r/IntelligenceScaling • u/IncidentIll7680

contraband Yokoya MOST UNDERRATED / MISUNDERSTOOD Forced Rotation STRATEGY +INSANE PLANNING foresight / FRI manipulation complete explanation ANALYSIS



Yokoya's Contraband planning extends far beyond the game itself. Its foundations can be traced back to his initial involvement in the Liar Game, when he began considering how to exploit the tournament's structure and establish control over the people participating alongside him.

Having recognized the decisive role that alliances and collective cooperation could play in determining the outcomes of the games, Yokoya understood that the same cooperation could also threaten his authority. Participants who exchanged information, coordinated their decisions and developed mutual trust could potentially unite against him. Consequently, he needed an organizational structure that would prevent his subordinates from developing the solidarity necessary to challenge his dominance.

Rather than relying on alliances built upon mutual trust, Yokoya sought to establish a dictatorship in which he alone controlled the hierarchy, determined the incentives and dictated the relationships between his subordinates. This approach was consistent with his life-affirming ideology and his obsession with domination.

His actions during the alternate Downsizing round contributed to establishing this dominance. By exploiting the other participants' financial desperation, manipulating their incentives and positioning himself as someone capable of both rewarding and punishing them, Yokoya constructed the foundations of the hierarchical system that would eventually become his dictatorship.

By the end of Downsizing, he had established the organizational and psychological foundations of his control over his subordinates. His authority over Northern Country was therefore not something he established spontaneously during Contraband; he had already consolidated it during the preceding game.

The chronology surrounding the voice recorders further demonstrates that his Contraband preparations preceded the game itself.

After Downsizing concluded, LGT instructed the participants to return to the Downsizing alley, where they would board the cars transporting them to Contraband alley. Yokoya subsequently distributed voice recorders to his teammates during Contraband. Since participants could not obtain equipment from outside once the game had begun, he must have brought the devices to the Downsizing alley before their transportation.

His surveillance mechanism was therefore not something he improvised after entering Contraband, but something he had prepared in advance.

When Contraband began, Yokoya ordered everyone to surrender their cards. Although they initially resisted, they eventually complied after remembering that he had saved a participant during the Revival Round.

This reinforced the psychological foundation of his dictatorship: loyalty to Yokoya appeared to offer protection and a potential way out of the Liar Game, whereas disobedience threatened to prolong their participation. Having already established his authority during Downsizing, Yokoya could immediately exploit that authority to impose his system of control over Northern Country.

The loyalty-point system and surveillance

Yokoya then introduced his fabricated loyalty-point system:

- +1 point for following an order.
- +5 points for successfully smuggling.
- −5 points for failing to smuggle.
- −10 points for rebellion.
- +10 points for exposing conspirators.

He promised to distribute the prize money according to the resulting rankings:

Ranking	Promised reward
1st	300 million
2nd	250 million
3rd	200 million
4th	150 million
5th	100 million
6th	50 million
7th–8th	Nothing

Yokoya also instructed his teammates to use the voice recorders to document and report anyone acting suspiciously, presenting diligent reporting as a shortcut to victory.

The loyalty points and rankings were entirely fabricated. He manipulated his teammates' perceived standings to keep them desperate to obey, while the possibility of being reported discouraged anyone from organizing a rebellion.

He frequently told members that they were in fourth place, a particularly psychologically vulnerable position: one successful action could push them into the rewards, while one mistake could send them toward the bottom.

The brilliance of this system was that it transformed his eight teammates into competitors for his approval rather than potential allies against his authority. By exploiting their desire to escape the Liar Game, he encouraged them to monitor, distrust and compete against one another.

The recording devices reinforced this distrust by making everyone feel that they were constantly being watched and could be reported at any moment. Yokoya alone remained securely positioned at the center of the hierarchy.

Together, the fabricated rankings, loyalty points and surveillance mechanism maintained the dictatorship he had established during Downsizing, ensuring that Northern Country remained under his authority throughout Contraband.

The problem of Southern Country's rotation

Controlling Northern Country was only one part of Yokoya's larger strategy. He also needed to manipulate Southern Country's behavior and establish a predictable rotation through which he could coordinate his actual smuggling operations.

