

The Fugitive Bee Doc

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I’m back, baby

How to read

This doc is split into two parts. The first part is a detailed retelling of the events of the Fugitive Bee arc. It focuses on tactics, strategic intent, and explanations on the scheming aspects of the arc from Hachina Nanaoki's (whom we'll call Hal) perspective. The second part serves as a collection of ideas that support the main retelling. This part includes justifications for certain ideas, deeper explanations for events, author's side notes, or any other kind of auxiliary remarks that do not fit into the main first part but are still relatively important for complete understanding of the arc and feats. Throughout the doc, you will see the ††† symbol. These are links to the parts that provide additional context to the part where they stand. Simply click on them and the doc will take you to the corresponding additional information section. Test it out by clicking this †††.

THE ENTIRETY OF FUGITIVE ARC DIAGRAM

The Fugitive Bee

Background info

Gakuhito and Hal are solving a weapons smuggling case and finding the wirepuller who is leaking info and creating these incidents. The leaker is hypothesized to be a high-ranking administrator of the MoD. The wirepuller intends to sell missiles (presumably to the Middle East). To disguise it as a burglary incident, they let a foreign smuggling group join the deal. The foreign group will smuggle the weapons out by boat, and they are scheduled to leave today, putting Gakuhito and Hal under time pressure. In exchange for the weapons, the wirepuller will receive money that needs to be laundered. Gakuhito and Hal will wiretap the office of the launderers to find a trail back to the leaker.

Hal also has to hide from Kakerou after the events of last arc. He realizes that there must be a recording of the phone call he had with Gakuhito at the MPD that could lead Kakerou right to him through Gakuhito (see figure 1). Hal must fake Gakuhito's death so that Kakerou's investigation on him will come to a dead end. He steals Gakuhito's ID card to do so as he plans to plant it on the ship and let it sink at sea.

Hal and Gakuhito locate the client of the money laundering ring. He is still sitting at the diner where they held their meeting.



Figure 1: First panel shows Hal's phone call with Gakuhito at the MPD towards the end of Tower of Karm incident. Second panel shows Hal realizing Kakerou can track that call back to him

Diner Encounter

Despite Gakuhito's suggestion of taking a passive approach, Hal decides to confront the client in the diner primarily because he cannot waste more time and let Kakerou catch his trail through Gakuhito. Hal identifies Kidou, the "Dark Sleeper", as a man from an organization deeply connected to the JSDF and U.S forces in Japan and was abolished due scandals. Hal figures that

Kidou would be the client of the money launderers based on his background. Kidou himself is not the Wire Puller but an agent working to orchestrate the smuggling operation and money laundering.

Before meeting Kidou at his table, Hal asks the diner's reception to hold onto his bag with the 100M. He must find out the location of the boat from Kidou, which is why establishing a reason to be there is important as Kidou would refuse to speak if he finds Hal too suspicious. But he observes a few details about Kidou

- Kidou's habit of tapping the table twice when asked if he wishes for a refill on his drink
- Kidou's habit of touching the bottom of coffee creamers to check the numbers printed below them
- The stacks upon stacks of empty plates that are already on the table

The first is a gesture in gambling card games when a player wants to receive another card such as in Poker or Blackjack. The second is a common practice in Mahjong, another gambling game. Mahjong players perform this maneuver when they want to check the pattern of a tile before discarding it, allowing for easy memorization of several tiles at once. These together with his gluttonous behavior of having stacks of finished plates at his table, Hal profiles Kidou to be a gambling addict with huge debt issues. He accordingly pretends to be a hounding debt collector looking for money Kidou owes from gambling. He tells Kidou "The amount of money has become very large", letting him fill in the blanks and come to the intended conclusion himself. This clears Kidou suspicion of Hal for now.

Kidou does not have enough money to cover his debt, so he offers Hal to play a simple game with a wager. If Hal wins, he'll pay the debt straight away, but if he wins, Hal has to leave him alone for now.

The rules of Coin Pusher are as follows:

1. The beginning
2. Decide who will go first.
3. Take turns pushing one of their coins
4. Each turn, players can push their coin any number of squares forwards or backwards as long as they remain in the squares of the row and do not cross the opponent's coins.
5. If a player cannot move either of their coins on their turn, they lose.

Upon hearing the rules, Hal immediately deduces the mechanism of the sure-win strategy of the game, because there is a way for a player to secure the win with perfect play. The strategy boils down to, "you want to maintain the separation between the coins on both rows when it is your turn" ✝✝✝. Since the first player can use this strategy by moving the 10-row coin 5 squares,

making the separation in both rows 3 squares, then the first player will always win. Of course, this also makes the moves of the first player very predictable, as they have to mirror what the second player plays ✝✝✝. Hal will use this fact later on to engineer the precise game state he needs for his trap.

When Kidou was about to decide who to go first using the creamers, Hal excuses himself to retrieve the bag which, unbeknownst to Kidou, contains the 100M. When away from the table, he gathers 18 coffee creamers with specific numbers on them and instructs the waitress to bring them to his table. Since Kidou was going to use the creamers to decide who to go first, it's likely that he would use them as dice for the coin pusher game as well if needed. Kidou would memorize the numbers on the 18 creamers and distribute them in the most advantageous way for him. Memorizing 18 different objects in this way would be a tall task, but Hal knows Kidou, the avid Mahjong player, would be capable of doing so. If the movement of the game were to be randomly decided in this way, the side with more different numbers producing more options would have the advantage. From this principle, Hal precisely predicts that Kidou would distribute the 18 creamers he picked into:

- Hal: 66, 12 11, 8, 3, 33, 38, 20, 13
- Kidou: 72, 5, 2, 1, 15, 39, 21, 43, 63

Hal also pockets a creamer with the number 6. As stated before, since the 1st player has to mirror the 2nd player's moves, Hal can control Kidou's moves to engineer a game state where Kidou would instantly lose if he chooses a number 6. This shows that Hal has already constructed a way to trick Kidou into using the 6 in the game, and even the number 6 itself has strategic meaning as we will see later. He has also memorized the patterns on each of the creamer covers, so he can easily identify any even when their numbers are faced down.

Hal returns to the table with the bag and plays one game with Kidou. The waitress returns and places the 18 creamers on the table before leaving. Hal forces Kidou to yield 1st turn to him, but he loses on purpose to make Kidou think that he does not know about the strategy. However, Hal doesn't technically lose, he only pretends to be put into a forcibly losing position and refuses to play the game until completion. Accusing Kidou of trying to trick him with a rigged game, Hal demands Kidou to play another game or he won't leave him be. Kidou doesn't think that Hal knows about the strategy based on his 1st game performance, so he agrees with Hal's proposal. However, to convince Hal that there is no trick, Kidou suggests using the coffee creamers as dice to add randomness into the game. This way, Hal cannot claim that Kidou is cheating since his moves should be decided randomly anyways. Of course, this is a façade and Kidou plans to memorize the creamers and distribute them unfairly. Hal completely predicted this down to the exact numbers both would receive.

Since Kidou is granting Hal's request for a second game, he forces Hal to bet money on this second game as well. Specifically, he adds a few rules to the game

1. You can't stop the game with excuses like last time, the game has to be played until its end.
2. Both players will be betting money on this next game and the total pot is determined by adding the numbers used during the game multiplied by 10,000

When it comes to picking who would go first in the second round, Kidou and Hal use the creamers. Hal picks 66 and forces Kidou to pick 72 to get the first move. Hal then retrieves both the 66 and 72, opens the 66 and pretends to accidently drop it on the floor. Underneath the table, away from Kidou's sights, Hal opens the 72 and empties its contents. He then slots a number 6 which he had hidden into the empty 72 container, effectively disguising the number 6 as 72. He then dropped the opened 66 and the 6 disguised as 72 into separate glasses.

