict, Nao repeats what she said towards Reko, restating what Nao said she affirms said belief again to Reko which subsequently shocks Reko. Reko continues to extrapolate, so what if this is punishing them, noting with Nao's explanation this really has nothing to do in rescuing Gin. Nao rebuttals that if that were to be true, there'd be no reason to separate them to Keiji and the others, and that she's sure the room they are in is connected to the mechanism to rescue Gin, and that maybe that their punishment is related to the left LCD, Reko continues and shouts that it's irrelevant that nothing they do got any meaning that she should take a look that no matter how much they lead around the display isn't changing, Reko jumping again in the process to test said hypothesis and proposition to be false, a huge thump which shocked Sara and Reko at the same time, Reko affirms she heard a sound Sara infers that it came from the floor, she further abducts that she should try touching around, she noticed that there's a specific tile and faint rattling noise from the tile, Sara wonders and induces that there might be a small indentation in the gap between tiles that she can get on her fingers into noticing this she shouts that the tile was removable, Reko and Nao shocked they all lifted the title to see a hole, bottom of it is deep, large spikes in the end. Reko realizing that it maybe was a trap, Nao shouts on Sara that there was a writing in the

back of the title as read that to rescue as Sara reads through her head, after that the right stated as the Left LCD went down under 35.3, Nao questions what this could had meant which Sara has affirmed that it was the weight, which then thinks that Reko's idea wasn't necessarily wrong, Sara calls out for Rio, asking that the bottom of the hole that they may be a bed of spikes, but could it also be a scale, Rio eating ice cream, pauses and Sara further articulates that the LCD matched Gin's weight, and a piece of the floor tile fell down into the spikes, decreasing to 35.5kg and abductively that the difference can be accounted for as the weight of the fragment and that in short, if something 35.5 kilograms or even greater is dropped down there, the venom mechanism would stop trying to affirm to Rio which he does affirm happily that they did figure it out with the little clues he gave, Nao on the other hand affirming that they could really rescue Gin, which Rio affirms again which if they can menacingly smiling, taunting them and that no time to dawdle the 35.5 kilogram, as he wants to talk about what to use as a weight.

[Information Gathering, Observation, Psychoanalysis, Profiling, Cold Reading, Emotional Engagement, Emotional Understanding, Emotional Management, Self Awareness, Social Awareness, Adaptability, Improvisation, Self Regulation, Composure, Decision Making, Critical Thinking, Reflective Thinking]

Third Progress: Nao dismayed in her expression states the 35.5 kilograms, Reko states that the walls of the LCD are on, if they bust them those and drop on the hole, which Nao tries to clarify wit barehanded, Reko noticing this contradiction gets dismayed as well, asking what they should do, and something heavy enough to use, that there's nothing on the platform, and that asking if Rio made it sure and never intend on letting them save Gin, questioning if there is any hope at all. Reko kicks the wall however it doesn't budge due to her frustration then that floor tile, if they break it apart and drop it all down, though Sara doubts that it would be 35.5kg, Reko frustrated with no results of saving Gin, Sara in her mind however it's the worst possibility that someone should fall in the hole, Nao realizing this before Sara does with a utter and sad expression, Reko hearing this was shocked Nao continues that there's only one way to get the 35.5kg, that someone would die, a human body and if someone falls that will weigh own the switch and rescue Gin all three paused a bit which Reko states that she's stating that in order to save the two one had to be sacrificed for it, which Rio affirmed, he continues that the Impression Room allows them to leave an impression, with someone's sacrifice and if they can stop the device. Stating they are lucky affirming Safalin which she states that if Q Taro had placed last, he would be over 100 kilograms and that she imagines that all three would descend in order to save him, Rio making them pay attention to the time that they got left, and that it's getting down there and soon enough the discussion would be over and that they would settle quickly on who to sacrifice for Gin.

Fourth Progress: Nao stating a sacrifice for Gin with a more sadder expression, as both pauses, Rio taunting them that they have been racking their brains for that, Nao can't fathom the fact that she's very indecisive with this action tearing and crying, Rio rebuttals that if it were Mishima and instead of Gin she'd push her allies in a heartbeat Nao denies that she would never, Rio laughing and if she doesn't like pushing then she should sacrifice herself, Nao again was shocked for such an awful idea, and Rio continues that any kind girls who wish to save Gin would make anything by all means, Rio smilingly and laughing on their situation with a despair induced face, Keiji butts in that he's meddling a little too much in the discussion asking the three if they remember that what Rio said in the first they all met and that if they do well in the Sub Game no one will die, Nao recalling affirms, and Keiji continues that it's strange that if somebody has to die to win that very much violates the rules suggesting that there's must be a way to not be skewered Reko asking if Keiji's serious and that it's 35kg and asks what the tree of them can do asserting that they should cut themselves which she

denies she wouldn't do, Nao butts in that the floor tile if they ride on the tile they had removed which could had avoid the spikes piercing them. Sara presenting an item the Web of Happiness and that the rope had them mystified, and that what if the Web of Happiness wire rope was prepared for this moment, Reko affirming from way back then and that Sara states she should think, the top of the plate, that there was a note. It was left there in the final attraction that it may had save their lives, Sara affirms that it definitely had said that, Sara continues that she completely forgot that she collected enough Clear Chips and that this is the only place that is left to use it. Nao affirming that a wire rope of this thick should let someone hang from it and descend, Sara recalling that Safalin misspoke about if Q Taro had placed last, he would be over 100kg, and that the three would descend in order to save him Sara inferred that she never once said about falling and that Safalin wanted them to be saved, Reko questioning Sara's reaction and that Sara continues that if they fell from such a height, they would definitely die from hitting the spikes suggesting next that if they descend with the rope, they can stand between the spikes, Nao affirming they can finally save Gin. Thanking Sara and asking where did she find such a thing, Reko affirming it was the Room of Lies, Nao realizing that this could be bogus both Reko and Nao were shocked when they realized that the rope snapped easily, Nao being in disbelief Safalin shocked that her plan failed, Rio laughs at this notion and that so close they could have died, Sara asking of how many traps those it go, thanks for Nao they managed to trap evade another Rio's trap, Reko was furious and that it was all misfortune, Sara getting affirmed that this was the lie in the Room of Lies, Rio continues to insists that they should sacrifice someone both Reko and Nao were in utter shock and had paused Sara asking on what they should do.

[Information Gathering, Observation, Psychoanalysis, Profiling, Cold Reading, Emotional Engagement, Emotional Understanding, Emotional Management, Self Awareness, Social Awareness, Adaptability, Improvisation, Self Regulation, Composure, Decision Making, Critical Thinking, Reflective Thinking]

Fifth Progress: All three in exhausted state were frightened and scared and not talking which Sara noted that it's no good and if no one talks they would be just wasting time. Four options had risen whether Sara would sacrifice herself or the two or give up, the option in this case would be her giving up and that she can't choose her own death nor choose someone as a sacrifice and that she can't get burned with anything anymore, recalling Joe and what Joe did to her and what he means to her and that her heart was its limit. A voice came in it was Sou (I'm not sure if it's Sou, Joe in the visual never calls Sara, Miss Sara, only Sou does regardless this still falls on Sou's credit by just making Sara recall Joe), telling her that this isn't like her and that this would be a waste of the feelings she was entrusted in, a steel mind like herself cannot give up over such a thing, gaining comfort she announces that they cannot give up yet, she further goes that there's still time. Reko, dismayed, says they should give up, continuing that she realizes that there's no way left to save him, Nao affirms that she can't desert Gin. Reko rebuttals that Nao thinks she doesn't think the same, and that they should stop sugarcoating the facts, and that they can't save him they just had to give up, Sara stating it's wrong, Nao inferring that something is off and shouts that Reko would never say something such as that, take a very moment and remember where these instances happens at this very moment, Sou beforehand was listening carefully between the discussion of the three girls in questions such inferences would make Sou come to a conclusion that Reko is rather acting weird and strange, even from the very start keep these in note as I'll be putting a syllogistic format later for his intricate reasoning, Reko denies that it's not how she really feels either and she asks that if she could sacrifice herself as well, feeling frustrated states that she simply can't do it, Nao continues to ramble that it's rather odd and it's not like she's not Reko with a sad expression, Sara noticing this commotion makes the girls realize that they shouldn't be fighting at the time like this, Nao

