Yumeko Jabami

The Compulsive Gambler



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This document aims to explain all direct, indirect, and implied feats of Yumeko Jabami, alongside statements and narrative interpretations, from all the volumes of the Kakegurui Manga and Live Actions.

Applicable categories will be listed in square brackets beneath each subsection, with the exception of strategy and planning subcategories that apply across entire arcs. These are more difficult to ascribe to specific subsections within each arc, so the most notable strategy and planning subcategories for that arc will be mentioned at the end of the entire section in curly brackets for clarity.

If you have any questions or comments, feel free to send them to soundstorm7 on discord.

Progress:

Student Council Saga:
Introduction Arc: 100%
Debt Replacement Arc: 100%
ESP Game Arc: 100%
SC Battle Arc: 100%
Tower of Doors Arc: 100%
Presidential Election Saga:
FCG Arc: 100%
Nim Type Zero Arc: 100%

Greater Good Game Arc: 100%
Acting Contest Arc: 100%
War Arc: 100%
Grand Tournament Arc: 100%
Fasciation Hall Arc: 100%
Change Poker Arc: 100%
***Cruise-Ship Saga*:**
Souko Jabami Arc: 100%
Post-Election Arc: 100%
Money Game Arc: 100%

***Live Actions*:**
Kakegurui: The Movie: 100%
Kakegurui 2: Ultimate Russian Roulette: 100%

HYAKKAOU PRIVATE ACADEMY

In chapter 1 we are introduced to the main setting of the story, the Hyakkaou Private Academy, a prestigious educational institution that was established 122 years ago. Throughout its history, the academy has maintained a reputation for teaching students from influential families in the areas of politics and finance. This selective student body has contributed to the academy's unique environment, which is where the next generation of leaders, policymakers, and financial magnates are made. Being associated with students from powerful backgrounds adds significance to the Hyakkaou Private Academy, as the networking and connections formed within the institution can have big implications in the political and financial worlds.

Furthermore, Hyakkaou Private Academy has earned a reputation as one of the best educational facilities nationally. This recognition is a display to the high level facilities and curriculum offered by the institution. The academy's commitment to providing a top-tier education that values not only studies, but also alternative abilities such as tactics, reading an opponent, and the strength to grasp victory over others, attracts students from the most powerful families. Although Hyakkaou evaluates its students through alternative skills as mentioned before, it does also have normal classes and a normal curriculum.

There are people who say they don't, which is false. Mary is in the school via a scholarship because of her very high grades in the subjects, and we can see that students are graded in a range of different subjects in the Test Battle Game in Kakegurui Twin.

Overall, Hyakkaou Private Academy is known for producing graduates who go on to become influential figures in politics and finance on a national scale.

[Influence + Knowledge]

MOMOBAMI CLAN NARRATIVE

The Momobami Clan, also known as The Hundred Devouring Families, is a conglomerate of 100 branch families, all of which are very wealthy and hold influence over the politics of the entire nation. This includes the Jabami family.

There are panels from the manga that show that the Momobami Clan does have an educational curriculum for their kids (kid Kirari and Ririka having classes in the clan). Their education should clearly be by far superior to the Hyakkaou Academy level as their members demonstrate intellectual superiority to the students of the Academy on multiple occasions and are treated as such by the narrative of the story. Even very capable graduates from Hyakkaou are less successful than members of the Momobami clan, and are viewed as simply a means for the clan to establish control over the nation. As explained in the previous section, Hyakkaou is one of the best educational facilities in the nation (if not the best), which is attended by powerful and rich families from across the world, and creates the greatest CEOs, politicians, leaders, businessmen, entrepreneurs, etc.

Also, additional factors such as Yumeko/Souko being capable of Dice Control skill at a young age - which requires massive cognitive prowess and understanding of complex physics concepts - are further indicators that the Clan does have a high level of education. Another factor is that Yumeko demonstrates (especially in the game against Yuriko) to possess in-depth knowledge about grammar (Japanese linguistics and kanji deconstruction) and also knowledge in history (Historical and cultural literacy. Knowledge about specific Noble Houses of ancient Japan, meaning of old names, important and minor figures, etc).

[VCI + Influence + Knowledge]

STUDENT COUNCIL SAGA

INTRODUCTION ARC

VOTE ROCK PAPER SCISSORS:

Rules

On her first day, Yumeko accepts the “friendly” bet against the popular and skilled gambler, Mary Saotome. Yumeko begins with a small bet to gauge the situation, and while she wins that round, she ends up losing the next round where she bets a huge sum. Yumeko alternates between small and large bets for the next few rounds to detect anything suspicious, and she manages to spot two telling patterns: 1) Whenever the bet was high, Mary would manage to win the round, whereas whenever the bet was low, Mary would lose the round. 2) Whenever the bet was high and they drew, Mary would play the same card again, but if the bet was low and they drew, she would switch to a different card.

With this, Yumeko concluded that Mary is indeed cheating. She further concluded that the method would function in such a way that when the bet was low, the cards in the ballot were fairly mixed (a roughly equal amount of each card), in contrast to when the bet was high, where Mary’s pawns would place a larger amount of a specific card. On the uneven rounds, Mary would receive a signal indicating what card her pawns would be putting in. This allows Mary to pick her card according to what counters the most common card, so due to the uneven distribution, it’s an almost surefire win for Mary overall. This explains why Mary only repeated the same card twice on the high bet rounds, as she knew which card would be statistically strongest, therefore had no reason to switch to a different card.

Furthermore, Yumeko estimated the number of pawns voting in Mary’s favour to be around 20 out of 30 students, which turned out to be highly accurate, as the true number was 21. She did this through extrapolating from the hands she received and their respective probabilities of appearing naturally, and then

determining how many controlled votes would be needed in order to get closest to a surefire win.

[Inductive/Abductive Reasoning]

Next she had to figure out the details of the cheating methodology, so Yumeko observed the game to understand how exactly Mary was cheating.

In summary, Yumeko's process was:

P1: Mary is cheating somehow, by manipulating a certain amount of votes.
P2: The cheating requires a real-time method of communicating which votes to cast.
P3: Mary isn't signaling to the players.
P4: There aren't any other means of real-time communication being used (e.g. auditory cues).
->
C1: Therefore, another player (Player X) must be providing the real-time signals.
P4: Mary would want to make her cheating unnoticeable to me.
P5: To receive Player X's signals, Mary and the cooperating players must be able to see Player X.
P6: The cooperating players are already naturally looking toward me because I am the gambler.
P7: The only position from which Player X can be seen while those players continue appearing to look naturally toward me is directly behind me.
->
C2: Therefore, Player X is positioned behind me.

[Deductive Reasoning + Convergent Thinking]

From here, Yumeko used her hand mirror to estimate Ryota's (Player X's) hand movement, allowing her to counteract Mary's cheating to an extent. However, in order to feel the true thrill of the gamble, she chooses to engage in a bet where neither winning or losing is guaranteed. Part of ensuring that the outcome is uncertain includes revealing to Mary that she had figured out how she is cheating.

The final round arrived, and Yumeko offered cash in order to gamble with 10 million Yen, showing no fear or hesitation despite the amount of money at stake. Mary refused due to the outrageous amount, so Yumeko provoked her by repeating the same words Mary used against her in a previous round (asking

about her being too scared to continue). This pressured Mary into accepting, as she was obligated to do so in order to maintain her pride and reputation in the class.

[Emotional Management/Engagement + Observation + Direct/Emotional Manipulation + Trap Evasion]

From here, Yumeko would get her 3 cards. If she gets scissors, she'd play them and likely win, if not, she'd play her papers first, and if she has only rock, she'd likely lose. Yumeko has turned the rigged game into a perfect gamble, which she is thrilled with. Yumeko manages to get scissors and plays them on the first chance, as she predicted Mary would spend her paper cards first because it gives her the highest chance of winning. As a result, Yumeko wins the game.

[Foresight]

When Ryota reveals the horrors of the Housepet System to Yumeko, she shows no fear and instead is excited to gamble with such high stakes, immediately asking him a rapid-fire series of several insightful questions about the system.

[Emotional Management + Divergent Thinking]

DOUBLE MEMORY:

Rules

For this game, Itsuki designed special decks of cards that produce a tiny mark on the back that differs from the regular deck of cards her family's toy company produces. The cards are temperature sensitive and with the heat induction circuit in her bag, she can keep the cards warm and retain the marks on the back, each of which correspond to another card. When placed, the cards take two to three minutes to cool down and for the marks to disappear. Since Itsuki had already memorised what the marks corresponded to beforehand, she could abuse this to match cards against her opponent.

In around 1 minute (considering the marks would go away in 2-3 minutes), Yumeko uncovered the cheating method, identified all the marks, and memorized 52 different mark patterns (since there were 104 cards but she only needed to memorize one mark for each pair) and then connected those marks to the contents of the flipped cards as they were being flipped in the first round

(which also means she should have memorized not only the marks, but also the two pieces of information - rank and symbol - that each card contains).

Also, the marks had already gone away shortly after the beginning of the second round, therefore, Yumeko should have remembered the exact position of each individual card of the two decks (104 cards) even after the marks had gone away.

Total amount of information processed/memorized: 52 mark patterns + 104 card positions + 104 * 2 pieces of information (each card has a rank and suit, and Yumeko is stated by Itsuki to have matched each mark to the contents of each card) = 364 pieces of information in an estimated time of one minute. And Yumeko should be mentally manipulating all that information at once when turning the cards up, so she's actively maintaining and performing a cognitive task with 364 pieces of information that are being held in her short-term memory.

[Observation/Perception + PSI + WMI + VSI]

After the end of the first round, where Yumeko loses, she once again convinces her opponent to play another match. She acts distraught and leads Itsuki to believe she is just desperate and wants to retrieve her money. This convinces Itsuki to play again, since it would be an easy win and more money from a desperate person. This is especially successful because she sees Itsuki as a confident and somewhat sadistic person, so she would definitely bite at the chance of kicking Yumeko whilst she's down.

[Emotional Understanding + Acting Skills + Bluffing + Direct Manipulation]

After Yumeko wins the match via exploiting her memorisation of all the card details, Yumeko engages in psychological warfare against Itsuki, revealing that she knew about the trick all along. She leads Itsuki to believe that her parent's company is in danger due to making cards used for cheating. This, alongside Yumeko's verbal harassment and terrifying display of gambling thrill, leads Itsuki to have a psychological breakdown.

[Direct/Emotional Manipulation]

LIFE OR DEATH:

Rules

Yumeko immediately observes that the pot that is being used in the game has a slightly flared base, so she concludes that the chance of the numbers in the middle being hit is higher.

[Observation]

Yumeko belittled Yuriko's play for giving Mary hope and then crushing it, calling her the worst kind of human possible, which almost cracks Yuriko's calm facade. Yumeko had also realized that Yuriko is a prideful person, especially when it comes to her name (a Japanese traditional one). Therefore, she taunts her with insulting jokes, using different arrangements and meanings of the Kanji in her name to mock her intelligence. This makes Yuriko angry, and she decides she wants to destroy and bury Yumeko. For this reason, Yuriko agrees to Yumeko's high bet of 40, and distributes her own chips equally across 8 different positions, including position 24.

[VCI + Application Thinking + Direct/Emotional Manipulation + Emotional Perception/Understanding]

At the last second of the dealer's countdown, Yumeko places all 40 votes on position 24. She apologises to Yuriko for her mockery, and says that the only reason she did that was so that she would bet on 24. Yuriko and the dealer become panicked, and Yuriko asks why Yumeko would need to do that. Yumeko reveals that she had observed from the beginning that the croupier's tiny moles were actually hand piercings, and notices that the girl who showed her the place when she arrived also had these piercings. With this, Yumeko concludes that one of the swords must have a polarized magnet that is attracted to the metal hand piercings, enabling the croupier to manipulate the position of the said sword by sliding their hands around the cup, such that it could land anywhere on the board.

Therefore, when the croupier places the cup, Yuriko can observe the position of the dealer's piercings in relation to the cup, and use that in combination with pre-made agreements on what the rigged spaces will be to place her bets. This is why, in response to Yumeko's provocation, Yuriko placed her bets in such a way that conceals which position she is aiming for, whilst also betting enough on the cheated spot to land Yumeko in heavy debt. However, because Yumeko had also been observing the croupier's hand, she also knew that the croupier had attempted to get the sword in somewhere around the 24 range (e.g. 22-26). Since Yuriko had been baited into using the cheat, Yumeko was able to determine the exact number was 24, as that was the only one of Yuriko's bets

that was within that range. Therefore, Yumeko bet all of her chips on 24, her bet on the position massively outweighing Yuriko's. With the countdown over, Yuriko has no time to adjust her bets, and since Yumeko publicly announced how the croupier was cheating, she can't manipulate the sword, as all attention is on her. This means that, if the croupier's attempt was successful, Yuriko would be put in over 2 billion yen debt, invoking great fear in her.

[Observation/Perception + Abductive Reasoning + Foresight + Trap Evasion]

Yumeko also notes that the fact Yuriko hasn't always won (she hasn't bet even once on the right position for life this game) is because there is no 100% winning chance with this method, considering that other swords may get in the way or that it may already have a death sword at the desired number. She further infers that this is why Mary didn't discover this cheating method, since the probabilities of winning with this method would be low if quantified, so it wasn't a trick that would come to the mind of the opponent.

She also sees through Yuriko and notes that she was perfectly fine with the low chances since she is a student council member and has access to a lot of money, so it didn't matter if she would lose sometimes as long as her chances were a little higher than her opponents, enabling Yuriko to make a slow but steady profit. This leads Yumeko to conclude that at the heart of the cheat lies not a trick, but Yuriko's wealth. This is why Yumeko engineered a situation in which, if Yuriko loses, she would face such massive losses that she wouldn't be able to recover financially, and would likely be removed from the Student Council, as this was the only way to get Yuriko to engage in a true gamble with stakes that mattered.

[Emotional Perception/Understanding + Inductive/Abductive Reasoning]

Yumeko ends up losing the game, and Yumeko supposes that this is due to Kirari's interference. Yumeko recalls the building structure, immediately noting that if Kirari did intervene, she must have used the space beneath the Traditional Club to do such a thing. She then concludes that the sword would need to be dislodged, therefore, Kirari must have used a "badger", an ancient trick where someone would move a dice by using a needle and a hole in the ground. In this case, Kirari would need to move the sword using a strong magnet from beneath the floorboards to push it out of the slot. Although there is no hole in the floor, Yumeko speculates that Kirari had a crawl space built into the bottom of the room specifically for this gamble. Yumeko's hypothesis is

heavily suggested to be correct, due to how Kirari said (to the Student Council), just before Yuriko's match, that she was going to toy with Yumeko.

[VSI + Abductive Reasoning + Application Thinking + Knowledge + Intuition]

DEBT REPLACEMENT ARC

After having been reduced to housepet status due to losing in Life or Death, Yumeko chooses to remain as a housepet, planning to keep the status to retain her right to issue an Official Match, which she will utilise in the future.

[Foresight + Planning (Prep Process)]

As Yumeko is now a housepet, she is subjected to the type of abuse and bullying that typical housepets are treated with. There are horrible things written on her desk, and the girls of her class mock and belittle her. Yumeko, however, is completely unfazed by the treatment and finds it funny, instead going along with their insults and acting like a gambling-crazed cat on the ground. This creeps out the girls and they leave her alone. She is also shown her life plan, which involves controlling every step of her life, including relationships and childbirth. Instead of being afraid of what might happen to her if she doesn't escape, she just finds the prospect of such high stakes exciting. She is later called into the courtyard by a guy named Kiwatari. When she goes, she is immediately approached by a group of delinquents. The ringleader, Kiwatari, demands that she strips for them. She makes it seem as if she will comply, slowly taking off her blazer and reaching for her skirt, before suddenly stopping and telling Kiwatari that he's nowhere near her type. He suddenly becomes furious, grabbing her by the neck and shoving her up against the wall, threatening to rape her. Despite this, Yumeko continues to smile, unaffected by the treatment. Midari approaches the scene before it escalates further, and scares them off with her handgun. Overall, Yumeko shows no signs of distress from the horrible treatment as a housepet, including attempted rape, instead using the experiences to fuel her excitement for gambling.

[Emotional Management/Engagement]

INDIAN POKER:

Rules

At the 'Debt Settlement Party', it is revealed that the Housepets will be involved in a game called 'The Debt Replacement Game', where people can gamble, and attempt to win as many chips to lose their debt.

During the game, Yumeko sees through Tsubomi and discovers which hand she has by observing that Tsubomi places her cards in specific positions to tell Kiwatari what they are. With this, Yumeko then discovers what each position means by noticing the patterns in Tsubomi's card combination (it was straight for a spade, slightly right for a club, left for a diamond and face down with a slide for a heart). Yumeko induces the recurring correlation between Tsubomi's card positions and specific suits, and, once the code is known, she applies it to any new placement to deduce the hidden suit.

[Observation + Inductive/Deductive Reasoning + Associative Thinking]

In retaliation, Mary and Yumeko immediately come up with a way to communicate their card values to each other by tapping one another under the table, doing this wordlessly and without being noticed by Kitawari or Tsubomi.

[Observation + Inductive Reasoning + Concealment]

Yumeko was also able to read what emotions Kiwatari was displaying by reading his expressions, which helped her infer the best explanation for his facial expressions and the scheme at play (if Tsubomi's cards were good or bad), interpreting those expressions to judge the quality of Tsubomi's hand.

[Observation + Abductive Reasoning + Emotional Perception]

Furthermore, Yumeko induced from the beginning, building a profile of Kiwatari's motives and social leverage over Tsubomi, that she and Kiwatari were working together basing herself on the fact that she is a pet and is terribly bullied by his group, so he would have forced her to help him.

[Inductive Reasoning + Emotional Perception]

Judging that Kiwatari is an explosive person, Yumeko starts to insult and use irony to make him angry, with the intent of lowering his concentration and making him take higher risks without thinking much. She also causes conflict between him and Tsubomi by nurturing an anti-slave feeling in Tsubomi (she

was an obedient pet and was treated as one by Kiwatari), which eventually makes her bet in a way that goes against Kiwatari's interests, orchestrating a social-psychological trap that undermines both players' cohesion and concentration.

She does this by first presenting the situation as a rare and valuable opportunity to stand up against her abuser and cause real financial damage to him. When Tsubomi continues to be hesitant, she compares her to a pig that won't free itself from an open cage. She explains that the sort of people that accept this treatment are the same people that end up enslaved to others for life. She taunts Tsubomi about her submissiveness and acceptance of her role, nicknaming her "permanent pet Tsubomi-san" and sarcastically suggesting she should quickly obey Kitawari in case he gets angry. This invokes a strong emotional response in Tsubomi, which manages to override her long instilled acceptance over her role as a housepet, enabling Tsubomi to overcome her subservient, trauma-based disposition and stand up to Kiwatari, despite his threats about what he would do to her after the game if she betrayed him. Tsubomi therefore goes along with Yumeko's suggestions and betrays Kitawari, which disadvantages him a lot.

[Direct/Emotional Manipulation + Emotional Understanding/Facilitation]

Kiwatari makes an act to try to deceive Yumeko and Mary into believing he has a weak hand to make them bet higher. Yumeko sees through his act and sees it's a bluff, so she doesn't bet.

[Emotional Perception + Trap Evasion]

In the last round, Yumeko and Mary lead Kiwatari to believe they are fine since they have a way to make sure they win, which is to bet all their Jabami chips (the most valuable chips) for one of them to win, placing the bets on whichever of the two have a better hand.

This leads Kiwatari to believe Yumeko and Mary have a surefire win plan, which diverts his attention from their true scheme and constructs the illusion of a joint "all-in" scheme so that he overestimates their hand strength. They predicted Kiwatari's likely mistakes under stress and timed the bluff appropriately to trigger the optimal response.

[Acting Skills + Misdirection + Fabrication + Indirect/Emotional Manipulation + Foresight]

When the game ends, Kiwatari, who had thought he would end in the second place, ends up in the last place. This happened because Yumeko and Mary declared different debts of the actual values of their debts. They also swapped their boards that listed their chip values at the start of the game. This meant that Mary's chips totaled ¥31 million each and Yumeko's totaled ¥5 million, whilst their boards displayed them as ¥50 million and ¥310 million respectively. This was possible because the players were never instructed to declare the debts that they actually had, that was just the preferred purpose of the Debt Replacement Game, but in essence they were simply declaring what they would be betting for. At the same time, there was no instruction on where to place the nameplates, they were simply given to each person when they originally declared their debt.

This tactic led to both Nanami Tsubomi and Jun Kiwatari losing the game since the chips he thought were valuable were, in fact, not that valuable, causing them to self-sabotage based on the disinformation. He had failed to notice the possibility of this deception because it was derived from an unorthodox loophole in the rules, and their psychological warfare distracted him from examining the rules further. Therefore, Kiwatari became ¥310 million in debt to the student council.

[Deductive Reasoning + Lateral Thinking + Misdirection + Concealment + Fabrication + Indirect/Logical Manipulation]

{Entire Arc: Strategy Fortitude + Planning Invincibility}

ESP GAME ARC

ESP GAME:

Rules

The game is played with Zener cards. The players have to guess the order of the cards chosen by the dealer, gaining one point for every correct card. It is played in two different rooms: a room where the dealer chooses the cards, and a second room where the players gamble. The rooms are soundproof and are only connected by cameras. A monitor in the dealer's room shows the players as they play the game, while the monitor in the other room only shows the dealer's hands and cards.

Pre-Game:

Not long after hearing Midari explain the ESP game, Yumeko had decided on her plan, and accepted the match. Yumeko's goal is to complete the game without anyone getting shot, in other words, end the game in a tie. To achieve this, Yumeko said that she'd only accept on three conditions:

1. The game will last three rounds maximum.
2. The dealer is Ryota.
3. The loser pays the winner 1 billion yen.

Yumeko confidently gives these conditions despite Midari previously threatening them with a gun, because she had seen how badly Midari wanted to play the game with her, so she predicts that Midari would accept the conditions if it meant Yumeko would play[4]. Midari does accept these conditions, but by observing the conditions that were set, she suspects that Yumeko's plan is this:

1. Make Ryota the dealer so he can cheat, allowing Yumeko to win all three games.
2. Intentionally miss her shots when she wins, causing no one to die.

Yumeko doesn't deny Midari's accusations, suspiciously saying "Who knows?", convincing Midari that this was indeed Yumeko's plan. In retaliation, Midari creates a rule that if you miss a shot, your opponent gets to shoot you instead. Believing she had countered Yumeko's strategy, Midari lowered her guard and accepted the conditions. However, Yumeko had actually created the conditions in such a way that Midari would only notice this surface-level decoy strategy, luring her into a false sense of security and making Midari lower her guard once she prevented the decoy strategy from being executed. Yumeko had predicted Midari's reasoning and knew what counter condition Midari would set, which is why Yumeko's true plan actually operated within Midari's extra condition, unbeknownst to Midari.

Also, condition 3, "The loser pays the winner 1 billion yen", was mainly created to trick Midari into believing that Yumeko was willing to try to win the game if she was unable to make it a tie, since it would be pointless to set that rule if you weren't open to winning. This was another deception by Yumeko though, as she never once considered winning the game. This condition was also the first of three traps Yumeko set to determine the answer to this important question:

'Is Midari playing to win, or playing to lose?'