First three rounds of the game go as follows:

Rounds	creamer	Moves	Total pot amount
R1 Kidou turn	5	5 forward in 10-row	$(5 + 12) \times 10K = 170K$
R1 Hal turn	12	2 forward in 10-row	
R2 Kidou turn	2	2 forward in 5-row	$(17 + 2 + 11) \times 10K = 300K$
R2 Hal turn	11	1 forward in 5-row	
R3 Kidou turn	1	1 forward in 10-row	$(30 + 1 + 13) \times 10K = 440K$
R3 Hal turn	13	1 back in 5-row	

Hal has been putting the total pot amount on the table as a tactic perturb Kidou. During the 3rd round, Hal buys boxes of creamers from the manager using three bundles of cash from the 100M dirty money. He bluffs that he can use the creamers to analyze their covers and deduce some kind of pattern between the cover of a creamer and its number. Bluff aside, seeing Hal spend so much on something so idiotic and trivial further disturbs Kidou, which is what Hal intended. Hal in the meantime message Gakuhito that he should enter the diner and sit at a place where he can scrutinize Kidou but only after he receives and verify the information from Kidou.

Kidou continues with his turn of round 4. He picks 15 and moves 1 forward in the 5-row, Hal's coin in the 5-row is now completely cornered. It is here where Hal reveals that he has seized and has been using the 100M of dirty money that Kidou was meant to launder. Simultaneously, Hal picks creamer 20 for his round 4 turn, he moves 2 back in the 10-row, making the total 790k. Kidou completely shuts down. His perturbed state makes his decision-making desperate and predictable. Kidou tries to win all the money back through the game and he so demands to up the wager. It is now that Hal lets him know that he wants the information about the boat smuggling

the weapons. If Kidou agrees to tell him, he will raise the wager by multiplying the creamers they use after this instead of just adding them to the preexisting total.

As a part of his plan, Hal's displaying of money and spending on the boxes of creamers attracted other customers of the diner wanting to sell their own creamers to him. To Kidou's dismay, Hal starts spending more of the dirty money on random creamers from different customers until only 56M of the 100M remains. The amount of 56M was an intentional, as Hal foresaw that he would need to give away this much money in order to make Kidou crack †††.

By this point, Kidou has had to deal with mental exhaustion from multiple sources (the purchase of the boxes of creamers, the displaying of the wagered money, the revelation of the 100M, the further spending on random creamers, etc.). Wanting this to end and seeing no other way, Kidou decides that he must run away and start a new life to avoid retribution from his client. So, Kidou chooses to tell Hal the name, location, and schedule of the boat to raise the wager and try to win the rest of the money †††. Gakuhito receives the information from the wire that Hal is wearing. He verifies the information and heads on into the dinner as instructed by Hal.

For the 5th round, Kidou needs to play a number with digit 2 to move 2 forward in the 10-row and win, which means he can only play his number 21. However, that would only bring the total wager to 16M 590k, which is nowhere near the remaining amount. Kidou spots the 72 used in the beginning of the game to decide order of play. If he could use that 72, not only would he win, but he would also raise the wager to 56M 889k, more than enough. Kidou sees Gakuhito staring at him periodically, he uses that chance to point him out and accuses Hal of collaborating with him as some form of coercion. Hal pretends to be distracted by turning to face Gakuhito, allowing Kidou to switch his 21 with the 72. After Hal diffuses the situation, Kidou calls a waitress to take away the glasses containing the used 66 and the now 21 so that Hal doesn't notice the switch.

Both players return to the game and Kidou picks the 72. Of course, this 72 is in actuality the disguised 6 that Hal had produced before the second game started. Kidou is forced to move 6 back in the 10-row, which triggers a losing sequence of moves illustrated in figure 2. Hal can pick 8 for his round 5 turn. Then both players can only play numbers with digit 3 for round 6. This moves Kidou's coin all the way back in the 5-row and Hal's coin moves up to corner it. This is an unstoppable checkmate as well as it was Hal who indirectly Kidou into discarding the 21 which could've been used to escape the sequence, and he also induced Kidou into making the rule about both of them being forced to play the game till its completion, so Kidou cannot refuse to play like Hal did in the first match.