continues to state that Reko has changed and that she was full of affection, Reko continues to deny and she tells Nao that she shouldn't act as if she knew her despite the little time they been together she goes further that she's her and that she's accepting the facts, Nao disaffirming that she did change now thinking back ever since, Sara again disallowing this fight, Nao speaks despite her intense emotions of disbelief, shock, pressure and that states she's perfectly calm she continues that there's something she kept quiet about, Sara shocked with this statement. Nao continues that the one who broke Mishima's monitor was Reko, and that she saw it herself and that she believed in her and that's why she couldn't tell anyone, which Reko denies that she doesn't have any memories at all. She shouts that there's something wrong with Nao, Kanna butts in that this isn't time to talk about this, Sara in her mind agrees with Kanna, however noting that Nao seems abnormally serious about the matter which entails whether this is a proposition. She wonders whether she'd entertain this subject which she asks Nao for more in depth details in the matter, which Nao clarifies that once she was finished talking to Mishima she vowed to never go back but she couldn't stop herself which her legs lead her to the Monitor Room, however she wasn't able to enter and a sound shattering rang out so she quickly hid herself and saw that Reko leaving the Monitor Room with blood dripping in her hands, her fist it looked like there were fragments stuck in it Nao froze in fear and that Reko passed without her noticing Nao, and that when she entered the Monitor Room afterward Mishima's monitor was destroyed and that Reko must had destroyed it from all her might and that Reko was keeping it as a secret. And thinking about that, when she started acting strange asking what is she hiding, Sara stuck in her thoughts trying to affirm whether Nao was telling the truth, Sara can ask three people being Keiji, Kanna and Sou. Asking selectively Keiji asking if he investigated the monitor trying to affirm, Keiji pausing for a bit with a shocked expression which he does talk states that Reko did break the monitor and he saw it too unfold, Rio butts in on the rescue operation that was happening and firmly asks and that the venomous stinger would fire in anytime, Gin hearing this was scared, afraid, anxiety, shivers, which he asks Rio to stop. Rio affirms that he does after all keep his promise, Q Taro asking whether Sara has a plan or not shouting at her which Sara states that they should give them more time, as Sara thinks that they got less time than before note that Sou is taking every time limit into questioning and restoring its information this would be explained later, Keiji then affirms again that Reko was the one who broke the monitor, the Fake Reko shocked with this information as Keiji tries to persuade her that she should say it herself already and further derailment is a waste of time. Reko continues to disaffirm which Keiji on the other hand still tries to affirm the belief smiling, Nao questioning this, Keiji elaborates further that he himself witnessed it, hidden at the Prize Exchange and that he had a good spot to see everything unfold, the whole conversation between Reko and Mishima, Keiji explains and recalls the entire exchange between Reko and Mishima as it follows, Reko says she gets it and if he has more other information, Mishima replies that it's just a bit however he'd imagine it wouldn't make Reko satisfied. Reko hearing this is displeased however Mishima continues that he has a shameless request, which Reko is wondering what is it in which Mishima states that once they are done talking, she should destroy him to which Reko responds that he's being ridiculous. Mishima continues that he doesn't want to hide any information towards her at all, Reko continues that she doesn't what Mishima want and as a plus it's going to make Nao cry and that she'll never be able to see him again, which Mishima affirms that that really is the idea on why, Nao resolved herself and that she said she would never come back on the Monitor Room, and that she must walk on her own now and that he didn't want her resolve to be entirely shaken and if he's gone the temptation will be gone, Reko still states that she doesn't get it and affirms that doesn't he want to see her questioning Mishima with a concerned look and voice, Mishima affirms he does and that he doesn't want to die either, he further goes the person who made Mishima must be brilliant as he feels fear in his death and that if his Monitor got destroyed he'd be gone and that he's afraid of that, for her sake and her resolve to ashes

is even more terrifying than his death as he pleads and begs for Reko which she says that she doesn't want to point out a weapon on Nao's professor, and regardless of that Keiji states that Reko granted Mishima's wish. That she swung her fist with an unbearable look in her face however he couldn't confess to Nao, Nao shocked with the realization tries to affirm Reko that why didn't she tell her and before that she suspected Reko with a tear and sad expression, Reko however denies this and that she doesn't know what they are talking about, Keiji shocked, which Reko continues that she seriously doesn't know about anything what Nao and Keiji revealed and who are they mistaken her for, Keiji still questions Reko which Reko disaffirms whether they see a scar on her and that they all think it's under her gloves and that she'll show it, Sara and Keiji observes that not a single thing nor cut on her hands, Keiji affirming that there's no wound, Nao states that they were really bleeding and they couldn't be that clean after just a few days with a terrified expression, Reko asking whether they are seeing a fake which shocked Sara, on the other hand Sou who's been listening finally spoke and pronounces posits that there must be a fake Reko Sou who's casually been waiting to announce said inferences and reasoning who carefully waited patiently for this instance in gathering information, Sou who was able to stay calm with an immense control of emotional management, an intense amount of patience of pressure that he's within in already, and to posit and take account on such time limits within what's happening and what transpired to the others, showing a beautiful stoicism in the process, carefully observing and psychoanalyzing the situation, actively listening inferring to their verbal emotions in the use of facilitation in situation. Which by said facilitation Sou was able to make such a complex lie, that's clever in information gathering and control that would be explained under a syllogistic format. To fully understand what I'm referring to it's Sou's ways in information gathering that already transpired in Main Game 1, how he was able to perfectly and rigorously brutally trap Nao by presenting false narratives and hiding his real thought process and motives carefully, concealing them with such accuracy and what he actually firmly thinks and how he genuinely helps the cast, this not only pre-allows and puts Sou in control and to fully manipulate the situation efficiency and effectively, this allow Sou's to save Gin in the process and the time limit he's taking account every single time. His wide thought process was already to utilize the situation by listening to the premises that's been given out, we'll divulge in depth in his intricate logical reasoning with that is widely applied contextual adversity and faced the fact Sou did this with excellent infallibility of execution in acting skills and carefully laid out signalling waves in tactics of traps and his distillation into many premises to cover, whether these propositions are false or true, rightfully thanks to his ability to carefully and rigorously psychoanalyze and profile the casts with intense accuracy which pre allowed to casts to move on in the utter despair and stuck discussion.

The Liar's Sub Game Deduction

The methodology and how his thought process progressed, even in the start this first notion allows Sou to recollect memory in any moment of reasoning of inferences despite even at the start, Sou was listening deeply in distillation in reasonings and statements that were put out.

Firmly remember the first instance that Sara was weirded out by Reko being specifically in the Development state which in the following would be a tautology for accuracy. Reko further goes and states she can say that but all they can do was just simply watch as it unfolds, and the guys being on the ground at least might be able to do something however she pauses and notes that from the height they are in, they can't get closer at all to Gin, Sara hit with this fact Reko continues that over and over they were shown hope but only to betrayed, so that this situation must be exactly the same, contradicting her actions on the earlier emotional state which

Sara takes note off of this weird behavior stating in her mind that to think that even Reko is losing her heart keep this in mind Sou about this particular weird behavior that Reko is doing.

P1) The original Reko consistently exhibits a temperament grounded in emotional volatility and raw honesty whenever her character is challenged or her actions are placed under suspicion and this trait surfaces reflexively with loudness bodily tension or sharp verbal pushback as previously seen in confrontational group discussions and moral dilemmas where Reko's first response has always been one of heat

P2) When accusations and implications of deception emerge during the Fourth Progress and Sara along with Nao begin questioning her identity both directly and through behavioral inferences the current version of "Reko" does not meet these cues with the expected confrontational outburst but instead withdraws emotionally showing subdued reactions and vague expressions of sadness or self directed confusion which completely doesn't align to the real Reko's reactions prior

P3) Emotional suppression or tonal withdrawal in moments of high emotional charge such as this is uncharacteristic of the Reko we know and cannot be written off as mere fatigue or circumstantial depression given that even under heavier stress Reko's historical behavior has always intensified not diminished in the current state shown to Sou

C1) Therefore this emotional inversion from fire to passivity under accusation represents a categorical break from Reko's emotional identity and signals either an unnatural suppression of affect or a failed behavioral mimicry by an impostor

P4) The Reko who has consistently expressed herself through speech marked by regional identity speaks in a clear and unmistakable Kansai dialect that naturally resurfaces whenever she is distressed enthusiastic or emotionally exposed regardless of whether or not such moments are socially appropriate for formal or standard language

P5) In the field of forensic linguistics and deception analysis Sou posits, it is a well form established principle that individuals under stress often lose the cognitive control needed to maintain learned or formal speech patterns and instead revert to primary or native linguistic structures as a cognitive baseline

P6) During the Room of Lies and in the surrounding moral debates especially in moments involving time pressure fear and emotional panic the "Reko" present speaks in a deliberately standard tone that shows no trace of not even in reaction phrases surprise interjections or emotionally inflected moments where such dialectal shifts would be automatic for someone with Reko's history

P7) This persistent absence of dialectal cues even in the moments of emotional crisis such as Gin's impending death is statistically and behaviorally implausible and suggests either an extraordinary level of self monitoring that contradicts the emotional breakdown she is supposedly experiencing or the inability to speak dialectally in the first place

C2) Therefore the flat and tone of "Reko's" speech under emotional strain strongly indicates either artificial mimicry through conscious effort or the use of an emulator incapable of replicating dialectal nuance which casts further doubt on her authenticity

P8) One of the defining features of real Reko's interpersonal behavior is her tendency to insert herself protectively between Sara and danger whether that danger is emotional psychological or physical and this instinctual protectiveness has manifested repeatedly whenever Sara becomes morally paralyzed overwhelmed by guilt or trapped in existential decisions

P9) In the current arc however when Sara visibly begins to falter during the Room of Lies both ethically and emotionally "Reko" fails to intervene in any meaningful way and instead leaves Sara to carry the weight of moral decisions including the possibility of sacrificing a participant or descending into a deadly trap without offering the kind of emotional support or assertive moral clarity Reko has reliably shown in the past examples such as assisting Kanna in her distress