During the first hour, Yokoya had already inferred the real smuggling strategy. However, recognizing the strategy was not enough to execute it immediately.

The initial Southern Country rotation presented a significant logistical problem: the same player would not appear again until eight turns later.

This made coordinating transactions with potential collaborators extremely unreliable. Even if Yokoya managed to convince someone to cooperate, he could not know whether that person would remain willing to cooperate by the time their next turn arrived. Intervening developments could also expose or compromise the arrangement.

Yokoya therefore needed to make Southern Country's rotation more systematic and predictable. He accomplished this through his apparent clairvoyance, using Kikuzawa to monopolize the Inspector position and influence the opposing team's decisions.

Looking at Yokoya, do you really think that he wouldn't have considered the possibility of clairvoyance failing if the southern country became too scared to carry anything?

Clairvoyance failure

Here is what happened:

1. Yokoya pretended to be clairvoyant.
2. Southern Country became increasingly afraid of carrying money.
3. Kikuzawa claimed that he could stop their smuggling attempts and earn money for them.
4. Southern Country eventually stopped carrying money.
5. Yokoya consequently stopped making profits through his clairvoyance tactic.
6. Yokoya stopped giving Kikuzawa the signals he needed.
7. Kikuzawa began acting suspiciously.
8. Akiyama recognized the connection between Yokoya and Kikuzawa.
9. Kikuzawa was exposed, and Akiyama's team moved to remove him from the rotation as punishment.

All of these developments were incorporated into Yokoya's plan from the moment he first identified Kikuzawa.

Why would Yokoya deliberately allow his clairvoyance tactic to fail?

The answer lies in the rotation itself. He wanted to change Southern Country's rotation from one player taking turns as Smuggler and Inspector to an arrangement in which the same player would take both turns consecutively.

This revised arrangement would provide the predictable opportunities he needed to coordinate transactions with his collaborators.

Rotation analysis

Kikuzawa monopolized the Inspector rounds through his supposed clairvoyance. Therefore, once his connection to Yokoya was discovered, it was natural for Southern Country to attempt to exclude him from the Inspector position.

Before Kikuzawa was exposed, the player rounds looked like this:

- **Smuggler:** Player 1

- **Inspector:** Kikuzawa
- **Smuggler:** Player 2
- **Inspector:** Kikuzawa

Since Kikuzawa monopolized the Inspector position, the other players could only participate in the Smuggler rounds.

Once his connection to Yokoya was discovered, however, Southern Country had to reconsider the arrangement. His removal created vacant Inspector positions that needed to be redistributed among the remaining players.

This led to the following arrangement:

- **Smuggler:** Player 1
- **Inspector:** Player 1
- **Smuggler:** Player 2
- **Inspector:** Player 2

You might be asking yourself: why would Southern Country choose this particular order?

Let's think this through.

Once Kikuzawa was exposed, he naturally needed to be punished. In this game, the obvious penalty would be to make him skip a few turns according to Fukunaga's strategy. This would both punish him and help offset the damage done to the victims.

But here's the problem.

If Kikuzawa's turns were skipped, the total number of active players in the rotation would drop from nine to eight, since each team had nine members. In other words, the lineup would now have an even number of players.

With an even number of players, maintaining the same alternating sequence would cause the roles to become locked. If Kikuzawa were forced to miss, say, two turns, the sequence of roles for everyone else would not shift. Consequently, each player would retain the same role every time their turn came around.

For example, if Glasses were currently a Smuggler, he would remain a Smuggler every time.

Imagine the following sequence:

Smuggler → Inspector → Smuggler → Inspector → Smuggler → Inspector → Smuggler → Inspector.

If Kikuzawa continued missing his turns and the remaining players followed this same alternating pattern without anyone taking consecutive turns, the roles would remain locked.

And that's a disaster in a smuggling game.

Everyone needs to become a Smuggler at some point to earn money. If Akiyama's group simply skipped Kikuzawa's turns without changing the system, the players permanently assigned to the Inspector position would be in a hopeless position.