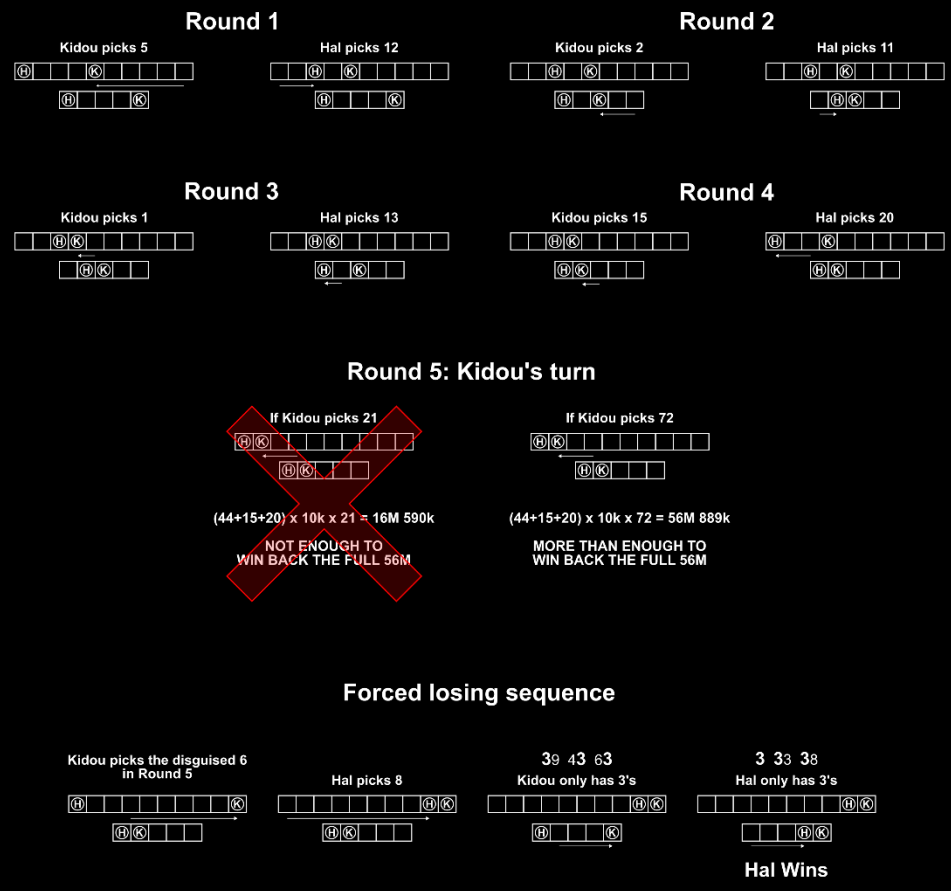


Figure 2: Coin Pusher game 2 play-by-play

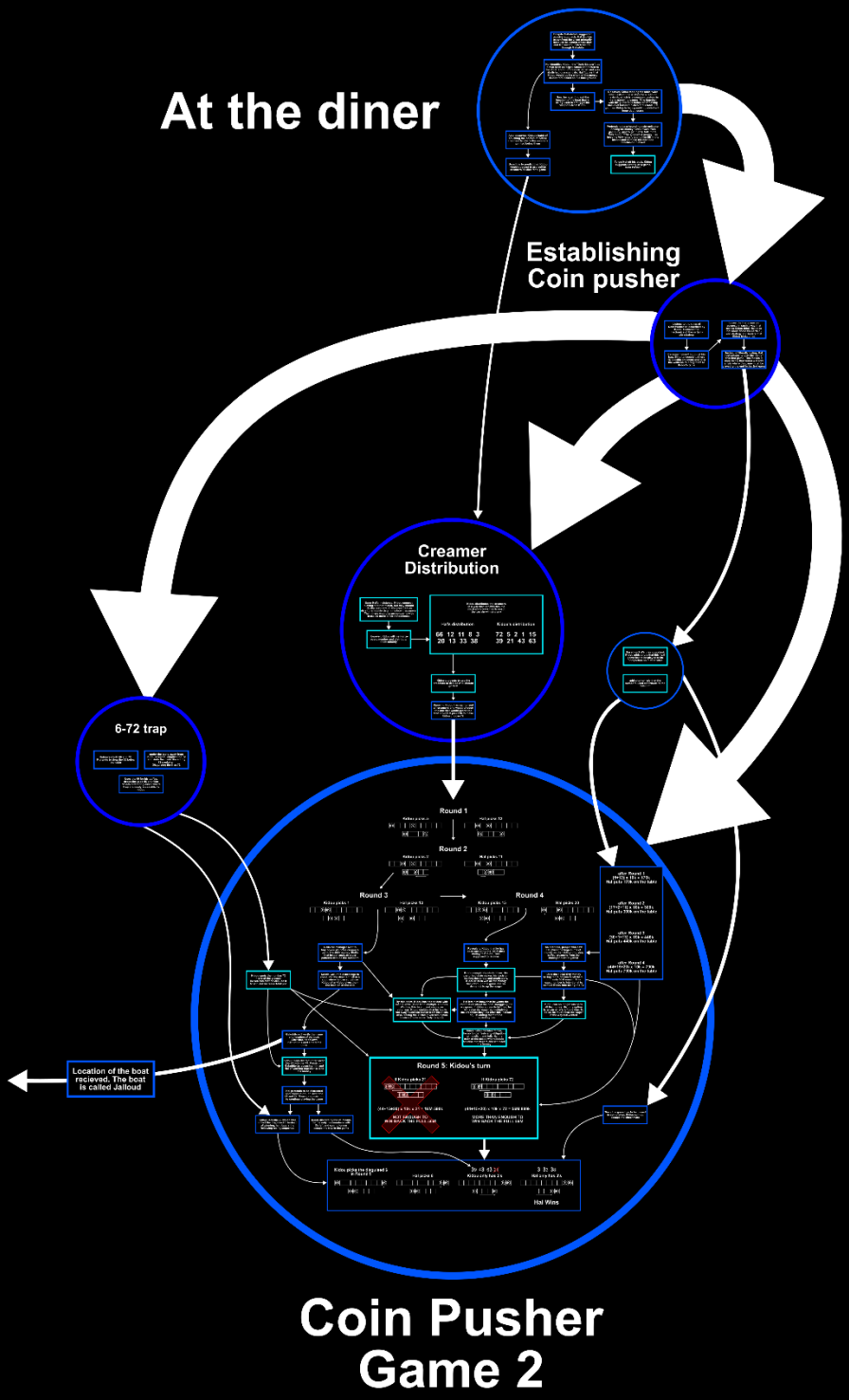


Figure 3: Entirety of dinner encounter with Kidou

[Link to the full readable diagram]

Boarding the Jalloud

The boat's name is Jalloud and the port is at the 5th Mooring, the central wharf of the port of Yokohama. On their way, Gakuhito calls Yokoi who's supposed to already be at the port looking for Jalloud, but Yokoi informs them that the Jalloud has already left. Instead, they should meet him on another boat called the Gallop as he has found witnesses on board. Hal sends a message to Yokoi's phone with Gakuhito's other phone during their conversation. Yokoi's voice on the other end very briefly became quiet. Hal abduces the reason for this is because Yokoi is being held captive by the crew of Jalloud ✝✝✝.

When Hal and Gakuhito arrive at port, due to what happened to Yokoi and various other reasons, Gakuhito decides to reconsider his covert approach and calls for reinforcements from the MoD. Gakuhito volunteers to board the ship to buy time for backup to come. In the meantime, Hal notices that there are still some containers carrying the weapons that have yet to be loaded on board. He manages to steal those containers and hide them, going as far as to throw away any documented information related to the containers to conceal them even further. Now, Gakuhito can use those hidden containers as leverage against the captain of the ship as they cannot leave without them. This is also where Hal finds out that there are 20 weapons containers in total.

If Gakuhito's reinforcements from the MoD arrives, Hal can no longer enact his plan of faking Gakuhito's death at sea to conceal them both from Kakerou. Not to mention that Kakerou's eyes and ears may be within the MoD, which would lead them to Hal sooner. Hal must prevent this, and he does so by using Kidou. After losing everything in Coin Pusher, there were only two things Kidou could've done. The first is to follow Gakuhito and Hal in hopes of retrieving the money for his escape, since Hal spent so much of the money that making it back is impossible for Kidou. The second is to call his handler to ask him for assistance, which Kidou will find possible since he can shift all the blame onto Hal. The handler will relay this information through different people within the wirepuller's network until it reaches the wirepuller who is a high ranking official in the MoD, which means that Gakuhito's call for reinforcements from the MoD will be intercepted.

Of course, Hal indirectly manipulated Kidou to make that call and set off that entire chain of events as it benefits him on multiple layers.

1. the reinforcements Hal predicted Gakuhito would call will be intercepted by the wirepuller, which allows him to proceed with his plan of faking Gakuhito's death by sinking the boat at sea.
2. Hal predicts that Kidou would follow them onto the ship and he will use Kidou for potential misdirection tactics against the ship's crew, but also to fortify one of his final goals of compelling the wirepuller to use Gakuhito's presence on the sunken ship to frame Gakuhito as a dead traitor (Hal plans to do this by getting Kidou killed and using

his corpse to give the wirepuller the perfect opportunity to declare Gakuhito dead, but more on that later).

3. Hal will retrieve Kidou's phone to memorize all of its stored contacts to investigate phone call recordings of people connected to Kidou and the wirepuller. Hal knows that this is possible since he has been worried about Kakerou finding the recordings of the call between him and Gakuhito at the MPD.
4. In the wirepuller's frantic reaction to intercept Gakuhito's request, he will undoubtedly leave traces of his actions and identity that can later be investigated by Hal through Kakerou ✝✝✝.

Note that Hal indirectly manipulated Kidou into taking these actions through his performance against him in Coin Pusher, which means Hal would've had to foresee everything from Gakuhito's call for back up to Kidou's actions after the game and all of the ways that would benefit his strategy as early as when the rule for Coin Pusher was explained to Hal ✝✝✝. Since Gakuhito's reinforcement will never come, Hal can proceed with his plan.

Gakuhito enters the bridge and meets Captain Lacy for the first time. He is also wearing a transmitter so that Hal can hear everything he hears. Yokoi and Kaji is also in the same room as Lacy and Gakuhito, as well as most of the crew of the Jalloud. Usually, Gakuhito would be in trouble, but his postering and the weird e-mail sent by Hal during their call with Gakuhito gives Lacy the suspicion that Gakuhito has more up his sleeve. He correctly infers that Gakuhito may have called for reinforcement, but Gakuhito purposefully keeps that ambiguous to buy time for the reinforcement he thinks is coming. This is also the time when Hal hears Lacy give someone called Voja several orders through the transmitter on Gakuhito. Hal deduces that Voja must be the second in command of this ship and is most likely someone highly competent and poses a lot of danger. He may have to come up with a way to eliminate them if needed.

News that weapons containers are missing sends the crew into a panic. Because of the perceived time constraint from Gakuhito's bluff of reinforcements, Lacy has no choice but to send most of the crew to go looking for them. Hal uses this opportunity he purposefully created to disguise as one of the crewmates he subdued and infiltrates the ship where he can move around more freely with the lowered security. The crewmate Hal subdued was planning to steal a box of diamonds belonging to the captain. With him were several items necessary for the heist, such as communication with accomplices, a key to the captain's cabin and the safe box, and information on the safe code. Hal takes all of this with him.

Gakuhito and Lacy maintain the deadlock with both sides having to tread carefully. Lacy cannot harm Gakuhito as (to his knowledge) only Gakuhito knows the whereabouts of the hidden containers, not mentioning that Lacy is still unsure about probability of Gakuhito's reinforcements showing up. Similarly, Gakuhito cannot push too hard as Lacy could decide to abandon those hidden containers the moment he deems it too risky to wait any longer. In the meantime, Hal moves on to the ballast pump room where he rigs the ballast pump to discharge

the ship's ballast water the moment it leaves port and damages the pump so that it cannot be used to refill the ship's ballast mid journey. The ballast serves to stabilize a ship by using the water it stores to submerge the ship at an appropriate level. Discharging the ballast water will cause the ship to float too high above the water and easily capsize from the high waves in open ocean. Hal sabotages the ballast pump to sink the boat well into its journey.

At this point, the rest of Hal's plan roughly speaking was to sabotage the ballast pump, plant Gakuhito's id card, use the crew's preoccupation with finding the hidden containers to extract Gakuhito and Yokoi, and sink the boat in the middle of the ocean. However, Kaji proposes to call a Kakerou referee to settle the stalemate between Lacy and Gakuhito. This is disastrous for Hal as the introduction of Kakerou completely shatters his plan on multiple fronts.