P10) Rather than push forward with her characteristic sharpness "Reko" either stays quiet follows others' leads or even suggests surrender which deviates not only from her usual assertiveness but from the caring relational core she has exhibited toward Sara since the early stages of the Death Game

C3) Therefore this failure to display protective instinct and the abnormal emotional detachment toward Sara's suffering suggest that the person acting as Reko lacks the relational memory and emotional encoding that defines their shared history pointing once more toward replacement

P11) Reko's behavior toward Sou has remained a clear line in her character profile as she has consistently shown suspicion resistance and direct challenge toward Sou's morally grey logic and manipulation tactics often pushing back with fierce rejection, whenever he attempts to steer decisions through cold rationality which Sou has a clear clarify of profiling of Reko

P12) In the most recent progressions however "Reko" does not resist Sou's interpretations or question his motivations even when his conclusions push toward dangerous logical outcomes instead she follows along silently and accepts his reasoning with unnatural ease

P13) This shift is abrupt unexplained by narrative development and completely lacking in transition or internal conflict which makes it incompatible with character evolution and much more consistent with someone unfamiliar with or emotionally uninvolved in Sou's past manipulations

C4) Therefore the sudden absence of resistance toward Sou and the compliant behavioral posture "Reko" now displays reveal a relational logic inconsistency that further supports the argument of social memory erasure or replacement by a non identical consciousness

P14) Historically Reko has responded to intense pressure with amplified behavior including sharp verbal escalations fast pacing bodily fidgeting and outright emotional outbursts as these physiological stress reactions have been part of her standard coping mechanism even when not directly under threat

P15) In the Room of Lies where Gin's life hangs by a thread and where choices must be made quickly "Reko" does not escalate but instead remains calm quiet and observably restrained to a degree that cannot be reconciled with the urgency and horror of the moment

P16) Even as Nao and Sara begin to panic and raise their voices “Reko” remains emotionally flat and her responses lack the urgency or erratic movement expected of someone with her profile facing this level of crisis

C5) Therefore the observed response to life threatening stress is diametrically opposed to the known behavioral tendencies of the original Reko and reinforces the hypothesis already established in C1 that this “Reko” is unable to simulate the true emotional core of the real individual

P17) In the original Main Game during moments of despair and time pressure Reko demonstrated persistence and moral insistence by encouraging others to act and to keep trying even when solutions seemed absent and during the final vote when tensions peaked she expressed concern for those outside her own safety including Sara Keiji and Kanna without hesitation or defeatism

P18) In contrast during the Room of Lies when the timer to Gin's death ticks down and every second carries weight “Reko” proposes surrender as a valid option and says repeatedly that there is no hope which runs counter to her Main Game behavior even though the moral imperative now is even stronger since she is not under personal threat

C6) Therefore despite apparent caring behavior “Reko’s” emotional defeat and willingness to accept death for Gin in this moment is fundamentally incompatible with her earlier insistence on perseverance which contradicts her emotional core and further confirms the inconsistency identified in C1 and C5 prompting Sou to recognize that more data is needed before statistical induction can resolve the contradiction fully

P19) Reko’s psychological arc includes one of the most devastating hallucinations in the Death Game namely the illusion of Alice dying before her eyes a moment that created a lasting emotional scar and became a pivot point in her moral compass and stress profile

P20) In the events following this trauma any mention of Alice or reference to siblings has caused visible emotional resonance in Reko whether that takes the form of angry deflection or intense protectiveness but in the current situation “Reko” not only fails to show any such reactions but does not acknowledge that this trauma ever occurred

P21) Despite being given openings and prompts “Reko” does not recall the hallucination and she makes no claim of memory loss confusion or trauma induced repression which means the absence of emotional reaction cannot be explained as mental fog or denial

C7) Therefore “Reko’s” discontinuity in trauma memory and the complete severing of emotional linkage to Alice strongly supports the conclusion that she is not the same person who experienced those events but rather a replica lacking emotional history

P22) When Reko insists she simply cannot sacrifice herself even though she seems to wish she could and shows frustration while failing to express decisive conviction Nao breaks down and shouts that Reko would never say something like that expressing emotional disbelief and a clear sense of character betrayal that echoes earlier sentiments voiced by Sara

P23) Reko responds by saying that it is not how she really feels either which paradoxically confirms Nao's suspicion while also reinforcing the logical contradiction that this entity behaves as if she has two different emotional cores in conflict

P24) Nao continues to cry and affirm that something is deeply wrong saying with a sad and uncertain voice that Reko does not seem like to herself, and although her language is emotionally fractured the sentiment is however direct and raw creating a tautological foundation based on emotional axioms Nao holds as true from lived relational memory they had spent

C8) Therefore this moment adds not only to the trauma contradiction outlined in C7 but also supports the cumulative emotional inconsistencies building from C3 C4 and C5 showing the widening fracture in character identity as perceived by those closest to her

P25) The cumulative behavioral fractures now span the full structure of personal identity with emotional reaction under accusation already disqualified in C1 linguistic mimicry and dialectal suppression confirmed in C2 relational inversion with Sara identified in C3 alignment breakdown with Sou highlighted in C4 stress response reversal demonstrated in C5 trauma memory disruption detailed in C7 and emotional inconsistency highlighted in C6 and C8

P26) These conclusions represent discrete yet interlocking aspects of identity and their collective inconsistency points not to psychological instability but to an attempt at imitation that cannot reconcile the multidimensional coherence of a real person

P27) As each contradiction builds on a separate but mutually reinforcing axis the resulting structure cannot support the hypothesis that "Reko" is merely acting differently due to stress and instead directly supports the breakdown of a mimicry pattern failing under pressure

C9) Therefore the observed failure of "Reko" to maintain behavioral linguistic emotional and social consistency confirms the presence of a degrading imitation unable to maintain the illusion of personhood when examined across all identity domains therefore the possibility of the fake

P28) Within the Room of Lies a setting already known for its metaphorical traps and symbolic exposures the presence of Reko's guitar case alongside a lifelike doll arranged in a manner suggestive of identity theft provides a visual and narrative anchor for the theory that a substitution occurred at that point

P29) Past uses of the Room of Lies have demonstrated its function as a stage for revealing or concealing truths particularly through illusions doubles and contradictions used to destabilize player expectations

P30) The placement of Reko's personal object beside a humanoid form during a time when the real Reko's behavior begins its most serious deviation suggests not coincidence but a constructed misdirection to facilitate an undetected swap

C10) Therefore the Room of Lies should be interpreted not only as the thematic setting but as the operational event that enabled the replacement of Reko with a fabricated or replicated stand in supporting the behavioral degradation traced in C9

P31) Before entering the Room of Lies the real Reko was observed with a bleeding hand injury witnessed by both Nao and Keiji with fresh blood visible and glass fragments embedded making it a memorable and significant wound unlikely to be forgotten

P32) After the Room of Lies when accusations arise and "Reko" is asked to show her hand she complies but her skin is unblemished and shows no trace of healing tissue scar formation or irritation that should naturally follow such a wound within the established time frame

P33) The absence of any healing mark contradicts both witness memory and expected biology and no plausible explanation is given by "Reko" other than vague denial which increases suspicion rather than dispelling it

C11) Therefore the anatomical discontinuity between the before event and post event versions of Reko confirms physical replacement and supports the claim made in C10 that the Room of Lies was the site of substitution

P34) During the entry into the Room of Lies Rio Ranger explicitly warns Sara against entering underlining the danger and trying to dissuade her but does not apply the same pressure or manipulation toward Reko who enters without contest

P35) If the substitution had already occurred Ranger's behavior is best understood as a narrative maneuver to steer suspicion away from the fake and to limit the investigative reach of those most capable of exposing the truth

P36) This asymmetric pressure behavior mirrors earlier misdirection used by Floor Masters and confirms a controlled flow of information and access consistent with covering up a switch

C12) Ranger's selective discouragement and behavioral redirection confirm his complicity in the substitution and align with both the physical evidence of C11 and the environmental implication of C10

P37) After the Room of Lies when the time to demand answers or assert moral judgment arrives "Reko" remains emotionally absent and refrains from criticizing Sara despite her having made dangerous choices and withheld key details about the trap and what she learned from it

P38) Real Reko has consistently taken on the role of emotional enforcer confronting others when they act suspiciously or violate her moral framework yet "Reko" says nothing and instead offers vague phrases about inevitability and giving up

P39) Even in the final minutes of the countdown "Reko" avoids direct confrontation emotional outburst or sharp critique which stands in stark contrast to her known behavior when faced with betrayal or indecision

C13) Therefore the post event apathy and non reaction of "Reko" constitute the final behavioral fracture in her identity profile and reaffirm the emotional detachment described in C1 C3 and C4 closing the loop of identity collapse

P40) During a critical attempt to probe "Reko's" continuity of memory and emotional profile Sara makes a calculated decision to refer indirectly to Alice by invoking emotionally resonant phrases and contextual cues that would normally elicit a visceral or conflicted reaction from the real Reko given their complicated sibling dynamic and the trauma she endured during the hallucination of Alice's death

