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Hello, my name is Javier and this Doc is from Rio Ranger in which I, together with a little help from Nagi, analyzed several feats, Statements, etc. from the floormaster Rio Ranger, first you will see several parts such as the most important cats of this.
But first we will give you an introduction and summary of the character so that you understand as well as the complexity of the Attractions and Interactions, which is what most of the doc is based on.

In this Documentation the different feats that this character has will be analyzed and explained since I see him very undervalued and little known in the SCD community, so that many people know him since I see enormous potential in many areas.

Document percentage:
Doc Progress

(Subgame)Game Chapter 2 : 95%

YTTS(Island Experience) : 100%
Manga chapter 1 : 2%

Note: The manga has not started part 2, but some things regarding the Rio Ranger Comp are supported despite the few interactions it had.

Note2: As you can see, the document is currently based on a comp (composite) version of the character, so it includes original material created by Majority

In summary it would be: Game(All routes) + Manga + Spin Off (All routes)
Blue - FSIQ + Overall Intelligence

Purple - Strategy, Planning, Methods + Tactics

Pink- Anticipation, Prediction, Calculations + Foresight

Green - Psychoanalysis, Perception, Observation + Information Gathering

Magenta - EQ, Trap Evasion, Adaptability + SQ

Brown- Deception, Manipulation + Setting Traps, Fabrication

Orange - Logical Reasoning, Insight + Overall Thinking

Cyan - Knowledge Application

Red- Scans

(I will put this later)

Let's start (some parts of the explanation will prob change)

The Death Game

Chapter 2, Sub Game/Part one

First, I want to share my interpretation of the role of Floor Masters.
.These characters are responsible for supervising each floor and maintaining order
before the main round of the game. Your role within the organization is
design tests, puzzles and challenges prior to the main round, with the
purpose of evaluating whether participants are worthy of advancement or, depending
of the Floor Master, to strengthen or deteriorate the relationships between them.
Although Floor Masters have some power, they cannot act completely.
freedom. They are constantly supervised by the organization, which is
ensures that they comply with the "Floor Masters Code" to maintain a
relatively fair competition. However, there may be conditions or
additional requirements that must be met, and Floor Masters still have
margin to influence the results in some way as long as the
Organization.
A clear example of this is the initial voting round, where the participants,
After putting together all the pieces of Sue Miley, they faced a vote in which, if
If there was a tie, no one had to die (which was a "fair" competition).
However, Sue Miley decided not to explain this crucial detail and manipulated the
participants, making them believe that someone had to die, deceiving them
while technically respecting the code.

The second Interpretation is that due to the code of the floormasters of the 3 chapters it is implied that each of them performs the attractions and events of the chapters because they have similarities in how the Floormasters will perform them, more key examples of these They are like Sue Miley and Rio Ranger, their attractions fit perfectly with their ideals, attitudes and knowledge.

Rio's personality and Background

Ranger was created by Safalin and Gashu, who molded his personality from
unbalanced way. Gashu gave him negative emotions, such as
inferiority and hatred, while Safalin eliminated almost all his emotions
positive, such as kindness and compassion. This imbalance caused Ranger,

Even though he was physically capable of doing so, he could not show a smile.
genuine. Gashu believed that these imperfections and negative emotions made him
more humane, so he forced Safalin to suppress any trace of emotions positives on Ranger.
As a result, Ranger is a being loaded with negativity, without empathy or kindness. His treatment of others is rude and sadistic, enjoying the human despair. His hostility comes from a deep complex of inferiority towards humans, whom he despises outwardly, but in
He actually observes very carefully, even collecting clothes from the dead participants to use it.
Ranger inherits the insecurities of Sei, on whom he is based, such as his complex.
of inferiority and the desire to please his father. However, it lacks the
Sei's positive qualities, such as his optimism, and only pretends to feel joy or satisfaction. His hatred towards humans is what defines his twisted temperament, leading him to enjoy the misery of others and even to kill for jealousy, unlike Sei, who kills only for defense or to please his father.
During the first trial, Ranger supervises Hinako's trial. When she gives
Easily defeated, Ranger mocks her as she hangs dying,
refusing to take any of his clothes. The high school student has suicidal tendencies and thanked Ranger, which angers him and leads him to a fury that leads him to start beating his corpse.
After Kugie, Anzu, Naomichi, Mai, Mishima, Joe and Kai die, he takes pieces of his clothing for himself as to compensate for what he does not have as
doll out of jealousy.

Strategy: Preliminary Round Construction

After concluding the main round, the participants are moved to the third floor, where they meet two new floor masters: Rio Ranger and Tia Safalin. Rio Ranger, who has been carefully observing everything that has happened up to that point, harbors a deep hatred for humans. As a jealous and resentful doll, his main intention is to make the participants suffer, exploiting their weaknesses and manipulating their emotions.
Rio identifies Nao Egokoro as its first strategic target. He knows that Nao has suffered intensely from the loss of his teacher Mishima, for whom he was very fond. To destabilize her emotionally and isolate her from the group, Rio

activates Mishima's Artificial Intelligence in the monitor room. This move is designed to reopen Nao's emotional wounds, expecting him to suffer from interacting with a digital replica of his deceased mentor. Their goal is for Nao to isolate herself, becoming a burden on the rest for the three days ahead. Furthermore, Rio does not miss the opportunity to provoke other participants. When Sara recognizes some clothes belonging to classmates who are no longer there, he
sarcastically congratulates him for noticing, telling him that he seems to be carrying the weight of the dead. These comments seek to intensify the anguish and guilt in Sara, undermining her mental strength. TO
Through these tactics, Rio attempts to sow discord and distrust among the participants, weakening their cohesion and increasing their suffering.

(Psychological Profiling - Emotional Understanding - Emotional Perception Demoralization - Tactics - Strategy - Predictions - Inductive Reasoning) (planning formulation speed, planning aim, and tactical potency)

Rio takes the participants to the prize counter room, where he introduces new rules that increase the tension and difficulty of the game. To each one He gives her a purse with 100 tokens engraved with the faces of all the participants. These tokens can be used to acquire various prizes:
stars needed to advance on the third floor, confidential information about his companions and even videos of executions. However, there is a crucial rule: they cannot use their own tokens to buy prizes; they must use other people's pieces.
The tokens represent units of trust, and Rio encourages participants to exchange them, sell them or even steal them. By doing so, you establish a system in
which value lies in mutual trust and cooperation, but at the same time encourages betrayal and selfishness. The goal is to create an environment in which each
participant must decide whether to trust others or take advantage of them to obtain advantages.
Additionally, each must complete nine attractions on the third floor to win access to the next main round. These attractions are dangerous and put at risk their lives. Upon successful completion, they receive stars, but must accumulate at least 10 before the three-day time limit ends. The rules
They stipulate that two people must participate in each attraction, and no one can
repeat the same attraction, forcing them to collaborate and plan

carefully.
Rio introduces an additional element of manipulation by mentioning that whoever
accumulate more chips you will receive a special prize: a voucher to return to the
surface. However, there is only one, which encourages fierce competition and the potential sacrifice of others for one's own benefit. This system of
Rewards and punishments are designed to test the relationships between participants, forcing them to face moral dilemmas and question
Who can they trust?
When Nao hears these rules, she feels terrified. Rio takes advantage of its reaction to cruelly mock her, imitating his teacher Mishima, which
that hurts her deeply. This behavior demonstrates the intention of
River of emotionally manipulating the participants, exploiting their vulnerabilities to weaken and control them.

(Planning - Emotional Understanding - Setting Traps - Demoralization) (charisma and communication (SQ))

Later, "The Stairs" emerges
, a special room at the bottom of which is
a vending machine that requests 200 coins for use. This
device represents the "survival voucher"
, a unique opportunity for
a participant returns to the surface and escapes the deadly game.
Rio, aware of the personalities and motivations of the participants,
identifies Q-taro as the most greedy and desperate to escape. knowing
that Q-taro might be willing to do anything to gain his freedom, Rio
guides him indirectly towards "The Stairs"
. By doing so, wait for Q-taro to act
selfishly, potentially harming the group and generating conflict.
In one of the possible routes, Q-taro manages to collect the 200 tokens, believing that the
"survival voucher" will allow everyone to escape. However, in the end, Rio Ranger clarifies that the voucher is individual, despite having mentioned it previously when he explained the rules. This revelation hits hard
Q-taro, facing the moral dilemma of saving himself or continuing
collaborating with the group.
Rio's manipulation seeks to generate internal conflict and feelings of

betrayal. By having Q-taro accumulate tokens at the expense of others, it promotes
distrust and selfishness. Even if Q-taro doesn't get the tokens, the simple
The fact of trying already generates pain and anxiety in it.
Meanwhile, Reko and Sara discover the room by chance. By finding the
vending machine and see the high amount of coins required, they decide
that is unattainable at that moment and they choose to continue on their way.