This question will be referred to as the **key question**.

After seeing Midari's madness and desperation to play such a deadly game, Yumeko realised it was a possibility that Midari could be trying to lose, instead of win[1]. Yumeko created Condition 1 so she could limit the number of rounds and therefore tie the game, but depending on Midari's motives, it would change the way Yumeko would need to play the game in order to cause a tie. So, she set multiple traps to reveal the answer as soon as possible. As stated earlier, the first trap was Condition 3, which she set at the very beginning. She observed Midari's reaction to the condition, which was Midari saying, in a relaxed tone, "That's fine. I don't care about money. I don't remember exactly, but I should have that much". This shows that:

1. Midari doesn't care about going into debt, not even bothering to check if she has enough to pay, indicating she doesn't care about her own wellbeing[2].
2. Midari immediately jumped to the conclusion of losing the money, rather than winning it, indicating she was prepared to lose the game[2].

This gives Yumeko a hint that Midari may be aiming to lose, instead of win, but she needs further confirmation. So, before the game starts, she exploits Condition 2, which was that Ryota was the dealer, and says to him that "I will win, no matter what. We've got something special, don't we? If you take ***"that"*** and turn it into some kind of signal, I'll definitely win." Of course, this is a total bluff, but Midari doesn't know that.

Yumeko intentionally tells Ryota that she will "definitely win", because it will indicate to Ryota alone that her claim was a lie, because Yumeko had previously told Ryota she hates matches where she's guaranteed to win[4]. This is important because it helps Ryota realise that she is just bluffing, so he can go along with it and give a random signal over the camera, convincing Midari that they have a signal. So, Yumeko logically deduced that setting Ryota as dealer and bluffing about a definite win will signal Ryota to cooperate.

[Abductive[1]/Inductive[2] Reasoning + Foresight[4] + Indirect/Logical Manipulation + Misdirection + Fabrication + Concealment]

<u>Round 1:</u>

This is Yumeko's second trap, because Midari's response to this situation once again helps determine the answer to that key question. If Midari is playing to

win, she would be forced to put 0 bullets in the gun until she can figure out the signal, because if they do have a signal, Midari would automatically lose and would be just increasing her odds of getting shot by putting in bullets.

Yumeko actually put in 0 bullets, so if this happened, it would force the first round to end in a tie, which would be good for Yumeko. However, if Midari still decided to load her gun, this indicates Midari isn't even thinking about trying to win.

Midari puts in 6 bullets, so Yumeko is almost certain that Midari is trying to lose[1], but she sets a third and final trap to confirm it. She secretly inserts lipstick into the barrel of the gun, so that when Midari matches more cards than Yumeko by chance, and aims the gun at Yumeko, she calmly tells Midari that she should not pull the trigger on the gun. She explains that she inserted lipstick into the barrel of the gun, which would cause the high pressure gas released by the gunpowder to have nowhere to go, causing the gun to misfire and inflicting a serious injury to Midari. She asks Midari to inspect the inside of the barrel as proof of the gun being jammed, and tells her that she inserted 3 bullets, so firing it would just be taking a 50% risk of blowing up her own hand for no reason. Of course, the idea that lipstick would cause the gun to misfire was just sophistry, though it was a half-truth based on how the mechanism of a gun actually works, making it sound like it was true.

Yumeko also never actually inserted any bullets. However, Midari didn't know this and still pulled the trigger, which was enough proof to confirm that Midari was definitely trying to lose, since she was constantly doing things that were entirely self-destructive[2]. Since she had achieved her goal of answering that key question, Yumeko now had enough information to tie the game.

[Abductive[1]/Inductive[2] Reasoning + Sophistry + Indirect/Logical Manipulation]

<u>Round 2:</u>

Part of the reason why Yumeko was so confident in this was because she had already seen through what Ryota's thought process would be in the next round. She predicted that Ryota would replicate one of their previous hands, and that he would realise that Midari had the lowest chance of remembering Yumeko's hand, and so he would replicate Yumeko's to increase her chances of winning[1]. So, Yumeko just repeated her hand from before. This allowed her to match them all and win the round, and since Midari put in 6 bullets while Yumeko put in 0,

she could feel the 0.01% difference in weight between them, and fire the gun that had 0 bullets in it.

However, she knew that Midari likely wouldn't let her use the trick of feeling the difference between the guns in the final round, so instead, she needed to ensure her and Midari got the same number of cards correct.

[Abductive[1] Reasoning + Foresight + Perception]

<u>Round 3:</u>

But, in the final round, Midari wanted to be shot by someone 'worthy', so she created a cheat to test if Yumeko could see through it. If Yumeko won despite the cheating, it would make it more satisfying for Midari when Yumeko wins and shoots her.

However, Yumeko had already seen through both the cheat and Midari's intent to lose. Yumeko noticed that Ryota was using his left hand to place cards, even though he is right-handed. This proved that the live feed Yumeko and Midari were watching was horizontally flipped (mirrored). However, in the final round, the feed was reset, and Ryota suddenly appeared right-handed again. Yumeko needed to know if the monitor Ryota was watching was also mirrored. She reasoned that in Round 2, Ryota tried to copy her exact card layout. If *only* Yumeko's screen was mirrored, Ryota's copied hand would have looked backwards on her screen. Instead, it looked identical. This meant **both** of their screens were mirrored. Ryota was unknowingly copying a reversed image, which Yumeko's reversed screen then flipped "back to normal" for her eyes. In the third round, the feed on Yumeko and Midari's end suddenly went back to normal (un-mirrored), which is why Ryota now appeared right handed. Because the double-reversal effect was gone, Yumeko knew that to match Ryota's layout this time, she had to play the exact physical reverse of her previous hand.

Furthermore, Yumeko perfectly predicted Ryota's psychological state. She knew he would play the exact same hand as Round 2. Under immense pressure and a tight time limit, Ryota wouldn't be able to deduce whether Yumeko's display had been reset too, or how this would affect the game. Confused and terrified, his safest psychological bet was to simply repeat the layout he used before, allowing Yumeko to predict his exact move and force a draw. But this is where the answer to that key question comes in, and why Yumeko had set those 3 traps up. If Midari had wanted to win, and was using that cheat to do so, she would get all of the cards correct. So, in that situation, Yumeko would need to

get them all correct too in order to draw. If Midari was trying to lose, and that cheat was just a test for Yumeko, then she would get all the cards incorrect. So in that situation, Yumeko would need to get them all incorrect too in order to draw.

Yumeko had foreseen this final situation from the first round, when she detected the cheat by looking at Ryota's hand on the display. At that moment, she didn't just notice that the display was reversed, but she also realised that so she needed to discover Midari intentions in order to tie the game, because there were two things that hinged on the answer to that question:

1. Is it just the display we can see that is reversed, or is Ryota seeing the reverse too?
    a. If Midari wanted to win, only the display Yumeko was looking at would be reversed. This would cause Ryota's replication to display on the screen as the opposite of Yumeko's, to try and cause Yumeko to lose the second round.
    b. If Midari wanted to lose, the display Ryota was looking at would also need to be reversed, so that Ryota would replicate it in reverse, which is then flipped back to normal on Yumeko's mirrored display so that it still matched Yumeko's hand. This would allow Yumeko to win the second round.
2. In the final round, will Midari use the cheat to match all her cards?
    a. If Midari wanted to win, she would exploit the cheat and use it to match all of the cards in an attempt to win.
    b. If Midari wanted to lose, the cheat would just be a test for Yumeko, and Midari would get all the cards incorrect, causing Midari to lose.

Since Yumeko had figured out Midari's intentions, she also matched all of the cards incorrectly, causing the final round and therefore the entire game to end in a draw, without anyone getting shot. Even if Midari wanted to win, Yumeko would've been able to determine that with her traps by the first round, so she would've reversed her hand in the second round and gotten all the cards correct in the last round, causing a tie regardless of Midari's intentions.

[Emotional Understanding + Inductive/Abductive/Deductive Reasoning + Divergent/Lateral Thinking + Foresight + Trap Evasion]

In conclusion, Yumeko has set things up so that in the final round she will get all of the cards wrong, alongside Midari. This will result in a tie and the game will

end without anyone getting hurt. Even though her plan was near foolproof, Yumeko knew it still had a small flaw - Midari may not be able to predict what Ryota's hand will be, meaning Midari won't know a surefire way to get all of the cards wrong.

The chance of getting a correct card in the correct position by accident is low, but not zero. If that does happen, since Yumeko will be getting all the cards wrong on purpose, Midari will get to fire a gun that is most likely completely filled with bullets (since Midari has been loading 6 bullets into her gun the whole time), killing Yumeko.

Midari may also decide to miss, allowing her to kill herself due to the added rule. To mitigate this risk, Yumeko employs a tactic to manipulate Midari into reducing the amount of bullets she will load her gun with, to lower the chance of Midari shooting one of them in the event that this coincidence occurs. Yumeko explains how confident she is in predicting Ryota's hand, making Midari completely certain that Yumeko will be able to match all 5 cards. Yumeko then shows Midari that she's inserting 2 bullets into her gun, predicting the exact thought process Midari will have in response to seeing this[1]. Midari's thought process was as such:

- If there is a difference in the number of bullets we put in our guns, Yumeko will sense the difference in weight between them. [Yumeko explained this ability in the previous round in order to induce this thought]
- If she can sense the difference in weight between them, she can choose her own gun, which she could have rigged so that it won't fire. [Yumeko's lipstick trick in the earlier round contributed to this thought]
- But if I also put 2 bullets in my gun, then the weight of the guns will be the same, so Yumeko won't be able to tell the difference, increasing the chance of her shooting me.
- Additionally, Yumeko said she can completely predict Ryota's hand, and since I'm aiming to completely lose, she will likely win by a difference of 5 points.
- The rules state you must shoot the opponent for every point you win by, so she'll have to pull the trigger 5 times at me when she wins.[2]
- Since there will be 2 bullets in both guns, and only 6 chambers, 5 shots will guarantee that Yumeko will kill me.[2]

- Therefore, to guarantee Yumeko kills me, I must put 2 bullets in my gun too.[2]

Thus, Midari was manipulated into putting only 2 bullets into her gun, unaware that Yumeko was actually going to match all 5 cards incorrectly. This move allowed Yumeko to reduce the risk of getting shot by Midari in case Midari got a card correct by chance. Regardless, that rare event did not occur, and they both got zero cards correct, leading to a tie of the entire game, just as Yumeko had predicted.

[Emotional Understanding + Abductive[1]/Deductive[2] Reasoning + Foresight + Direct/Logical Manipulation]

During the game, Yumeko didn't react, tremble, or show any change in expression when the gun was placed on her forehead or when the trigger was pulled while aiming for her head. To add to this, Yumeko was unable to gain any joy or excitement from this game that she could use to mask her feelings, as Midari's methods completely conflicted with ideals. Yumeko also values her own life and wants to keep experiencing the thrill of gambling and enjoy her life with her friends, so it's not valid to say that she simply didn't care about her life. The fact that she was still completely unflinching shows she is able to control her emotions so well that she can suppress any visible fight or flight responses.

[Emotional Management]

Yumeko demonstrates some understanding of the principles behind firearms and the mechanics of a gun. She recognizes that when a gun is fired, the high-pressure gas generated by the ignited gunpowder propels the bullet out of the barrel. By obstructing the barrel of the gun, she exploits her knowledge of the physics involved.

Yumeko uses Midari's common sense that it should be logical for the gas to, with no outlet due to the obstruction, build up pressure within the barrel. She uses that knowledge strategically to use the situation to her advantage, so Midari would believe that lipstick in the barrel would make it explode, despite Yumeko knowing that it doesn't actually work like that.

[Knowledge + Fabrication]

Yumeko is able to determine if the gun is loaded or not based on the feeling of its weight, despite there only being a 0.01g difference, and not having any experience with guns.

[Perception]

Yumeko's Reasoning Chains:

P1: Ryota knows Yumeko's preference of hating matches where she is guaranteed to win.

P2: Yumeko now claims, "I will definitely win" and references an apparent "thing" that will allow this.

P3: If a person who hates guaranteed victories declares "I will definitely win", the claim must be false.

C: Ryota will deduce that Yumeko is bluffing about the "thing" in order to deceive Midari, and therefore will comply by sending a meaningless "signal" over the camera.

Yumeko has to go through this deductive reasoning in order to determine that Ryota will be able to figure out that she's bluffing.

[Deductive/Abductive Reasoning + Emotional Understanding + Foresight]

P1: Ryota is right-handed and would not use his left hand to place the cards.

P2: In Rounds 1–2, Yumeko saw Ryota place cards with his left hand exclusively.

P3: If Ryota uses his left hand under normal circumstances, the video feed seen by Yumeko must have been mirrored (flipped left–right). [This premise was ascertained separately through inductive/abductive reasoning, and it is now being used as part of a separate deduction]

P4: Yumeko matched Ryota's cards perfectly in Round 2 under that mirrored feed. For that match to succeed, Ryota himself must also have been looking at a mirrored feed, otherwise his card placements would not align with hers.

P5: In Round 3, the feed Yumeko sees is no longer mirrored, it's the correct orientation.

C: To replicate Ryota's actual card positions in Round 2, Yumeko must reverse her Round 2 layout when placing cards.

[Deductive/Abductive/Inductive Reasoning]

P1: Midari doesn't know a surefire way to determine what the correct 5 cards will be.

P2: Midari will attempt to get 0 points.

P3: Without knowing what the 5 cards will be, any attempt to get 0 points is probabilistic.

C1: Therefore, there is a chance Midari will accidentally get at least one point.

P4: Yumeko will get 0 points in order to attempt to tie with Midari.

P5: The winner must pull the trigger for the same number of times as points they won by.

P6: If you do not aim at your opponent properly, you must then aim at yourself.

C2: If Midari gets even one point, the trigger will be pressed whilst the gun is aimed at one of them.

P7: There is a high chance that Midari will fully load the gun with 6 bullets.

C3: If Midari gets even one point, there is a high chance one of them will get shot.

P8: Yumeko's objective is to end the game such that no one gets shot.

C4: Therefore, Yumeko must influence Midari to load fewer bullets in Round 3 to minimize the risk of death if Midari gets a point.

P9: Midari is aware of Yumeko's ability to detect small weight differences between guns based on different bullet counts.

P10: In Round 1, Yumeko proved that she is willing and capable to rig the guns.

C5: If Yumeko and Midari load different bullet counts, Yumeko could identify her gun, which may be rigged for safety.

P11: Yumeko has informed Midari that she knows exactly what the 5 cards will be, and will get 5 points.

P12: Midari aims to get 0 points, and trusts that she will succeed.

C6: Midari believes Yumeko will win with a point difference of 5.

P13: The winner must pull the trigger the same number of times as points they won by.

C7: Midari believes Yumeko will pull the trigger 5 times.

P14: If a 6 chamber gun contains 2 or more bullets, and the trigger is pulled 5 times, there is a 100% chance that one of those pulls will land on a bullet.

P15: If Yumeko and Midari load the same number of bullets, Yumeko could not identify her own potentially rigged gun.

C8: Midari believes that if both guns contain exactly 2 bullets, the chance of getting shot by Yumeko is 100%.

P16: Midari's goal is to be killed by Yumeko.

C9: If Midari sees Yumeko load 2 bullets into her gun, Midari will also load 2 bullets into her gun.

P17: 2 bullets pose a much lower risk than 6 bullets if Midari accidentally gets a point.

C10: Therefore, to minimize the risk of either of them being shot, Yumeko must display herself loading 2 bullets into her gun.

[Emotional Understanding + Deductive/Abductive Reasoning + Convergent Thinking + Foresight]

{Entire Arc: Strategy Complexity/Forecasting + Planning Intricacies/Preparation}

STUDENT COUNCIL BATTLE ARC

TOP IDOL CHAMPIONSHIP:

Rules

Before the Idol contest between Yumeko and Yumemi, they meet in the idol's chambers, where Yumeko asks what drove her into pursuing her idol career, to which Yumemi says it was her fans' smiles. Yumeko immediately sees through her, and asks her to drop the act, judging that she actually hates her fans,

building a rapid personality snapshot of Yumemi - identifying the mask she wears versus her true attitude.

[Emotional Understanding/Perception]

Yumeko also recovers destroyed letters from Yumemi's fans, judging that she was the one to destroy them. Yumeko then manipulates Yumemi, using subtle behavioral cues, into revealing and saying out loud that she in fact hates her fans and that she only is friendly to them because she needs to increase her popularity as an idol if, one day, she hopes to be able to become a Hollywood actress.

Yumeko was secretly recording their whole conversation through a recorder she had hidden in Yumemi's secretary, anticipating that she would be frisked and selecting a hiding spot on the secretary that would go unnoticed. Yumeko uses this to blackmail Yumemi by including the recorder on their bet (making her bet her life and making her unable to not go along with their gambling match), exploiting Yumemi's fear of exposure to force compliance.

[Direct/Emotional Manipulation + Concealment + Foresight]

During their game, Yumeko saw through Yumemi's "underdog" act (recognizing the recurring pattern in which Yumemi would deliberately lose some games to only win in the end, setting up a dramatic comeback[1]), inferring that her losses are an intentional performance tactic rather than genuine mistakes[2]. So, Yumeko quickly built a model of Yumemi's need for theatrics and used it to predict her exact play.

[Emotional Perception + Inductive[1]/Abductive[2] Reasoning]

Yumeko was controlling her dice rolls (via Dice Control, explained later during the Souko Jabami Arc) to pick the games she wanted. For the final deciding game, Yumeko controlled the dice to pick the Fan Appreciation game. She controlled the dice once again to pick Mary, who was the only person in the audience that wasn't one of Yumemi's fans, since she was just tagging along with Yumeko. The Fan Appreciation Game required them to guess the birthday of the person selected, and Yumemi was horrified, since the only person's birthday that she didn't know was Mary's.

Yumemi realized that Yumeko had already planned for all that when reading the stage plan before the game. So, Yumeko had already predicted what Yumemi's strategy would be - basing herself on how Yumemi would act due to her

personality - and had already built a winning strategy before the start of the match. She used the known game explanations and Yumemi's likely actions, logically working out which games would come up and how best to deal with them. Thus, she settles on allowing Yumemi to go through with her strategy for the majority of the time, the score climbing to a neck-and-neck position, before employing her Fan Appreciation Game tactic through controlling the dice at the last hurdle.

[Emotional Understanding + Abductive Reasoning + Foresight]

In the end, Yumeko tricks Yumemi by choosing to write down six as the answer to Mary's birthday month. Any other number would have been easily spotted by Yumemi (as she could read the number by observing Yumeko's hand movement), but not six, since it makes her think that, since Yumeko might be deceiving her, it could be a six or a nine.

In the end, Yumeko used her understanding of Yumemi to predict that she would surely overthink it and write a nine instead of a six (since she believed she was being deceived)[1]. Yumeko followed the rule "closest guess wins" and used the six/nine ambiguity, logically concluding that writing 6 forces Yumemi into the wrong choice.

Therefore, Yumeko won because the closest answer to Mary's birthday was in March.

[Emotional Understanding + Misdirection + Abductive[1] Reasoning + Foresight + Logical Manipulation]

CHOICE POKER:

Rules

After the end of the previous game, Yumeko, already having guessed who had sent her the letter exposing Yumemi's true feelings about her fans and wanting a game against a Student Council Member, reveals to the audience that someone had sent her that letter with the intention of destroying Yumemi's career.

She conducts the audience into thinking that this can't end like this and that the culprit needs to pay the price for doing that. Alongside this, Yumeko,

understanding Saori's (Yumemi's assistant) affection for the idol's dreams and that she could be easily swayed by that, conducts her to tell who is the one who sent the letter exposing Yumemi (she does that via, after instigating the audience, smiling at Saori to show approval of her idea of doing something against the culprit and that she really should do it).

So, in conclusion, Yumeko - knowing a Student Council Member should be behind the incident and wanting to play a game with him - had planned, since receiving the letter before the match vs Yumemi, to drag him out to a gamble.

[Direct/Emotional Manipulation + Emotional Understanding + Acting Skills + Sophistry]

The dealer explains that in Choice Poker the players choose which hand wins, the stronger or the weaker.

When the match starts, Yumeko tries to mislead Manyuda into thinking she's aiming for the weaker hand, by asking the dealer who wins if neither of them has a strong hand and by discarding two strong cards (making it logical to assume she was aiming for the weaker hand).

Manyuda sees through this, establishing that:

- Yumeko is trying to lead me to believe she is aiming for a weaker hand, which, in her eyes, should logically make me choose to have a stronger hand (since she would have a weak hand).

- But this is what she wants me to believe, therefore, to counter her strategy, I should aim for a weaker hand (since she's trying to make me choose the stronger, which means she will choose weak as the winning hand and I will win due to having a weaker hand).

But that was a trap from Yumeko, who made him aim for a weak hand while she had a stronger one (with an ace), giving her the win in this round when she chose the strong hand as the winner. So, Yumeko inferred that Manyuda will explain her discards as signaling a weak-hand strategy (the best explanation for her throwing away strong cards), mentally modeling the nested beliefs ("I know that he knows that I want him to think X") and manipulating that second-order reasoning to her advantage.

[Misdirection + Concealment + Indirect/Logical Manipulation + Abductive Reasoning + Emotional Understanding]

When the game reaches a point that the money available to Yumeko has ended, she manipulates Itsuki by tapping into her insecurities and desire to prove herself. Itsuki is driven by the pressure to live up to her family's expectations, especially since her family is a major company that produces toys. Yumeko uses this to her advantage by invoking a feeling in Itsuki that she needs to achieve greatness and prove her worth.

She then encourages Itsuki to take risks, pushing her to bet more money to get back into the game. Because of this, Itsuki and Manyuda go back and forth, raising again and again, until Manyuda completely outraises Itsuki, going to 100 chips. This turn of events boosts Manyuda's pride (which will be exploited later), as he looks down on Itsuki from his financial superiority, shooting down what he sees as naive foolishness.

[Emotional Perception/Understanding + Direct/Indirect/Emotional Manipulation]

Yumeko then manages to convince Itsuki to bet something even more valuable - her life, weaponising Itsuki's ambition against her. In order to solidify her persuasion of Itsuki and enact her strategy, she shows her hand to Itsuki and says that, if she has any resolve, she should bet on such a hand. This suggests to Manyuda that as long as Yumeko has the right to choose between "strong" or "weak", she will win, thus her hand must either be extremely strong or extremely weak. Yumeko is able to predict that Itsuki will catch on to her scheme and go along with it, acting shocked when she sees Yumeko's hand and going through with betting her life, seemingly based on the hand alone, further selling the idea that Yumeko indeed possesses an extreme hand that cannot be outmatched if they get their right to choose.

Through this, Manyuda was convinced that if he did not obtain the right to choose, Yumeko's hand would be too extreme to compete with. He feels mentally trapped, stuck in his state of pride that Yumeko has built up, unwilling to surrender to the people he views as inferior when he can see a clear path to victory. Therefore, he decides to bet his life as well and out-stack Yumeko in the amount of money that was bet (as his life is worth more), giving him the right to choose the type of hand.

