- Hide and Seek -
When Yuuichi first entered this game, he asked whether his participant is a girl or not, this only proves how fast he can come up with great strategies

Yuuichi processed to have some conversations with group K members, he did this to analyse each member's personality and understand each member's emotions and reactions (there are some great EQP and EQU here), It was also revealed that Yuuichi predicted his conversation with them and how they will reach when asks them to betray Tenji and join them, later, Yuuichi reveals to tenji that his strategy consisted of 3 parts

The first is to gain as much information as possible about their personalities and about their leader

And second is destroying the relationships between Group K members by using his " honey trap " he processed to indirectly manipulate group K, he threw maria away from the cliff knowing that one of them will catch her and then the other one will feel responsibility to help his friend he literally predicted the whole situation(because as I mentioned before he spent time with them and analysed everyone and was able to know how each one will react to different situations)

The third is to make hyakotaru join him, he once again processed to indirectly manipulate both Hyakotaru and his friend using maria and he was able to make hyakotaru join him

and at this moment, it was revealed that he had multiple thoughts and scenarios about how he will achieve his victory, Yuuichi chose to blackmail and emotionally manipulate their leader telling him he is the reason why they had to participate in Tomodachi Game and tells him why (this shows some logical reasoning feats), he then began to punch hyakotaru and bluff about breaking hyakotaru 's finger only to deceive the captain and he successful did

-Other Noticeable feats -

1 - Yuuichi's acting skills to convince group K he mistreated Maria

2 - Yuuichi's deception feats and bluffing (Hyakotaru's finger bluff)

3 - Yuuichi's foresight as he was able to predict what is gonna happen after pushing maria away from the cliff

4 -Yuuichi's emotional management as he was able to manage others' emotions by making the captain press the give up button

5 - Yuuichi's adaptability, Group K obviously had advantages over Yuuichi as they had more members to control the game but Yuuichi was able to adapt to this situation and created a great strategy

6 - Yuuichi's logical reasoning as he was able to discover for whom the debt was and discovered that it was for the captain and why they participated in Tomodachi Game

7 - Emotional Perception
He was able to precieve Maria’s emotions and was able to know she is from the adminstration

- Prison Game Strategy
The arc starts with Yuuichi and Shibe in some sort of party with some other Tomodachi Game participants, Manabu tells them to build good relationships with each other, Yuuichi tells shibe to move around and orders shibe to tell him who is first one who attempted to interact with him
Later, they wake up and they find themselves in prison where they have to arrange the domino and cooperate with each other to be able to successfully finish the domino arrangement but if someone got to find the key and escaped, they would all lose except this guy
Participants get divided into two groups and Yuuichi ofc doesn't trust anyone and as a result he instructed someone to destroy the domino which results in someone getting expelled from Yuuichi's group
Yuuichi also expells one of Kuroki's group and attempt to sow the seeds of doubt into Kuroki's group and tell them that there's someone in their group who betrayed them and helped to expell one of their group which hurts the relationships in

Kuroki's group and this does show how Yuuichi is great at planning and emotional understanding
Yuuichi uses Shibe's maid who was in Kuroki's group to indirectly manipulate Taneda and creates a fight that result in expelling 4 participants of the game which allowed him to gather enough votes to expell Taneda Ryusei which once again which again shows a great plan, tactic and emotional understanding
- Taneda's Psychology Analysis -
Yuuichi begins to explain why he wanted to expell Taneda and why he never trusted him, Yuuichi begins to explain the goal people like Taneda have which is earning money and explains why he sent shibe to look around (as I mentioned in the very beginning) because people like Taneda will search for an easy preys like Shibe to deceive them so Yuuichi showed his ability to set traps and his great understanding of human emotions as he was able to find out about the true nature of Taneda and that Taneda was a fraud from the first grade

Later in the game Yuuichi decides to test Kuroki to see if he is worth saving by using his Kuroki's past girlfriend to emotionally manipulate Kuroki so this is both indirect and emotional manipulation and he also deceived Kuroki by fabricating a story about a son for him
Yuuichi's fake keys (Deception and Emotional Understanding)

As a part of Yuuichi's prison strategy he decided to make fake keys and spread them among the participants to destroy relationships

- Other Noticeable Feats -

1 - Yuuichi's communication skills and the way he was able to communicate with key without directly talking or anything

2 - Yuuichi's acting skills as he was able to convince everyone that he was afraid the he is gonna get expelled

3- Yuuichi's emotional management as he was able to keep his calm although Kuroki was humiliating him (of course this was part of his strategy) and was able to manage others' emotions by his acting skills

4 - Yuuichi's FSIQ feats as he was able to visualise the entire prison to find the real keys, he was able to create fake keys

5 - Fabrication

The fake story about Kuroki's son and the fake keys

6 - Observation

He was able to observe the existence some tools that will allow him to create the fake keys and he was able to observe that game included people that had previous relationships with him and applied this to all the other participants which is why he was able to find out about Kuroki's girl friend

7 - Foresight

He was able to anticipate that nobody was gonna help to finish the domino which is why he instructed someone to destroy them and he created the fake keys

8 - Adaptability

The communication with kei was a pretty impressive adaptability feat as he was able to adapt to the situation that he can't directly talk to kei

9- Emotional Perception

Yuuichi was able to precieve Shibe's maid emotions and he knew she felt guilty about shibe that's why he decided to use to destroy taneda

10 - Setting Traps

Yuuichi's usage to Kuroki's girl friend as a trap for kuroki, his usage to Shibe's maid as a trap for Taneda and the fake keys