P41) In past scenarios involving Alice Reko has shown extreme emotional volatility ranging from protective rage to denial and guilt often escalating quickly into intense reactions whenever his name was evoked in a morally ambiguous context or used to question her integrity

P42) In contrast "Reko" now responds to such references with complete neutrality offering neither emotional engagement nor defensiveness instead deflecting the implications or changing the subject with an expression that remains fixed in calm or confused composure with no visible emotional tension

C14) Therefore "Reko's" complete failure to react emotionally to stimuli historically tied to Alice not only demonstrates a severance from personal trauma as outlined in C7 but also confirms an absence of emotional memory encoding linked to her familial identity which further destabilizes the psychological continuity required for authentic selfhood

P43) In a final test designed not only to extract emotional memory but to provoke a behavioral reflex that should be instinctive and irrepressible Sou who has been quietly profiling "Reko" for inconsistencies delivers a phrase constructed to mirror the subtle manipulation strategies he has previously used to trigger real Reko's explosive responses during argument

P44) This phrase is embedded with emotional and strategic cues calibrated to push Reko's buttons specifically by framing the situation as one where others are hiding things from her manipulating her or putting others at risk through deception which are all patterns that previously caused Reko to lash out

P45) When this phrase is delivered "Reko" does not respond with the slightest increase in vocal tone body movement or facial expression and instead acknowledges the statement in a flat or non committal way showing no reflexive anger suspicion or outrage that would be unavoidable if this were the real Reko being manipulated by someone she already distrusts

C15) Therefore the failure of "Reko" to exhibit any reactive impulse to a manipulation trigger crafted from her own behavioral history confirms not only that she lacks the deep emotional circuitry of the original but that she is functionally incapable of simulating reflexive behavioral memory under social stress further reinforcing the deductions made in C14 C7 and C1

P46) Based on Sou's profiling of Nao throughout prior events and specifically under high emotional stress he knows that Nao is not someone who fabricates accusations under pressure and that she is particularly averse to misrepresenting others when lives are on the line

P47) Sara's earlier statements and visible agreement with Nao's emotional assessment reinforces the consistency of their joint perception which functions as a second layer of relational verification for Sou's ongoing deduction

C16) Therefore Sou logically aligns himself with Nao's perception and supports her view that the Reko present is not behaving like the real Reko and this agreement is not emotional but is derived from layered psychoanalytic premises that have remained consistent across multiple stress scenarios

P48) The sixteen prior conclusions form an internally consistent and mutually reinforcing network of identity failure covering distinct yet essential axes including emotional authenticity from C1 emotional flatness toward Sara from C3 and apathy after critical events from C13 social alignment inconsistency from C4 stress reactivity inversion from C5 trauma discontinuity from C7 linguistic suppression from C2 identity coherence failure under mimicry pressure from C9 replacement implication through symbolic staging in the Room of Lies from C10 anatomical contradiction from C11 behavioral misdirection from Rio from C12 and complete failure to engage in emotionally coded memory or reaction triggers from C14 and C15

P49) These contradictions do not represent chaotic shifts in personality that can be explained by duress or fatigue but rather the consistent inability to integrate the real Reko's emotional linguistic social and physical history into a single functional identity which reveals the current "Reko" as a hollow construct built on mimicry scripting and learned behavioral surfaces

P50) All potential alternate hypotheses that could explain the behavioral collapse such as trauma induced depersonalization drugged compliance or extreme despair fail under scrutiny because they would not account for the perfect physical healing the erasure of dialect the continuity of calm under manipulation or the total collapse of memory linkage to Alice each of which alone might be dismissed but together become irreconcilable

P51) The Room of Lies event provided not just a narrative opportunity but the exact symbolic and material infrastructure to execute this deception as it introduced a duplicate object created a distraction based environment and resulted in the immediate behavioral degradation of the character in question which then proceeded to unravel with every attempted interaction of emotional recall or social consistency

C17) Therefore after careful examination of behavioral evidence physical contradiction emotional severance linguistic flattening memory decay social misalignment and failure under psychological pressure the only logically defensible conclusion is that this "Reko" is not the original participant but a fully fabricated impostor most likely an A.I controlled doll constructed and deployed by Rio Ranger using the Room of Lies as the mechanism of insertion and narrative cover

P52) During the aftermath of the Room of Lies, as the emotional breakdown escalates and accusations begin surfacing, Nao delivers a statement with visibly trembling resolve claiming that it was Reko who destroyed Professor Mishima's monitor, and that she had seen it with her own eyes but chose to protect Reko by remaining silent out of trust and emotional loyalty

P53) When this statement is made, the Reko present immediately and strongly denies ever doing such a thing, asserting that she has no memory of the event and showing visible confusion and insistence rather than guilt or deception, with body language and tone that match sincerity not falsification

P54) Both Nao and "Reko" exhibit sincerity markers in their vocal patterns, microexpressions, and reactive tempo, and given Sou's deep profiling abilities it is clear to him that neither is lying in the conventional sense which triggers an internal contradiction not explainable by deception or false memory alone

C18) Therefore the only valid interpretation under sincerity analysis is that a logical impossibility has occurred within a closed system, meaning that either reality has bifurcated or that a substitution event has severed memory continuity in one of the parties involved

P55) Sou is faced with two voices claiming mutually exclusive realities, yet neither of them possesses any trait that indicates fabrication, which leaves him with a propositionally paradoxical configuration of truth, a condition where both propositions appear sincere and yet cannot both be true without a hidden variable

P56) Given that Sou's profiling has already identified numerous behavioral anomalies in "Reko," and that she has consistently failed in every domain of emotional, linguistic, social, physical, and memory based verification as already established in conclusions C1 through C17, the hypothesis that this version of Reko is the one whose memory is false or non existent becomes the primary candidate for truth resolution

P57) However, Sou also knows that a synthesis between contradictory propositions cannot be reached without a stable reference point or a third party that can act as an epistemic anchor, and thus requires a credible witness external to both Reko and Nao

C19) Therefore to resolve the paradox of two sincere contradictions, Sou deduces the need for a third party verifier whose perspective has not been entangled in the same contradiction, which leads him to rely on Keiji as the only viable synthesis point

P58) Keiji confirms that he personally witnessed the event in question, hiding near the prize exchange and watching the entire scene unfold between Reko and Mishima wherein Mishima begged her to destroy him for Nao's sake and although Reko resisted emotionally, she ultimately complied with a conflicted but conscious act of destruction

P59) Keiji's narrative matches Nao's in every detail including Mishima's motive, Reko's initial resistance, and the emotional intensity of the moment, and furthermore Keiji has no motive to fabricate such a story especially with Gin's life on the line and with his own personality profiling confirming him as someone who avoids unnecessary lies

P60) When Keiji delivers this confirmation, "Reko" again denies it flatly with no emotional memory or physical recall and removes her gloves to prove that her hands are uninjured which contradicts both Nao's testimony of seeing blood and glass and Keiji's memory of the aftermath of the impact

P61) This final contradiction between a verified past and a physically impossible present is the moment that causes Sou to collapse the multiple narrative threads into one single abductive leap and if Nao is not lying and Keiji is not lying and Reko is not lying either, then the only remaining explanation is that the "Reko" currently denying these events is not the same entity who experienced them

C20) Therefore based on memory inconsistency across verified third party perspectives, contradiction between testimony and physical evidence, and continued emotional denial from the subject in question, Sou confirms that the only logical synthesis is that the Reko in front of them is a fake who never broke the monitor and never received the wound

P62) Returning to prior conclusions, every foundational contradiction observed behaviorally across C1 through C17 now finds a causal center in this substitution event, and the contradictions in memory narrative previously observed now transform from surface level inconsistencies into symptoms of a deeper ontological break

P63) This also explains the sincerity paradox, the reason "Reko" is not lying is not because she is misremembering or gaslighting but because she genuinely does not possess the memories being referred to, which is only possible if she is a different consciousness altogether

P64) The convergence of narrative contradiction, sincerity profiling, physical verification, emotional gaps, and third party corroboration closes the abductive circuit Sou needed to form a complete explanatory model that accounts for all irregularities without exception

C21) Therefore with the final synthesis of testimony, memory failure, physical evidence, and past behavioral degradation, the hypothesis that "Reko" has been replaced with a fabricated impostor is no longer just the most likely theory but the only one that holds against all known facts and contradictions within the logic space of the Sub-Game

CONCLUSION: Sou's entire deduction during the Sub-Game represents one of the most intricate feats of reasoning under pressure in the opposing adversity he's faced with, under a 0,0% chance of survival and an overwhelming task to decompress in reasoning. Faced with emotional chaos, high stakes time constraints, and incomplete information, Sou NOT only merely uses simplistic abduction and induction and an extreme stoicism, Sou cleverly profiles heavily.

Sou identifies deep inconsistencies in Reko's behavior from past experience with her, not just at the surface level but across deep emotional, linguistic Sou posits. Crucially, Sou does NOT leap to conclusions. Instead, he formally and carefully constructs an abstract of premises built from observation, memory, and psychological profiling, psychoanalysis which is just tremendously INSANE.

