Debunk of Anition Yokoya's Speed Reading Feat: Liar Game

By: @ReincarnatedDeveloped Supremacy (Discord)

Anition



Yokoya



Before starting my argument I would like to say that I am not trying to pose any disrespect in any way shape or form to the original creator and any fans of the media in presence of my argument. The argument's main dynamic will revolve around Akiyama since that was the reference in Anitoid' document, as well as some general FSIQ debunks that are not as great after reading this document.

Points:

Lack of cumulative evidence of potentially beating the world' fastest reader.

Proof:
It is most generally known that feats > statements, and it also known that quality > quantity. So what was

compared is only one instance of Yokoya' reading feat. Additionally it is stated how he spent much of his childhood studying university level knowledge. However, that is a statement, if we compare Akiyama, he was able to get to the top of Kyoto University (I think it's this one) in the field of psychology. How is this relevant? Well since we have a statement of Akiyama placing first place in Psychology, and Yokoya studying university at an early childhood, who is to say that Akiyama could have done it by using proven ability of his feats in *Liar Game*? Using this point, we can infer that the speed reading feat can be filled with statements, similarly to the Ayanokouji Chess Feat document.

Narrative - Extra:
Since *Liar Game* is manga that heavily relies on feats/statements that have to be proven via logical explanations, this further explains why the statements aren't valid, due to lack of feats and insufficient qualitative statements.

Maybe he has a good WMI to an extent to recall what the events of the book were when he flipped through the chapters of the book.

Proof:
In context, in his childhood he studied university level content, which could prove his expertise in some fields of knowledge. This could enhance his ability to recall certain chapters when flipping through the book. So instead of interpreting the fact that he could speed read, he just rememorized the structure of the Liar Game Games.
Examples:
Contraband Game:
WMI:

1. Remembered Kikuzawa from his childhood in the highschool he dominated as well as one of the very first people he talked to at introduction.
2. Generally speaking, in his plans and strategies he quickly memorized the specific transactions of money to formulate a plan. As in many of the chapter panels of *Liar Game*, it is a common theme of strategies and explanation. The speed reading feat is not valid because that is only one instance, while memorizing patterns to formulate strategies is a recurring theme.

Pandemic Game:
WMI:

1. Quickly utilized the knowledge of how infections work in Pandemic Game, and proficiently infected people and only with a full depth deduction of Yokoya's plan/logical manipulation do we see his range of applicable WMI.
2. <u>Anti Feat:</u> At some point of the game when Nao was asked which restroom the individuals (can't remember their names) that are occupying the rooms. Yokoya is told the answer via one of his

teammates but soon enough it turns out it was actually Akagi and Akiyama. This tells us that He forgot and was fooled by Nao, this is more of an anti Feat for WMI than doubting Nao's personality.

Human Auction + Musical Chairs:
WMI:

1. Anti-Feat: Greatly ignored or paid attention to Akiyama's actions and motives in the last following sessions of *Musical Chairs* before Yokoya lost the game, despite the fact he fought against him in the previous games which he should know by now. Sure it can be described as arrogant or unwise but he is not stupid to lose a game just for that factor.

So based on some of these examples, it can be concluded that Yokoya has a decent memory to recall the structures of the Liar Game in that instance of flipping through the book via WMI. However, he does get careless at times, in regards to some long term memory, so he might have a generalized understanding of the liar game, as when he was speed reading it can be considered based on statements, but what I have provided are feats of his memory.

The Author Did Not Create a feat of Speed Reading, It was misinterpreted

Proof:
Who's to say that he read his entire book in just some seconds? It could have been maybe a minute but the panel shows it slowed down and which you then took as a direct context of a few seconds. To explain this context, the author of *Liar Game*; *Shinobu Kaitani*, also the author of *One Outs*, may have not intended or implied to narrate Yokoya to have perfect PSI. Furthermore, if we look at how the author draws and explains the panels, we know that the characters usually explain the feats before or after it is used. How do we know this? Because in every instance of Akiyama making a strategy: 100 Million Yen, Contraband Game, Pandemic Game, he explains some method, tactic of the specific steps he took to counter his opponents.
Examples of Akiyama Explained Methodology:

1. The string electric Yo-Yo that he used to manipulate his audience in Pandemic Game.
2. The psychological manipulation over his first opponent by making him stay up all night.

Conclusion:
This downgrades Yokoya's FSIQ in relation to his overall ability in WMI. And once again, this is supposed to not be destructive to the work of the media. Anyways moving on, this would also put Akiyama > Yokoya in FSIQ. This is the case due to how the previous feats boosted the FSIQ subcategories, but without that feat then: WMI: => Yokoya (debatable), PSI: Akiyama | VCI: Yokoya | FRI: Akiyama | VSI: Akiyama. For example; when considering the final game of *Records of the Four Kingdoms*, it would as if Akiyama formulated the plan to stall the LGT and Yokoya which could be slightly faster than Yokoya's plan to take down Akiyama and win the game, however Yokoya's plan is a bit more simple, while Akiyama's plan was much more complex in its layers and he did it in a quick amount of time.