1. During his proposal, Kaji articulates the possibility that Gakuhito's reinforcements may not come as there is a possible high-ranking accomplice within the MoD that has intercepted his request. This inference was dead on and invokes a visible reaction from Gakuhito. Even though Lacy is still skeptical, it is no doubt that the advantage has shifted to his side in the negotiations, which makes extracting Gakuhito more difficult for Hal.
2. Through Kakerou, Lacy will eventually negotiate loading the hidden containers onto the ship as a prerequisite for the game. Gakuhito will have no power to argue against it for long. Loading the containers would bring the entire crew back on board, which nullifies Hal's efforts in lowering the number of enemies on board to begin with and makes extracting the hostages and Gakuhito even more difficult. Hal will have to incapacitate or distract as many of the crewmates as possible and eliminate Voja, who he has deemed to be the most dangerous.
3. Kakerou will see Gakuhito alive when they arrive at Jalloud. It isn't enough to just extract Gakuhito without Kakerou noticing as it would not fool Kakerou into believing that Gakuhito's is truly dead when the ship eventually sinks and his ID is found. Faking Gakuhito's death to fool conceal the last trail towards him is one of Hal's primary objectives from the start. Hal must find a way to make the referee believe that Gakuhito will be sent off with the boat and die when it eventually sinks
4. Kakerou would just add another layer of obstacles for Hal on the ship. For starters, if Hal's apprehension about Kakerou finding the phone call between him and Gakuhito has already happened, then that is the end for Hal right then and there as Kakerou will stay on high alert and may even call for reinforcements to retrieve their leader whom they now know is on board. Even if this isn't the case, Hal now has to dodge Jalloud crewmates and Kakerou staff simultaneously.

Hal swiftly restructures his approach.

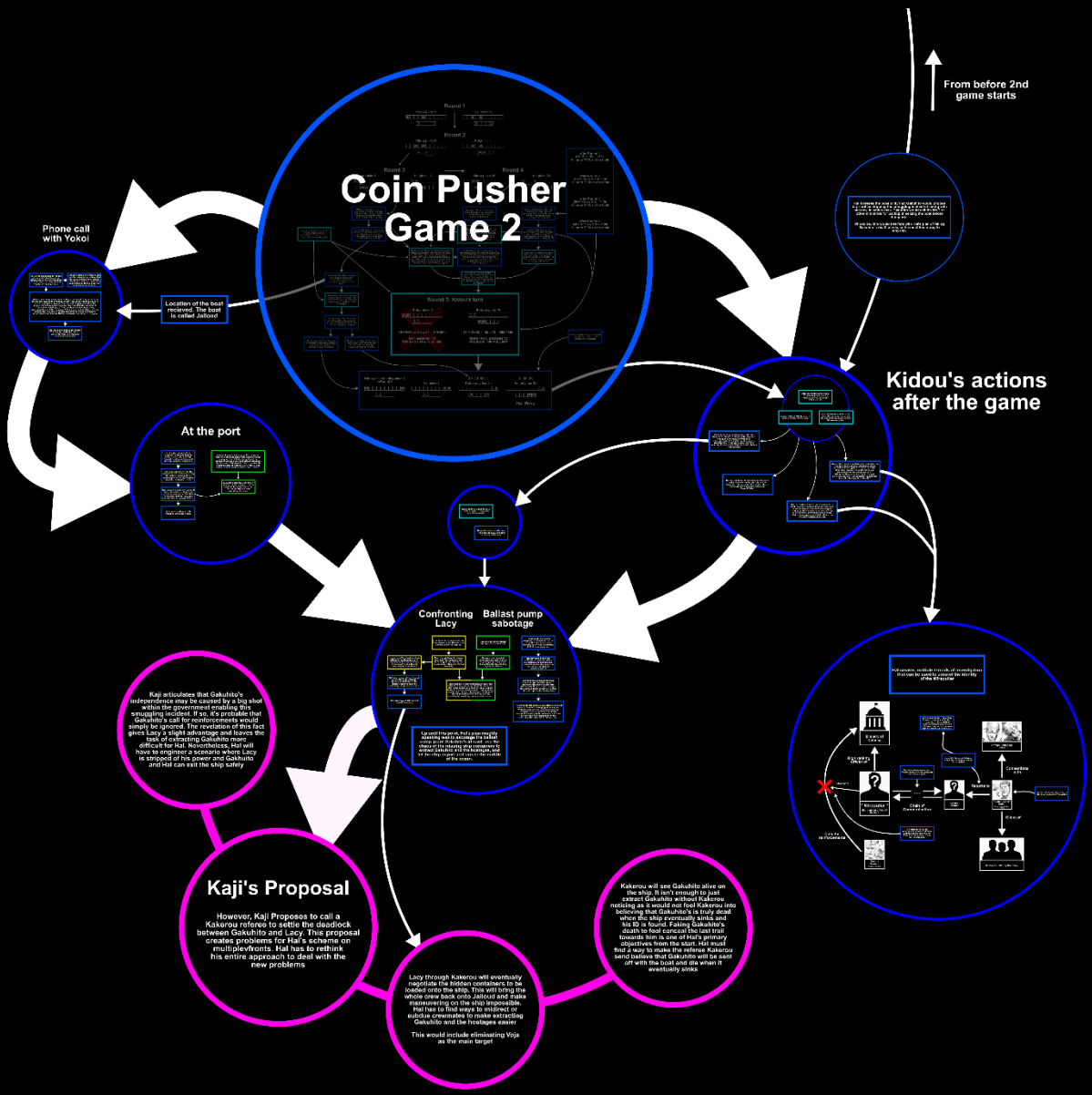


Figure 4: Everything that happened from diner to Kaji's proposal

[Link to the full readable diagram]

Battleships

Hal tracks down Kidou on the ship and kills the crewmate who was hounding him. He steals Kidou's phone and memorizes its entire contact list as he intended to do ever since the beginning of Coin Pusher. A call was made 40 minutes ago, around the time Kidou was following Gakuhito and Hal by car. This call was indeed to Kidou's handler for this case, and Hal confirms his manipulation of Kidou was successful. Hal plants all of the items and information from the crewmate trying to steal the captain's diamonds onto the dead crewmate's corpse and orders Kidou to hide in the restroom with it. He also switches the corpse's phone with the phone of the crewmate planning the heist. Finally, he tells Kidou that he will be busy with something on the deck and leaves Kidou with some inspiring words, telling him to he should find his "last chance".

This is Hal manipulating Kidou to steal the diamonds. After doing so, Kidou would eventually side with the crewmates by telling them that Hal is the true intruder that they've been looking for. In the first place, Kidou was the agent who introduced the foreign smuggling crew into the weapons deal, so he can easily divulge information about the case to convince crewmates that he is on their side. However, if Kidou surrenders to the crew, they will inevitably search and find the diamonds on him. Kidou, with his established gluttonous character, would then have to eat the diamonds to conceal them. Since they're dealing with an intruder who has at the very least murdered two of their members, the crewmates who find Kidou will report back to the highest authority available, which is Voja now that Lacy is preoccupied with the game. Kidou will lead Voja and a portion of the crew towards on to the deck as that was where Hal told Kidou he would be. Foreseeing all of this, Hal already has the intention of using Kidou's phone to construct a trap using one of the containers on the deck for Voja and her allies.

Referee Mogami enters the scene. Since Kakerou is now involved, Hal tells Gakuhito to accept the match while he sets up a situation where Lacy won't be able to overwhelm Gakuhito in the bridge with his crew after he wins, so that Gakuhito can be extracted. As one of his conditions, Lacy demands that Gakuhito raise his arms as high as he can so that he can search Gakuhito for concealed weapons. If Lacy was truly searching, he should've easily discovered the transmitter Hal is using to listen to their conversation. Since this doesn't happen, Hal knows that Lacy must have another motive for that demand. Gakuhito calls Hal for instructions under the guise of listening to a recording of the rules. Hal wants to establish way to cheat in this game, so he tells Gakuhito to do what he says:

- First, don't accept the condition of loading the hidden weapons' containers onto the ship and deny the game system for being too suspicious as it belongs to Lacy to begin with.
- Bring the example of ship positions changing mid-game through special software in the system. If Lacy's system has to be used, then he needs 100% guarantee that the positions of Lacy's ships will not change during the game
- Even with referee Mogami's word to be guarantor, deny her too by saying he doesn't trust her or Kakerou, who appeared out of nowhere.