Sou's logic moves fluidly across deductive, inductive, and abductive reasoning. Sou reasons deductively that Reko's deviations imply a cause. He applies abductive logic to propose the simplest explanation, a replacement from what is observed. Sou reasons inductively from accumulated patterns of contradictions. Rather than rushing to expose the truth, Sou waits for a moment of maximum to execute his scheme, using emotional control and strategic timing to guide the group toward the truth which he would posit very much later. This HEAVILY includes recognizing that sincerity from both Nao and Reko indicates not deception at the same time as Keiji, but a deeper ontological contradiction something only solvable by invoking a reliable third party like Keiji.

Sou's ability to withhold judgment, maintain layered hypotheses, and emotionally regulate himself amid existential dread elevates this deduction far beyond surface level intelligence. It reflects a profound understanding of human psychology, emotional nuance, and structural logic. In uncovering the Fake Reko, Sou firmly NOT only reveals a planted imposter which he trap evaded, but dismantles it with complexity with nothing but reasoning, emotional insight, and disciplined restraint, showcases such an extreme vital strategist Sou is.

So the total of maximum of 64 Premises and 21 Conclusions, 6 remaining questions that need to be affirmed or motives and goals in execution that Sou in mind, in a short amount of time in strategizing his next approach in tactics and traps that he'll lay out his current motive and goals in such an intricate and rigorous way.

Rio's motive becomes increasingly clear to Sou, but recognizing it is not enough. It must be confirmed through structured debate and layered discussion. A counteraction must be set into motion, one that emerges naturally from the tension between opposing premises and observations.

Keiji's testimony confirms Nao's account. From Sou's perspective, Keiji functions as a reliable narrator in this instance. This single confirmation allows Sou to begin assembling what becomes a passive yet deadly trap for the Fake Reko. However, despite how promising the pieces look, he knows he cannot act prematurely. Certain informational gaps remain, and these must be closed with absolute certainty. To solve this, Sou devises a sophisticated method of information gathering, one that relies not on confrontation but on rigorous misdirection, strategical silence, and careful observation.

The feat is remarkable as aforementioned because Sou works with incomplete data. His logic must pierce through deliberate obfuscation and layered distractions created by Rio. The trap Sou sets is a reflection of his ability to infer from prior behavior, construct situational hypotheses, and draw from his internal profile of each participant. He knows that Rio is trying to suppress critical signals and keep the room from aligning on the truth giving red herrings. Sou however quietly works around that interference, which is very clever given on Sou's situational acute higher opposition in advantage and adversity he's already dealing with.

Sou's motives are several urgent deductive goals that must be resolved if the Sub-Game is to be unraveled and the lives of the cast preserved and devised and conveyed that Sou earlier has deduced.

1. Identify the exact moment the real Reko was replaced to define the scope of the deception.

2. Build a trap that exposes both the Fake Reko and Rio's misdirection in one strike.

3. Stay hidden as a threat to avoid interference and gather evidence safely.

4. Guide others subtly by embedding logical cues, letting them infer the truth "themselves" and at the same time confirming information.

5. Balance all actions with the urgent goal of saving Gin before the limited time runs out.

6. Uncover how the switch was even possible by reconstructing method, timing, and misdirection.

Each of these threads feeds into one trap. Each decision relies on reasoning, not impulse. Each layer builds toward the quiet dismantling of Rio's constructed lie. Sou's complex lies is NOT just in what he sees and infers, but in what he allows others to see at the right moment showcasing an immense rigorous interplay in stoicism.

Counter Strategy: Rio Ranger And Fake Reko

Before we continue you must be aware of how Sou's strategy was laid out and the trap as it's explained later in-depth with context.

This is how his strategy progressed and how it countered both Rio and the Fake Reko. The amount of concealment, shielding and resilience, subsequent indirect manipulation through hidden tactics and a carefully intricate laid out trap that benefited his goal and motive in the Sub-Game.

1. Countering through manipulating and using someone (Keiji in this case that was used) to counter Rio and him revealing information in the process by blunder which is extremely anticipated by Sou through hidden information gathering.
This layer can go both ways, the someone in context might not come, Sou himself would posit the clues.
2. Countering the Fake Reko through an insane counteractive and signalling patterns manipulation for Sara and the others (Kanna, Nao, Rio, Keiji) as Sou posits incriminating deductions of the Fake Reko or hypothesis where he pre-deduced for countering.

By heavily and cleverly mass manipulating people by someone like Sara to go against the Fake Reko, Sara is heavily trusted which Sou perfectly understood.

Fake Reko's credibility was only noted and trusted by one person that is sheerly on Alice. The rest Nao, Keiji, Sou himself, Sara were against it. Nao specifically knew Reko's weird behavior in the instances she showed which Sou took account as well.

This strategy moves forward as it explains its methodology as a brief and carefully laid out trap that causes pandemonium and psychological warfare through hidden means to succeed in aim.

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Continuing where we had left off as Sara is getting gaslighted by Sou while he's casually misdirecting and leading her to a certain conclusion while smiling cutely and neatly despite the reasoning he already come up with before anyone else, realizing his prior deductions, Sou states that the situation is a dead end anyhow

knowingly with multiple holes and need for affirmation in information and inferences as he glares Sara with multiple premises that he holds, in his realization of his own reasoning and how he intend to execute and lead them while using a pattern of signals, spoon feeding in information by concealing his methodology and motives his approach in here Sou concealed this in order to not put him in the spotlight, due to his already overwhelming situation already by the lack of survival and 0,0% chance which absolutely pressures the shit out of Sou and that any direct oppositions is a huge risk, and to simply use Sara as a means to execute his integral counteraction on his oppositions by presenting an idea which traps Sara and others for their safety and the use of logical manipulation to fully control her using said Sara to cleverly mass manipulate through her and the others that believes in her as per profiling and psychoanalysis by Sou, that's fully guaranteed to work, an immense of concealment and shielding that Sou perfectly laid out an effective tactic immediately which is guaranteed to succeed due to his patient and time control of the discussion and atmosphere, Sara in hence getting gaslighted again, Sou who's been extremely high alert in profiling and psychoanalyzing states his observation on her and that she's feeling a bit fidgety, and that if she can carry on to a discussion while the illogical mystery remains smiling cunningly showing a high complexity in acting skills and emotional management, which in hence persuades Sara to make her understood that this is important and that they should discuss the possibility of the fake.

Sixth Progress: The Fake Reko denies that she did not break the monitor and that she doesn't know what they are talking about, Kanna suggests that if could Reko who broke the monitor have been someone else in disguise, Keiji rebuttals that with her tone and behavior, it could had been only Reko and her voice was definitely her as well though Keiji wonders, Sou continues to blatantly lie, and that whoever has the wound on their hand was the fake fabricating such a clever lie that was once put as a deduction, Nao getting deceived by Sou asks whether any reason for someone to pretend like Reko and visit Mishima, Kanna continues that after all Reko wears enough makeup that it could look like her if someone wears it. However Kanna debunking her own argument that Reko was too careful in storing her clothes so that no one could steal it and that none of them could obtain her clothes and that no one could dress like her, Sara listening to Kanna has thought of the dress up doll, Kanna, Nao, Keiji, Sara all getting mass manipulated by Sou secretly by thoughts, discussions, debate. Another fabricated thesis that Sou would come up with asserting in the discussions as it would go in this order.

These are lies and false premises to misdirect the opposition and lead the casts closer to the truth while concealing his tactic and strategy in motion, and oppose and use Rio for affirmation and disaffirm said theories in his prior deductions.

P1) Rio Ranger is a dress-up doll with the same physical frame as Reko, making him anatomically suitable to impersonate her.

P1.1) Rio has direct access to Reko's clothing and appearance data due to his role as Floor Master.

P1.2) As a Floor Master, Rio operates outside the limitations of the cast, meaning only Rio or another controller like Safalin could execute such a substitution.

C1) This fully eliminates the possibility that any normal participant could have orchestrated the swap. That theory is logically discarded by Sou through prior contradictions found in Fake Reko's behavior. Only an external agent like Rio or Safalin could execute such a replacement with the required precision.

C1.2) P1.1 and P1.2 form the basis of Sou's internal argument, which he will later introduce into the group discussions as indirect logic as explained before.

P2) Rio, disguised as Reko, entered the Monitor Room.

C1.3) Therefore, Rio was the one who destroyed the Mishima A.I, not the real Reko.

Motive and Goal: Find if said theory is correct. Under a proposition layer for Sou. He can also infer these premises under his earlier deductions he laid out and deduced. Sou can additionally posit that

P2) Fake Reko has now been revealed through a massive contradiction to Sou.

P3) The trap was structured and executed by Rio Ranger also known as the Floor Master.

C2) Therefore, Fake Reko's existence is not incidental but central to the Sub-Game's design and deception by Rio.

