RICHARD ARATA FEATS DOC

The Deviant of Protoporos Island

(Chapter 343)

Amen observed that Protoporos acts as a microcosm of the wider world, in that the island has many measures i.e the untouchable line Colosseum event in order to prevent slaves from climbing the social ladder and becoming citizens. Furthermore, only citizens are allowed to leave the island, which prevents slaves from leaking information about the true nature of the island to the outside world, luring more and more players in. The man who designed such a scheme, was none other than Richard Arata himself.

[Information control, social engineering, concealment, mass manipulation, holistic thinking, strategy shielding, planning invincibility, planning coverage]

(Chapter 356)

It is revealed that the island has also been used for the mass production of drugs, as well as for organ harvesting. Referee Douji notices that there are bodies undergoing artificial respiration, concluding that these people were made brain dead in order to preserve their organs to be in perfect condition for when they are harvested.

[Concealment, fabrication, applicative thinking, planning intricacy]

(Chapter 379)

During his confrontation with Kyara, Arata reasons that Baku must be trying to disrupt the high level players in all kingdoms through use of the outlaws, eventually manipulating those who oppose him to leave the island, reducing the military force of enemy kingdoms. This indirectly contributes to Arata's wider plan of creating a Protoporos governed only by the strongest and most resilient players, so this manipulation also aligns with Arata's goal. Furthermore, Arata agreed to help Kyara, but only if he was able to defeat Jonglyo who had also arrived at the scene.

[Abductive reasoning, linear thinking, convergent thinking, metacognition, mass manipulation, planning aim, planning versatility, negotiation]

(Chapter 380)

Arata deduces that Kyara must have killed Jonglyo's previous contractor for him to be targeting Kyara already. Arata was very familiar with the workings of Jonglyo's contract, as well as possessing knowledge of Nameribone's death despite being restricted to the island.

[Deductive reasoning, information gathering]

(Chapter 403)

Arata receives information that Lalo has been made the Kaiser, and concludes that Baku must have been guiding him towards unification on the 23rd in order to trap him and making it impossible for him to become Kaiser on the 31st in accordance with the current rules.

(Chapter 407)

Arata at first acted very close to Daiba, giving him 50 billion yen to spend on the creation of a real Protoporos island, appealing to their shared dream of 'playing one game forever'. He manipulates Daiba into thinking of him as a benevolent god, making him immutably loyal towards himself.

Through use of the outlaws, Arata plants a bank note from the People's Republic of Huger into the Developers' room, predicting that Daiba would take it, planting the seed of the rift between the other developers, who would be convinced by Arata that Daiba was trying to sell of Protoporos island, concealing the fact that Arata was the actual one trying to buy the country of Huger.

Furthermore, Arata had prepared multiple vests and one Level 100 vest in advance, allowing him and the outlaws to become players and target Daiba without interference. Thus far, Arata had secretly been using Chief Fujitsubo to gather information on the events of the island while he led the outlaws.

[Social skills, charisma, persuasion, individual manipulation, emotional manipulation, planning aim, planning intricacies, planning coverage, misdirection, fabrication, concealment, planning contingencies, mass manipulation, information gathering, information control, tactics, trap setting]

(Chapter 410-412)

Arata collaborated with Fukurou to bring down the developers from the inside of the Panopticon, allowing him to be delivered in a box by Fujitsubo. As Hachina reveals, the island is nothing more than a 'playtest' to Arata, and so by trying to frame Daiba, he is suggesting that his 'New Protoporos' after he buys Huger is one run by the players; the developers are an unnecessary presence.

Daiba counters this by claiming that Arata worked 'without sleep' during times of trouble and often overworked, hence why he couldn't possibly betray the developers, further highlighting the potency of Arata's manipulation. Additionally, Arata had predicted the drugging of the food and scarcity of rations, expecting to create a harsh environment that only the most adept players could survive in, automatically choosing who he wants to bring to the new Protoporos for him. Gradually, Arata begins to kill off the developers.

It is implied that Arata predicted the 23 day trap to force Lalo into becoming the Kaiser, which would trigger the start of Protoporos Nightmare, which was his ultimate beta test for his own Protoporos.

[Planning aim, planning intricacy, planning coverage, planning invincibility, strategy alignment, strategy complexity, strategy shielding, observation, mass manipulation,

individual manipulation, indirect manipulation, stress tolerance, cognitive discipline, perseverance, prediction, strategy efficiency, misdirection]

(Chapter 415-417)

As predicted, Lalo meets with Arata under the pretense of requesting help to rewrite the rules of Protoporos to allow him to be re-elected as Kaiser on the 31st. Despite Lalo's outwards boldness, Arata observes that he doesn't actually have any reinforcements, and his confidence is just a bluff. Arata proceeds to threaten Lalo with a knife until the latter reveals his 'true objective' of leaving the island.

Additionally, in preparation for his new Protoporos, Arata orders the removal and destruction of the players' personal items that could bring back memories of their home countries, allowing him to manipulate new players into staying there. However, upon seeing his defeated men, he 'instantly' realises that Lalo had lured him into a trap instead using Referee Amen. Furthermore, while he was distracted, Lalo took the opportunity to stab him, ending the life of the Fake Arata. (Note that the narration of these chapters also describe Arata as possessing 'extreme objectivity' and being able to feel others' feelings or perspectives 'much sharper than anyone could').

[Prediction, observation, EP, EU, direct manipulation, planning contingencies, mass manipulation, PSI, metacognition, perception]

(Chapter 471)

It is revealed that Arata had actually planned for the death of his fake self. In this move, his manipulation of Daiba and the rest of the loyal developers/players is complete, with their 'God' revived before their eyes, taking over the island country of Huger and leading them into a new age of 'Protoporos'.

[All planning, All SQ, strategy effectiveness, strategy complexity, strategy resilience, information gathering, information control, indirect manipulation, emotional manipulation, mass manipulation, individual manipulation, concealment, misdirection, anticipation, prediction, situational awareness]