- Finally, urge her to look outside towards the deck of the ship, he's powerless and deep into enemy territory so he wants ***irrefutable evidence*** of Lacy's placements.

Lacy informs Mogami that there are 20 containers with weapons upon her inquiry. The total number of squares taken by ships in the game is also 20. Since the number of weapons' containers matches the number of ship squares, Mogami decides to create the "irrefutable evidence" for Gakuhito by arranging 20 containers in a way that exactly corresponds to Lacy's arrangement. Containers are arranged in a 10x10 grid on the deck and the squares with Lacy's ships in the game will have a weapon container placed on its corresponding spot on the deck, as illustrated in figure 5.

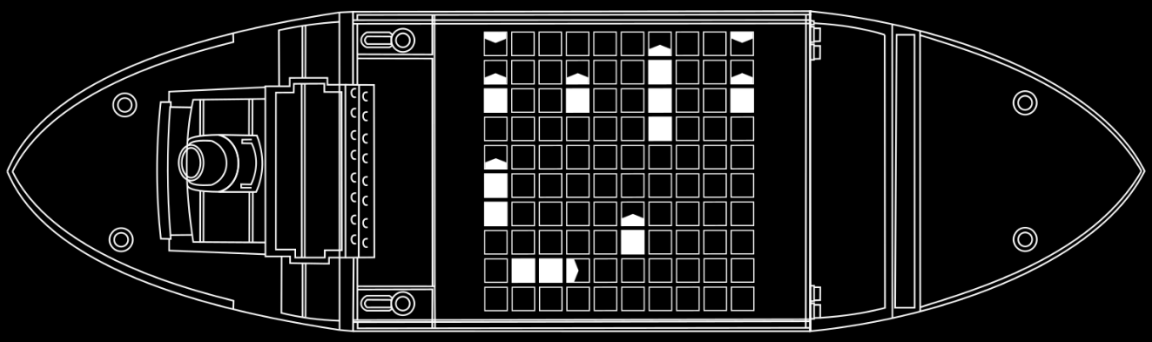


Figure 5: Lacy’s ship placements arranged on deck using the 20 weapons containers

Hal had Gakuhito put on that act to manipulate Referee Mogami into creating that irrefutable evidence using the containers. The first point communicates that Gakuhito has valid concerns about the game and that the match will not start unless his suspicions are eased. The second plants the idea of establishing irrefutable evidence to prevent the possibility of Lacy changing his ship positions mid-game. The third point forces Mogami to find a way to establish this evidence so that Kakerou does not control or cannot interfere with it in any way. This makes the evidence accessible to Hal during the game. The final point is meant to inspire the idea of arranging the 20 weapons containers into a 10x10 grid corresponding to Lacy’s ship placements. Hal knew that the weapons containers tally up to 20 from when he hid some of them. Hal aimed for this development and plans to check each container during the game so that he can discover Lacy's entire placement and send it to Gakuhito throughout the game. He chooses this method knowing that it would reveal himself to Lacy during the game, since Lacy would be suspicious when Gakuhito start hitting his ships as if he knew where they were all along. However, revealing

himself to Lacy in this way helps his goal as a hidden intruder on his ship threatening to win his game and forcing his capture would push Lacy into sending all of his crewmates out of the bridge to find Hal, leaving Lacy alone with Gakuhito in the bridge and making Gakuhito's extraction easier.

During these negotiations Hal is on deck looking into the bridge with binoculars while the rules are being explained. He sees Lacy lowering the screens which they will be playing on with a remote control and sees the odd shape of the ships being used in the game †††. This is important later on when he deduces Lacy's final trick in the game.

Fast forward to the beginning of the game, after the containers are loaded, Hal checks the first row of the container grid. He informs Gakuhito that there is a ship on A7, A6, and A5. Gakuhito sinks a cruiser (3x1) ship on those squares. Hal continues and finds A3, A2, and A1 as ships. Gakuhito sinks a destroy (2x1) on A3 and A2, but he fails to hit anything on A1. Hal uses this and the clues he has gathered so far to deduce the hidden mechanism of this game and Lacy's final trick of adjusting the screen height to make Gakuhito miss †††. With this in mind, he continues to check all the containers, finding useful tools and waiting for Kidou to make his move.

Kidou notices the phone on the corpse is ringing and checks the messages. It is worth noting that Hal may have messaged the phone in the corpse himself to bring Kidou's attention to it. While reading the crew's communications with each other, he spots messages about a box of diamonds. There are instructions on how to open the safe and keys to the safe box and the captain's cabin can be found on the corpse. Kidou makes it to the cabin, steals the diamonds, and eats them to conceal them from the crew. Then he cooperates with some crewmates by telling them he knows the whereabouts of the true intruder. They meet up with Voja to deal with the intruder. Hal notices that there are more people on the deck now looking for him and reasons that it must be because Kidou has finally sided with Voja. He places Kidou's phone into a container that only opens on the outside, lights a concealed fire in the container, and hides in another container.

Kidou recalls that Hal stole his phone. He calls his phone, thinking that the ringtone would reveal Hal's location. The ringtone lures 5 crewmates into the container and Hal jumps out to lock the 5 in from the outside. He also ties knots around the container's latching mechanism and tells Voja about Kidou swallowing the diamonds, making Voja disembowel Kidou. The fire Hal set and hid in the container fills the container with smoke. The trapped crewmates will soon pass out due to smoke inhalation. Hal ties Voja's hands multiple times over. She must retrieve all the diamonds spewed across the floor, undo all the complex knots on the container latch, and treat the unconscious crew members. If she decides to do all of this, Hal would have more than enough time to check the rest of the containers and send information to Gakuhito. Voja decides against it and tells the crewmember to place some of their clothes and cement near the container door. Then she attacks Hal.

Foreseeing this in advance, Hal tugs on a cable which he has rigged up to trigger an anti-traction gel dispenser. The dispenser spreads the gel all over Hal and the floor of the deck. Voja can't grab or land strikes on Hal and she can barely stand on the slippery floor. Hal, however, uses knives to stand steady on the gel and stabs the defenseless Voja in the chest with some gymnastics. Voja anticipated all of Hal's moves. She was wearing metal under armor which deflected the knife Hal used. She then used her clothes to grab the knife and used it to open the container. With the concrete and clothing Voja had her crewmates place near the door, she wipes the Gel off herself. However, she leaves the floor slippery to conner Hal by pushing the containers to cut off his exits and slide objects at him.

Hal Grabs onto the cable he used to activate the gel dispenser in the commotion. As Voja tosses two large MIG welders at him, Hal catches the first one and latches the cable onto it. With the second one, he jumps over it while holding the cable. Voja saw through this and jumped to meet Hal midair with an attack on his leg. Hal grabs onto Voja and drags her down with him into the water as the second welder knocks the first off deck. Neither of them can swim back to the surface as that would momentarily leave them open to an attack from each other. The confrontation becomes a competition of who can hold their breath the longest. Hal wanted this exact development as he uses the air bubble created by the empty fuel tanks of the two welders to extend his breath-holding. Voja panics and tries to swim up, giving Hal the opening to slit her throat from behind. With this, Kidou is dead, Voja who is the most dangerous crewmember is dead, and a good portion of the crew is incapacitated. Hal resurfaces, reboards, retrieves the diamonds near Kidou's corpse, and continues searching the containers.

Hal uses the ship's intercom to contact the bridge and tells Gakuhito the location of 3 of Lacy's ships. Hal was going to give a hint on Lacy's trick as well as the location of the final 2 ships but Lacy stopped the connection before that could happen. But Hal just immediately calls again. This makes Lacy realize that because of the no violence rule of the game, he can't stop Gakuhito from using the intercom to contact Hal from the bridge side. So, while not being fully mentally composed from having a back-and-forth with Gakuhito, Lacy destroys the whole interface for the intercom. Hal knew this would happen and indirectly manipulated Lacy into destroying the intercom so that he can't call his crewmates into the bridge when the game is over.

