Akira Shiroyanagi Doc

Discord: “flapjackking.” | Youtube/Tiktok: “UnsophiscatedSophist”

Current status: Manga is unfinished hence Doc is unfinished.

Introduction

This is the first doc I’ve ever made and it is about a character from a manga called “Battle in 5 Seconds After Meeting” or “Deatte 5 Byou De Battle.”, it also had an anime adaption but it was kinda shit. Akira is a 16-year-old high school student who is sent to a world where people are given unique powers; his power is “whatever the other person thinks your ability is”, so Akira can describe his ability to his enemy, and he will gain the power the moment the enemy believes it and visualises it in their mind (Well the ability is more complex than that but I’ll explain it later in the doc). Anyway, I'll show and explain his feats in chronological order, starting from chapter 1. Also most of the context will be provided due to the fact his feats don’t make much sense without it. There is some merit to reading this even if you have already caught up with the manga; While Akira’s feat are mostly on-screen and explained, like most mangas like this there are moments that aren’t explained to the reader that the author expects you to be able to understand/interpret, I’ll be analysing these moments also.

Full Scale IQ/Intelligence
Concepts/Cognition=Red
Emotional Intelligence/Psychology=Blue
Social Intelligence=Dark(ish) orange
Adversity Capacity=Dark yellow
Manipulation/Deception=Pink
Strategy/Planning/Tactics=Grey
Thinking/Reasoning=Purple
Others (e.g. Sensory, Foresight, Field Skills)
Story/Context = White



Feats

Chapter 1

We first see Akira playing a video game called World Logic Play, in which two competitors engage in a debate while the audience votes on which of them is the more convincing speaker. Akira complains that his opponents keep rage-quitting when they are on the losing side of a one-sided match, which suggests he is extremely good at this game. On the computer, it is shown that he is the 9th ranked player globally.

[Knowledge, Persuasion, VCI]

While walking to school, two girls spot Akira and mention that he is at the top of their class, and his scores rank among the top even at the national level. It is also shown that Akira is not even serious about school; he's on his phone all the time, even in lessons. Akira says it himself, that getting good grades is simple; whether it's formula, vocabulary, or dates, it's just about how much you can memorise which makes the university entrance exams a breeze for him. However Akira says due to the ease of the exams they are not engaging for him so he can't take it seriously. This heavily suggests that Akira could be the top 1 student in Japan if he put his all into it.

[General Knowledge, Memory]

On his way to school, he finds himself being chased by some strange monster man. The monster man first appeared out of a van and destroyed a car, the monster turned around to look at the crowd of people and glared at Akira. In less than a quarter of a second Akira noticed the monster was making eye contact with him, although at first he thought he was imagining it (which is fair as it's weird that he'd specifically be targeted) but his suspicions were confirmed when the monster began to approach and attack him.

I want to go more in depth witht his PSI/observation feat since it's pretty subtle and can be easily looked over. Firstly I'll add the manga pages here so you don't have to go and look.



If you look at the manga page, the 5 second counter starts as the monster glares at Akira. Then between 5 and 4.27 seconds Akira notices the monster is making eye contact with him. (This is clearly implied by the page after this one and the “?!” on Akira’s shocked face.) This means Akira noticed his glare at some point between the 5 and 4.27 seconds. Obviously we can’t know for sure at which specific time but I’ll make an assumption that it was at 4.635 seconds since that is the midpoint. If that’s the case, Akira noticed the glare in 0.365 seconds (365ms).

The monster man attempts to punch Akira, but he barely dodges it; fortunately, he finds a bike on the floor that someone had dropped after seeing the monster and starts pedalling away. The monster continues to chase him. Akira realises that he will run out of stamina before he can outpedal him, so he rides his way to an abandoned building. Instead of feeling fear in the face of a giant monster who can smash a car with ease, Akira starts to think of escaping this monster like being in a videogame and he expresses excitement and determination. He goes to this abandoned building due to the fact he'd have an advantage as he knows the terrain. He calls the police and convinces them to come to his location by saying there are 20 people fighting there; he lies about what the actual situation is since saying there was a giant monster man chasing him would be unbelievable. Akira sees the monster do a superhuman jump through a hole in the ceiling. Akira realises that the construction crew took shortcuts, which led to the building's steel bars not setting properly and the floor beginning to crumble. Before the monster can reach the fourth floor, Akira decides to set up a trap. He tied a rope around a chemical barrel on the 5th floor over a hole in the ceiling which was concealed with pieces of wood, and then once the monster approached him, he dragged the rope and had the barrel fall on him. He had to have aligned the barrel perfectly to where he'd expect the monster to be standing after he walked through the entrance, which sounds easy on paper but one tiny misplacement could mean the monster would have not fully been hit. Unfortunately, the chemical barrel did not kill him completely. However, Akira was prepared for this outcome; he anticipated that the monster would leap over the hole in the floor that was caused by his trap if he were to survive and he foresaw this after witnessing his earlier super jump, he waited for the monster to leap at him and then stabbed it with a scaffolding pipe that he had on standby. After he defeated the monster, the whole building collapsed. Akira had also anticipated this, as we already know the building isn't very stable, so it's likely it would collapse. This is why Akira tied a rope to a part of the building that he could hang off of so he wouldn't fall to his death when the floors below him got demolished. This is very impressive for Akira to formulate a plan quickly with the short time limit he had and the pressure he was under. It was good decision-making for Akira to decide to go to the abandoned building, a place like that with enough resources to make a decent trap along with the construction problems that would make movement inconvenient for a large monster like him, plus the fact he's played in this building since he was a child meaning he knew how to navigate through it, gave him an advantage. Akira didn't know beforehand that he'd be killed and sent

to the battle game world whether he lost or not so from his perspective his life was really on the line, Any normal person wouldn't be able to think straight if they were being chased by some terrifying monster, yet Akira didn't panic; he adapted to the situation, managed his own emotions excellently and just thought of it like the video games he plays and successfully won the game.

After Akira had defeated the monster, Mion appeared before him, Mion tells Akira that he's going to have a scripted loss before blasting a chunk of his body to smithereens with her cannon. Akira is laying on the floor with a big piece of his body missing while bleeding crazily, yet he still had the strength to speak and mutters that this was something he couldn't predict. However, Akira thinks of it as a "scripted loss" like how Mion describes it then it isn't game over for him yet, there'll be a continuation and if that's this care he doesn't mind dying because he's certain he'll win the next game.

[Decision-making, Emotional Management, Cognitive Discipline, Determination, Mental Fortitude, Situational Adaptability, Creativity, Resourcefulness, Planning, FRI, PRI, PSI,VSI, Tactics, Strategic thinking, Setting traps, Divergent thinking, Fast thinking, Anticipation, Prediction, Observation, Composure, Risk Management]

Chapter 2

This is an extension of his previous World Logic Play feat. I will explain the game as it is explained in the manga.

Rules:

- Two players are assigned a random topic and a position on that topic.
- They prepare five key words on a set of five cards and begin.
- Players try to predict and lead the debate's development, constructing an argument based on the theme and position assigned to them and effectively using the trump cards they prepared.
- Victor is decided by the players' ability to dominate the debate and sway the feelings of the audience as they award points to the player they deem more skillful, thus determining the winner.

It is further explained that WLP has been compared to high level chess matches. The majority of the WLP players are English-speaking players therefore we can assume Akira knows the English language and potentially other languages as it is an international game. In one of the panels, it shows a Japanese - English and English - Japanese dictionary in Akira's room, this would be quite a random panel to

include unless the author was trying to tell the reader something by showing it. I think this suggests Akira self-taught himself English by simply reading through the dictionary. You may argue Akira simply learned English from lessons at school, after all the English language is something that is learnt in Japan however it's mentioned before Akira never pays attention in class and is constantly on his phone because he doesn't find school engaging so there's no telling Akira even bothered to learn English before he started playing and if he did, then why would even have the dictionaries in the first place? Maybe he just needed the dictionaries to learn specific words he didn't know? If that were the case then he would just use the internet, he has a computer after all. In any case you cannot import real world institutional structures into a fictional setting without narrative evidence supporting that those structures exist identically in that world. If you made the argument that Akira probably already knew English from school then you'd have to provide a scan from the manga that proves this, although I'm pretty sure no such scan exists. Akira doesn't bring the Japanese-English dictionaries to school, doesn't reference English lessons at all, and the manga never once depicts or implies school-taught English. My thought is that Akira thought that WLP might be the thing that finally entertains him so the least he could do is take it a little seriously and use the books to learn English so he could play the game. Of course this is technically just my logical inference based on what I've read and seen but I'm 99% this is the implication. It is even further backed up by the fact that Akira has insane memory skills and has another feat that is just as crazy as this one. There is also the argument that dictionaries are just a supplementary tool but thats stupid too because if If English is already taught in school and Akira canonically has near-perfect memory, why does he need a supplementary dictionary at all? Anyways thats all I'll say for this but I don't see how you could invalidate this as a LA feat, its just dumb.

As I already mentioned, Akira is the top 9 player globally however what I didn't mention before is that the top 100 players include Doctorates from MIT (Massachusetts Institute of Technology), White House reporters, and even politicians and the fact he can come out near the top and won debates against some of these people as a higher schooler, along with the fact he had to type and converse in a different language which would require him to to memorize and recall definitions of words from the english language is very impressive because Akira had won debates against people who possess extensive knowledge, years of experience in public speaking and argumentation. It is very much likely Akira could be the top 1 player of this game if his opponents stopped rage quitting and let him rank up.

We can also use this feat to make inferences about Akira's crystallised intelligence. It is said that WLP assigns random topics which means Akira cannot prepare specific arguments in advance because he doesn't know the topic until the match begins. WLP is a popular enough game to make the news in a foreign country therefore we can assume Akira had to play a shit ton of matches before he could reach his top 9 global spot. This implies a breadth of crystallized knowledge across potentially any subject area. To get to the rank he is in, he would have to debate convincingly on random topics against MIT doctorates, politicians, and White House reporters, Akira must have absorbed enough knowledge across:
Political science and policy
Scientific and technical subjects
Philosophy and ethics
Economics
Current affairs and historical context

[VCI, WMI, General Knowledge, Crystallised Intelligence, Persuasion, Learning Ability]

Chapter 4

Akira is revived and transported to the battle game world, where everyone is given a unique ability. He sees the lady (Mion) he saw before his death and witnesses her kill one of the participants after they try to argue against her by shooting a large hole in his chest, Akira remains fairly calm during this, he had a shocked expression but that surprise was not from the murder he just saw but rather the fact that the lady he was seeing on the stage was the same lady he saw before he died and this sudden realisation was because she had killed him the same way. Mion says she can kill anyone she wants if they step out of line even a little bit. He finds out what his ability is and is shocked initially but then he thinks that his ability will be very enjoyable to use. Akira has some points that bug him about his situation. Mion said she said the contestants would be used as subjects to experiment with various abilities. Akira realises this is a lie, as the lady and the other host out there can already control her abilities to the extent that they can grant them to others, seal them too and he's witnessed Mion shoot a person with his ability so obviously they've passed to stage of needing to experiment with the abilities as surely they'd

already know what they can do, so the real question is why would they lie about this. The second point is that Mion failed to mention the most important detail, which is what happens when you win. Most games like these always have some sought of prize which a host should tell to players to motivate them (e.g. Squid Game, Liar Game, Tomodachi Game, Danganronpa) but this situation is lacking in that regard. It would even be more feasible for Mion to tell a lie like “if you manage to clear all the programs we designed for you, you’ll get to go home” as an empty promise like this is more effective then threatening the participants to comply. The third point is that on the sheet of paper that tells Akira what his ability is it also says “Sophist” in brackets, which is the same rank Akira had in World Logic Play which makes it seem like the Host are trying to tell them they know everything about the participants. Another point Akira takes into account is that Mion claims that since the participants have been essentially erased from the record books they’d have no problems killing the participants if they resisted their demands. However if the participants are the subjects that Mion claims to want to experiment with then we should be subjects they spent a lot of resources researching and acquiring so why would Mion go out of her way to kill people pettily. Her threat was effective but it’s hard to believe that Mion would stage a scenario where she’d have to kill someone simply as a show of force so there has to be another reason. Akira looks at the description of what the first programme is, in a nutshell it’s a 1v1 battle where you defeat your opponent if you kill or incapacitate them. This is where Akira releases the true goal of the host of this game, the word “kill” reveals it all. It’s not about the participants getting killed by the host for disobeying, or failing the games, Mion wants everyone to use their abilities to kill each other. Not an experiment to test abilities but an experiment to get humans to cross the line and murder one another.

Premises & Conclusions simplified format:

P1 - Mion claims that the contestants are mere subjects for experimenting with various abilities.

P2 - Mion and the hosts can already control and grant or seal abilities therefore they should be the past the stage of needing to experiment.

C1 - Mion is lying about the experimentation of abilities

C1=P3

P3 - Mion is lying about the need for experimentation since they already understand the abilities.

P4 - Mion fails to mention what happens when a contestant wins.

P5 - Games usually provide some form of prize or motivation for contestants.

C2 - The absence of a promised reward suggests Mion is not genuinely invested in motivating contestants.

C2=P6

P6 - Mion is not genuinely invested in motivating contestants to escape

P7 - On the sheet that shows Akira's ability it also includes "Sophist" in brackets, the same rank he held in World Logic Play.

P8 - Hosts are trying to give the message that they have extensive knowledge about the participants.

C3 - The hosts are trying to assert dominance and control over the participants.

C3=P7

P7 - The hosts are trying to assert dominance over the participants.

P8 - Mion claims participants have been erased from the record books and can be 5killed without consequences.

P9 - If Mion is attempting to experiment with subjects, killing them would waste resources.

C4 - Mion’s threats lack logic, as killing her so-called subjects contradicts her stated intentions.

C4=P9

P9 - Mion's threats lack logic, as killing subjects contradicts her stated intentions

P10 - The first program involves a 1v1 battle where participants can kill, incapacitate, or force their participant to surrender to win.

P11 - There is no penalty for killing other participants

C5 - The true goal of the hosts is not to test participants but to incite them to murder each other.

C5=P11

P11 - Mion's hidden agenda is to get participants to murder each other.

P12 - Immediate threat of death is the primary motivator in an all vs all situation so the "kill or be killed" dynamic becomes the only way to guarantee survival.

C6 - Akira concludes that the game's purpose is an experiment to see if human's will cross the moral line when given abilities and put in a desperate scenario.

After making this conclusion Akira realises it might be impossible to leave this place and return to their previous lives since they didn't even bother to lie and say we'd able to go home after we complete all the programmes. If their organisation is capable of pulling off something like this along with the fact the host have abilities then escape isn't an option. Despite his dire situation, basically being in a death game, with no promises of being able to escape and being faced with the possibility of death, Akira is determined to use his ability to pursue his goal of passing all the programmes and using his ability to destroy their entire organisation. This ability to transform fear and hopelessness into determination and a desire for revenge against the organization is also a very good example of emotional engagement.

[Deductive reasoning, Analytical thinking, Critical Thinking, Abstract Thinking, Linear thinking, Connecting the Dots, Logical reasoning, Social awareness, Perseverance, Emotional Engagement]

Chapter 5-6

Akira has started the first programme. He sees his opponent, Kirisaki, and instantly sees the stick in his hand, and he thinks he must have an ability that uses tools.

Kirisaki instantly starts charging at him, which makes Akira realise his ability must be a close-ranged one that relies on him getting close-up and using his stick. The stick Kirisaki holds turns into a sword. Akira uses the tables as meat shields so he doesn't get sliced. Kirisaki says Akira must not have an ability that's good for combat since he's only running and blocking, so he asks Akira to surrender. Before the fight, Akira had thought of the factors that could mess up his ability. He could simply tell the opponent, "I can make anyone die", but they could possibly mishear him due to the tension/noise of the fight and hear something like, "I can make anyone cry." Potentially, they could imagine your ability being different from what you want them to believe. For example, let's say Akira told his opponent he could create hammers. His opponent might imagine he could create a hammer, but while the hammer Akira may have in mind could be a massive war hammer a warrior would wield, his opponent could visualise a harmless hammer you'd see in a whack-a-mole game.

Furthermore, there is no guarantee the opponent will believe him in the first place since it'd be strange to announce your ability to a stranger. This inherent dependency on the opponent's imagination means that Akira has to be careful about what he suggests. The ability has to be plausible and recognizable to the opponent for it to manifest effectively. Therefore, Akira stuck to avoiding attacks and acting weak to get Kirisaki to feel convinced that he is superior. By forcing Kirisaki to feel superior, Akira encourages him to make demands, such as surrendering or to fight back. This is tactical because it creates a situation where the opponent listens to what he says. Using the tables previously wasn't just for defense but to feed into the impression that he is weaker than he is, making Kirisaki overconfident. Akira tells him that he's hesitating to use his ability because it's too dangerous. This leads Kirisaki comes to the conclusion that Akira has an ability that takes time to activate or has to be activated at the right time, he goes on to attack him anyway.

Akira predicted what Kirisaki entire thought process would be when he told him this.

Kirisaki thoughts were "He hesitated because his ability is too dangerous? Even while he's being slashed at by a sword? That's not possible. He has to be bluffing.. However... if he really has an ability that can't be used in combat, he should've surrendered by now... his ability... is there a reason behind his movements? Regardless of whether it is or isn't...if he won't surrender, and I don't know what his ability is..then all i can do is get him before he gets me!"

Akira announces that his ability is to turn his hand into a cannon. This works because all of the contestants have seen Mion use this ability before, so it is simple

to visualise plus materialising the cannon takes a while so that fits his reasoning of it being an ability that takes time to activate. Plus Akira had said he was hesitant to use his ability because it was too dangerous which logically makes sense as the area they were fighting in was fairly small and enclosed so it was possible one could accidentally blow themself up with cannon if they were not careful and didn't find the right opening to fire. Furthermore Akira had declared his "ability" was the cannon right between the moments of Kirisaki swinging his sword and himself getting striked down. The reasoning for this was that Kirisaki wouldn't be able to question what Akira claimed in such short time and at point and Kirisaki's adrenaline would limit his ability to critically analyse the claim meaning he'd believe him and Akira's real ability would 100% activate. Akira blasts Kirisaki away but did not kill him , he then points his cannon at him and then tells him to surrender or he'll shoot him, and with that, he wins. Another note to be made, Akira not killing Kirisaki here is not him being merciful, it is more convenient for Akira if someone who thinks his ability is the cannon is out there so he could use them later which he does.

[Risk Calculation, Setting traps, Intuition, Lateral thinking, Abstract thinking, Associative thinking, Connecting The Dots, Tactics, Strategy, Strategic thinking, Strategic deception, Composure, Critical thinking, Verbal deception, Verbal Manipulation, Indirect manipulation, Psychological manipulation, Anticipation, Prediction]

Chapter 9

After the first programme ends, there is a 5 hour interval until the next one. Akira thinks that it is a rather long wait, but then he thinks back to the doctor he saw and deduces that there must have been a number of injured contestants, and some may have even died, so the 5 hours must be the time allotted for treatment and clean-up of the previous battles.

[Logical thinking, Deductive reasoning]

Chapter 10

Akira realises that since the previous match was only the "first programme", they probably won't be doing 1 on 1s the entire time. He predicts that the next programme will be a team battle and not a battle royale. Akira understands that since it will be a team battle, the number of allies and enemies who know what your ability is will increase, and since the organisation's goal is to get people to kill each other, a team battle is the most effective way to get that to happen.

[Prediction, Deductive reasoning, Logical thinking]

Akira decides to lie to his teammates and tell them he has the ability to turn his hand into a cannon. He does this because even though they could help him out if he told them his true ability, he'd be totally helpless against them, so he won't take the risk so early.

[Decision-making, Concealment, Acting skills]

One of the teammates says, "How about we show each other our-" but is cut off by Akira who asks Kirisaki about his injuries. Akira knew he was about to say, "How about we show each other our abilities?" so he quickly says something to change the topic. He knows "it would be inconvenient if the conversation led to each of us demonstrating our powers," since he isn't certain his ability will activate in that situation and he may get caught in a lie. The description of the ability is "what other person believes it to be,n" but Akira wonders what the "other person" refers to; if it refers to enemies, then its possible it wouldn't activate in a room with his teammates.

[Logical thinking, Risk Calculation, Social skills, Social awareness, Social intuition]

Chapter 16

It is a team battle, and so far they have gotten one win and two losses. Akira tells his teammates that he can't afford to lose, but actually he was lying about that statement. He has realised that if the organisation's goal is to give us abilities so we can kill each other, then the host killing off the remaining living members of the losing team doesn't make sense. He then concludes that the penalty for losing shouldn't put their lives or health at risk, meaning he shouldn't prioritise victory in his battle but should instead use this chance to experiment with his ability.

[Risk calculation, Verbal Deception, Logical reasoning, Logical thinking, Prediction, Decision-making]

When the battle starts, Akira tries to activate his ability, but unfortunately, the handcannon doesn't appear. To work around this, Akira walks up to his teammate and former opponent who has seen his cannon hand in action (Kirisaki) and tells him, "Do you think I'd let a person who knows what my ability is leave this room alive?" while pointing his spread out hand at him to make Kirisaki scared and think

he's about to materialise the cannon. This instantly triggers this ability, and his cannon hand appears. After that, Akira tells Kirisaki that he was just joking.

[Cunning, Emotional manipulation, Bluffing, Acting, Tactic]

Chapter 17

Akira's opponent (Koji Kitajima) has his hands on the ground and doesn't seem to be approaching him. Using his hand cannon,, Akira tries to shoot the cannon at his opponent, but as the cannonball makes contact with him, it disappears. Akira tries to shoot again, and the cannonball disappears yet again, however, Akira does not seem upset by this and instead smiles and says, "It really disappeared at the same time!". Instead of attempting to shoot another cannon ball at him, he instead throws a pair of his shoes at his head to stun him when he's distracted, and then tells him to keep his hands in the air and not make any unnecessary movements; otherwise, he'll shoot. The reason Akira did all this was because when the cannonballs he shot at him disappeared, his cannon-hand also vanished; however, when he threw shoes at him, the shoes as well as the handcannon didn't disappear. Akira concludes that his Koji's ability allows him to negate abilities he comes into contact with, with the condition that his hands must be touching the ground.