He establishes that since he's the one going for a strong hand and Yumeko certainly noticed this due to the weak cards that he discarded, she must be aiming for a weak hand and was planning to choose "weak". This was reinforced by the fact that she discarded a pair of Queens (strong cards), thus it would be

statistically improbable to have an “extremely strong” hand after discarding that. And since Yumeko must have an extreme hand due to her exchange with Itsuki, it must be an “extremely weak” hand. This thought process was predicted by Yumeko, who had followed this chain of reasoning from his perspective in advance. So, Manyuda chooses “strong”.

This leads to his defeat, since Yumeko had a hand with 3 Jacks, which is stronger than Manyuda’s hand. Manyuda is stunned, as that’s not an extremely weak hand, in fact it’s not an extreme hand at all. It’s decently strong, enough to defeat Manyuda’s hand, but not strong enough to warrant Itsuki and Yumeko’s interaction. That’s because it was all an act from them to guide Manyuda’s thought process into believing Yumeko’s hand was extremely weak, steering him into both betting his life and selecting the “strong” option.

[Emotional Understanding + Direct/Indirect/Emotional/Logical Manipulation + Misdirection + Abductive/Deductive Reasoning + Foresight]

After the end of the previous game, Sayaka demands a gambling match with Yumeko and it's decided that they will bet their lives (likely through the housepet system, not through death itself). Yumeko says that betting on that isn't enough, and that they should bet on the things that they care about the most. Yumeko is able to see through Sayaka and realize her love for Kirari and therefore says that she will only play with Sayaka if she agrees to cut her relations (all her memories, status, emotions) with Kirari upon losing. In exchange, Yumeko promises to give up on gambling forever if she loses.

Despite her DNA (via the Jabami Blood) combined with Kabura’s conditioning literally causing an insatiable addiction to gambling and an immense desire to experience its thrill and spread it to others, Yumeko doesn't hesitate to put it at stake, and doesn’t show any nervousness of going forward with this bet. It’s also worth noting that the ability to gamble is inherently tied to being alive, as she obviously cannot gamble if she is dead. For this reason, Kirari reveals that the stakes of losing is literal death by falling, and despite this, Yumeko shows no difference in response. In fact, she behaves as if the stakes haven’t actually been changed. This shows that her will to gamble, despite being the most important thing in her life and something she is genetically primed to be addicted to, is equivalent to her will to live. Therefore, she must have a very strong will to live, upscaling the other times where she risks her life (e.g. ESP Game).

[Emotional Perception/Management/Engagement]

{Entire Arc: Strategy Fortitude + Planning Preparation/Invincibility}

TOWER OF DOORS ARC

TOWER OF DOORS GAME:

Rules

Before entering the Tower, Yumeko had predicted that Kirari had prepared this tower with the intention of using its peculiar structure for the gamble, so she kept an eye on the exterior of the tower before going inside, including the entirety of the surroundings. This included even obscure information, like the relative position of the moon outside in relation to the Tower.

[WMI + VSI + Abductive Reasoning + Foresight + Emotional Understanding]

Round 1:

After the first interval, Yumeko uses her own turn to check the middle door, which turned “5” to “12C” once the interval clocked in into Yumeko’s turn, however, she also makes sure to misdirect Sayaka to stop her from reading her answer for the door, and the door leads nowhere as it was closed off by a solid wall, even though they just came from it.

[Misdirection + Concealment]

Sayaka’s turn came over, and she looked at the numbers on the walls and deduced they were hexadecimal numbers. She then translates these numbers into decimal notation, revealing they are angles. She further confirmed this as the numbers changed, but their order did not. 12c in the Center Door translates to 300°.

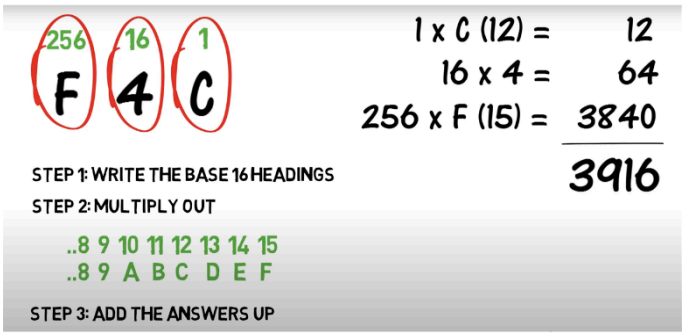
Yumeko: F5 (*doesn’t move*)

Sayaka: F5 -> F4

Both Yumeko and Sayaka were able to convert all the hexadecimal numbers to decimal in moments after looking and realizing that they were in hex format.

The numbers are: b4, f0, 12c, 168, 78, 3c.

Conversion Example:



1. $B4_{16} \rightarrow ?_{10}$

Hex Digit	Decimal Value	Position (16^n)	Positional Weight	Product
B	11	16^1	16	11 × 16 = 176
4	4	16^0	1	4 × 1 = 4

Sum: 176 + 4 = 180

→ 180_{10}

2. $F0_{16} \rightarrow ?_{10}$

Hex Digit	Decimal Value	Position (16^n)	Positional Weight	Product
F	15	16^1	16	15 × 16 = 240
0	0	16^0	1	0 × 1 = 0

Sum: 240 + 0 = 240

→ 240_{10}

3. $12C_{16} \rightarrow ?_{10}$

Hex Digit	Decimal Value	Position (16^n)	Positional Weight	Product
1	1	16^2	256	1 × 256 = 256
2	2	16^1	16	2 × 16 = 32
C	12	16^0	1	12 × 1 = 12

Sum: 256 + 32 + 12 = 300

→ 300_{10}

Total operations/digits mentally maintained and processed in Yumeko's mind:

Expr	Digit Count
11*16=176	7
4*1=4	3
15*16=240	7
0*1=0	3
1*256=256	7
2*16=32	5
12*1=12	4
1*256=256	7
6*16=96	5
8*1=8	3
7*16=112	6
8*1=8	3
3*16=48	5
12*1=12	4
Subtotal	**69**

Expr	Digit Count
176+4=180	7
240+0=240	7
256+32=288	8
288+12=300	8
256+96=352	8
352+8=360	7
112+8=120	7
48+12=60	6
Subtotal	**58**

Total digits involved in the operations: 14 (original hex digits) + 58 + 69 = 141 digits.

Operation	Count
Hex digits read	14
Digit→decimal lookups	14
Positional-weight retrievals	14
Multiplications	14
Additions	8
Total arithmetic steps	22
Total lookups/retrievals	28
Grand total mental steps	**50**

50 total mental steps (arithmetic steps + lookups/retrievals).

Total amount of information processed: 141 + 50 = 191 in one to at most five seconds.

Those values are estimated since the conversion itself by Sayaka is done in less than a single panel and the entire reasoning process performed by her (conversion + association with angles + trying to figure out what Yumeko had done earlier) is fully done in the time Yumeko takes to walk from the door towards Sayaka (which should take, if you high-ball it a lot, 5 seconds). Therefore, with the conversion being by far the fastest thing (in terms of panels as well) Sayaka did in her entire process, estimating a one second value for it is reasonable. Of course, Yumeko should scale to such a feat performed by Sayaka, as they are stated and shown to have been on the same track.

[PSI + WMI + Knowledge]

Round 2:

After another interval, however, since Yumeko had found out that the middle door wasn't working, she suspected something was amiss. To figure out the mechanism behind the tower, she next tried to observe the outside of the tower, using the only landmark, the moon. To do this, Yumeko assigns the x-axis to represent time and the y-axis to represent location within the tower. This means that as time progresses (moving along the x-axis), the location within the tower changes (moving along the y-axis), especially as they ascend the long spiral staircase. Yumeko had remembered the relative position of the moon in

the sky in relation to the tower. The moon's position and angle can serve as a reliable indicator of time and location, especially in relation to the tower. By comparing the calculated position of the moon based on the time-location coordinates she's established with the actual observed angle of the moon, Yumeko can detect any discrepancies. If the moon's angle doesn't correspond with its expected position based on the time and location within the tower, it indicates that something is wrong.

And when she opens the door, she figures out everything about the tower, as the moon indeed was not in the same relative location as it should be. Yumeko first assumed (like Sayaka) that the digitally displayed numbers on the doors were simply rotating to each door in a circular manner. Based on her visualisations, the moon was initially behind door “f0”, so after two rotational shifts by the numbers, she should’ve seen the moon from the door labelled “78”, as this was supposed to be the same door that displayed f0 initially. However, the moon was nowhere to be seen.

Yumeko applied her general model of how the moon’s angle should change with time and position to conclude that a mismatch means her previous notion was incorrect[1], inferring that since the observed moon angle can’t match her calculated expectation, the numbers on the outer doors must not be rotating as assumed, but instead something else[2].

[VSI + Deductive[1]/Abductive[2] Reasoning + Observation + Knowledge + Foresight]

With this, Yumeko realized that the numbers on the doors weren’t rotating, but rather, the tower they were inside was, and the numbers were shifting to compensate for that. This meant that on turn 2, the moon was still behind the door displaying f0. This also gave Yumeko a way to decipher why the middle door was blocked off. She hypothesised that the tower was made of 2 different towers, an inner tower that didn’t rotate, and an outer tower that did, therefore meaning that the middle door would only be open when the outer tower was aligned with the inner tower. She was able to further support this idea by discerning the significance of the numbers on each door. She noticed that the hexadecimal of the outer doors corresponded with the degrees of the angle that they represent, increasing in intervals of 60. From this, she extrapolated that the number on each door corresponded with its purpose. As the two floor doors never changed number, and displayed 1 and 2 respectively, she hypothesised that they indicated how many floors they transported you down to.

Henceforth, since the middle door displayed 5 when they first entered the tower, and at that point the door enabled them to ascend 5 floors, that must indicate that the inner door abides by the same numbering convention as the floor doors. And since, when the first turn began, the door changed from 5 to "12C" (which is 300), and at that point it revealed only a solid wall, this suggested that the change in number represented the fact that the doorway had shifted so that it no longer led down 5 floors. The fact that this number changed every turn supported her double pillar hypothesis and reinforced the idea that it was a temporary blockage. Since she had also determined that the outer tower rotated 60 degrees every turn whilst the inner tower remained stationary, on the 6th turn, she predicted that the outer tower would complete the full 360 degree revolution, unblocking the middle door once again.

[VSI + Abductive/Inductive/Deductive Reasoning + Observation + Foresight + Convergent/Associative/Abstract Thinking]

Yumeko: F5 (*doesn't move*)

Sayaka: F4 -> F2

Round 3:

Sayaka gets to the final floor, so far playing a perfect game, however, Yumeko after confirming all her hypotheses and understanding the working mechanism of the tower, decides to get down in 3 turns, so she can use the middle door right on the turn when she's on the first floor, making her finish the tower in 4 turns, which is the least amount of moves possible from her position[1], mentally mapping the tower's rotating layers onto a turn-by-turn timeline to find out the best move sequence.

Another reason she did this was in order to drop Sayaka's guard, as she realized that Sayaka's purely logical mind would cause her to doubt the simplicity of the game when Yumeko did not arrive, so she might risk her 4th turn to confirm if the middle door truly doesn't open[2], and it won't, which would give Yumeko the time she needs to move.

[Deductive[1]/Abductive[2] Reasoning + Foresight + Emotional Understanding + Logical Manipulation]

Sayaka gets to the first floor.

Yumeko: F5 -> F3

Sayaka: F2 -> F1

Round 4:

Sayaka is on the first floor, and per the rotation, Yumeko should play first for the round, so Yumeko, instead of going directly to floor 1, which would satisfy Sayaka's fear and let her win by outpacing Yumeko; Yumeko instead only moves to the second floor, which instills fear and doubt into Sayaka's turn, so she tries the middle door instead of moving up just to make sure she isn't missing some detail, gaining a tempo advantage for Yumeko.

[Indirect/Emotional/Logical Manipulation + Emotional Understanding + Foresight]

Yumeko: F3 -> F2

Sayaka: F1 (*doesn't move*)

Round 5:

Yumeko finally appears on the first floor, and this deceives Sayaka into believing that Yumeko is in fact totally behind her, and if Sayaka plays a perfect game now, there is no way that Yumeko could catch up.

[Concealment + Misdirection + Indirect/Logical Manipulation]

Yumeko: F2 -> F1

Sayaka: F1 -> F3

Round 6:

Yumeko solves the problem on the middle door and climbs to the 5th floor on her own turn. Sayaka's next few turns come, and she solves the problems she needs quickly, but when she reaches the 5th floor, she finds Yumeko waiting for her next to Kirari.

Despite having her own life and her source of happiness (gambling) on the line, Yumeko didn't falter for a single moment throughout the entire gamble.

[Emotional Management/Engagement]

Lastly, to note, all the problems we see Sayaka solve, encompassing various areas such as mathematics, foreign legislation, mahjong, and chess, should be

solvable by Yumeko, because Yumeko had to descend the tower too and therefore answer the questions on the trapdoors, all within a limited time frame.

Yumeko: F1 -> F5

Sayaka: F3 -> F5

[PSI + WMI + Knowledge]

{Entire Arc: Strategy Logistics}

PRESIDENTIAL ELECTION SAGA

FINGER CUTTING GUILLOTINE ARC

Kirari sets up an election for the President of Hyakkaou seat, in which votes would be won through official gambles, with each student starting with one vote. Yumeko discusses the election with Mary and Ryota, and mentions that she's looking forward to using her vote to gamble with Kirari. Ryota responds by telling her that she'll probably need more than one vote to get a chance at gambling with her (especially since there are 3000 students and therefore 3000 votes in circulation).

Yumeko responds ominously by claiming that a single vote can hold so much force that nobody could dare ignore it. Ryota thinks about how he can't read her thoughts, and internally questions how far Yumeko is looking ahead. In isolation, her comment seems odd and unlikely to be true. However, in the future Housepet System Destruction Plan at the end of the election, each of the housepet's singular votes were redeemed for 100 million yen, which is what initiated the destruction of the system that essentially forced Kirari not to ignore Yumeko. This perfectly fits her description earlier, and along with Ryota's comment about her looking far into the future, it's clear she's already foreseeing and perhaps planning out the general framework of how she might exploit a possible voting war and destroy the system.

[Abductive Reasoning + Planning (Preparation) + Foresight]

FINGER CUTTING GUILLOTINE GAME:

Rules

The players play through a device armed with a guillotine. Each player places one finger through one of the holes, one for the player. The device has several ropes, but only one is the correct one or the "winner", with players cutting one rope per turn each. Cutting that rope will cause the guillotine to fall, however cutting the "winner" doesn't earn the player a victory, in this game a player is deemed a loser if they remove their finger first.

Yumeko shows that she is excited about this match since any kind of gamble excites her and drives her forward, regardless of how dangerous or crazy it is. And as the game progresses, Yumeko is extremely casual about cutting the strings, even if it risks her finger being cut off. While she did suspect a safety mechanism existing, she couldn't be certain of it.

[Emotional Management/Engagement]

The Guillotine device was designed with a hidden safety mechanism: an iron plate that stopped the blade before it could reach anyone's fingers. However, both Yumeko and Midari didn't know that.

Before the match began, Yumeko made a move. She asked the dealer, a neutral person, to inspect and prepare the machine. Later, during the match, Yumeko made an ambiguous question to the dealer, asking, "Did you remove it for us?" The dealer replied, "Yes," which filled Erimi's mind with doubt.

Erimi, who had been calm and composed until that moment, suddenly grew anxious. She knew about the safety mechanism and had relied on it to maintain her composure. But Yumeko's question made her believe the iron plate might have been removed. Erimi began to second-guess everything. Was Yumeko bluffing? Did Yumeko know about the safety feature from the start? If so, why was she still playing instead of exposing the trick to end the game? Paranoia took over her and she started to panic.

With only one string left at the end, Erimi thought her opponents would inevitably remove their fingers out of fear. But then Midari cut the final two ropes at once. The guillotine fell, but just as intended, it stopped halfway, thanks to the hidden iron plate. Erimi was so convinced that the iron plate had

been removed that she panicked the moment the guillotine began to fall. Out of fear, she took her finger out first, making her the official loser. But since Midari had violated the rules by cutting two strings at once, she lost as well. This left Yumeko as the winner.

Yumeko's true plan was then revealed. Her question, "Did you remove it for us?" and the dealer replying "Yes" had nothing to do with the iron plate. She was referring to the rubber stoppers on the table, which Yumeko had asked the dealer to remove earlier to balance the desk. Yumeko never knew for certain if the guillotine had a safety mechanism, but she guessed on the possibility. Her reasoning was that she observed that Erimi was unnaturally calm throughout the early rounds, which didn't match her personality. Yumeko realized that Erimi must have a safety feature and was relying on it, but she couldn't be 100% certain of it. By making her think it had been removed, Yumeko destroyed her confidence and made her panic.

[Emotional Perception/Understanding + Direct/Logical/Emotional Manipulation + Sophistry + Misdirection + Concealment + Abductive Reasoning]

Yumeko had also, considering her own understanding of Midari, most likely anticipated that, with her chaotic nature of seeking self-harm, she would try to cut the two last strings at once to guarantee that she'd also get cut regardless of getting the "correct" string. So, Yumeko's plan eliminated both Erimi and Midari, leaving her as the sole winner.

[Emotional Understanding + Abductive Reasoning + Foresight]

NIM TYPE ZERO ARC

NIM TYPE ZERO GAME:

Rules

Yumeko and Ryota meet up with the sisters Miyo and Miri Inbami to play this game. As the match starts, Yumeko looks strangely silent and distracted. Soon, she drops her cards and Ryota notes she has a fever and is sweating. The two

sisters reveal their family deals with drugs and that they can decide who lives and who dies, having poisoned Yumeko with deadly poison.

Mary is called and goes to play the game in Yumeko's place.

The game is played with brightly coloured cards in red, blue, green and yellow, which are numbered from 0 to 3 respectively. Players are given a four card hand, and bet as they would in a classic game of poker, with the options to call, raise or fold. The aim of the game is for each player to show a card from their hand, until the total number on the cards shown exceeds 9 - a player who goes over this number with their choice of card loses their placed bet.

In the last round of the match, Mary bets 10000 votes, more votes than the total amount present in the entire election. Miyo and Miri discuss Mary's intention, Miyo believes she wants them to fold so as to secure the serums. Miyo wants to pay back at Saotome for calling them weak so she takes the call. Mary calls her a fool.

Cards played by the players:

• *Ryota* - 2

• *Miyo* - 3

• *Mary* - 2

Total - 7

Miri tells Miyo that she's in trouble due to the pile already totaling 7. Miri can only play a 1. Then Ryota will also play a 1, totalling 9. Then, it would be Miyo's turn and she wouldn't be able to play any card since it would exceed 9 and she'd lose. Miyo reflects that both she and her sister had good hands and with their "bond" (they are able to communicate non-verbally via pre-established codes throughout years of practice) they should have been able to win easily. She then realizes that Runa must have done something.

Mary explains what happened, saying that Runa cut cards from a new deck in each round, dealt off ten to thirty cards face-down on the table and then riffled them with the remainder of the deck. In conclusion, Runa used a "Gilbreath shuffle", a way to shuffle decks that ensures that with a deck of 4 different suits, all 4 suits will appear once in every 4 cards (by following the steps mentioned

earlier). In other words, in each round, the 16 cards distributed among the 4 players are guaranteed to feature 4 from each suit.

Mary was asking, in each round, for Ryota to fully reveal his cards to everyone. Yumeko predicted that this would be the optimal strategy and that Mary would follow it, hence why she told Ryota to trust in Mary. Yumeko's words enabled him to take the terrifying risk of displaying his cards, despite it being entirely possible (if Mary was setting him up like Miyo suggested) that this would lead to him losing and therefore dying from poison. But since Ryota was emboldened to take on this risk, Mary could know his hand and combine it with hers to instantly know where 8 of the 16 cards were, so she'd know exactly which 8 cards the two sisters had.

Miri says that even then she wouldn't be able to tell exactly what each of the two sisters had. Mary asks Ryota if he spots anything in their combined hands, and he notices that he and Mary have all the 2s, meaning that the sisters had one less play available (only a 1 and a 3) making them easier to predict.

When Ryota and Mary are in the infirmary, it's revealed that, despite being poisoned with a deadly substance, Yumeko didn't panic and instead used the last of her consciousness to tell him to put his faith in Mary no matter what.

Mary notices that Yumeko had realized the "trick" being used, the "Gilbreath shuffle" by Runa, and had planned everything, thinking that Mary would notice it too, and therefore would win the game. So, a poisoned Yumeko had, in one round, inferred Runa's use of a Gilbreath shuffle as the best explanation for the unexpected suit distribution, and confirmed that via observation[1]. She also performed a reasoning chain, going from the known mechanics of a Gilbreath shuffle, logically inferring that each block of four cards must contain exactly one of each suit, building a mental model of the shuffle's invariants ("every 4 cards cover all suits") and applying it to track unseen cards[2].

Mary states that Yumeko is a total gambling addict and that even her life is something she doesn't have a problem betting on, not being scared or nervous about it, on the contrary, as a gambling addict, she is able to utilize emotions (like fear) to make a total rehearsal effect on any feelings a normal person would have in such situations, using it to increase her thrill and excitement.

[PSI + Emotional Management/Engagement/Understanding + Abductive[1]/Deductive[2] Reasoning + Foresight + Planning (Intricacies, Formulation, Preparation) + Trap Evasion + Knowledge]

GREATER GOOD GAME ARC

GREATER GOOD GAME:

Rules

Before the game starts, Yumeko is asked to team up with a group to take Kirari down outright, but she refuses. Terano explains her reasons for it, which is the fact that the interim results of the election were released and Kirari is amassing votes far quicker than expected. With that in mind, it leads to the conclusion that there has been a vote buying scheme and therefore the direction of the election is clear: people will start spending money and scrambling for votes. If it ever comes down to that, they wouldn't have enough funds to survive, so they need another way to face off against Kirari. Terano is stated to have been preparing for the final stages of the election already, whilst Yumeko is said to be a key obstacle to that. Yumeko also agrees with Terano that the election is likely headed to a situation where votes are bought in large amounts. This is once again another implication, on top of the scene at the very start of the election arc, towards Yumeko crafting the framework and raw ideas of her Housepet System Destruction plan (explained in the Change Poker Arc) and a prediction of how the election would go, conceptualizing the possibility of an approaching “vote buying war”.

[Abductive Reasoning + Planning (Preparation) + Foresight]

Yumeko then invites them to a gamble since, with that, they, as the top vote holders of the election, could earn more votes and keep them among themselves without risking losing them to an external player.

Before starting the game, Yumeko says that another person is joining them, to which Manyuda enters the room. Everyone’s surprised since he was hospitalized due to losing everything to Yumeko in a previous gamble. Itsuki wonders if Yumeko invited him and he says that she just said that Itsuki would be there, which made him come over. An extra person would be required for the game (so that the numbers could be matched), so this is why Manyuda was required (aside from also providing extra motivation for Itsuki, who Yumeko has already realized likes him, so he’s better than just some random person). This demonstrates Yumeko’s profiling over both Itsuki and Manyuda, as she realizes their attachments and likeness of each other, predicting that Manyuda would

exit his infirmary bed to go to the gamble by simply being informed that Itsuki would be there.

[Indirect Manipulation + Profiling + Emotional Understanding + Foresight]

In the Greater Good Game, 5 students each start with 5 coins. They take turns choosing how many coins to put into their Personal Bank (which they keep) versus the Tax Deposit Box. First to accumulate 40 total coins wins. All coins in the Tax Box are doubled and then evenly split among all five players at the end of each round. Before each round they may discuss strategy and even vote to banish one "traitor" (someone who didn't place anything on the tax box).