(Psychoanalysis - Emotional Understanding - Tactics - Strategy -
Predictions - Planning - Setting Traps - Indirect Manipulation - Emotional
Manipulation) (insanity inducement, exploitation of weak points) and planning
coverage)

Even though Nao had promised not to interact with Intelligence again
Professor Mishima's artificial, her pain and longing lead her to return to the room
of monitors. This action falls within the calculations of Rio Ranger, who,
Through his analysis of the personalities of the participants, he anticipates that Nao,
Emotionally vulnerable, he will seek solace in the figure of his late mentor.
Rio plans to take advantage of this weakness to further destabilize it and isolate it from the
group.
However, Rio did not count on Reko's intervention. Upon learning of the
situation, Reko decides to accompany Nao and, in an unexpected act, destroys the
monitor Mishima's AI at the hologram's own request. This sacrifice
digital seeks to free Nao from the attachment that keeps her trapped in the past,
allowing you to move forward and reconnect with others.
This action has a significant impact on the strategic development of Rio. Its
original plan was to weaken the most vulnerable participants first
emotionally, like Nao, and then attack those with greater strength
mental. By hurting the weakest, he hoped that their inability to participate
effectively on the attractions or their dependence on others will slow the group down
as a whole. Furthermore, the stronger participants would have to dedicate
time and energy to take care of the weakest, like Gin, a child who required
special attention, which he could predict Keiji would assume.
Reko's destruction of the monitor breaks the cycle of suffering that

Rio had planned for Nao. By freeing her from the emotional burden, Nao regains her
determination and ability to collaborate with the group, counteracting the Rio strategy.
Later, Rio turns his attention to Kanna, another participant emotionally vulnerable due to the guilt he feels over the death of his sister in the first test.
Rio indirectly guides Kanna to a secret room related to that initial test, with the intention of having her find a cell phone containing a message supposedly written by her deceased sister. This message, manufactured by Rio, is designed to inflict deep pain on you
emotional, exacerbating their feelings of guilt and despair. Kanna, afraid to explore alone, asks Sara to come with her. During their exploration, they find the secret room and the mobile phone. Sara, realizing the potential harm the message could cause Kanna, decides to read it herself first. Realizing that the content is malicious and could seriously hurt Kanna, Sara makes the decision not to show her the content.
message. Later, Sou finds the mobile phone and, upon meeting Kanna and understanding the situation, comes to the logical conclusion that the message could not have been written by her sister due to the circumstances of the first test. Although the series does not explicitly detail this process, the idea was to create a chain effect; By emotionally destroying Kanna, he would make Sou suffer, since thanks to his analysis he knows that he has a special affection for Kanna.

(Psychoanalysis - Emotional Understanding - Tactics - Strategy - Predictions - Planning - Setting Traps - Indirect Manipulation - Emotional Manipulation - Fabrication - Abstract Thinking - Strategy Logistics)

Strategy: Room Of Lies

Segment 1: Rio Ranger's New Strategy and the Room of Lies

After his failed attempt to manipulate Nao, frustrated by the intervention from Reko, Rio Ranger is forced to reevaluate his approach. Recognizing that His original plans have been disrupted, he decides to change his objective and
Focus your attention on Reko. However, in order to affect all participants effectively, you need to modify your strategy.
Rio Ranger conceives a final game, a final attraction that is based on the initial premise of the token exchange, presented as the culmination logic of the preliminary round. Although his nature is cruel, he must adhere to the organization's rules, which require that there always be the possibility, for minimum, that all participants survive. This introduces a additional complexity in your planning, as you must balance your desire to make the participants suffer by complying with the rules.
To establish the foundations of his new strategy, Rio Ranger creates the Room of
Lies (Room of Lies). This is a hidden room inside "The Stairs"
,
accessible by pressing a button on the left wall. Inside, the Participants find a wooden table with six stars and a long rope. The inclusion of this room serves as a trap designed to attract those who detect a discrepancy in the total number of stars necessary to advance to the next floor.
Rio Ranger calculates that the nine participants need to collect 90 stars in total. However, since the attractions must be done in pairs and not can be repeated, the maximum number of stars they can obtain is 84. Although
there is the option to purchase stars at the prize counter to avoid someone to die, this was a calculated addition by Rio Ranger as part of your strategy, aimed at keeping your target in your sights. Even with the possibility of using tokens, success would depend on others collaborating, something
which, at first glance, is complicated.

(Preparation Process - Planning Formulation - Emotional Engagement - Working Memory - Setting Traps - Abstract Thinking - Deductive Reasoning -

Fluid Reasoning - Processing Speed) (strategic adaptability) decision making (analysis) (sycho analysis, behavior analysis, emotional understanding, perception, tactics (multitasking + synergy), planning preparation)

Segment 2: Analysis of the Participants and Configuration of the Final Game

Rio Ranger performs a detailed analysis of the behavior and performance of each participant to predict their relative positions according to the tiles obtained:

● **Q-taro:** It is anticipated that he will be the player with the most chips due to his
strategy of using the vending machine, which forces you to accumulate more chips than the rest.

● **Medium-high positions: Keiji, Sou, Alice and Kanna.** Ranger predicts that I am
will use his wits and alliances to secure a good position, while that Keiji will maintain a solid performance to be among the first.

● **Last places: Reko, Sara and Nao.** It is assumed that, due to their personalities and previous actions, these participants will be in lower positions. Reko's intervention in Ranger's plans strategically placed in a vulnerable position.

● **Gin:** In last position. It is predicted that Gin, being a child with no interest in exchanges and without relying on tokens, you will end up with the lowest number of chips.

With this analysis, Rio Ranger structures the latest attraction to punish the participant with fewer chips, but also to meet expectations of the organization to maintain an appearance of fair rules. Since only can predict with certainty who will occupy first and last place, decides organize the other participants into strata, in this way maximizing the probability of achieving your goal.

(Preparation Process - Planning Formulation - Analysis - Psychological Profiling
- Information Gathering - Predictions - Anticipation - Tactics - Abductive Reasoning)

Segment 3: Endgame Mechanics and Intended Results

The final game designed by Rio Ranger unfolds as follows:

participant with fewer chips, in this case Gin, is threatened with being poisoned by five darts. The participant with the most chips, Q-taro, has the option of sacrificing himself for those who are in a worse position, offering a
false opportunity for altruism.
The participants are immobilized in a green box, neutralizing the most cunning and limiting their ability to intervene. Those who had worse performance are moved to a special room known as the Room of Impact. This room is connected to the mechanism that controls the darts poisonous and presents a riddle that they must solve to stop the poison.
In the Impact Room, participants face several tracks:
● A screen shows a countdown.
● Another screen indicates "Load: 35.5"
, which corresponds to the weight of Gin.
● They discover a loose tile with the message "answer"
, below the
which there are spikes.
The solution to the riddle implies that someone must sacrifice themselves by jumping on
the spikes to activate a scale and meet the required load,
thus stopping the dart mechanism. This moral and physical dilemma is part integral to Rio Ranger's strategy to cause suffering and conflict.
(Preparation Process - Setting Traps - Abstract Thinking - Planning Intricacies - Visual Spatial)
Segment 4: The Execution of Rio Ranger's Plan and the Room of Lies
Rio Ranger's plan begins by indirectly luring Reko back to "The Staircase"
. Ranger anticipates that Reko, upon discovering the room, will take out the conclusions that he has foreseen: When they touch the button they will discover that
It is an attraction and, since attractions require the participation of two people, will decide to go accompanied. Ranger predicts that Reko will choose Sara
as his partner, since he trusts her and she was the first person he told showed the place.
When Reko and Sara enter the room, they find a table with six stars and a long rope, items that appear to be rewards and tools
useful. Sara takes the objects, but a sudden loud sound scares her. In Panicking, she attempts to flee the room, urging Reko to follow her. However, As she leaves, Sara realizes that Reko has disappeared, leaving only a