***Akira's Thought Process*:** When shooting his cannon at the opponent, the cannon ball disappears. At the same time, Akira notices that his handcannon dematerialised, but obviously he isn't certain if the timing is the same, so he shoots again, and he watches as the handcannon vanishes. The fact that the cannon ball and handcannon disappear simultaneously is what leads Akira to his deduction. There was a chance the Koji's ability was to simply make any projectile that touched him disappear when he had his hands on the ground, but if that were the case, then why would the handcannon itself disappear too? This would mean he has the ability to negate the power as a whole, so to counter this, Akira throws his shoes at the opponent's head since the shoes wouldn't disappear since they aren't part of any ability.

Some may argue why didn't his opponent move out of the way of the shoe or hit the shoe away, this isn't possible as both of these things would require him to take his hands off the ground which he could not risk as he could be shot by Akira's cannon. Besides, Koji had his eyes closed and was daydreaming about being a hero so he could have never seen the shoe coming.

[PRI, Inductive reasoning, Pattern-recognition, Problem-solving, FRI, Analytical thinking, Observation, Tactics, Creativity]

Chapter 20/21

It is now the third programme. Akira is told that each person he knocks outs in zone A for the next 30 minutes will be worth 10 points. In the previous chapter he is given a smartphone and is told he has 100 points and must gather 1000. Akira decides he should get out of zone A as fast as possible since it'd be nigh-impossible to get 1000 points in 30 minutes. He also thinks that the third programme will be really long (which happens to be true). Akira realises that people have probably entered the programme before him, so he needs to get really familiar with the rules, or he'll be at a disadvantage. However, a stranger comes out of nowhere in front of Akira. The stranger says he has no intention of fighting him but instead wants him on his team and will also explain the third programme. This gives Akira a good motive for wanting to join the team. Later, he meets up with Yuri and the Red Dragons, the group of four red team members who were pursuing her. At this point, Akira knows there is a "green team" and a "red team". One of the Red Dragons (whose name is Matsushita) is revealed to have a hand cannon, exactly like the ability Akira makes people think he has. Akira uses this opportunity to announce to the four red team members that he too has the cannon, and he starts putting his hand in the air as if he's about to make it appear. This activates his ability; Akira shoots his cannon, then runs away; Matsushita shoots his handcannon at Akira while he's running; however, Akira was waiting for him to do that so he could shoot his handcannon at his cannonball to create an explosion with the two cannon balls colliding and give them an opportunity to run away. After the brief fight, the strangers say his name is Saitou Katsuya and that he hasn't thanked them yet. Surprisingly, Akira says there is no need for him to thank him since the red team had no intention of giving them a choice to join them, while Katsuya protected him without hesitation, revealed his ability, and was willing to protect him and Yuri even if they weren't going to join the green team in the end, Akira concludes that that must be their leader's belief. The reason he came to this conclusion is that if there are multiple teams that were formed and the red team members he's encountered just now seemed to be violent, that must mean the rest of their team are like that since participants would only form groups together with people with the same personality type as them and since Katsuya seems like a noble person that must mean the green team leader is the same.

[Strategic thinking, Improvisation, Non-verbal deception, Verbal deception, Anticipation, Tactic, Adaptability, Social Awareness, Abductive reasoning]

Chapter 22

Akira visits the green team village and meets Hareka and Tarou, two very young members, one being a small girl and the other being a baby who was born there. He admires the range of people (elderly, young, disabled) on the team and believes that the green team leaders may have some incredibly powerful abilities (even greater then Yuuri's 5x ability) if they're able bring all these weak people in on their team and protect them. However, Shirasagi, the boss, contradicts Akira, stating that his team doesn't have anyone as powerful as him and Yuuri. However Akira's reasoning isn't completely wrong as Shirsagi was lying and actually does have a very good ability which is revealed later and other team leaders also have decent powers.

[Logical reasoning]

Chapter 23

Shirasagi explains how points are obtained by completing quests set by the organisation, he says the points can be used to buy various things like food, medicine, supplies, or devices that support your ability. Shirasagi says the green team is built on clearing quests, gaining points, and using them to get food and information. He says back when he first joined the third programme, everyone operated in small teams, but there was one large team that was kidnapping people for no reason, even though it got them no points to do so. Shirasagi asks what Akira's thoughts are, and he says, "The red team has no intention of moving onto the next programme" which Shirasagi says is correct, Red team are trying to stay in the third programme and rule over the weak. Akira came to this conclusion because it makes sense for a big team that has members with powerful abilities to go into full tyrant mode, and if they are stuck in the third programme, they'd have no worries compared to continuing onto the fourth programme, where they don't know what will happen. Also keep in mind Akira processed all this information and made that conclusion right after Shirasagi was done telling the backstory of the third programme.

-Knowledge: Akira is aware that the red team is a big team with members possessing powerful abilities.

-Logic: Akira understands that in the next programme (fourth programme), they don't know what will happen, implying that there might be uncertainties or challenges.

-Inference: Akira concludes that the red team wants to stay in the third programme because they can rule over the weak without worries or potential risks in the next programme.
-Conclusion: Akira assumes that the red team's motive to stay in the third programme is to maintain their dominance and exploit others due to their powerful abilities.

[Logical inference, Logical Reasoning, Social Cognition, Critical thinking]

Chapter 24/25

Akira suggests he and Yuuri share a room; he did this to make the other members think they have a couple relationship, meaning when they go on a team quest in the future, they will be paired up together. Also, before they were transported to the 3rd programme, Yuuri told Akira her hand was stinging from the punch she did early, Akira uses this opportunity to subtly seduce her, he tells her to show him her hand and the when she does he gently grabs her hand and wraps a handkerchief around her wrist. Akira did not do this because he genuinely cared about Yuuri (not at the time at least), he used the handkerchief as a means of connection. Akira knew the gentle care he showed her could foster a sense of attraction, as people often respond positively to kindness and empathy. Akira tells her she must return the handkerchief later as its a special item he's had since he was a child. His reason for telling her this is because at that point Akira had already decided out of the three teamates she'd be most trustworthy person to have as a partner and so he had to make sure that he and Yuuri would meet up again. Akira tells Yuuri he wanted to create a scenario where they were both together, then he hands her a letter that says, "My real ability is telepathy." He tells her to close her eyes and believe what he wrote on the letter, and the telepathy works. Akira says the room could very well be bugged, as it would be strange to not keep an eye on two strong new members. Akira asks Yuuri to talk about her life before being transported to this world, which she does. He does this, most likely to gain more of an emotional connection with her and find out if he she is truly trustworthy before he finally reveals to her that his ability is what the other person thinks it is. However, before they say anymore, a large scale quest is announced.

[Seduction, Emotional manipulation, Psychological Profiling, Indirect manipulation, Social skills, Social Cognition, Tactics, Emotional Understanding, Relationship management]

Chapter 26

The green team are going on a large-scale quest, and Akira and Yuuri are paired up. They've been told they're hunting monsters, and the red team will send their lackeys to participate in this quest too; whether the blue team participates is 50/50. Akira remembered that he could buy information using points; he looked for information about abilities, but he didn't find anything. He looked for information about participants, but the information only consisted of face, name, and age, nothing about powers. What Akira learned from this is that ability ranking is a concept created by the participants and not the organisation; his main problem is whether, from the list of abilities ranked and identified, has "whatever the other person believes your ability to be" already been discovered. Akira thinks that possibility is low because if anybody had that ability, they'd have to keep it a secret; nevertheless, if the ability has been discovered or if someone else has it, he needs to make his move before anyone else finds out about him.

[Critical thinking, Analytical thinking, Decision-making, Logical reasoning]

Chapter 27

There is a flashback to a conversation Yuuri and Akira had. Akira said it's a subjugation type quest, so there is a good chance they'll be fighting something, and if that's the case they will definitely be picked for it due to their strong abilities. Akira says that when the quest begins he wants her to think he has the telepathy ability. Yuuri questions him, saying wouldn't that disable the cannon ability since she'd be thinking he's using telepathy? Akira says that he can simply designate someone else as the other person. Akira describes it as switching TV channels, where the channels are the different people around him who believe what his ability is, so when he wants to communicate telepathically with Yuuri he'll switch it to her, and when he wishes to use his hand cannon he'll switch it to the team leaders.

We get a better explanation of what Akira's experiments on the 2nd programme were. He made a chart mentally in his head, dividing everyone into 'allies' or 'enemies' and into people who "think my ability is a cannon" or "don't know my ability." His first experiment was to recognise Kirisaki and Yuuri as the other person,

but the ability didn't activate as Yuuri had only heard it was a cannon, and, funnily enough, Kirisaki, who had seen Akira use the cannon, didn't make it activate when recognised as the "other person." His second experiment was to pretend to go shoot Kirisaki while recognising him as the other person, and the ability was activated. For the third experiment, because of the previous test, the entire enemy team all saw him use the handcannon and should have thought he had the handcannon, so he recognised them as the other person and attempted to activate his ability but the ability wasn't triggered, but when he designated the opponent he was fighting with as the "other person", it worked. From these three experiments he can create four premises that he can go off on.

First Premise: Yuuri has heard my ability was the cannon and Kirisaki has seen that my ability is the cannon, desiginating Yuuri or Kirisaki as the other person doesn't get the ability to activate

Second Premise: Walked up to Kirisaki, someone who's seen supposed ability, and declared my intent to shoot Kirisaki with the cannon, then desiginated him as the "other person, the ability activated

Third Premise: Designated members of the enemy team who our outside the ring, and have now seen my ability, as the "other person" however the ability didn't activate

Fourth Premise: Designated his opponent he was fighting inside the ring as the "other person" and his ability activated.

From the three experiments there were only two times his ability activated, first when he declared his intent to shoot Kirisaki and designated him as the other person, and secondly when he recognised his opponent in the ring as the other person. So Akira compared the two scenarios to the other scenarios where it didn't work and came to the conclusion that the ability activates when the person he selects as the other person/target also focuses on Akira as a target. For Kirisaki, it was a target about to shoot him, and for Koji Kitajima (the name of his opponent), it was a target he was about to fight. This is the reason his ability didn't trigger for Kirisaki or the enemy team, because even if they considered him an adversary, they didn't focus on him as a direct target. He thought about who, beside Yuuri, would consider him to be a target, so to solve this problem, he suggested to the boss that he and Yuuri would fight together, and of course he'd keep a close eye on two new strong members, and Akira anticipated that the Shirasagi would order the team leaders to keep an eye on him, which would make him their target. In the end, Akira's ability ended up activating when he considered Shirasagi as the other person.

[Anticipation, Strategic thinking, Problem-solving, Lateral Thinking, Abstract Thinking, Analytical thinking, Associative Thinking, Divergent Thinking, Observation, Abductive reasoning, Inductive reasoning, Pattern-recognition, Tactics]

Chapter 32

In the previous chapters, the green team had gone on a quest as we already know and they faced some ghouls and one giant ghoul, Akira had a plan to beat that giant ghoul that is revealed here. He had told Yuuri beforehand that she needs to observe the other green team members and see what abilities they have. The reason for this is so that they can be prepared for a situation where Akira needs an ability other then telepathy and handcannon, as said before Akira's ability won't work effectively if the other person isn't imagining an ability that is specific to what he wants hence why he the handcannon ability works so well since everyones seen it in action before. Therefore Yuuri has to think of an ability she and Akira have both seen. It just so happens one of the members had a teleportation power which they've both seen (which is good because it won't difficult for Yuuri to visualise the ability). Akira knew Kuro, Oogami and other red team members were to when Akira faced the giant ghoul he let the ghoul chase him while shooting it and constantly checking his surroundings, this way he could find and lead a ghoul to the red team's blind spot he waited for it to smash the ground creating debris and dust which could Akira hide behind and then teleport without others seeing, then shoot the monster from the inside of its mouth with his cannon. Akira must also had to use VSI to visualize the terrain and understand the spatial relationships between himself, the monster, and Kuro & Oogami. Then he had find out how to position himself in a way his teleportation would not be visible to Kuro or Oogami all whilst being attacked by a giant monster that could kill him with a single punch. Then after Akira was in the right spot he put his life in Yuuri's hands and trusted that she'd believe he could teleport.

[Methods, Creativity, Planning, Strategy, VSI, Composure, Mental fortitude, Stress tolerance, Cognitive discipline]

Chapter 35

Mion had announced a new quest which is a full-out war between the green and red team with the rules simply being, the team who hunts down the opposing

teams “king” wins, you can use any means necessary to steal someones terminal (the phone everyone has) and the transmit their data to your terminal which is counts as a kill, you can kill other opponents beside the king and gain points from that and if you gain enough you’ll gain an advantage like sealing the kings ability. To prepare for the war Akira wants to test some more abilities he can gain with the help of Yuuri. Akira asks Yuri to imagine he has “the ability to shapeshift into anything” but of course that would’nt work as it’s a super vague description and its hard to visualise, so to counter this Akira tells Yuri that he’s going to walk behind a tree then tells her to imagine he has ability to shapeshift into someone she’s thinking of and then he’ll come out from behind the tree, this would actually work because its easier to visualise. The ability works with him shapeshifting into a girl he was secretly talking to earlier, which makes Akira ask her if she saw them together which she did.

[Tactics, Creativity, Intuition]

Chapter 36

Shirisagi has told Akira to go negotiate with the blue team leader (named Omoto Iori), to potentially get some allies to fight on the green team. He starts his negotiation with asking them to join the green team in the war, however the blue team say their members are made up of people who want nothing to do with the red and green teams dispute. So Akira’s next stage is to bribe, he says he’ll pay 200 points to anyone who joins and an extra 500 points for each terminal they steal. He explains to them how their team struggles to get points and how the green team always participates in large scale quests and have been saving a large surplus of points. He then says he wants Omoto to send a message that the green teams are hiring ‘mercenaries’ just to spread the word around. Omoto says he’ll send this message on the condition Yuuri joins the blue team. Akira immediately declines with no hesitation, he exaggerates saying twenty ability users don’t match up to Yuuri and that if he really wanted her he’d have to fight under his command because he’d be able to replace her with his amount of power. Omoto then says he doesn’t want Yuuri anymore and decides he’ll just send the message.

[Persuasion, Negotiation, Strategic thinking]

Chapter 39

The war finally begins, it takes place in district S, the pentagram zone, 4 hours north-west of green teams base (This was area Akira first entered when the third programme started). Akira predicted that the war would take place there. He

figured it out by thinking back to his earlier deduction that Mion's goal is for people to kill each other with their abilities. He figures they would choose an unique area for the fight and using his terminal he found 12 unique areas, the next thing he deduced was that the area had to have diverse geographical features that would allow all kinds of abilities and strategies to be used, he found 3 out of the 12 areas that met that condition and went to these locations in person to observe them himself, and he noticed that out of the three areas, one of them had cameras everywhere, hidden in trees. Akira had noticed these cameras peaking out the leaves of the trees as soon as he entered the area at the beginning. In truth there were cameras in all 3 areas but from his observations he could tell this specific area had more cameras then the rest. The number of cameras placed led him to believe the host wanted to capture every single fight and every single detail that would take place in the war, which meant that would be the location of the war. Although the size of the areas is never mentioned I assume it is pretty big but I think his observations is more impressive then it sounds because the only way he could tell district S would be location is that if he wandered around each of the three areas and carefully observed the amount of cameras in the trees and then he would have to the memorise the amount of cameras in each area and compare them in his head to deduce which one had the most hidden cameras.

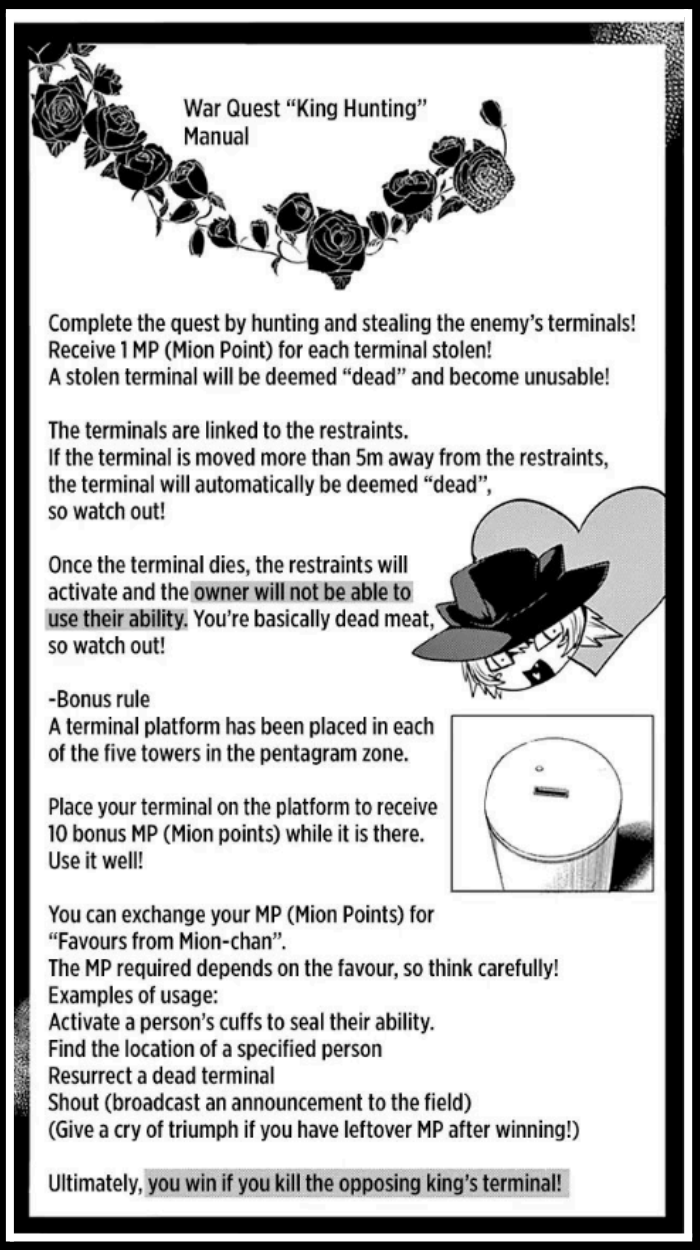
[PSI, WMI, Perception, Observation, Connecting-the-dots, Information gathering, Analytical thinking, Critical thinking, Deductive reasoning, PRI, Spatial Intelligence, Inductive reasoning, Logical Reasoning, Observation, Prediction]

Chapter 44

In the war, Akira knew Yuuri is bound to end up fighting Oogami, the red times strongest member who seems to have the same ability as her, the one that let's you buff all his physical stats by 5x. Akira tells her that even though they both have that ability, it's clear from his muscular physique that the battle would be one sided. So Akira explains that she'll have to rely on her agility instead. This is the strategy Akira proposes, firstly that Yuuri uses a hit and run tactic constantly until Oogami catches on and tries to grab her before she can run again. Oogami will be confident that Yuuri has lost once he's grabbed her arm, however, Akira explains that when humans grab hold of someone, they instinctively pull them in but when Oogami attempts to do that, Yuuri can kick him and counterattack. This strategy works but Akira comes to the conclusion that this won't finish Oogami off. His reasoning for this is that Yuuri ability allows her to move and strike at extreme speeds without her

limbs taking damage, meaning when her physical stats are increased by 5x, her body adjusts so it can handle the forces. This means that Oogami, who is more than twice Yuuri's weight, will be able to withstand much more physical trauma.

[Knowledge application, Tactics, Analytical thinking, Critical thinking, Logical reasoning]



Chapter 46

Yuuri had ended up leaving Akira due to a little arguement, which puts him at a disadvantage because he does not have anyone who can help him switch between abilities or even use the cannon, and not all red team members are aware of Akira's fake ability. Akira had already thought of a plan in case he and Yuuri split up, meaning he had anticipated it would happen. The main reason it happened was that

Yuuri wanted to protect the green team members from Oogami and she was worried Akira was using her. Akira must have understood her personality well enough to anticipate her leaving, he had tried persuading to not leave at first but failed as Yuuri had questioned what she meant to Akira, this must mean Akira is aware that he has a limit and cannot persuade anyone which is why had a contingency for this in the first place. He called Kirisaki and offered him a one-on-one fight and informed him of his location; he knew he could not refuse because he held a grudge against him since his defeat in the first programme. Before he made that call he made a deal with Rin (a former enemy on the red team). He had asked her to call one of the red team members and inform him that a green team member was being attacked by a boy on the blue team, and that this would be an excellent opportunity for him to kill Akira while he's outnumbered. However, Akira knew that because he challenged Kirisaki to a duel, he would not be satisfied if Akira lost to someone else, so he would team up with him to outnumber the red team member, which is good because he knows he has the cannon ability. Rin's only condition was that she'll kill one of the red team members and if Akira win's he should tell Mion that she was the green team's spy that way Rin wins no matter which team ends up victorious. Also Rin tries to seduce Akira by wrapping her hand around his arms and pressing her breast against him and whispering in his ear that she'll make him feel much better then Yuuri (I would've folded) but Akira shoves her away. It probably does help that Akira witnessed this woman murder someone in plain sight but still I'm sure someone out there's into that.