When the game starts, Yumeko asks them all if she can trust them to put all the five cards inside the tax box on every turn, since if they all do that in every turn, everyone is guaranteed to win 40 coins, so the 5 will be in first place. The rest of the group rejects the idea and Yumeko gets excited, with that she has confirmed that it will be a true game (not a boring one, it will be one in which they aren't really cooperating). Itsuki notes that Yumeko had figured as much from the beginning, so she was just confirming it that the gamble will be one of betrayal. With that, she also caused intrigue among the group, as exposing that out loud logically causes them to mistrust each other.

Yumeko anticipates that calling out the cooperation option aloud will create mistrust and ensure a true gamble unfolds. By openly proposing full contributions, she makes everyone else reveal their unwillingness to cooperate, generating tension simply by highlighting the betrayal potential and turning that single question into something that defines every subsequent decision of the players (by surfacing that possibility explicitly, every player begins to re-evaluate others actions with suspicion).

[Social Engineering + Indirect/Emotional Manipulation + Emotional Understanding]

As the game begins and Itsuki goes to the separate room, Manyuda asks Yumeko if she doesn't feel guilty about all the lives she has destroyed in her games. The Jabami says she feels a little guilty for the fact that she doesn't feel guilty about that at all.

Yumeko shows an understanding of what she should feel (guilt), even if she doesn't feel it. This is a form of emotional introspection as she possesses awareness of a missing emotional response, meaning Yumeko is conscious of

her internal state and aware that it deviates from typical moral sentiment. For her, moral norms exist, but she doesn't internalize them emotionally, so the guilt for not feeling guilt is a second-order moral reflection, not something she feels if she doesn't want to.

[Emotional Understanding/Management]

Before the end of the first turn, Yumeko says to Itsuki that something really fun is about to happen pretty soon. She was referring to the fact that they would only get 20 coins, meaning one person wouldn't pay any of the 5 coins they were supposed to, which is confirmed when the results are revealed.

[Foresight]

Yumeko proposes a solution to avoid betrayals in the next turn. She writes numbers from 1 to 5 in 5 pieces of paper and asks each player to get one. She then asks each player to deposit the exact number of coins that the paper indicates them to. With that, they would know after the turn the amount of coins that should've been deposited and if someone contributes nothing again, the coin total will be off by whatever is written on this person's paper, indicating to them who's the traitor. So, from the mechanics "if one player withholds all 5 coins, the total shortfall equals their allotted number", Yumeko logically derives a scheme that pinpoints the traitor[1].

Yumeko says that with this method, people might still withhold one coin or two, but mass fraud would be prevented due to the fact that withholding all your coins will clearly indicate that you're the traitor (as the coin total would be off exactly by this person's number).

When the results of the next turn are announced, it's revealed that the tax coins total 13, meaning there's even more traitors now, as it wouldn't total 13 unless at least two people were cheating their taxes. Yumeko is confronted and asked if she expected that to happen, to which she says "of course" and that giving orders on paper was bait. She reveals that she did this to reveal and confirm that there was more than one traitor as she had already suspected that since the beginning, predicting that the paper scheme would not only catch a single traitor but also serve as "bait" to bring out the fact there were multiple cheaters.

[Deductive Reasoning[1] + Indirect/Logical Manipulation + Foresight]

Yumeko has also concluded that the two traitors are working together, since being a traitor by yourself wouldn't be beneficial as it would just cut the coin supply of the group and put everyone in danger, but that wasn't the case if you have a prearranged collaboration agreement with someone else. By betraying the group or paying taxes at the right timing, they can execute control over the overall coin counts, meaning a guaranteed win for the traitors. So, Yumeko had already anticipated that two people would have a collaboration scheme.

In conclusion, Yumeko inferred that no traitor would rationally betray solo (it only shrinks everyone's pool), so the only plausible explanation for two simultaneous traitors is an arranged collaboration at the very start of the game, most likely from the ones that are in sequence. From the fact that a solo betrayal would reduce group coins and endanger everyone and that a two-person betrayal collaboration would be able to manipulate coin flows, she also concluded that the traitors must be acting together.

[Abductive/Deductive Reasoning + Foresight]

As they are moving to the third turn, Manyuda is still not doing much and just wants this to end quickly. Yumeko tells him that they should face ruin together, whispering to him that she knows he wants to taste it one more time. This evokes his past memories and he starts laughing and gets hooked up on the game. Manyuda says he'll drag at all their feets and take them down with him.

Yumeko then says to everyone that letting the traitors win while they lose would be frustrating, to which Manyuda says that if he's going to lose, he'll drag them all with him. Then, the two announce that they will start to pay zero coins of tax.

Itsuki realizes that what Yumeko is doing is just a bluff as she wouldn't say "they can't win", that wouldn't be like her. Itsuki then realizes what the act is for: a threat to blow them all up. Any traitor would put their own savings first, that boosts their bank but hurts the overall pot of the players, but if none of them paid taxes they can't cross the 40 coin border, which means they would all lose, including the traitors. Yumeko used the game's win-condition "first to 40 wins; who doesn't reach 40 loses", concluding that a collective refusal to pay taxes (0 coins each) guarantees that all players - including the traitors - fail to win.

So, even if the traitors think this is just an act, they can't be sure, so they will wonder if she's really that suicidal, they'll be suspicious, and, this way, she forces them to pay taxes. It works because they don't trust each other at all due

to everything that has happened so far (Yumeko revealing there are traitors, how she forced people to reveal their unwillingness to cooperate at the start, etc), showcasing how she has done things to lead the game to this specific situation. With that, Yumeko has turned things around, as the traitors are now forced to pay taxes if they want to avoid defeat.

The results are announced and the tax box totals 25 coins, everyone paid all 5 coins.

[Foresight + Indirect/Direct/Logical Manipulation + Deductive Reasoning + Emotional Understanding/Perception]

After that, Manyuda reveals that he and Yumeko (who had figured it out even earlier than him, since that was the reason she decided to bring him to his side at that point in the game by whispering to him and also the reason she decided to bring specifically him as the 5th player of the game) already know who the two traitors are: Itsuki Sumeragi and Miraslava Honebami.

In the Greater Good Game it only pays to cheat if you have a partner. You resist the backstabbing, avoid Yumeko's strategy (of the numbers on papers), and pay tax when it suits you. It requires a conspiracy to work. But they couldn't have acted before the game started as they didn't know the game and the two girls had never met before, so the prearranged collaboration was done at the very start of the game. The group was also in the same room and looking at each other, so they couldn't have colluded there as everyone would see it. Manyuda then explains how the two did it: they ordered it, in an area with guaranteed privacy, one that no one was looking at, meaning the other room (the one they went to deposit their tax coins). Someone left a note there for the next player.

Miraslava asks why she's the other one involved and why would she follow the note Itsuki left her when they have never met and she doesn't have a reason to trust her, to which Manyuda explains that Itsuki must have left her own five coins on the table and offered them to the next player (which was Miraslava) in return for collaboration, accepting the offer earns you more coins and the note is easy to hide on the clothes, so, in terms of profit and loss, it's a good decision.

Itsuki then says that it was a good theory but it should work for any players who go in sequence, so why is she the traitor? Manyuda says it's because of where Yumeko is in the sequence (Itsuki > Miraslava > Yumeko > Ibara > Manyuda). He says that Yumeko would never enjoy a gamble like that, so it has to be someone other than her. Yumeko also knew it couldn't be Ibara since she obviously didn't

send him any code and Manyuda was with her as an ally (that was also one of the reasons Yumeko chose Manyuda for this game, she has a level of control and understanding over him; this would prevent a second collusion between Ibara and the 5th player if he was someone other than Manyuda; this also means Yumeko had already prepared for it and predicted, before the game even started, that someone would try such type of collusion), so Ibara couldn't have sent him any code either. So the only possibility remaining is Itsuki sending one to Miraslava.

[Abductive/Deductive Reasoning + Foresight]

With the two girls being the traitors, the group now has a general idea of the amount of coins each of them possesses, the one with the most being Miraslava. So it is proposed that she be the one exiled. The game then comes to an end.

It is then revealed that there was an outside bet between Terano and Itsuki involving this game, which was about whether Manyuda would reach 40 coins or not. Terano said he would and Itsuki said he would not, since she knew Manyuda and had personally seen his state after losing in the Choice Poker. This further showcases the effect Yumeko exerted over Manyuda as she was able to make him overcome his state of non enthusiasm of having no hope and no will to continue moving forward.

[Emotional Manipulation + Direct/Emotional Manipulation]

With that information, Yumeko infers that Terano should have talked with Itsuki right after the two of them (Yumeko and Terano) had arranged the game and right before Yumeko invited Itsuki to it.

[Abductive Reasoning]

Manyuda asks Itsuki why she pushed him to win if she had bet that he wouldn't cross 40 coins, meaning what she did went directly against her interests in the gamble. Yumeko asks Manyuda if he doesn't understand why Itsuki did that, already knowing exactly why she did it. It is explained that this bet among Terano and Itsuki was something that could knock either of them out of the election, but Itsuki saw it as a bet she would surely take it: if Manyuda lost, Itsuki would benefit from gaining tons of votes, but if he won, even tho Itsuki would lose votes, it would prove to her that Manyuda hadn't had his head fully screwed. This meant that, for Itsuki, there was no loss in either case of this bet.

Manyuda says that's just an excuse, but Yumeko says that he should look at the other side of the bet: if he lost, Itsuki would know how incapable he was at this point, and, if he won, Itsuki would lose a ton of votes. In either case, there would be a legitimate risk involved, Itsuki is bound to lose either way. Yumeko says that what Itsuki wanted with this match wasn't to know other people's thoughts but where her own heart was laid. Then she came to the conclusion that she would lose (tons of votes) by her own free will, trying to see if Manyuda would actually fight to win.

[Emotional Understanding]

<u>One of Yumeko's reasoning chains:</u>

P1: Itsuki bets that Manyuda will not reach 40 coins (so she benefits financially if he loses).

P2: Itsuki nonetheless acts in the match (and encourages behavior) that pushes Manyuda to win.

P3: If an agent intentionally performs actions that contradict their apparent monetary interest, they value non-monetary information (or an emotional outcome) more than the monetary payoff.

P4: This is true especially in Itsuki's case, who has emotional attachments to Manyuda (Yumeko's profiling of her).

C1: The best explanation is that Itsuki treated the bet as a no-lose information test. She stands to gain materially if he loses, but if he wins she gets the informational/emotional payoff of knowing her own feelings and that he hasn't turned into a complete mess mentally.

P5: If Manyuda loses, Itsuki receives many votes (material gain).

P6: If Manyuda wins, Itsuki loses votes (material loss) but proves that Manyuda still has resolve; this yields epistemic/emotional value to Itsuki (knowing his state and where her heart lies).

P7: Itsuki places intrinsic value on that knowledge/emotional confirmation (she wants to learn where her heart is).

C2: Therefore, from Itsuki's utility function (material + epistemic/emotional), both outcomes are acceptable; the bet is effectively a rational "experiment" with

no catastrophic payoff for her, she would win and lose in both possible outcomes.

P8: Yumeko knows Itsuki well and, from her profiling, knows she would take actions to discover Manyuda's true state even at personal cost.

P9: Itsuki both places the bet and pushes Manyuda to fight.

C3: Yumeko infers (abductively) that Itsuki's aim was to test Manyuda, and (deductively) that this rationalizes why Itsuki would willingly lose votes to gain certainty about Manyuda's competence and her own emotional stance.

[Deductive/Abductive Reasoning + Emotional Understanding]

{Entire Arc: Strategy Complexity/Forecasting}

ACTING CONTEST ARC

ACTIVE STATION:

Rules

Natural Voice Challenge:
Yumeko and Yumemi manage to get in sync when it comes to singing and dancing, creating a performance that amazes the crowd, with Yumeko having memorised the songs and learnt how to be an idol on the level of Yumemi in a very short space of time.

[PSI + WMI + Learning Ability]

False Courage Death Macaron:
During the stage of eating the three macarons, Yumeko looked closely at Sumika's actions, and from this she noticed that the number of chews from A to C were 25-19-20 respectively. This showed there was a big difference in macaron A compared to B and C, which would typically cause someone to assume that A contained the spicy macaron, as the longer chewing duration would be an attempt to disguise the fact that it was actually spicy. However, Yumeko had profiled Sumika from what she had seen of her so far, and was able to determine that Sumika was more formidable than that, and was actually

trying to trick Yumeko into that thought process. Therefore, Yumeko ascertained that A was actually not the spicy macaron, so it surely must have been between B or C. Between these two, Yumeko wanted it to be an exciting gamble, so she chose to use her intuition to select the answer. Her intuition was correct, so she ended up identifying the spicy macaron.

[Emotional Understanding + Observation + Intuition + Abductive Reasoning]

Before starting the next and last game, Yumeko followed Yumemi backstage, because in addition to the fun of betting, she wanted to see Yumemi fight with all her might to achieve victory. However, after witnessing Sumika's incredible ability, Yumemi finds herself feeling so moved by Sumika's perfection that she decides to settle for defeat, feeling honored to even experience that. Yumemi has come to terms with the fact that she cannot compare to someone like Sumika, and that acceptance feels surprisingly peaceful and rewarding. Yumeko is disgusted by this, since according to her, these are just excuses from Yumemi, products of the complex in her mind that prevents her from moving forward to achieve her victory. Yumeko declares that Yumemi has created imaginary barriers which have made her comfortable with settling for being defeated by someone she admires, and behind this complex hides the true motivating factor of fear. Yumemi is unwilling to change her mind, so Yumeko channels the disgust she is feeling and decides to play the next game without cooperating with Yumemi.

[Emotional Understanding/Engagement]

Soixante Trois:
Yumemi attempts to give pre-planned signals to Yumeko, but Yumeko refuses to cooperate, still giving off an aura of rage and disgust. Sumika picks up on this, reading both of their emotions and their unspoken tension. Using her uncanny ability to see through people, she's able to tell that they're 100% not acting. On top of this, she determined that Yumeko was telling the truth about every single card she placed, whilst Yumemi was lying about them all. From this, Sumika was lulled into a false sense of security, believing that winning against such a divided and emotionally exposed team would be easy, so she chose to adopt a more risky strategy of driving up the score to 63 by mixing in frequent bluffs. At the decisive moment, Sumika placed down the card that made the actual score break past 63, predicting that Yumemi will not pass because she's far too emotionally weak and defeated to make a strong play like that. She also predicts that Yumeko is too impulsive not to play a card, because Yumeko's

philosophy means that she has to make each game involve chance, so Sumika thinks Yumeko must be planning to gamble on the possibility of it being below 63. However, Sumika's assumption is wrong, because that is not the gamble Yumeko was making. Yumeko read both Yumemi and Sumika despite them being talented actors, and was able to ascertain exactly which card declarations were bluffs and which were true, allowing Yumeko to calculate that at this moment, Sumika just broke 63.

[WMI + Emotional Perception/Understanding]

Ultimately, Yumeko was not gambling on the true number of the pile, she was gambling on Yumemi's resolve. Yumeko's decision to engage with and express her disgust outwardly, as well as refuse cooperation with Yumemi, was all to put Yumemi in the prime position to win the game. Sumika admits internally that Yumeko and Yumemi's emotional divide made her adopt a more risky and aggressive strategy that was more easy to read, but she thought it was fine as long as Yumemi wasn't truly trying to win. However, to her shock, Yumemi was able to muster up the resolve to make the winning play and pass despite everything. In addition, Yumeko also passed, defying Sumika's prediction that Yumeko would be unable to resist making a risky play, showing how unpredictable she truly is. This meant that Sumika was the only one left in the game while the pile was over 63, so she lost the final game.

[Emotional Understanding + Misdirection + Direct/Logical Manipulation + Inductive/Abductive Reasoning + Foresight]

It's worth noting that even with Sumika's incredible ability of seeing through people (she was previously able to discern Yumemi's exact cause of pain - a broken finger - just by observing her facial expression, and was able to discern exactly which card declarations were bluffs), she was unable to ascertain Yumeko's true intentions, because Yumeko had channeled her real emotions of contempt towards Yumemi's philosophy and used it to mask the fact that it was also a strategic play.

[Emotional Engagement/Management + Concealment]

{Entire Arc: Strategy Fortitude + Planning Invincibility}

WAR ARC

Yumeko and Yumemi resolve their earlier conflict, after which Yumemi offers to transfer her votes to Yumeko. Yumeko declines. In response, Yumemi questions whether Yumeko truly intends to win the election, arguing that accumulating votes is necessary to reach the higher tiers and challenge elite opponents. Yumeko acknowledges that both votes and money are formally required to progress. However, she argues that the opponent she seeks to face, Kirari, is not motivated by simply acquiring these conventional markers of success. Instead, the decisive factor lies in individuals who are willing to take significant risks. For this reason, rather than passively gathering votes, Yumeko deliberately engages in high-stakes confrontations, aiming to encounter and challenge those who embody that risk-taking mentality, believing this to be the route to achieving a gamble with Kirari.

[Emotional Understanding/Engagement]

GRAND TOURNAMENT ARC

ROCK PAPER SCISSORS POKER:

Rules

The deck consists of sixty-three cards. Twenty-one each of Rock, Paper and Scissors.

Each player is dealt five cards and given one round of discard. After that, the player places a card on the table which is called the "head card". Once the head card is determined, the betting round is next. You can bet or call with your votes or raise if you want your opponent to fold.

Then there's a showdown. After the head card is flipped, the winner will be decided according to the rules of Rock, Paper, Scissor. If the hand is a tie, it changes to poker mode. In this mode, whoever has the most cards that match their head card wins. If both players play "rock", the side with three rocks beats

the side with two rocks. The player with the most votes at the end of the rounds wins.

Game 1

In this first match, Yumeko faces Erimi.

-Yumeko Jabami 62 votes

-Erimi Mushibami 23 votes

The game begins with each player deciding their head card.

Yumeko chooses to discard two Rock cards from her initial hand. While the game may appear to rely heavily on luck, Erimi realizes that's not really the case.

Based on Yumeko's discard, Erimi theorizes that Yumeko's remaining hand likely consists of Paper and Scissors cards, meaning the strategy centers on leveraging the head card to control the match.

Round 1:

Once the head cards are chosen, the betting phase begins. Yumeko bets 10 votes, and Erimi calls.

When the head cards are revealed:

Yumeko - Rock

Erimi - Scissors

Since Rock beats Scissors, Yumeko wins the round, successfully predicting how Erimi would think based on the emotional profile Yumeko constructed of her (would think that Yumeko's hand consisted of Scissors and Paper, therefore Erimi bet Scissors since this would guarantee a win or a draw).

[Indirect/Logical Manipulation + Foresight + Emotional Perception]

Round 2:

Yumeko discards two more Rock cards and requests two replacements, which raises Erimi's suspicions. She considers the possibility of Yumeko repeating the same strategy but is unsure if it's a bluff. Attempting to read Yumeko's

expression doesn't seem to work due to her calm/unreadable expression. With no clear answers, Erimi concludes that the round could go either way, like a normal Rock Paper Scissors match.

During the betting phase, Yumeko goes all-in. Erimi, with limited votes left, is forced to match the bet.

When the cards are revealed, the head cards result in a tie:

Yumeko - 5 Scissors

Erimi - 3 Scissors

According to the rules, Yumeko's five matching cards win against Erimi's three, giving her the victory of the second round and the match. Erimi is left with no votes, rendering her unable to continue.

Erimi is surprised that Yumeko had managed to secure all five Scissors cards of the same type in her hand. She immediately suspects cheating, believing such a combination to be impossible without it. However, that wasn't the case.

Yumeko hadn't simply built a strong hand to win outright, her decision to go all-in wasn't reckless but a calculated move. By betting everything when she had a good hand, Yumeko ensured Erimi had no chance to place additional side bets or manipulate the outcome later (since she would have had no votes left). This insurance strategy was made because if Yumeko had just called (without going all in) and won the pot, Erimi would still have votes left to counter her later in the match.

[Emotional Management + Concealment + Strategy (Fortitude)]

Game 2

In the next (semifinale) match Yumeko finds herself challenging Midari.

-Yumeko Jabami 85 votes

-Midari Ikishima 47 votes

<u>Round 1:</u>

Midari Ikishima begins the match with a different strategy: she discards five cards face down, exploiting a loophole since the rules do not require discarded cards to be shown. Yumeko mirrors this move, also discarding her cards face down. To the audience, it seemed as though neither player had revealed their discarded cards.

As the betting phase concludes, Midari unexpectedly calls "fold," ending the first round.

Round 2:

In the second round, both Midari and Yumeko request five new cards. Their unusual strategy continues, leaving the audience with no clue to what they are doing. Midari raises the stakes by betting 10 chips, bringing her total to 30 chips. The vote tally at this point stands at 95 for Yumeko and 37 for Midari.

Despite the stakes, Yumeko calls the bet, and the showdown begins. When the head cards are revealed, both players have Rock, resulting in a tie. According to the game rules, they must compare the rest of their hands.

Midari - 4 matching cards (Rock)

Yumeko - 2 matching cards

With a stronger hand, Midari wins the round, earning 30 votes from Yumeko.

Round 3:

Entering the third round, both players deal five new cards and select their head cards. Yumeko decides to go all-in with her remaining votes, emphasising the thrill of the gamble to Midari. This stimulates Midari to also go all-in in a desperate attempt to gain Yumeko's approval, despite it being a counterintuitive play on her end due to Midari having 67 votes whilst Yumeko has 65. This sped up the round (since Yumeko did not enjoy playing against Midari) and also removed Midari's vote advantage against Yumeko.

[Emotional Understanding + Direct/Emotional Manipulation]

When the head cards are revealed, both players once again have Rock. However, this time:

Midari - 4 matching cards (Rock)

Yumeko - 5 matching cards

With a perfect hand, Yumeko wins the final round, gaining all of Midari's votes. The match ends with Yumeko as the victor.

Following the match, Yumeko reveals that Midari had been cheating throughout the match. Her tactic involved discarding five cards face down each turn to hide two cards she secretly kept from her discarded hand. This allowed her to accumulate seven cards in total for future rounds, significantly increasing her chances of building a strong hand.

Yumeko realized Midari discarded five cards face down every turn, inferring that this unusual behavior must serve a purpose beyond simply wanting to keep a secret. Noticing Midari's hands consistently included multiple matching cards, a logical explanation is that she must have been keeping cards instead of truly discarding all five, since this would increase her chances of matching them.

By fishing from her discarded pile, Midari could build powerful hands more easily. Yumeko countered this by adjusting her own strategy, mirroring the same strategy as Midari, while hiding it from her, and playing more Paper cards to counter the Rocks Midari had been collecting.

[Observation + Abductive Reasoning + Concealment + Trap Evasion]

Game 3

The final match pits Yumeko against Saotome.

-Yumeko Jabami 132 votes

-Mary Saotome 368

<u>Round 1</u>:

Saotome discarded three cards, a rock and two scissors, carefully optimizing her hand. When it was Yumeko's turn to discard, she decided to keep her entire hand. Yumeko's choice appeared to not be about creating an advantage, but about maximizing the fun of the gamble.

Keeping all her cards put her at a significant disadvantage since in a tie, the player with the strongest hand takes the round. However, this move had a

benefit: it left Saotome completely in the dark about Yumeko's potential head card.