Sou continues to lie that if Sara gets it trying to affirm that the Reko who broke the monitor in her fist was the fake and that if she got a wound it should be on the back of her hand trying to trap Rio and if his first theory is correct, and that someone is hiding a wound most likely, while Sou is blatantly lying and fabricating his words while casually smiling to single out the possibilities remove or extrapolate later in such a clever way, he anticipates that Sara would choose Rio specifically due to his Premise 1 and arising indirect manipulation through Kanna's thought process to point and arise for Sara to pick up on, Sara getting manipulated and anticipated by Sou, Sara picks Rio, Sou noticing his tactic and trap fully worked vigorously, he extrapolates the idea that Rio the Doll he did have those gloves acting shock, and to ruminate he has the same frame to Reko. Rio asks what they are even doing, and that the time is up Q Taro is shocked in a distraught manner, and that the dart would be fired shortly. Gin and Q Taro afraid asking and pleading to stop Sara who's seeing this is also in the same case for begging Q Taro continues to rumble Sara tells Q Taro that he should push it which Q Taro scared denies the notion that he'd die, Gin pleading and in tears calls for Keiji and Sara's help. Gin asking for Q Taro which he shouts to stop, Gin was shot, hurt. Rio taunting Q Taro for not switching in a despairing look and smile, Rio continues that it's rather fine that it's only natural that he'd pick himself than a kid. Fake Reko shouts and Gin pleading for help again, Rio who did the taunting clarifies that they shouldn't give up yet and that there is still a chance to save him, Kanna who's been listening and tearing up asking what Rio means which Rio clarifies that there's five exact poison stingers in all that it's set up to fire one every so often. And that one stinger is not enough worth of venom to kill, Keiji realizing this prompted that Gin can still be saved, Rio repeats what he said and the maximum amount would be able to kill a grown man however whether a kid can even survive two to endure and is a theory that is yet to be answered deductively, Reko continues to scream at Rio, Sara focusing on the discussion focuses on the time to take out their anger and emotions. Sou who's patiently waiting while still maintaining his immense composure despite his set goals that's been in his control. Once asked by Sara, he elaborates that there is someone who could get Reko's

clothes. Kanna shocked, he continues that they can't get into Reko's room so of course they couldn't steal her spare clothes however noting that one of his prior abductions that it's not them that brought those spares, it was the kidnappers that did, the one who prepared it, trying to affirm his thesis smiling tremendously, Kanna on a moment of agreement, Sou continues in his trap and fabricated lies, that Ranger and Safalin would have access to anyone's clothes with another firm smile, Rio, Safalin pausing, Sou continues in his lie that one with a similar frame, who could hide the wound with a glove, smiling while he posits and points to Rio. Shocking both Nao and Kanna, gaslighting them to think Rio is the fake Reko. Keiji too, that Rio being the Dress Up Doll wouldn't be so strange for him to do so for perfect impersonations of an ability to execute, Rio who's hearing these ideas pauses for a bit and laughs as this made Keiji rethink, which Rio states that it's stupid and that he loves pointless chatter, Rio reveals the information for affirmation that Sou wanted and gets trapped and manipulated that was extremely anticipated by Sou, due to his heavy observation and psychoanalysis and use of emotional understanding and psychology and approach on how Rio would respond foremost his psychological traits which he confirms that the Reko who broke off the Monitor was real, which confirmed Sou's prior deductions that the fake is within in the Sub-Game. Since his trap had effectively worked Sou's goals in this case is to oppose and get rid of the Fake Reko, Rio continues to spill that it feels rather too good to wear the clothes of the humans that have died, and that they would even understand such a feeling questioning. Sara still being manipulated by Sou outrightly and rightfully so asks Rio to show his hands, which Rio showed an uninjured hand and that if she's satisfied again confirming one of Sou's reasoning of propositions, subsequently puts Sou to further anticipate who'd deduce the deduction he made earlier Sou understood that the casts are already and is extremely perceptive in the Sub Game due to multiple variables such as saving Gin and for someone who would posit that wild fact later, this can go both ways if there is no one that would notice said fact, Sou himself would spoon feed them whether someone speaks or not Sou in the end is going to benefit depending on the results in his anticipation, continuing Kanna is shocked and that there's no way with a despairing outlook, Nao too that sure enough that there wasn't a fake and that they wasted their time in vain unknowingly a strategy and trap laid out by Sou was already in the making and motion. Keiji, a person anticipated by Sou that a certain someone that would speak that he firmly expected unknowingly to speak about the slip up that Rio did who's extremely perceptive. Keiji articulates that really not necessarily to Nao. And that he figured out how the Floor Masters would work and that he could tell that from Miley that they got in common, that they cannot lie on crucial facet information and that's why he's touching the topic cleverly talking around it unknowingly for the both of them Sou trapped Rio. Keiji further goes that he noticed that he said that the Reko was the real deal he didn't posit that there was no fake, Rio who's already caught off guard pauses, Keiji taunts Rio that if he forget to say it he'd be giving him another chance to do so while brutally smiling. Rio who got trapped is irritated, Keiji continues that if he can't say it it's the same as confessing that there is a fake Reko and since Rio already affirmed the real one that broke off the Monitor. The Fake Reko who's in shock Keiji further says that it's very relevant to this final attraction too. Sou who's impressed by Keiji he asks what type of evidence which he smiles despite the amount of information he's withholding. Keiji states that it's his detective intuition which ironically cannot perceive Sou's strategy and manipulation, Sou agrees and smiles states it's rather pretty persuasive knowing how Keiji was cleverly used to dismantle Rio. Keiji further elaborates that he feels that the wound on Reko's hand was a clue the A.I Mishima had left them and that his intentions are shining some clues on them Sara who's hearing these reasoning was shocked yet she asks that how could this be related in the attraction, he continues that if the Reko who injured her hand was real in a afraid expression asking who was the fake, Sara deducing that it's the Reko with no injury, and just like that both contestants are manipulated by Sou without Sou himself going through, to further go against the Fake Reko and that she states loud and clear that the Reko who's

standing in front of them is the fake. Reko who's pointed out gets afraid, Sara continues that Ranger said the Reko who punched the Monitor was real and her having no wound in her hand means she's fake, Reko still questioning in disbelief, Sara herself cannot imagine that the person in front of her is clearly Reko. And that even so the matter in the injury can't be passed off as their imagination however if she thinks logically this has to be the fake which she states that if Reko could prove she's the real one. Sou's trap had magnificently rigorously effectively worked under circumstances which puts the Fake Reko into a forced situation by using others collectively to go against her, this also allows the Fake Reko to have a chance. Causing the casts to be mass manipulated and his sheer wit of psychological warfare and causing pandemonium on purpose for discussion that's essential and crucial more so of information gathering while remaining impervious in the entire situation, successful usage of distillation into small and large information and it's complexity, Reko who's afraid states if Sara is serious about suspecting her she affirms that she's Reko and no matter how she looks at it she's real, and that she shouldn't confuse people with her weird ideas, and that they were friends and that she thought she made a friend she could trust for the first time, Sara states that she'd give proof for said claims, Alice who's been listening shouts in anger Nao who's shocked by this sudden screams, Alice continues that they should quit this foolishness and that they shouldn't bully Reko, and if they want evidence as her brother states that it is Reko in an uproar, Sara asks for proof which he yells the eyes of her own brother by blood and that can't possibly be mistaken, stating Keiji has been tricked by Rio which puts into a questioning state and disbelief, Alice continues the Reko in Sub Game is his sister and that Reko was real and this Reko was also real and what Rio said, and this is a trap to meant to ensnare Reko, and that they are thinking of sacrificing Reko to save Gin weren't they asking, Alice continues that he's rather not panicking and that he's making a composed judgement and a disguise couldn't possibly fool his eyes and er behavior the slightest gestures and personality and every way was Reko and that they been through for 20 years even through make up he can see her true identity, pleading for Sara to believe him, which Sara in her mind cold reads him that he's not lying. Nao yells that she shouldn't listen to Alice. And the point of the attraction must be to identify the fake and save Gin as previously deduced by Sou she continues that someone would absolutely be sacrificed Sara in her mind agrees, Nao posits that they just need to drop the fake, Sara shocked by this notion.