[Anticipation, Planning, Problem-solving, Creative thinking, Emotional Understanding, Cognitive discipline, Impulse Control, Manipulation resistance]

Chapter 47

Akira and Kirisaki are both fighting a Red team member, named Rindou Masakado, his ability is the same as Kirisakis (Akira already knew this from the information he got from Tarara Ringo), the ability to turn a stick into a blade that can slice through anything. Akira and Kirisaki have figured this out but they don't know he is able to cut distant objects in a straight line before him with a technique. Kirisaki notes that he uses a technique called Iaijutsu (a Japanese combative quick-draw sword technique). Kirisaki finds out later that the mystery behind Rindou's invisible attacks, to be more specific there's a layer of wood inside of Rindou's scabbard and he held the exposed part of the wood on the opening of the scabbard and activated his ability, using the Iaijutsu method he could the change the inside of the scabbard to also become a blade that can cut through anything so his sword could slide against

it. Akira isn't able to follow his attacks, almost like their invisible. Akira shoots his cannon in his pathway to stop Rindou in his tracks to buy time to make a plan. Akira notes how earlier Kirisaki's knives penetrated through his hand cannon but Rindou's invisible attacks could not. Based on this Akira concludes his Iaijutsu isn't actually hitting them but something else which he explains how he attacks from a distance. With all this info, Akira formulates a 5-step plan quickly.

1. Kirisaki ambushes Rindou, and forces him into an area between a rock and a tree
2. From his blindspot, Akira will shoot his cannon at the tree, destroying it, then shoots it again at Rindou
3. Rindou uses Iaijutsu to block the cannon and strike Akira, which is predicted.
4. Akira's first cannon that destroyed the tree, leaves multiple splinters in the air.
5. Kirisaki then uses his ability to turn those splinters into knifes and throw them at Rindou leaving him unconscious.

[PSI, Strategy, Setting traps, Misdirection, Cunning, Anticipation]

Chapter 52

Katsuya (the first green team member Akira met) is being attacked by a red team member, who is a short old man, Katsuya has burns on his arm from fighting him. Fortunately Akira found him due to figuring out he'd go the shortest possible route to go help Asuka (another green team member) fight Oogami, and that'd be the only possible place he'd run into trouble. Katsuya asks Akira why didn't go find Asuka and help her himself, Akira replies, asking if he was planning to sacrifice himself, which he was. He convinces him to leave by telling him that "Yuuri had already headed over to Asuka, but she'll have her hands full fighting so someone's gotta go save Asuka and that needs to be you, Katsuya."

After he leaves, Akira confronts the red team member named Naoharu Kamui, and tells him, "You were my objective all along." Akira has no information about his opponent's abilities, Kamui's power is to cause chemical changes in things around his hand, allowing him to make trees, stones, and metal crumble to dust; however, with people, he can only cause severe burns and corrosion. To get an idea of what his power might be, Akira picks up a few rocks and launches them at him. Without even touching them, Naoharu put his hand out, and the rocks crumbled. Akira says the rocks looked like they disintegrated rather than being broken into little pieces, meaning he must have an ability that causes fast disintegration or corrosion, which explains the burns on Katsuya's arms. The Naoharu responds, "Both Kuro and

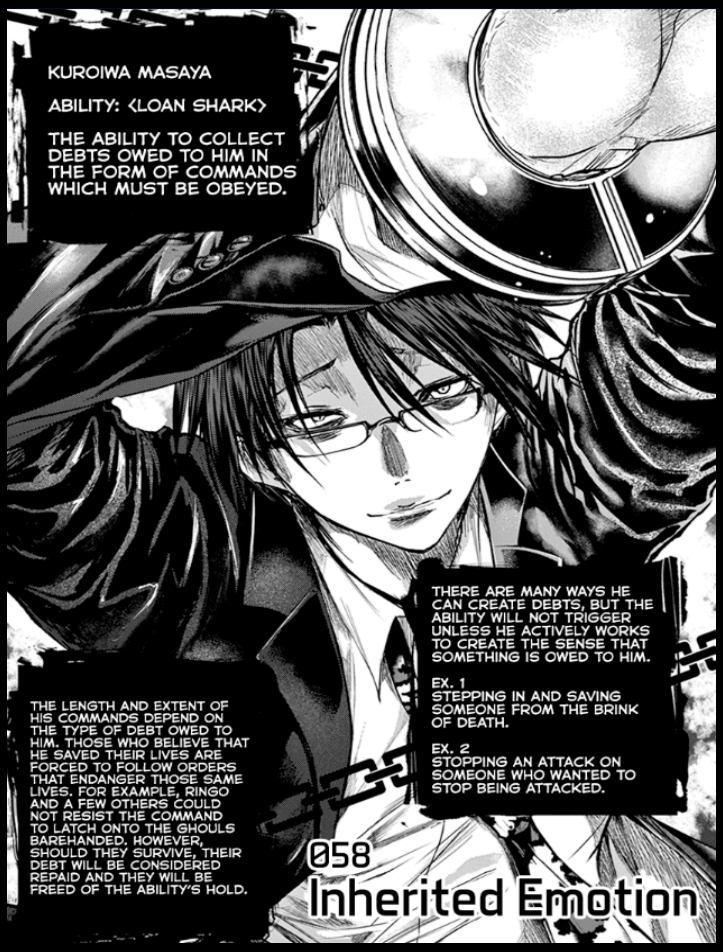
Rindou said to be wary of you, I guess they were right." This statement basically confirms to Akira that he deduced what his ability was. However, the old man deduces something himself, he states he wasn't sure at first, but he's certain his real ability isn't the cannon. He further explains how Akira threw rocks at him instead of shooting his cannon to figure out his ability because he was afraid his cannon wouldn't activate. He says the red team leader, Kuro, predicted he had more than one ability, but he thinks that Akira can't use them at will, which is why he was being cautious and didn't use the cannon. Akira doesn't respond to the Naoharu Kamui's deduction, instead, he runs away and grabs a sword behind a tree, which he must have placed there beforehand. Naoharu recognised that it was the same sword Rindou had, which led him to think that Akira defeated him, stole his sword, and copied his ability. With the old man believing Akira has Rindou's ability, Akira uses that power and slashes him. Rindou's slashes were invisible, which isn't something the old man could disintegrate. Previously, when they defeated Rindou, he took his sword, Kirisaki was confused by why he took it, as it's useless without Rindou's ability. However, Akira's real motive for taking the sword is that he thinks Rindou must have kept the real reason why he can slice things from far away a secret, so the other red team members would of assumed he could just make invisible slashes in the air, and if they see Akira with that sword, they'll believe he can do that. At the end, the old guy is completely defeated, so Akira lets him in on a secret. At the start, the old guy said his real ability isn't the cannon, but Akira knew he knew this because Akira was the one who told them, he had been pretending to have the cannon ability around his allies and enemies, but then he himself leaked information that "Akira Shiroyanagi's real ability isn't the cannon" to stir up speculation amongst his enemies and purposely make them ponder about what his true ability is.

[Social skills, Misdirection, Setting traps, Persuasion, Logical reasoning, Creative thinking, Tactic, Planning, Strategy, Observation, Tactics, Resourcefulness, Indirect manipulation, Naturalistic intelligence]

Chapter 56-63

Akira is now face-to-face with the red team leader, Kuro. He's aware of his true ability which Ringo told him. He has the ability to "forcefully collect what others owe him" to be more specific, what he does is stage scenarios where he saves someone's life then he uses his ability to make them pay him back by putting their

lives on the line for him. For a detailed explanation, look at the image below.



Now for the next 6 chapters, we witness Akira's plan to beat the Red Team leader, and I shall explain it right now.

Akira Shiroyanagi's Third Programme Plan/Strategy

So remember how, previously, Akira and Yuuri were experimenting with different abilities they could use before the war. One ability they learned to use successfully was shapeshifting, which allowed him to become another person. Before the war, a slave hunter from the red team had been captured by Kumagiri, and Kumagiri asked Akira what they should do with him. Akira told Kumagiri to hide him in a safe place until the war ended and to keep it a secret from the green team (obviously because he didn't want the spy on the green team to know about this). Akira had negotiated with the slave hunter for some information, which included the location of the red team base. With this, Akira shapeshifted into the slavehunter with the help of Yuuri and went to their base. In disguise, Akira snitched on himself to Kuro by saying he had message to relay from the spy they planted in the green team, Akira hadn't been told their was a spy but he had expected the red team would send a spy to the green team hidden amongst the slaves which you may argue was a lucky guess but actually it's just common sense. Think about it, the green team will accept

anyone old or young, strong or weak so it would be childsplay to plant a mole in a team like that and there's no way they'd pass up the opportunity but Akira was able to use this to his advantage. Anyways the message was that the ghoul definitely hit Akira, there was no way he dodged the ghoul attack, but somehow he was fine and fired the cannon. so giving him the tiny piece of information was to manipulate him into arriving at the conclusion that Akira's power wasn't just the cannon and he could have a second ability like teleportation too. This is a clever method Akira used because it would be much more suspicious if Akira had simply told Kuro that he could teleport, that could be met with scepticism because Kuro would expect if Akira had a hidden ability he would keep more well hidden then that but by doing this it makes it seem like a personal discovery. The conclusion he was supposed to come to was that Akira could use or copy multiple abilities from people around him which from Kuro's perspective makes sense since all the abilities Akira seems to have only used or copied powers from people he's interacted with, for example one of the first enemies he encountered was a red team member called Matsushita (who was a cannon user) so Kuro would assume Akira copied his ability and there is a person named Tooru Joushima on the green team who has the power to teleport so Kuro would assume the same thing. Plus when Akira was fighting the giant ghoul it looked like Akira materialising and dematerialising the cannon which is very unnatural, furthermore Akira made it obvious that he was trying to put himself in the blind spot of Kuro and Oogami which would give him the idea that there is something Akira is trying to hide. In other words Akira gave Kuro puzzle pieces so he could put together a false image. To make it more simple, look at it from Kuro's perspective. He's heard that a newcomer that just came into the 3rd programme and has been able to trick and escape four of his men which must mean he's fairly smart, furthermore it seems he has the cannon ability, the the same ability one of his four men had, which may be a bit suspicious to him as he already knows that Momoko also has a cannon ability, so is it possible that three people would be given the same ability, that's a little to coincidental so now he's wondering if the cannon is just a fake. Now he observes the green team going on their quest. He's aware of all their abilities already (thanks to Momoko being a spy) except for Shirasagi, that's why he went there in the hopes that he'd reveal it. He sees Shirasagis ability in action for the first time. He then sees Akira and Yuuri try and fight the ghoul, however Akira's cannon is materialising and dematerialising which is unatural, it's almost like he's switching between two things, although he doesn't know what yet. He sees Akira lead the ghoul to an area that's in his blindspot which could be coincidental but since he knows Akira maybe be fairly clever he could tell it was

intentional. He sees that Akira was somehow able to not die from the monster's attack, which he can only assume Akira was able to dodge really fast. Now he's received a message from one of his slave hunters (actually Akira) who's said to have delivered a message from his spy who revealed his identity to him and had him send a message since she couldn't tell him himself due to the fact Shirasagi confiscated all the terminals/phones from all members for safety reasons, from his view this seems legit as he's probably told this slave hunter that there was a spy without saying who it is, if it's before an important war then it must be valuable enough information that Momoko couldn't wait until the war started and revealed her identity to a slavehunter, he would have to assume it's possibly because Momoko would want him to be able to make preparations for this information. The slavehunter had said Momoko has seen the battle against the ghoul from a different angle and knows that it is impossible that Akira could have dodge that attack. The only other ability that Kuro knows off that could make Akira dodge that attack is the teleportation ability that one of the green team members has. Now he believes Akira can use a cannon ability and a teleportation ability and he's able to switch between the two. Kuro has no reason to believe Akira shapeshifted into the slavehunter because shapeshifting is not even an ability that has been discovered and if the green team were concealing the ability of someone who could shapeshift Momoko would know about it. Kuro knows Akira can use two abilities but that wouldn't be a problem except for the fact he's trying to hide this fact which suggest to him that their must be some kind of a weakness, a drawback, like Akira cannot use multiple abilities at will, he can only use two abilities simultaneously. This deception not only tricks Kuro but also some of the members on the red team, Akira had anticipated Kuro would pass the message down to his teammates so they would also start to get ideas. That is why Naoharu had thought Akira's ability wasn't the cannon and that he could use multiple abilities but with a limit and when he saw Akira had brought Rindou's sword with him his only logical explanation was that Akira had copied Rindou's ability. Furthermore Akira had gotten information from Ringo about Rindou's sword so he'd had already planned to steal his sword once he was defeated and beat Naoharu with it, it was just a bonus that he could convince him that the sword has invisible strikes. Back to the rest of Akira's plan, Akira had gotten a good grasp of Kuro's personality even from limited information and interactions which allowed Akira to profile Kuro as someone who wouldn't be satisfied with preparing countermeasures based on information about his enemy, he'd go the extra step to try and manipulate his enemies (which he admits he's like that too). He also profiled Kuro to be someone who'd underestimate his opponent

since his own ability was seemingly invincible and let him use multiple abilities therefore Akira using two abilities with a limit would pale in comparison and would make him confident he would win no matter what.

AKIRA'S PROFILING OF KURO

Kuro's ability to "forcefully collect what others owe him" indicates he thrives on control and manipulation. This ability suggests he may view relationships and interactions as transactions, where he is always seeking to gain leverage over others. Akira likely recognized that someone with that type of personality would not accept simple straightforward information, instead, Kuro would want to turn the tables to ensure his dominance. Someone who can basically steal and use others' abilities and manipulate situations would likely feel overconfident in their own power, often underestimating their opponents who they see as weaker especially if that enemy seemed to have a similar ability to them but with a bigger limit.

Now Akira had to deduce how Kuro would try to manipulate him in their fight and he observed three things which allowed him to anticipate how the entire fight would go, firstly he anticipated that Kuro would use a knife to try and stab him if he got close (he knew this because there was a knife on Kuro's table at the red team's base and no other visible weapons in sight that would be fatal), so he had secretly wrapped bags of meat and books around his chest to protect himself beforehand. Other things he observed were the various slaves he had and Saeko Zokumyo (another slave Kuro had under his control) however her ability allows her to remotely enlarge marbles to the size of a wrecking ball and he predicted Kuro would use her power to try and corner Akira, limit where he could move and force him to teleport. In the middle of the fight, Akira says to Kuro, "Is this the kingdom you're trying to create?" which stalls Kuro's attack for a moment since Kuro wouldn't expect Akira to know about his idea of creating a kingdom. This gives Akira time to provoke Kuro; he says "You have no idea how I'm able to use so many different abilities, do you? and "You thought our leader's ability was the power to nullify incoming attacks up until recently", Akira reminds Kuro of these two points, firstly the fact Akira can use multiple abilities and secondly what Shirasagi's ability was, this was to make Kuro think of Shirsagi's ability later on. Akira knew he had to use Shirasagi's ability the moment Kuro told Akira that he suspects he's the green team's king, because this meant Shirasagi was defeated, who was the original suspect for being the king. However, due to stalling Kuro's attack, Akira had activated the condition to Kuro's loanshark ability since, technically, Kuro stopped an attack on someone who didn't want to be attacked. You'll be happy to know this

was all intentional on Akira's part, Akira figured that he would take this opportunity to force him into debt with his ability. So now that Kuro has Akira in chains and is surrounded by his slaves, Kuro is anticipating that Akira's only option is to use his teleportation to get out of the situation and try to attack him, and Akira does just that, and Kuro stabs him in the chest. As you already know, he's shielded by the books and meat bags. There is a decent argument to be made hear, that argument being that Akira would have been killed if Kuro had decided to stab Akira is his head or neck instead. However he already knows what type of person Kuro is, he knows he wouldn't just kill him instantly because instead he'd want to watch him bleed as he gloats about how outplayed Akira, on top of that it's just more common to be stabbed in the heart then in the neck. Akira and Kuro exchange some dialogue with Kuro giving a very long speech about how he let Akira buy time and how he's been pulling his strings the entire time and Akira replies and says "Are you sure? You manipulated me into this situation or so you think but what if I was the one manipulating you? And I was making you think you were in control?". Akira then tells Kuro, "Here we are, face to face, negotiating.'' This immediately makes Kuro think of Shirasagi's power which if you didn't know already is the ability to designate a target to "negotiate" with, from there, any damage that you suffer during the negotiation is nullified. By declaring the "negotiation breakdown", you can return to the target all the damage that he tried to inflict on him during the negotiation at the cost of also hurting himself. It depends on what your interpretation of a negotiation is but one definition of a negotiation states "to have formal discussions with someone in order to reach an agreement" and you could say that their exchange of dialogue fits that description as Kuro and Akira are discussing their positions, intentions, and actions in a manner that could be construed as negotiating the terms of their power dynamic. However I may be wrong because I got that description from the BI5S wiki but I heard from the anime that his power was to redirect Kinetic energy which makes the whole thing a lot simpler to understand and I may have a wrote a bunch of useless information. Anyway with Shirasagi's power Akira blasts Kuro away. Unexpectedly, Kuro had one last move. I didn't mention it before, but by going to towers, you get points, and you can use them to buy various things. Akira used these points to find where Kuro was in the first place. Anyway, as soon as he realised he was losing, Kuro released his slaves intentionally to make it seem like he was so close to death that his ability was removed and that swayed Akira into going to help Yuuri, then he had his slaves get points from towers, and with the points, he gained the ability to seal Yuuri's 5x physical strength ability. The reason he did not decide to seal Akira's ability is

because he was never really interested in what his power really was in the first place and he believes if it just allows him to copy abilities off of other people then that won't help him beat Oogami who he has full confidence can beat anyone when he's at 100% therefore it would make more sense for him to seal the ability of the person who has the same power as Oogami and almost the same skill. Unfortunately for him Akira anticipated an outcome like this. Akira used one of his points to use "shout." This lets you broadcast your voice all throughout the island, Akira used this and told Oogami he's the green team king and that they should settle it one king to another and that if he kills Yuri, Kuro's death will be in vain. This persuasion works, and Oogami promises not to kill her as long as he comes. Akira knew that there was a good chance Yuuri wouldn't be able to beat Oogami even with help from Kirisaki and the others therefore he would have to be the one to defeat him. Akira tried using the quintupling physical strength ability before and found it was impossible for him to move freely and fight, so Akira did physical training with Yuuri for 10 days. However, even with the training, it was possible he'd miss the punch, so he had to punch him in a moment where Oogami couldn't move much. So Yuuri believed Akira could increase his physical strength by 10x and then Akira punched Oogami, completely knocking him out, albeit he fell on the floor in the process but without the training, his arm would've probably broke. Akira successfully beat Kuro, Oogami and the other red team members while under the pressure of having his and the lives of all of the green team members weighing on his shoulders. It's to be noted if you were to use the third programme strategy in a debate it shouldn't just be based around this section but everything Akira does beforehand which leads up to this, meaning befriending and sharing secret with Yuuri, finding way to switch between abilities, negotiating with blue team, making deal with Rin, teaming up with Kirisaki to defeat Rindou, stealing Rindou's sword and fighting Naoharu Kamui. Akira had already had a vision for how his plan would go days before the war started, he just left some gaps in between that could easily be adapted or built upon.

[Fabrication, Information control, Information gathering, Acting skills, Concealment, Planning, Strategy, Logical manipulation, Event manipulation, Indirect manipulation, Direct manipulation, Psychological Profiling, Psychological Insight, Problem-solving, Anticipation, Prediction, Strategic deception, Mass deception, Verbal deception, Misdirection, Setting traps, Trap evasion, Self-awareness, Creative thinking, Lateral thinking, Critical Thinking, Logical Thinking, Mental Fortitude, Stress Tolerance]

Chapter 65

It is the first day of the fourth programme. There are twelve participants, who each received messaged location coordinates that they're supposed to go to for a meeting of some kind. Now they're in the real word but technically still participating they all have a black striped tattoo on their wrist. Akira and Yuuri go to the location, which is a plaza, they stay close by it but don't actually go to the plaza. Akira's reason for this is that there are 12 participants (Mion as the 12th participant), half of whom he doesn't know, so it would be careless for him to be one of the first people to show up there. After this, Akira is reunited with some old friends and the game rules are explained (In short, it's a team based battle royale with 66 people, 6 teams with 10 people on each team, the last 6 move on, the zone will shrink, you can kill teammates but your ability will be suspended for 24 hours)

[Logical thinking, Decision-making]

Chapter 67-68

Before the green team leader died, Akira was told by Shirasagi that he killed the man who took his daughter's life and that he wanted him to deliver a message to his wife. Shirasagi tells Akira that there was a criminal called Iizuka Reiji who got wind that Shirasagi was on his tail so he arranged a hit on his car but he wasn't in the car that day, it was his pregnant daughter. Later his wife got a called from Iizuka telling her it was Shirasagi's fault that his daughter died (Shirasagi had let his daughter ride his car unaccompanied). After that Shirsagi went to Iizuka's office and beat him to death with a wrench but in the process of killing him he took a fatal gunshot. Akira, Yuuri and Shirasagi's wife sit down together and the wife tells them some information. She says that yesterday her husband's prosecution office called and just before he was set to begin prosecution there was an incident in the office. It looked like he had been there and left but they aren't sure of his whereabouts and wanted her to let them know if she received any contact. She had a hunch that Shirasagi had set out to avenge his daughters death. The wife asks if he'll ever come back but Akira freezes up.

ANTI FEAT: Akira was supposed to lie to the leader's wife and say Shirasagi might return (even though he's dead) but he lacked the courage to lie to her a widow's face. Yuuri tells him he couldn't lie about that but he's a kind person. Unfortunate anti-feat but necessary for the character writing I suppose.