Southern Country would therefore have to come up with a workaround. Their options would be:

- Don't punish Kikuzawa at all.
- Give one teammate a significant advantage, which would be unlikely given Nao's nature and everyone else's greed.
- Allow players to take two turns consecutively, breaking the alternating sequence.

Here's the crux: with an odd number of active positions, an alternating rotation can eventually allow the roles to shift between players. With an even number, maintaining the same alternating pattern can lock players into their respective roles.

Consequently, the players in Akiyama's team would have to take their Inspector and Smuggler turns in succession to overcome this problem.

All of this was orchestrated by Yokoya himself. He engineered the circumstances in which Kikuzawa monopolized the Inspector rounds, anticipating that his eventual exposure would force Akiyama's team to reorganize the rotation into consecutive Smuggler and Inspector turns.

Why Yokoya wanted Forced Rotation

Yokoya wanted to create the ideal conditions for executing his real smuggling strategy by ensuring that his chosen targets, Tsunoda, Eda and Kitamura, would receive predictable opportunities to participate in both roles.

While posing as a clairvoyant Inspector, Yokoya had used the opportunity to observe nearly all of Southern Country's players, assess their personalities and identify these three as particularly exploitable targets because of their greed and willingness to take financial risks.

The revised rotation would allow him to coordinate transactions with his collaborators and have the money they obtained transferred back into Northern Country's ATM as quickly as possible.

Furthermore, Yokoya used his clairvoyance tactic to misdirect Akiyama from his actual strategy.

Think about what the most effective way to win Contraband really was: to sacrifice the apparent advantage in the outside account while secretly smuggling more money than the opposing team realized.

His clairvoyance tactic was already achieving exactly that. Southern Country became increasingly afraid to smuggle anything, suppressing its actual money-making opportunities while believing it was winning through successful inspections.

Clairvoyance therefore served three interconnected purposes:

1. It conditioned Southern Country to fear smuggling.
2. It gave Yokoya opportunities to study its players and identify suitable targets for his real smuggling strategy.
3. It created the circumstances under which Kikuzawa's eventual exposure would force Southern Country to reorganize its rotation.

Yokoya deliberately conditioned Akiyama and his team to become increasingly afraid of smuggling, ultimately turning that fear against them.

He understood that once Akiyama recognized the true nature of Contraband, he would suspect that suppressing smuggling was precisely what Yokoya wanted.

However, Yokoya's actual objective was more elaborate: he wanted clairvoyance to eventually fail, but only after it had sufficiently conditioned Southern Country and created the circumstances necessary to trigger Forced Rotation.

Yokoya's initial plan

Now for the cherry on top.

Yokoya formulated everything discussed so far the moment he identified Kikuzawa during the pregame team face-off, immediately after the rules of Contraband were explained.

Having already inferred the real smuggling strategy, Yokoya began mapping out an insanely sophisticated [virtually invincible] sequence of events designed to ensure its success.

During the brief interval between learning the rules and the start of the game, he instructed the Northern players assigned to Smuggling to systematically carry 100 million.

His purpose was to test whether anyone in Southern Country could identify and counter the underlying strategy.

When Akiyama subsequently countered these systematic 100-million smuggling attempts with his bundle trick and 100-million call, Yokoya gained valuable information: Akiyama understood the essence of Contraband and possessed the intelligence to see through the apparent clairvoyance.

Rather than forcing Yokoya to devise an entirely new strategy, this merely confirmed that Akiyama had the level of understanding Yokoya had anticipated.

Yokoya had already conceived the entire sequence before Akiyama made his move, including how to exploit his deductions and incorporate them into the deception.

In short, everything that happened during this stage of Contraband was planned by Yokoya, literally everything, even clairvoyance failure.

Additional insights

Yokoya also anticipated that Kikuzawa would eventually be exposed by Akiyama and reveal information about Yokoya's school history and his dictatorial method of ruling through fear.

This allowed Southern Country to understand Yokoya's background and conclude that Northern Country was likely being controlled through a similar system.

Yokoya exploited this assumption by instructing his players to behave as though they genuinely disliked him, encouraging Southern Country to believe that some members of his team secretly resented his dictatorship and were willing to betray him.