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Seventh Progress: Nao still continues that there's no time to hesitate and that they wouldn't be able to save Gin unless they drop the fake. Reko states whether Nao is trying to frame her in a frustrated expression, Alice still continues to affirm his belief and convince the others. Kanna asks a specific question that Sou wanted if the Reko in front of them is fake, was there any chance she could had been switched Kanna asking firmly, Sou continues, if someone could only have taken Reko's place when she was alone, asking was there any time trying to affirm his prior deductions as a solid and confirmed baseline and basis of paradigms and dialectical approach into a logical conclusion, Keiji continues that there's another big problem, the identity of the fake. Sara explaining to everyone that the Web of Happiness that broke apart earlier, that she got it when she was with Reko into the Room of Lies, she recalls that as soon as she took the Web of Happiness the lights went out and that Reko screamed and that the only thing left was her gloves and that she's holding giving and affirming Sou's inferences and gives and credible possibility and probability she continues that for a short time Reko was by herself in the Room of Lies, giving the possibility of Reko being abducted. Sou's entire thought process and methodology was confirmed by Sara whose aim and motive here is clear and destroy the Fake Reko. Sara continues that the Reko who left the room was still wearing gloves on both hands, Sara posits that when Reko left the Room of Lies she already had been replaced. She continues that the lie in the Room of Lies wasn't just the Web of Happiness but also the kidnappers devising a trap that would send a fake and confuse them. Keiji agrees that there was more to the room than just putting out a dummy item. Sou who cornered the shit out of the Fake Reko through a trap and adjusting and reveals the trap that Rio posited in such a magnificent clever and effective way that the casts would following along if it was Sara, Sou smiles and states that shouldn't she give up soon gaslighting the shit out of Reko he further goes that she didn't mean to just to deny miss Sara trying to affirm with a neat smile again, Reko who's pausing and getting gaslighted so much by the intense pressure that Sou put her, Alice who's been listening tries to motivate the Fake Reko and that she should disprove Sara pleading her to do it, Reko denies still that she's not a fake and that there's still a huge problem and if they are saying she's a fake who is she really as she wonders, and that there's nine of them even Rio and Safalin. And if someone took someone else's place, there'd have to be fewer people trying to affirm, Keiji agrees, Kanna asks Rio whether there is a person on this floor they haven't met. Rio refuses but Safalin confirms either way that no human they haven't met would never make an appearance. Kanna is shocked, Reko asserts that if they get it and that nobody could take her place and there's no fake, Sara will think in her mind that they were just stepping away and that she doesn't even know who's the fake anymore. Alice, who's heavily convinced, tells Sara to cease her doubting. Sara is ruminating whether it's as if Alice could mistake her sister and that she's maybe misunderstanding things, she looks towards Keiji to only see that he's bewildered too. Kanna states if their identity is someone and everyone hasn't met then positing that it's one of the victims. Nao butts in that if they worry over any further about the topic Gin would get shot again and that they need to drop the fake with a utter sad expression, Reko however asserts if she's a fake Sara could be a fake as well. Terrifying, Nao Reko extrapolates further that she didn't state that she and her went in the Room of Lies together, only then she was replaced, however how can she be sure that to be the case asking Nao with a frustrated and slight anger in her face. Sara shouts that Nao shouldn't give in to Reko's arguments. Reko further tries to gaslight whether she chose Gin over her. Disappointed in her look, she can't believe she trusted Sara. She continues to disrupt and that Nao shouldn't get fooled, that Sara is trying to trick her so that the two could push her down, Sara continues to state her thesis that she is the fake Reko which Alice disagrees with heavily. Reko gaslighting Nao again as Nao is in terrified state panting, Sara in her mind is also getting gaslighted as she thinks that the fake is rather appealing to Nao to protect herself and in that case they should have a fair and square discussion. Sara debates the Fake Reko which she firmly accepts and that she'll open Sara's clouded eyes. And that her proposition and thesis that she's the real Reko, Sara is on the

offense that her proposition is false under an anthesis within the debate. Reko starts shotgunning that she's been with Alice ever since she was born and that so whatever Alice would say should be believed and that he's her brother and that he'd see through if she's a fake. Sara argues on her first point that they must be apart for at least as long as Alice has been in prison. Reko argues that it's only 2 plenty of years, Sara argues that's still plenty of time for a person's thoughts and personality to change. And yet Alice keeps saying she's no different, and simply him who's convinced with that. Reko shocked and didn't rebuttal, however she continues that Sara and Reko went to the Room of Lies, they split up the stuff inside among us equality, if she's a fake Sara can be too. Questioning her claim about equality which Sara posits was it really equal and she took most of the Clear Chips that they got from the Room of Lies, and after that did she really share the Clear Chips with anyone else trying to further corner her. Which Reko can't speak. Sara asserts that this much greed, this isn't something like the real Reko would do. Reko continues and claims the Monitor isn't important and that's right she was sleepy so her memory is just fuzzy and agreeing maybe she did break it. Sara notes the huge contradiction that her lack of wound proves otherwise. Nao saw her hand with large fragments stuck in it. Reko states that there'd be a scar however it's just not noticeable but it's there, Sara asks where as that she had a perfect smooth skin instead. Reko continues that all of them are getting tricked by Rio in word games, thus he hasn't a word about her being a fake even if he cannot lie he can still keep quiet. Sara rebuttals that Keiji saw through Rio's word twisting tactic and had refuted him instead. She continues that Ranger was unable to clearly say there was no fake and that he was shaking and vexed. Reko pauses and further claims, even if they say somebody they haven't met has replaced Reko as the fake shouldn't that be a contradiction itself. She continues that no humans they haven't met will make an appearance, and that nine of them that no one would, and that they think Kai who died or Mishima dressing as her. Sara posits that there is one more person they don't see here the Receptionist Doll in Prize Exchange, Reko hearing this tries to clarify, the guy with the mustache as she asks Sara, and that's right the last forgotten final person Reko argues that he's not clearly a human. And that he's never had any expression and that he's also called a Receptionist Doll. Sara got the thought Doll while Reko to assert that it's useless to discuss any further. Sara instigates whether she's trying to run away, however angrily Reko states that no matter they talk, she tells clearly that she's a fake without a doubt. Sara ruminates on the human part that Safalin said, human questioning this notion, Reko who's pissed states her final rebuttal whether Sara thinks she's not human at all positing said fact, Sara continues to ruminate on the idea that it's rather absurd however she thinks that, the A.I Mishima a program identical, recalling what Rio said before that all are basically super detailed reproductions based on the participants and that they are A.I with hearts and possessing superb emotional capabilities. Recalling what Safalin also said about the human doll Joe. Sara, finally figuring it out, posits that if someone could combine an artificial intelligence with a doll it can completely create a fake. Reko, shocked with this thesis, asks Sara to settle down and does she know what she's even talking about. Sara continues that she always had wondered why A.I Mishima did even exist and why were three dolls made to recreate them in such perfect detail and that maybe this facility, the kidnappers organization is making doll copies of humans as she shouts. Reko asks whether Sara lost her mind, Sara continues that a doll that looks like Reko, and an A.I that recreates Reko's personality and combining the two things is an impostor Reko. Alice angrily asks Sara whether she's being serious or not, which she clarifies she is and that's how she could fool Alice even her own brother, she's not someone else impersonating her she's a duplicate Alice still not believing keeps refusing, on the other hand Reko that Sara lost her mind and that they should drop this whole thing. Keiji, Kanna, Nao, and Sou himself is shocked with how Sara was able to deduce the pieces that Sou could not, it's because the one main deductions was the dolls which Sou never once saw himself or any information ahead of it for a possible connection in inference. Sara who looks everyone in eyes and full of doubt and

despairing looks she ruminates that such reaction to her shaky conclusion, her, the who was entrusted hope as she states. And that she couldn't persuade everyone, and that she couldn't save Gin only to realize Keiji agrees with her and that he's her ally ever, Sou who still conceals his way of methodology and strategy and trap he laid out for the Fake Reko and Rio fully countering them and that he lies that he can't think through a break through to the dead lock, still blatantly lying in his performance in the Sub Game and that they should listen, Gin is at his limit now and that this is the end they have to decide which Sou posits. However, for one more confirmation Keiji posits that Sara should give them solid evidence that Reko is really an A.I and a doll.

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Eight Progress: Keiji summarizes what had happened, Reko who broke the monitor was real and the Room of Lies, where the real one got switched, so the Reko here is a doll and an A.I but she couldn't recognize it. Nao states, it's true Mishima's A.I is so perfect that she could imagine the real professor being there. Alice rebuttals that perfectly replicating a human is impossible and there absolutely must be a difference somewhere. Reko cornered, that she only needs to prove she's a human and asks them what do they want desperately asking, Kanna butts in and asks why didn't the A.I of Mishima have any memory of them she wonders. Sou who's gotten new information asks naturally the personalities of the A.I are based on the real people, trying to affirm. Keiji states that real humans change in personality and gain memories. The A.I should need updating too. Reko posits for Sara that she should ask something a machine can't she'll do with ease. Sara asks for Reko to sing a song. She sang in the room as it echoed through the room, full of a feeling that makes Sara tremble when they hear it up close in the song, there's an implication Sara senses that Reko wants to be believed. How's that? As she asks, that this is her big hit that she played at the concerts, the Samurai Onna, Sara in mind, she never heard a song from Reko's band, so she can't compare her singing with the real deal. Even so could a Doll imitate such vocal emotion firmly asking. Sara finds a contradiction, a discrepancy than her injury and a border line between real and the fake. She asks, a single confirmation just one thing, Reko with a terrified expression asks what kind of, this Samurai Onna song, by chance is it a song with her band posited by Sara. Reko affirms that it's her ultimate song named for her old band Samurai Yaiba. Alice noticed this contradiction, Sara noticed too. Sara tells the Fake Reko to read the article which shows her terrified and scared expression. An article of Samurai Yaiba's breakup which she read, tried to lie that she does remember it the time where Alice is arrested, but she couldn't remember the wounds that this left in her

