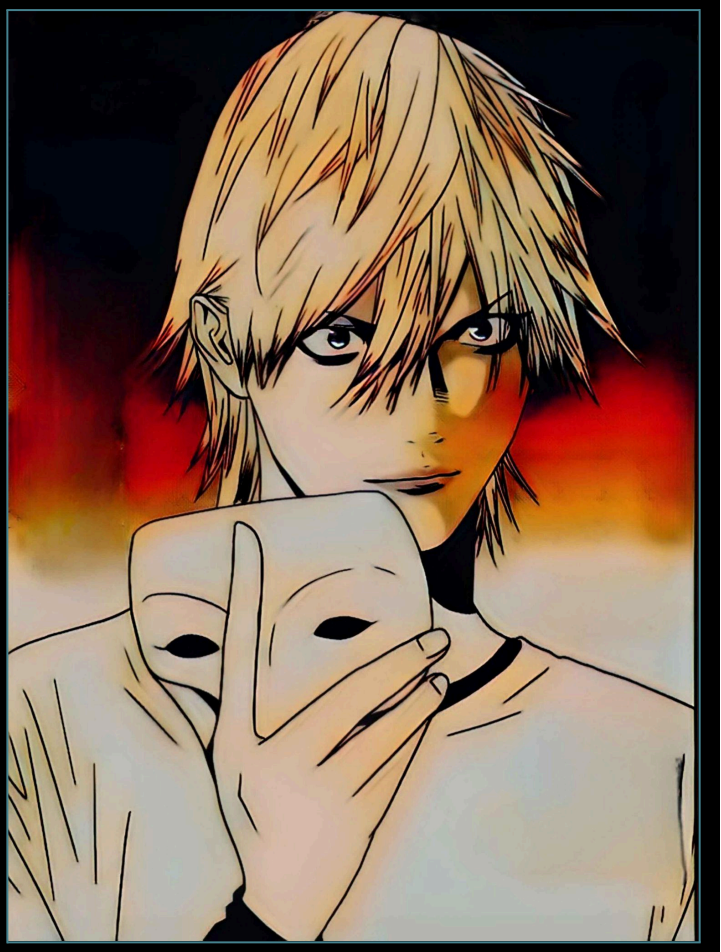
STALEMATE PLAN DOC



Made by: Tokho/Cridemord

In this document I will explain Akiyama's most underrated and misunderstood feat;
the Stalemate Plan. We'll dive into how this plan was not the result of dumb luck or Yokoya's antifeat, but a total brilliant planification from Akiyama Shinichi, who was able to
defeat not only the game, but the Liar Game Tournament itself by risking his own life and executing a perfect plan that many would refer to as a "miracle".

FSIQ = Green

Planning/Strategy/Tactics = Cyan

Manipulation/Deception = Red



EQ/SQ/Psychology = Yellow

Thinking/Reasoning/Intel = Blue

Other categories:(Anticipation, Observation, etc.) = Purple

"IN ANY SITUATION, THIS MAN KNOWS NO ANXIETY."

❖ THE RECORDS OF THE FOUR KINGDOMS

In this game, there are four kingdoms that battle each other in a four-cornered arena. The four kingdoms are: Shu, Wei, Wu and Wo. Each kingdom has 4 members, each kingdom occupies one corner of the arena, and the corner is deemed their territory. Each kingdom has 100 Live Points (LP), and the aim of the game is to attack other kingdoms and deplete their Live Points down to zero. There may only be one winner, and therefore the other three kingdoms must lose.

Rules:

1. Each Kingdom needs a Boss
2. The Boss title will be obtained by a short version of the main game, where the winner will become the Boss
3. The Boss must select a general
4. The General can be the only person who enters the Control Tower
5. Once entered the control tower, the General will input the actions his kingdom will do in the round
6. The general can input maximum three actions, or he can simply input none
7. For each action the general introduces, 1 LP will be taken away from his total Kingdom's LP.
8. If the General introduces no action, his kingdom won't lose any LP
9. The actions the General can introduce are: Attack, Defend. They can send an Attack to any other Kingdom, as well defending from them with the defense.
10. If a Kingdom successfully hits their attack, the targeted Kingdom will lose 3 LP
11. If their attack is blocked by a defense, it will no deal damage to the target
12. The Kingdom’s that reaches 0 LP will be eliminated, the winner will be the last standing Kingdom, that means three Kingdoms will lose.
13. Kingdoms that input their action first than the other, their LP will decrease first: ej Wo Kingdom introduces their action 2 minutes before the time ends, Wei introduces their action 1 minute before time is up, in this case, Wo’s action will be displayed first, therefore their LP reduction as well.
14. Kingdoms will have 20 minutes before each round to discuss their strategy
15. The loser’s money they previously earned in Human Auction will be confiscated by the Liar Game Corporation
16. Losers will have to return the 300 million the Liar Game Corporation gave them for Human Auction.

AKIYAMA'S REALIZATION:

First and foremost, it is crucial to contextualize the predicament Akiyama faced within the framework of the Liar Game. Throughout the competition, Akiyama consistently sought strategies to rescue all participants from the burden of debt. However, a pivotal development occurred during the Bid Poker and Human Auction phases, where Yokoya demonstrated a pre-existing familiarity with the game's structure and revealed the grim reality of the Liar Game to the players. Yokoya disclosed that those who lost the game would be sold on the black market, subjected to human experimentation or military weapon testing, outcomes that would leave them either permanently incapacitated or ultimately dead. Akiyama initially became aware of this information through Kaneko's testimony, as he had not directly faced Yokoya in Bid Poker. Nevertheless, Yokoya's advanced knowledge of the game was further corroborated by his actions during the Human Auction.

Subsequently, after assembling his team, Yokoya divulged to Nao his comprehensive understanding of the Liar Game, even going so far as to present her with a book containing detailed information about the tournament. It is reasonable to infer that Nao shared this revelation with Akiyama, including Yokoya's personal history involving his father, prior to the start of the Records of the Four Kingdoms game.



Akiyama's predicament was thus defined by the unsettling realization that Yokoya possessed intricate knowledge of the game, including the Bid Poker and Human Auction phases, prior to their official announcement. If Yokoya's assertions regarding the fate of the losers were accurate, then his warnings about their eventual sale into the black market were not implausible. While Akiyama, known for his strategic mastery and critical thinking, might have considered the possibility that Yokoya was bluffing, however the evidence overwhelmingly pointed toward the veracity of Yokoya's claims. The rationale was

straightforward: the staggering debts incurred by the losers amounting to billions were insurmountable. The only conceivable means of extracting such sums from the losers would be through illicit and inhumane practices facilitated by the black market.



Thus, it stands to reason that Akiyama was acutely aware of the life-threatening stakes faced by the participants. Compounding this, the game rules dictated that only one team could emerge victorious, leaving twelve players unequivocally as losers. Unlike prior game rounds, only the winning team would receive a monetary reward, rendering it impossible for the remaining participants to earn even a fraction of the prize. Consequently, the twelve losing players, devoid of any financial recourse, faced the grim prospect of death or worse.

Moreover, considering the Liar Game had been ongoing for several months by this stage, it is highly probable that none of the participants had managed to repay even 1% of their accumulated debt. The organizers, recognizing the futility of granting the losers additional time to repay, would likely have initiated measures to detain them. Allowing them further freedom risked the possibility of escape or evasion, such as fleeing the country. Based on the available evidence and the logical trajectory of events, it is reasonable to conclude that Akiyama fully grasped the dire and imminent danger confronting all participants in the Liar Game.



AKIYAMA'S PLAN TO SAVE EVERYONE

Upon analyzing the rules of the game, Akiyama swiftly recognized the improbability of saving all participants under conventional strategies. In his position, the rational choice would have been to secure his own victory. However, Akiyama's exceptional impulse control allowed him to set aside this safer option in favor of a far riskier, altruistic approach aimed at rescuing everyone involved. The likelihood of success for this plan was exceedingly low, approximately 1%, and hinged on forcing the game into a Stalemate, rendering it impossible to conclude or determine a definitive winner. Achieving such an outcome was inherently improbable, as maintaining or even reaching a stalemate given the LP differences was nearly impossible. To address this, Akiyama devised a masterful plan: he would manipulate circumstances to indirectly compel Yokoya into establishing a three-way pact, thereby creating conditions conducive to a partial stalemate. Yet, the fleeting nature of this opportunity demanded immediate action on Akiyama's part.

[FRI, PSI, Overall Planning, Indirect Manipulation, Mass Manipulation, Misdirection, Logical reasoning, Abductive Reasoning, Inductive Reasoning, Counterfactual Reasoning, Analogical Reasoning, Causal Reasoning, Convergent Thinking, Divergent Thinking, Lateral Thinking, Vertical Thinking, Non-linear Thinking, Abstract Thinking, Critical Thinking, Analytical Thinking, Holistic Thinking, Conceptual Thinking, Systematic Thinking, Associative Thinking, Fluid Intelligence, Mathematical intelligence, Emotional Management, Emotional Engagement, Foresight, Setting Traps, Stress Tolerance, Mental Fortitude, Impulse Control, Analysis]

CALCULATING THE COMBINATIONS

To determine the feasibility of inducing a Stalemate, Akiyama meticulously calculated all potential actions that the three kingdoms within the pact could take. His predictive accuracy stemmed from a key insight: the status quo between Wu and Shu must remain unbroken. Using this principle, Akiyama anticipated the future actions of Wu and Shu, assuming their equilibrium would persist until Wei and Wo were eliminated. Furthermore, Akiyama accounted for Yokoya's willingness to be eliminated, predicting that Yokoya would deliberately reduce his own LP by executing "unnecessary" moves throughout the game. This enabled Akiyama to integrate Yokoya's behavior into his calculations.

In addition, Akiyama needed to forecast his own actions to misdirect his adversaries and prevent them from discerning his true objective. For instance, he will strategically target a single kingdom to create a diversion. Moreover, Akiyama had to predict the actions Wu and Shu would take once they discovered the existence of the spy within their ranks (a critical component I will explain later). As a result, Akiyama calculated an astonishing total of 377 future actions, distributed as follows: 99 actions from Wu, 99 actions from Shu, 100 actions

from Wei, and 79 actions from his own kingdom. These actions encompassed all possible combinations of attack, defense, and strategic maneuvers, such as deploying three-wall, sword, or shield formations.

Such extensive calculations were essential for several reasons. First, Akiyama needed to ascertain whether a stalemate was viable by the end of the game. This included estimating the time required for the three kingdoms to eliminate his own. Second, he had to evaluate the risk of Shu breaking the status quo by neglecting to deploy a defensive wall during his non-stop attack strategy. If Shu failed to maintain equilibrium, the balance would collapse. Nevertheless, Akiyama proceeded with this tactic, trusting Yokoya's capability to sustain the status quo.

Additionally, Akiyama factored in Yokoya's deliberate LP reduction, ensuring no deviations from the plan would arise. This meticulous foresight was crucial to prevent Yokoya from inadvertently disrupting the Stalemate plan. Akiyama also needed to accurately predict the final actions Wu and Shu would undertake, ensuring these actions aligned with plausible justifications while still upholding the stalemate. By assigning distinct roles and strategies to each kingdom, Akiyama preserved the delicate balance necessary for his plan's success.

Ultimately, Akiyama's comprehensive calculations served multiple purposes: to confirm the possibility of a stalemate, to mitigate the risk of a status quo collapse, to predict the specific actions Wu and Shu would execute in the final rounds, and to maintain control over Yokoya's moves. Given the high stakes where the lives of all participants rested on the outcome, Akiyama exercised unparalleled precision and vigilance. It is also plausible that Akiyama accounted for additional contingencies, particularly in his misdirection strategies and in crafting the final combinations for Wu and Shu, to optimize efficiency. These factors underscore the complexity of Akiyama's plan, which necessitated processing 377 discrete actions across all kingdoms to achieve the stalemate and safeguard everyone's survival.

How much time did Akiyama need to calculate and process all this information? Well, it is uncertain, however we can say Akiyama did it in the Boss round, considering his teammates really wanted Akiyama in the human auction game, we must assume they had no problem and directly gave Akiyama the boss title, this is because the advice the dealer gave starting the game "I can assure you all, in Records of the Four Kingdoms game it provides a definite advantage to have a strong person as your team's boss." Based on this, we can tell the Boss record was a simple transaction for Wo, that would take around 3-5 minutes to decrease their own LP to give Aki the boss title. However, giving Akiyama's previous CPI feats such as 17 poker where he unshuffled 17 cards and shuffled them 8 times making a total of 136 cards while storing in his memory 9 key patterns positions (153 cards) in a matter of 45 seconds to maximum 1 minute, the process of calculating each kingdom action would take 3 minutes for the benefit of the doubt (it is possible it took him even less time than that.) We know Akiyama finished the calculations during this time, since after Nao comes out of her Boss game Aki tells her he has a way to save everyone. Later in the game development I will show how every action the kingdoms made in this game make the sum of 377 combinations.

Assuming Akiyama did it in 3 minutes (180 seconds) to calculate 377 actions, To determine his speed, we calculate how many actions he processed per second:

Actions per Second (APS)= $\frac{Total\ Combinations}{Total\ Time\ in\ Seconds}$

APS= $\frac{377}{180}$ ≈ 2.09 actions per second

At 3 actions per second (a reasonable estimate for his speed), Akiyama could evaluate:

3×180=540 actions in 3 minutes.

This gives him enough time to calculate, refine, and double-check most of his strategies.

While 377 actions might seem overwhelming, Akiyama's genius allows him to simplify and optimize this process. Here's how he likely approached it:

Logical Grouping (Four Kingdoms)

Akiyama grouped the actions into manageable scenarios rather than calculating each move individually.