glove that he managed to tear off in the struggle.
Shortly after, a doll version of Reko emerges from the room and meets
with Sara. Although this "Reko" wears two gloves (when the real Reko
should only have one, since Sara has the other), Sara, confused and still
Affected by shock, she dismisses the anomaly. Without suspecting the imposter, he
Give the six stars to the fake Reko so that she can distribute them among the others,
although in the end she keeps them for herself.
This move by Rio Ranger fulfills an implicit rule set by
the organization: there must always be a chance to survive. The
Introduction of the fake Reko plays two key roles in your plan:
1.)Solution in the Impact Room: In the Impact Room challenge, the
The only way out is to throw the fake Reko onto the spikes. Doing so activates the
scale that stops the mechanism of poison darts without need
of a real participant dying. This offers a solution that allows
the survival of all, as long as the players interpret
the clues correctly and are willing to sacrifice the automaton.
2) Emotional Conflict and Psychological Manipulation: Although the fake Reko does not
is a real person, perfectly resembles the real Reko in
appearance and behavior. Having to destroy the doll that
represents a loved person is an act psychologically
devastating. The participants would face a deep conflict
emotional, feeling like they are killing a human being. This dilemma
morality adds an extra layer of suffering to Rio Ranger's plan.
Rio Ranger has left subtle clues for participants to discover
the true nature of fake Reko. For example, he talked to Sara about the
Artificial Intelligences and the placement of the Joe doll in the infirmary, which
Gin saw and then communicated to Alice. These clues, although discreet, allow
the participants deduce that there are replicas of the players. If they interpret
correctly these signals, they can realize that the Reko that they
accompanies is an automaton and use it to solve the challenge without sacrificing
nobody.
Despite this departure, Ranger continues to lead the participants to suffering.
Even if they discover that Reko is a doll, the act of destroying her remains
being emotionally disturbing. Players must face the dilemma

of sacrificing someone who looks and acts like your friend, which can lead to feelings of guilt and anguish. This extreme situation seeks to break the mental strength of the participants, plunging them into despair.
Additionally, Rio Ranger's plan includes an additional deception related to the rope found in the Room of Lies, known as the "Tangle of Lies" Happiness"
. If the participants discover the tile trick and understand that need to apply a specific load to stop the mechanism, they could try to use the rope to get down safely and activate the scale without that no one gets hurt. However, this rope, which seems strong, is designed to break easily if enough stress is applied to it. To the break at a critical moment, adds another layer of frustration and desperation to his Machiavellian strategy, making the participants feel even more helpless.
This part of the plan is crucial because, although there is a solution that allows the
survival of all, the combination of time pressure, moral dilemmas and intentional deception makes it extremely difficult for
participants find and accept that solution. Rio Ranger is confident that the Stress and intense emotions will cloud players' judgment, leading them to make mistakes that will culminate in tragedy.

(Anticipation - Indirect Manipulation - Information Gathering - Strategy - Emotional Facilitation - Psychological Warfare - Information Control - Strategy Complexity - Misdirection - Fabrication - Concealment - Impulse Management Novel Complex Problem-Solving)

Segment 5: Possible Outcomes and the Fall of Rio Ranger

Rio Ranger's strategy culminates in several possible outcomes, all of which which end with the elimination of one or more participants:
1. Gin dies of poisoning because the participants cannot solve the riddle in time.
2. Q-taro or both Q-taro and Gin die from poisoning after failing to stop the dart mechanism.
3. Use of the rope (Tangle of happiness): They try to use it to avoid the sacrifice, but due to its fragility, the rope breaks and one of the participants falls on the spikes.
4. Voluntary sacrifice: One of the participants decides to sacrifice himself to save Gin.

5. They discover the fake Reko and push her onto the spikes: In this scenario, which takes place in the canonical narrative, Alice goes in search of his sister Reko and confronts Rio Ranger. This one proposes a riddle mockingly about Reko's condition, and finally reveals that Reko has died. It features Reko's decapitated head, which is actually that of the automaton. Alice, believing that her sister has died, suffers intense anguish wanting to attack it but when receiving the false head it explodes resulting in Alice's death. Rio Ranger taunts him, revealing that
The correct answer was that Reko was alive and that everything was a trap after all it is the “Room of Lies”
.
6. They do not decide to push the fake Reko: In another canonical outcome, the
Participants discover that one of the Rekos is fake. Rio Ranger Force Nao to choose between the two, testing their friendship. Nao choose correctly to the real Reko, but the false Reko, not being chosen, murders the real Reko with a knife that Rio had left behind intentionally. Subsequently, the fake Reko's necklace detonates, eliminating it too.

In both results 5 and 6, Rio Ranger has exceeded the allowed limits for a Floor Master by influencing the game too directly and causing deaths that were not strictly necessary. Gashu, Rio Ranger's creator, appears to eliminate him due to this overreach. Rio Ranger is deactivated, ending their participation.
Ranger is decapitated, but Safalin later connects his head to a machine and temporarily revives him for 10 minutes. In those 10 minutes, he returns Ranger's missing emotions, and he dies feeling remorse.

(Fabrication - Strategy Adaptability - Tactics - Emotional Facilitation - Contingencies - Cognitive Discipline - Emotional Realization)

Important events that the Document will cover are: The Arbitration Room, Room of Lies, Alice Death, Pre Arbitration Room, Introduction, Mingames, Tokens.

Recommendation: Some important points that I wanted to highlight are at the bottom of Data so I would appreciate it if you read it to them

Doc Analysis of Everything

FSIQ

FRI

Rio Ranger's Fluid Reasoning Index (FRI) is a clear manifestation of his ability to adapt, solve novel problems, and adjust his tactics in unpredictably changing situations, evidenced throughout several key moments in the documents. of the game. A central example of this ability can be seen when Rio Ranger uses his ability to manipulate and read the group to adjust his plans based on the emotional and psychological dynamics of each of the characters. At several points, characters like Sara or Keiji show resistance to his provocations, and, rather than becoming frustrated or abandoning his initial tactic, Rio Ranger displays his fluid reasoning by quickly improvising new forms of psychological pressure, adapting to each member's specific personalities. of the group.

For example, in one of the more tense scenarios, when he attempts to manipulate Sara's emotions, he anticipates that her emotional resistance could interfere with his plans, so he adjusts his approach to put pressure on other, more vulnerable characters, knowing that this could weaken Sara's resolve indirectly. This type of reasoning shows that you are not simply following a single predetermined strategy, but are able to think flexibly and adapt to changing dynamics in real time. Rio Ranger also constantly evaluates the interactions between the other characters and adjusts his tactics depending on how they respond.

A clear example of this is when he seeks to exploit Gin's insecurities, but upon noticing Keiji stepping in to support him, Rio quickly adjusts his approach to pressuring other characters, directing his cruelty towards those with less emotional support at the time. The speed with which he adjusts his tactics shows that his fluid reasoning is not only exceptional, but that he operates under significant pressure, where every second is crucial to maintaining control over the situation.

This also manifests clearly in his ability to adapt and solve new problems, dynamically adjusting his tactics depending on the situation, as seen in several key moments in the game. A specific example that illustrates this ability is when Rio Ranger faces a critical moment in the Room of Lies, where Reko unexpectedly intervenes. This particular space is crucial because it puts the characters in a situation of intense emotional and psychological pressure, designed to make them doubt their perceptions and decisions. Rio Ranger, noticing Reko's intervention, adjusts his tactics quickly and effectively, proving that he is able to think flexibly without his plan falling apart, even when a character intervenes unforeseen.

When Reko decides to confront the situation, her intervention creates a potential disruption in the plan that Rio had drawn up to emotionally manipulate others. However, rather than losing control or being overwhelmed by the unexpected change, Rio shows his ability to adapt quickly.