Akira realises that the leader should have been shot dead at the office after what he did but he was no where to be found, meaning programme participants that are

taken away after their death are considered missing people. While talking to Yuuri, Akira has a sudden thought and thinks back to what the wife had said, she said "I'm sure he set out to avenge our daughter", he thinks about why she said the word "avenge" and not "avenged". He wonders if perhaps Iizuka Reiji is not dead. Shirasagi, before he left, had told Akira that he killed Iizuka with his own hands and if there was a body, then the prosecutor's office would have been notified. Therefore the only logical explanation Akira can come up with is that Iizuka's body also disappeared and that means he's also a programme participant. This means that it's possible that Iizuka would have gone on to the fourth programme, advancing from a different set of players in the third programme, just so he could get his revenge on Shirasagi for killing him, not knowing he had already died in the third programme. After Akira's deductions, he was going to call out to Yuuri before the little girl (Lilia) Yuuri had with her was shot. Akira was going to give an explanation to Yuuri because he had already realised they were in danger because he knows that Iizuka must have been monitoring the leader's house, which is where they met his wife, and now Iizuka found out Akira and Yuuri were participating in the fourth programme and since he can't get revenge on Shirasagi he'll act his revenge on them. Keep in mind Akira deduced this all from the word "avenge".

[Empathy, Self Awareness, Logical thinking, Analytical thinking, Critical thinking, Intuition, Deductive reasoning, Logical reasoning, Abductive reasoning, Verbal reasoning]

Chapter 70-71

Now Akira and Yuuri are in a battle. A man who seems to be working with Iizuka is engaged in battle with Yuuri. Despite Yuuri's 5x physical strength ability, her attacks had no effect on him. Akira noticed that the man is strangely trying to reach his hand out to Yuuri to touch her. Akira shouts out and warns Yuuri to not let him touch her (because obviously if he's trying to touch her instead of fighting then his ability must have something to do with his hands). Yuuri and the man continue in combat for a while before the man get's a touch on her arm for a brief second, causing it to twist in an instantaneous and quick rotation. The man then gets some marbles out from his pockets and with his ability he allows the marbles to spin around his body in a spiral so quick they look blurry. Then the man stops the marbles from spinning and shoots them at a speed so fast they act like bullets. Akira has already figured it by now, that this guys ability is "rotation". Akira's idea of what his ability is, which he deduces perfectly, is that he can induce rotation in things he touches, there's the spinning mode, where it rotates about itself and the revolution mode, where things

he's touched rotate about him. Akira deduced this from the fact he turned Yuuri's arm in an attempt to instantly break it (which is the spinning mode) and the fast-orbiting balls around him can be fired off using a centrifugal force (which is the revolution mode). However Akira realise that this rotation powered man is only an accomplice of Iizuka and not him due to the fact he doesn't match the age given from Shirasagi's description and he is able to shrug of attacks from Yuuri which must be the cause of someone else's ability as his power is only rotation, and that someone else is Iizuka Reiji. Now, Akira's main goal is to locate Iizuka and ask Yuuri to hold the rotation guy off. Akira leaves the wounded Lilia hidden in the park. Akira stands at the top of the playground equipment to get a better look. Akira knows he's hiding in plain sight among the many people. After people start going home, the number of suspects should decrease slightly. Akira has already narrowed it down to three possibilities and this is how. First off Akira tries deduce what kind of archetype Iizuka's ability must be. Since his ability is not being used on Yuuri or any objects it must be an ability that can only be used on a specific target, similar to Akira's power but he doubts their abilities are the same as his target would need to know about him which is unlikely if uses it from far away. Akira deduces that the condition for his ability may be that he just has to be able to see the target which would explain the location of a park (a large wide open area) where he can easily see them. Furthermore his watching area must be from a high vintage point where he can see from far away, somewhere far away from the sun so it isn't in his eyes, somewhere most people can't enter to avoid getting distracted, he'll be wearing something that hides his participant tattoo, and according to Shirasagi he should be a large man close to his age. This is where he spots three people who meet these conditions. It's hard to tell the exact moment and time but the manga shows Akira spotting all three people a panel or two below Akira's internal dialogue which suggest he scanned the area and found the three suspects based on the premises in around 3 seconds which is quite impressive PSI and observation. There is a doc that explains this PSI feat in more depth, however I do believe the analysis in the doc highballed the feat.


They were waiting to see if anyone showed up!
They must have been watching the house...
He's using the people around here to hide in plain sight.
From what I've seen, is Iizuki Reiji's ability some form of ability that can be used from far away?
Could it be that, for his ability, he just needs to be able to see the [Target]?
However, I doubt that they are the same, as his target would need to know about him and that's unlikely if he uses it from far away.
My own ability has its own rules involving [Targets].
It must be an ability that can only be used on a specific [Target].
Judging from the fact that he isn't using his ability on Yuuri or any objects...
Watching us fight in an open space and supporting that man with his ability.
He can easily see us here while remaining hidden.
So that's why he used this park then! It's a large, wide, and open area.
PAEAN SCANS



Now that he suspects three people, he still doesn't know how to narrow it down more then that and he does not have a plan for how to deal with them even if he does discover them. The only way Akira can reveal Iizuka's identity is by tricking him into doing something only someone in his position would do. So this is where Akira's trick comes in, Akira purposely runs in front of a truck and with the swerving noise of tires and the sound of the horn it would cause a lot of mayhem which causes bystanders to stare at him, this is standard human behaviour. However, Iizuka instincts would tell him to not look at Akira in the fear that he might notice him looking at him when in actuality it's more suspicious that he doesn't look at him

and Akira notices that out of the three suspects, only one of them wasn't looking at him like a normal human being. Iizuka didn't need to look and try to figure out what happened to Akira when he had been watching Akira the entire time. Furthermore Akira knew Iizuka needed to keep an eye on rotation guy so he wouldn't be giving his full attention to Akira so when Iizuka had is eyes off Akira he could quickly rush to his location. Now that Akira is face-to-face with Iizuka, he tells him to surrender and use his ability to heal Yuuri and that if she dies he will kill him. Akira starts to run towards Iizuka, as he's running he steps on some shards on the ground and Iizuka uses his ability to make the shards reform into a pot and in the process the shards stab into Akira's leg and then cut of the end of his leg completely. Akira is definitely in pain when this happens, it shows on his face, but he doesn't cry out or yell when this happens. That's when Iizuka's true ability is revealed, which is to undo things that he sees happen in front of him. Now, Akira was already aware that Iizuka could set up a trap for Akira to surprise him in the possibility that his ability wasn't just healing, from hearing Shirasagi's story about him Akira knew Iizuka wasn't some dumb criminal and he was cunning. Akira was willing to walk into that trap because then that meant he would find out what his true ability is. Akira may have not known specifically that he would lose almost half of his leg but he was ready for anything that could happen to him, which is still very brave. I really think it should be said but I think this is incredible EM and Mental Fortitude. For reference, traumatic amputations are typically rated 9-10/10 on pain scales.

For comparison:

Severe burns: 8-9/10

Compound fractures: 7-8/10

Kidney stones: 8-9/10

The body's natural response to this level of trauma includes:

Shock: Blood pressure drops, tunnel vision, confusion

Neurogenic pain: The severing of nerves creates an electrical "fire" sensation

Panic response: Fight-or-flight activated at maximum intensity

Potential unconsciousness: Many people simply pass out from this level of pain

Combat medics report that soldiers who suffer traumatic amputations typically:

Scream uncontrollably

Enter immediate shock

Lose cognitive function for 30+ seconds minimum

Require immediate sedation if conscious

Now, if you've read the chapter you'll notice Akira does not cry out or scream even once. He simply just processes the information in front of him. While this happened he still has internal dialogue which shows there was zero cognitive impairment from shock or pain.
Obviously Akira isn't a superhuman, he's still feeling the pain. However if you look at the manga panels you can observe Akira's facial expression, His eyes are wide open from the shock at seeing his injury and he has sweat drops. However he also has gritted teeth for most of time which shows he's constantly managing the pain. Akira doesn't even collapse because of blood loss (unlike a another character I know from a survival game manga).
Anyway its crazy because Akira is more composed than a trained soldier would be.

After this, Yuuri leads the rotation guy to a sand pit under Akira's instructions , and this way his rotating objects would make a mini sand storm and make it hard for Izuka to see him to undo his damages. Akira tells Iizuka that she can take out the rotation guy without killing him. Iizuka now realises they were using telepathy to communicate with each other, this is how he told Yuuri what Iizuka's power is which made her trick the rotation guy into creating a smoke screen. Akira had decided to use telepathy to converse with Yuuri since the beginning of their battle. Now without the rotation guy being able to regenerate, Yuuri could knock him out but only enough so he couldn't move but he'd still be conscious. However Iizuka was led to believe he was already out of the programme. From his perspective, he has no partner and his ability is revealed, therefore he has no other option but to shoot and kill Akira and use him as a bargaining chip by telling Yuuri that if he joins her he'll undo Akira's death, which Akira predicted. Akira had told Yuuri that after she knocked him out that, she would hear guns shots (Akira knew Iizuka would use a gun to kill him as that is what he used to kill Shirasagi) she should follow his instructions which were to leave the rotation guy's terminal next to him and then make a phone call to him with her terminal and leave his terminal on speaker, then she should grab Lilia and come to where they are but before she did that he told her to keep the terminal hidden in her pocket during her conservation with Iiizuka. The purpose of this is that Akira predicted how the conservation between Yuuri and Iizuk would go, he knew that Yuuri would question why Iizuka would just toss his teammate aside without a care and that that Iizuka would speak very badly of the rotation guy and say he was just using him, then the rotation guy would hear this through the phone. Although Iizuka had already told Akira that he was using the

rotation guy as a robot you could say predicting Iizuka would speak poorly of the rotation guy when speaking to Yuuri was just a stroke of luck but I think there's a logical explanation for this that author had implied. When Yuuri and Akira shared a room in the third programme, Akira wanted to get to know Yuuri better so he asked Yuuri to tell him about herself. Yuuri had told Akira the story about how ever since her Dad left her, her mother would always bring random men back to her house every few months but this time the man she brought had a daughter (Lilia). Yuuri had been asked to take care of the Lilia, this was a inconvenience for Yuuri and annoyed her at first, furthermore she had no real reason to get attached to this girl as she knew how her mother rotated between men therefore that the child would be out of her life in about half a year. However unconsciously Yuuri found herself starting to care for the child for reasons not even she could figure out, she also saw bruises on Lilia's back that made Yuuri feel sorry for her. Akira inferred from Yuuri's story that her driving motivation for beating these games was so she could return and care for Lilia. Akira most likely understood Yuuri's experiences with her mother's instability and her father's abandonment likely left her yearning for a stable and loving family unit. Lilia, despite being a temporary presence, represented a chance to experience that kind of connection, even if it was fleeting. From this Akira could profile Yuuri as someone who a strong moral compass, very empathetic, and someone who resented the idea of abandonment. Now how does this profiling tie in with how Akira predictied how Yuuri would react to Iizuka leaving behind rotation guy? Well, Yuuri's care for Lilia demonstrates her capacity for empathy therefore she would see the rotation guy as a human (even if he was an enemy) and not some pawn (unlike Iizuka) so it would pain her to see that he would get abandoned by Iizuka, just as she was abandoned by her father. Akira could of guessed that the rotation guy was a pawn to Iizuka even before hearing him say his partner was robot for him to use, just from the fact that Iizuka is a heartless criminal who obviously doesn't care for anyone besides himself, if he did he would fight alongside rotation guy and not let him do all the dirty work. Akira knew Yuuri would join him, no matter how much of a devil Iizuka is, as long as he undid the damages of Akira, Lilia and the residents of house which he did under the condition that she eats a bullet so if she tries to kill him after he undos her damages then he can undo her eating bullet which would make the bullet come flying out her gut. After Iizuka had left the building, the rotation guy was waiting for him outside and then he ended up killing him, after that he ended up collapsing and they both were withdrawn from the programme. Yuuri also had no knowledge of the full extent of Akira's plan which was intentional, Yuuri is not too smart so she couldn't of figured

it out herself this is also evident by the fact she was clearly surprised when she saw Akira dead and was suprised when she saw the rotation guy kill Iizuka, furthermore when she was talking to Iizuka she was obviously showing genuine emotion. Akira withheld information about that part of plan from Yuuri because he needed Yuuri to act as naturally as possible so Iizuka wouldn't suspect anything. Akira figured there was other strategy he could use where he didn't have to die to defeat them but realises this was the only strategy that would allow Lilia to be recovered from her fatal wound and if she were left to die then Yuuri's morale would drop and she wouldn't be able to keep on going. Also this basically counts as Emotional Engagement as Akira was avenging Shirasagi and using his death as a means to drive him forward and defeat Iizuuka.

[VSI, PSI, Cunning, Perception, Unpredictability, Analytical thinking, Problem-solving, Strategic thinking, Emotional Management, Emotional Understanding, Emotional Engagement, Composure, Observation, Mental fortitude, Lateral thinking, Creativity, Setting traps, Trap evasion, Anticipation, Prediction, Strategy, Deductive reasoning, Inductive reasoning, Abductive reasoning, Probabilistic reasoning]

Chapter 77

There is a person, who's referred to as "X" who killed 10 people on the first day of the programme. Over the past 6 days, Akira has been collecting news reports of incidents that could potentially be the work of ability users. It's hard to tell from the manga panel but it looks like he's collected around 20 news reports. He then stumbled upon one news report that stood out to him. The report says the corpses of Kashii Rin was found in an abandoned building with a large chunk of her body missing. There is a testimony from a local area saying they heard a loud explosion at midnight. With his terminal he can check the kill count of his teammates and it just so happens Omoto has 1 kill. Obviously this doesn't confirm that it was him but the fact there was an explosion noise and a large chunk of her body was gone, points to Omoto's cannon which Akira has seen before. Also when Mion killed one of the particpants with a cannon in the introduction, Akira saw that a large chunk of the participant's body got destroyed. Akira states it is unlikely Rin would be taken out so easily if she was found by chance, therefore it must have been an elaborate plot carried out by multiple people by forcing her into the abandoned building and subsequently killing her. This means Omoto's group is hunting down the people who are alone in their team, meaning Kirisaki will be a target of them now because as far as Akira knows Kirisaki is a lone wolf. Akira doesn't want Omoto to get more

kills and strategically he should get one or two more people join his alliance. To save Kirisaki from danger, Akira orders Yuuri, Ringo, and Kumagiri to go to his house and convince him to join. Akira's persuasive abilities are better than those three combined but he knows Kirisaki and him have a rivalry so it would complicate things if he came along. Ringo suggest to not go with the others to Kirisaki's house and instead wants to go to the crime scene where X killed the ten people so she can gather information and clues. Kumagiri says that might be a long-shot since the crime scene would still be guarded. Akira realises what Ringo's true intention is, which is to find clues on the other ability users looking into the X crime scene with her ability. Ringo says she can discover the abilities and faces of anyone around the crime scene and potentially discover who X is too if he returns to the scene of his own crime. Akira agrees that it's a good idea since Ringo's ability is supportive so it would be better then sending her to Kiriisaki's house where she could encounter Omoto and if her idea works out that then they gain a massive advantage. Akira tells her it's fine as long she doesn't stand out and that he'll go to the crime scene to join her later.

[Information Gathering, Associative thinking, Analytical thinking, Critical thinking, Reflective thinking, Casual reasoning, Deductive reasoning, Inductive reasoning]

Chapter 80-84

Akira has called his father, he said he urgently needs to meet with him. Previously Akira had made a deduction that the fact there's ten million people in Tokyo, and all 66 random participants happening to be in Tokyo is highly improbable. Furthermore some of the participants know each other, Ringo and Akira knew each other from playing World Logic Play online and Shirisagi and Iizuka Reiji also knew each other. Therefore the location being limited to Tokyo means that all the participants would have had a life in Tokyo. This also means someone close to you (a relative) could potentially be a participant. Akira had already anticipated the fact that his father has the potential to be a participant, so he went into this meeting with him prepared, by prepared I mean he was going to trick him into thinking that his real ability was teleportation. Akira and Toya have some back-and-forth banter. Toya seems to able to read Akira very well, knowing his real intentions based on his personality. Akira is aware of this fact too. He says his father always will try and steer the conversation to grant him the results he wants, even if it's with his own son. I'll mention it here for those who forgot, Toya's ability is called "missionary", it is triggered by touching the target, Toya has the ability to give someone a mission

that must be carried out. The target fulfills the mission in a conscious way, being unable to even question the motive. Toya attempts to manipulate Akira, speaking in an emotional way, saying things like he wants Akira to reconcile with him, the distance between them has grown, he wants them to be a family again. Akira doesn't react to this, instead he responds with questions. Akira says that earlier Toya had offered him a ride, Toya responds that he did offer him a ride because Akira was in a hurry, Akira says before that offer he had asked where his friend was waiting. Akira asks his father how he found he was in a hurry to get to his friend. Akira had never mentioned that he was in a hurry once, therefore his father assuming he was in a hurry is suspicious, Akira knows his Father is smart so it's possible that he could've guessed, however it is also a possibility that his Father knew he was in a hurry because he knew what happened to his friend. Meaning Toya would try and get Akira to reveal Ringo's location. Also, earlier Toya had reached his hand out to Akira, Akira thinks that that was not a hand of reconciliation but rather it was something that would let his ability activate. Akira asks his father to roll up his sleeves and reveal his wrist because in the event his Father was a participant he would had black marks around his wrist that every other participant has. Toya followed Akira's request and revealed his participation marks. Akira had successfully resisted Toya's attempts of manipulation, seen through his acting and revealed his true motives.

Toya tells Akira that his entires team data had been leaked a few hours ago which he figured was the cause of the urgent matter with his friend. Toya also had his friends in the car which Akira suspected already, he knew if his Dad was a participants he would have teammates waiting by. Now Akira is being ambushed by 6 participants who are hunting him down. Akira had his legs grabbed by one of them (#49), who's ability was to teleport from shadow to shadow. Now unable to move, one of the other hunters (#73) fire bullets at Akira with his finger. However before the bullets could make contact with him, Akira teleported. I had mentioned before that Akira wanted to trick his Father into believing his ability was teleportation. Akira had met his father and he chose the location of their meeting which was a large open area, Akira knows that his Father knows that he is smart so Toya would suspect Akira already anticipated the potential that Toya was a participant. Therefore Toya would expect that Akira would walk into this meeting with an easy escape route. Akira predicted Toya's thought process that he'd think that with an wide-open area, that if Akira had a teleportation ability and suspected any danger he could teleport to any place easily.

Now that he's teleported away from the bullets, Akira still has #49 grabbing onto his legs because when you teleport whoever is touching you during it teleports alongside you. Akira pushes away #49 and specifically pushes him onto his Father, Toya dodges out of the way but Akira's reasoning for doing this was to test what his Fathers ability was. The wire spiders kill the hunter that was pushed, Toya uses the wire spider as a cover for what his true ability is, when the wire spiders actually originate from the ability of a different user. Akira wasn't able to find out Toya's real ability but he atleast revealed the ability of one of his allies. Akira realises something is off with the hunters, after #49 had both his eyes gouged out and blood spurting from his neck and mouth he still decided to go after one of Toya's allies furthermore the other three were repeatedly saying kill like broken records, Akira concluded that they're machines with the sole purpose of winning the fourth programme which is how the fourth observer team was built. Inconveniently Akira had a cuff chained to his leg together with Kowloon (Toya's ally) by #59 who has the ability to chain anything they've touched to their hand. However for Kowloon this is convenient as Akira had been his original target anyway and he decides to try and kill him. Kowloon, seizing an opportunity, grabs the chain and performs a front flip, using centrifugal force to attempt to slam Akira into the ground. If Akira doesn't take action quickly his body will be crushed in the concrete and die a brutal death. Just as Kowloon is about to execute his slam, Akira teleports above him. This maneuver requires excellent timing. By teleporting above Kowloon Akira not only avoids the slam but positions himself on top of Kowloon when he lands which will end up slamming Kowloon down instead of himself. What makes this really impressive is that It is noted by Amana (another of Toya's allies) that it was very impressive for Akira to have thought of this in a split second (basically a fraction of a second) especially when he was flying down to ground at a fast pace. I think Amana's thoughts can be counted as a real feat for Akira considering the fact that author sometimes like to use side characters as a mouthpiece to say how impressive the protagonist is.

Calculation

Firstly I'll estimate the swing duration.

For a centrifugal slam using a chain approximately 1.5-2 meters long (based on the cuff attachment shown in the panels).

Angular velocity of a forceful overhead swing: ~4-5 radians/second

Arc traveled from peak to ground impact: ~180° (π radians)

Time for complete swing: $\pi \div 4.5 \approx 0.7$ seconds

Akira's Decision Point

From the panels, Akira doesn't react immediately when grabbed. He processes the threat as he's being lifted/swung. The visual storytelling suggests he acts roughly halfway through the swing trajectory when the danger becomes clear.
Available processing window: 0.35-0.4 seconds
Amana's statement "split second" typically refers to moments under 0.5 seconds

Within this ~0.35-0.4 second window, Akira must:
Perceive the threat (visual processing of being swung)
Analyze trajectory and impact (predict ground collision point)
Recall teleportation ability (memory retrieval)
Spatial calculation (determine optimal teleport position above Kowloon)
Execute decision (activate teleportation)

Here are the PSI benchmarks if you weren't aware of them:
Average adult (PSI = 100): ~60-70 symbols processed in 120 seconds = 0.5-0.6 items per second
High average (PSI = 110-119): ~75-85 symbols in 120 seconds = 0.6-0.7 items per second
Superior (PSI = 120-129): ~90-100 symbols in 120 seconds = 0.75-0.83 items per second
Very superior (PSI = 130+): ~105+ symbols in 120 seconds = 0.875+ items per second

Visual Information Processing Rate:
The manga shows Akira processing:
His own body position in 3D space
Kowloon's position and grip
Chain trajectory and velocity
Ground proximity (danger assessment)
Spatial relationships for teleport targeting

Conservatively, this represents 5-7 distinct visual-spatial information units processed in 0.35-0.4 seconds.
Processing rate: 5 units ÷ 0.35 seconds = 14.3 items per second
This is about 24-29 times faster than average PSI performance.