- Each Kingdom's Actions: Each kingdom (Wei, Wu, Shu, Wo) could choose one of 3 possible actions: Attack, Defend, or No Action.
- Total Combinations Per Turn: With four kingdoms, the possible combinations of actions in a single turn are: 3×3×3×3=81 combinations per turn.
- Key Rounds: Considering the constant LP awareness situation Akiyama was facing where a single LP deviation could mean their dead he planned the stalemate to last for 59th rounds, he faced that for each round, there are 81 possible combinations of actions (3 actions per kingdom for 4 kingdoms: 3×3×3×3=81

  Based in 59 rounds Akiyama aimed, the total scenarios would be:

  81×59=4,779 scenarios

That is the total number of scenarios that could happen in every round, every scenario is charged with different actions, so of course Akiyama did not calculate all of this, he simply reduced the number of scenarios and combinations using logic:

Eliminating Improbable Scenarios:

- By analyzing the game dynamics, Akiyama can exclude unlikely scenarios (e.g., a kingdom repeatedly taking "No Action" in critical rounds).
- This might cut the total down to a more manageable 1.000–2.000 realistic scenarios.

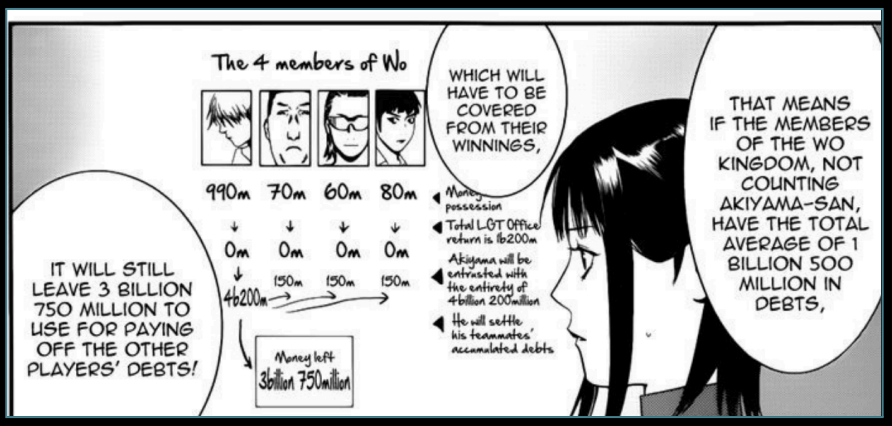
Pattern Recognition:

- Certain patterns, such as repeated attacks or defenses Akiyama can predict due the Status Quo, allows Akiyama to group multiple scenarios together, further reducing the complexity.

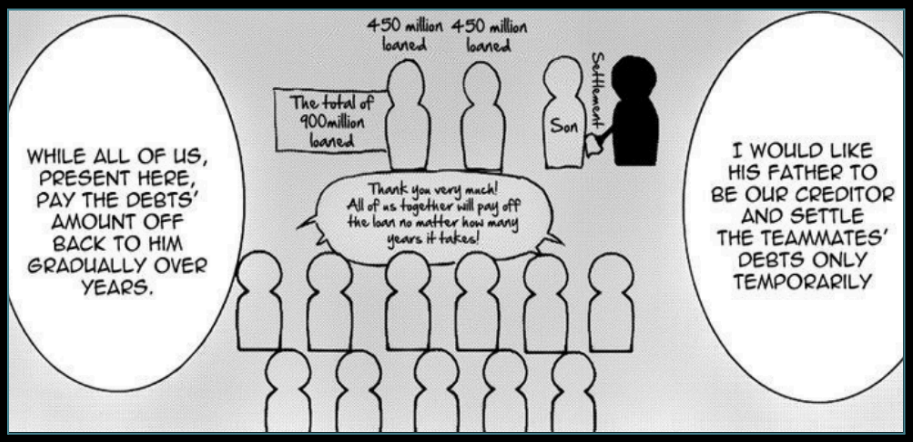
How can we be sure that Akiyama aimed for the game to last 59 rounds? During the first round, Aki put no wall in front of Wei, later in the 2nd round he did the same, but this time Yokoya attacked him. Later he put a wall, until 5th and 6th again Aki put no wall in front of Wei, Yokoya started attacking, but he did not suspect Aki's real intentions because he was being attacked by the other two kingdoms too, also since he found out about the non-stop attack strategy of Aki. So if Akiyama really had a secret plan, he would rather put 3 walls to protect himself, since by doing what he was doing only shows how powerless he is, aiming for a miracle. So with this in mind, we can be sure Akiyama totally calculated his LP loss based on the strategies he designed. He knew from the beginning his non-stop strategy would be countered by Yokoya, this way he totally accepted his LP loss during these rounds. Doing this, he could indirectly rush the game while doing reasonable actions in order to misdirect Yokoya and not let him find out his real plan. Later on, in the 17th round, after his non-stop strategy gave no results, he uses 3 walls, by this way Yokoya can be sure this is all Akiyama had, if not he would have done this way earlier.

[FRI, WMI + PSI= CPI, Logical Reasoning, Abductive Reasoning, Inductive Reasoning, Counterfactual Reasoning, Analogical Reasoning, Causal Reasoning, Convergent Thinking, Divergent Thinking, Lateral Thinking, Vertical Thinking, Linear Thinking, Abstract Thinking, Critical Thinking, Analytical Thinking, Holistic Thinking, Conceptual Thinking, Systematic Thinking, Associative Thinking, Mathematical intelligence]

THE LIE THAT DEFEATED THE LIAR GAME:



After the conclusion of the Boss round, Akiyama reconnected with Nao, revealing a supposed method to save all the participants. He whispered this "plan" to Nao, who then announced to the group that there was a way for everyone to be "saved." The proposal was for Akiyama's kingdom (Wo) to secure victory, after which the prize money would be used to pay off everyone's debts. With the prize money it will make 3 billion and 750 billion and yet, it won't be enough, So the crux of this plan involved the fabrication of a "rich player" entity,



wherein Nao claimed that one among them, aside from Yokoya, had a father who was incredibly wealthy. To cover this shortfall, the plan posited that they would ask the "rich player" to borrow the remaining amount from their father, with the promise to repay the loan eventually.

Yokoya asked about the identity of this player, but Nao said she won't tell him since it is crucial for their plan. Akiyama planted here a trigger, since Nao compared this rich player situation with Yokoya's, which Yokoya refuted saying he's been making profit through all the Liar Game without depending on his father, which Nao then dropped this to trigger and start manipulating Yokoya's father complex:



Akiyama told Nao to say this because two reasons, the previously explained Yokoya's father complex motive, which Akiyama will later exploit, and also to make Yokoya ashamed and not keep digging into this "rich player" identity, since it was crucial for

IF I LOSE, I'LL END UP HAVING TO DEPEND ON MY FATHER AGAIN TO SETTLE MY AFFAIRS, AND IF IT DOES TURN OUT THAT WAY, I WILL HAVE TO GIVE UP AND ACCEPT THAT I'M JUST THAT PATHETIC A PERSON."

IF I CAN GAIN A FEW HUNDRED MILLION OF MY OWN, MY FATHER WON'T BE ABLE TO INTERFERE WITH ME ANY LONGER.



Akiyama's real plan that Yokoya didn't debunk the existence of this entity, after Yokoya listened what Nao said, he couldn't even consider this player was an invented entity, since what Nao said reflects deep emotions and a valid reasoning, thinking this player was an invented lie was not considerable, this again shows how good Akiyama in emotional perception and understanding.

Finally Akiyama told Nao to exploit Yokoya's complex even more by shooting this dart:

With this Akiyama accomplished Yokoya feeling ashamed enough to not keep digging at all in their plan in the case he wanted to figure out the rich player identity.

While on the surface this appeared to be an impractical and flawed plan, essentially redistributing debt rather than eliminating it, it served a deeper purpose. However, Akiyama's intention behind this lie extended far beyond the surface-level proposal.

THE TRUTH BEHIND THE LIE:

The "rich player" lie was a calculated maneuver by Akiyama, designed to achieve several strategic objectives prior to the game's resolution:



1. **Forcing Yokoya to Cooperate with Wu and Shu:**
By having Nao announce that the only way to save everyone was to ensure Akiyama's kingdom (Wo) won, Akiyama indirectly pushed Yokoya into a corner. To prevent Akiyama's success, Yokoya had no choice but to collaborate with Wu and Shu, forming a three-way pact. This pact was essential to Akiyama's overarching strategy, as it required cooperation among three kingdoms to sustain his stalemate plan. Knowing this, Akiyama manipulated Yokoya into offering more favorable terms to Wu and Shu than Akiyama could, thereby coercing Yokoya into prioritizing the pact over his own victory.

2. **Shattering the Players' Faith in Akiyama's Ability to Save Them:**
Historically, Akiyama and Nao had been the driving forces behind efforts to rescue participants in the Liar Game. However, by presenting an obviously flawed plan, Akiyama deliberately undermined the players' confidence in his ability to save them this time. The contradictions in the proposal such as the implication that the "rich player" would lose the game to prove themselves to their father, despite ostensibly wanting to win, further diminished the plan's credibility. These inconsistencies suggested that the rich player was likely aligned with Yokoya's kingdom, as joining Akiyama's team would guarantee his loss, undermining his own personal goals. This realization discouraged the players from trusting Akiyama's plan and made them more receptive



to alternative offers, particularly Yokoya's eventual three-way pact.

3. **Lulling Yokoya into Complacency:**
   The inherent weaknesses of the rich player lie made it appear as though it was Akiyama's best possible plan to save everyone. Yokoya's reasoning was simple: if Akiyama had a genuine plan, he would have presented it immediately, as this game did not allow for incremental victories like prior rounds. Either Akiyama won outright, or everyone lost. Consequently, Yokoya dismissed the plan as irrelevant,

deeming it unworthy of further scrutiny. He provided only a superficial critique, pointing out the obvious flaws without attempting to investigate the existence or identity of the supposed "rich player." Finally Akiyama intentionally told Nao to exploit Yokoya's father complex in order to misdirect him even more from the lie. This allowed Akiyama to execute his real plan without interference, as Yokoya remained convinced that the rich player plan represented the extent of Akiyama's capabilities at that crucial moment.

The lie's strategic brilliance was later affirmed by the game's dealers, who noted that someone of Akiyama's intellect could have devised a far more convincing lie if his actual goal had been to execute the rich player plan. Instead, the lie functioned as a diversionary tactic, forcing Yokoya into a cooperative pact, eroding the players' confidence in Akiyama, and preventing Yokoya from uncovering Akiyama's true intentions. In the end, the rich player lie was not a plan to win the game directly but a pivotal element of Akiyama's overarching strategy to destabilize Yokoya's dominance and position himself for victory.

[Overall Tactics, Verbal Deception, Mass Manipulation Manipulation, Direct Manipulation, Indirect Manipulation Individual Manipulation, Logical Manipulation, Psychological Manipulation, Misdirection, Logical reasoning, Abductive Reasoning, Inductive Reasoning, Analogical Reasoning, Causal Reasoning, Convergent Thinking, Abstract Thinking, Psychology, Emotional Perception, Emotional Understanding, Emotional Engagement, Foresight, Creativity, Setting Traps]

PLANTING THE SEED FOR THE SPY REVELATION:

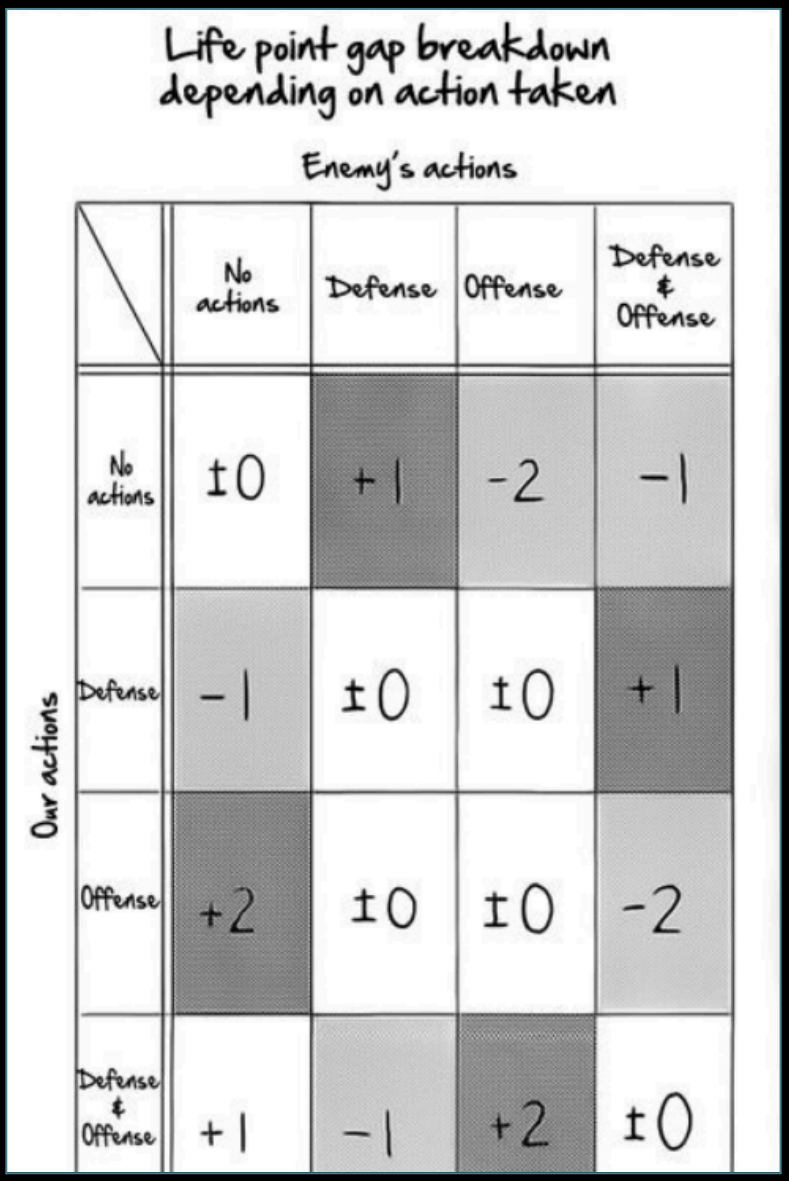
Akiyama, anticipating the game's progression, strategically exploits Yokoya's reliance on maintaining a status quo to execute his strategy. Akiyama understands that if either Wu or Shu develops even a slight LP difference, the equilibrium Yokoya depends on will collapse, giving Akiyama the opportunity to win. To capitalize on this, Akiyama crafts a secondary deception centered on the introduction of another fabricated identity: "the spy."