1. VCI (Verbal Comprehension Index)

Rio Ranger demonstrates a high level of verbal comprehension and the ability to manipulate language to his advantage at various key moments, especially in situations where he needs to establish new rules. A clear example of this is his intervention in the prize counter room, where he introduces new rules to prohibit the use of one's own chips when purchasing prizes, but allows the use of other players' chips. This action not only requires a keen understanding of the social dynamics of the group, but also a keen ability to manipulate the rules verbally, ensuring that your power and control over the situation remains intact.

The specific moment this ability is displayed is when Rio establishes these rules while other characters are still evaluating the implications of their decisions. This move not only prevents characters from using their own resources, but also fosters an atmosphere of tension and mistrust, as it forces players to rely on others' tokens to progress. This ability to manipulate language to create uncertainty in an already tense environment is a clear demonstration of his high IVC. Furthermore, the difficulty of this action lies in the complexity of the group dynamics, where each character has different emotions and motivations. Rio Ranger is able to exploit these differences with great verbal precision, allowing him to maintain control without losing track of the situation.

2. WMI (Working Memory Index)

The use of working memory in Rio Ranger is seen when he performs logical calculations to determine that it is impossible to reach the stars needed to complete the rides. It is explained that there are 9 participants and 9 rides, but these must be completed in pairs, which means that they cannot repeat the same attraction. This is where Rio uses his working memory in an exceptional way to assess that the maximum stars that can be reached with this configuration is 84, when in reality they need 90 to advance.

This thought process requires continuous analysis of several variables at once: the number of players, the rules of the attractions, and the number of stars needed. The fact that Rio Ranger manages to identify this discrepancy in real time and use that information to create a sacrifice mechanism demonstrates his ability to keep multiple pieces of information active in his mind at the same time. Furthermore, the difficulty of this action is intensified due to the high expectations and constant pressure that players are under. By identifying the fault in the system and proposing a solution immediately, Rio

demonstrates exceptional control over his working memory under highly stressful conditions.



IE: YTTS: He has memory of all the events that the characters have had and he knows them by heart as well as super personal information about them, their lives, relationships, etc., that is, he stores inside his brain the confidential information of a total of 10 people due to to the continuous investigation that he had of them. In short, he had such a good WMI that he was able to remember almost all the events, relationships and emotions of the participants without failing in any sense of this, meaning that his memory of them and perception were basically perfect.

3. PSI (Processing Speed Index)

Rio Ranger also stands out for its ability to process information at high speed, allowing it to adjust its plans and strategies in real time. A key example of this is when his first strategy fails in a matter of hours, and without hesitation, he proposes the creation of the Room of Lies. This process involves not only the initial idea of the room, but also all the preparations necessary for its implementation, which includes manipulating the emotions of the characters and establishing an atmosphere of general distrust.

How quickly Rio adapts to the situation and puts an entirely new plan into action demonstrates his processing speed. During this process, you have to make quick decisions under pressure, while adjusting your approach based on the other characters' emotional reactions. This is especially evident in the moments of greatest tension within the Room of Lies, when Rio moves fluidly from manipulating one character to another, looking for weak points. The difficulty lies not only in the speed with which you must process new information, but in the high stakes of each decision you make, as any mistake could cost you your advantage over the players. The Room of Lies becomes a mental battlefield in which Rio demonstrates his ability to adapt and control the narrative in real time, all while processing multiple stimuli at high speed.

4. FRI (Fluid Reasoning Index)

Rio Ranger's fluid reasoning, his ability to solve novel problems and think flexibly, is evident when he introduces the sacrifice mechanism after analyzing the impossibility of reaching the necessary stars. At this point, Rio combines his ability to perform logical calculations with a deep analysis of the characters' behavioral patterns, predicting the participants' future actions and adjusting his plans in advance.

A specific moment where this ability is demonstrated is when Reko intervenes in the Room of Lies, an event that Rio had not initially anticipated. However, despite this setback, Rio adjusts his plan without losing control of the situation, maintaining pressure on the group and adapting to the new dynamic that Reko's intervention introduces. This ability to adjust your tactics in real time and keep your plan on track without it falling apart is a clear demonstration of your FRI. The difficulty of this feat lies in the fact that Rio must not only solve complex logical problems in real time, but also anticipate and manage the emotional reactions of several characters at once, which requires a high level of fluid reasoning.

In summary, these aspects reflect the outstanding cognitive abilities of Rio Ranger, who demonstrates a unique combination of rapid processing, logical reasoning, verbal comprehension, and the ability to handle multiple emotional and strategic stimuli simultaneously.

AI Feats Unlocked

1. Perceptual Reasoning (PRI - Perceptual Reasoning Index)

- This category evaluates the ability to understand and work with visual patterns, and is related to the creation and design of an AI. Rio Ranger and Safalin, when designing Mishima's AI, would need to have high perceptual reasoning ability to understand how to structure and organize the database and visual memory in the AI. The way AI processes images, visual emotions (facial expressions), and visual memories also falls into this section.

2. Working Memory (WMI - Working Memory Index)

- Working memory is key in what you describe, because both Rio and Safalin must handle large amounts of short-term data while creating or modifying the AI. The ability to enter information (documents, emotions, memories) and have AI process it efficiently in a short time, such as the proposal to fit 3 months of memories into one day, is directly related to a powerful working memory.

3. Processing Speed (PSI - Processing Speed Index)

- This is where processing speed comes in, which is crucial for AI to be able to quickly handle data addition. The fact that Rio mentions that they can add three months' worth of information in a single day suggests that both they and the AI have high PSI, meaning they can process large amounts of data in an extremely short time. This would be possible thanks to Safalin and Rio's ability to manage the flow of information without the AI collapsing.

4. Verbal Comprehension Composite Index (VCI - Verbal Comprehension Index)

- Verbal understanding refers to the ability to process verbal and linguistic information, which would also be necessary in creating an AI that understands and manages emotions. If Rio and Safalin are to add emotions and feelings, they would have to be able to break down those emotions in terms of verbal data that the AI can process. This requires a deep understanding of both human feelings and how to encode them into a database.

- PSI (Processing Speed): To quickly process and add memories in a day.
- WMI (Working Memory): To handle large amounts of emotional information and data without overloading the AI.

- PRI (Perceptual Reasoning): To design and create AI in visual and structural terms.
- VCI (Verbal Comprehension): To encode and add emotions and memories to the AI in understandable terms.

Planning

In planning we have several points, a total of 3 explaining Ranger's planning:

1) Attraction Planning: Rio Ranger planned each of the attractions in Chapter 2 part 1 and each of these had knowledge with which they were put together, such as Observation, Deduction, Anticipation, etc.; This gives us the idea that Rio Ranger had 1) the necessary knowledge to create each of these weapons and the necessary and complex aspects to solve the 9 attractions 2) He planned the mechanisms of each of them including their way of be resolved by each of the participants and the difficulties they would have depending on who would carry it out.

Ranger's planning or my interpretation is based on Ranger planning exactly the 3 days that the participants were there or 2 days and I have several reasons to imply this.

Rio Ranger as soon as the participants got up he began to act in the Monitor room having Nao basically in his hand, (although she was freed from this by Reko) during the game it never affected Ranger's plan since he already had eyes on several participants from the beginning.

Rio Ranger In several dialogues we are given to understand that Rio Ranger lies and also that several scenes were already preplanned from the beginning, an example could be the Room of Lies which was created precisely for the number of tokens and creating a void into which the participants could exit.

In several dialogues we are also given to understand that Rio had already planned several scenes, almost at the end of the underground Safalin tells Rio that this was how he told him to rehearse and how he had planned it, this tells us that all the interactions of the participants and his own interactions he had

already predicted, anticipated and planned, another thing that reinforces this is his interaction with Sara in which he sought her out, not her him, to ask her about the IAS.

Rio Ranger during the arbitration room had already planned a total of 7 hypothetical endings, this because each of the endings had more than one death because I say 7 if there are a total of 6 as the introduction of the document says, in an ending where Alice dies Reko tells Ranger that if he let her out it would have changed this or if she escaped for some reason to which he responds that if the result would have been the same it means that he had already planned other external interactions and situations. in which he would kill to the character.

QReko's intervention did not affect his plan since based on this his dialogues it is seen that he already expected something like this, which is why he had already created the Room of Lies, and other attractions, at no time did Rio get upset or angry about this But he had already planned it not as his main plan but as a hypothetical idea that had already arisen in his mind.