There may be arguments that for Akira, there was no “processing” at all, it was just instinct. Well I disagree.
There is:

- Conscious strategic thinking (choosing to reverse the attack)
- Novel problem-solving (not a practiced reflex)
- Deliberate ability selection

Definitely not just instinct or a subconscious process.

Another hunter (#65) with electricity running through his hand charges at Akira and Kowloon, he had the ability to discharge electricity from his hands, because of the chain that links them together Akira realises that the electricity will hit both of them if they don’t dodge it. He teleports away, and puts himself in a position where Kowloon and him are back-to-back. He does this because he knows Kowloon can’t get rid of all the hunters by himself so he positions himself this way to maintain a three-way situation, so both Akira and Kowloon have an eye on their opponents. One of hunters (#102) had the ability to turn a tree branch into any weapon they want. #102 threw a kusarigama (“Chain-sickle”) onto the chain that attached Akira to Kowloon. Once Akira saw what #102 did, he predicted what their tactic was going to be. Akira whispered to Kowloon that #65 will receive the weapon from #102 and then spread electricity to the kusarigama so it would spread through chains and onto them. Now Akira had Kowloon follow his movements and had him take out #65 before he could electrocute the weapon. After that all the hunters except for one was wiped out. The chain that was on Akira broke and Akira instantly teleported away and escaped.

[Strategy, Stress tolerance, Non-Linear Thinking, Fast thinking, Reflective thinking, Focused Thinking, Improvising, Analytical Thinking, Abductive reasoning, Logical reasoning, Setting traps, Tactics, Prediction, Anticipation, PSI, Emotional Understanding, Emotional Perception, Psychological Profiling, Seeing Through People, Manipulation resistance]

Chapter 96

Yuuri, Kirisaki, Kumagiri and some others have already been teleported to the calamity but Akira does not know this. Similar to any other battle royale the field will frequently shrink. Those who step outside that field will have feathers that will spawn around them. Players will be teleported to the calamity if they touch any of these feathers. The number of feathers increases the further you are away from the field. Akira received a text from Kitajima, he decided to go to Kirisaki’s place since

Ringo is 2 hours away even by Taxi. Akira goes to the location Kirisaki, Yuuri and Kumagiri were, a dojo belonging to Kirisaki's grandma, we'll call it the Kirisaki residence. Kirisaki's grandma tells him Kirisaki, Yuuri and another unknown girl were in the dojo then suddenly melted and disappeared. Akira had seen Kumagiri's jacket on the stair entrance to the dojo with no trace of Kumagiri meaning even people who were elsewhere vanished. Akira abduces that Yuuri must have split up with Kumagiri because there was an enemy on the stairs. He asks Kirisaki's grandma whether she saw a large man with long hair, she says no and that she only saw her grandson and the two young girls. He questions whether that enemy was responsible for their disappearance but that wouldn't add up. Akira deduces that Yuuri and Kumagiri encountered an enemy on the stairs and they split up because they knew Kirisaki was under attack, that way Kumagiri could fight the enemy on the stairs and Yuuri could fight the person that put Kirisaki in danger. Akira knows that Kirisaki and Yuuri were fighting some girl with a sugar based ability so Akira deduces that that girl must have an ally of the enemy on the stairs. This makes sense as while the girl had Kirisaki trapped in the dojo she would have told her ally to wait near the stair entrance and ambush anyone that came in an attempt to enter the dojo and save Kirisaki. However the reason the conclusion that the enemy on the stairs erased Kirisaki, Yuuri, and Kumagiri makes no sense is because the girl that was fighting Kirisaki also dissappeared which makes no sense to erase your own ally. It would seem far-fetched to conclude that the enemy on the stairs erased and killed all three of them just to keep his own ability hidden. The reason this is a far-fetched conclusion is because of the fact Kirisaki's grandma wasn't erased even though she was present and saw the whole thing unfold, so if they would go as far as to erase their own ally to keep their ability a secret then they'd have no reason to not erase Kirisaki's grandma who was an eyewitness. Therefore the enemy on the stairs must have been erased too. This means every participant that were around Kirisaki's residence was erased. Akira had received a text on his way to Kirisaki's location. It was from Omoto, it said "It's time to repay the debt you owe for the third program. I will be waiting in the calamity". From this message Akira deduces that Yuuri and the others weren't killed by an enemy ability, Omoto must know this too which is why he sent the text. What Omoto is really trying to say is that he should come if he wants to save his friends. Earlier Mion said the calamity was a system to accelerate the clearing condition, basically it's to reduce the number of participants. If the calamity was meant to isolate participants that met a certain condition that would line up with what Mion and Omoto said. If Yuuri and the others were caught by the calamity then the reason he or Ringo wasn't caught by it was because he

was too far away. Akira goes back to his early point that only participants around Kirisaki's residence was caught by the calamity. If thats the case then the condition for transporting to the calamity must be the location, Kirisaki's residence is far away from the city center so the criteria that must be met for entering the calamity is being in a location far away from the city center. Previously Mion had said there was a field in place to prevent participants from leaving Tokyo but she had never specified what happens if you left that field. Akira had first interpreted this as Mion had just omitted it because there was no reason to leave when we chose to be there. In reality her not specifying what would happen was a hint. Akira deduces the calamity is a system that gets rid of those who try to leave Tokyo and those who are unaware of the condition of how it works. Yuuri, Kumagiri, Kirisaki and the enemies didn't disappear when they first entered the dojo, the field is constantly shrinking so while they were fighting, the dojo they were in went outside the field. There are feathers all the over the floor with more and more appearing, Akira figures they must be some kind of the trap the field leaves behind since he himself is a participant and is outside the field yet he has not started melting and disapearing. Akira is aware of the risk of entering the calamity at that moment, his ability is useless while alone, there's no guarantee he'll join up with Yuuri and the others, he has no idea what awaits him in the calamity, it would be suicide to go in. Despite all these risk, Akira is determined to do anything to win the games. Akira grabs one of the feathers which he abduces was the condition fo r entering the calamity and then he was teleported to the calamity.

[FRI, Associative Thinking, Non Linear Thinking, Analytical Thinking, Abductive Reasoning, Composure, Perseverance, Risk-taking, Decision-making]

Chapter 104

Now Akira is in the calamity. After escaping some zombies, he locks himself in the operation room of a tea cup ride. The location of the calamity is a huge amusement park called "Neverland", however the amusement park is abandoned and supposedly some kind of duplicate. All the participants have been there before. Akira notices the ferris wheel is slightly moving and the lights are working, meaning that even if the park looks abandoned the electrical system is still functioning. The ferris wheel couldn't of turned on by itself so atleast someone has to be close by. Akira decides to make use of the fact that electricity still works. Akira grabs a crowbar he finds on the floor then he switches on the tea cup ride which spins in circles. Akira then smashes the window in the operation room with the crowbar and then leaps out onto the teacup ride stage which is accompanied by many zombies.

When landing he impales one of the zombies near to him with the crowbar and runs away. Due to Akira turning on the teacup ride early, the spinning cups made it hard for the zombies to manuever with many zombies being hit by the cups or clumsy tripping and falling into them. Akira had observed the zombies movements before and realised that with the way they move it would be tricky for them to walk around on the ride with the non-linear moving cups acting as obstacles. Akira manages to successfully escape. Another zombie attempts to sneak up on Akira from behind, fortunately Akira notices and whacks him away with the crowbar. However this zombie isn't dressed like the others which Akira notices the zombies attempts to attack Akira again but fails as he's pushed away. He says "Toya sama...? I did it Kumagiri is...Toya sama". Akira realises that this zombie must have been a participant on his father's team. He abduces that if he dies here he'll become a zombie, his words also make him question if Kumagiri is dead. The previously human zombie begs Akira to kill after making it clear he was in pain. Akira doesn't hesitate and accepts his request. After this, Akira had allowed himself to be pushed into a balloon stand by a zombie, breaking the stand and releasing the balloons into the air. Akira's reason for doing this was because of a story Yuuri had told him in the third program, it was when Yuuri was a kid at the Neverland amusement park and was holding a balloon and then had let go of it, resulting in her mother getting angry and her father trying to calm her down, Yuuri had told Akira it is the strongest remaining memory she had of her family. Letting the balloons release into the air was a signal for Yuuri as she had only told Akira this story, and she knew Akira would want to find her if he entered the calamity so Akira put all his trust into Yuuri following her gut and going to his location. Akira says it's a risk but in reality the balloon signal tactic would work more often then not if you have a good grasp of Yuuri's personality, which Akira does, you would know Yuuri is one to follow her instincts and she isn't the type to abandon people so that's why Akira was confident that Yuuri would come for her.

[Emotional Understanding, Mental Fortitude, Stress tolerance, Impulse Management, Perseverance, Environmental Adaptability, Improvising, Anticipation, Setting traps]

Chapter 109-133

Now that Akira is reunited with Yuuri he is met with some new companions that Yuuri made. Ryuji Inose, Claire Kuroki and Hoshino, who was someone they had met in the 2nd programme and had turned out to be the fifth observer. Not fully trusting Akira yet, Claire asks him to reveal his ability before they travel together.

Beforehand Akira had told Akira he still wants people to not know his true ability as it would be useless if it was known. Akira had anticipated that any new people he was met with would probably want to confirm what his ability was so they could trust him so when Claire had askes him to reveal it, Akira gave a brief side eye to Yuuri, which was a signal for her that meant that she should think that his ability was the cannon. After this, Akira's cannon materialises, Akira knew that even then they may be still suspicious so Akira comes up with a convincing reason as to why he only showed what his cannon was right then. He said he has be careful how to use it because the noise might attract zombies nearby, which is a valid reason but also kind of explains why Akira didn't protect himself when he was surrounded by zombies. They are now in the control room of the park where there are cameras which they can use to find the locations of the other participants and the zombies. Akira wants to beat the observer of the calamity at his own game which means he would have to gather the other participants in the park. Since they don't know when the calamity will strike, that must mean the calamity falls under control of the observers. They are able to find Kumagiri and Kirisaki on the map, and Akira tells them to note down their locations on the map. Now we're onto Akira's plan to trap Leonhart. Claire and Akira are both looking at the map, in order to reach the castle they have to go to a rope-way. However in order to reach the rope-way they have to go through Viking Island, which is an attraction surrounded by walls and water and there'd be no escape if something happened while they were in there. If they decided to no go through Viking Island they could take a Detour but that would end up delaying the group too much so they have no choice but to go through there. Then Akira had to find a way to contact Kirisaki, Ryuji had an ability called Vision Revealer which allows the user to hijack the vision of a target's right eye which essentially lets the target see what the users seeing. Akira told Ryuji to hijack Kirisaki's right eye, then for him to look at him while he's holding up a message on a piece of paper. Akira held up a series of message which he had prepared beforehand, the messages on the papers were

1. "Can you see us? We are also in the calamity. We found you with the cameras"
2. "We found an ally who jack the other person's eye" (Akira knew Kirisaki would question what had happened to his eye)
3. "We can't hear each other so just read"
4. "I will show you a map of your location and the meeting place. Get there within 30 minutes"

5. “You must be spewing a lot of bad language right about now but I can’t hear you.” (Akira had predicted Kirisaki’s angry response to his previous message)
6. “I will tell you our plan so the decision is up to you. Come if you want.”
7. “If you’re asking if it’s possible then the answer is yes” (Yet again Akira predicts what Kirisaki’s response was)
8. “You owe Yuuri a debt, don’t you? We’ll be waiting.” (It is true that it is technically Kirisaki’s fault Yuuri had been sucked into the Calamity so Akira uses this fact to persuade Kirisaki to help them)

Akira then relayed some of these messages to all the other participants he found on the cameras. They then headed off. While in Viking Island, Akira learns that Hoshino ability allows him to share the abilities of those he's monitoring. Akira asks Hoshino why he would betray the other observers to which he gives a weird answer that is he’d do anything to protect Yuuri and they had promised to get married afterwards. Akira tells Hoshino, or to put it in better words, he commanded Hoshino that he shall stay away from Yuuri. He goes on to say that after they escape the calamity that he should keep away from her because Yuuri is his partner and he will protect her. This is all an act, Akira puts on the act of jealousy and over-protectiveness to purposely provoke Hoshino. Hoshino, angered by Akira’s words, uses the sniper ability (Allows the user to transform their hand into a pistol) and points it at Akira. Akira had realises that he was Yuuri’s stalker, stalkers are known to be possessive and controlling so Akira understood that saying these words would easily anger Hoshino and get him to act hostile. With a gun pointed at his head Akira does not flinch or show any sign of shock or panic. The reason Akira did this was because he had a theory (which I’ll explain later) that observers couldn’t harm participants directly. He was already fairly confident that his theory was correct but obviously it’s better safe than sorry so Akira wanted to test this theory by angering Hoshino enough that he would get aggressive and try to kill him. Akira had read Hoshino’s facial expression (he looked angry, and had 3 tiny sweat drops running down his face and hesitated to pull the trigger when had the gun pointed at his head). This hesitation could be due to the fact Yuuri was yelling for him to stop, which would be a valid reason as Hoshino had already made it a point that he’d do anything for Yuuri. However Akira could tell by his reaction and facial expression that he wasn’t hesitating because of Yuuri or because of some moral dilemma but rather he hesitated because there was an ability at work that prevented him from pulling the trigger which explains the sweat drops as those would show emotions of sudden shock, surprise or realisation at the fact he could not kill Akira. After he put away the gun Hoshina tried to play it off as an act and

stop, however Akira saw through this act and knew the real reason, and with this, his theory was just confirmed. This is impressive EP since Akira has two different explanations available for the same physical tell, it could genuine restraint out of care for Yuri, vs. an externally imposed restriction and Akira has to arbitrate between them using only the quality of the hesitation, the trembling and the sweatdrops. This test is risk-free by the waybecause if Akira's theory had not been true Hoshina still wouldn't have shot Akira because Yuuri was there so there were no downsides to testing it out. This does make his feat of composure a little less impressive due to this fact but no matter how sure you are of something, having a gun pointed at your head would still be scary so it's still impressive.
Leonhart showed up and grabbed Hoshino, he said he knew the participants would pass through Viking Island to go to the castle due to the help of an observer. Fortunately Akira anticipated that Hoshino would deduce this and would come to Viking Island. Leonhart had zombies stationed and surrounding Akira and his companions. Akira and the others held of the zombies as long as they could so the other participants could arrive to ambush Leonhart. They all launched a series of attacks. Unfortunately even their combined strength could not overpower him. This was not a setback however and things were still going smoothly. Leonhart's ability had been revealed to be a power that allows the user to create a variety of atypical bacteria which can be used destroy his surroundings and completely annihilate people. Despite this fact Akira walks towards Leonhart unphased. Leonhart attempts to kill Akira with his ability but Akira just stands unharmed by his ability. The reason Leonhart couldn't kill Akira is because his theory was true that observers couldn't kill participants directly with their ability. Akira was able to deduce this after entering the calamity and releasing Mion wasn't the observer in charge of the calamity.

HOW AKIRA DEDUCED LEONHART CAN'T DIRECTLY KILL PARTICIPANTS WITH HIS ABILITY

Akira knew all observers other than Mion were part of the fourth program. At first he thought that this was another game where participants are forced to kill each other. However that is not the case and this program was different from the previous three. To understand the different perspective of the fourth program, Akira recalled Mion's words at the beginning.

1. "Naturally the 12th member of team Mion is myself."
2. "Since we want people on our team to survive till the end."
3. "There will be a 24 hour skill sealing penalty if you kill a member of your own team"

4. “Although it’s anomalous, we observers will also take part in this program” From this Akira concludes that while the fourth program is meant to see which of the six participants will remain, it is also a proxy war between the observers competing to see who’s team members will remain. How he came to this conclusion, well Mion had set a rule where killing members in your team results in a penalty which indicates that the Observers want to incentivize cooperation within teams while still maintaining the competitive nature of the game. This rule implies that there are boundaries set by the Observers, demonstrating that they are not just allowing unrestricted violence. Her first statement about being the 12th member of Team suggests that the Observers have a vested interest in their team's success and are also considered members of that team. Based on these facts, that means the observers must be bound by some rules since they are technically participants too. That being said, that rule is that the observers are not allowed to lay a hand on the participants. This rule would be put in place to prevent observers from killing participants on other observers teams. Kirisaki brings up the point that one of Leonhart’s zombies killed a participant, this would poke a hole in Akira’s reasoning since it would seem like a participant had been killed due to Leonhart. However Akira has an explanation for this. He figures the calamity must be the special system put in place where the observers can interfere with any participant. He already knows the whole point of the calamity is to reduce the number of participants and because of the rules they were bound by, the observers couldn’t kill participants directly whenever they pleased. Therefore they had to create an additional element to the fourth program, the ‘calamity’, which lets them interfere with the participants without touching them. This is why Leonhart, as the gamemaster, is allowed to use his ability but since he can’t kill participants with it directly, he created zombies to hunt down and kill participants, in this way can reduce the number of participants without having to break the rule he was bound by. This conclusion is further strengthened by the appearance of Hoshino. Mion said observers could participate as well and she was right. Akira deduces the reason Hoshino had not made an appearance up until now was because he was able to interfere with the participants in the calamity to some extent. Hoshino then abused this power so he entered the calamity and came to help Yuuri. By doing that he could approach and protect Yuuri without breaking the rules.

Akira’s plan hinged on this deduction. He wanted to lure Leonhart into the Viking Island, which seemed like a caged area where participants could be slaughtered easily. Akira knew Leonhart thought that the participants thought that he could kill

them without any restriction and knew that Leonhart wouldn’t know one of the participants would deduce that he couldn't harm anyone directly. Therefore all Leonhart could do was bluff and like a peacock spreading its feathers, Leonhart would try to scare all the participants with his ability and make them not want to fight him. Akira deduced Leonhart wanted to do this so participants would return to the game of tag instead of trying to ambush him.

Premise and Conclusions:
P1- Mion states “Naturally the 12th member of Team Mion is myself”
P2- Mion states “Since we want the people on our team to survive till the end”
P3- Mion states “There will be a 24 hour skill sealing penalty if you kill a member of your own team”
P4- Mion states “Although it’s anomalous, we observers will also take part in this program”
C1- The fourth program isn't just a battle between participants, but also a proxy war between observers over whose team's participants survive

P1-P4 will be said because:
- Mion is establishing the rules on day one of the program, and as the observer running it she has to disclose the framework participants are playing under
- She refers to herself as a "member" of a team rather than an outside overseer, tipping her own stake in the outcome

C1=P5

P5- The fourth program is a proxy war between observers
P6- Mion calling herself the "12th member" of her team means observers count as team members, not neutral outsiders
P7- Team members (per P3) face a penalty for killing their own teammates, meaning the game enforces restrictions on how team members can act toward each other
C2- Since observers are technically team members too, they must be bound by some restriction on their own conduct, just like participants are

P6-P7 will hold because:
- Mion applying a rule to "team members" in general, combined with her identifying as one, logically pulls observers into the same rule-bound category as participants

C2=P8

P8- Observers must be bound by some restriction
P9- If a stronger observer could simply use their ability to directly kill rival participants, the "proxy war" would be meaningless — whichever observer had the most destructive ability would trivially win every game
C3- The specific restriction must be: observers are not allowed to lay a hand on participants, especially ones on a different team

C3 will be true because:
- A "proxy war" implies indirect competition; letting observers directly slaughter each other's participants isn't a proxy war, it's just a war, so the rule has to exist to preserve the format Mion described

C3=P10

P10- Kirisaki points out that Leonhart's zombies directly killed a participant
P11- Per C3, Leonhart (an observer) shouldn't be able to kill participants directly
C4- There must be some separate mechanism that lets this kind of killing happen without technically breaking C3

C4=P12

P12- Mion described this program as "anomalous," with observers "taking part" in a way that isn't normal for prior programs
P13- The "calamity" is the unique added element of this specific program
C5- The calamity is a special system built specifically to let observers interfere with participants without personally touching them, so C3 isn't violated

C5=P14

P14- Akira provokes Hoshino, who reacts with rage and points his sniper-ability gun at Akira's head
P15- Akira, betting on C3, doesn't flinch
P16- Hoshino hesitates to pull the trigger, showing sweat drops and a delayed reaction consistent with shock/realization rather than calm restraint

P17- Yuuri yelling for him to stop is a possible alternative explanation for the hesitation, but the specific quality of it (visible shock, trembling) reads as an external block, not a conscious choice to obey her
C6- Hoshino was physically incapable of pulling the trigger, confirming C3 as an actual ability-enforced rule rather than just a guess

C6=P18

P18- The no-kill restriction (C3/C6) is confirmed to be ability-enforced
P19- Separately, other observers accuse Hoshino of "breaking the rules" by helping participants , but Hoshino was never shown to be physically blocked from doing so; he simply hadn't shown up until now
C7- There must be a second, distinct restriction at play: an informal "program rule" against observers helping/interfering with participants, which, unlike C3, isn't backed by any ability. It's a social/political expectation among observers, not a hard limit

C7=P20

P20- Akira tells Hoshino "you're actually allowed to interfere with other participants to some extent within the calamity, am I right?"
P21- Per C6, Hoshino was never ability-blocked from helping anyone, only from killing
C8- Hoshino's earlier absence wasn't him being physically unable to interfere; it was him choosing not to, likely to avoid the other observers' judgment for breaking the soft "program rules." His appearance now means he's decided to defy that expectation, not that some rule-enforcing ability finally let him through

C8=P22

P22- Leonhart later attacks Akira directly with his ability
P23- Given C3/C6 is proven true, that attack cannot land
C9- Leonhart's direct attack fails, forcing him to keep relying on zombies (C4) instead of his own power to reduce participant numbers

Here we conclude that Akira's deduction actually separates into two tracks: a hard, ability-enforced rule that no observer can physically kill a participant (proven via the

Hoshino gun test), and a soft, unenforced social rule against observers helping participants at all, which Hoshino was always free to break and simply chose not to until the calamity gave him a reason to.