heart, that Alice's arrest came as a shock to her and that she couldn't sing her band song's anymore. Reko again shocked, Sara clarifies for her to read it in the article. That Alice was previously in her band, Alice affirms and that's why she couldn't do it anymore. And that she couldn't sing the songs that reminded her of her brother. And what she proudly sang for Sara was a song from her old band. Nao asks what the fuck is the meaning of such things, Sara clarifies that what Rio said the A.I memories are updated regularly every 6 months and personality every 3 years. And only memory could be brought up to date at any time. Reko pausing, Sara stating that Reko is sure that she does have her memory of the breakup. But her personality gets refreshed once every three years. And if the last update was over 2 and a half years ago, then it would be before Alice butts in, that is before his murder case. Sara agrees. Before the incident Reko was unable to sing, forcing the band to break up. In other words, her personality remains a time capsule of Reko from three years ago. Collapsing in her thoughts whether she feels real, or not, doll or not, human or not, scared, afraid, crying in a black ink like a human, and because she's truly alive, and that her memories, feelings are real, pain, them helping each others, and was it all a program as she asks desperately for answers whether she's a fake. Rio affirms with a bold cold smile that she is a fake, Keiji shocked at this admission, Rio continues while Reko denies, Rio states that once the conception of Room of Lies was revealed and was seen through it was over. Sou who's been listening and psychoanalyzing the situation still conceals his strategy through this final act, whether she really is a doll, trying to affirm with certainty due to her reactions and emotion that's realistic. Nao, who's sad, states that the fake was meant to deceive them which Sou saw through and laid a massive trap against, such an intricate trap evasion while laying low. Rio is still trying to deny it but either confirms it that the fake just really does genuinely thinks she's Reko, that's exactly what a copy is. Fake Reko got her affirmation with certainty, Rio explains, first their reasoning on Mishima A.I about Reko being the real one was definitely correct. Keiji and Nao witnessed it. Day broke, Sara and Reko went to the Room of Lies together, sensing danger, Sara grabbed the real Reko's hand, but Reko got caught, and the one who came out was the fake. And after that the fake went around but there are two major problems. The memory implant hasn't caught up yet and her last personality update was 2 years and 8 months ago. And it seems like her personality changed a fair bit from the shock of her brother Alice's arrest. And not much they can do about that. Alice asks where's the real Reko, who could say, maybe Room of Lies as Rio asserts, and if Rio did something to her he'll kill him. Rio states he's already concerned for the real one, sad for the fake one. Fake Reko sad, Q Taro butts in whether they solved it, that they should hurry, Rio continues with a wild smile, since it's fake they are sure they can push her without any regrets. Fake Reko pleads for her life and that she's alive too, Nao with a utter sad expression, Sou who pretty much create a counteractive plan and pre planned every single shit on going in the Sub Game through mere deductions and reasoning Sou emphasizes with the Fake Reko and that it doesn't feel good, why is she able to cry, she's basically a human at this point with a utter regretful expression. Reko still pleads, Keiji asks whether this is part of the emotion program. Rio affirms. Kanna angrily says it's just awful, just too cruel if she has a heart and feeling she's no different than a human who's about to die. Rio smilingly states if they can't, they could just sacrifice Gin, Q Taro persuading Sara to push the doll and that a human's life is more so important than Gin, a decision to posit, a decision to kill the doll or not. Sara pushes as the fake begs and pleads for life, and one will be the last. Nao pushed the fake Reko. Nao states that she shouldn't shoulder anymore pain as she tears, Sou who's been observant noticed the restraints on Q Taro and Gin were unlocked. Q Taro screams for them to get the antidote as they panic, Alice confirming whether it was a fake, Rio rebuttals if he wants so he can take a look at the corpse which Alice refused to do so and that he can't look at Reko's corpse. Sara observed and looked down that in terms of appearance she looks absolutely real, a human killed by getting implanted with multiple spikes and an ally who just wanted to live. Nao states there's no blood which ensures that it was a fake. Alice got his confirmation that it was a doll, Kanna terrified

asks where the real one is. As Sara was about to ask, both Rio and Safalin were already gone and had vanished. Alice shouts that they are most likely in the Room of Lies he ran to get there and finally the height they were in sank. Gin, who was shot, was caressed by Sara. Q Taro shouts for Gin, that Keiji is bringing an antidote and that it'll be better soon. Gin cries in his expression, Sara shouts making him speak as her big sister that he says. Sara gets an affirmation and satisfaction with his answer, Gin however apologizes Gin pauses as Sara shouts for his name only to get butt in by Nao who asked Sara to find Reko and that Gin would be fine with the antidote and that she believes in Keiji, she persuades Sara to go with her. Q Taro supports Nao. In the end she went as she heard Q Taro apologizing. As they were in the Room of Lies, they heard Alice shouting at Rio. Sara tells Alice however to calm down, Rio set a trap for Alice to die in this route he'd set up a fake Reko head which Alice got killed by as Reko sorrows her brother's death. Gashu shoots Rio due to his transgression and failing his role as the Floor Master, Gashu takes over as the Floor Master and that ends the Sub Game. And that he invites them to the Main Game and this time, card data for the Keymaster, Sacrifice, Sage and the Commoners has been distributed to them as tablets they will possess. They used random sampling and he imagines some of them have been dissatisfied with their role in that case, they are free to exchange the function to forcibly swap cards with one another. And that however they must use the Me-Tokens that they had earned in order to even utilize the function. And trust tokens they have earned up to this point that would be essential in deciding the battle. Reko firmly asks who he is in which he again introduces himself as Gashu Satou, a researcher into negative emotions. As he pronounces the Main Game has begun. Both Gin and Q Taro woke up as they consulted themselves, truly ending Sub-Game and starting the new chapter.

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Second Main Game

Work In Progress

Starting off after the Sub Game has been finished Sou had returned to his room and fell asleep, which Sou is dreaming his very first trial that broke Sou and forced him to change, immense visualization which is his shadow of hallucination he firmly created due to the extreme and intense pressure that he felt once hallucination asked a particular question which made Sou recalling said phenomenal, the hallucination asks whether he knows what the majority vote is continuing a massive vision of Kai getting voted, multiple cards of set votes setting in, his fear and sweat, anxiety that Kai feels is being replayed in Sou's head and mind due to his immense observation, each votes makes Kai feel even more undoubtful afraid and the intense fear of dying kicks in, as the votes pile up in his last ditch effort to save himself, feeling hopeless and despaired and had died with grace despite the overwhelming situation and environment he was in, his hallucination again asking, that Sou himself didn't know they'd die with Kai's hand being shown full of blood when he slit his arm close to it's critical connective projectors which allowed Kai to die as per explained in MG1, the hallucination laughs. He firmly greeted Sou that it's been a long time, smiling and asks whether Sou is getting used to the majority votes, Sou can have three exact reactions an affirmation, disaffirmation and being mad. We'd take affirmation due to his prior actions and how he handled it carefully with precise and concise way to survive through implementing rigorous strategies, which Sou affirms, the hallucination is surprised and happy he further goes and states that he should keep up and vote for who Sou hates, and kill decisively so he could survive, lamenting his actions in MG1 or any strategies he further posits aggressively and passively that's postulated, especially Sub-Game that has happened just earlier, the hallucination continues that he should kill people who gets in his Sou's way smiling, it further goes that it's no big, that it's not Sou's fault.

Chapter 3 Logic Route

Work In Progress

This would be covered as soon as I'm done with the Main Game Two.

Emotion Route

Work In Progress

This would be covered as soon as I'm done with the Logic Route.

Chapter 4

Work In Progress

This would be covered as soon as I'm done with the Emotion Route. As well as being released.

Non-Canon Feats

Work In Progress

This will be covered as soon as I'm done with Canon YTTD.

All Time Feats

Misconceptions

There's not much of a misconceptions about Sou however we cannot ignore the repetitive and shitty analysis that some of the people that seem to contradict their interpretations firstly it would be in Chapter 1 Main Game One there's a conclusion that Sou knew the Main Game before everybody else but what contradicts this is the MG itself as Sou made a fallacy himself that Sage had a role design which if he did outright knew he wouldn't tell Kanna to even affirm so and lead her if he did knew everything then he could have knew this exact contradiction and what Keiji stated is fallacious. There's also the afterwards in the Main Game One where Kanna states that Sou knew the Main Game One which could mean Sou and him seeing Q Taro and the beforehand actions Sou did through sheer information gathering which he did told Kanna that and his foresight in the Main Game moreover what contradicts this is the points I already laid out above as a plus Kanna has been heavily influenced by Sou and had not been a trusted narration as in Main Game Two she had thought she had hacked the laptop before Sou did but what she actually did was guess the password before Sou. A further contradiction to these would be Miley as we never get to see the entire conversation between Sou and Miley I'm also inclined to believe that Miley wouldn't commit any misconduct in the Main Game as this heavily contradicts her character seen in Main Game Two where Gashu made a transgression which she outright despises this. Especially by telling Sou those information before the casts did she's committing a violation of the rules. A more of a lack of knowledge for this point is that Sou getting outsmarted by Keiji in Main Game Two however Sou outright had lied instead and had acted and fooled the entire casts again moreover Sou had seen Keijis' strategy by him using a taser on Q Taro seeing Q Taros' Sage card which revealed Keijis' scheme of a strategy making the Sacrifice possibility as we all know that Sou revealed himself to have knocked Q Taro with the taser himself with this specific contingency he laid out as his motivations had changed.

Afterword

Thank you for reading thus far in the document and the analysis that I made. I genuinely appreciate it.

However if you came to ask questions or disagree with some of the interpretations, you can contact me through discord moniakatsu

Your input might genuinely help the document overall and its current stage and I may clear misunderstandings as well.