Their plan in fact had no way out since everything that had happened before was for this the arbitration room, meaning that since the Floormaster took over everyone's minds there was no possibility in which they could win without losing Someone, I would also like to point out that each of the dialogues seen, interactions between characters with the tokens, positions of these were already planned by Rio and this is the reason why he is not surprised in the arbitration room since he knew that If they did the same he would win In fact, hwst had left the void for the participants to win (his conversation with Sara) yet he decided to kill someone and that was the reason why he died. His plan left someone dead no matter what.

The planning of Rio Ranger began from the Introdoccion and covered the following steps: First Mishima's AI, his mutation, The clothes he was wearing, the exchange of Tokens, Room of Lies, Attractions, Conversation with Sara, The Reko false, Pre-prepared dialogues between Him and the participants (he had already predicted dialogues and a complete rehearsal of what was going to happen), hypothetical results of the tokes, The Arbitration room and finally the 6 hypothetical endings. Rio's plan encompassed each of these important moments that led him to his victory.

By the way, I would like to add something: Rio apparently by leaving a dead person in his plan had broken the rules even though not as such, that is why he did not expect his death, and if it were the case that he had already seen

that His heart denied that his father or anyone would do something like that, which I like to call his father's own denial.

DOC: Planning/Strategy individual doc so that the sections of these 2 categories can be better explained

Strategy:

Rio Ranger's strategy changed a total of 2 times (Remember the strategy is how the plan is executed and if the plan is successful in any of the different cases, the strategy and the plan were a success, in total there are 3 points related With planning I would like to highlight which they are.

1. **Attraction Planning**

One of the key points of Rio Ranger's strategy is the planning of attractions, each precisely designed around specific knowledge such as observation, deduction and anticipation. This suggests that Rio not only had a deep understanding of the game mechanics, but also knew the participants well enough to anticipate how they would interact with the challenges posed.

- Strategic analysis: The planning of the attractions reflects Rio's versatility to adapt the level of difficulty and mechanics based on the abilities and vulnerabilities of each participant. Each attraction presents challenges that push players to their psychological and emotional limits. This is not only a testament to his technical ability to create complex challenges, but also his talent to psychologically manipulate players.

- Tactical Consequence: This type of planning allows Rio to control not only the immediate outcome of each attraction, but also the long-term emotional drain on participants, weakening their ability to make rational decisions.

2. **Anticipation of Participant Reactions**

Rio Ranger not only designed the attractions, but also anticipated the characters' actions and reactions throughout the different stages of the game. A clear example is his emotional manipulation through Mishima's AI to break Nao emotionally, a key device that set the tone of the psychological conflict from the beginning. When his control over Nao weakened, he quickly adjusted

his strategy by focusing on other characters such as Kanna and Gin, showing great tactical flexibility.

- Strategic analysis: This anticipation reveals meticulous planning that considers multiple routes and outcomes, all with the purpose of guaranteeing the fulfillment of its death objective. Rio calculated each move, anticipating various actions by the characters, allowing him to maneuver and adjust his approach on the fly.

- Tactical Consequence: By anticipating the characters' responses, Rio not only maintained control, but also managed to reduce the possibility of error. This forethought is essential to understand how he structured the scenarios without allowing the participants to escape their fate. The six alternative endings he planned, where there would always be a victim, demonstrate the sophistication of his strategic thinking.

3. Efficient Use of Available Resources

Rio not only used attractions and AI to its advantage, but also used other strategic resources such as fake Reko and tokens to create confusion and disorientation. These additional resources gave him tools to shift participants' focus and manipulate their decisions, even when some, like Nao, escaped his original control.

- Strategic Analysis: Rio's ability to integrate available materials and players into his plan shows complete mastery over the game's resources. Using the fake Reko was a critical move, allowing him to establish a deception that affected the emotional and strategic outcome of the last phase of the game.

- Tactical consequence: This ability to control multiple variables demonstrates that his strategy was not rigid, but flexible, adapting as circumstances demanded. When Nao and Reiko challenged him, Rio readjusted his focus towards other players like Gin and Kanna, redirecting the narrative in his favor and ensuring that, one way or another, the game would reach a fatal outcome.

Logical Reasoning

Rio Ranger stands out for his outstanding ability in the use of Logical Reasoning, systematically applying three key subcategories: Inductive,

Abductive and Deductive Reasoning. These modalities allow you to structure sophisticated strategies and solve problems within the game with great efficiency.

Main Points:

- Inductive Reasoning: This type of reasoning is used by Rio Ranger to examine the behavior of individual participants, anticipating their future actions based on previously observed behavior patterns.

Specific Analysis:

- Identification of Behavior Patterns:

- Q-taro: Shows a tendency towards greed, prioritizing the accumulation of chips.

- Sou: He is characterized by his cunning, leaning towards the formation of strategic alliances.

- Nao and Kanna: They are emotionally vulnerable, which makes them susceptible to manipulation.

- Gin: Shows little interest in token exchanges, adopting a less active role.

Deduction of Probable Conclusions:

- Rio Ranger deduces that Q-taro will try to accumulate as many tokens as possible.

- Sou is prone to forming strategic alliances in order to gain an advantage.

- Nao and Kanna are likely to be emotionally manipulated to influence their decisions.

- Gin, due to his lack of interest in the chips, will be less influential in the group.

Abductive Reasoning: Rio Ranger applies this reasoning to formulate scenarios and strategies based on plausible hypotheses that increase its control over the development of the game.

- Rio Ranger anticipates that, if Reko returns to the Stairs, she will do so accompanied by Sara, given that in their first meeting there a relationship of mutual trust was established.
- Inferring based on previous interactions, he concludes that Sara will be Reko's companion on her return to the Steps.
- Evaluating the trust shared between the two, Rio Ranger confirms that Sara will be the one to accompany Reko upon her return.

Deductive Reasoning: This type of reasoning is used by Rio Ranger to detect and exploit logical inconsistencies in the rules of the game, creating situations that force participants to follow certain conditions or face predetermined consequences.

General Premise:

- Players must collect a minimum of 90 stars to advance to the next level.

Specific Premise:

- The rules stipulate that rides must be done in pairs and that no participant can repeat the same ride, limiting the maximum star accumulation to 84.

Identification of Logical Inconsistency:

- There is a discrepancy between the number of stars required (90) and the maximum achievable (84), which generates a logical impossibility within the rules of the game.

Deception

His level of disappointment also reaches something high considering the following:

1. The fake Reko: Basically Rio Ranger manages to deceive all the characters in the game present at that time for a fairly significant period of time, this includes both Nao and Sou for a while, Nao discovers it later due to his observation, but Ranger still, I managed to fool her for a pretty good amount of time during the game.
2. Fake Reko and Alice: Although the doll itself was created by Midori, its use in the specific situation was made by Ranger that even though the Doll was so well made, Alice already knew that it was a doll after the revelation plus due to the established situation. He refused to do this, due to the situation they were in that led Rio to deceive Alice despite knowing the truth.
3. The amount of Tokens: Ranger tricks the participants into believing that the amount of Tokens is 90, but because the game is played in pairs, they can only accumulate a maximum of 84 tokens (without purchasing tokens), which is why The maximum goal of 90 tokens was only possible if someone did it individually, tricking QTaro out of his greed into doing this at the same time as Gin. He was left without tokens due to Rio's trickery.

Overall Deception

1. Manufacturing

- Rio fabricated false information about the number of tokens needed, which later forced Reko and Sara to enter the Room of Lies since they were going to be left with an odd couple.

2. Bluffing

- Rio tricked all the participants into believing that there was no way out without someone dying, when in reality there was a way to expose the fake Reko. This is a clear example of bluffing, where Rio exaggerates or presents a situation as inevitable to manipulate the characters' decisions.

- In the route where they save Alice, Rio made Nao and the fake Reko believe that there was a way out without the fake Reko dying, when in reality he had no intention of letting her live. Here, again, he creates a false situation to divert attention from his real plan.

3. bad direction

- He deceived Alice through dialogue suggesting that her sister was dead, manipulating her emotions and perception of the situation. The information was misleading and served to lead Alice toward the wrong conclusion.