This was a major goal of Hal’s ever since Kaji made the proposal to call Kakerou, and many sub-schemes across battleships, while serving their own purposes, also build up to this moment. Killing the crewmember hounding Kidou and manipulating him into stealing the diamonds were done to lure out Voja and a portion of the crew, but it also informed Lacy that there is a dangerous intruder on board who isn’t afraid to kill. Using Gakuhito to manipulate Mogami into creating the cheating method was to let Lacy realize that the intruder has the capability to make him lose in the game, which would cause Lacy to fail the weapons deal and get captured by authorities. Hal slowly reveals his position to Lacy through multiple purposefully laid clues. With the threat of losing crewmates and the fear of being captured, Lacy would have no choice but to send his entire crew out of the bridge to find the intruder.

Getting everyone out of the bridge was the first half, the second half is to prevent Lacy from calling them back. Another goal of manipulating Mogami is to get Lacy's ships placement to bolster the eventual intercom message as a credible threat. Without the cheating method from Mogami, Hal wouldn't have anything to inform Gakuhito through the intercom in the first place. Again, Lacy cannot lose the game, so he would rather destroy the intercom than risk having Gakuhito hit his ships. Finally, Hal knows that he can give more than enough information to induce Lacy into destroying the intercom without giving enough to allow him to win. Since Lacy still has the adjustable height trick, he can still make Gakuhito lose and make the boat depart immediately. Of course, Hal doesn't want Gakuhito to win as his goal is to get the ship to leave and fake Gakuhito's death at sea. Lacy winning here is the perfect means to that end.

Hal starts fires across the ship including the 2nd cabin. The fires are meant to throw the remainder of the crew into disarray. The crew will be too preoccupied with the fires to go investigate the bridge and the Ballast room. The commotion will also conceal the release of the ballast water the moment the ship departs. This ensures that the crew does not realize that the ballast water has been dump until far into the journey where they will sail into dangerous waters with an unstable ship.

Hal purposefully lit a fire in the 2nd cabin specifically as, even though the sprinklers would quickly extinguish the flames, the fire would give the Kakerou employees watching over Yokoi and Kaji an excuse to set them free since they must keep them safe during the game. Hal rescues them indirectly as it's the right thing to do but also Yokoi is needed to help Gakuhito reveal his identity after his fake death and Kaji is a cool dud.

With the fire, Hal manages to

- Shields the bridge, where Gakuhito sits without protection from Kakerou, from Lacy's crew
- Shields the Ballast room from investigation
- Conceals the discharge of the Ballast water, increasing the likelihood of the ship sinking at sea.
- Frees Kaji and Yokoi, the latter of whom Hal needs for his larger scheme to catch the wire puller

Using Voja's phone, Hal messages the remainder of the crewmates to not step foot into the ballast room or the bridge until further notice. An additional layer of shielding for both goals.

Hal now has to extract Gakuhito from the bridge, but Mogami had already carried an unconscious Gakuhito from the bridge to a random cabin. This makes Hal's job easier as now he only needs to plant Gakuhito's jacket with his ID into one of the cabins and leave the boat with him.

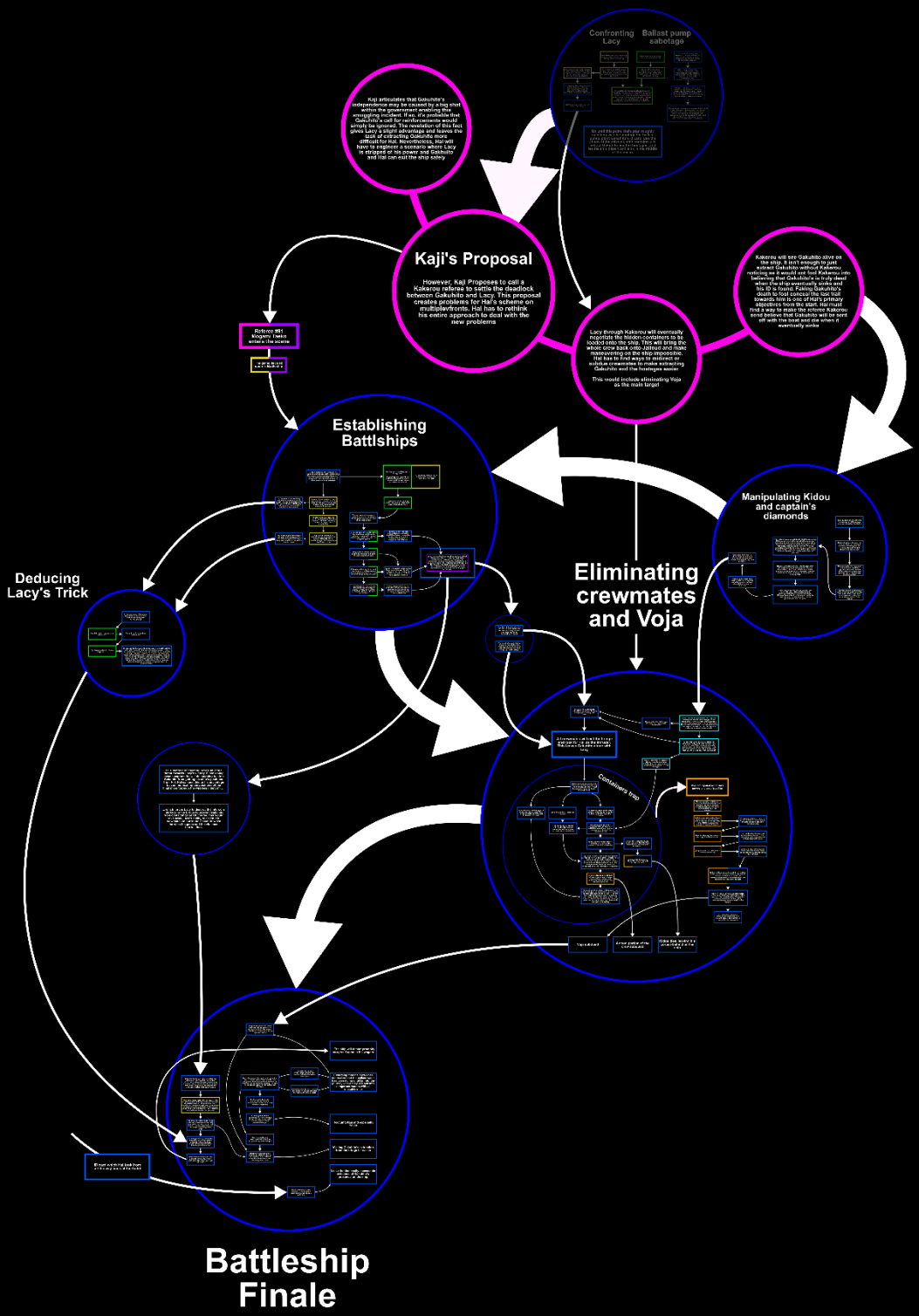


Figure xxx: Events during Battleships gamble

[Link to the full readable diagram]

Final Aftermath

The ship sinks at sea with the weapons. The weapons will not be used to cause any harm in the conflict in the Middle East, which essentially solves the weapons smuggling case.

In the cabin, they'll find Kidou’s corpse and Gakuhito's jacket and ID card. Local authorities will investigate the wreckage, and Japanese authorities will get involve once they find Gakuhito's government identification. Undoubtedly the weapons will be discovered by initial investigations. The only explanation for the discovery of Japanese weapons on a smuggling boat is that there must be an information leaker in the government, and most likely place to find them is the MoD which specializes in national and foreign security.

In order to shut down the case as quickly as possible and shift any suspicion away from himself, the wirepuller of the MOD will use the unidentified Japanese corpse and Gakuhito's ID, the two things that Hal provided, to declare Gakuhito as dead and pin all of the leaking of state secretes that caused this incident onto Gakuhito.