Once Akiyama's kingdom (Wo) reaches a critically low LP, making it appear mathematically improbable for him to recover, he approaches Wu and Shu individually. Building on the "rich player" lie, Akiyama plants the idea that the rich player, motivated by the desire to escape the Liar Game debt-free, would resort to extreme measures to secure victory, namely, bribing someone on the opposing team to act as a spy.

SPREADING DISTRUST:

Akiyama skillfully manipulates Wu and Shu by playing on their fears of internal betrayal. During his conversations with them, he asks if they've identified the rich player. When they inevitably reply in the negative, he emphasizes

the danger they are in, suggesting that the rich player's silence is deliberate. According to Akiyama, the rich player's goal is to abandon the Liar Game with no debts, which can only be achieved by becoming the sole winner. To do so, the rich player might exploit any means necessary, including bribing a teammate to act as a spy.



This narrative sows distrust among Wu and Shu, setting the stage for Akiyama's ultimate plan. He convinces them that their only chance of neutralizing a potential spy is to implement a strict strategy designed to both detect and suppress sabotage. He provides them a table to show them what is the best actions they can do basing in how it can affect their LP, this tactic shows the members of Wu & Shu that Akiyama is aiming for their benefit and has no secret intentions, since this table shows the how bad actions can make them lose the game, Akiyama later provides them an action table to guarantee not losing LP.

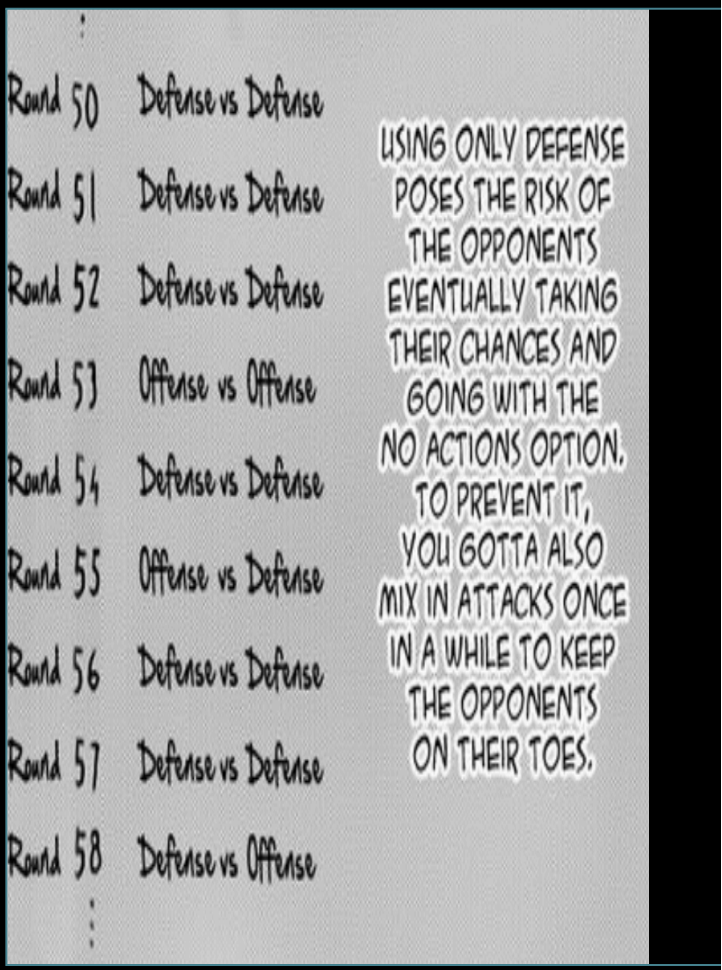
THE ANTI-SPY STRATEGY:

Akiyama proposes a detailed strategy to Wu and Shu, framing it as the best method to ensure fairness and mitigate the threat of a spy:

1. **Rotating Leadership:**
   Each round, the role of the general (the leader responsible for decision-making) will rotate among the team members.
2. **Isolated Command:**
   The general will not discuss or disclose their strategy with anyone before entering the control tower. This eliminates the possibility of a spy influencing the plan.
3. **Accountability for LP Loss:**
   If an LP difference arises due to a poor decision by the general, it will be assumed that the general is the spy. As a result, the general responsible for the discrepancy will be required to personally cover the team's debt.
4. **Logical Moves and Action Patterns:**

Akiyama calculated that the most logical moves for all kingdoms to employ were a combination of attack-only and defend-only strategies:

- Attacking: An attack forces the enemy team to defend, preventing the opponent from gaining an advantage through inaction.
- Defending: If a team defends and the opponent takes no action, the worst-case scenario is a loss of 1 LP. This is manageable and does not disrupt the overall balance of the game.



To eliminate the possibility of opponents exploiting a "no-action" strategy, Akiyama suggested incorporating **occasional offensive moves**:

- **Scare Tactics:** By occasionally launching unexpected attacks, Akiyama ensured that enemy kingdoms would not feel confident taking no action during their turn. The threat of losing significant LP from an unguarded attack kept them cautious and predictable.
- **Psychological Pressure:** These sporadic offenses heightened the tension and reinforced the idea that every team needed to remain vigilant, further discouraging risky behaviors like no action.

By advocating for logical moves and occasional offensive plays, Akiyama ensured:

- **Predictability:** Opponents' actions became easier to anticipate, allowing Akiyama to maintain control over the game's progression.
- **Stalemate Feasibility:** The consistent and balanced gameplay minimized the risk of any team gaining a decisive advantage, keeping the game on track for the planned stalemate.

This simplicity ensured predictable gameplay, which was essential for Akiyama's ability to calculate future outcomes and maintain control over the game's dynamics.

To reinforce this plan, Akiyama provides Wu and Shu with a table outlining optimal actions that balance defense and attack. (to each kingdom he prepared a different table for each kingdom.) This ensures they can counter an enemy "No-Action" strategy while remaining cautious of potential sabotage. However, the true brilliance of Akiyama's strategy lies in it's psychological manipulation:

- **Forcing the Spy to Betray the Rich Player:**
  If a spy exists, they are incentivized to betray the rich player. While the rich player may bribe the spy to sabotage their own team, the risk of being held personally responsible for any LP difference outweighs the bribe's value. The spy, therefore, has more to gain by ensuring their team's victory, even if it means exposing the rich player's strategy.

- **Creating a False Sense of Security:**
  Wu and Shu perceive the strategy as foolproof, believing it will eliminate the spy while ensuring their victory. This belief blinds them to Akiyama's broader plan, allowing him to subtly manipulate the game's dynamics without arousing suspicion.

[Strategy Complexity, Strategy Efficiency, Strategy Effectiveness, Strategy Foresight, Strategy Adaptability, Strategy Shielding, Verbal Deception, Mass Manipulation Manipulation, Indirect Manipulation, Logical Manipulation, Psychological Manipulation, Misdirection, Logical reasoning, Abductive Reasoning, Inductive Reasoning, Analogical Reasoning, Causal Reasoning, Convergent Thinking, Vertical Thinking, Linear Thinking, Abstract Thinking, Critical Thinking, Analytical Thinking, Holistic Thinking, Conceptual Thinking, Systematic Thinking, Associative Thinking, Psychology, Emotional Perception, Emotional Understanding, Emotional Engagement, Foresight, Creativity, Setting Traps]

AKIYAMA'S DECLARATION OF WAR:

Before the game even begins, Akiyama boldly declares to Yokoya:
"Make no mistake. I will win this without question."



Yokoya responds in kind:
"I shall make sure not to let you. Without fail."

This exchange marks a rare moment where Akiyama uses a direct bluff as part of his psychological strategy. We all know Akiyama is a master when it comes to bluffing, but this is the first time he bluffs to Yokoya before the game started. Akiyama's words are not merely bravado, they are carefully crafted to achieve two critical objectives:

Amplifying Yokoya's Competitive Drive:
Akiyama knows Yokoya thrives on rivalry, particularly when it involves Akiyama himself. By confidently asserting his inevitable victory, Akiyama fuels Yokoya's obsession with

defeating him. This heightened desire to win pushes Yokoya further toward a strategy of perfection, one that ensures no mistakes, an ideal opening for Akiyama's stalemate plan, which thrives on calculated precision.

Subtle Psychological Manipulation:
By emphasizing the phrase "make no mistake," Akiyama implants the idea that even a single error could lead to his victory. This primes Yokoya to adopt a cautious, perfectionist approach, driving him to rely on a 3-way pact to control the game. Ironically, this fixation on avoiding mistakes aligns perfectly with Akiyama's overarching plan, as any deviation from the pact could destabilize Yokoya's strategy and open the door for Akiyama's stalemate to take hold.

[Verbal Deception, Indirect Manipulation, Direct Manipulation Bluffing, Psychological Manipulation, Misdirection, Psychology, Emotional Perception, Emotional Understanding, Setting Traps, Anticipation]

MISDIRECTING THE LIAR GAME CORPORATION:

Akiyama recognizes that this game is unlike any other Liar Game round. Its complexity and stakes, both for the participants and the Liar Game office, mean that any signs of a stalemate could trigger intervention from the organizers. While the dealers have historically refrained from interfering in the games, Akiyama suspects that this round's significance might prompt them to act if they sense their profits or the game's integrity are at risk.



To counter this potential threat, Akiyama cleverly misdirects the Liar Game office by publicly framing himself as being at a disadvantage.

When Yokoya begins reducing his own LP, a key part of Akiyama's stalemate strategy, Akiyama loudly announces: "As I suspected, Yokoya got their cooperation by promising he would make his own team lose."

This declaration serves several purposes:

1. **Diverting Attention Away from His Plan:**
   By framing Yokoya's actions as a betrayal of his own team, Akiyama creates the illusion that he is struggling against a superior and coordinated opponent. This misdirection convinces the dealers that Akiyama is not in control, reducing the likelihood of their intervention.
2. **Feeding the Dealers' Bias:**
   The dealers, who are observing through cameras and microphones, react to Akiyama's words with apparent agreement, reinforcing their belief that Yokoya is the dominant player. This perceived imbalance supports the narrative that the game is progressing naturally, even as Akiyama's hidden plan unfolds.
3. **Protecting the Stalemate Plan:**
   Akiyama understands that the Liar Game office could take drastic measures if they detect his strategy. By portraying himself as cornered and disadvantaged, he minimizes the risk of the game being paused or sabotaged by external forces.

Why Akiyama feared the Dealers' intervention? Although the dealers have historically avoided interfering directly in the games, Akiyama knows this round is different:

- **Higher Stakes:** The final round represents the culmination of the Liar Game, with massive profits at stake for the organizers. Any indication of a stalemate jeopardizing the game's conclusion could prompt them to take action.
- **Potential for Profit Loss:** Akiyama's plan to force a stalemate threatens the office's ability to collect debts and generate revenue, making it a direct threat to their interests.
- **Unpredictable Reactions:** Akiyama cannot rule out the possibility of the dealers deploying countermeasures, such as pausing the game, introducing a spy, or manipulating the rules to disrupt his strategy.

By crafting this narrative of disadvantage, Akiyama ensures that the dealers perceive the game as progressing naturally, keeping his true intentions hidden until it's too late for them to intervene.Akiyama continued with this narrative when his team questioned him what the hell are they doing, they're been beaten up so bad. Akiyama then explains to them Yokoya's 3-way pact.

[Verbal Deception, Indirect Manipulation, Bluffing, Psychological Manipulation, Misdirection, Psychology, Setting Traps, Anticipation]

NON-STOP ATTACK STRATEGY:

When Akiyama's Wo Kingdom appeared on the brink of collapse due to relentless attacks from the other kingdoms, he executed a multifaceted strategy designed to:

1. Calm his own team by presenting a logical plan.
2. Exploit rivalries within Yokoya's alliance.
3. Distract Yokoya from his true endgame: the stalemate.

1. Leveraging Yokoya's Alliance Dynamics

Yokoya's strategy involved forging an alliance with Wu and Shu to eliminate Akiyama's Wo Kingdom first. However, Akiyama understood that this alliance was inherently unstable:

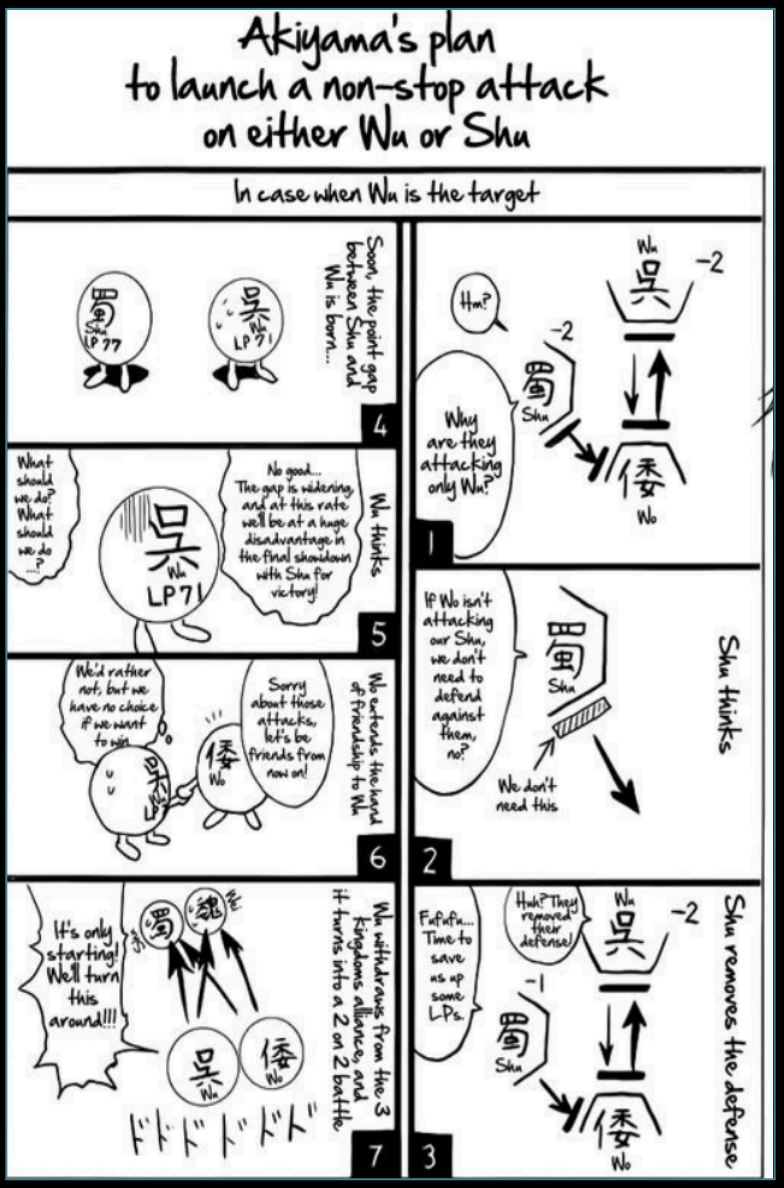
- **The Endgame Duel:** Once Wo was defeated, Wu and Shu would inevitably turn on each other in a **50% duel** to determine the final winner.
- **Inherent Distrust:** Both Wu and Shu would want to gain even the smallest advantage before this duel, making them susceptible to manipulation.