- Also in Reko's route, she used similar dialogue to make it seem like her sister had passed away. Here, Rio uses misdirection to emotionally disorient the characters.

4. Sophistry

- Rio convinced the participants that the winner would receive a special prize, when in reality it was a direct ticket to be a candidate to die. He used convoluted and deceptive logic to make Qtaro and other characters believe they were competing for a positive reward, when in reality the opposite was true.

5. acting skills

- She tricked Safalin by telling her that she looked beautiful so that she wouldn't be ashamed to go out, when in reality she was just doing it for fun and didn't believe what she said. Here, Rio shows excellent acting ability, manipulating Safalin through false flattery to get what he wanted.

Prediction/Anticipation

RioRanger showed impressive anticipation skills in the Room of Lies and the eleventh attraction, where he anticipated almost every detail of the players' movements and reactions. He designed every aspect of these attractions in such a way that the characters' decisions seemed inevitable, regardless of their attempts to divert the course of events. In fact, the only significant interruption that could stop their plan to some extent was the joint intervention of Nao and Q-taro. However, even these actions did not dismantle his plan in its entirety; they simply forced a slight modification in his strategy, something that RioRanger handled with extraordinary mental quickness. This total anticipation allowed him to not only foresee the immediate responses, but also the emotional effects they would have on the players, ensuring that whatever outcome occurred was in his favor.

As for prediction, RioRanger was equally meticulous. He predicted that the fake Reko would eventually be discovered and that either Reko or Alice would end up dying as a result. Although his prediction was accurate in this regard, he did not anticipate Gashu's anger and reprimand for having designed an attraction that broke the rules of the game. Additionally, RyoRanger also predicted Sara's loss of sanity, understanding how successive deaths and betrayals were going to deeply affect her mental state. She knew that pressure and guilt destabilize her emotionally, which would make her more vulnerable and manipulable in the final stages of the game. Another key prediction was that Q-taro would try to save Gin, a predictable move for Rio Ranger given Q-taro's protective nature. This foresight allowed him to adjust the game's development in a way that continued to benefit him, exploiting the emotional relationships between players to ensure that tension increased and led to desperate decisions.

EQ Explanation:
As for Eq, Rio Ranger has a very high emotional state. First, we start with your perception. Rio Ranger had an extraordinary ability to understand the emotions of each of the characters in the game. His perception was impeccable, especially with characters like Sara, Nao, and Kana. He perfectly understood the emotional nuances of all of them, also including Keiji, Q-taro, among others. However, his perception regarding characters like Gashu and Sou was moderately limited due to certain factors such as lies and secrets that they hid. This is a separate topic that requires further analysis.

Regarding his emotional understanding, from the first chapter of the game, Rio Ranger was able to identify what emotional aspects he could exploit in each player for his benefit. This is evident when he assumed his role as Floor Master. For example, with Nao, he knew how to play with her decisions and her emotional bond with Mishima's AI. With Jin, he took advantage of the fact that he was a child worried about his safety, which affected his decisions at critical moments like during the poisoning. With Q-taro, he understood his greed during the minigames, and with Sara, he was aware of his internal emotional battle. As for Kana, Rio Ranger exploited the pain of losing her sister, knowing it would make her vulnerable.

RioRanger not only understood the emotions of individual players, but also knew how to manipulate them strategically. In the case of Nao, Kana and Q-taro, their emotional manipulation was evident. He knew exactly how they would react and, thanks to his deep understanding of human psychology, he planned everything in their favor. He knew general human behavior so well that he anticipated the reactions of characters like Nao regarding Mishima or Kana after the death of her sister. This emotional and psychological knowledge was so vast that his emotional quotient seemed to be at a very high level.

In the various rooms such as the monitor room, the Room of lie and the fake Reko, Tenth attraction Rio Ranger used all his knowledge of the players' emotions to manipulate them. All of the attractions were specifically designed to take advantage of human emotions. The goal was to emotionally destroy the players and exploit their vulnerabilities in every decision they made.

His EU level not only covered the emotions of the players but also that of humans in general, depending on the person who knew how they were going to act at all times, hence their contempt for humans in general, their actions and their behavior.

Partial EQ

Doc a little better explained in case you want to see it

Emotional Understanding

Rio Ranger demonstrates deep emotional understanding from the start of the game. He not only understood the players' individual emotions, but also how

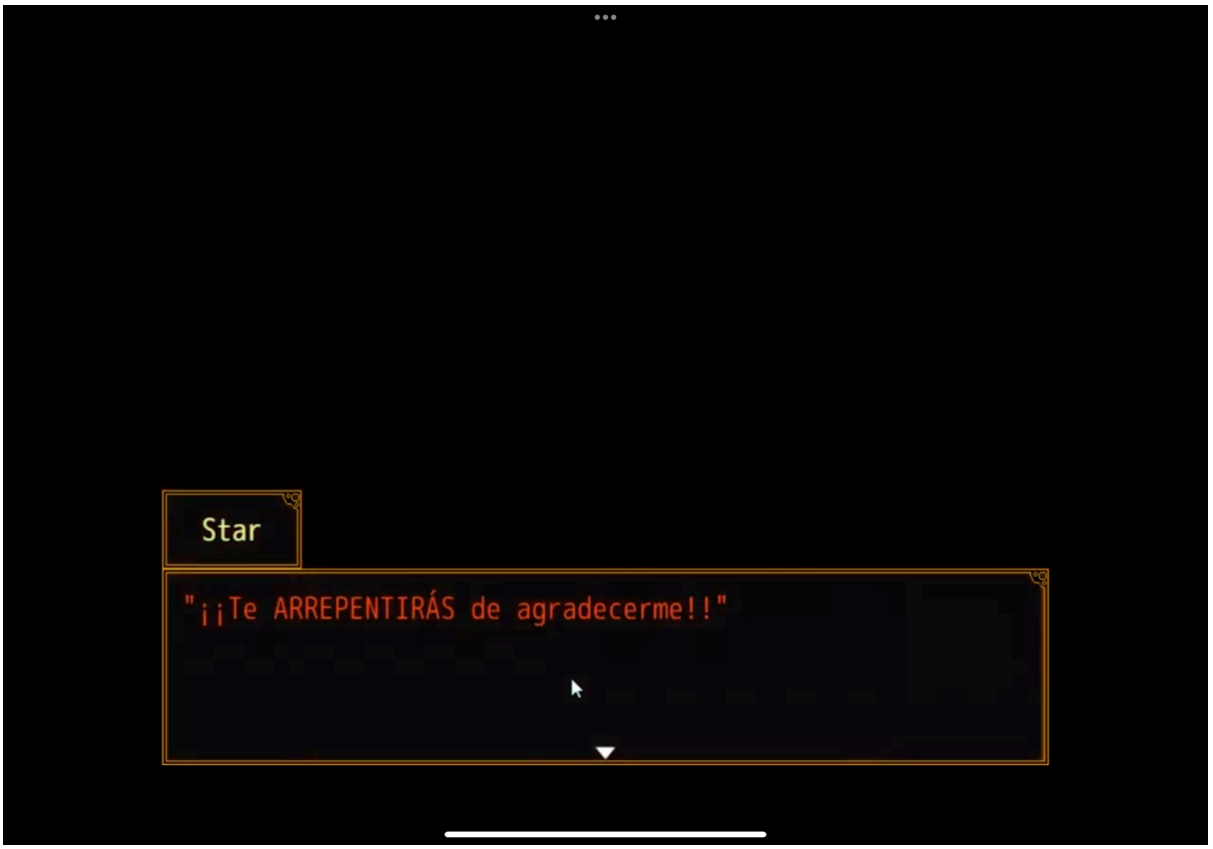
they influenced their decisions. For example, with Nao, he perfectly understood her pain over Mishima's death and how that would affect her every move. RyoRanger used this knowledge to emotionally manipulate her, making her more vulnerable and predictable. Additionally, he understood Kana's guilt and emotional conflict over her sister's death, exploiting her emotional fragility to direct her toward decisions driven by fear and insecurity. This understanding was not limited to a single player, but encompassed everyone participating in the arena, allowing him to precisely adjust his strategies based on each player's emotions.