Leonhart admits Akira's deductions are correct but arrogantly responds he doesn't need to get his hands dirty anyway and orders his zombies to annihilate everyone. Akira had expected Leonhart would do this, if the participants realised he couldn't kill them directly then he would no choice but to send his zombies instead since he had plenty of them on stand-by. Akira tells Yuuri she's the only one who stands a chance against Leonhart with her ability because even though he can't kill participants with his ability his physical strength is far beyond human. He tells her he'll provide support with his cannon.

Akira and Yuuri are in battle with Leonhart while the others are in battle with the corpse of red team members that have been reincarnated as ghouls. Leonhart pinned Yuuri to the ground with a chokehold. Akira then shoots Leonhart, this way even if he pins Yuuri down he can't keep her there forever as he will have to dodge Akira's cannon shots. Using his bacteria power, Leonhart could temporarily disrupt people's five senses. He had used it to weaken Akira and Yuuri's sense of vision. Akira realises that because of this he can't fire his cannon at Leonhart as it might hit Yuuri due to his messed up sight. Due to Leonhart's excessive use of his ability he starts to see illusions which leads him being pummeled almost-to-death by Yuuri before he gets away and puts a dome of bacteria around himself. Akira tells Yuuri it's a dome that decomposes everything around and that she should stay away from it. Akira attempts to shoot his cannon at the dome but the cannonball disintegrates on impact. Unexpectedly Kirisaki had been transformed into a zombie without them noticing and started attacking Yuuri. Yuuri had tried to use emotion to change the zombified participants back to human and it had worked with Oogami but her words couldn't affect Kirisaki. Yuuri will get killed if she keeps trying to sweet talk the zombified Kirisaki and Akira is aware she can't bring herself to attack him. Akira knows Yuuri can't revert him with emotion like she did with Oogami because their connection wasn't as strong but for Akira, he had a stronger connection with Kirisaki, even if it was negative connection such as rivalry.

Before Kirisaki can strike Yuuri again, Akira calls out him and says "If you want to start killing people shouldn't you start with me. You said you joined the fourth program just to settle the score with me, didn't you? I didn't expect we'd be doing it under these circumstances though. If my voice is reaching you then we should settle

it right now. Kirisaki, it has to be me. Come!" Basically what Akira had done there was manipulate Kirisaki's grudge that he had against him so his focus solely on him and away from Yuuri.

[Emotional Understanding, Emotional Perception, Seeing Through People, Acting skills, Emotional manipulation, Direct manipulation, Mental fortitude, Stress tolerance, Fluid Intelligence, Anticipation, Indirect manipulation, Setting traps, Risk Calculation, Improvising, Strategy, Planning, Deductive Reasoning, Logical Reasoning, Linear Thinking, Critical Thinking, Analytical Thinking]

Chapter 134-140

Akira had memorised the map of the amusement park, the time in which he did so is not specified, although it was probably no more than a couple minutes. Kumagiri askes how they will reach the castle. Akira says they will need to take a detour and then head to the castle using the ropeway, which was safer than reaching the castle by foot, Akira abduces that the other participants would have to came to this conclusion too. Kumagiri questions Akira and askes if he plans to team up with Omoto, before he can give a full answer, zombies approach Kumagiri and Chitose from behind. Akira tries to activate his cannon by making Kumagiri the "other person" however his cannon doesn't materialise therefore Akira yells both their names to warn them of the zombies, this way he could grab Chitose's attention and get her to meet the conditions of his ability so he could activate the cannon. He yelled both their names so it wouldn't be suspicious. Akira shot the approaching zombies as the floor crumbled behind them and they ran towards the runways. Akira and Kumagiri got on a runway while Chitose was on another by herself. This was intentional on Akira's part, he commanded that Chitose should go on a runway by herself so he could hold off the zombies but his ulterior motive was that he wanted to be alone with Kumagiri to speak with him, or interrogate him more so. Akira asks if Omoto told him what his real ability was. Akira had suspected Kumagiri didn't believe his ability was the cannon based on the fact they were having a face-to-face conversation and Kumagiri should be focusing on Akira as a target so the only reason his ability wouldn't activate when designated him as the "other person" was because he didn't believe his ability was the cannon. This is why Akira isolated himself with Kumagiri as it was high risk if he couldn't use his ability around him so he had to talk with him and make him think his ability was the cannon again. Kumagiri had suspicions about Akira from speaking from Omoto and reflecting on what happened in the 3rd program, Akira had supposedly beaten Oogami, a monster of a man with 5x physical ability with just a cannon so he had

his doubts that Akira could of beaten him with just that. Omoto had manipulated Kumagiri into fully doubting Akira and had told him the cannon was not his true ability and that Akira had deceived him the whole time. Kumagiri had his doubts since the 3rd program so Akira asks why he hadn't questioned him earlier, his response is that he wanted to believe in him because of the way he spoke to Yuuri and he stood in front of the Leader's grave. Akira is able to grasp Kumagiri's true motive, which is not to determine his real ability nor the reason for his deceit but rather if he was a person he could trust. Akira realises that he can not lie to him like he had originally intended, as that would not fix their relationship. If he lies again and Kumagiri finds out then Kumagiri definitely wouldn't believe him to be a person worth trusting if he lied to his face and tricked him more than once. Therefore instead of lying he needs to trust the truth is enough to have him think his ability is the cannon. Basically what this means is that Akira wants to say the truth the Kumagiri in a way that would get him to still believe his ability is the cannon. So Akira says

"I genuinely don't know. It would have to depend on the situation. My real ability is very fragile if it's known. Due to the nature of my ability, I decided to have only one partner and that it would best if no one else knew"
"I explained the truth to Yuuri. I'm not keeping anything from her. And it's true I managed to beat Oogami because my ability isn't the cannon. My ability can only be used under very limited circumstances. Fundamentally, my ability is essentially the cannon. My intention wasn't to deceive when I pretended I had the cannon ability. It's just that it doesn't hurt as a team if others think I had the cannon ability I have no ulterior motives for keeping it a secret, please believe me."

This speech is decently persuasive and 99% truthful in a sense, it paints the picture that Akira had never meant to be some sought of con-artist and trick everyone, and rather he hid his ability to benefit the allies on his team. Saying his ability was limited makes his deceit more justified then it does on first glance which Kumagiri admits makes sense. Unfortunately for Akira, he is not a Matsuda level NPC and is actually rather smart. Kumagiri questions why Akira would even bring up his ability like this if he only needed Yuuri to know the truth and it didn't pose an issue to the team. Kumagiri deduces that Akira's real reason for not revealing the ability wasn't due to the nature of it but a different real reason. Kumagiri asks why he chose Yuuri as a partner. Akira says he trusts him and Ringo but he trusts Yuuri the most. Kumagiri is able to see through this and understands the difference between

himself and Yuuri which is that Yuuri wouldn't leave Akira even if she questioned his choices and that he would leave Akira if he felt he made the wrong choices. This all goes back to the 2nd programme where Akira had been able to get a good grasp on the personalities of the people in his team and was able to discern that Yuuri would be the best candidate for a partner since she'd be loyal and not turn on him. Kumagiri deduces this and knows Akira didn't choose to tell Yuuri the truth because of trust but because she was the least likely to betray Akira. Kumagiri tells Akira that he is just using her and it isn't mutual trust. Akira instantly reflects on all his past actions and is self aware about what his intentions were in the past, despite it being a hard thing to do especially being a good person like Akira, he is able to admit he was using Yuuri but he knows he's had character development after witnessing the green team and it's leader.

After some havoc and Kumagiri supposedly dying, Akira's character develops and he becomes self-aware about his tendency to not trust others and not even trust himself and seeing Kumagiri look likes hes dead after tried to save him and fail, he gets up and moves forward and follows Kumagiri's instruction to go find Yuuri if he wants to learn how to trust others. This is a very impressive feat of perseverance from Akira to be able to continue going on after developing self-awareness about his selfish actions and learning the importance of being able to trust others only for the person who made him realise this to sacrifice himself for him and "die". To punish himself, Akira punches himself in the face so hard he spits out blood. Akira is now more determined then ever to clear the programme, not for himself, but for Kumagiri, who he had assumed had died.

[WMI, Social skills, Tactics, Persuasion, Psychological Insight, Deductive Reasoning, Self-Awareness, Metacognition, Direct manipulation, Emotional Engagement, Emotional Realisation, Intrapersonal Intelligence, Perseverance, Mental Fortitude, Stress Tolerance, Cognitive Discipline]

Chapter 141

Akira and Chitose are confronted with the other members of the sixth team, Jou Kido and Shintaro Koriyama. With their abilities they chain up Chitose and attempt to interrogate Akira. Akira commands them to release Chitose as she has nothing to do with it, and if they do so he will lower his cannon. Simple negotiation tactic. Kido tells them because of the calamity his friend died and he will kill Omoto and Akira too if he doesn't answer his questions. Rather then feeling threatened, Akira empathises with Kido and tells him he understands where he's coming from. He tells he knows nothing about Omoto and if that answer doesn't satisfy him then

they can fight but he will crush him without mercy. He tells Kido about how a moment ago he was going to throw everything away, Akira reflects on his own feels back then to understand what Kido is feeling. He understands Kido must not care about anything as long as he can avenge his friend. He tells him this way of thinking is wrong and that it is actually betrayal not vengeance, because his friend wouldn't want to see himself get killed on journey of vengence or get innocents killed, she'd rather he focus on healing and moving forward. Akira tells him he must live, escape from the calamity and put an end to the game. Akira says "We can go together instead of fighting. I'm sure you know what Shiso would want from you". Kido has a flashback to seeing Shiso and feels regret and yells aloud but fortunately Akira was able to get him to stop his actions.

More in depth Analysis of how Akira positively manipulated Kido

Akira first acknowledges Kido's pain over losing his friend due to the calamity. By expressing understanding, he establishes common ground.

Akira draws on his own recent turmoil, recalling his own feelings of hopelessness and despair. By sharing this aspect of his journey, Akira demonstrates that he can relate to Kido's emotional state, which softens Kido's intensity and opens him up to reconsider his motivations. Furthemore Kido would be more willing to take advice from someone whose shared the same experience

Akira challenges Kido's perception of revenge, explaining that his desire to avenge Shiso is misguided. He frames Kido's actions not as heroic but as a betrayal of his friend's true wishes. This reframing encourages Kido to reflect on what Shiso would genuinely want for him, pushing him to reconsider the morality of his path.

Akira's suggestion that they could "go together instead of fighting" introduces a potential allyship rather than animosity. He offers Kido a way out of the cycle of vengeance by inviting him to seek a greater purpose together. This proposal taps into a sense of camaraderie and the idea that they can both escape their torment together.

Akira and the others are all grouped together at the castle however they see no sign of an actual exit. Akira suggests they split up and search the castle again but this time do it thoroughly and with haste as they have little time. Yuuri says that after they find the exit they just need to find Kumagiri. Akira believes Kumagiri to be dead so he has no other choice but to muster up the strength and tell Yuuri this. Previously Akira was not even able to tell the Shirasagi's wife that he wouldn't come back but since his development he had released he has to form a real trust

with Yuuri therefore he cannot lie to her. Akira tells her he sacrificed himself and he won't be coming back.

[Interpersonal Affinity, Emotional Understanding, Social Awareness, Social Skills, Mental Fortitude, Positive Manipulation, Direct Manipulation, Charisma, Psychological Insight]

Chapter 145-150

After finding the exits, which was a team effort, they need to figure out what to do next. There were 6 exits but they can only be used once so supposedly only 6 people can escape the calamity and Kirisaki has already gone through one accidentally. However Akira thinks that this is not their only means of escape. He thinks besides the exits, the other way of escaping is by defeating the game-master, which is Leonhart. Last time he had managed to escape so he obviously didn't want to die therefore defeating him must be another way to put an end to calamity. Akira figures he must still be alive since the calamity is still on-going. His abduction of escaping by defeating Leonhart is possible but does lack confirmation, fortunately Akira did have confirmation. His confirmation was that Omoto and Hoshino must have know known about six people exit limit based on what they said and how they behaved. Akira explains his reasoning for this.

How Akira knows Hoshino & Omoto knew

- P1: Hoshino agreed with the Akira's plan to become bait and lure Leonhart out so they could ambush and defeat them
- P2: There are exits at the castle, however there are only six exits so only six people can escape, unfortunately the participants are not aware of this and have assumed simply going to the castle will allow everyone to escape.
- P3: There's a rule in place to prevent observers from killing participants
- P4: Omoto said "Once I dispose of Leonhart, Mion will come and secure the calamity. Now that he managed to escape. The only way to escape is to go to the castle"

Conclusion: Hoshino knew defeating Leonhart must allow everyone to survive because why would he agree with the plan to defeat Leonhart if there were supposedly a way out for everyone at the castle. This means Hoshino must of had knowledge of the fact there were only 6 exits and knew the plan to ambush Leonhart was more reliable. This also means Hoshino understood Yuuri's personality and knew she may refuse to leave and its not like he could force her to go or kill some participants so nobody else went in the exits because he restricted

from killing participants. Omoto's statements suggest that once Leonhart is killed there is a rule where the other observers will come and secure the calamity. Therefore if they can finish off Leonhart, everyone can get out of the calamity.

Now that Akira's finished explaining his deduction Yuuri suggest they go gang up on Leonhart and finish him off; however Akira denies Yuuri's request because it would be unreasonable to not use the exits that are right in front of them. The one who doesn't go in a exit just has to defeat Leonhart and escape. Thats when Akira declares that he'll be the one to stay because he's seen Leonhart's ability and he has a plan to defeat him by himself. After everyone goes into the exits only Yuuri is left, she was under the impression that whatever Akira's plan was it would involve her but she was wrong, Akira asks her to trust him then slowly approaches her and then pushes her into the exit.
Akira then leaves the castle where he is confronted by Omoto who tells him he expected him to stay and that they share the same plan of teaming up to put an end to Leonhart and then kill Mion when she appears. He says they can pull it off and he ask if understands why. Akira responds that Omoto has the same ability as him. Akira figured this out because he knew it was possible for two people to share the same ability so it was possible someone could have the same ability as him. Furthermore at the end of the third program Omoto told him "If you want to know my ability, then why don't I show you? It's an ability you know well. Now, can you dodge it at this distance" and then he spread his hand out and point it towards Akira" it was only for a moment but Omoto's word made Akira think he had the cannon ability. Akira had been thinking about this moment quite frequently and had been able to deduce that Omoto didn't have the cannon but was actually tricking him although this was Omoto's intention, he wanted Akira to figure out they had the same ability so he could come to the conclusion that a team up was the best decision since if two people with that ability joined forces they'd be invincible. Akira realises this and also realises Omoto had used Kumagiri as a pawn to try and urge Akira to make that decision. However Akira had already deduced Omoto's whole plan and had already made a decision to not team up with him. Akira uses his emotions to drive himself forward, having this newfound ideology he refuses to team up with Omoto and is going to prove to himself that he will never betray those who believe in him.

Akira had this plan all mapped out and prepared all before they even went to the castle and he had predicted there would be a limited amount of exits and then he

would have them all go in the exits. Akira had told Chitose what his true ability was and tells her he needs her ability to manipulate sugar. Firstly before he could put his plan to defeat Leonhart into action, Chitose needed to stock up on sugar.
Fortunately there are candy trucks spread out all over the amusement park and Akira had remembered that there was a candy truck on the way to the castle, in fact Akira “remembers the location of everything” in the amusement park because of the field trip he went on during grade school a decade ago. This feat counts as both WMI and VSI.

WMI

- This is working memory because Akira had to recall the entire layout of the amusement park and retrieve specific information from his memory, like the placement of balloon stands and candy trucks. An amusement park is a very complex environment too. What makes this impressive is not only the fact that he only went to this amusement park once a decade ago, it is also impressive because it is shown that he wasn't paying close attention to the amusement park on the field trip. In fact he was more absorbed into his videogame and barely looked at his surroundings which shows that him remembering this was mostly effortless. The amusement park is not something that took him a long period of time to remember, from the minute he entered the calamity he had already formulated a plan to send Yuuri a signal by using the balloon stands and he had to run and go find a balloon stand which was easy because he was quickly able to remember where it was at.

VSI

Mental Manipulation of Visual Information: Akira doesn't just "see" the park in his mind; he actively uses this spatial knowledge for strategic planning. He identifies specific locations (candy trucks, castle ruins, pathways), understands their spatial relationships, and determines optimal routes and trap placements.

Spatial Relationship Analysis: He must understand how different attractions relate to each other in 3D space, where the castle is relative to the ropeway, where Viking Island sits in relation to other areas, which routes provide tactical advantages.

Complex Visual-Spatial Operations:

Rotating the mental map to view from different perspectives

Calculating distances and optimal pathways

Planning catapult trajectories and ball placements based on the terrain

Size Estimation:
Japanese theme parks for reference:
Tokyo Disneyland: ~510,000 m² (51 hectares)
Universal Studios Japan: ~390,000 m² (39 hectares)
Fuji-Q Highland: ~500,000 m² (50 hectares)

However, "Neverland" appears to be a medium-to-large regional park, not a megaplex like Disney. Based on what I can tell from looking at manga panels, here are my estimates:
Conservative estimate: 200,000 m² (20 hectares)
Moderate estimate: 300,000 m² (30 hectares)
Liberal estimate: 400,000 m² (40 hectares)
I'll use the moderate estimate of 300,000 m² (approximately 550m × 550m) as the most reasonable.

Estimated vertical space comprehension: 0-50m height range across 300,000 m² = 15,000,000 m³ of 3D space

Now Chitose could use her sugar power to the fullest, Akira had her build a catapult by using crystallised sugar as an adhesive on the tiles of the castle ruins. A thread even Yuuri's strength couldn't break was used to make a spring and then was loaded with bullets. Unlike his cannon which shot balls in a linear path, the catapult shot Leonhart with a shotgun blast of rocks so Leonhart couldn't dodge them and close the distance. Leonhart could not feel the pain of the bullets so he started to make his way towards Akira, however he was aware of this fact which is why he decided to use crystallised sugar as a bullet. Leonhart was tricked into thinking that the bullets were just rocks that could cause no trouble to him since he couldn't feel pain but the barrage of bullets Akira sent wasn't meant to be an attack but to get the crystallised sugar onto Leonhart's body. Earlier when he was making his preparations Akira emptied out gasoline from one of the candy trucks and put it in his konpeito box.

Steps of his plan

1. Gather sugar supplies from a candy truck so he can use Chitose sugar manipulation to construct something.
2. Fill his konpeito box with gasoline from the candy truck.
3. Using the sugar, he constructed a sugary catapult. He chose to shoot the crystallized sugar at Leonhart and trick him into thinking he was being fired at with rocks.
4. The crystallised sugar would stick onto Leonhart's body and then be crushed and melted into a hot liquid sticking onto his body, which Leonhart wouldn't notice due to his inability to feel pain.
5. Once Leonhart has enough hot liquid covering his body, Akira would throw the box of gasoline onto Leonhart.
6. If gasoline is thrown on oils, or certain sticky substances, the ignition is likely to be more effective as it would catch fire more readily. This is why when Akira threw the gasoline onto Leonhart's sugar liquid covered body he caught on fire instantly
7. Leonhart's ability allows him to create and manipulate atypical bacteria which usually would allow him to regenerate, however since Akira had set fire to his body, the bacteria wouldn't be able to thrive in such high temperatures.

The plan seemed to be going well however Leonhart suddenly made an unexpected move. He ripped his own heart from his stomach then squeezed out the

blood from it which then extinguished all the flames. Akira realises how he was able to even do this, he had little blood left but the reason he didn't lose consciousness despite the burning flames cutting off the oxygen to his brain is because his heart was never fully functional in the first place. It's the same for the zombies, the bacteria causes their bodies to be in a state close to hibernation or respiration so they don't bleed to death or suffocate. Only the physically mutated Leonhart could take out his own heart so the only way to defeat him is to destroy his brain. Even with all the bleeding and the missing heart he can still function for a short period of time.

Akira tries to target Leonhart's brain, he uses a sword he prepared beforehand but it doesn't seem to be doing the job. Akira is a seemingly impossible situation, with his only choice being to choose Omoto as the other person and use the cannon to kill Leonhart, but then he'd be at Omoto's mercy. He obviously didn't want to choose this option as the whole point of him staying was to reject Omoto's offer. Akira then flashes back to the memories of the friends he met in the calamity plus Yuuri and remembers how they said they believed in him. This then gives him the drive he need to keep going and makes him realises he needs to believe in himself. Then before Akira makes his next move, Kumagiri comes in and punches Leonhart in his invincible form. Together, they are both able to beat Leonhart.

Ok, so I want to say something because I know people may say that Akira's plan to beat Leonhart was bad and he got lucky that Kumagiri came to his aid. However I think realistically his plan would have worked. First time I read this I was skeptical and wondered if squeezing blood from your heart to extinguish flames is even possible. I decided to ask chatgpt about this scenario and this what it responded with:

"While the idea of extinguishing flames with blood is creatively interesting, it's not realistically feasible. Blood primarily consists of water (about 50-60% by volume) but also contains a variety of cells, proteins, and other components that can complicate its effectiveness as a firefighting agent.

Here are some points to consider:

Water Content: While blood does contain water, it's not a large enough volume to effectively put out flames, especially those fueled by materials that burn hot or quickly.

Temperature and Heat: The high temperatures of flames would likely cause the blood to evaporate quickly, limiting its ability to dampen the fire.

Substantial Volume Needed: To extinguish a flame, a significant volume of water is typically required, depending on the size and heat of the fire. The amount of blood from a single heart would be insufficient.

Other Components: Blood's other components can make it less effective at extinguishing fires compared to plain water or specialized fire retardants.

In summary, while blood may cool flames momentarily due to its water content, it doesn't have the capacity to extinguish fires effectively like water or foam would."