Saotome bet 10 votes, and Yumeko called.

Showdown:

Yumeko - Scissors

Saotome - Rock

Saotome took the round.

Rin explained that while Saotome wasn't actively cheating, she was leveraging cheats from the earlier matches against Miyo and Erimi. The deck hadn't been replaced, meaning the marked cards from their earlier manipulations were still in play. Having played multiple games against Miyo, Saotome had memorized the markings on specific cards, giving her an advantage in reading Yumeko's hand.

The 10-vote exchange left Yumeko with 122 votes and Saotome with 378 votes. In the previous turn, Saotome had spotted two marked scissors in Yumeko's hand. Realizing Yumeko could have many of those cards, Saotome deduced she could safely counter with rock.

Yumeko, aware of Saotome's ability to read the marked cards, didn't attempt to block Saotome's advantage. Neither of them were covering the cards because they wanted to engage in a battle of reading each other. This meant that Yumeko had also memorised the markings and could use it to her advantage.

Saotome, after discarding a rock and two scissors, had drawn a new hand that Yumeko partially deciphered, spotting a paper.

[Observation + WMI + PSI]

<u>Round 2</u>:

Yumeko requested one new card, while Saotome drew two. Yumeko discarded the scissors that Saotome had previously seen, while Saotome discarded the two marked cards in her hand. Now, neither player had any marked cards remaining. The key insight came from analyzing their discards.

Yumeko's decision to discard scissors hinted that she was likely aiming to strengthen her hand with rock or paper. If Saotome had played paper, she could guarantee a win against either choice. However, this interpretation represented only the "surface" of the situation. The "underside" was that Yumeko's scissors discard could have been a deliberate bluff, baiting Saotome into playing paper so she could counter with scissors and win.

As the head cards were placed, Saotome bet 20 votes, and Yumeko chose to call.

At the showdown, Saotome revealed paper, while Yumeko revealed rock. Saotome won the round, securing 20 votes and bringing her total to 398, while Yumeko's vote count dropped to 102. Confident in her strategy, Saotome believed her read on Yumeko had been successful, her confidence in her own ability building up.

Round 3:

Saotome requested one new card, while Yumeko chose to keep her current hand unchanged. Once the head cards were set, Yumeko bet 40 votes, and Saotome called without hesitation.

From the audience, Midari questioned Yumeko's strategy. Why was she sticking to the minimum bet each round? Her cautious approach seemed out of character, and it was unclear what Yumeko was planning with such a move.

At the showdown, Yumeko revealed scissors, defeating Saotome's paper. With this victory, Yumeko gained 40 votes, increasing her total to 142, while Saotome dropped from 398 votes to 358 votes.

Round 4:

Saotome still held the advantage in votes and calculated that betting 80 votes would be a safe strategy. Her hand consisted of 2 rocks and 3 scissors. Ideally, she would have swapped the rocks to increase the chances of completing a stronger set of scissors. However, Yumeko could already see one of her cards.

Saotome chose to discard 2 scissors and draw new cards. She understood that, with part of her hand exposed, her moves had to project confidence and strength. If Yumeko was going to read her anyway, she might as well control the narrative by making a bold and visible decision.

The head cards were placed, and Saotome bet 80 votes, enough to secure the round without unnecessary risk. However, Yumeko surprised everyone by raising the bet to 108 votes.

Ririka observed from the audience and pointed out Yumeko's possible strategy: she wasn't simply focused on defeating Saotome. Instead, she aimed to equalize their vote counts before the final round.

This means that whenever Yumeko had lost a round to Mary previously, it was actually deliberate, all calculated to result in equalised votes. She had been intentionally providing openings for Mary to exploit, but also engineering the situation so that Mary believed her wins were of her own ability. If the votes are equalised in the final round, and a tie occurs, the entire final match will end in a draw. Yumeko wants to do this because she had reasoned that due to the large scale of this event, there will be many people making side bets. She then suspects that the one who went to the effort to arrange this event (Terano, though that information is not known), will be the one seeking to profit off of it the most. She reasons that the best way for the organiser to do this would be to become the bookmaker and buy votes off of people, but instead of buying it them with money outright, give them the ability to make a free bet on who will win the grand tournament, with a large sum of cash as the reward for winning. This will allow the bookmaker to gain a large sum of votes as people ride the excitement of the grand tournament, while only having to pay back some of the people who gave them votes, essentially exploiting the gambling craze at Hyakkaou. But, if there are two winners due to a tie, then the bookmaker will be forced to pay everyone back, draining their money. This will make it very difficult for them to use money to buy votes in the future, even when the price of votes plummets.

At the showdown, both players revealed their cards. Yumeko had managed to secure 5 cards of the same type, while Saotome only had 2 cards of the same type. The victory went to Yumeko. The match would now come down to the fifth and final round.

[Indirect Manipulation + Acting Skills + Concealment + Abductive/Deductive Reasoning + Foresight + Trap Evasion]

<u>Round 5:</u>

-Yumeko Jabami 250 votes

-Mary Saotome 250 votes

Saotome decides to ask for two cards by discarding two rocks while Yumeko asks for a card by discarding scissors.

At this point, Yumeko and Mary have an entire conversation without speaking a single word, as if they are reading each other's minds. While non-verbal communication is common in fiction, it is usually achieved through pre-established signals or coded language developed over time. For example, Miyo and Miri can communicate in a similar way, but only because they created a secret code over several years.

What makes Yumeko and Mary's feat different is that they don't rely on any prearranged system. Instead, they just tuned into each other's emotions and microexpressions so much that they can instantly translate subtle facial cues and body language into precise thoughts, effectively holding a perfect wordless conversation, to the level that they are mind reading each other's thoughts perfectly and using that to hold a full dialogue where they quote each other's word choice and answer each other as if they were actually speaking verbally. This should require a very high degree of Emotional Understanding and Perception, allowing them to interpret even the smallest emotional shifts with near-perfect accuracy.

[Emotional Understanding + Emotional Perception + Observation/Perception + Associative Thinking]

It's also good to note that Mary, out of nowhere, feels like she can fully read Yumeko, which she shouldn't be able to normally do. This is because Yumeko is letting Mary read her very accurately, this being possible due to Yumeko having total understanding of Mary's judgment and how she associates the body expressions/emotional cues of her opponents with actual emotions. So, based on that, Yumeko made those microexpressions with such precision that they were totally understandable to Mary.

This indicates that Yumeko has a great control of her body and understanding of her own being, since she was able to create microexpressions with such precision that they were clear to Mary's specific way of associating emotional cues.

This also shows Yumeko's understanding of Mary's mind and judgment, since she was able to establish the kind of reasoning/judgment that Mary has and

perceive how she would associate microexpressions with emotions, observing many specific instances of how Mary reads microexpressions and then generalizing a rule/model of Mary's interpretive framework. Lastly, she recreated those emotional cues/microexpressions perfectly, which allowed Mary to read her more accurately.

[Emotional Understanding + Acting Skills + Inductive Reasoning + Associative Thinking]

During their non-verbal conversation, Yumeko leverages the fact that Mary wants to become student council president to persuade her into cooperating with her. She elaborates that as long as there is a winner, there's a high chance that the true orchestrator of the tournament is planning to profiteer off of the large side bets being made on this round, which would cause this orchestrator to have the potential to win the election outright, making it impossible for Mary to become president.

Yumeko challenges Mary's resolve, framing this moment as a test to see whether she can rise to the occasion and take on such a massive risk, her non-verbal communication inducing such strong emotions within Mary that it goads her into making a seemingly suicidal move to destroy an opponent that she cannot even confirm exists. Earlier in the match, Yumeko had further built up the fire within Mary by allowing her to win some rounds, keeping them both neck and neck, while also complimenting Mary's strong will. This allows Yumeko to later exploit Mary's pride, ambition, and her desire to feel like she can compare to Yumeko, by offering her a means of "proving herself" and redeeming the times that she has failed in the past.

Simultaneously, Yumeko reinforces this psychological warfare with a logical explanation as to why Mary must do this in order to complete her goals (side bet explanation). Yumeko completely flips Mary's mindset from wanting to destroy her, to complying with whatever Yumeko wants, even if it poses a massive risk to Mary's dreams and contradicts her initial principle of destroying Yumeko no matter what.

[Logical/Emotional/Direct Manipulation + Emotional Facilitation]

The final round began with both players going all in.

The head cards were set: Yumeko revealed scissors, while Saotome, logically, should have played rock to secure her victory (Yumeko had exchanged cards in

such a way that her entire hand was marked, so her hand could be seen as 3 scissors and 2 rocks. Saotome had 4 rocks and 1 paper, so as long as Saotome played rock, she could defeat Yumeko's scissors, and she also would have a 4 of a kind which would win against Yumeko's rock) . If, for some inexplicable reason, Saotome played paper, the win should go to Yumeko. Regardless of the outcome, Terano felt confident, this scenario aligned perfectly with her objectives.

However, Rin raised a question, doubting Terano's certainty. He pointed out that, at the start of Turn 5, there had been 14 cards remaining in the deck. Of those, the dealer had distributed 10 cards to the players, leaving 4 unplayed cards in the deck. Three of these had been drawn during the round, which left one remaining card unaccounted for.

When the head cards were revealed, both players had played paper, leading to a draw. This outcome stunned everyone. Two extraordinary events had occurred:

1. Yumeko played a paper card that seemingly should not have existed.
2. Saotome had played paper despite having no clear reason to do so.

Yumeko explained the truth behind what had happened. The game used a single, unchanged deck for each round, meaning all the prior manipulations of the cards, including markings and cheats, remained in effect. As Saotome herself had revealed in her semi-final, over half the cards were marked in a way that allowed their identities to be discerned from the back.

At the start of the round, Yumeko's hand appeared to consist of 2 rocks and 3 scissors based on the markings visible from behind. The card Yumeko played at the showdown had been marked as scissors, but it turned out to be something different. This confusion was because one of the cards in the deck was altered: two cards had been stuck together, creating a card with a dual identity. From the back, it appeared to be scissors, but when played, it was paper. Yumeko had deliberately kept this card in her hand in anticipation for the final round, so she could play paper when she otherwise would've been unable to.

Lastly, Mary had picked paper due to the fact that she had been persuaded into cooperating with Yumeko in their non verbal conversation earlier. Therefore, with two papers being played in the last round, with neither of them having any other papers in their hand, and with their vote counts already equalised, the tournament ended in a draw. This made everyone making side bets win regardless of who they bet on, requiring Terano's to pay them all, draining her

funds. Due to the non verbal way in which Yumeko engineered this situation, she was able to shut down any accusations of collusion that might obstruct this outcome.

[Foresight + Concealment + Misdirection]

{Entire Arc: Strategy Forecasting/Logistics/Fortitude + Planning Invincibility/Coverage}

FASCIATION HALL ARC

FASCIATION HALL GAME:

Rules

The game is played by eight people. Four of them (Tsubomi, Arata, Mugi, and Moe) are considered 'NPCs' and can never be the final victors. The game is invalid if any of them win. The other four participants are Yumeko, Terano, Yumi, and Suzui.

Players are given a special wristwatch. In the first step, they choose one of the twelve rooms. Multiple people can choose the same room. Each room is randomly assigned a number from 1 to 12, which is their score. Every room has a different score. The score of the room is given to each player inside it, and it is shown on their wrist watch. Finally, players can choose to challenge one person, and the person whose score is lower is eliminated. They can also choose to donate points to another person, but if you give or receive points, you cannot challenge someone that round. The game continues until only one player remains.

Pre-Game:

Upon seeing the structure (exterior), and knowing that the pavilion consisted of 12 rooms, Yumeko deduced that the layout was based on a fasciated flower. During the rules review, Yumeko made two hypotheses:

1) By observing the unique structure of the building, she visualised its floor plan, and then determined that this floor plan is the net of a 12-faced dice. She knew that opposite faces of a 12-faced dice always add up to 13, and by visualising each room as a face of the dice, she was able to figure

out which room's scores would add up to 13. The points you get from each room are numbers from one to twelve. On a normal die, if you add the two opposite sides, you always get a seven. Apply this rule to a twelve-sided die and the result will always be 13. Therefore, if 2 players are placed on opposite sides of the die, a total of 13 points is guaranteed. In conclusion, Yumeko quickly visualized the game building as a twelve-sided die rather than just a set of connected rooms. She recognized the pattern between room placement and number distribution, mentally mapping how players positioned in specific rooms could consistently get a combined total of 13 points. Yumeko quickly grasped the number distribution and how the game board functioned like a die and explained her hypothesis.

2) The fact that the NPCs were risking their votes in a game they couldn't win meant they were being forced to participate. The reason for this control, linked to the game's situation, lay in the fact that they each had only one vote. The existence of vote buyers indicated that the NPCs couldn't escape their status by selling a single vote, meaning their debt was substantial. Such debtors at the academy were subjected to a "life plan," a means by which Kirari could completely control them. If this was the case, then their presence in the game meant their orders were likely to defeat either Yumeko or Terano, as they were the main competition. Therefore, the NPCs couldn't withdraw from the game until one of them was defeated. The fact that this wasn't made public was likely because they had been ordered to keep it secret.

[VSI + Observation + Deductive/Abductive Reasoning]

Though these hypotheses were logically sound, Yumeko knew she would need fact-based confirmation as soon as possible. Beyond that, Yumeko began profiling the other players:
-The NPCs, bearing the risk of losing their freedom, were bound to distrust others, potentially leaving them emotionally vulnerable in extreme cases. Therefore, when they saw an opportunity for "very certain salvation," they were very likely to take it.
-Yumi, close to Terano, proved to be a sincere person towards others and attached to Terano.
-Terano was a noble person who respected and sought to uphold the will of others without prioritizing her own goals over their well-being. Instead, she aligned them with her own plans so that all parties involved would have a

chance at happiness. This was Terano's true will (something Yumeko perceived when she saw how Terano incorporated Itsuki into her plan, not by forcing her, but by helping her connect with the person she loved, while Terano adapted to this and also benefited). Because of these qualities, Terano never showed emotion during a bet, simply seeing it as a means to maximize her chances of winning and gaining advantages. Her kind behavior towards others meant that she limited herself, preventing her from enjoying her own freedom - something Yumeko sensed Terano desired but knew she didn't allow herself to express.

Upon realizing that Terano didn't align with the kind of conditions she expected for a bet to be enjoyable (namely, that both parties are able to "feel" what the bet entailed), Yumeko knew her objective in the game would be to progressively destroy every opportunity Terano had to make a safe performance (which was Terano's priority). This would allow her to show Terano the thrill of a bet that couldn't be controlled, being decided entirely by luck. To achieve this, she had to isolate Terano from any kind of help, generating in her a new feeling (stemming from her repressed desire for freedom and envy of those who possessed it) that aligned with what Yumeko aspired to as the game's ultimate goal. With this in mind, Yumeko would seek out opportunities where she wasn't 100% certain of winning or losing.

[Emotional Understanding/Perception + Foresight]

<u>Game Phase:</u>

1. Yumeko winks at Tsubomi without trying to hide it completely.
-Tsubomi understands that Yumeko wants to ally with her, which Tsubomi would accept without hesitation. Yumeko knew that because Tsubomi saved her in Debt Replacement, she would surely feel grateful, so she would obey Yumeko's instructions without question.
-Terano would interpret this action as Yumeko's initiative to gain allies, thus causing Terano to focus on this aspect of the game in the first round in an effort to outcompete Yumeko. This line of thinking is what Yumeko wanted, as it ensured that Terano is less likely to be able to formulate hypothesis 1 (the hidden scoring system that always adds up to 13), since she would be focused on gaining more allies before Yumeko. The second step would be for the remaining three NPCs to join Terano's team. Given Terano's demonstrated negotiation skills in "The Greater Good Game," coupled with Yumi's sincere demeanor, Yumeko was confident they could convince the NPCs to ally with them. To facilitate this, Yumeko assumed Terano would analyze the NPCs' situations and

uncover their life plans. If Terano was going to focus on securing allies, this would make her more likely to identify Tsubomi as a potential weak link in Yumeko's team that she could recruit as an ally. Yumeko intended to spark this idea in Terano so that Yumeko could exploit it later.

2. Yumeko would lie to Tsubomi and Suzui about an optimal strategy regarding prioritizing gaining more allies, concealing the fact that the advantage could turn into a disadvantage if the NPCs rebelled, sending the two to go and convince the NPCs to be their allies.
-Yumeko's reputation as a talented gambler would lead her teammates to confidently accept her proposal. However, Yumeko predicted that their efforts to gain more allies would fail due to the NPCs' level of distrust in that situation. This tactic served as an indirect message to Terano, who would likely learn from the NPCs that Yumeko's team had tried to ally with them. This news would further focus Terano on collecting allies, as she receives tangible proof that Yumeko is attempting to gather allies also. This helps tunnel Terano's vision and temporarily blind her from uncovering hypothesis 1. Thus, Terano would spend the rest of the round thinking about how to use her numbers advantage against Yumeko. This would be one of the many factors steering Terano to adopt a certain strategy regarding persuading Tsubomi that Yumeko would seek to capitalize on.

[Emotional Understanding + Acting Skills + Fabrication + Misdirection + Indirect/Logical Manipulation + Foresight]

Yumeko realizes that Suzui's disposition prevents him from thinking for himself, so she eases his worry by reminding him that they are both in this together and always have been, calming him down and making him collaborative and competent.

[Emotional Understanding + Direct/Emotional Manipulation]

3. Yumeko would create a set of 12 discrete signals to communicate scores among her team members, knowing they wouldn't be able to meet before all the players had gathered. This method served as a cover to conceal information from Terano.

4. Yumeko would secretly determine Suzui's location during the scoring phase, thus partially confirming her suspicion about the game's hidden 13-point mechanic. It was crucial for Yumeko not to tell her teammates about her

hypothesis to avoid Terano reading Suzui or Tsubomi and discovering it before the end of the first round.
Result: Yumeko observed Suzui's signal and saw that it contained a 4, which, added to her score (9), totaled 13. This indicated that hypothesis 1 was correct, which she sought to fully confirm in round 2, along with hypothesis 2 about the NPCs' situation.

[Concealment]

5. Yumeko would challenge Terano with 9 points in the confrontation phase.
-Yumeko knew that Terano had labeled her as a gambler addicted to irrational risk, which would lead Terano to decide that Yumi should make a donation, as insurance against this unpredictable factor that Yumeko represented. Yumeko wanted to test this through this irrational confrontation, and also wanted to have some fun. This sudden and risky confrontation would mentally emphasize to Terano that if she lost, it would mean the end of the game. Therefore, Terano would surely adopt a defensive strategy. After this round, Yumeko knew that a new priority would emerge for Terano in an effort to protect herself: analyzing the scoring system. It was very likely that Terano would deduce the highly defensive 13-point strategy, which she and Yumi would implement, perceiving it as their means of security should Yumeko attempt to attack them again. With this, Yumeko managed to limit Terano's operational capabilities, ensuring that Terano wouldn't directly interfere by attacking, since the 13-point strategy inherently prevents both candidates from making a challenge, as you cannot challenge if you receive or give a donation. This allowed Yumeko the freedom to confirm her player profiles and hypotheses, and eliminate each NPC, clearing the battlefield for Yumeko's three-member group and Terano's two-member group. Yumeko planned to remove the NPCs from the equation to facilitate Terano's persuasion of Tsubomi. Yumeko reasoned that at this point in the game, Terano could sow doubt in Tsubomi's mind about her alliance with Yumeko, and goad her towards betraying her. Yumeko wanted it this way because it would allow her to create a facade that would eliminate Yumi and Tsubomi simultaneously. This is another reason why Yumeko decided to take the risk of facing Terano in the first round, as it lent more credibility to the argument Terano was trying to make to Tsubomi about how Yumeko doesn't care about a sure victory, but rather seeks risks on her path to victory. This is reflected in this first confrontation between Terano and Yumeko, which would lead Tsubomi to consider betraying Yumeko, which is precisely what Yumeko was trying to orchestrate.

[Emotional Understanding + Direct/Indirect/Emotional/Logical Manipulation + Foresight + Abductive Reasoning]

6. The process of eliminating the NPCs belonging to Terano's team would be mentally prepared for the plan at the end of the second round, since Yumeko would have already predicted the kind of moves that were coming, so it would have some reactive aspects. The steps of the plan, from Tsubomi's betrayal to the end of the game, would be much more meticulously planned from the beginning, with only a few elements that Yumeko would adapt to the situation.

Round 2: Yumeko asked her companions to enter the rooms she specified. She deliberately sent Ryota into a room near the NPCs, while she herself stood in the room which represents the opposite face. Meanwhile, she sent Tsubomi to a random room, not opposites with either of them. She predicted that Terano would have the NPCs employ a specific strategy in order to dismantle Yumeko's team, starting with Ryota. One of the NPCs would enter Ryota's room, therefore getting the same score as him, and would relay this information to their group. They would then decide who among them has enough points to take down Ryota, setting up a surefire victory for themselves. All of this unfolds as Yumeko predicted, with Mugi relaying the information and Arata challenging Ryota with a score of 12 against Ryota's 3. However, Yumeko had donated all of her points to Ryota in anticipation, and since she was in the room of the opposite face, the total would always add to 13. Due to the fact that donating or receiving points makes you unable to challenge someone, the highest score someone could initiate a challenge with is 12, so this plan was certain to work no matter what scores the NPCs received. Ryota won the battle due to this, and Arata was eliminated. This tactic was just the surface, and Yumeko's unshakable scheme has finally been set in motion, so she announces that she has already won, since she now knows exactly how the rest of the game will play out. Terano simultaneously declares that she had actually won, but that's because Yumeko had already lured her into a false sense of security and made Terano believe there was a way she could win (related to the way in which she could persuade Tsubomi). With that, Yumeko had confirmed the true nature of Fasciation Hall and her psychoanalysis of the NPCS was complete.

Round 3: Once again, Yumeko instructs her companions on which rooms to go to. She sends Tsubomi near the NPCs, while sending Suzui to the opposite side (secretly forming a 13 with Tsubomi), and asks Suzui to donate his score to Tsubomi. This is because she predicts that NPCs will come up with an altered

strategy concealed as a repetition of the previous one. She predicted that they would once again send someone to scout the room, this time containing Tsubomi, but instead of the scout relaying Tsubomi's score to another member so they can attack her, they would have the other member of the group donate all their points to the scout. This would be done in the hopes that Yumeko would notice the repeated scouting move and assume they were using the same strategy as last time, and thus try and preemptively attack the scout using the knowledge supplied by Tsubomi (who got the same score as them). This would eliminate Yumeko due to the scout's increased score. As Yumeko's predictions foretold, Moe scouted Tsubomi's room, and Mugi donated all her points to Moe for a total of 12, expecting Yumeko to attack Moe. However, to the surprise of the NPCs, Yumeko challenged Mugi, winning 5 against 0. She attacked her with only 5 points because she predicted Mugi would donate all her points to Moe. Yumeko also instructed Ryota to donate his higher score of 12 to Tsubomi. Yumeko needed to prevent Tsubomi from learning that she was Suzui's chosen partner to reach a score of 13, as this would allow her to genuinely convince the others (without acting) that the situation they were anticipating was correct. In that case, Yumeko considered the possibility of an unexpected attack against Tsubomi (since Tsubomi's score had been revealed by Moe), so to cover that possibility, she had Suzui donate his 12 to Tsubomi, giving her a score of 13 and making her invincible to any attack. Yumeko understood that they expected her to challenge Moe, since they believed Yumeko would assume she only had one point as that's the information that Tsubomi would relay to her, but instead of falling into their trap, she preemptively countered it by challenging Mugi instead, taking advantage of the fact that she gave up all her points to create their strategy.