The declaration itself would be a big move for the wirepuller, so Hal would easily be able to identify him using the wirepuller's declaration and the additional leads Hal created for investigation such as Kidou's phone contacts. If Gakuhito can work with Yokoi to declare that he is alive at a proper timing, then it would be even easier to find the wirepuller.

Finally, Kakerou should be closing in on Gakuhito in their search for Hal based their phone call together at the MPD. The declaration of Gakuhito's fake death will serve to conceal Gakuhito from Kakerou and thus erase any trails that would lead Kakerou to Hal.

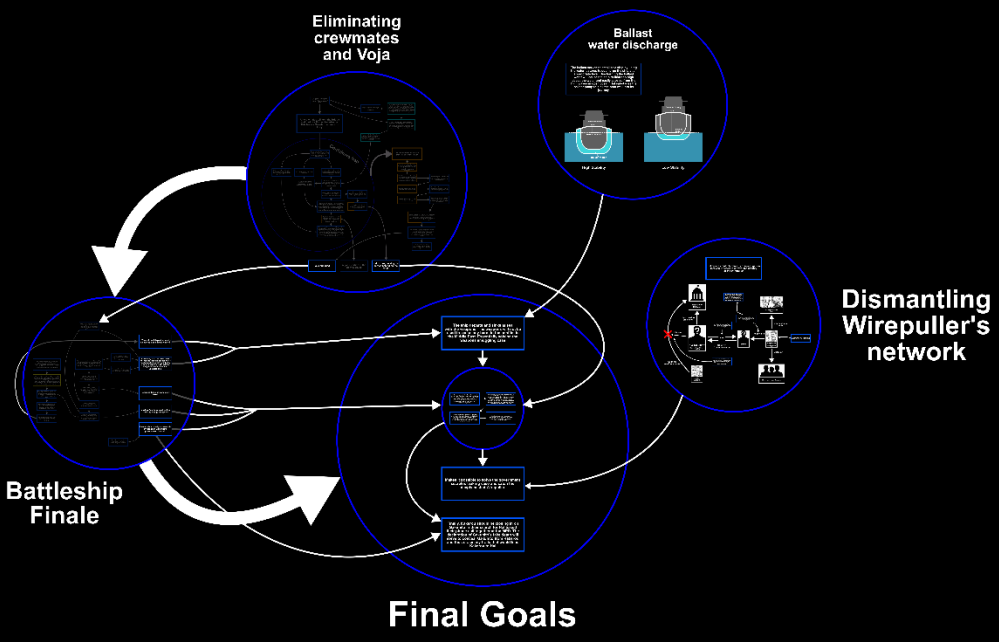


Figure xxx: Fugitive arc aftermath
Link to full readable diagram

THE ENTIRETY OF FUGITIVE ARC DIAGRAM

Additional Information

Testing Testing

Click this to return to the “How to read” †††

Coin Pusher Certain-Win Strategy Explained

In this game, you win if the other player cannot move either of their coins. So, the enemy's coins must be between the wall of the final squares and the enemy's coins on their turn, illustrated in figure xxx. Both of your own coins must be touching the enemy's coins by the end of your turn. Notice that the separation between the coins in both rows is the same by the end of your turn in this state. True enough, if we partition the set of all game states into subsets, "game states where the separation of the two coins in both rows is the same" and "all other game states", we see that the game state corresponding to our win falls under the first subset. So, if we can guarantee that all our turn ends with a game state in the first subset and all the opponent's turns end with game states in the second set, we prevent the opponents from ever winning and will eventually win the game as well (certain win strategy). Notice that if a player manages to force the game state into that of the first subset, any move made by the other player will force the game into the second subset, which allows the initial player to once again to force the game state into that of the first subset by mimicking the other player's move. This is precisely the certain-win strategy. Since nothing is stopping the first player of the game to force this strategy. Thus, with perfect play, the player that goes first is guaranteed to win. †††

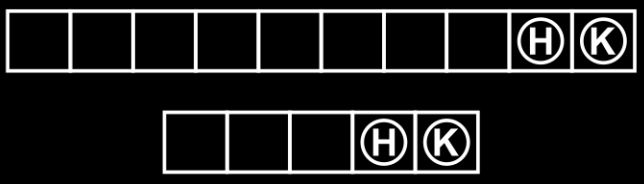


Figure xxx: The game state that ends the game. Notice how the separation between the coins in both rows is the same, namely that there are 0 squares separating coins.

Forcing 1st player's moves

Let Kidou start as player 1. To seize the certain-win strategy, he will move 5 squares in the 10-row to equalize the coin separation in both rows. See figure xxx. Suppose that Hal now moves 2 squares in the 10-row and reduces the separation in that row from 3 squares to 1. Now, since Kidou would want to follow the certain-win strategy, Kidou will have to move 2 squares in the 5-row to maintain equal separation. This pattern is universal in this game after Kidou's first move. However many squares Hal moves in either of the rows on his turn, Kidou must move the same number of squares in the opposite row. This is what we mean by the 1st player must mirror the movements of the 2nd player. Hal can essentially control Kidou's movements throughout the game with this trick and he can engineer the precise game state that he wants to trap Kidou using the 6-72 creamer trap. †††

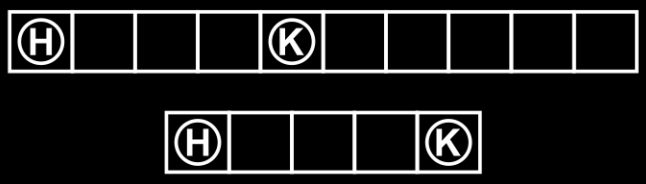


Figure xxx:

Why 56 million?

We know for a fact that Hal did have some intentions for Kidou giving in at 56M by the way he perfectly aligned Kidou's un-(directly)-prompted compliance when the remaining money cuts down to 56M with how raising the wager and taking the 72 would make the total pot a little over 56M. †††

Kidou's mental state during Round 4

Since he has decided to abandon his client, Kidou would rather tell Hal the truth than risk losing the money by lying. He also knows that Hal should have means to check the information he

gives him, so Kidou cannot just come up with intimate details about a fictitious boat and risk Hal terminating the deal. Thus, he would rather betray the client that he has already abandoned than risk losing the rest of the money that he needs to start his new life. The decision may not necessarily be sound, but it was Hal who pushed Kidou to that mental state where he can only see one clear exit to his situation, and that is by winning the current game and take back the remaining 56M. This was achieved by layers of psychological prodding properly timed sequencing of events to lead Kidou into making that decision. ✝✝✝

Yokoi's phone call

When someone receives a mail during a phone call, they would turn the screen towards their face to check. This would not cause Yokoi's voice to suddenly go quite. Then what if the person holding the phone was not Yokoi but someone else who held the phone up to Yokoi so he could speak. Then, as they take the phone away from him and turn the screen close to their face to check the message, Yokoi's voice would suddenly become distant like what happened. Hal uses this to abduce that Yokoi is being held captive at the Jalloud and that the Gallop is actually the Jalloud in disguise. There were other signs, such as him missing several of their calls after informing them that he was already at the port to investigate. ✝✝✝

Wire puller network and multiple vectors of investigation

The multiple traces of investigation include but are not limited to the intercepted call for reinforcements, the chain of messages from Kidou's handler to the wirepuller, and the initial phone call between Kidou and his handler that Hal knows for a fact will be left as a recording as mentioned above. The existence of Kidou handler and the fact that Hal took him into consideration is confirmed in figure xxxxxx. In the manga, the handler is the one being called "a powerful person who's well related to this case" and the wirepuller is the "high level in the MoD". Since they are being addressed as two separate entities, it must be true that the person Kidou called in Ch.294 and the wirepuller are two different people. The information from Kidou will be transferred from one member to another on a chain of command that connects the handler to the wirepuller. The most urgent way to relay Kidou message is through mails or phone calls, which are things that Hal can investigate through Kakerou as he knew they were about to uncover his phone call with Gakuhito at the MPD. ✝✝✝



Figure xxxxxx: Hal foreseeing the chain of events on the wirepuller

Foreseeing events after Coin Pusher (Justification)

Gakuhito's decision to call reinforcements includes the revelation that the smuggling involves far more dangerous weapons than previously realized (F-35 stealth and Lidar systems) and Yokoi's capture. Hal doesn't foresee these two developments specifically; he does foresee that Gakuhito would still call for reinforcements regardless. Knowing Gakuhito's personality and the urgency of the ship's crew, Gakuhito would want to prioritize stopping the weapons deal instead of his secrecy and call for backup against the crew of Jalloud.