He understood Sara's emotions with her loss of Joe which tormented him so when he asked her what the position entailed he responded in a way in which he knew how she was going to act due to the loss of her friend:

Emotional Management

RyoRanger's ability to manage the emotions of others was impeccable. Not only did he identify the characters' emotions, but he knew when and how to exacerbate or minimize them according to his convenience. In his role as Floor Master, he controlled the players' emotions, as clearly seen in his relationship with Nao and Kana. In key situations, RyoRanger manipulated the participants' sadness or fear into acting in ways that favored his own plan. For example, when the fake Reiko was discovered, RyoRanger managed the group's emotions to create confusion and increase the level of distrust between them, controlling the situation to maintain his advantage. The way he controlled and manipulated emotions is also evident in his ability to create the Room of Lie, designed to exploit players' emotional chaos, leading them to impulsive decisions.

Anti feats: He couldn't demonstrate emotional control when he saw Hinako's corpse;



Emotional Perception

Rio Ranger's emotional perception is one of his most notable abilities. From the beginning, he accurately identified the emotions of each player, especially those like Nao and Kana, who were emotionally vulnerable. His ability to sense Kana's pain after losing her sister allowed him to use that emotion against her, while with Nao, he sensed her emotional attachment to Mishima to manipulate her during the course of the game. This ability to read characters' emotions not only made him a master manipulator, but also allowed him to anticipate players' emotional reactions, giving him a significant strategic advantage.

Emotional Manipulation

Emotional manipulation is perhaps RioRanger's most impressive trait. He knew exactly which emotional buttons to push to get the result he wanted. In Nao's case, it kept her emotionally trapped by making her relive the trauma of Mishima's death, leading her to make decisions based on her pain and guilt.

With Kana, Rio Ranger played on her fear and guilt over her sister's death, making her emotionally dependent and easy to control. Even with Q-taro, he understood his greed and fear so accurately that he was able to manipulate him to act to his own detriment. This ability to exploit the emotions of others to his advantage, especially in moments of high tension, demonstrates his mastery of emotional manipulation.
He had an exceptional perception of all the participants, he only had a perception blocked by his GASHU beliefs.

Emotional Intelligence

Rio Ranger shows outstanding emotional intelligence, as he understood not only individual emotions, but how they interact within the group. He used this intelligence to create situations that emotionally destabilize players, such as in the creation of the Room of Light and the tenth attraction, where emotional pressure was a fundamental part of the challenge. His ability to anticipate how emotions affect players' actions, such as when he predicted that Q-taro would try to save Gin or that Nao would seek revenge for Mishima, allowed him to always stay one step ahead. Additionally, his ability to adjust his strategy based on the group's emotional changes, such as when he changed focus after the mistake with Reiko, demonstrates a high degree of emotional adaptability.

Emotional Knowledge

RioRanger had vast knowledge of how human emotions worked. Not only did he recognize basic emotions like fear, sadness, and guilt, but he understood the complexities and dynamics of how those emotions influenced decision-making under pressure. I knew that a character like Nao would be driven by grief and guilt, while characters like Kana would be motivated by desperation and the need for redemption. This emotional knowledge not only made him extremely dangerous, but also gave him an overwhelming advantage in his role as Floor Master, as he could foresee how players reacted to certain emotional stimuli, using that knowledge.
knowledge for your own benefit.

E (Empathy)

Within his introduction and throughout some short scenes it was possible to demonstrate that he could feign empathy: When he spoke to Sara where he

explained what the IAS were like, he demonstrated feigning empathy when Sara asked him about it. He also managed to demonstrate empathy in his introduction. at the time of when it was introduced (it should be clarified that all this is feigned empathy) By acquiring his emotions it is implied that he acquires the other emotions that he lacked, such as his empathy, so it can be deduced due to his regret that he had a major real empathy to the human average.

ER (Emotional Realization) Ranger has a high level of emotional fulfillment: Rio Ranger demonstrates emotional fulfillment on several occasions during the Sub Game of Chapter 2.

1) When Sara asks him about what he is wearing: This happens in the introduction. Sara gets angry because Ranger is bringing Joe's accessory to which Ranger gives a cold look and answers that this was Joe's Idiot and that wearing this feels like carrying the weight of the dead, this indicates that he instantly recognized the emotion that Sara lingered on her face, appearance and internally.

2) Imitation of Mishima: Several times he imitates Mishima during the game, imitating him in dialogue so well that on the first time Nao gets angry and tells him with a depressed attitude to please stop; This shows that Rio Ranger knew how the Participants (Sara and Nao to such imitations) were going to react because after the participants reacted with annoyance and sadness he is not surprised at all as if he already knew how they were going to act from a beginning.

3) Room of Lies/Alice death/Arbitration room: These moments are more than evident Rio ranger during those 3 events recognized the way in which Alice Yabusame was going to act knowing that during her death she was going to act impulsively, it is not so much the predictions of the actions but the recognition that from another of Alice's frustration of knowing that her sister was dead in her death and the denial which she demonstrated in the arbitration room with the false reko, through the dialogues of the game it is implied that Rio recognized these emotions very well to the point of creating short-term situations like these (Alice's death) (Basically the arbitration room only demonstrated that rmsger rigor had anticipated his recognition of Rio's actions which strengthened his plan and led to Alice to her death in the 2nd route)

EF (Emotional Facilization) Rio ranger Demonstrates great ease in using his emotions like those of others in his own way, that is, he has complete control of them and uses this ability to create situations in which the latter is tested, some examples could be being: Alice/Reko's own death, The arbitration room, the introduction, The activation of Mishima's AI, The fake Reko etc. where they demonstrate that each of these different events show situations in which emotions such as Anger , frustration, sadness, pain, loss, nostalgia, etc. are taken into account as well as each of the relationships of the participants such as (Alice and Reko in The Arbitration Room)(All in the Tokens) (Mishima's AI and Nao in the monitor room) (Joe and Sara in their introduction) (Qtaro and Gin in the arbitration room) etc., with all these examples we can realize that the attractions in general, as Ranger says, are based on a money situation. they put e in tells the relationships of the participants

EE (Emptional Engagement))

1) Mishima, Joe, Kanna sister and Kai:Rio understood that by doing events or engaging in conversations with these 4 recently deceased individuals it was going to affect the commitment of several participants in the game (Decreasing their motivations to move forward in the case of Nao) (Increase hallucinations in the case of Sara) and (Worse her emotional state corrupted since the beginning of the game in the case of Kanna) these 3 examples can be Observe how Rio used The Previous Dead to create situations in which the motivations and attitudes of the characters decreased