Akiyama exploited this dynamic by highlighting how both teams would subtly try to outmaneuver each other, creating cracks in their cooperation.

2. The Relentless Attack Strategy

Akiyama proposed that Wo Kingdom should focus their attacks exclusively on **one kingdom** (Wu or Shu). This move served multiple purposes:

- **Psychological Manipulation:** By relentlessly attacking one team, Akiyama made the other team feel that they no longer needed to defend themselves. Why waste LP defending when all the hits are going to the other side?
- **Creating Perceived Advantage:** This caused the non-targeted team to see themselves as gaining the upper hand, increasing their confidence and greed for ultimate victory.



3. The Feigned Alliance Offer

Once the targeted kingdom began to feel vulnerable, Akiyama would approach them with an offer of **alliance**:

- **Rationale for Alliance:** By staying with Yokoya's alliance, their loss was guaranteed. However, by defecting to Wo Kingdom, they had a fighting chance to survive and potentially win.
- **Inevitable Acceptance:** The targeted team would have no better option but to accept Akiyama's offer, thus breaking Yokoya's alliance.

4. The Feint and Real Plan

This strategy was never meant to succeed outright, it was a **feint** designed to mislead Yokoya into focusing his efforts on maintaining the status quo within his alliance.

- **Anticipating Yokoya's Reaction:** Akiyama knew Yokoya would see through the alliance-breaking strategy and enforce strict cooperation within Wu and Shu to prevent any defections.
- **Distracting Yokoya:** By appearing to focus on breaking Yokoya's alliance, Akiyama ensured Yokoya would ignore the **true threat**: Akiyama's carefully orchestrated stalemate.

5. Yokoya's Status Quo Enforcement

Yokoya, true to Akiyama's prediction, reacted by demanding that Wu and Shu maintain the status quo at all costs:

- **No LP Differences:** Yokoya ensured that neither Wu nor Shu gained any advantage over the other, keeping their LPs balanced to prevent internal conflict.
- **Stalemate Setup:** This exact enforcement of balance played directly into Akiyama's hands, as it set the stage for the stalemate he had been planning all along.

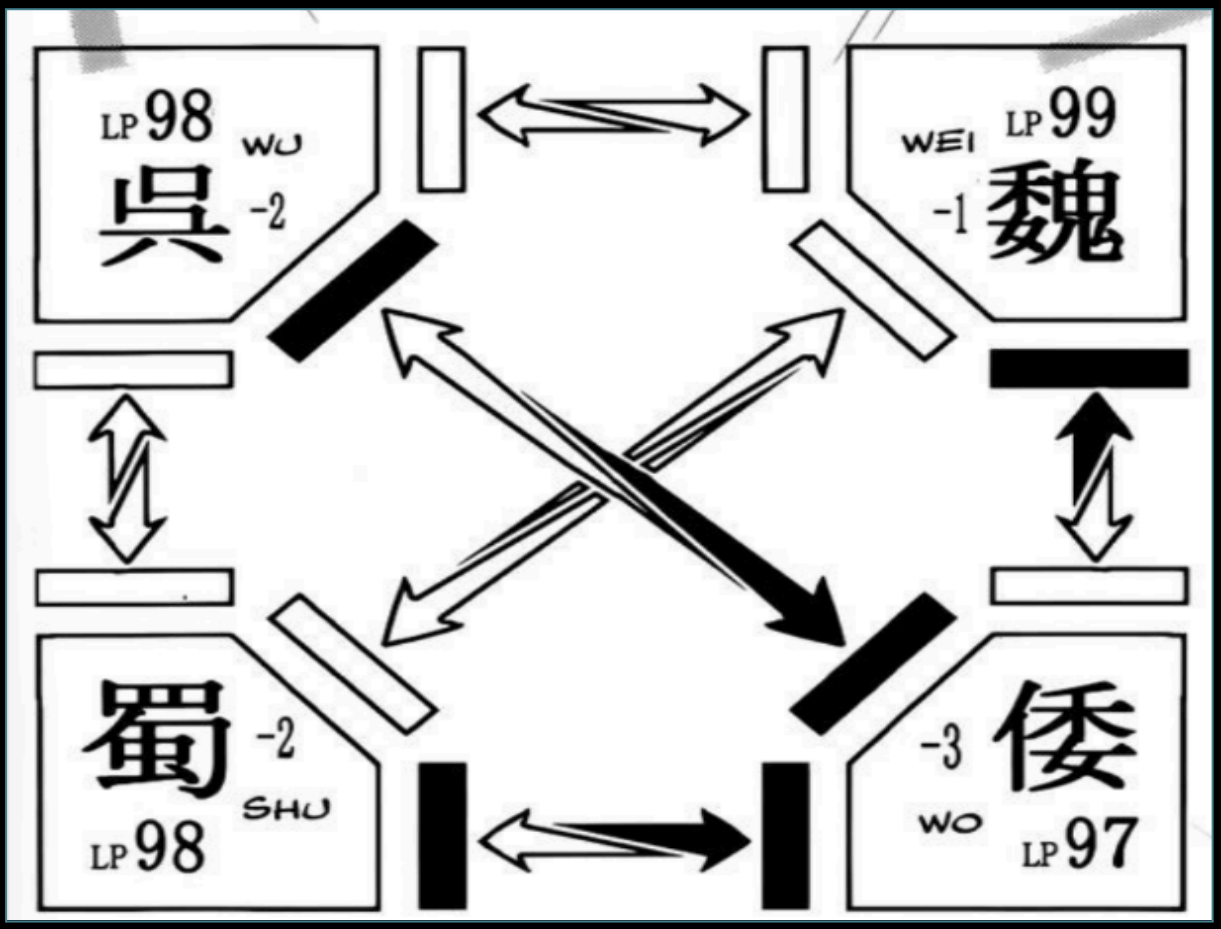
By executing this strategy, Akiyama misdirected Yokoya and the Liar game office that his real plan was already in execution.

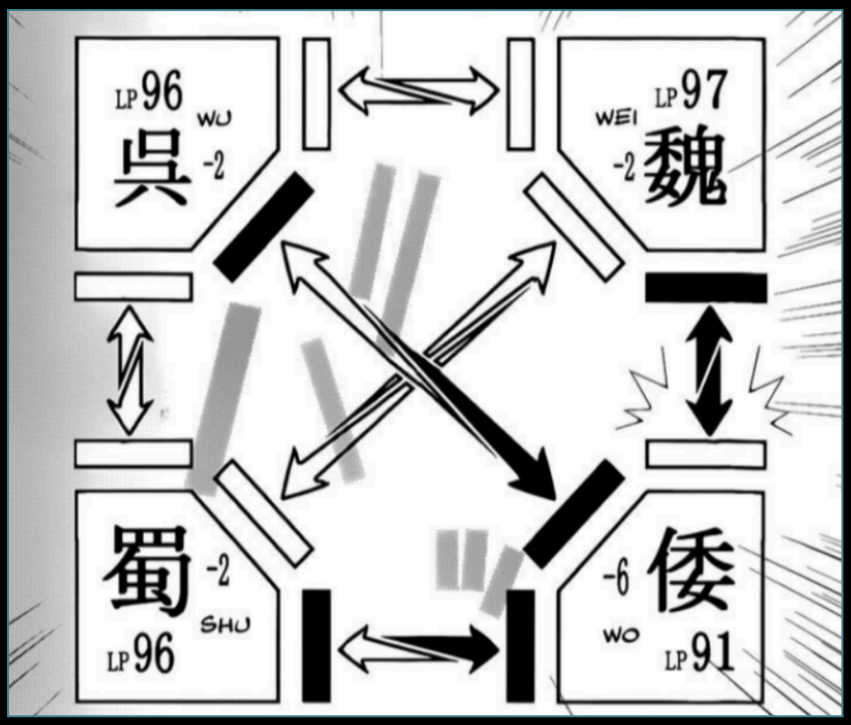
[Strategy Complexity, Strategy Versatility, Strategy Foresight, Strategy Adaptability, Strategy Resilience, Verbal Deception, Indirect Manipulation, Logical Manipulation, Misdirection, Logical reasoning, Abductive Reasoning, Inductive Reasoning, Analogical Reasoning, Causal Reasoning, Convergent Thinking, Lateral Thinking, Vertical Thinking, Linear Thinking, Critical Thinking, Analytical Thinking, Holistic Thinking, Conceptual Thinking, Systematic Thinking, Associative Thinking, Psychology, Emotional Perception, Emotional Understanding, Emotional Engagement, Leadership, Foresight, Creativity, Setting Traps]

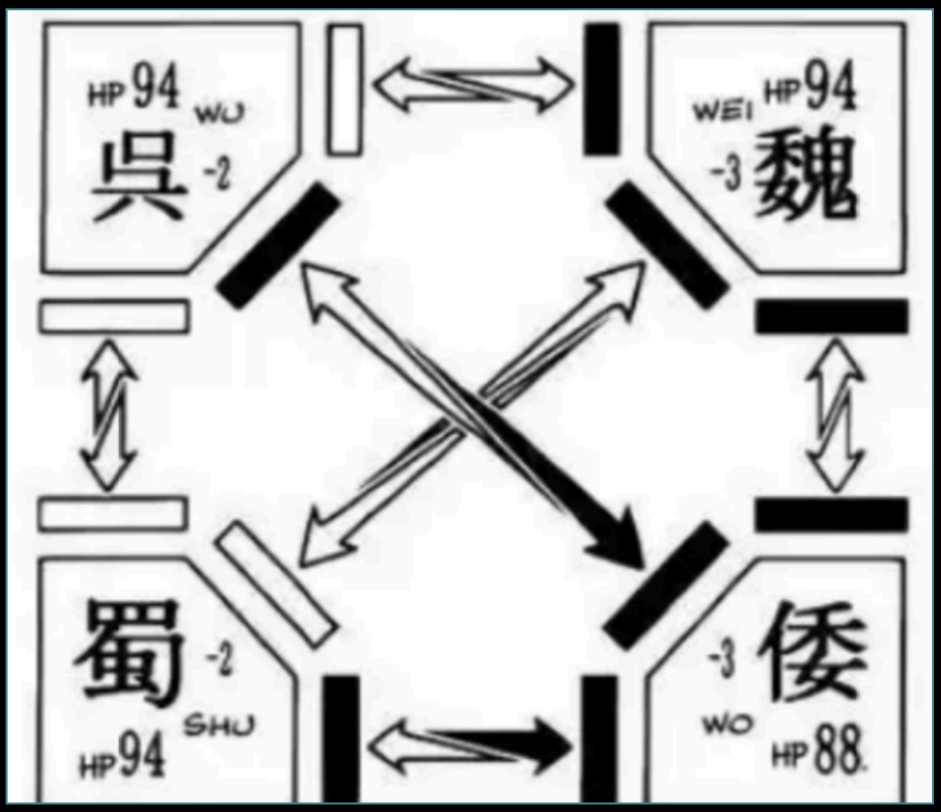
IN-GAME ACTIONS:

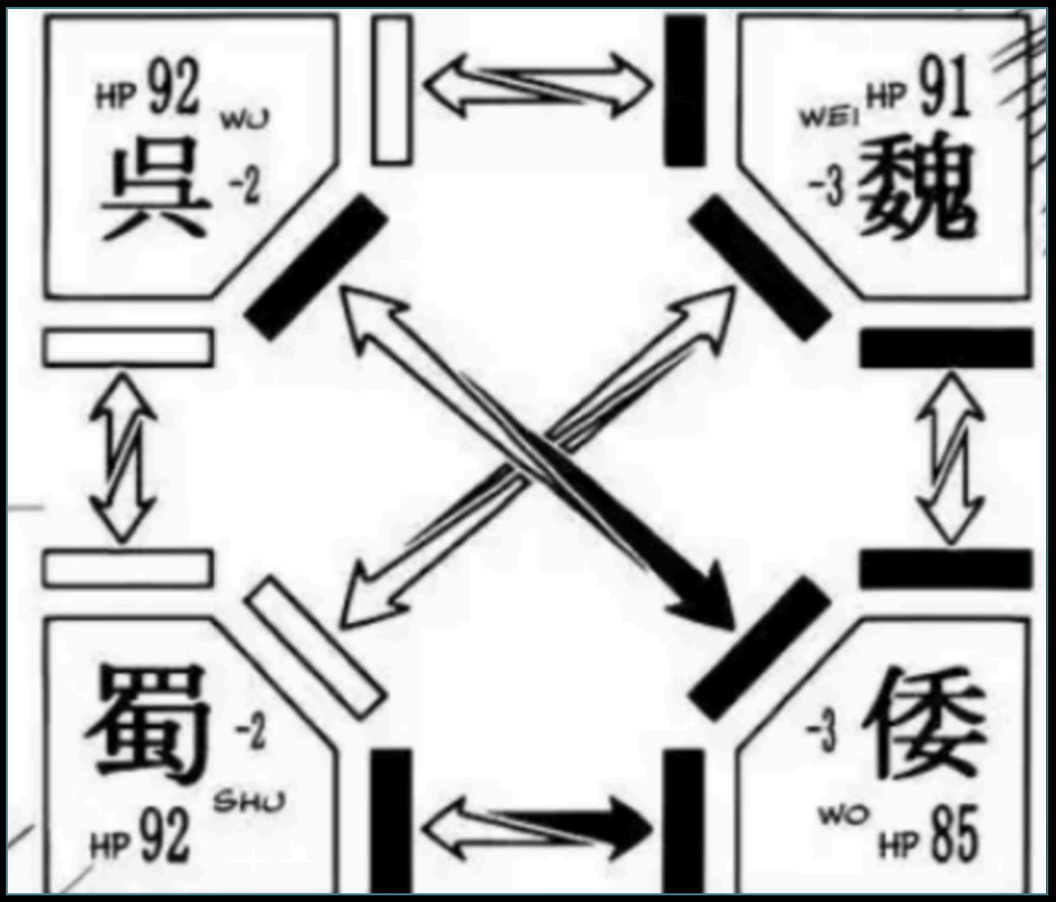
Now, as I previously explained Akiyama's tactics he will use for this game, let's see how the game developed. For this part I'm gonna add the actions each kingdom took every round to validate Akiyama's CPI feat and also explain where and when Akiyama acted according to his plan, also the strategies and tactics he used in order to accomplish his Stalemate plan:

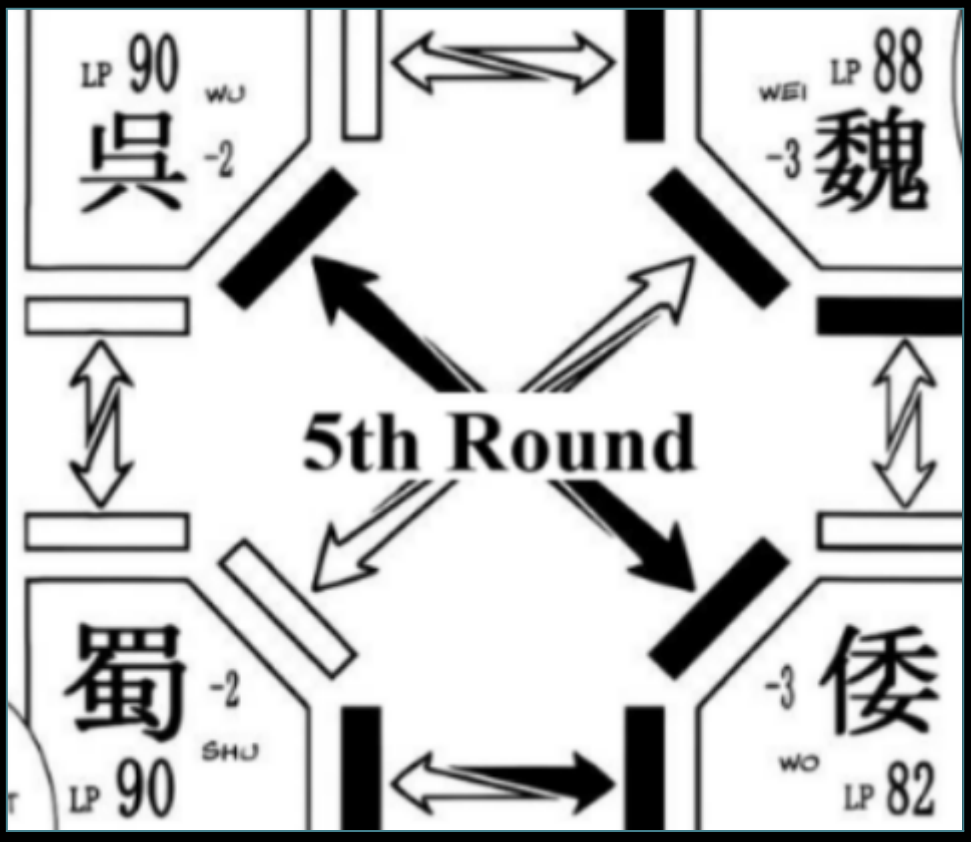
(Nao & Yokoya's Kingdom: Wei, Akiyama's kingdom: Wo, Wu & Shu: kingdoms of the pact)



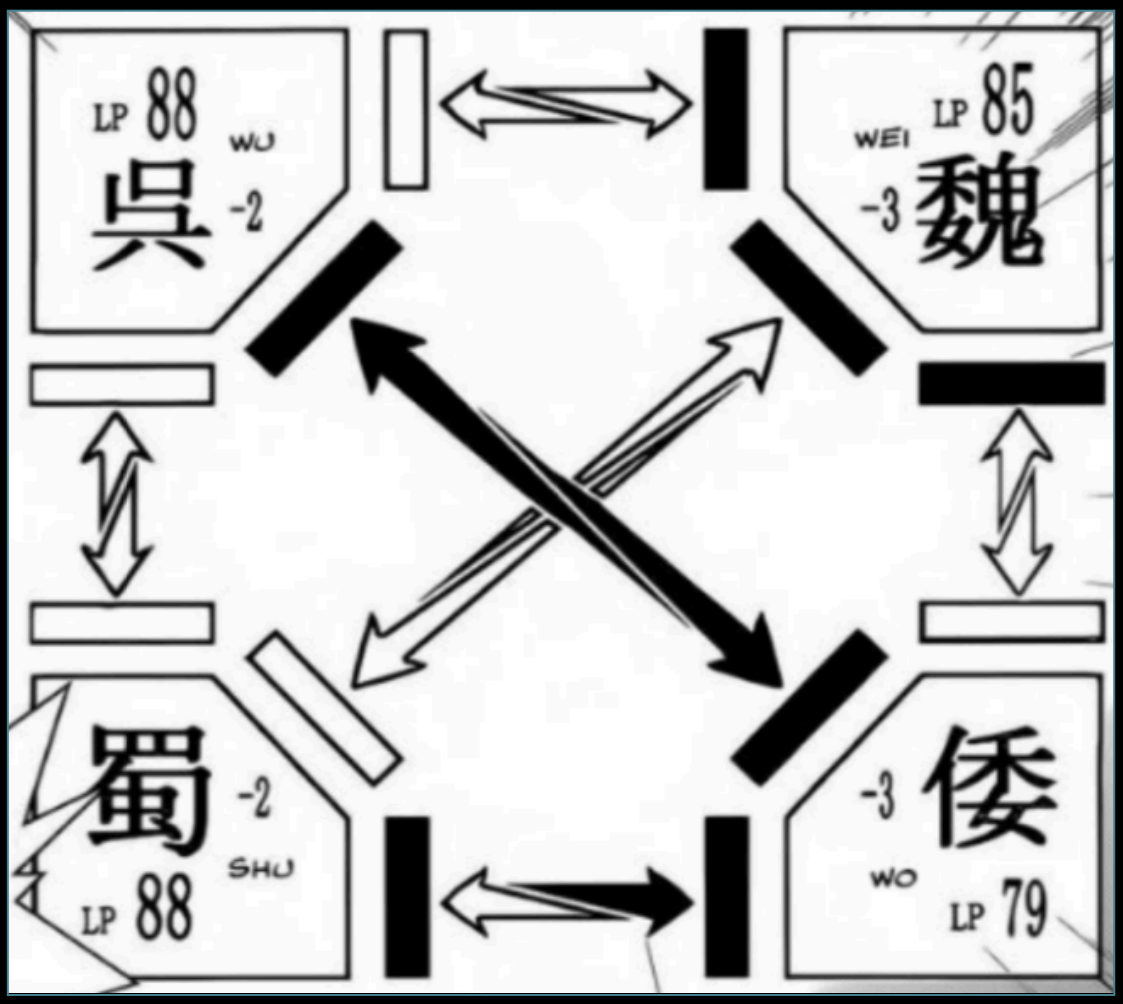

LP96
WU
呉
-2
WEI
LP97
-2
魏
蜀
-2
SHU
LP96
-6
倭
WO
LP91

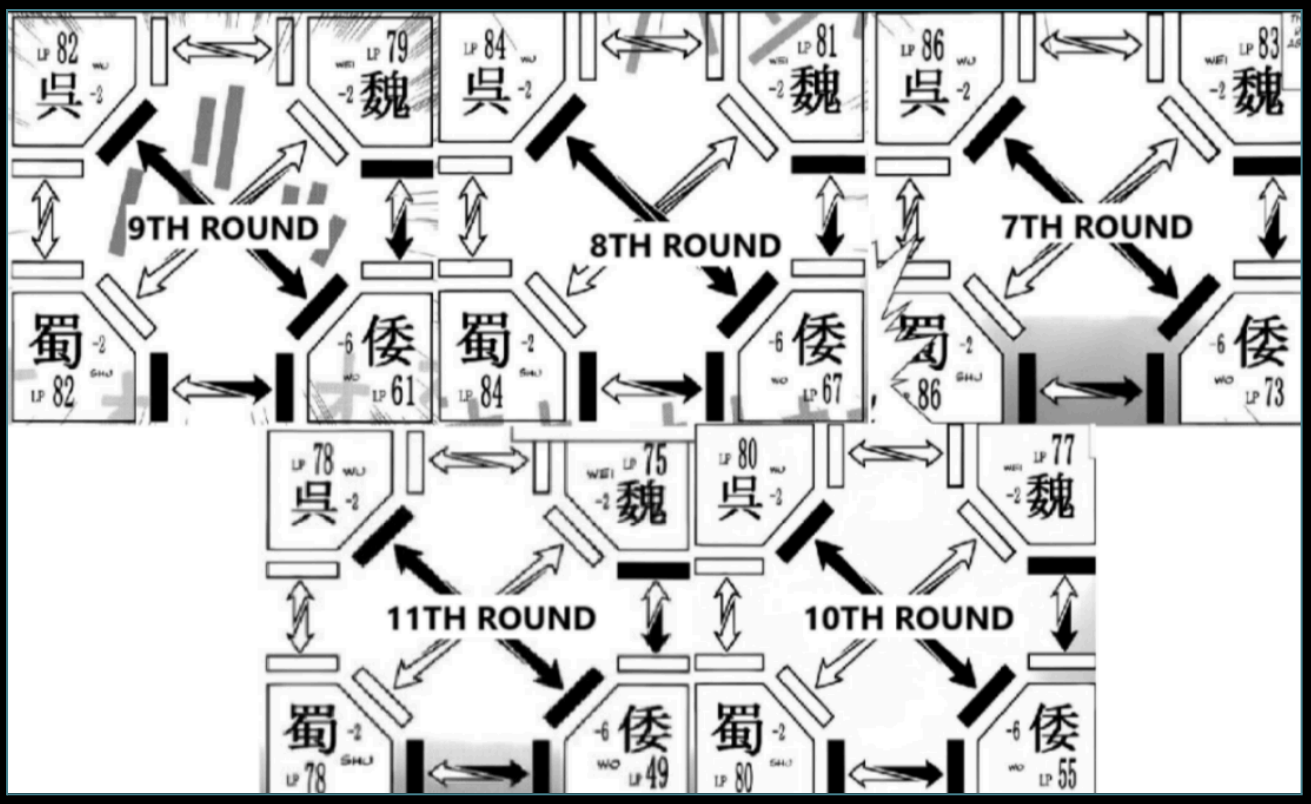

HP94
WU
呉
-2
WEI
HP94
-3
魏
蜀
-2
SHU
HP94
-3
倭
WO
HP88


HP 92
WU
呉
-2
WEI HP 91
-3
魏
蜀
-2
SHU
HP 92
-3
倭
WO
HP 85


LP 90
WU
呉
-2
WEI LP 88
-3
魏
5th Round
蜀
-2
SHU
LP 90
-3
倭
WO
LP 82

During this round; Akiyama’s Wo attacked Wu and started executing the previously mentioned “Non-stop attack strategy”, which instantly caught Yokoya's attention, he realized Akiyama might be setting a trap to bait Shu attacking Wu, since if Akiyama keeps attacking Wu, Shu will eventually realize this and might wanna save 1 LP by not putting a wall towards Wo, which will give them an advantage for the final confrontation between them.
Yokoya instantly took Countermeasures to prevent this; he calls Wu and Shu leaders and tells them neither of them will try to destroy the status QUO until Akiyama's Wo is destroyed, if either of their kingdoms tries to break the balance before that, his kingdom would retaliate the same moment. With this Yokoya successfully stopped a status QUO break, since indeed Wu members realized this and asked their leader to raise up the wall towards Wo.
During the future rounds, Akiyama will continue executing this strategy. Akiyama also put no wall in front of Wei to Yokoya realize and attack him, reducing this way his own LP and accomplish a faster development of the game:





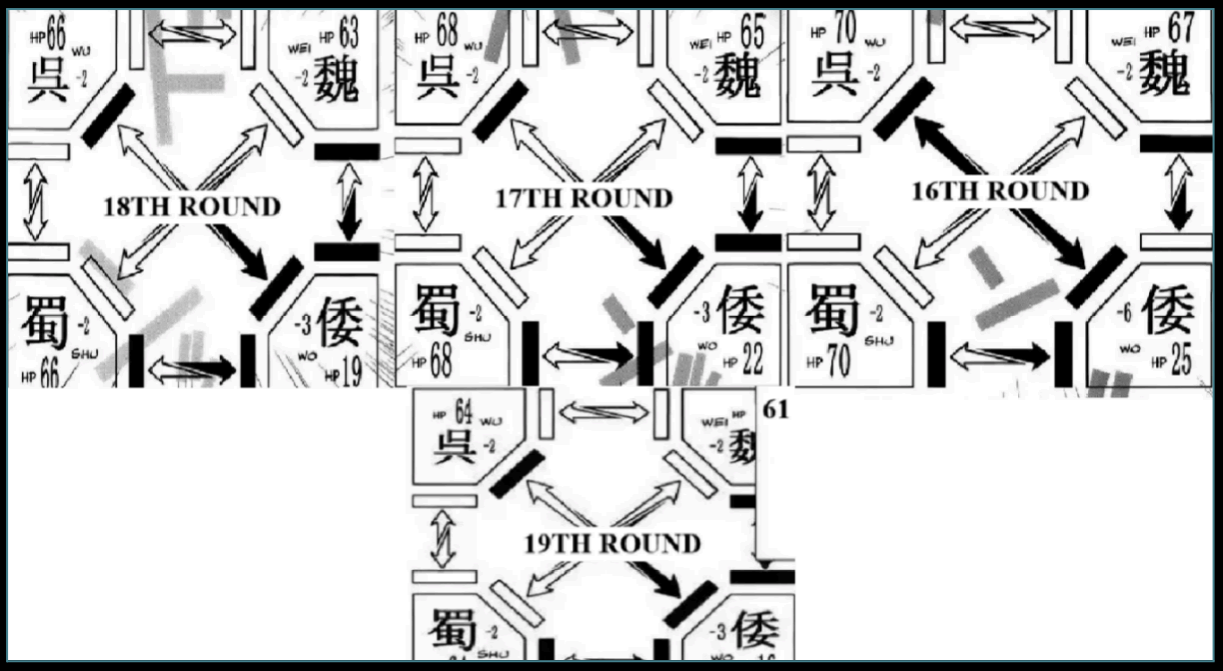
During the next four rounds, Wu, Shu & Wei wasted 6 LP, Wo wasted 18, we can know this doing maths based in the next table:

Kingdoms' life point count:		
1st place	呉 Wu	72pts
1st place	蜀 Shu	72pts
3rd place	魏 Wei	69pts
4th place	倭 Wo	31pts

Here Akiyama pointed out to Yokoya that the kanji names of the other two groups symbolized "Entrusting something to someone," while Yokoya's kanji translated to "Entrusted to the Demon," and Akiyama's group's kanji signified "Entrusted to a Human." He then challenged Yokoya with the question: "Between the one entrusted to the Demon and the one entrusted to a Human, who will have the last laugh?" This instilled fear in Yokoya and reinforced that Akiyama was far from giving up the fight. This bluff was necessary to keep misdirecting Yokoya about his real goal, since by saying this it gives the idea Akiyama's goal is in the main game, which means he can turn the tables despite his low LP situation, this helped to misdirect Yokoya even more



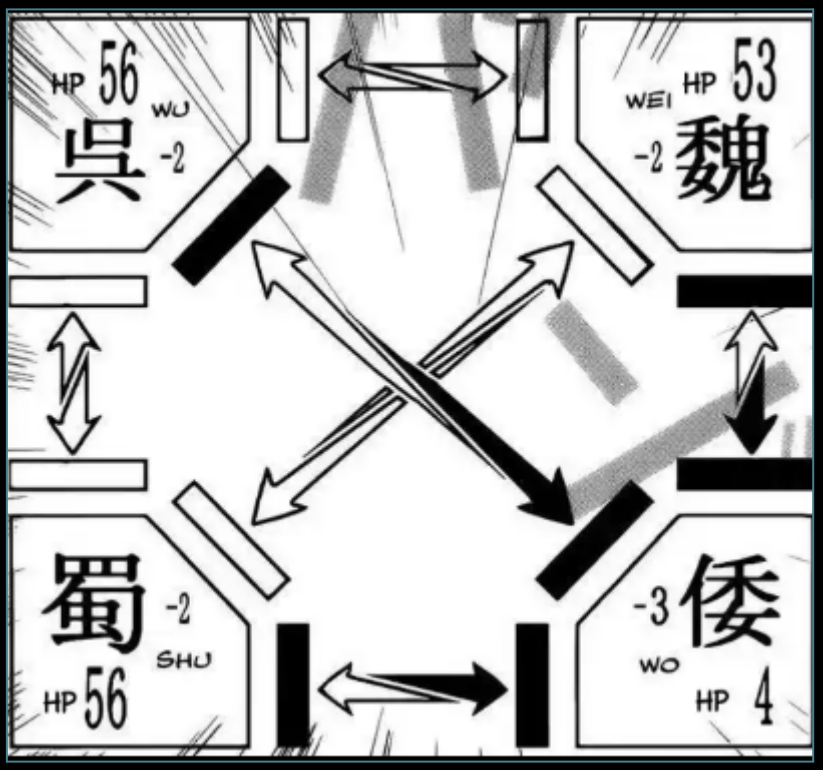
[VCI, Bluffing, Misdirection, Observation]

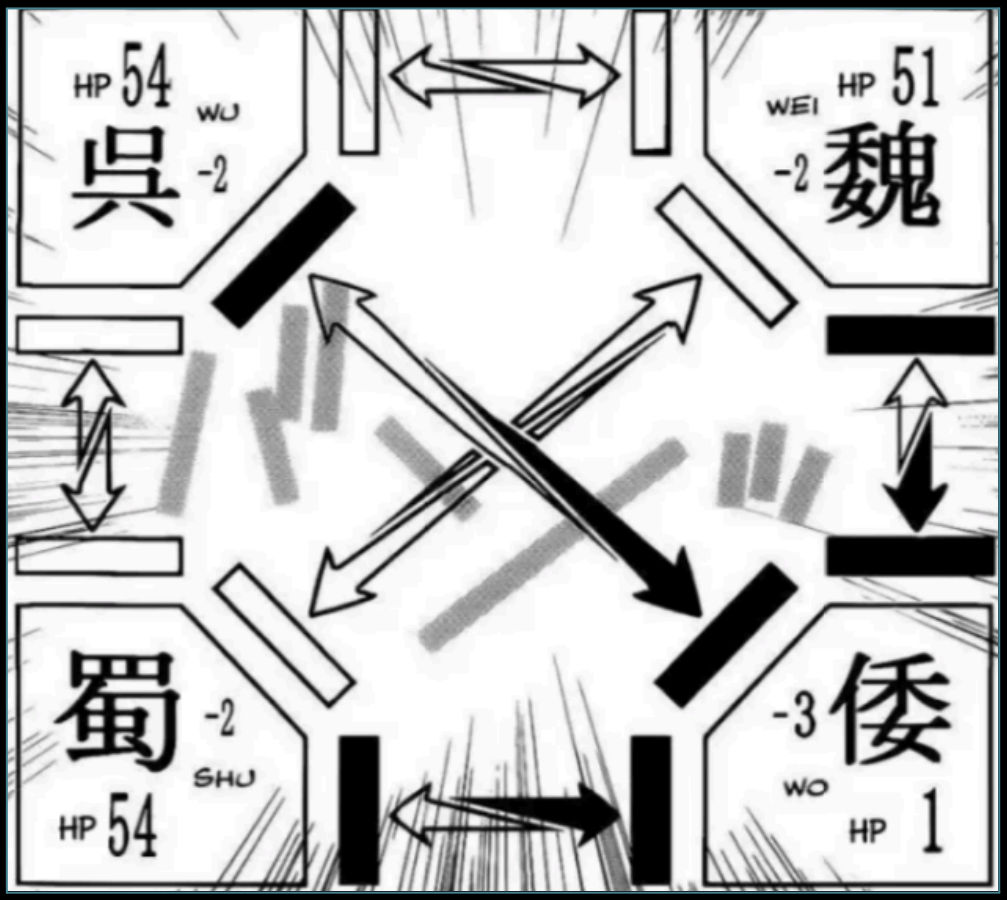


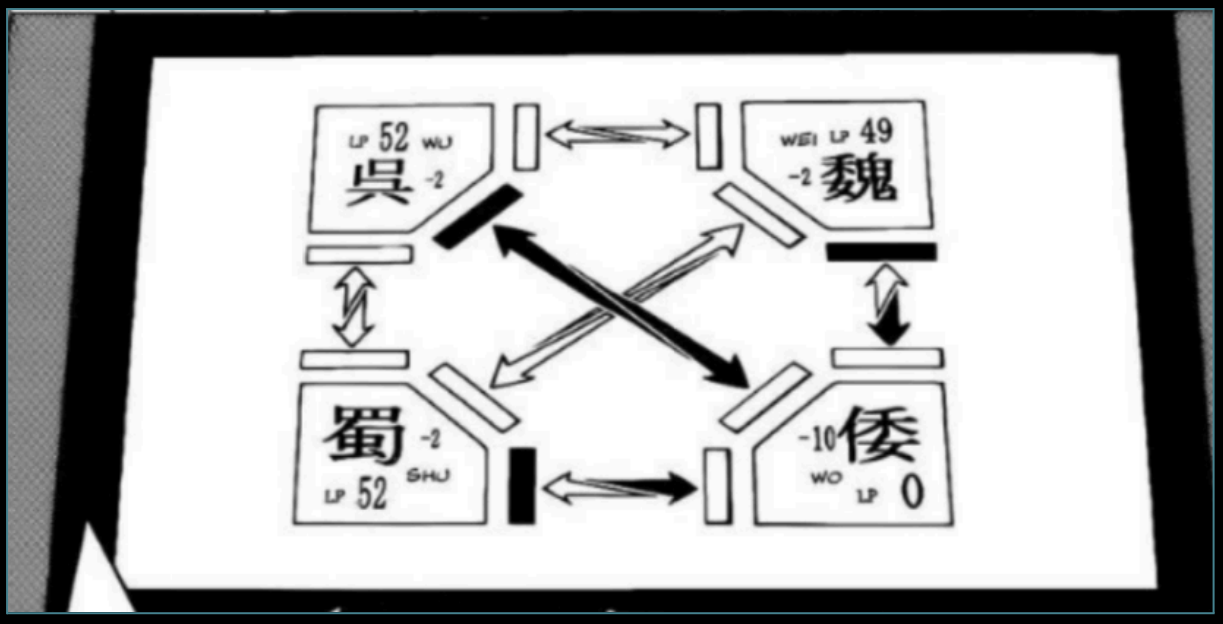
For the next three rounds, Wu, Shu & Wei wasted 6 LPs and Wo wasted 9.

Kingdoms' life point count:		
1st place	呉 Wu	58pts
1st place	蜀 Shu	58pts
3rd place	魏 Wei	55pts
4th place	倭 Wo	7pts

Before the 23rd round Akiyama reached Wu & Shu, asking them if they found out who the rich player is.


HP 56
WU
-2
呉
WEI
HP 53
-2
魏
蜀
-2
SHU
HP 56
-3
倭
WO
HP 4

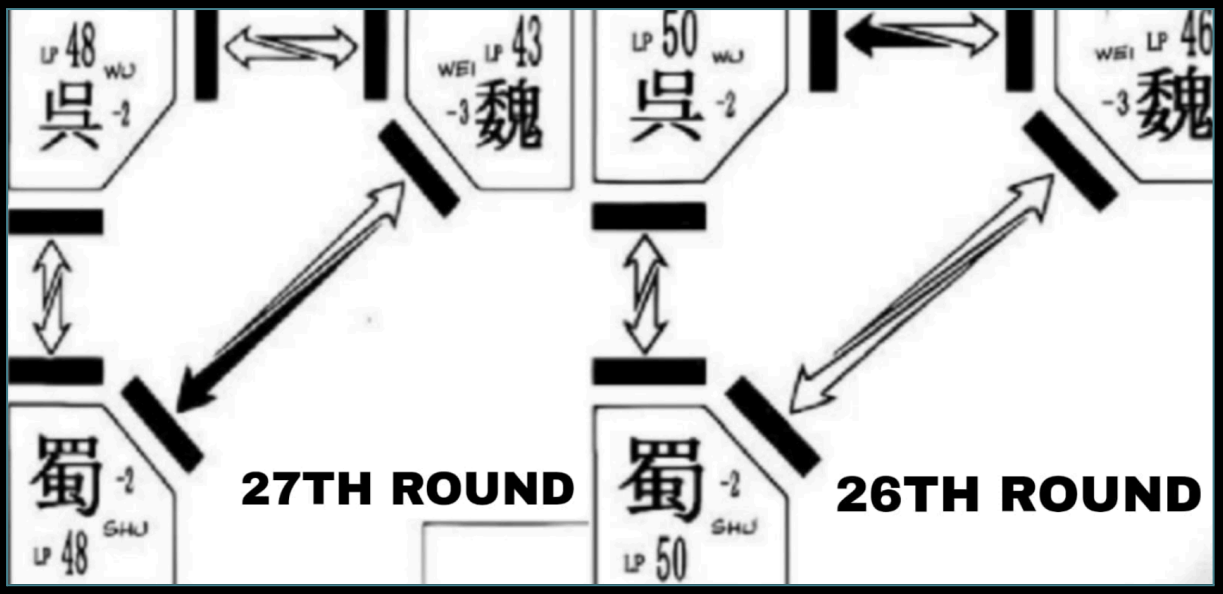

HP 54
WU
-2
呉
WEI
HP 51
-2
魏
蜀
-2
SHU
HP 54
-3
倭
WO
HP 1



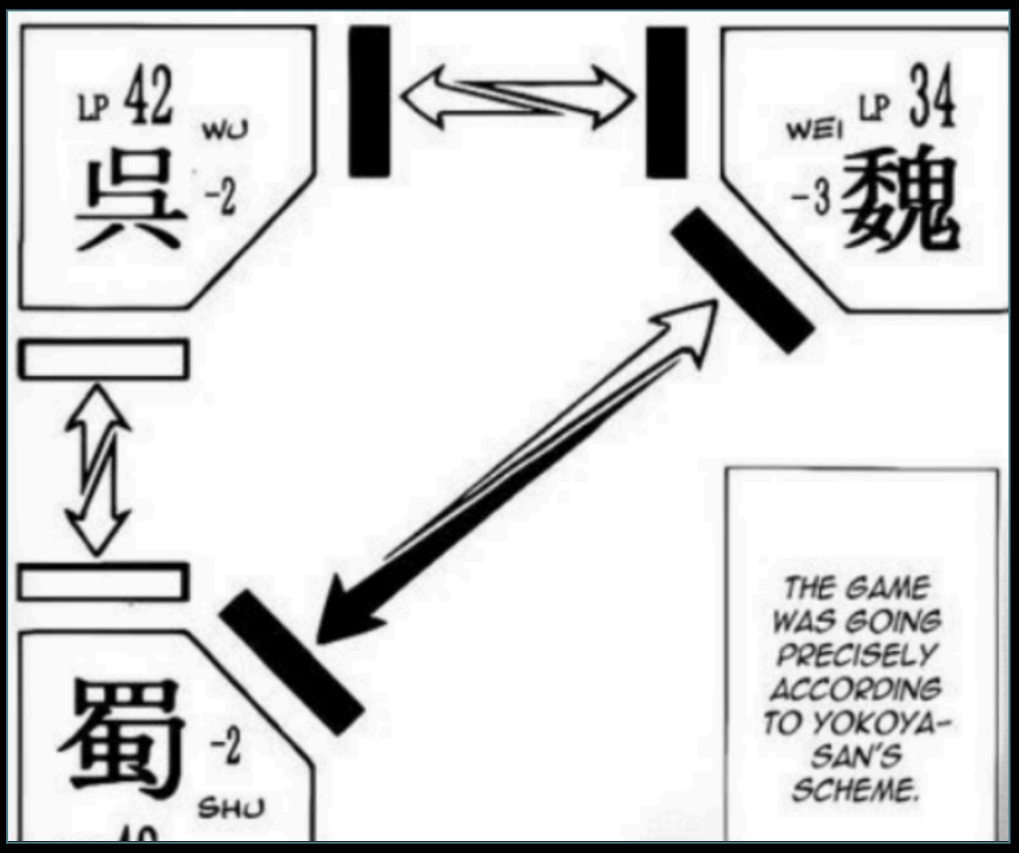
Here Akiyama continues with his misdirection, since once his kingdom is defeated, he tells the members of his team to act desperate, that everything is going according to the plan and he will get them out of this.