[Emotional Understanding + Inductive/Abductive Reasoning + Misdirection + Concealment + Indirect/Logical Manipulation + Foresight]

Round 4: Moe realised that she is isolated, as all the other NPCs are eliminated, while Terano and Yumi seemingly do not care for the protection of them. So, she attempted to challenge Terano with a score of 12, but was eliminated as Terano had 13 points. Moe accused Terano of cheating, but Yumeko explained the true nature of the Fasciation Hall as a 12-faced dice net, and informed her how Terano had been acquiring 13 points each round. Yumeko had already predicted this whole ordeal would occur from the end of round 2, with Moe unknowingly self-destructing once Yumeko eliminated the other NPCs. And added to the emotional burden (desperation) that an NPC has in this game in which their life is at risk, this would mean that being alone leads them to make

decisions based on their unconscious judgment of the situation. And Moe's lack of knowledge would be a result of Terano not telling her about the 13-point strategy. Yumeko predicted this would happen and used it to her advantage. Since Yumeko understood Terano's judgment, the way to help the NPCs, for her, would be for them to assume an offensive role. If they were aware of the 13-point strategy, it would lead to their eventual defeat, as this strategy limits them to being defensive, something that would be easily exploited by someone like Yumeko. This type of thinking was a product of Yumeko's influence on Terano's mind regarding how Yumeko operates.

[Emotional Understanding + Deductive/Abductive Reasoning + Foresight]

Now that the 5-person scenario (Terano and Yumi vs. Yumeko, Tsubomi, and Suzui) that Yumeko sought to orchestrate had been achieved, she returned to the plan she had formulated at the beginning.

7. Round 5, Yumeko would be paired with Suzui to form 13, leaving Tsubomi to go to any room.
-Yumeko did this so that Terano could freely persuade Tsubomi, since Tsubomi had no orders. Terano surely would use arguments related to Yumeko's behavior and the opportunities Tsubomi had to regain her life based on who her attacks were directed at in the following rounds, when she wasn't under Yumeko's command. The key part of Terano's persuasion was pointing out that Tsubomi was the only one who doesn't have a duty, meaning she was not pairing up with Ryota or Yumeko to make 13. This is a twofold persuasion, as on one hand it reveals that Tsubomi is the only one on her team with the ability to challenge (as donating and receiving makes you unable to do so for the round), which shows Tsubomi how much power she holds should she choose to utilise it. On the other hand, it highlights her isolation from Yumeko's team, making her doubt that she will truly be protected by Yumeko until the end. Yumeko was certain Terano would do this because she had indirectly forced her to make this move. Terano no longer had any allies besides Yumi due to Yumeko's systematic destruction of the NPCs, and both Yumi and Terano were prevented from making a challenge due to the 13-point strategy, so Tsubomi was logically the best route through which to attack Yumeko. Yumeko also deliberately did things that showed Terano the weakness in the alliance with Tsubomi, including the first round risky attack, and the repeated exclusion of Tsubomi from the 13-point pairs. Yumeko predicted that all this would mean Tsubomi would be successfully persuaded by Terano.

[Indirect/Logical Manipulation Misdirection + Foresight]

8. Upon reuniting with her teammates before the competition, Yumeko would lie and say that it was ideal for her to donate her points to Suzui. She explains that Terano should be able to see that Tsubomi is not paired with either of them based on her free movements around the rooms, therefore Terano will focus on determining who got the 0 and who got the 13 between the pair of Suzui and Yumeko. And logically, as the rounds progressed, Terano must have understood that it was unlikely that Suzui would be the one that would receive the 13 due to the dynamic between Yumeko and Suzui. Thus, Yumeko manages to convince Tsubomi and Ryota that Yumeko donating all her points to Ryota is the logical move, and that Yumeko will do that this round.
-This lie would logically lead Tsubomi to believe that opposing Terano would only give her a 50% chance of success, since either Yumi or Terano would possess the invincible 13. Meanwhile, if she were to oppose Yumeko, who announced she would donate her points, leaving her with zero, it would mean a 100% victory. Therefore, she was guided into betraying Yumeko and challenging her.

Conditions for step 8: In this round, Yumeko must score higher than Tsubomi. If she doesn't, she must wait until she does before lying about her donation to Suzui. This is to prevent losing to Tsubomi.

9. Yumeko would hide the fact that she actually didn't donate to Suzui, and instead would attack Yumi.
-Her deception worked because she specifically engineered the situation so that Suzui did not have to be informed about the lie (she persuaded him to simply receive the donation, meaning he does nothing for the round). Because of this, she ensured that no one could detect anything suspicious from Suzui's behaviour, as he was oblivious to Yumeko's true intentions.
-The profiling she had done on Yumi and Terano's dynamic allowed her to predict that Yumi would donate to Terano. This, coupled with the fact that Terano would be defensive against Yumeko's nature, and also the fact that if Terano intended to persuade Tsubomi to attack one of them, the most obvious course of action would be for Terano to cover up the possibility of Tsubomi attacking her by having Yumi donate her points. All of this made Yumeko's challenge to Yumi a safe move because Yumi would have zero points from donating to Terano.

-At the same time, Tsubomi was eliminated because Yumeko had not lost any points from donating to Suzui like Tsubomi expected. Therefore, Tsubomi's 5 failed to overcome Yumeko's 6, achieving the dual elimination that Yumeko had planned from the very beginning.
Result: Tsubomi and Yumi eliminated.

[Emotional Understanding + Acting Skills + Fabrication + Misdirection + Concealment + Inductive Reasoning + Direct/Indirect/Emotional/Logical Manipulation + Foresight]

10. At this point, Yumeko would have managed to isolate Terano by eliminating all of her allies. Yumeko would then make the result be defined by luck, announcing to Suzui that they are now enemies, in order to make the final round more entertaining.
This was Yumeko's final tactic and end goal to make Terano understand that even in disadvantageous circumstances for her, where she has no control over the results, being in an all or nothing gamble decided by luck could cultivate a feeling in which you can do nothing more to fulfill your objective other than enjoy the thrill. This would activate in Terano a feeling that she had so repressed, and in this way Yumeko would manage to make Terano "feel" the effect of the bets. With everyone feeling the thrill of the gamble, the criteria needed for Yumeko to enjoy the bet is fulfilled.

Yumeko enjoys uncertainty, and that's why she implemented this element in her plan. Yumeko predicted that Suzui would challenge Terano (in an attempt to help Yumeko), Terano would challenge Yumeko, and therefore Yumeko challenges Suzui, leading to a three-way confrontation where luck is the deciding factor. The result was Yumeko's victory. Note that this doesn't detract from the rest of her scheme, as her scheming ability remains just as good and provided a path to almost certain victory; she simply chose to take the more exciting route at the end, that will enable Terano to feel the same thrill she feels.

[Emotional Understanding + Indirect/Emotional Manipulation + Foresight]

From the end of round 2, Yumeko had already predicted the events and actions that would occur from the other players, based on the kinds of strategies they might adopt (NPCs changing strategy, NPCs betraying Terano, Terano persuading Tsubomi, Yumi donating to Terano), and preparing the best counters well in advance.

Fasciation Hall Strategy Summary
Yumeko devised a strategy that leveraged the game's hidden system to secure 13 points. This system allowed her teammates to adopt a defensive approach, but having an extra partner gave them the opportunity to attack and distribute points between themselves (the pair of 13) according to the circumstances. Yumeko had psychologically manipulated Terano, limiting her to a defensive stance and ensuring she wouldn't interfere until the semifinals. Yumeko analyzed and predicted the other players' future moves several rounds in advance, allowing her to develop the necessary tactics to best counter them.

{Entire Arc: Strategy Forecasting/Complexity/Logistics + Planning Coverage/Intricacies}

CHANGE POKER ARC

HOUSEPET SYSTEM DESTRUCTION PLAN:

Yumeko had planned to gamble with the president the moment she had heard of Kirari. Now, having over a thousand votes in the election, she was in the prime position to do so. However, when she asks Kirari to gamble with her, Kirari refuses, explaining that she wants to gamble with Ririka before the election ends, but promises Yumeko that she will gamble with her afterwards as the final election battle. Immediately, Yumeko is distressed, insisting that they have to do it now, but she is thrown out of the room. The reason Yumeko displayed this distress was because, in the instant that Kirari declined, Yumeko foresaw a chain of events that would unfold as a result. She predicted that:

• After hearing Kirari's promise to gamble with Yumeko later, Sayaka would develop an intense fear of Yumeko disrupting Kirari's victory.

• Sayaka would formulate a plan to raise 500 votes to donate to Kirari, and she would succeed in this, no matter what it takes, even if she doesn't personally have the funds.

• Kirari would win against Ririka and Mary.

• Kirari would believe that Sayaka would be unable to raise enough votes.

• Because of this, Kirari would accept Sayaka's donation, and accidentally win the election before getting to gamble with Yumeko.

Yumeko later clarified that at this very moment, she was also simultaneously contemplating why Kirari would not prioritise the most exciting gamble of all. Yumeko quickly concluded that the reason was because Kirari had attachments to things other than gambling, which prevented her from gambling freely without inhibition.

[Foresight + Emotional Understanding + Abductive Reasoning]

Thus, mere moments after being rejected by Kirari, Yumeko adapted her scheme, which she had already been envisioning since the Greater Good arc, creating one that would force Kirari to gamble with her, while also preventing an event like this ever happening again by shattering Kirari's biggest attachment - Kirari's personal 'aquarium', Hyakkaou Academy. She also aimed to destroy another one of Kirari's main attachments, that being Sayaka. This scheme involves even more extensive and multifaceted foresight, as for it to work she needs to predict the actions of Terano, Sayaka, Manyuda, Rin, Kirari and the student body as a whole over the two days, without even interacting with most of them.

[Foresight]

Yumeko's scheme first entailed declaring that she has quit gambling for good, and refusing anyone that seeks to gamble with her, regardless of their offer. Because of her addiction (which is so intense that the withdrawal symptoms include fever, fatigue and dizziness), this requires incredible self restraint. This is especially impressive, because her gambling addiction stems from her Jabami blood, which is stated to be extremely strong in Yumeko, and creates an insatiable urge to gamble and spread the thrill of the gamble to as many people as possible. Despite this, Yumeko resists her biological urges and the continuous environmental triggers of being surrounded by gambling and people offering to gamble with her.

[Emotional Management/Engagement + Acting Skills]

Yumeko knew that, because she held the most votes in the entire election and was known as a compulsive gambler to everyone, countless students would ask to have an all out gamble with her in an attempt to make a comeback at the last second. By informing everyone that asked to gamble with her that she had given

up, she was able to exploit the situation to propagate the idea that she was a) never going to gamble again and b) about to become president by maintaining the highest vote count. Neither of these are Yumeko's true intentions, but through her jarring defiance of everyone's expectations, she was able to manipulate the entire student body into spreading her lies via word of mouth. She had three main targets that she wanted her lies to manipulate.

Firstly, she manipulated Terano and perfectly predicted the actions she and her allies would take in response to the newfound information. Since Yumeko established herself as having quit gambling, this allowed Terano to see an opening to win the election. Terano believed that she could exploit the deadlock by gathering 500 votes, which is the amount of votes that Kirari and Yumeko would need to automatically win the election. This would give Terano power in the election, especially since seemingly the only way for Kirari to win would be to obtain the 500 votes from her, since Yumeko claimed she was no longer going to gamble. This means Terano can force Kirari to gamble with her, and potentially take the president position if she wins. Terano planned on buying votes from the student body by getting Rin to utilize scumcoins as a "currency" that people could exchange for votes. Sayaka, another one of Yumeko's targets, was also trying to purchase 500 votes to donate to Kirari, but after seeing the high scumcoin value, she's forced to find extra funding.

Yumeko predicts that Sayaka will go to the treasurer's office in order to find funds, and also predicts that Manyuda will want to meet up with Sayaka and will go to the same office in anticipation for her arrival. Manyuda is there because of Yumeko, since Yumeko told him that she was quitting firsthand. This caused Manyuda to think deeply about what that meant, and what this would cause in the school. He soon realised that if this idea spread, it would cause a vote buying war due to the deadlock and the concern that Yumeko would keep her lead and take the presidency, causing Sayaka to desperately attempt to win. He also knows that Sayaka has limited funds, but as the treasurer, he can manipulate Sayaka into using up the funds provided by the Guardian's Society. He knew that this would cause massive disruption in Hyakkaou, as these funds should absolutely not be abused or there will be severe consequences, and giving such large sums of cash to the student body would be dangerous for the Housepet System. Since Manyuda still truly wants power, he hoped that providing Sayaka with this money would cause enough chaos to uproot the current system and presidency, giving him the opportunity to take back a position of authority during the power vacuum. Yumeko completely understood this desire and Manyuda's thought processes, which is why she decided to share

information about quitting, so that she could manipulate Sayaka via Manyuda while maintaining his belief that he was acting as a free agent. Once Sayaka arrives in the treasurer's office, Manyuda explains that Yumeko is quitting, the possibility of Yumeko becoming president, and how they could prevent this. Since Manyuda and Sayaka's viewpoints on the situation appear to align so closely, Yumeko is able to manipulate Sayaka by taking advantage of a concept called group polarisation, which is when people's feelings about something become more extreme after discussing with people with similar views. Essentially, by sending Manyuda to her, he reinforced her worries and urgency, causing her to hyperfocus on this issue. This is required to induce tunnel vision in Sayaka's next actions.

After Manyuda helped her acquire funding, Sayaka announced to all of the people selling votes to Terano that she was now buying them at a higher price. In response, Rin raised the value of scumcoins higher, in order to keep the students selling votes. This back and forth continued, ramping up the value of votes higher and higher, until Sayaka announced that she would purchase at a rate of 1 vote for 100 million yen. Unable to top that, Terano and her allies backed out, and Sayaka purchased hundreds of votes from the eager crowds. However, it turns out that over the course of the day, Yumeko had distributed her 1000 votes amongst all of the housepets, directing them to sell their votes to Sayaka. This is where the induced tunnel vision is important, as Sayaka is so intensely focused on manically buying as many votes as possible that she doesn't pay attention to the influx of housepets selling votes, nor does she consider the consequences of giving housepets that much money. Once Sayaka successfully gathers enough votes, she rushes to Kirari, and proposes that they play rock paper scissors. If Kirari wins, she gets all of Sayaka's votes, if Sayaka wins, nothing happens. As Yumeko predicted, Kirari accepts this, not believing Sayaka would be capable of gathering that many votes, and therefore Kirari wins the election instantly.

Soon after this, every housepet in the school arrives at Kirari's office to pay the "special student council payment", which is a 1 million yen payment that immediately releases you from housepet status. Since the student body, including every single housepet, now had at least 100 million yen each, it would now be virtually impossible for anyone to become a housepet. Not only that, but the entire concept of a housepet had shattered, since being a housepet was defined by their lack of rights, and subsequently the abuse and bullying they received from others. But since there is now such a high chance that anyone who becomes a housepet will just immediately buy their way out, no one wants

to bully housepets because there's a big risk that they'll quickly be able to make the special student council payment and get revenge on their tormentors. Thus, since there is no significance to being a housepet anymore, the entire housepet system will collapse. Also, since the academy's funding relied on regular donations from students, where the people who made smallest donations would become housepets, the economy of the Hyakkaou is doomed as no one cared about becoming a housepet anymore. To make matters worse, Sayaka spent all of the school's savings on buying the votes.

Through this, Yumeko made Kirari lose everything she worked so hard for, as not only did she destroy Hyakkaou, but she also broke Sayaka mentally by manipulating her into playing a key role in its destruction, turning her into an empty husk out of sheer guilt. Thus, Kirari was put into the prime position to gamble without inhibition, as gambling was all she had left.

[Emotional Understanding + Misdirection + Concealment + Fabrication + Sophistry + Direct/Indirect/Emotional/Logical Manipulation + Foresight + Social Engineering + Inductive/Abductive Reasoning + Lateral Thinking]

{Entire Arc: Strategy Fortitude/Complexity/Forecasting + Planning Invincibility/Intricacies/Preparation}

CRUISE-SHIP SAGA

SOUKO JABAMI ARC

DICE CONTROL FEAT:

Souko, Tsugiko and Yumeko use a special dice roll ability in chapters 100-104.5. This ability involves controlling the dice to land on the numbers you want when using a dice shaker.

However, to control the rolls of a non-loaded dice like this is virtually impossible. There have been many efforts made to try and control dice rolls, but they're mostly inconclusive. In fact, a prominent study made in 2020 showed that a machine that was purpose-made for controlling dice throws was unable to achieve any meaningful results under a variety of conditions. Still, certain

techniques are theorised to marginally increase the likelihood of rolling a certain number, however, in order to do this you must:

1. Roll the dice by hand, not by dice shaker

2. Have a specialised environment and surface to roll the dice on

None of these apply to this situation, so controlling the dice using these techniques is impossible (it'd be impossible for these techniques to get such consistent results anyway). However, it's definitely not down to luck or intuition, since it's stated to be a skill. The fact that it is based on skill is further backed up by the fact that Souko fails to do it consistently once her focus is broken. It's also stated that there's nothing supernatural about the technique, as Tsugiko mentions it's not magic.

The manga also acknowledges its impossibility and that normal people wouldn't be able to pull it off, so it's not as if these things work differently in the Kakegurui universe.

So how would controlling the dice in this situation even be achieved? Well, according to chaos theory, the illusion of randomness in a dice roll is created from the fact that countless factors affect the roll, and even the tiniest change in any of them will have a butterfly effect that causes a major change in the results. This includes the exact force applied, shaking duration, shaking pattern, friction, air resistance, collision angles, etc. This makes it impossible for any normal human to control the outcome of a dice roll in a shaker cup, since dice are far too sensitive to changes in many different factors.

So, in order to control the results of the dice roll, then they'd need to constantly factor in all these aspects in real time, use countless calculations to predict and visualise the trajectory of the dice, determine whether it aligns with how they need the dice to be moving in order to get the desired end result, and adjust their shakes on a micro level to ensure it does align. What I'm describing here is a similar process an advanced physics engine would have to run to predict how the dice will land, but with the added step of having to manipulate the roll too. So this feat literally requires the mental modelling of a complex physics simulation in real time, hence insane CPI and VSI. And they can't even see the dice while they're doing it, so they'd have to be perceiving the specific information about the position, momentum, rotation, etc of the dice purely based on subtle vibrations and sounds alone, which is unrealistic levels of observation and perception. Oh, and Yumeko hadn't even played dice before

this, so she literally learnt how to do it on the spot from watching Tsugiko and Souko do it a few times at only 6 years old and then immediately implementing it just a few moments after witnessing it. Learning such a difficult skill so quickly is incredible learning ability, observation, perception, and inductive reasoning.

She also shows her dice roll control at other times, such as when she controlled the 10-sided die at Yumemi's idol show, so we know it definitely wasn't a fluke.

Rough Calculations:

It's possible to get a rough calculation of the number of calculations per second needed for this feat to be pulled off, but because it's highly speculative, I'll use a lowball for each value in order to work out the minimum number of calculations as compensation. Actual physics engines would probably perform a much higher number of calculations, but since I know people will complain I'm glazing the feat, I'll manually determine a lower number of calculations.

Before we go through the process she would need to do in one timestep, we need to determine how long one timestep actually is, and therefore calculate the update rate. To accurately model the exact movements of the dice, including every factor, to the level of precision necessary to accurately predict the results, the update rate would have to be very high. The fastest and most chaotic part of the dice roll would be the collisions of the dice against each other or the shaker. Major changes can occur in the position and velocity of the dice in under a millisecond at these points, meaning the update rate would have to reach peaks of around 1000 Hz in order to track these changes accurately. However, since I'm making an underestimate here, and the dice spend a significant proportion of their time not colliding, the update rate can be lowered to a lower bound of 200 Hz, making the timestep 5 milliseconds. Now, here are the steps she would need to go through within one timestep:

0. *Pre-timestep.*

Before calculations can be done, information must be purely gathered for a few moments in order to have something to base the calculations in step 1 on. This step happens once per complete dice roll and is not factored into the timestep.

1. *Determine the current states of dice.*

This involves perceiving the vibrations and sounds to pinpoint their position, velocity, and spin in this timestep. Note that only approximate values could be calculated.

Essential values to be calculated:
Position (3 axes) + sum of external forces + velocity (3 axes) + momentum + rotational position (3 axes) + angular displacement + angular velocity (3 axes) + energy loss ≈ 16 calculations per die
2 dice ≈ 32 calculations

2. *Predict the trajectory of dice.*

In order to know how exactly she needs to manipulate the dice, she needs to use the current state of the dice to predict how the states will change over time. This means doing the calculations in step 1 for each dice state in the future. First, we need to determine how far into the future she needs to predict. She needs to know where and how exactly the dice will collide with the walls of the container or each other beforehand to allow for adjustment. To predict an immediate bounce before it happens, perhaps she would need to predict around 50 ms ahead.

However, to perform larger physical adjustments in order to manoeuvre the dice towards a final result, predicting around 0.5 seconds ahead would be the bare minimum to allow for the time needed to move. Since one timestep is 5 ms, and 0.5 seconds is equivalent to 500 ms, that's predicting 100 steps ahead per timestep. For every step, she'll do the same number of calculations for step 1, so 16 x 100 = 1600 calcs per die.
2 dice = 3200 calculations

3. *Compare it to the desired trajectory.*

She then must compare this prediction to what is needed to reach the desired results.

Essential values to be calculated:
Position deviation (3 axes), velocity deviation (3 axes), rotational position deviation (3 axes), angular velocity deviation (3 axes) ≈ 12 calculations per die.
2 dice = 24 calculations

4. *Adjust dice via micro-movements.*

She must adjust the current state of the dice to help align the trajectory of the dice with the desired one.

Essential values to be calculated:
Necessary force direction, necessary force magnitude ≈ 2 calculations per die.
2 dice = 4 calculations.

<u>Results:</u>

Total calculations per timestep = 3260

Timesteps per second = 200

Calculations per second = 3260 x 200 = 652000.

This is a heavy underestimation, lowball values were chosen at pretty much every opportunity. But the fact that I have chosen to lowball it so much should compensate for the theoretical nature of these calculations.

[PSI + WMI + VSI + Observation/Perception + Learning Ability + Inductive/Abstract Reasoning + Convergent/Critical/Associative/Application Thinking]

<u>FAQs:</u>

Didn't Yumeko cheat in the dice game?

Before playing the game against Tsugiko, Yumeko stuck some small grains of rice to the 6-face of both dice. This seems to have been an effort to load the dice to be more likely to land face down on 6, and therefore have the 1 facing up, by shifting the dice's centre of mass. However, in order to have a noticeable effect on the results, a standard die would need to be loaded by about 4 grams. Grains of rice weigh around 0.03 grams, so over a hundred grains of rice would need to be stuck to the face of each die in order to have a noticeable effect, which is obviously not the case. It is also not strong enough as an adhesive to load the dice. It's clear that Yumeko, who had never played dice before, just wanted a way to increase her odds of succeeding, even if only slightly, but due to how small the effect is, she would still need to do all the same calculations.