In the end I've come to the conclusion that Akira's strategy/plan to defeat Leonhart not working was some sought of anti-plot armour forced upon by the author so he could improve/develop Akira's character writing by having him interact with Kumagiri one last time.

[Logical reasoning, Deductive reasoning, Abductive reasoning, Emotional Engagement, Emotional Realisation, Strategy, Planning, Cognitive Discipline, Perseverence, Creativity, Risk Management, Decision-making, Misdirection, Analytical thinking, Logical thinking, Linear thinking, VSI, WMI, Memory, Knowledge Application, Crystallised Intelligence]

Chapter 154-162

Akira and Yuuri visit an aquarium since it is a place Akira and his parents visited. They also bump into Kirisaki and Chitose. Suddenly Akira and Yuuri's along with Kirisaki and Chitose's pinky finger were tied together with a red stretchable string. Akira sees a couple, apparently the man had attempted to hold her hand which disgusted the women and made her leave. As the women continued to walk away from the man the string that tied their finger together continuously stretched, it kept stretching and stretching and then the string snapped. As the string snapped, the women started to emit blood from her mouth then collapsed, on the other hand the mans insides exploded and he fell to the ground. Akira concludes that there is a participant of the programs at the aquarium who must have caused that to happen. He tells them to not leave his side. Kirisaki figures he can just cut the string with his sword that Akira tells him to stop. Akira reasons that since the string extends and

contracts like rubber, its purpose isn't only to bind two people together. Thinking back to the situation with the couple, they were tied together by the string but they only died after the string snapped and currently the four of them are stilled binded together but aren't experiencing any changes therefore the ability doesn't activate when it binds but only when the attached string snaps. Now they have made it their goal to find and eliminate the user of this string ability who is hiding in the aquarium. To get a better idea on how this string ability works Akira thinks back to his previous encounter with his father and how he fought an enemy who had the ability to "chain anything they've touched with their hand. Toya had told him that that kind of ability requires some sort of perception for marking. Since the strings suddenly appeared on them while they were on the floor, that means they must have marked the area and couldn't have gone far. Akira had already been able to deduce about 60% of the Nonon's ability but I'll describe the full contents of it below.

Description: The ability to unite the lives of two individuals by a red string.
Anyone who comes into contact with her becomes "marked" and gains a natural tendency to attract nearby living beings.
If two marked individuals touch each other, they become united by a red string tied to their little fingers. If that string is severed, their hearts will explode.
Except for Nonon herself, no one can physically interact with the red string. It only breaks if the individuals move too far away from each other. The required distance varies according to the strength of their bond.
If one of the individuals dies before the thread is cut, the other is freed from the bond.

Akira reasons that since the parademics and police will be coming to the aquarium soon, the enemy will make another move quickly before they arrive. Unexpectedly a shark phases out of one of the water tanks and phases back into another one, then Kirisaki ends up being phased into the same water tank the shark is in. This is the result of a second enemy, named Yuu Ninomiya who's ability I will explain below.
Description: The ability to make others phase through objects.
He can make any living being he can view to phase through things. He can also make objects and attacks to phase through himself. However, he can't do both things at the same time.

Of course Kirisaki first instinct is swim away, disregarding how the string ability works so Akira yells at him to not move. Akira targets Kirisaki and Chitose as the other person and materialises his cannon, then he tells Kirisaki to hold onto one of the rocks and then shoots the cannon at the tank resulting in all the water to be flooded out. The reason Akira did this is that he had predicted that if something unusual happens to the water tank, the entire aquarium will shut down. This gives their enemies two choices, they can cancel their abilities and evacuate along with all the other guest and staff to hide themself or stay at the aquarium and dispose of the four of them who have strings attached. If they end up choosing the latter option then the only people remaining in the aquarium will be the enemies which will make it much easier to locate them. Akira had deduced what the enemies intentions were by making Kirisaki phase into the water tank. He is aware that the string can not be snapped by physical means because when the Kirisaki had phased into the water tank the string went through the glass but it defied logic and didn't snap. This means that phasing Kirisaki into the water tank was not a method to snap the spring, in actuality they had expected that Kirisaki would escape to surface of the tank to avoid the shark but this would also result in Kirisaki moving further and further away from Chitose which lead to the rope stretching more and eventually snapping. Therefore their intention was not to make him drown or have the shark attack him but to separate Kirisaki from Chitose. This means the condition for severing the string is the distance. Akira is able to remember back to the couple before they died and is able to memorise the distance they were separated before they died which he has estimated to be around 5 to 6 meters. This means they must not separate further then that. He realises that if they continue to stick around water tanks then they'll just reuse the same method so they should go to the second floor where there's no water tanks. As they head to the next floor, water is spilling behind them and in the water is a shoal of piranhas that are swimming after them. Akira whispers and tells Chitose that he needs her to create a foothold out of sugar to lift them from the water when he calls out her name. This way they can be out of reach from the sea creatures. Akira figured that since the piranhas won't be able to take them down in this shallow water nor could they sever the red strings that means using the piranhas to attack them was just a lead-up for when they'd bring out a more likely method to kill them. Akira's predictions were correct, after they were ambushed and distracted by the piranhas, Yuu had sent Electic Eels to catch them by surprise and since there legs were in the water they'd be electrocuted and if not dead they'd at least be knocked out and drown in the shallow water.

Based on the attacks they've seen so far Akira figures that the enemy should be in a position where they can see their situation so if they go up to the second floor they'll learn where they are. Now that they're on the second floor they are approached by crocodiles, Kirisaki suggests that he should use his cannon to kill them but Akira decides not to because if he shoots the cannon at the crocodiles, the low angle of incidence will make him lose his footing. Akira whispers to Yuuri to think that his ability is teleportation so they can all teleport to the other side of the crocodiles, however before Akira can do this he is shot by Yuu on his right shoulder, this causes Akira to lose balance and once he does Yuu makes Akira phase through the fence and fall down. Kirisaki attempts to grab Akira's hand before he falls but also ends up phasing through the fence. Fortunately Akira had anticipated a situation like this where the enemy would try and separate the four of them so their strings would snap, when Akira had told Chitose to create the foothold of sugar he also told her that he remembered that there was a person who had the ability to "change the polarity of any objects they've touches" this power is basically a magnet, he tells that in a situation where they are pulled apart he could pull them together with a strong magnetic force. You may wonder why Yuu wouldn't simply shoot Akira in the head and kill him instantly instead of in the shoulder, well it's simple, if he kills Akira then Yuuri will be freed from the bond, that's a part of the abilities rules. If you'd expect him to fatally shoot all four of them in quick succession like some kind of deadshot then I don't even know what to tell you. After a quick brawl, Yuu has held Yuuri in his arms and is holding her hostage. Fortunately Nonon comes out of hiding, she has an unhealthy obsession with Yuu so when she sees him holding another girl so closely she gets the wrong idea and flings Yuu away. They find out that both Yuu and Nonon are binded by a red string also which would lead them to the conclusion neither of those two are the cause of the red strings. However Akira comes to a different conclusion, he abduces that Nonon is the only one that can manipulate the red strings and she is the reason behind them being tied up. We learn of Nonon backstory, during the first trials, Nonon was kindly helped by Yuu Ninomiya, Yuu told her he would protect her until they went to a safe place, he had actually intended to gain a temporary ally. However, Nonon used her ability to bind herself to him with a red thread, forcing the two to always stay together. Basically Yuu was forced into the relationship while Nonon had likely had a past of loneliness with no one loving her so when Yuu had been nice to her she had probably thought that it was fate that they met which led her to have an obsession with the idea that she and Yuu Ninomiya are "destined souls". Nonon states some interesting things that Akira and others also hear, she says...

“And if I am killed, you will be killed together with me. Are you scared of that? But I’m sure if that happens we’ll be happy. Because we are a fated couple…If the two of us are together…Even if we get hurt, even if we die, if we’re together…” [To Yuu]
“If that red string of fate is the real deal. We’re sure to be happy if we die together”

Akira tries to provoke her, and says this

“Ahahahaha, Sorry…I just find that so ridiculous I couldn’t help but laugh. You called it the ‘Red string of fate’? This thing? This is something you intentionally put on yourself, it’s just an ability don’t you think? And to think you claim it’s a red string of fate…That man as well, you put a string on him, so he’s your fated partner? You make him do whatever you want with that power. Isn’t he just a slave? At least that’s what he thinks.”

With tears flooding from her face Nonon quickly responds with “You’re wrong”, realising its working Akira continues speaking. He says this.

“You’ll be happy if you die together…? Don’t be ridiculous. That man doesn’t want to die with you, he’s only with you out of obligation!”

With these words, Nonon becomes really upset and questions Yuu, asking if he was lying about wanting to protect her. She was at her breaking point and was about to snap so Akira only needed to say one more thing to get her to have an outburst. He says.

“The one who lied to you the most was you.”

By saying this Akira was able to redirect Nonon’s anger from Yuu to him which gets her to charge at him at full speed. Akira designates Nonon as the other person and materialises his cannon, he then shoots at the ceiling above Nonon which results in rubble falling down above Nonon and Yuu. Akira deduces that Yuu had kept Nonon in hiding earlier because by himself he can dodge any kind of attack by phasing through it but if they are both attacked at the same time it leaves Yuu with two choices. One, he can phase himself through the rubble and save his own life or two, he can phase Nonon through the rubble and save her life. Yuu ends up protecting Nonon and gets crushed by the rubble.

More in-depth analysis on how Akira manipulated Nonon

First I will analyse the character of Nonon because it is not elaborated on much at all in the manga.
Nonon's obsession with Yuu is reminiscent of insecure attachment styles, particularly anxious attachment, which can develop from early experiences of neglect, abuse, or abandonment. Her previous loneliness, combined with Yuu's kindness, likely led her to form an intense emotional bond with him. This bond can be seen as a compensatory mechanism for her past isolation, manifesting in her need to control their relationship through her ability
Nonon idealizes her relationship with Yuu, viewing it through the lens of the "Red string of fate." This belief transforms their bond into an almost mythical connection, making her feel that they are destined to be together regardless of the circumstances. This idealization can lead to cognitive distortions, where she overlooks Yuu's feelings and autonomy, viewing him merely as a means to fulfill her desire for connection.

Of course Akira wouldn't have been able to get the full picture of her character since he hadn't got a chance to understand Nonon to the fullest extent but he could probably piece together what type of person she is and what her relationship with Yuu is based on the little amount of information presented right in front of him. This information being the fact Nonon and Yuu were connected by the red string which means Nonon would have used her ability on Yuu to unite the two of them. When Yuu was grabbing Yuuri, Nonon started to question why Yuu was so close to a girl when it was clearly obvious that Yuu wasn't even being affectionate with Yuuri, he was trying to take her hostage this lead to Nonon getting violent with him and attacking Yuu. From her immediate and violent reaction to seeing the man hold another girl Akira can infer she holds a strong and unusual emotional attachment for Yuu. This is especially true given that she doesn't even seem to consider the possibility that he's holding the girl hostage. Her anger is focused entirely on the man's physical contact with someone else. She's clearly out of her mind but that's for the best, because that's something Akira can use to manipulate her. Now to analyse Akira words. Akira's first statement was designed to elicit strong emotional reactions from Nonon. By ridiculing the concept of the "Red string of fate," he undermined the foundation of her beliefs. His laughter at the absurdity of her claims was a direct attack on her identity and self-worth, prompting feelings of shame and anger.

Akira then goes on about how she makes Yuu do whatever he wants with her power which makes him less of a less of a fated partner but rather a slave. Akira adds in “At least that's what he thinks”, this is very important because this plants seeds of doubt in Nonon’s mind about the integrity of her relationship and makes Nonon question if Yuu doesn’t really want to be with her. She doesn’t break down yet, she first says “you’re wrong” which means Akira has to push her a little harder. Earlier she had said they’d both be happy if they died together so Akira says Yuu does not want to die with her and that he’s only with her out of obligation, this last little push forces a very defensive reaction from Nonon. Nonon’s beliefs aren’t so fragile that they’d crushed right then and there but Akira knew no matter how strongly she believed in this whole fated string couple thing, she’d want to make sure she wasn’t wrong by asking Yuu if he’s lying. She then goes onto to say “Ninopi…you said you would protect Nonon…that we’d go together. That much wasn’t a lie, right? You didn’t want to be apart from Nonon, right?”
It is a very high tension situation so expectedly Yuu hesitated to give a response, even if he answered quickly and said he wasn’t lying, Nonon may suspect Yuu is just telling her what she wants to hear so she doesn’t kill the both of them.
Seeing Yuu struggle to answer this Nonon’s suppressed rage is almost about to erupt which is what Akira had been waiting for.
By stating, “The one who lied to you the most was you,” Akira effectively redirects Nonon’s emotional turmoil from Yuu back onto him. Then she charges full speed towards Akira and has fallen into her trap.
This is not the only one but the main piece of psychology Akira uses is “Cognitive Dissonance”. Cognitive dissonance occurs when an individual holds two contradictory beliefs or when their beliefs clash with their actions. This internal conflict can create discomfort, motivating the person to resolve the dissonance, often by altering beliefs, attitudes, or behaviors. Nonon, having constructed her identity around the idea of a fated bond, begins to doubt her perceptions as Akira's words challenge the moral implications of her actions.

(Back to the story) They attempt to remove the rubble on top of Yuu but Kowloon shows up unexpectedly and pushes Yuu of the edge so he falls into the water below. Yuuri tells Akira to use his teleportation to teleport to the surface of the water, swim down and save Yuu, Akira doesn’t want to do it at first believing that their string will snap if they go too far away however Yuuri brings up a point that Nonon and Yuu are more then 5 meters apart from each other and their strings

didn't snap so what she said about the strength of their bond changing the strength of their string must be true. Akira probably knew this already but was hesitant because he was't sure how strong his bond with Yuuri was but after hearing Yuuri's word he decides to save Yuu. Akira teleports down and starts swimming until he sees Yuu lying on the seabed. He has to swim a bit further to reach him but if his bond with Yuuri isn't strong enough they'll both die. Akira realises that his bond with Yuuri won't be that fragile for the string to snap, he realises that they've come a long way and Yuuri played a big part in Akira's success, this allows Akira to engage his emotions of determination, empathy and trust to swim even further, save Yuu and prove that his emotional connection with Yuuri is sturdy.

[FRI, Emotional Understanding, Emotional Facilitation, Emotional Engagement, Emotional Management, Social Awareness, Mental Fortitude, Cognitive Adaptability, Prediction, Anticipation, Direct manipulation, Emotional manipulation, Improvising, Tactics, Creativity, Setting traps, Abductive reasoning, Deductive Reasoning]

Chapter 170-181

Earlier in the series when Akira had first encountered his Dad, Toya, in the programs, he had told him he made friends which came as a surprise to Toya since Akira didn't have any friends before. Toya had decided to use this against Akira, Toya had managed to find the location of the six participants that had escaped the calamity through the exits and had them all brutally killed and another participant, Koji Kitajima who was close friends with Ringo, was brutally injured with both of his hands severed. This was of course to drown Akira in despair at the sight of his murdered friends which he went through the trouble of risking his life to help them escape the calamity. An average person would have feelings and Akira is not emotionless, so naturally this evokes a particularly furious reaction from him (punching and breaking a hospital window). Akira is easily able to piece together the reason why his father had killed his comrades, he killed them to send a message, the message being that if Akira does not surrender he will murder every friend he has. Despite the anguish Toya had hoped Akira would feel from this event, it had quite the opposite effect. Akira was now more sure than ever that he wouldn't give up, even if it meant he had to kill his own father. Akira believes the reason his father had gone to such lengths to make him quit is because he blames him for the death of Akira's mother. I'll provide some context for this.

Akira's mother, named Akira Sato, had promised to come home early to bring Akira a birthday present however she had broke this promise which made Akira pretty upset. Sato apologises for this and pleads for forgiveness so Akira forgives her. After the party Akira had gone his bed but is not asleep, instead he is eavesdrops on his father and mother's conversation. Sato tells Toya that she broke a promise to Akria and Toya replies that he's sure Akira understands she has responsibilities at work. Sato agrees but says she can't help but have doubts that its okay to be spending so much time helping other children while neglecting her own. She then goes on to say how some kids had no one to wish them a happy birthday, and that Akira and Toya are the most important people to her but she can't ignore the children in need. Toya says Akira may not understand your feelings but he will someday. This conservation between them makes Akira feel a bit guilty that he gave Sato a hard time for breaking her promise. A few days later Akira is sick so he misses a day of school but Sato says she will stay home with Akira all day long because she told her workplace she'd be taking the day off. They have some fun together but after a while Sato receives a call from work, it is a very urgent situation so while she's hesitant at first she can't ignore it so he gets ready to leave. Sato apologises to Akira and says she'll be back as soon as possible however Akira doesn't take it too well and says "If you can't keep the promise, don't make it. It's always like this. I heard you on my birthday, mom. I know the people you're trying to help are in big trouble so I'm not gonna ask you to stay. It's just unfair. I know I'm lucky compared to the people who need you. I have a home and plenty of games, and my parents get along. But all I really want is for you to be here for me when I need you. Is that too much to ask for?"

Sato says that it isn't too much to ask for and that she'll talk with him when she gets home, she asks that he forgives her for today because the future of two young men may be decided right now. Akira says that if she buys him ice cream that he'll forgive her. Sato replies happily saying that she'll make a mad dash and grab some from the closest supermarket and he can eat it while he waits for her to come home. In truth Akira didn't really care about the ice cream that badly he justed wanted to see his mother again before she had to leave. However when Sato had quickly gone on her moped to rush to the supermarket and return with the ice cream she ended up crashing into a truck and dying on impact.
Ever since this moment (10 years ago) Akira had blamed himself for his mother's death believing that if he had not selfishly asked for the ice cream Sato wouldn't have rushed and ended up in the crash. He was also under the impression Toya

blamed him for her death too, actually he was wrong in this regard Toya did not blame him for this but rather he wanted to kill for horrible thing he had done on his first playthrough of the programs, this information is still disclosed to the readers so I'm not even sure what he did. Anyway Akira had no memories of his first playthrough although he is aware he chose to play a second time he had no possible way to deduce that his Father's anger stemmed from his first playthrough actions and not Sato's death so it's a reasonable assumption.
Akira had planned to call Toya but he ended up calling him first. Toya asks if he got the message to which Akira responds "Go to hell". After Akira refuses to yield, Toya suggests they settle the whole conflict and that they meet up for three days which Akira immediately understands the reason why because it's Sato's birthday. After Toya suggest the date, Akira request the location which he says should be Sato's cemetery. Akira then starts to yell angrily, saying "You really think you can throw me off like this? Have it your way then, let fight in front of mom. We'll finish this in a place where she can clearly see what you've done to me, and what you're going to do!". Of course this sudden explosion of anger is just a performance, an act by Akira to convince Toya that he's gotten in his head. Akira is aware his father frequently uses the same methods of pushing buttons and manipulating others so he decided to act like he was being manipulated so Toya would underestimate him. I should also mention this was quite impressive acting because Akira was able to fool someone who has known him inside and out since birth, someone who is regularly able to see through him. It's not like it was just his voice that sold the act because Yuuri and Kirisaki, who watched him make the call, had also been fooled into thinking Akira was really angry. Furthermore Akira had disguised his request to fight at the Sato's cemetery as an irrational emotional decision when in reality there was logic to choosing it, it was a wide open area with lots of trees which is perfect for Yuuri and Kirisaki's ability.

[Mental Fortitude, Stress Tolerance, Perseverance, Cognitive Discipline, Decision-making, Acting Skills, EE, EM]

Chapter 176-216

Now Akira currently has 2 days to get his thoughts togethers and make his preparations. Firstly, he had asked Chitose to stay behind because he wanted to test something with her. Akira approaches Kirisaki and says he wants to tell him about something, Kirisaki guesses that this something must be Akira's ability, which Akira confirms. He says "As promised, I'll tell you if you really want to know." As Akira

anticipated, Kirisaki suddenly uses his sword and attempts to strike Akira, since Kirisaki knows Akira can use multiple abilities and given his aggressive nature it would be obvious that Kirisaki would go for a surprise attack after hearing Akira's words. However Akira had also anticipated that since Kirisaki had seen Akira use teleportation that Kirisaki would also expect Akira to teleport away from his strike so when Kirisaki had launched his surprise attack he would simultaneously think that Akira had the teleportation ability which would allow him to teleport away from the strike. After he teleports away he shouts Chitose's name and tells her to get back because he had anticipated what Kirisaki's next move would be, which was to throw a series of mini blades at Akira which he dodges swiftly only then to be in the face of another strike from Kirisai's sword. Chitose was watching every bit of the fight, in the calamity Chitose was able to purposely think Akira's ability was the sugar and she wasn't stupid so she would know that she had to believe that Akira had the sugar ability so he could defend himself, this was what Akira was counting on.

The next preparation he made was to tell Yuuri that when they went to the graveyard to face his father that she should believe he has ability to make himself or others phase through objects, the same ability Yuu Ninomiya had which they fought before so it was easy to visualise. His reasoning for wanting to be able to use this ability was that since they were in a packed area with obstacles, Yuu's ability would let him dodge most attacks that come his way, teleportation can also achieve this but it is an ability that he is already aware whereas the phasing is something that will be unexpected. After his Father and his allies witness him use a variety of abilities, such as teleportation, phasing, hand gun etc., it may convince them that he can really use multiple abilities at will. Yuuri questions what "allies" Toya would even have, Akira explains it to her. He doesn't know fully how his Father's ability works but it's clearly activated by touch and it lets him manipulate others. Also previously Toya had taken the tablet with all of Ringo's information on the other participants from Kitajima. This info along with the fact he had set the battle three days now, must mean he's using these days to give himself to find more pawns. He also deduces that Toya will persuade them by promising to let them pass to next program since only six people can enter and Toya has 2 other allies.