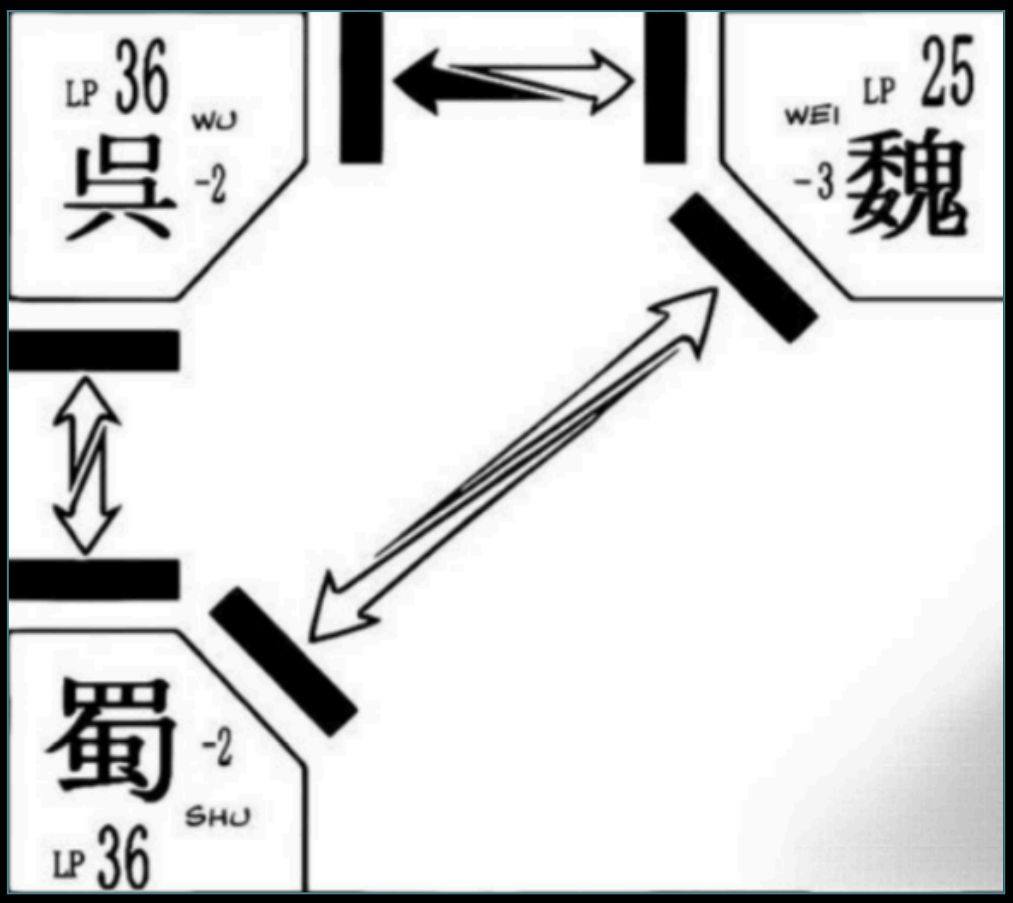
[Acting Skills, Manipulation, Bluffing, Leadership]



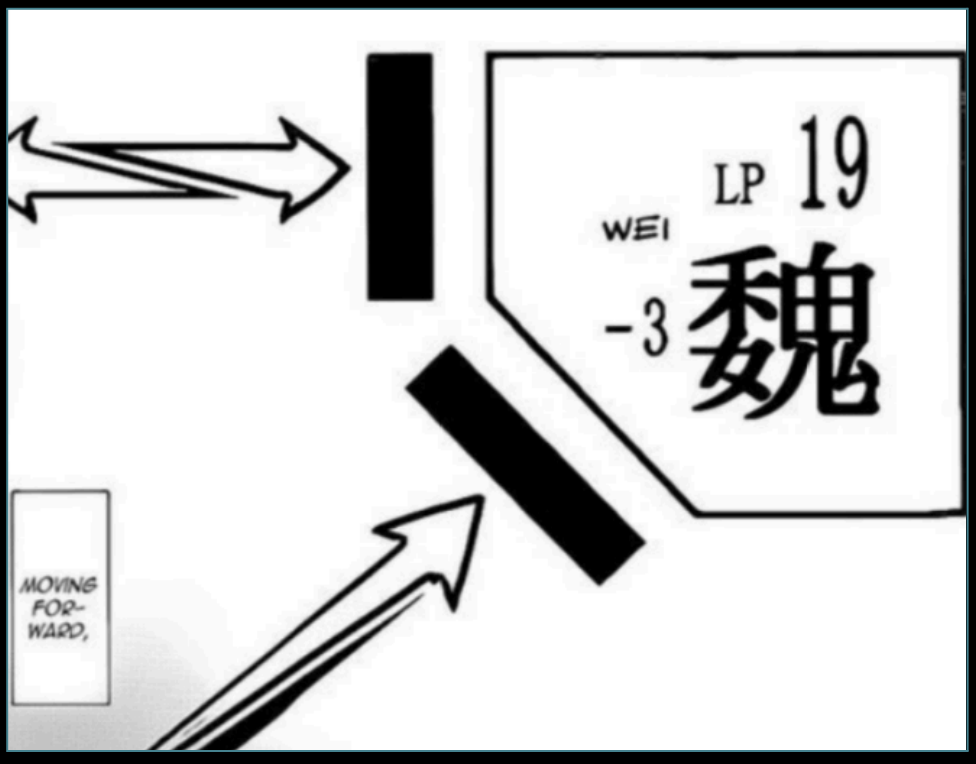


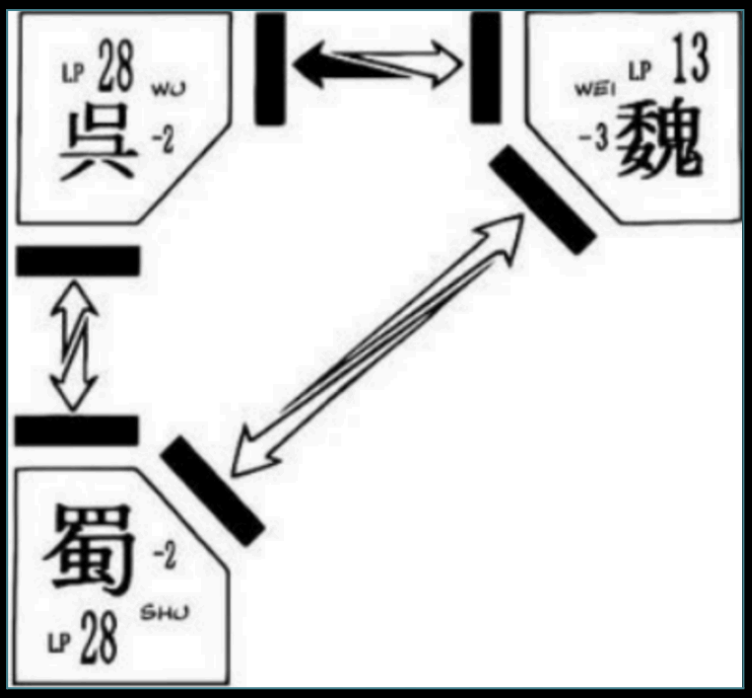
During the next three rounds Wu & Shu consume 6 LP each one and Wei uses 9 LP:



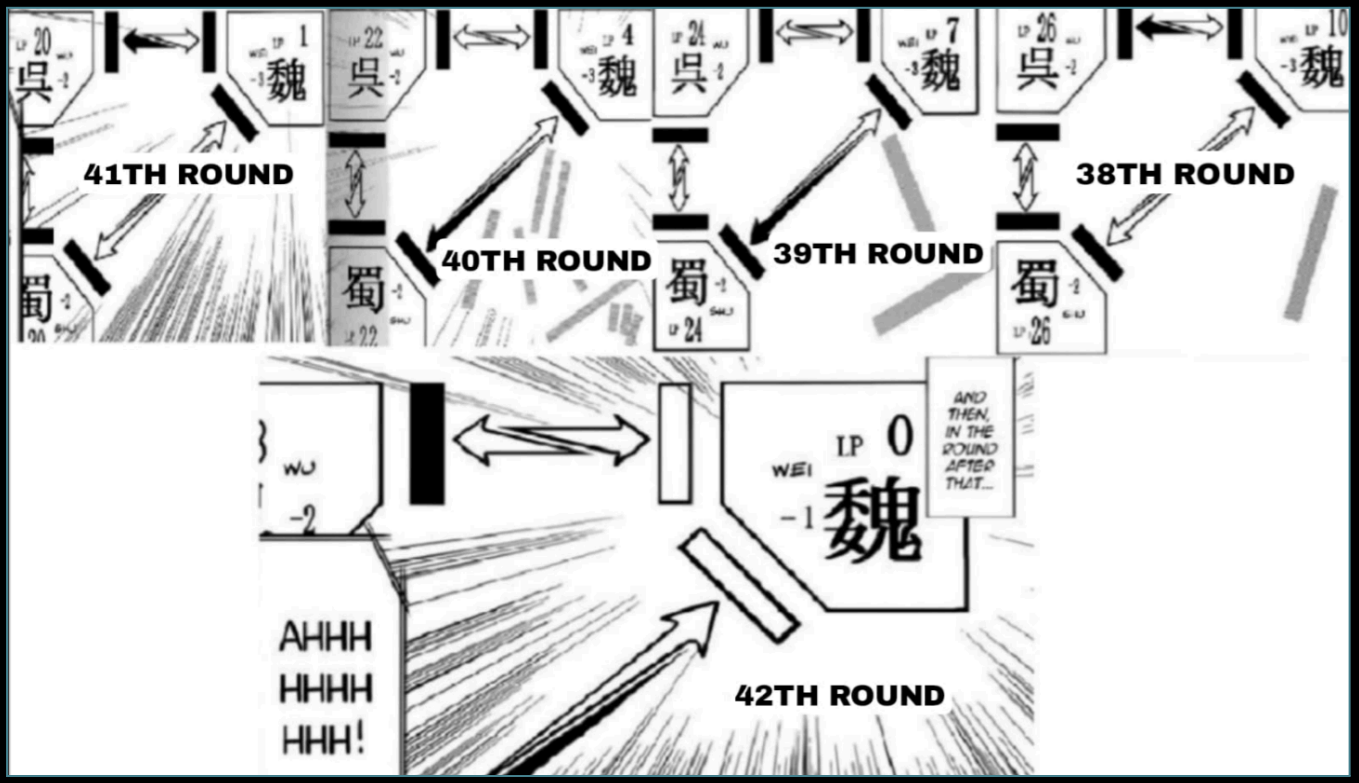


Two rounds after following the same pattern:





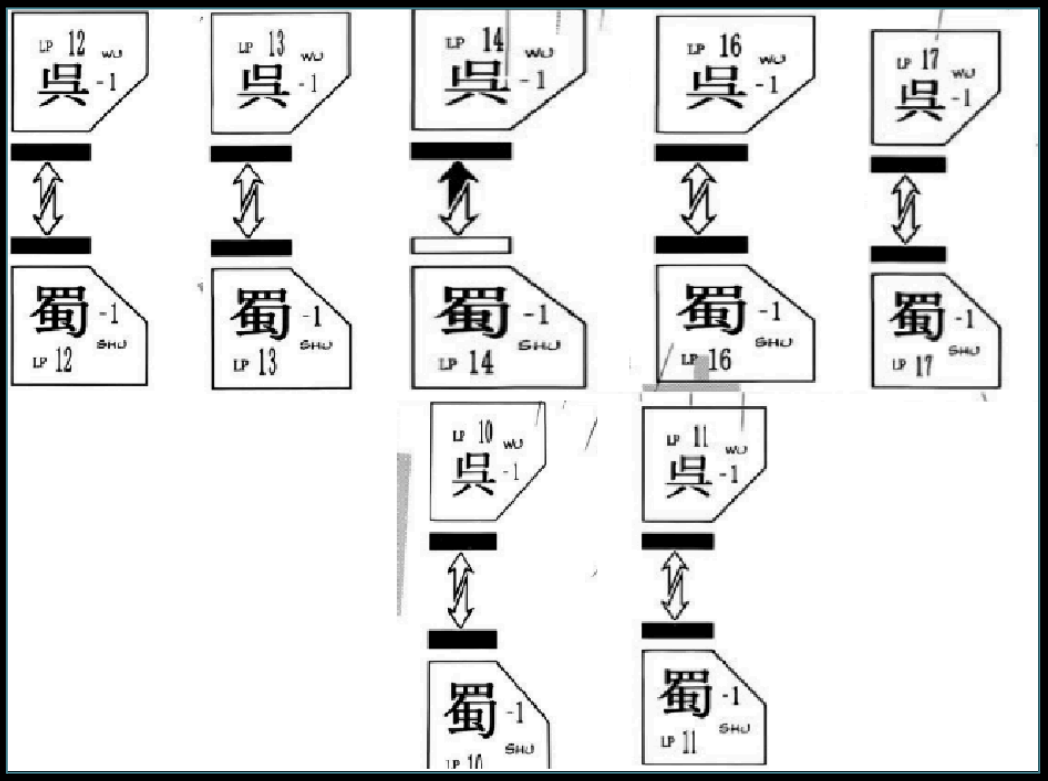
Two rounds after following the same pattern:



During this time, Wu & Shu search Akiyama, asking their concern about the spy, which Akiyama provides them with the previously mentioned “Anti-Spy Strategy”

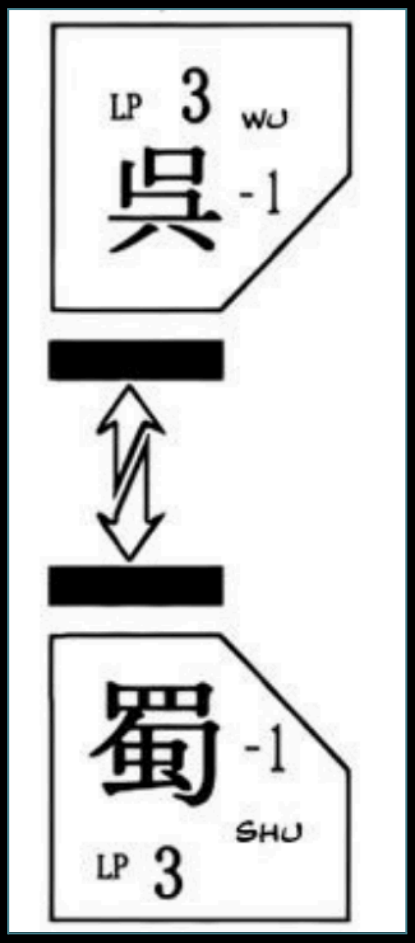
Kingdoms' life point count:		
1st place	呉 Wu	18pts
1st place	蜀 Shu	18pts
eliminated	魏 Wei	opts
eliminated	倭 Wo	opt

Round 43th to 49th:

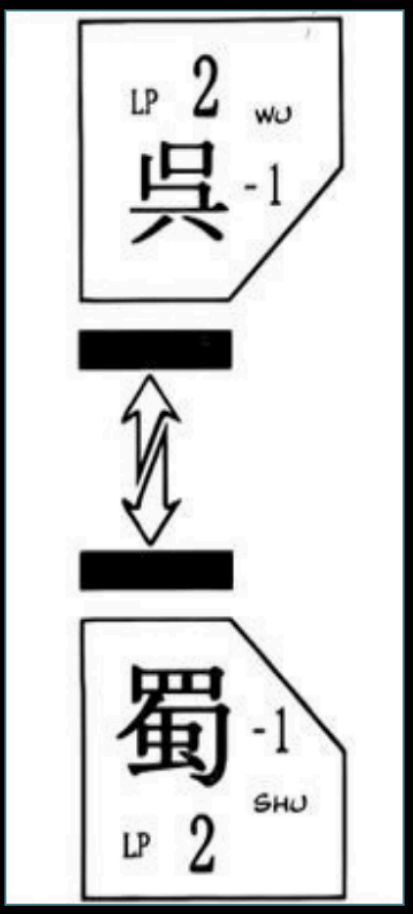


Round 50th to 56th same pattern repeated, Wu & Shu wasted only 1 LP per round

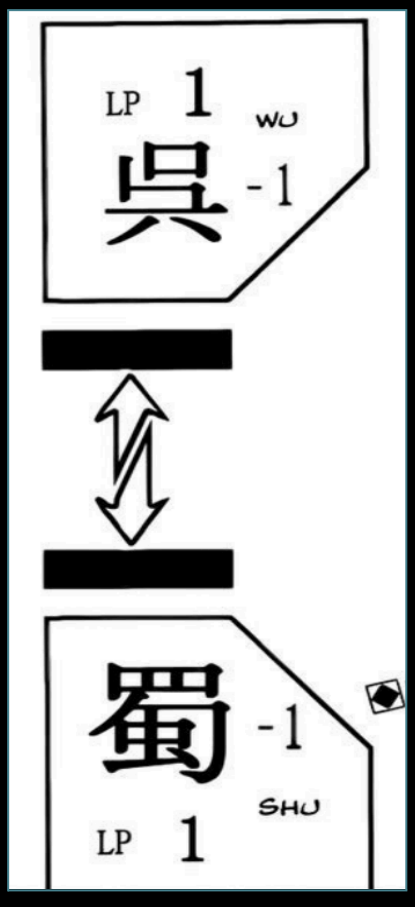
Round 57th:



Round 58th:



Round 59th:



Taking in summary every single action that occurred during this game (defense, attack & the other combinations) we end up with: 99 actions from Wu, 99 actions from Shu (42 double combinations from both which resulted in 84 actions from the beginning until round 42 and then the 17 separated actions he gave them), 100 actions from Wei (attacks, defenses, unnecessary actions), 79 actions from Wo (misdirection actions), which makes a total of 377 combinations introduced by all the kingdoms.

[CPI, Planning Effectiveness, Planning execution, Planning Foresight, Planning Coverage, Planning Contingency, Planning Versatility, Planning Deception, Planning Resilience, Short-term Planning]

With this, the Stalemate was achieved, now Akiyama needs to prevent Yokoya from breaking it.

MANIPULATING YOKOYA TO ACCEPT THE STALEMATE:

Once the stalemate was achieved, Yokoya dismissed the outcome as "dumb luck." This was crucial for Akiyama's success, as it prevented Yokoya from challenging the result or seeking to disrupt it. Akiyama skillfully manipulated Yokoya's emotions and ego to cement this perception.



Yokoya initially attributes the stalemate to "dumb luck," dismissing it as a random outcome rather than the result of Akiyama's deliberate PLAN. Akiyama capitalizes on this misconception by confronting Yokoya with carefully chosen facts:

- **Creating Emotional Closure:** Akiyama starts telling Yokoya about his professor Okabe told him, how meeting Nao made him able to trust in others. Akiyama did this to create a reflective

environment, so Yokoya is more suggestive to recept Akiyama's thoughts and therefore reflect his own thoughts and emotions as well.

- **Highlighting Nao's Role:** Akiyama shifts the credit for the stalemate to Nao, asserting that her actions throughout the Liar Game have made her the true victor, not Akiyama or Yokoya.
- **Minimizing His Own Genius:** By downplaying his own role, Akiyama deflects suspicion from his intricate planning. This move makes the stalemate seem like a natural result of Nao's consistent determination and moral compass rather than Akiyama's calculated PLAN.

2. Exploiting Yokoya's Inferiority Complex



Akiyama strategically targets Yokoya's deep-seated insecurities, particularly his inferiority complex stemming from his relationship with his father:

- **Positioning Nao as Yokoya's Superior:** By framing Nao as the true winner of the Liar Game, Akiyama strikes at Yokoya's pride. This realization that someone as seemingly "ordinary" as Nao outmaneuvered him, undermines Yokoya's confidence and reinforces his sense of failure.
- **Convincing Yokoya to Accept Defeat:** Akiyama subtly suggests that the stalemate is a reflection of Yokoya's failure rather than Akiyama's brilliance. This psychological blow makes Yokoya less likely to resist the result, as it aligns with his internal narrative of personal inadequacy.

3. Neutralizing Yokoya's Desire to Interfere

Akiyama seals the deal by presenting the stalemate as an inevitable and fair outcome:

- **Reframing the Outcome:** Akiyama tells Yokoya that the stalemate is not a testament to his own greatness but rather the culmination of Nao's influence. This reframing

pacifies Yokoya, as it shifts the focus away from Akiyama's success and toward Nao's moral victory.

- **Ensuring Compliance:** By convincing Yokoya that the result is beyond anyone's control, Akiyama ensures that Yokoya accepts the stalemate without attempting to sabotage it.

After this conversation, Yokoya speaks out his decision of not interfering with the Stalemate



[VCI, Planning Effectiveness, Overall Tactics, Indirect Manipulation, Direct Manipulation, Psychological Manipulation, Emotional Manipulation, Logical reasoning, Analogical Reasoning, Causal Reasoning, Associative Thinking, Psychology, Emotional Perception, Emotional Understanding, Setting Traps]

After this, the Liar Game tournament had to be cancelled due to players refusing to break the Stalemate, this way Akiyama accomplished his goal and saved everyone's life.

In conclusion, this whole plan required:

[FRI, WMI, PSI, CPI, VCI, Overall Planning, Overall Strategy, Overall Tactics, Mass Manipulation, Direct Manipulation, Indirect Manipulation Individual Manipulation, Logical Manipulation, Psychological Manipulation, Misdirection, Verbal Deception, Bluffing, Acting Skills, Psychology, Emotional Perception, Emotional Understanding, Emotional Management, Emotional Engagement, Leadership, Logical reasoning, Abductive Reasoning, Inductive Reasoning, Counterfactual Reasoning, Analogical Reasoning, Causal Reasoning, Convergent Thinking, Divergent Thinking, Lateral Thinking, Vertical Thinking, Non-linear Thinking, Abstract Thinking, Critical Thinking, Analytical Thinking, Holistic Thinking, Conceptual Thinking, Systematic Thinking, Associative Thinking, Crystalized Intelligence, Fluid Intelligence, Mathematical intelligence, Foresight, Creativity, Setting Traps, Observation, Stress Tolerance, Mental Fortitude, Impulse Control, Analysis]

Now I would like to address some questions and stuff:

Why wasn't this explained that well in the manga?

Manga industry is really known for how strict they are with the number of pages and release dates, at that time the liar game manga already faced delay problems, so probably Kaitani “rushed” the ending, and by rushing I mean the manga did not explained Akiyama's plan that well because the pages limitation, but any time he had the chance, he pointed out through the game that everything was part of Akiyama's plan.

Was processing the 377 combinations necessary?

Calculating the 377 combinations was necessary for Akiyama to ensure the viability of his Stalemate plan. By predicting and anticipating every possible action from the four kingdoms (including his own), Akiyama could:

Validate the Stalemate Feasibility, Mitigate Risks, Anticipate Opponent Strategies, Align Actions with Objectives. This meticulous calculation ensured that Akiyama’s plan could withstand interference and remain effective until the game’s conclusion.

What would've happened if Akiyama couldn't save everyone?

It is really hard to tell what would've happened if the game ended up with losers, since the manga ending left many questions unanswered, such as the real fate of the losers and what would they do with them once the game is over. However, we can't use this to debunk Akiyama’s situation, since he worked with the mental pressure that losers will be sold to the

black market, therefore their fate would mean death or worse, and even with this situation, he executed this plan to save everyone.

“The game would have ended in a stalemate even without Akiyama's involvement”

This claim is incorrect. By round 42, Wei had already lost, leaving Wu and Shu with 18 LP. If Akiyama hadn’t introduced the “rich player” lie, any attempt to approach Wu and Shu would have been rejected because his intentions would seem suspicious. It would appear as though Akiyama had a hidden agenda, like striking a deal with another kingdom to cover his debt in exchange for manipulating Wu or Shu into losing. The rich player lie was effective because Yokoya didn’t deny its existence, leading Wu and Shu to accept it as fact. When Akiyama later asked them about the rich player, the realization that none of them revealed themselves as the “rich heir” led to the belief that a spy existed among them. This made Akiyama’s “Anti-Spy Strategy” seem like the best way to prevent betrayal, and they didn't worry the Stalemate keep for all the rounds because with the Anti-Spy Strategy would make the spy betray the rich player and therefor make his team win the game, this is why they didn't bother to see the game kept in Stalemate until the end, since they believed the Spy will betray the rich heir sooner or later. Without this lie, Wu and Shu likely would have played the game predictably, like a rock-paper-scissors situation. For example, in round 43, Wu might determine that setting a wall was the most logical move, prompting Shu to think the same. This would lead to "no action" for that round, causing an LP difference. Without the spy narrative, that’s how the kingdoms might have approached the game.

“Yokoya had no option but to accept the stalemate because he couldn’t bribe anyone from Wu or Shu due to the contract clause stating the general responsible for his team’s loss would bear all debts.”

This is only partially true. If the inability to bribe were the only factor, Akiyama wouldn’t have needed to psychologically manipulate Yokoya into accepting the stalemate. But he did, because Yokoya is incredibly wealthy and could have bribed someone despite the risks. Given that this was the final game and Yokoya’s last chance to defeat Akiyama and Nao, it wouldn’t be unthinkable for him to spend millions to ruin their lives. Akiyama knew Yokoya could potentially break the stalemate, which is why he used psychological tactics to ensure Yokoya wouldn’t interfere.

Here’s how Yokoya could have broken the stalemate:

In round 60, with both teams at 1 LP, Yokoya could approach Wu’s general and offer to pay his debts if he intentionally lost. The general might initially refuse, citing the contract clause that made them personally responsible for their team’s debt. However, Yokoya could analyze the numbers: with each player owing around 150 million yen, plus the 300 million to be returned at the end, the team’s total debt would be about 1.8 billion yen. Yokoya, having earned over 2 billion throughout the game, could afford to cover this. While it would cost him nearly all his money, Yokoya’s hatred for Akiyama and Nao might drive him to make such a drastic move.

After securing Wu's cooperation, Yokoya could then approach Shu, showing proof of his deal with Wu and convincing Shu not to act in the final round. To sweeten the deal, Yokoya could propose that Shu help cover part of Wu's debt for example, contributing 800 million yen, since Shu would still gain significantly more in the end. This plan would likely appeal to Shu's members, as they'd ultimately walk away with more money.

However, this scenario didn't play out because Akiyama expertly exploited Yokoya's complex throughout the game. By the final conversation, Akiyama had ensured that Yokoya not only accepted the stalemate but also refrained from interfering, solidifying the outcome.

Also, this doc is a paraphrased version of my original post: https://www.reddit.com/r/IntelligenceScaling/comments/1hv7c3j/make_akiyama_great_again_akiyamas_most_underrated/?utm_source=share&utm_medium=web3x&utm_name=web3xcss&utm_term=1&utm_content=share_button

Thanks for reading!