Furthermore, the grains were removed by Tsugiko after the first two rolls and yet Yumeko was still able to control the dice. Similarly, Yumeko controlled the results of Yumemi's 10-sided dice despite never having a chance to touch it before rolling it.

Why did Yumeko refer to the game as a gamble if she was controlling the dice?

It may seem like Yumeko mustn't have been controlling the dice if she was talking about gambling and chance, but it's important to remember that Yumeko couldn't know for certain that she would be able to successfully control the dice. It was her first time playing dice, after all, and she just saw Souko - which is who she was learning dice control from - fail to control the dice after losing focus. There's really no guarantee in her mind that she'll succeed, no matter how flawlessly she calculates. Even after she succeeds twice, the grains of rice are then removed, so she'd be unsure if she'd succeed without the grains of rice.

Doesn't this contradict Yumeko's values, and therefore the narrative?

Not at all, this is pretty much explained by the answer to the previous question. Yumeko was taking what she would perceive as a risky gamble, betting on the extent of her own ability (which she has no idea, having never played dice), and the reliability of this skill (which she also has reason to doubt after watching Souko and Tsugiko fail while using it), while still putting her best effort into winning. One of Yumeko's core values is that she wishes every party to try their best to win, while ensuring neither win nor loss is guaranteed. Some people mistakenly believe that Yumeko using her insane cognition to win is out of character, but this is not true. She demonstrates this behaviour in multiple gambles, like Double Memory and Tower of Doors. She also shows that she hates when people don't try their best, like how she responds to Yumemi's defeatist attitude in Active Station, and hates even more when people try to lose, shown in how she acts towards Midari compared with other cheaters. So this is very in character for Yumeko.

<u>Implicit knowledge present in the Dice Control feat:</u>

In this feat, Yumeko performs multiple calculations and processes that demonstrates to us her level of knowledge to be extremely high even at 6 years of age, further proving the strength of the Momobami curriculum, which involves high level concepts and application of such concepts to real world physics and math.

The knowledge that's implicitly involved in the feat is:

1. Classical Mechanics (Rigid-Body Dynamics)

Simulating the die's motion requires understanding a rigid body's translation and rotation in 3D.

- Newton's second law (translation):

  F = m * a

- Euler's equations (rotation):

  T = I * α

  where T is torque, I the moment of inertia tensor, and α angular acceleration.

- Angular momentum:

  L = I * ω + cross terms if body is asymmetric

  Conservation of angular momentum:

$$\frac{d\vec{L}}{dt} = \vec{\tau}_{\text{ext}} \quad \Rightarrow \quad \text{se } \vec{\tau}_{\text{ext}} = 0, \text{ entÃ£o } \vec{L} = \text{constante}$$

- Impulse–momentum theorem and conservation of rotational energy.

2. Rigid-Body Kinematics

Describes motion (trajectory and spin) without directly invoking forces:

- Composite rotations: changes of axis and precession.
- Euler angles and rotation matrices.
- Quaternions (in practice) to avoid gimbal lock in 3D rotations.

Quaternions are a number system that extends complex numbers to four dimensions, introduced by William Rowan Hamilton. A quaternion has the form:

q=a+bi+cj+dk

where a,b,c,d $\in$ R and i,j,k are imaginary units with the rules:

$$i^2 = j^2 = k^2 = ijk = -1$$

They are non-commutative, meaning ij≠ji, with:

$$ij = k, \quad jk = i, \quad ki = j, \quad ji = -k, \quad kj = -i, \quad ik = -j$$

Quaternions are mainly used in 3D rotations because they avoid gimbal lock and allow smooth interpolation. A unit quaternion (with norm 1) can represent any rotation in 3D space.

Linear velocity of P in a rotating body:

$$\vec{v}_P = \vec{v}_C + \vec{\omega} \times \vec{r}_{PC}$$

Total kinetic energy of the dice:

$$E_k = \frac{1}{2}mv^2 + \frac{1}{2}I\omega^2$$

Sum of translational rotational kinetic energy (important for predicting jumps and stops).

3. Deterministic Chaos & Sensitivity to Initial Conditions

Modeling and controlling the die's outcome depends critically on absolute control and understanding of initial variables:

- Position, orientation, translational and angular velocities.
- Interactions with the shaker walls and table surface.
- Static and kinetic friction, elasticity, and restitution coefficients.

Even minor variations to these variables lead to vastly different end results (butterfly effect). This is typical of chaotic systems.

4. Collision Theory and Interaction with Surfaces

Elastical and Inelastical collisions:

$$v_f = \frac{(m_1 - m_2)v_1 + 2m_2v_2}{m_1 + m_2}$$

Modeling impacts between die and boundaries:

- Conservation of linear momentum:

  $$m_1v_{1i} + m_2v_{2i} = m_1v_{1f} + m_2v_{2f}$$

- Coefficient of restitution (e):

  $$e = \frac{v_{\text{separation}}}{v_{\text{approach}}}$$

  Predicts energy loss and post-impact velocities.

5. Numerical Analysis and Physical Simulation

A computer would use Runge-Kutta or Verlet integration methods to dynamically simulate the system.

Modeling this in her head would require Yumeko to have a superhuman level of calculation and in-depth knowledge of these methods.

Runge–Kutta methods: A family of multi-step techniques (commonly 4th order RK4) that calculate intermediate slopes (derivatives) to achieve high accuracy per timestep. Each step evaluates the ODE's right-hand side multiple times and combines these estimates to advance positions and velocities with error of order, where is the timestep.

Verlet integration (and Velocity Verlet): Used in molecular dynamics and physics engines. It updates positions based on current velocity and acceleration, then computes new accelerations to update velocities.

Symplectic integrators: Preserves Hamiltonian structure (energy and momentum conservation) across timesteps, crucial for physically accurate behavior.

Running these algorithms mentally requires dividing time into micro-steps, estimating forces at each sub-step, and accumulating changes, functionally like running a real-time physics engine in the brain.

6. Sensory Perception and Physical Inference

Inferring and controlling the die using only sensory data:

- Inferring initial state from sound and vibration.
- Estimating effects of micro-adjustments in the shaker.
- Predicting trajectory to force a desired face, akin to running a physics engine mentally.

7. Friction

Maximum static friction force:

$$f_{\text{atrito}} \leq \mu_s N$$

Kinetic friction force:

$$f_{\text{atrito}} = \mu_k N$$

Where μs and uk are the coefficients of static and kinetic friction; N is the normal force. Important for predicting the spin and rolling of the die.

8. Differential equations for temporal evolution of the system

Equation of motion with variable acceleration:

$$\frac{d^2\vec{r}}{dt^2} = \frac{\vec{F}_{\text{total}}}{m} \quad \text{e} \quad \frac{d\vec{\omega}}{dt} = I^{-1}\vec{\tau}$$

These two coupled equations define the complete dynamical system (position and rotation) of the dice over time.

9. Moment of Inertia of a Cube

For a homogeneous cube of side and mass, about an axis through its center and perpendicular to a face:

$$I = \frac{1}{6}ma^2$$

10. Flight Time and Trajectory Estimation

Predicting airtime or landing moment under gravity:

$$y(t) = y_0 + v_{0y}t - \frac{1}{2}gt^2$$

In conclusion, the knowledge implicitly involved in the feat gives Yumeko an extraordinarily high level of knowledge.

A PhD will give you deep theoretical and computational tools in dynamics, chaos, and numerical methods, but actually applying such theoretical concepts and running a full rigid-body simulation, collision model, and chaotic sensitivity analysis mentally (and then using it to control a die) requires:

Interdisciplinary mastery far beyond a single field, since you'd need not only advanced mechanics and applied math, but also expert-level knowledge in multiple fields, like material science, sensorimotor integration, physics, and even neuro-computational shortcuts.

Postdoctoral or Senior Researcher-Level experience. Real-world practitioners often build these models over years or decades of hands-on research, tuning every coefficient and algorithm with experimental feedback.

Exceptional cognitive capacity, since the sheer mental bookkeeping (tracking multiple state vectors, error terms, contact events, Lyapunov divergences…) and

applying all that goes well past the expected deliverables of a doctoral dissertation or even what the best experts in the world have achieved in attempting to build a machine capable of controlling a dice.

In short, while the basic theoretical foundations are University level, the ability to execute and apply them with such degree of mastery should be more characteristic of the best post-doctoral experts of these areas in the world rather than a typical PhD graduate, considering that even to this day no machine built and coded by the experts has ever achieved consistent results in the application and mastery of all such concepts to control a dice.

All that demonstrates the impressiveness of the Momobami curriculum that the kids go through, since a 6 year old has already learned such complex concepts. Considering also the high level of the linguistics/grammar/literature part of this curriculum and combining it with this, it is heavily implied that it should follow a similar high level for all or at least most subjects.

[Knowledge + Abstract Thinking]

JABAMI "CURSE" FEATS:

Yumeko's aunt, Tsugiko, explains how the Jabami family runs gambling businesses, they are the ones controlling things. But, the family has a cursed bloodline, which, in rare cases, a girl too willing to expose herself to any kind of danger appears. This was the case with Yumeko's mother and herself, they had a monomaniacal obsession with gambling beyond the understanding of a normal person, meaning Yumeko has some sort of "disease" in which she can tune into a feeling (e.g. fear) and use it to amplify her excitement/thrill, making a total rehearsal effect on any feeling a normal person should have in a dangerous situation, multiplying her engagement to emotions in actions by multiple times of what a normal person would be engaging in the same situation.

[Emotional Engagement]

During her explanation, Tsugiko mentions that Yumeko's and Souko's mother was kidnapped and killed by groups of criminals due to her winning too many gambles in the underworld, which started accusing her of cheating. Souko is horrified and scared, but kid Yumeko doesn't demonstrate to be scared at all, nor shocked. She's calm and composed even in the face of the explanation of her parent's fate.

[Emotional Management]

Tsugiko wants to take the leadership of the Jabami family from Souko. Kirari picks a simple game. She says that the Jabami family's true essence lies in running gambles. So, Souko and Tsugiko won't be players, they'll be runners. Each player will put two dice in a cup and roll it. The person who rolls the lower number wins.

Souko defeats Tsugiko in the first three rounds of the dice game by rolling a Snake Eyes thrice in a row. When Souko thinks she's won, Tsugiko reveals that she gained a massive amount of cash from selling the Snake-Eye stone to Kirari, so according to the rules, the game isn't over yet. Now, Souko must roll ten Snake Eyes in a row to win. One loss will cost her the game and Yumeko. She can't manipulate the rolls anymore because she lost focus.

A six year old Yumeko, despite seeing her own sister, Souko, entering a state of full despair as she loses the game, bleeding and puking and going unconscious, doesn't lose composure or show any desire to run away. Yumeko, with the fate of her life being on the line in the gamble, uses all that as fuel and decides to take on such insane risk, which would be beating Tsugiko in a Dice match, since it would require her to replicate what Souko was doing before losing focus.

Tsugiko notes that Yumeko was informed that her mother is dead and that this was engineered by her own aunt, she saw her sister shed blood, tears, sweat, and collapse unconscious, and even then she still smiles with excitement for the gamble.

[Emotional Engagement + Emotional Management + Mental Fortitude + Impulse Control]

Tsugiko notes that Yumeko has manifested the "curse" stronger than most. Yumeko does more than simply enjoying the risk and engaging with emotions to maximize her thrill, she is able to spread it around to others too.

[Emotional Engagement + Emotional Manipulation]

POST ELECTION ARC

In this arc, Kirari gets kidnapped by the Guardian's Society (a group of valedictorians from the Academy) and a new student council is formed and embarks on a cruise in order to save her.

In the cruise ship, Kinu, a Valedictorian, approaches Yumeko and says she wants to have a conversation with just the two of them in the bathroom. Despite being aware of the risk of doing so, she accepts Kinu's offer, because she foresees the possibility of a thrilling gamble that she could enjoy stemming from this risk. They both head to the bathroom and Yumeko tells Suzui she'll catch up with him later, leaving him behind. Kinu asks Yumeko to play a game against her, and although Yumeko is excited, she says she can't accept the opponent's games due to what Terano told her. Kinu slaps Yumeko multiple times and gets aggressive, threatening her with a knife.

Yumeko takes control of the confrontation, proposing a 'game' to Kinu. She says that the rules are that Kinu will win if she is able to stab her, but loses if she doesn't. At the same time, Yumeko is predicting a chain of human actions and travel times, gambling on the possibility that help should arrive before Kinu stabs her. She likely based her estimations on: (a) her knowledge of Suzui's reaction patterns as per her understanding and profile of him, (b) layout of the space, and (c) expected movement speeds. Yumeko estimates how long it will take Suzui to realize something is wrong, call for help, and how long it will take the helper (Mozu) to reach the bathroom. (b and c are probable possibilities of how to do what she did, we have no direct display of that)

Mozu enters just before the knife is about to stab her throat (the blade is already pressing to her neck, drawing blood, and Kinu is about to move it forward, but the intervention prevents her from being seriously injured). Yumeko displays a rapid understanding of people's likely actions (Suzui, Mozu, and Kinu), as well as the ability to approximate the time it would take for help to come, discerning that this time would be around the same amount of time Kinu takes to give in to Yumeko's game. The reason this is important to Yumeko is because she wants to make sure this life-or-death gamble is thrilling and unpredictable, with an uncertain verdict due to the similar estimated times of the arrival of help and Kinu's stabbing. She does this while remaining completely calm and unafraid, suppressing any symptoms of fight or flight despite being in a direct life-or-death situation.

After that, Kinu asks if Yumeko knew that someone would come, to which Yumeko implies she did, further confirming that she was estimating the time it would take for help to come.

[Emotional Understanding/Management/Engagement + Foresight + Acting Skills + Direct/Emotional Manipulation]

MONEY GAME ARC

THE MONEY GAME:

Rules

Pre-Game:

Yumeko's earlier refusal to accept the gamble was not genuine avoidance, but a behavioral test designed to determine how Kinu handles resistance and whether she is capable of adapting under pressure. Kinu responds by slapping Yumeko and insisting that a "compulsive gambler" like her should naturally accept. Yumeko rejects her again to continue escalating the test. Kinu then escalates further, threatening Yumeko with a knife and holding it to her throat. From these reactions, Yumeko constructs a psychological profile of Kinu. She concludes that Kinu is impatient, simplistic, and overly reliant on direct coercion and safe advantages rather than complex gambling ability. Kinu's methods revolve around minimizing difficulty and accelerating outcomes rather than enjoying risk itself. Yumeko also notices a contradiction between Kinu's simplistic behavior and her reputation as a valedictorian. Because of this inconsistency, Yumeko suspects that Kinu inherited or received her position through transfer rather than earning it conventionally. This deduction becomes central to Yumeko's later strategy. Based on Terano's information that valedictorians strongly value their positions and authority, Yumeko concludes that Kinu's pride and status are the only things capable of forcing her into a genuine gamble. She therefore decides to engineer a scenario where Kinu will eventually have to risk that position.

[Emotional Perception/Understanding + Abductive Reasoning]

Yumeko then shifts the situation by accepting the confrontation under a modified condition: Kinu must stab her successfully. This is both a

psychological provocation and another diagnostic test. Kinu immediately loses composure, becoming irritated at the implication that Yumeko is underestimating her. Yumeko deliberately repeats Kinu's own logic back to her ("it's a gamble, after all") forcing Kinu to commit to the escalation. Kinu reacts emotionally to perceived disrespect, demonstrates low stress tolerance, and continues defaulting to the simplest available solution even under pressure. Yumeko concludes that Kinu possesses a fragile ego heavily dependent on pride and perceived superiority. These weaknesses become the foundation of Yumeko's long-term plan.

At this stage, Yumeko formulates the general structure of her strategy:

1. Accept Kinu's game and analyze its cheating method.
2. Pretend to fall into Kinu's trap to strengthen her overconfidence and build up her pride.
3. Secretly dismantle the cheating mechanism while remaining underestimated.
4. Publicly expose Kinu's strategy and psychological weaknesses.
5. Corner Kinu emotionally and force her into a true gamble involving her valedictorian status.
6. Exploit the conflict between Kinu's pride and her risk avoidant tendencies.

Mozu eventually intervenes and stops the confrontation after Suzui alerts her to the situation. Yumeko then intentionally declares Kinu the "winner" of their knife gamble because blood was drawn. This is another layer of manipulation. By acting submissive and compliant, Yumeko reinforces Kinu's belief that she successfully intimidated and psychologically dominated her, ensuring that Kinu will continue underestimating her during the actual game.

[Emotional Understanding + Acting Skills + Direct/Emotional Manipulation + Foresight]

<u>Game Phase:</u>

Once the game is introduced, Yumeko immediately notices several suspicious elements: the chip banks, the destruction process involving the hammer, the blindfolded dealer mechanic, the conversion of bets into real monetary value, and the inclusion of Suzui and Mozu as additional players. Since Kinu previously demonstrated a preference for efficient and simplistic methods, Yumeko reasons that these seemingly excessive mechanics likely exist to conceal a

cheating method. She also observes and reasons out several aspects of the game pertaining to Kinu's potential cheating:

- Kinu needs a consistent way to identify investments.
- The safest moment to cheat is during her role as dealer, where she controls the selection process.
- Cheating as the player would expose her actions too directly.
- The judge cannot reasonably be an accomplice due to the neutrality demonstrated during the presidential election.
- Suzui is unlikely to betray Yumeko based on prior loyalty, leaving Mozu as the only possible human variable.

However, Yumeko remains uncertain whether the cheating mechanism is external or built directly into the game itself. When she acts as dealer for the first round, she uses the opportunity to inspect the environment. She rules out hidden cameras and other external observation methods. After breaking the chip banks, she notices tiny dot markings hidden inside them. One bank contains three dots, and after eliminating it, the investment is revealed to belong to Suzui. From this, Yumeko deduces the structure of Kinu's cheating system:

- The dot markings correspond to bank placement order.
- Each position is assigned a numerical pattern.
- The markings become visible only after the banks are destroyed.
- Kinu can therefore identify which investment belongs to Yumeko during her dealer turns.

At this point, Yumeko fully understands Kinu's strategy. Kinu uses hidden information to force losses while disguising her selections as intuition and game knowledge. During her own player turns, she minimizes risk and relies entirely on the structural advantage created during dealer rounds. However, instead of exposing the cheating immediately, Yumeko decides to continue feeding Kinu false confidence. Suzui proposes a cooperative "safe" strategy in which all players invest 100 million yen and distribute losses collectively. Yumeko immediately recognizes that this strategy is objectively vulnerable to Kinu's cheating. Despite this, she intentionally accepts it because it helps reinforce Kinu's perception that Yumeko's side is naïve and predictable. During Kinu's dealer turn, Yumeko simultaneously monitors the marked banks, observes Mozu for signs of betrayal, and studies Kinu's behavioral patterns. Kinu reveals that she inherited her valedictorian position from her uncle and

explains her philosophy of the game: controlling people with money guarantees victory. This statement confirms Yumeko's earlier psychological profile. Kinu fundamentally views gambling not as risk-taking, but as controlled manipulation from a position of safety. After fully understanding Kinu's system, Yumeko formulates a multi-stage counterattack built around deception and psychological manipulation.

[Observation/Perception + Deductive/Abductive Reasoning]

First, she continues pretending to fall for Kinu's deception in order to maintain Kinu's underestimation of her. She acts frustrated and emotionally unstable so that Kinu will interpret her behavior superficially rather than analytically. During Yumeko's next dealer turn, she deliberately throws the hammer aggressively near Mozu while breaking the banks. This action serves as visual and emotional misdirection. Outwardly, it appears that Yumeko suspects Mozu of betrayal and is subconsciously venting frustration toward her. In reality, the hammer throw distracts everyone long enough for Yumeko to secretly take a marked shard from the bank assigned to herself. Yumeko preserves the shard for later use while continuing her emotional performance. She then escalates the act during Kinu's next dealer turn by questioning Kinu about her uncle and sarcastically implying that she hopes Kinu does not "end up the same way." On the surface, this appears to be an emotionally impulsive reaction caused by stress, humiliation, and resentment. However, while Kinu's attention is focused on Yumeko's behavior and emotional state, Yumeko secretly places the marked shard she stole earlier into Suzui's pile of broken bank pieces. Because Kinu identifies investments through the markings, this alteration corrupts Kinu's reading of the board state and causes her to target the wrong investment.

[Acting Skills + Misdirection + Concealment + Fabrication + Direct/Emotional Manipulation]

Once the manipulated result occurs, Yumeko begins dismantling Kinu psychologically. During subsequent turns, she reveals that she already understood the cheating method, exposing Kinu's strategy in front of everyone while sarcastically praising its "complexity" before highlighting how simplistic and fragile it actually was. This destroys the image of superiority Kinu relied upon throughout the game. At this point, Yumeko could easily force a win by taking advantage of the assistance of Mozu and Suzui until the end of the game, and Kinu knows this. However, she instead takes the opportunity to corner Kinu emotionally by presenting her with a proposition. Yumeko would choose not to

abuse her advantage, giving up her guaranteed win, but in return, Kinu would have to risk her valedictorian position in an all-or-nothing gamble. At this point, Yumeko understands that Kinu's two dominant traits - pride and risk avoidance - are now in direct conflict. If Kinu refuses, she admits cowardice and loses psychologically. If Kinu accepts, she fully abandons her position of safety that she depended on throughout the match.

Kinu ultimately accepts, proving to Yumeko that her damaged pride outweighs her instinct for safety. Yumeko then tells Kinu which chip belongs to Mozu, and has the dealer confirm that the statement must be true or Yumeko would be penalised with a loss. This action narrows down Kinu's options such that she has a 50% chance of guessing correctly, but it also greatly increases the pressure on Kinu to pick correctly, and makes her feel humiliated that Yumeko is making things easier for her. Yumeko also had openly predicted that Kinu will choose the safer option and shut down the 100 million investment (as letting a 100 million yen investment go unchecked would be the immediate end for her), calling Kinu incapable of genuine risk-taking. This functions as reverse psychology specifically targeting Kinu's inferiority complex and wounded pride, the same pride that Yumeko had previously inflated before striking down brutally. Because Kinu feels like she must reject Yumeko's assessment of her cowardice in order to feel competent and worthy, she chooses the riskier option in defiance, which is exactly what Yumeko predicted. As a result, Kinu's choice is incorrect, leading her to lose the game and give Yumeko her Valedictorian status, as well as throw away her ring. Ultimately, Yumeko completely reversed the original structure of the game, as well as Kinu's nature. What began as a rigged environment controlled entirely by Kinu, who refused to take any kind of actual risk, became a genuinely risky gamble in which Kinu is psychologically manipulated into engineering her own defeat and accepting stakes far greater than the game was designed for.

[Emotional Understanding + Direct/Emotional Manipulation + Foresight]

{Entire Arc: Strategy Complexity/Forecasting + Planning Preparation/Forecasting/Coverage}

KAKEGURUI: THE MOVIE

VOTING CONTEST JANKEN:

Rules:

This is the preliminary game that determines the 4 duos that will move onto the finals. There are 50 duos playing, making for a total of 100 players. Each player will receive a rock, paper, or scissors card at random.