We know that Hal induced Kidou into following him because he foresaw the possibility of Gakuhito calling reinforcements from the MoD and how that would destroy his plan. However, the means by which Hal pushed Kidou into informing the wirepuller were enacted during the Coin Pusher game. The psychological tactics to dwindle Kidou's sound judgement, flaunting the dirty money in front of Kidou, spending half of said dirty money to push Kidou into wanting to do anything to retrieve it, the 6-72 coffee creamer trap to make Kidou lose not only the remaining dirty money but also all of the money he had on him, the overtness of the approach to give Kidou a target to push all the blame on while calling his supervisor, all of these actions were purposefully designed to force Kidou into doing what he did after the game. Of course, all of

these actions were conceived before Hal even played the first game of Coin Pusher, which means Hal would've had to consider all of this before his gamble with Kidou.

Thus, the list of things Hal foresaw before the first game of Coin Pusher is

- Kidou agreeing to a second game after Hal "loses" the first.
- Kidou would add a rule to ensure the game must be played to completion.
- Kidou would use the creamers that Hal secretly provided as dice for the second game.
- Kidou would make Hal bet money on the second game as well.
- How Kidou would distribute every single one of the 18 creamers amongst both of them.
- They would first add the numbers on the creamers used multiplied by 10,000 to decide the total amount of money.
- The entirety of how the second Coin pusher game would unfold, including every single creamer Kidou would use.
- The reactions of the workers and customers of the diner towards the game and the buying of creamers.
- Kidou would mentally break and agree to the deal when the remaining amount of money falls to 56M.
- Kidou would distract Hal by pointing out Gakuhito and take the opportunity to retrieve the 72 and discard the 21.
- Gakuhito would prioritize stopping the weapons deal instead of his secrecy and call for backup from the MoD.
- After Kidou loses everything in coin pusher, he follows Hal to the ship's location and calls his handler to inform him about the situation.
- The information travels through a chain of command from Kidou to the wirepuller and forces him to intercept Gakuhito's call.

These are not steps to a logic chain. These are individual conclusions that potentially require individual chain of reasoning and inferences.

As an aside note, this is why Coin Pusher and Battleship should be considered as one singular and continuous strategy instead fragmented strategies as it often is in the community. Over half a dozen layers of layover tactics and strategic intents are carried from Coin Pusher into Battleship. And conversely, one can argue that entirety of Hal's actions and methodology in Coin Pusher was to facilitate the events of battleship. It's to the point where the vast majority of Hal's actions at the port and on the ship were a direct or an indirect intended result of the outcome of Coin Pusher. ✝✝✝

Hal looking into the bridge





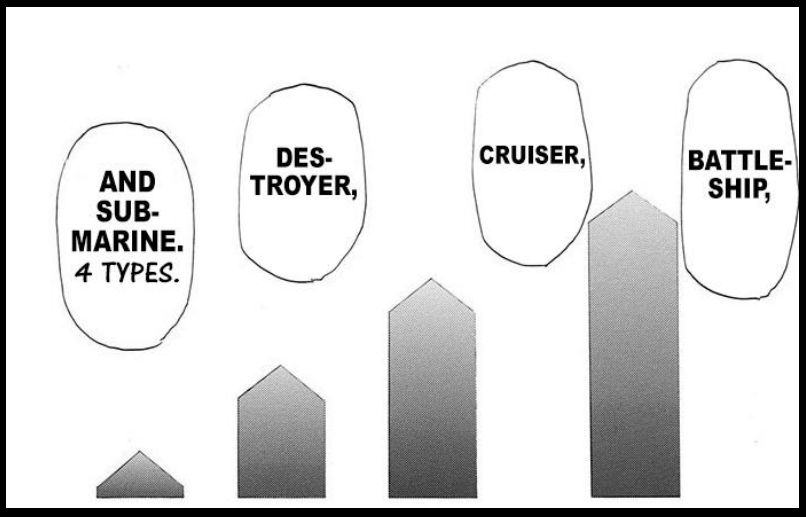
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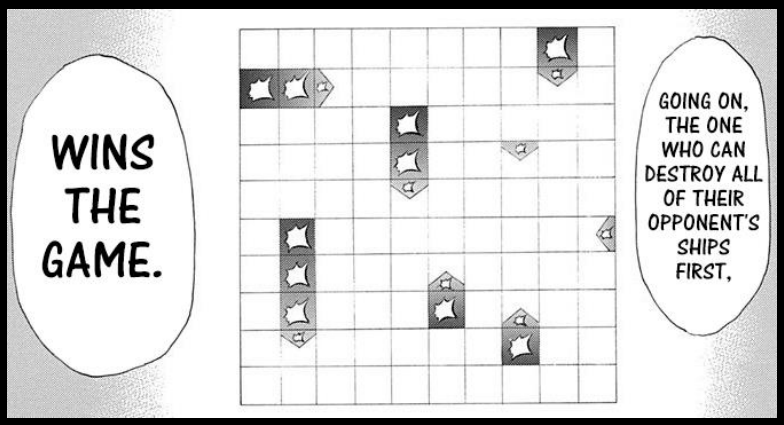
Inferring Lacy's Trick

Hal informs Gakuhito that there is a ship on A7, A6, and A5. Gakuhito sinks a cruiser (3x1) ship on those squares. Hal now knows for a fact that his indirect manipulation of Mogami worked and that any containers with weapons will correspond to a Lacy ship. Hal continues and finds A3, A2, and A1 as ships. Gakuhito sinks a destroy (2x1) on A3 and A2. With this, Hal deduces that the ship on A1 is most likely a submarine. However, Gakuhito fails to hit a ship on A1. Hal knows for sure that there must be a ship on A1, but Lacy has some trick to make Gakuhito "miss" a ship when he hits the square it is hidden in.

Looking back on all the clues Hal has gathered, the weird search Lacy conducted on Gakuhito, the adjustable screen heights, the weird shape of the ships, the fact that Gakuhito missed a ship that he should've sank, all of it points towards the real goal of the game. In this game, it is not enough to press the cell where a ship is, but you much touch the ship itself to register a hit. For the majority of the ship squares, this would not be a problem, but each ship has a strange shape where one of its ends is a triangle-like shape that can be missed. Placing submarines, which are 1x1 and essentially just a triangle shape, on the top row pointing downwards and adjusting Gakuhito's screen height so that he can barely reach it can cause a miss of this nature to occur. Furthermore, this retrospectively explains Lacy's weird body search. He wasn't trying to find hidden weapons on Gakuhito, as he would've easily found the transmitter, rather he was ascertaining how high Gakuhito can reach so that he can adjust the height of the screen

accordingly. Which means that Lacy can also adjust the height of the screen mid-game to make Gakuhito miss. ✝✝✝







Destroying the Intercom

This was a major goal of Hal's ever since Kaji made the proposal to call Kakerou, and many sub-schemes across battleships, while serving their own purposes, also build up to this moment. Killing the crewmember hounding Kidou and manipulating him into stealing the diamonds were done to lure out Voja and a portion of the crew, but it also informed Lacy that there is a dangerous intruder on board who isn't afraid to kill. Using Gakuhito to manipulate Mogami into creating the cheating method was to let Lacy realize that the intruder has the capability to make him lose in the game, which would cause Lacy to fail the weapons deal and get captured by authorities. Hal slowly reveals his position to Lacy through multiple purposefully laid clues.

With the threat of losing crewmates and the fear of being captured, Lacy would have no choice but to send his entire crew out of the bridge to find the intruder. Getting everyone out of the bridge was the first half, the second half is to prevent Lacy from calling them back. Another goal of manipulating Mogami is to get Lacy's ships placement to bolster the eventual intercom message as a credible threat. Without the cheating method from Mogami, Hal wouldn't have anything to inform Gakuhito through the intercom in the first place. Again, Lacy cannot lose the game, so he would rather destroy the intercom than risk having Gakuhito hit his ships.