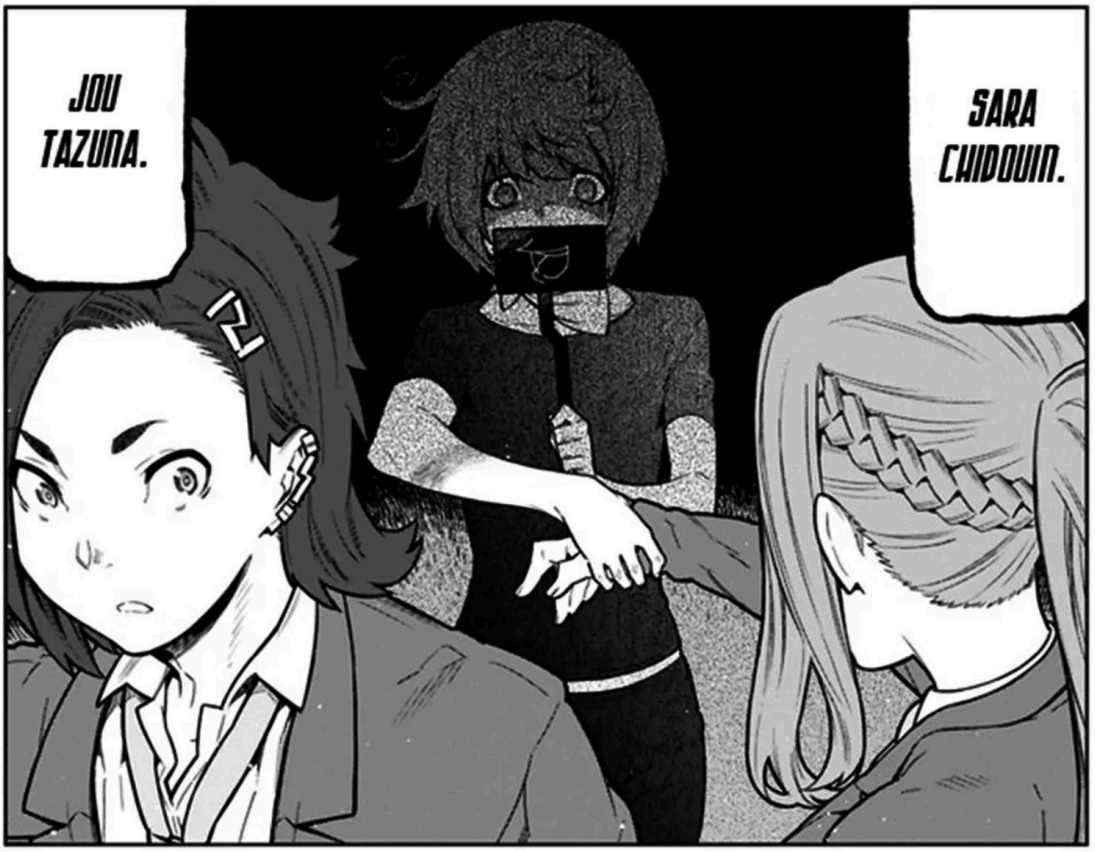
2) QTaro Tokens: Ranger knew that if he said that he was going to put a prize or reward as the exit of a specific character, it would increase his desire to achieve it, this was Qtaro because Ranger knew that because of his Greed he was going to collect the maximum amount of tokens possible by placing him as a pawn in a difficult decision during the arbitration room or twelfth (11) attraction knowing that his motivations and conviction due to his emotions were going to skyrocket upwards

3) The arbitration room: In this room everyone approved their relationships in that and future moments of the deathgame since the real convictions of each of the participants were demonstrated and things that forced them to not be able to make the correct decisions for a while. time, the most obvious cases were (Nao, Gin, Qtaro, Keiji and fake Alice/Reko)

Tactical Management (™)

The tactical management of emotions or management of them strategically is seen in God Ranger because he always observes each of the participants' developments in terms of emotions. This is how he created the 6 hypothetical endings that are taken in the story, These plans could be given due to the tactical management that was demonstrated in each of the participants, especially in (Nao, Qtaro, Gin, Alice, Reko, Sara, Keiji) especially in the first ones. 4 since in them lies the main idea of each of the emotions that lead to the End (Denial, Alice)(Greed, Qtaro) (Sad Gin and Kanna) (Keiji and Nao frustration) all these emotions grow in the story to the relationships of the participants or to knowing that they cannot take another path or better decision at that precise moment)

Manga Part What it supports?


JOU TAZUNA.
SARA CHIDOUIN.




FIRST TRIAL.
CLEARED.
N
N
N...
SUFFER AND DIE, OKAY~?


Up next...
...is the second game.
THE END

Here nothing else supports the parts that I mentioned that Rio Ranger was seeing several participants during chapter 1, and also that I believe some evidence of a participant such as that of Hinako, unfortunately there are only 3 panels in which this character appears and It only confirms 100 percent that this is how it is in the manga and as for the games, it gives us support for what Río did during the first chapter.

By the way, that scene was after Hinako's Trial in the manga and before the others, which means that Hinako's trial, Kanna and Joe were the first to start because Ranger, until the panel in chapter 2, has the outfit of several participants

Island Experience (*Kimi ga Shine Bangai-hen: Seizon Shima) what it supports?*

Knowledge

During his participation on Your Turn to Die (YTTD) Radio, Rio Ranger reveals crucial information about the behavior, emotions and lives of the game's participants. This not only reflects their deep understanding of the simulation, but also vast knowledge about each individual. His role in the simulation alongside Safalin implies that he had been observing and studying the players long before the events of the game, or at least during its development.

Study and Perception (EU/EK/EP):

Ranger River, especially in Kai and Mishima's simulation, is shown to be a constant source of important data. Whenever pressed, he shares interesting observations about the participants, related to their behavior, emotions, and personal lives. This shows extraordinary insight, highlighting why he was designated as responsible for the simulation.

His ability to analyze players suggests that he had already been studying them alongside Safalin long before the main events of YTTD. This analysis allowed him to accurately predict how characters like Q-taro and Alice would behave during tests, positioning him as a meticulous and strategic observer.

Memory and Retention (FSIQ/WMI):

Rio Ranger demonstrates exceptional working memory (WMI) by retaining all of the events the characters experienced. He is able to recall sensitive information about participants' lives, relationships, and emotions with near-perfect accuracy.

In total, he collected detailed data on 10 people, thanks to continuous research he conducted throughout the game. This storage capacity and his keen perception allowed him to integrate the events and relationships of the participants into a complex and error-free analysis. His memory and understanding were so precise that he managed to keep a clear and detailed record of every emotional and behavioral aspect of the players.

Extra Data and Clarifications

Fact 1: Río did not cheat on either Nao or Sou

Reviewing the game again, it is noted that Rio did not deceive Nao or Sou. In several dialogues in the game, it is made clear that both characters were surprised when certain details were revealed, which refutes the idea that they had discovered the token or fake Reko deception ahead of time. None of them realized the falsehood of Reko or the tokens until long after the events occurred, making it impossible for Rio to have deceived these characters immediately, as some thought.

Fact 2: Rio did not directly help in the creation of AI

Although Río is described as a "dummy", at certain points in the game, when talking to Sara about the AIs, he uses the plural when referring to the creation of the AIs, suggesting that, although indirectly, he could have participated in the programming of some of them. It is mentioned that everyone has a hard time creating AIs and that Mishima's AI programming suffered a bug, something that Rio also mentioned. This leads us to infer that Rio, with the help of Safalin, may have had some role in the creation and programming of certain AIs, especially Mishima's, as he himself witnessed their malfunction due to Mishima's death.

Fact 3: Nao didn't discover the fake Reko before

This point is related to the previous one. Nao, in one part of the game, mentions that Reko showed strange behaviors, as if she knew she was a “dummie”, but this is not enough to confirm that she discovered the truth before Sara. In reality, Nao only noticed strange patterns in her behavior, but did not conclude that Reko was a “dummy.” In the arbitration room, Nao is surprised to discover that Reko is a “dummie”, confirming that she had not suspected it before. This detail refutes the idea that Nao discovered the fake Reko before Sara, since she only sensed that something was wrong, without suspecting that Reko was an AI.

Fact 4: Rio planned the events of the three days

There are several signs that suggest that Rio had everything planned from the beginning, especially in the refereeing room. The key points that support this theory are:

1. When Sara asks Rio about AIs, he is not the one looking for the answer, but rather he seems to be waiting for the right moment to give that information, which gives the impression that he was waiting for that precise moment to continue with his plan.

2. Before the arbitration room began, Safalin tells Rio, in a serious manner, that he had already rehearsed and planned everything, indicating that the participants would reach that phase in the way that Rio had anticipated. This includes the roles and reactions of the participants, which were planned and occurred as he had planned.

3. During the end of the attraction, when Rio and Reko talk before her death, Rio tells her that no matter what happened, they would have both died anyway, referring to the two canonical routes. This reinforces the idea that Rio had planned all the events in advance, knowing that the deaths would occur one way or another.

4. The only event that was not planned by Rio was Nao. Faced with this unforeseen event, Rio changed its approach in a short period of time, less than an hour, adapting its plan to get rid of Reko and reevaluating its strategy with respect to the other participants. This shows that, despite Rio's near-perfect planning, he was prepared for a quick and decisive change when the situation required it.

The Room of Lies is a clear example of how Rio's plans were designed to lead to the death of one of the Yabusame in the two canonical routes, which

reinforces the idea that his planning was precise and detailed, even in the moments more crucial.

Final Conclusion

These additional points allow us to see even more the magnitude of Rio Ranger's planning, his emotional control, and the complexity of his strategies. The way he manipulates and handles both characters and situations demonstrates his exceptional ability to understand, anticipate and take advantage of the emotions and reactions of others, adapting to each circumstance in a calculated manner.