As long as two players agree, they may battle each other in a game of rock paper scissors. The winner claims all the cards of the loser. Players may exchange cards with their duo. A duo moves onto the finals once they have accrued 20 cards total.

Game:

While everyone rushes to the gambling arena to battle each other as fast as possible in order to become the one of the first 4 duos to reach 20 cards, Yumeko remains seated, drinking tea. Suzui questions what Yumeko is doing, to which Yumeko asks Suzui what his card is. When he responds that he has paper, Yumeko lies and says she also has paper, when she secretly has rock. Suzui wholeheartedly believes this lie and is worried that they'll lose. Yumeko then tells him that good fortune will come, and leaves for the restroom. After Yumeko leaves, Suzui watches the finalist slots filling up, and with Yumeko gone, he decides that he needs to take it into his own hands to try and get some cards. However, as soon as he moves towards the arena, a girl with no cards interrupts him. She tells him that she got defeated early on, but that she could direct him to someone that has the card he wants, as long as he promises to pay her 10k yen afterwards. Suzui eagerly agrees, remembering Yumeko's words about good fortune coming, and believes this girl to be the good fortune Yumeko was referring to. She asks him which card he wants her to find, and he says he'll pay for 2 people with rocks for 20k yen.

Yumeko returns from the restroom, only to find that Suzui has been tricked, and that the girl was simply asking so she could relay the fact that Yumeko and Ryota clearly must have paper to her partner. Yumeko clutches her card in feigned shock. The girl's partner taunts them and tells them to just accept the challenge, because they're going to win anyway. Yumeko acts upset, saying that she'll honour Suzui's promise to the girl, and steps up to gamble. The girl's

partner confidently plays scissors, as all the evidence indicates that Yumeko has paper. However, it turns out that Yumeko actually possessed a rock, and that she had lied to Suzui specifically to engineer this outcome. She had not only predicted that a duo would use this exact strategy of winning cards, but she also predicted that her leaving Suzui alone would drive him to go out on his own, and that he would fall victim to the scam (especially due to Yumeko's comment about "good fortune" coming). She weaponised the duo's strategy and Suzui's otherwise self-sabotaging actions in order to instantly claim all 19 cards from the duo and move on to the finals.

[Emotional Understanding + Acting Skills + Fabrication + Direct/Emotional Manipulation + Foresight + Intuition]

DUAL CLASH POKER:

Rules

First Round: Itsuki and Yakushiji vs Yumeko and Suzui

It is revealed that, to calculate the score of each duo, the number of wins in Dual Clash Poker would be multiplied by the duo's popularity rating. This would be determined by the percentage of total money that students had bet on that duo winning that particular match. Since Itsuki had bought out students, the popularity rating was 88-22 in her favour. Yumeko calculated that even if the score was 4-2 in Yumeko's favour, Itsuki would still end up with more points and would win. Therefore, she knew she would need to do something to get a strong edge over Itsuki, which is difficult, since all players get exactly the same cards.

Yumeko approaches this by engaging in psychological warfare, exploiting Itsuki's pride by celebrating eagerly with Suzui for each win and taunting Itsuki about how badly she must want those two wins. She watched Itsuki and determined the exact moment that she had given in to the taunting, predicting that Itsuki and her duo would play the highest cards they have. In response, Yumeko plays the lowest cards she has, which wastes the strong cards of Itsuki's team while ensuring that Yumeko keeps hers for later. This allows Yumeko to get even more wins against Itsuki, as Itsuki's strong options have been massively limited, making her more predictable and less able to counteract Yumeko's plays. Therefore, Yumeko and Suzui win by a landslide and get enough wins to outweigh the disadvantageous popularity rating.

[Emotional Perception/Understanding + Direct/Emotional Manipulation + Foresight]

Second Round: Mary and Kiwatari vs Amane and Jueri

During the game, Amane is secretly tracking the locations of everyone's cards simultaneously, meaning he's keeping track of three shuffles at the same time. While watching this round on TV, Yumeko comments on how "the strength of [Amane's] eyes is showing", indicating that Yumeko has detected Amane's method of winning through simply observing the match on a screen for a few turns.

[Observation/Perception + Inductive Reasoning]

Third Round: Yumeko and Suzui vs Amane and Jueri

At the start, Suzui is panicking about which card to pick, but Yumeko bluntly tells him that he will certainly win this turn. His card does end up giving them the win, and he celebrates, but Yumeko does not. She instead glares at Jueri, who is acting devastated at the loss. Yumeko demands that Jueri drop the act, and reveals that she could tell from the moment she first saw Jueri that her entire persona was fake. It's worth noting that even Amane, with his incredible observational ability and the social ability to build a revolution of one hundred students, never suspected that Jueri may have been fake, even though she was essentially his second in command from the very beginning of the creation of The Village.

[Emotional Perception/Understanding]

Not only that, but she explains that she had predicted Jueri's entire plan to destroy The Village long before the tournament began. She says that Jueri deliberately invited Yumeko to The Village specifically so that Yumeko - with her profound ability to invoke the thrill of gambling in everyone around her - could persuade Amane into gambling once again, and so that Yumeko would feel compelled to gamble against Amane. Yumeko also determined that the reason Nitobe had mentioned to Yumeko that Amane had beaten Kirari in a gamble was to further stoke Yumeko's interest, and manipulate her into participating in the Student Council Nomination Tournament in the hopes of gambling against Amane. Furthermore, Yumeko explained that when Jueri "accidentally" mentioned how Amane defeated Kirari in front of The Village, that was actually a deliberate action to increase the pressure on Amane to participate in the

upcoming tournament. Yumeko notes that this is also why she did not try to prevent Inuhachi from instigating everyone in the village into participating in the tournament. And when Amane still refused to participate, Jueri would take Inuhachi as her partner, and upon reaching the finals, have her get kidnapped so that Amane would feel forced into taking her place. All this was orchestrated by Jueri in order to make both Amane and Yumeko play against one another in the finals, and set up Amane for a humiliating defeat by throwing the game, therefore destroying the village by putting them in further debt, all to entertain Kirari.

[Emotional Understanding + Observation + Inductive/Abductive Reasoning + Foresight]

In the next round, Yumeko plays a joker - which takes priority due to its status as the highest priority card. However, when asked which number she would like to have the joker represent, instead of selecting a number that would secure her the win, she deliberately picks the number 1, causing her and Suzui to lose the turn. She explains to Suzui that she is planning to lose the game, which makes him panic, as he's worried he'll become 200 million in debt because of it. Yumeko reassures him that she doesn't mind if he tries his best to win, and that it makes it exciting, but she would still be aiming to lose. Because of this, Suzui picks the joker, as it is the highest priority and should allow him to pick a 7 and almost always win, regardless of what Yumeko plays. At the same time, Yumeko's previous display of using a joker to pick a 1 has planted that idea in Jueri's mind, which guides her into picking the joker to force a loss. As a result, Yumeko manipulates them both into playing the same card despite their differing motives, which results in the jokers cancelling out. This means that only Yumeko and Amane's cards count, and Yumeko's card is a 1, which allows Amane's 2 to win. Yumeko has already analysed Amane and knows that he is capable of tracking the cards, so she knows that he will see Yumeko pick the 1, and will pick a 2, as it is the lowest winning card. This is all orchestrated by Yumeko to enable Amane to win the turn while saving his better cards.

[Emotional Understanding + Direct/Indirect/Emotional/Logical Manipulation + Foresight]

Yumeko tells Jueri that her scheme will not amuse Kirari, as the act of deliberately trying to throw the game while the other side tries to win makes for a boring, predictable game. She makes a remark about the audacity Jueri has

to do this in front of the president. This destabilises Jueri, impairing her thinking.

[Emotional Understanding + Direct/Emotional Manipulation]

Yumeko predicts that both Amane and Suzui will pick 5, so she also picks 5. This causes a three way cancellation that ensures that Jueri will win regardless of what card she plays, adding another win to Amane's duo. Yumeko mentions that Amane and Suzui have similar ways of thinking.

[Emotional Understanding/Perception + Foresight]

Due to the score being 3-3, they move onto the tiebreaker, which is down to the popularity ratings. Jueri is already celebrating the fact that she and Amane have lost, because when the popularity ratings were shown a few turns ago, Yumeko and Suzui were easily winning, and surely very few people bet on Jueri and Amane winning after it was revealed that Jueri was intentionally throwing the game. Meanwhile, Yumeko just smiles, having already predicted the true outcome. To Jueri's shock, she and Amane have a higher percentage of the money bet on them than Yumeko and Suzui. Yumeko explains that The Village made their move, and that upon learning about Jueri's betrayal while watching the game remotely, they decided to revolt, and bet a combined amount of 1 billion yen on the victory of Amane and Jueri. This was enough to push the popularity ratings above Yumeko and Suzui's, causing Jueri and Amane to win the game. Yumeko had predicted the actions of The Village already, and incorporated it into her plan to prevent Jueri from successfully throwing the game. This is why Yumeko explained Jueri's actions so extensively before the voting period ended, as she wanted Jueri to believe that she had fallen into her trap - the trap being Jueri intentionally guiding Yumeko to reveal her betrayal so that her popularity ratings will go down and reduce the points that Amane can get. In actuality, Yumeko's revealing of this caused a chain reaction, resulting in a revolt from The Village led by Mary, such that they would place a large bet on Amane and Jueri. This is Yumeko's elaborate way of rejecting Jueri's philosophy and methodology, crushing her mentally and causing her to leave the school, perceiving herself as a failure to Kirari.

At the same time, Suzui is horrified, believing that he and Yumeko are now 200 million yen in debt. However, before the game even began, Yumeko whispered to Mary and told her to use 200 million yen out of Yumeko's money to bet on Amane winning the Tournament. This shows that Yumeko had already planned

out Amane's victory, and therefore ensured that the debt that would otherwise be owed by herself and Suzui for losing would be paid off by her side bet.

However, making Amane win is seemingly counterproductive for Yumeko. The goal of The Village is to fight the caste system and advocate against gambling, and the reason they wanted Amane to win the tournament was so he could claim the prize of the blank life plan. This would allow him to make a request that could not be ignored by Kirari, so he could use this to abolish gambling at Hyakkaou. This would naturally ruin Yumeko's perfect haven of gambling and risk. Despite this, Yumeko is okay with him winning, because not only did she predict that he will win the tournament regardless of Jueri's sabotage, but she had also predicted that a new philosophy and worldview will come to the surface of Amane's mind over the course of the gamble. The moment this happens is during the penultimate turn of the game, when Yumeko accused Amane, saying that deep down, he did not truly want to save his sister, or anyone at all. She explained that it's boring and unfulfilling to live for others, and that one can only truly appreciate life by being self-serving and living for oneself. Despite the fact that Yumeko was not informed about the event, she was able to directly resonate with Amane's trauma of his sister's suicide. Tsukimi had become suicidal due to her immense debt, housepet status, and life plan, causing Amane to desperately gamble to try and gain her life back. However, when he succeeds in doing so, Tsukimi tells him that he doesn't understand anything, and kills herself anyway. While he had been using his sister's death as motivation for creating The Village and attempting to erase the corrupt system that broke her spirit, Yumeko's words on ethical egoism revealed to him that his attempt to live for Tsukimi and take on risks for her simply added to her burden, and made her feel much more guilty. More broadly, this represents how living only for other people, and attempting to be their saviour, damages other's personal agency as well as your own. Through this, Amane's contempt towards Hyakkaou's gambling and caste system was redirected towards his own saviour complex. Thus, over the course of the gamble, Amane concludes that he cannot live for others any longer, which includes giving up his position as the leader and "saviour" of The Village. He decides to no longer help them, simply leaving them to use the money earned by their 1 billion yen bet to liberate themselves, at the cost of being disbanded. He wastes the blank life plan on fulfilling Yumeko's offhand comment about wishing for better desserts in the cafeteria, and leaves the academy, choosing to live for himself.

With this, Yumeko was able to crush Jueri, maintain the gambling system, enjoy a thrilling gamble, spread her philosophy to Amane, and clear her debts, all with one scheme.

[Emotional Understanding/Perception + Inductive/Abductive Reasoning + Direct/Emotional Manipulation + Foresight + Abductive Reasoning + Abstract Thinking + Trap Evasion]

{Entire Arc: Strategy Complexity/Forecasting + Planning Intricacies/Coverage/Preperation}

KAKEGURUI 2: ULTIMATE RUSSIAN ROULETTE

<u>*BOMB POKER:*</u>

<u>Rules:</u>

Deck restrictions picked by Makuro

- Only Clubs and Spades are used

Hand constraints

- Only High Card, One Pair, or Two Pair are valid
- No Straights
- No Flushes (even though suits are limited)

Card hierarchy

- Ace > King > Queen > Jack > 10 etc

Each player receives 2 private cards, and players choose to bet or fold.

Players form provisional hands using the 2 cards in their hand and the community cards on the table. The game starts with 3 community cards. The 4th community card is then revealed, followed by the 5th community card.

At the showdown, the best valid hand wins.

During the match, the cards are laid down in the following orientation:



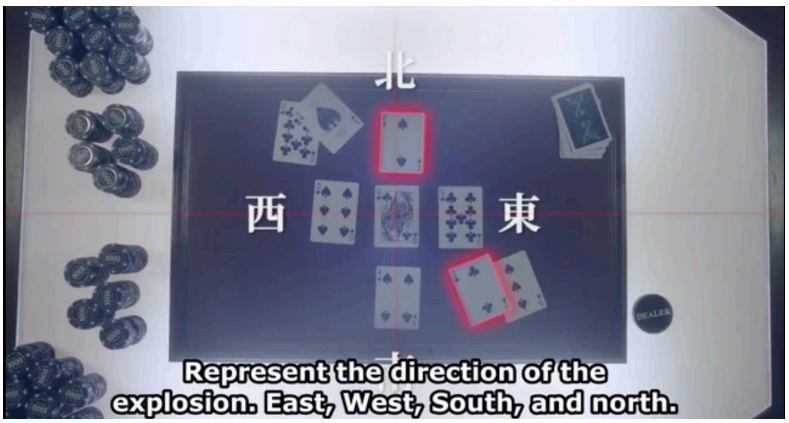
Game:

Yumeko's hand matches the 2 on the table while Makuro's cards match nothing.

Suddenly, an explosion occurs at a distant part of the school. Yumeko, using her sensory and visual spatial ability, instantly constructs the school as a three-dimensional model in her mind as a projected plan with clear cardinal orientation. Into that projection, she places the sensory data from the blast and uses acoustic cues (probably factors such as timbre, echo, delay, the way the sound traveled through all the buildings geometries of the Academy she has mapped, etc) and overlays them on her internal map until the only place that fits is the data storage room in the north school building. Such mapping is a rapid chain of cross-modal associations, that is, auditory input translated into spatial coordinates, filtered through remembered building topology and refined by imagined paths the sound should have taken.

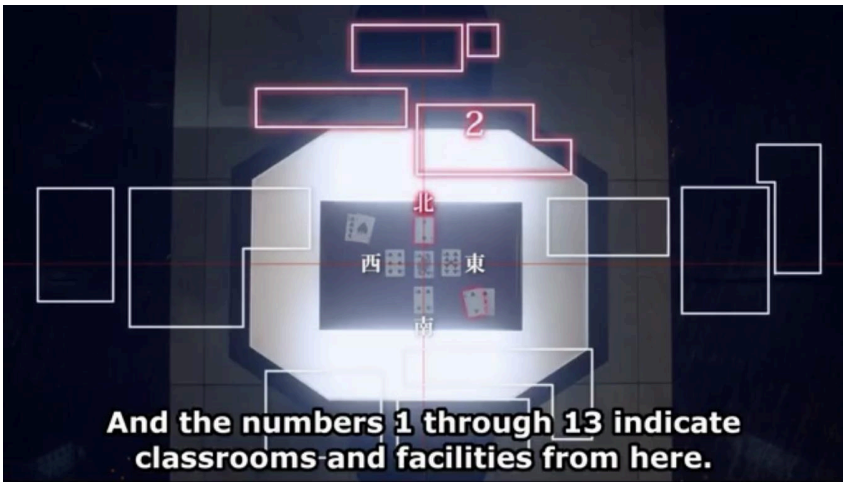
[PSI + WMI + VSI + Observation/Perception + Abductive Reasoning]

Yumeko then reads the card layout, associating their positions with the explosion that had just happened, recognizing that a pattern exists. Yumeko infers that not only is pairing cards the trigger condition for the explosion, but there is also a correlation between the card's position and the occurrence of the explosion. Having established that, Yumeko concludes that the position of cards represents the cardinal direction of the building in which the explosion occurs. The top of the table is north, the bottom is south, left is west, right is east. That explains why the card positioned at the top of the table caused an explosion in the north building.



Furthermore, she notices a second relationship, this time between the numbers represented by the cards and the room of the explosion. The ranks cover the numbers 1 through 13. The numbers 1 through 13 also correspond to non-classroom facilities distributed around the campus: halls, the indoor pool, the data storage room, utility closets, labs and so on. The exact way in which they correspond is not explicitly mentioned in the scene, but there is stated to be an objective numbering of each of these rooms. It is possible that each non-classroom facility is prescribed a “room number” of sorts, just like regular classrooms, and as such, within each building, the first 13 facilities are ranked from smallest to largest room number and assigned a number within the 1 to 13 range.

She inferred this correlation from the first explosion, as described earlier. The moment the blast occurred, she discerned that it had come from the data storage room, and found that this room corresponds with the number 2, which was the same number as the rank of the card that she paired with. From that information, she generalizes that card ranks map to particular rooms. In other words, card position tells us which building, and card number tells us which room within that building.



Makuro then mentions the fifth card, which lies in the centre of the cross, asking her what would happen if she pairs with that card. Yumeko hypothesises that the card represents their present location, but she clarifies that it's not possible to know for certain at the moment, as it doesn't map cleanly onto the cardinal direction system. Yumeko determines that it could cause anywhere out of a total of 78 different locations to explode, a number that she calculates by doing 6 x 13. The thirteen is already established as the number of distinct room identities corresponding to the ranks, which apply to each building to clarify the exact explosion site. The multiplier six must therefore represent the total number of buildings with at least 13 non-classroom facilities in Hyakkaou, as the result of 78 is Yumeko's calculation of the maximum possible number of locations that could explode if the mysterious centre card was matched.

The game continues with Yumeko using her two correlations to correctly predict the exact room that will explode as a result of each card, taking into account their position and number. She is able to do this the second the cards are revealed, showing that she can do the associations very rapidly.

[VSI + PSI + WMI + Observation/Perception + Deductive/Inductive/Abductive Reasoning + Associative Thinking + Foresight]

When Yumeko is about to win, Makuro suddenly reveals that Mary and her class were in the indoor pool, despite the fact that it was supposed to be empty according to the timetable. This means that if Yumeko wants to win, she would need to detonate and kill Mary along with many other innocent lives. At this point, Yumeko appears shocked and defeated, and reluctantly agrees to fold, surrendering the game to Makuro. Makuro then uses his supernatural ability to perceive Yumeko's inner emotions as an aura, and observes how it rapidly changes from the red of desire to the darkest shade of black, which represents the deepest despair. However, in actuality, Yumeko had been informed of Kirari's plan in the letter before this game, and as such, she already knew that losing this match was necessary to cultivate an even more exciting 3-way match with Kirari later on. Therefore, she was not experiencing despair as a result of the situation, but rather she had such incredible emotional control that she could cultivate and amplify these intense feelings of despair within herself, whilst suppressing her natural feeling of excitement for the upcoming match. This allows her to put on an act that can deceive even Makuro's supernatural abilities, such that he believes he has truly outwitted Yumeko, enabling him to fall into Kirari's trap.

[Emotional Management/Engagement + Acting Skills + Concealment]

RUSSIAN ROULETTE:

Later on, Yumeko participates in a 3-way Russian Roulette game with Makuro and Kirari. She manages to stay completely composed throughout it all, even when she has a gun triggered while pressed to her head, showing once again that she can suppress displaying any symptoms of fight or flight, even in situations that directly trigger the evolutionary biological response.

[Emotional Management]

When Makuro's cheat fails due to Kirari's plan, Yumeko keeps Makuro in place and excitedly monologues to him about the thrill of gambling his life, whilst Kirari points the gun at him. Yumeko specifically undercuts his typical feelings of control and safety by emphasising how whether he lives or dies is completely down to chance. This drives him insane, such that his spirit is completely broken by the event, causing him to decide to leave and never return to the academy again, despite surviving the encounter.

[Direct/Emotional Manipulation]

BEST FEATS BY CATEGORY

FSIQ:

CPI - Dice Control, ToD Hex Conversion, Double Memory

VSI - Dice Control, Bomb Poker, Tower of Doors

VCI - Hyakkaou/Momobami Clan Narrative, Dice Control, Tower of Doors, Yuriko Wordplay

NCPS - Tower of Doors, Fasciation Hall, Grand Tournament Finals

Learning Ability - Dice Control, Natural Voice Challenge

Overall EQ:

EP - Non-Verbal Conversation, Soixante Trois, seeing through Jueri

EU - Non-Verbal Conversation, Amane Psychoanalysis, Housepet System Destruction Plan

EP/EU (intra) - Aura Control

EM/EE (intra) - Aura Control, Fight or Flight Resistance, Jabami Blood Defiance (read this)

EM (inter) - Amane Persuasion, Kinu Facilitation

Overall SQ:

Greater Good Game, Housepet System Destruction Plan

Manipulation:

Direct - Amane Persuasion, Kinu Facilitation, Non-Verbal Manipulation

Emotional - Amane Persuasion, Kinu Facilitation, Manyuda-Sayaka Manipulation

Indirect - Housepet System Destruction Plan, FH Terano Trapping

Logical - Housepet System Destruction Plan, ESP 2 Bullet Contingency

Deception:

Acting Skills - Aura Control, Soixante Trois, Housepet System Destruction Plan

Concealment - Aura Control, Grand Tournament Finals

Fabrication - Housepet System Destruction Plan

Scheming:

Housepet System Destruction Plan, Fasciation Hall, ESP Game, Dual Clash Poker

Insight:

Observation - Dice Control, Non-Verbal Conversation, Life or Death, Bomb Poker

Perception - Dice Control, Double Memory, ESP Gun Weight, The Money Game

Intuition - False Courage Death Macaron, Voting Contest Janken

Foresight:

Housepet System Destruction Plan, Dual Clash Poker

Reasoning:

Deductive - Tower of Doors, ESP Game

Inductive - Dice Control, Bomb Poker

Abductive - Grand Tournament Finals, Tower of Doors, Dual Clash Poker

Other:

Most Thinking - Dice Control

Info Control - Housepet System Destruction Plan, Fasciation Hall

Trap Evasion - Dual Clash Poker, Grand Tournament Finals, ESP Game

AFTERWORD

Thanks for reading! We hope this document has shed some light on Yumeko's true outsmarting ability, as much of Kakegurui has gone widely underanalysed and downplayed for a long time. It's worth noting that the current document technically doesn't cover Composite Kakegurui, as there are two light novels plus some anime-only feats that are not mentioned. The anime-only feats and Kakegurui Trip light novel feats may be added in the future, but as for the untranslated Kakegurui Joker light novel, it's not likely it will be added any time soon. Regardless, the raws are available in case anyone would like to see them. Still, even without the light novels, Yumeko remains a very strong character in SCD, which is hopefully showcased in this document.