Fortunately Kitajama made a backup on another tablet which Akira has. He had Claire's team and Chitose confirm its contents to make sure no false information was purposely planted into the tablet to deceive him.

Now Akira's task is to deduce from the information given to him from the tablets, which team his father would pick a pawn from. On the tablet it shows the people

that X killed were only from team six. Chitose abduces that since no one from team one is on this kill list that means Toya's group eliminated the members of team one that refused to fall in line. Everyone on team three including X has been killed. His father also killed the participants on team four therefore that means any participant that is unfamiliar to Chitose or Claire must be from team two, this is because Claire was from team six and Chitose was from team five. Now they have a photo from Claire's phone that shows her team data (team six). Before she died she told him there was a lone wolf that chose not to work with her and the others, and there was a duo that worked together who she said had probably not been hunted yet. Since the fourth program's trial area is still rapidly shrinking, the limited space will make it easy for his father deal with any stragglers (people in the group who were separated from others). With his deductions Akira can predict he will make the lone wolf and the duo his pawns.

After Akira has done the job of making his enemies think he has multiple abilities, he's going to wait for a critical moment where they'll assume he's about to use an ability. This critical moment will be when Akira puts his hands in the shape of a gun, since Toya's pawns are participants from team six, the same team Claire was on they should instantly recognise what ability he is going to use as they'll already be familiar with it which will allow the gun to materialise. Afterwards he can just point the ability at anyone who saw that and it should let the gun ability activate again. With this preparation in his place, this will essentially allow Akira to use Toya's pawns into triggers he can use to change his ability at will.

Another deduction Akira has made was that Toya would use a tracking ability. The reasoning for this is that when he had met his Father in secret, team four attacked him because Akira's team info had been leaked but they were able to find him very quickly somehow which is weird, the must mean there was someone on team four that has some sought of tracking ability that can determine someone's location, this is why they went after him when Akira didn't have any teammates. Since Toya had ordered Shishido to copy and paste participants' abilities onto and him and his allies destroyed the fourth team then that means he would be able to come in possession of this tracking ability, this would also explain why he wanted Ringo's tablet which had information he could use to track the other participants. This would also means he knew where Akira and others were but its unlikely he'd break the promise to fight before the assigned date because he needs this time to hunt and collect pawns. However on the day of the final battle Toya will definitely use the tracking ability to confirm whether it's just him, Yuri, and Kirisaki who came to the cemetery. However this tracking ability only works on participants so thats why Akira allows

Kirisaki's grandma to join them and tells her to go to a specific spot which is clearing in the cemetery and that she should stay hidden there, he also tells her no matter what she should not get involved. Obviously Akira doesnt want her hidden there just to be idle, he needs her their so he can use her as a target to switch to fourth ability. Therefore Akira tricks her into believing he has the ability to enlarge marbles into large steel wrecking balls with the help of Ringo. This ability was one a previous participant had but he altered so he can freely change the size of the balls as he wishes. This is a convenient back up as it helps with both defense and offense.

Akira goes to the graveyard with these preparations in place. Unfortunately Yuuri and Kirisaki are transported to separate locations leaving Akira alone, this is fine since Akira had already told Yuuri to believe he can use the phasing ability so even if she's somewhere else he will still able to use that ability if he selects Yuuri as the "other person". Also Akira had already anticipated they would be split up thanks to his deductions and observations which I'll explain.

Going off of the injuries and the leftover wire fragments, there's no doubt that Claire and the others were attacked by wire spiders. However what is suspicious is that there is only one entrance to the room but the furniture is scattered in a way that suggest they suddenly ambushed, plus there was bullet holes in an empty corner of the room which suggest Claire and the others fought back against the wire spiders. Some traces indicate that Rin was also fighting someone in the hall because of the blood but there is no evidence of someone breaking in. Also the bodies of the doctors and Rin weren't found, they just vanished. This means Toya has an ally that can transport people and objects. Nonon had told him Toya had another ally which they haven't seen so that would add up and that means that ally would use his ability to split the three of them up.

Akira is now confronting the three pawns he had expected his father to use however the tablet did not give him information on his abilities so he has to improve, luckily for him this is a category Akira excels at.

The first person who makes a move is a girl named Taiga Otora, her ability allows her to "generate shockwaves that resonate through objects.". She hit a stone structure with a large drumstick which made a loud noise but for a second or two nothing happened. Suddenly Akira was striked by a shockwave in his legs. Despite the immense pain Akira quickly tries to deduce her ability. He theorised that she is somehow using the shockwave from hitting the stone and redirecting it to hurt him, however if Taiga could redirect the shockwave directly, she could have easily targeted Akira's head for a fatal blow, furthermore theres kind of a long delay

before he felt the shockwave which could mean the shockwave went through other objects to get to him. This must mean she's using resonance. The shockwave isn't directly aimed at him, but rather transferred from one object to another. This is the essence of resonance – the transfer of energy through vibrations. Akira deduces that she didn't redirect the sound directly to him, she transferred it from the the lantern to the tombstone, then it went to another stone and transferred to the rocks at his feet. Akira perfectly deduces her ability with his final conclusion being "her ability causes shockwaves that can travel between objects that resonate with each other".
Now the lone wolf "Gen Gotto" appears and suggests they all attack Akira at once. His ability allows him to drop objects placed in his bag from above. He is dressed in hiking gear and puts two spears in his backpack, they fall from the sky and luckily land right in front of Akira. However he has knives and daggers that he puts in his bag while at the same time Taiga creates a shockwave. Now the third person named Reon Kodama comes into play, he is a really large/fat person but ironically he has the ability to change the level of friction for surfaces he's touched which basically lets twirl and glide across the ground like he's ice skating. Using his ability he slams Akira into a gravestone. Akira's bones crack on impact, and it's so bad that it's audible, despite this Akira doesn't lose his train of thought. Akira literally and metaphorically has his back against the wall and Taiga has striked the stone structure six times, so when all the series of shockwaves travels through different objects it will also travel up the gravestone Akira is leaned up against and it will burst his head on impact. Fortunately Akira is able to evade this trap. Before the shockwaves make contact, he phases through the gravestone, slipping through Reon's hands as well. Now that Akira is out of the way, the shockwave makes contact with Reon's face instead, killing him gruesomely on impact. This surprises them as they knew he could use multiple abilities but it would be hard for them to predict which ones he had, plus none of them knew of Yuu's ability.
Gen attempts to throw more blades from the sky at Akira but he phases through them. Taiga decides to think on her feet and chucks some rocks into Gen's bag. These rocks had been resonated with shockwaves. However Akira had already had a preparation in place for this which I've said before. All of Toya's pawns were from team six so they would be familiar with Claire's ability to turn her hand into a pistol. Akira puts his hand in the shape of gun which Gen sees which instantly makes him assume he's going to transform his hand into a pistol. This allows him to activate Claire's ability and shoot the shockwave rocks falling from the sky into dust. After this he shoots Gen multiple times and Taiga a few times. However he doesn't end them both, instead he wants to persuade them both. The reason is he deduced how

Toya's ability worked. Kuro's loan shark ability was similar but was different because it just flat out allowed people to do things against their will. However Akira observed that Toya's ability just seems to influence his targets into irrationally pursuing a goal, meaning if he can get them to abandon that goal, that can work to this advantage. He knows this is possible because Chitose had been under the influence of Toya's ability but had resisted it.

This is why Akira tells Toya's pawns that if his side wins, there will be two free slots, so no matter who wins, you two can proceed to the final trial. Akira had already deduced that Toya promised to let them proceed to the next trial hence his manipulation ability was secured by this promise, but due to Akira's words his manipulation was removed because Akira drew attention to the fact that him being eliminated isn't necessary.

Gen is outraged upon hearing that Toya had used him as a pawn, he decides to kill Akira and Toya and attempts to put a Molotov cocktail in his bag. Before he can do this he gets shot in the head, not by Akira but by Toya who's used the rotation ability. Akira attempts to shoot Toya but the bullets do nothing. Toya then combines the rotation ability with the coin bomb ability and flings the coin into the gravestone behind Akira which then explodes and sends him flying. After seeing his Father use multiple abilities Akira is able to deduce how his Father achieved this. Kazuma Shishido was a part of team five, the same team Chitose was in, Chitose had been controlled by Toya before, and Shishido had the ability to copy and paste an ability on someone else. This means Toya must have used his ability to manipulate Shishido into collecting abilities and pasting those abilities onto him. With Shishido's help Toya had 26 abilities pasted onto him, although he can only use each ability only once.

Toya attempts to shoot Akira with the hand cannon but he dodges it swiftly. Since Toya is always able to predict Akira's next move, Akira figures he can use this to his advantage, to be more clear he means that he can indirectly lead his Father into believing he's going to use an ability and then he'll be able to swap to that ability. He puts this tactic to the test and decides to leap into a gravestone, because of this he is able to swap to the phasing ability because Toya would predict that Akira would use this ability to gain distance and seek shelter since he doesn't know what abilities Toya will use, however Akira predicted what Toya would predict which is why he was able to use that to his advantage.

Now that Akira is out of harm's way, he needs to formulate a plan B quickly. Akira actually had a hidden ability Toya did not know about, it was Kuro's loan shark ability given to him by Shishido. Toya had already controlled Shishido since Akira's

team information was leaked so under normal circumstances Shishido should not have been able to paste an ability onto Akira. However Shishido had already had a mission before which took priority, given to him by Kuro which was to pass his power onto whoever manages to beat the red team and proceed to the next trial. Toya would have no way of knowing Akira had this hidden ability so that was his trump card, and his main goal was to find an opportunity to use this ability. Since the loan shark ability works on the premise that user can forcefully collect a debt from the victim, in other words something they may owe the user, Akira had been trying to subtly manipulate Toya into feeling like he owed him something, such as when he called and acted angry over the phone, proclaiming that he was right to blame him for his mother's death, stating that he's only here due to the things he's learned from his friends which Toya had so brutally killed, although it did not give him any immediate guilt, Toya would slowly sub consciously feely guilty. Of course this had not worked instantly as Toya was still intent on killing him.
Before he can use loanshark he has to get out of his current situation so Akira deduces 3 options he has and tries to discern which is the safest bet. The first option being that he runs around, avoids Toya's attacks while baiting him into a situation where he can use the loan shark. This is the safest option however theres a chance he'll sense somethings wrong if he keeps running and if he figures out his plan then he may figure out his true ability too.
Then comes the second option, he lets Toya use up all 26 abilities while he protects himself. His original ability isn't suited for combat so if he were to survive all the abilities Shishido pasted onto him then he could just take him down with the hand gun. This option comes with flaws too though, Toya could be lying about only having 26 abilities pasted onto him since he has some abilities Akira has never seen before. Furthermore its not like Toya would come into this without a surefire plan of his own.
Then comes the last option, go on the offense and use the phasing ability and hand gun. Due to his previous fights with Toya's pawns he had already carved the impression that he would phasing to avoid attacks while attacking with the hand gun so he could manipulate him by making use of that.
In the end Akira decides to use the best parts from options 1 and 3, so he'll maintain distance using his ability and counter attack if the situation allows it. In the midst of thought Toya sneaks up on him using an ability that lets him teleport through shadows and before he can make a move he grabs him by the neck.
Akira uses permeability to slip through Toya's hands and slide away.

Toya tells him he has 20 abilities left which was a lie but Akira catches on and calls him out for it saying he really has 21 abilities left which means Akira had memorised how many abilities he had used up so far.
Akira decides to use option 1 but it is cleverly countered by Toya who uses the red string ability to restrict the distance the both of them can separate.
Fortunately the string can also phase through things so Akira tries to run away but only a little bit just so he can understand how much distance the string can stretch.
While he runs Toya flicks 3 coins at him which he phases through, as they pass through him the coins chip off some shards of the trees behind him which Toya turns into daggers that stab into Akira's arm. Akira can compose himself despite the pain and he had also anticipated Toya would make a move like that since Akira can only phase through one object at a time. Due to the limit of his permeability Toya decides to flick a mix of coins and rocks at Akira since he can phase through one of these objects at a time therefore at least one should hit him. Akira, expecting this, decides to glare at the space next to him before Toya launches his attack. This was to manipulate him into believing he was going to teleport away from the projectiles, which of course worked.
Some more action which I won't describe because it's not that relevant but Akira gets in a position where he can shoot Toya however when he tries to, Toya creates a hole in his chest using an ability, the bullets disappear through the hole in his chest and reappear through the hole in his hand. Akira tries to teleport away as the bullets are fired at him but Toya grabs onto him as he teleports which means he is transported to the same place Akira teleports.
However this is what Akira wanted, he anticipated his Father would grab onto him as he teleports, not just so he can attack him but also because if teleports too far away then the string will snap and they'll both die. He had teleported to the clearing where Kirisaki's grandma was hiding.
Toya is about to finish him off and Akira had planned to use his loan shark ability at this time but Toya holds off.
Now one of Akira's preparations he had in place, being Kirisaki's grandma decides to come out of hiding which was something he specifically told her not to do. Her attack fails and Toya holds her while aiming a gun at the back of her head. He gives Akira a choice to either use his phasing ability on himself or her, since the Akira is also in the line of the fire. (This is ironic by the way because Akira basically used the same tactic on Yuu)

Now Akira does the boldest thing he's ever done so far in the series. He knows deep down Toya doesn't want to kill Akira if he doesn't have to but will sacrifice anybody for his wife's sake.

Akira decides to show the a larger amount of determination then Toya by saying "I've long been ready to make sacrifices. Even if it turns me to ash, I'm going to beat that man"

After he says that he activates the phasing ability on her and Toya's bullet fires at Akira which should of killed him but it was fired at his left shoulder instead and only left him wounded. Toya could have had an easy win here but fumbled because Akira had used his words to make Toya's emotions get the better of him causing him to misfire. Either way Akira made the decision and knew the ability was going to be fired at him and still took the risk. It's Akira's resolve itself which made Toya hesitate and Akira was counting on that.

Toya is about to shoot Akira, but of course Akira had a back up plan with the marbles. Akira manages to switch abilities but targeting Kirisaki's grandma as the other person, he already had a belt with marbles attached which was hidden. He enlarged a marble which blocked Toya's bullet. The next marble grazes Toya's head and makes him bleed.

The two are now in an intense fight, Akira places some large balls around in a way to obstruct Toya's vision and lets him hide. Akira then flings a medium sized ball at Toya that strikes his chest and makes him crash into the ground. With all the balls in place, Akira figures that his father will expect him to blind side him with his permeability. However Toya makes an unexpected move, he uses the ability that allows the user to chain anything they've touched to their hand and chains his hand to the balls, then using a anti-gravity ability that allows the balls to be lifted easily while still keeping their weight, he swings the balls in an attempt to hit Akira.

They both have to dodge the balls while defending themselves which requires quick reaction time, however this doesn't last for long and Akira ends up breaking his right arm when gets hit by a ball.

Akira gives a little speech about how he'll never give up and some other stuff that doesn't make sense until later. This next move is something Akira had already planned since he saw the abilities of Toya's pawns, specifically Taiga's resonance ability that lets her generate shockwaves that resonate through objects. Akira could only use this ability if he got his father to believe he was going to use it. Therefore Akira places a large ball beneath him and then places another large ball below him which begins to fall down. Akira is counting on the fact that Toya would be able to abduce what the purpose is behind Akira's actions. It isn't much of a gamble, seeing

a large ball begin to fall on top of another one, one would be able to deduce that on impact that would make a large noise, Toya knows Akira can use multiple abilities and that Taiga's ability utilised noise, therefore that means Akira is going to use her ability.
What makes this truly effective is that the shockwave has to travel through multiple objects to reach its target and there are around a dozen steel balls lying around so Toya won't be able to tell where the shockwave is coming from. This works successfully leaving Toya's left arm and leg brutally wounded.
What is truly brilliant is that Toya had a back up plan that would normally allow him to recover from the brutal circumstance he was in at the moment but Akira had deduced what that back up plan was. Akira already knew that Toya had the abilities of participants who either died or retired, Akira had seen that Toya's had used the ability of the rotation guy, the rotations guys partner had the ability to undo things that occurred before his eyes, this meant that Toya likely had that man's ability copied and pasted onto him therefore he could only beat him by using something he couldn't see and what better weapon then the resonance ability.
Akira askes Toya to retire as it seems he can no longer fight but unexpectedly, Toya undos the injuries even though it shouldn't be possible.
Despite the sudden turn around Akira is able to quickly deduce how Toya was able to do this. In order to activate the undo ability Toya would have to see himself lose his limbs which should be impossible since it was an invisible unpredictable strike, thats means Toya had used the ability of number 13 which allows the user to share senses (such as smell, hearing, sight) with others. Using this ability Toya shared his sense of sight with Akira, this way he could see himself be striked by the shockwave which would enable him to undo the ability.
After this Toya knocks out Kirisaki's grandma with the steel ball and announces to Akira that he's figured out his ability and he guesses correctly.
After this Toya gives Akira a long rundown on the reasoning that led him to figure out his true ability and also suggests that they should wait for Yuri to arrive so he can kill her in front of him.
Toya uses his last three combative abilities to make Akira unable to move. Akira asks him to leave Yuri out of it but Toya refuses, Akira asks him if it was revenge for his mother's death but Toya denies this, saying the true reason for all this is because of what Akira did on his first playthrough.
Akira had been under impression that this unnecessary torture all linked back to his mother's death but after hearing that this is not the case he violently slams his own head onto the ground causing it bleed.

Ringo then arrives which was not a part of Akira's plan but it was actually in his favour because she's pretty smart.
After some mayhem Ringo ends up being striked in the head which could or could not be fatal. Akira with tears streaming from his eyes, and broken bones, attempts to crawl towards Toya. He tells him to just end it, basically meaning he wants Toya to kill him after being broken physically and mentally. Toya walks up to him and tries to cut him down but the sword breaks on impact and vanishes. That was the result of Koji Kitajima's ability which allowed the user to nullify any abilities directed at them so long as his hand was on the ground. Toya wouldn't have known Akira would use this ability because firstly it seemed as if he had surrendered and secondly he didn't notice the secret message Ringo set Akira earlier. She had said "Akira! Remember Kitajama's word's! You're the main character of this game", to Toya this would just look like words of encouragement given by a friend but in actuality it was a message that meant she would make him be able to activate Kitajama's ability. This was clever on Ringo's part and for Akira since he was able to understand the hidden meaning behind her words.
The next step of the plan was Akira to touch Toya while hes standing under the steel balls which will allow the balls onto Toya. Unfortunately due to his broken arm he is unable to do this, Toya is also unable to kill him but it doesn't matter from his perspective as he'll just kill his friends in front of him and force him to retire. However unbeknownst to Toya, this last resort was actually just a misdirection for Akira to be able to use the trump card he had been waiting to use since before the fight. He was now able to use the loan shark ability. At first Akira wasn't actually fully confident this ability would ever work since he had used it before and it failed so he simply assumed Toya hated to much for the ability to activate however when he slashed Akira he didn't kill him but still found a way to achieve victory, but the moment Toya was victorious would be the moment Akira would be able to use the loan shark ability.
Akira explains his profiling of Toya based on his actions, he elucidates how Toya never actually hated him, as long as its for her he won't hesitate to do anything meaning he's willing to make any sacrifice for that goal. Akira says he's just the same to show Toya that they have the same mindset. Akira stretches out to touch his hand to disable his ability, knowing fully well that the steel ball will crush both of them because Toya had said he'll grab Akira's hand and make him die with him if he touches him. Just before Akira touches him he says
"I'm not alone anymore. Yuri and the others are with me. I'll place my trust in them, and let them finish the job."

However, unexpectedly Toya pulls Akira out of the way, letting himself die and Akira live. This definitely was not a part of Akira's plan judging by the shocked expression, meaning he really did intend to sacrifice himself, but in the end Akira's willingness to sacrifice himself compared to Toya's willingness to sacrifice others was what made him win in the end.

For what happens in the next trial Akira makes a deduction, he thinks the others participants are in individual rooms. The first trial was a one-on-one battle, the second was the same but they competed in teams of five. Akira deduces that the first 2 trials were designed to acclimate us to fighting, negotiating, and strategising with abilities. Then after they understood their abilities, they were allowed to act freely in the 3rd trial. He deduces that they created a closed environment designed to force them to evaluate their own capabilities and make difficult choices. As the 3rd trial went on, people with the same goals built factions where they banded together against opposing groups. Then after that came the 4th trial, which was set in Tokyo, composed of 6 teams of 11. The field shrank as time went on and there was a calamity system designed to cut down the number of participants. Then they fought until there were only 6 left. There is one commonality within all the trials they've gone through so far. In every one, participants were forced to fight each other therefore that's likely to be the case in the final trial. So the final participants will all be pitted against each other. The reason Yuuri and Akira are in a room despite the fact Akira suspects the others are alone in different rooms is because if someone is near you at the end of the trial that meant they were an ally or opponent so they purposely put nearby participants in the same room despite this to send a message that says work together or fight each other. This is mostly an abduction by Akira but he finds it very likely considering Mion's personality. Also the fact there are no cameras in the room unlike previous times must be because they're looking forward to what decisions the participants make.

[Strategy, Planning, PSI, FRI, EU, EF, EE, EM, ER, Social Awareness, Social Cognition, Mental Fortitude, Stress Tolerance, Impulse Management, Perseverance, Cognitive Discipline, Observation, Prediction, Anticipation, Field Envisioning, Direct Manipulation, Indirect Manipulation, Logical Manipulation, Emotional Manipulation, Misdirection, Fabrication, Concealment, Information Control, Creativity, Risk Management, Psychological Profiling, Psychological Insight, Setting traps, Contingencies, Risk Calculation, Information Gathering, Trap Evasion, Improvising, Critical Thinking, Analytical Thinking, Systematic Thinking, Deductive Reasoning, Inductive Reasoning, Abductive Reasoning]