The fabricated stories reinforced Akiyama's deductions. Because the supposed resentment appeared consistent with what Kikuzawa had revealed, Akiyama had additional reason to believe that Northern Country's members were frightened of Yokoya and might be willing to cooperate with Southern Country.

This made it easier for Tsunoda, Eda and Kitamura to lower their guard and accept the money offered to them.

Yokoya understood their motivations. All three were greedy and wanted money, but were simultaneously too afraid of the consequences of smuggling themselves.

By presenting them with an opportunity to obtain money without taking the apparent risk of smuggling, Yokoya exploited exactly those weaknesses.

He also improved upon Akiyama's intended method of executing the real smuggling strategy.

Unlike Akiyama, who intended to explain the strategy truthfully to his collaborator and compensate them afterward, Yokoya deceived his targets about the actual purpose of the transaction.

They believed they were benefiting from the arrangement, when in reality they were helping him execute his strategy.

What makes Yokoya's manipulation particularly effective is that he anticipated the assumptions Akiyama would form from Kikuzawa's confession and instructed his own teammates to reinforce those assumptions.

Akiyama's deductions consequently became part of the deception rather than a means of escaping it.

Sequence of events

The timing of Yokoya's transactions is particularly important because it demonstrates how he exploited the information available to each participant at different stages of the game.

Midday, Day 1

- Yokoya's apparent clairvoyance is countered.
- Kikuzawa confesses.
- Nao proposes a settlement.

Fukunaga

- Takes his Inspector and Smuggler turns.
- Successfully completes his smuggling attempt.

Tsunoda (spiky hair)

- Takes his Inspector and Smuggler turns.
- Gets tricked into depositing 300 million.

Eda (chubby)

- Takes his Inspector and Smuggler turns.
- Gets similarly tricked into depositing 300 million.

Akiyama

- Takes his Inspector turn.

Day 1 ends.

Akiyama explains the advantage of having a low ATM balance.

Day 2 begins

Akiyama

- Takes his Smuggler turn while experimenting with ATM cards.

Nao

- Takes her Inspector and Smuggler turns.
- Discusses the possibility of recruiting Northern collaborators.

Akiyama explains his strategy

While Akiyama explains his strategy to his teammates, Kitamura (glasses) takes his Inspector turn without hearing the explanation.

Tsunoda and Eda are questioned

Nao and Fukunaga investigate Tsunoda and Eda.

Kitamura (glasses)

- Takes his Smuggler turn.
- Gets tricked into depositing 1.31 billion.

The timing is important because Tsunoda and Eda had already been deceived before Akiyama explained his own strategy. They therefore had no reason to understand why accepting the money was a mistake.

Akiyama's subsequent deductions actually reinforced the deception because they aligned with the fabricated stories Yokoya's players had been instructed to tell.

Kitamura was similarly vulnerable because he had not heard Akiyama's explanation when he took his Smuggler turn.

Yokoya is genuinely insane

Yokoya's Forced Rotation strategy brought together events spanning multiple games and meticulously engineered circumstances, all converging toward a single overarching scheme.

The entire sequence can be summarized as follows:

Stage	Yokoya's objective
LGT preparations	Recognized the importance of controlling cooperation and preventing collective resistance.
Alternate Downsizing round	Replaced a participant as part of the process through which he established his dominance.
Establishment of his dictatorship	Secured control over his own team by the end of Downsizing.
Contraband preparations	Brought the voice recorders with him before participants were transported to Contraband alley.
Loyalty system and surveillance	Implemented fabricated rankings, loyalty points and psychological manipulation to prevent collective resistance within Northern Country.
Chicken Game	Continued exploiting the organizational control he had established over his teammates.
Clairvoyance and Kikuzawa	Used the apparent clairvoyance tactic to condition Southern Country, study its players and establish Kikuzawa's role as Inspector.

Testing Akiyama	Used systematic 100-million smuggling attempts to determine whether Akiyama could understand and counter the underlying mechanics.
Kikuzawa's exposure and Nao's intervention	Created the circumstances for Akiyama's team to reconsider its rotation.
Forced Rotation	Obtained the more predictable sequence of turns needed for his strategy.
Real smuggling	Exploited the new rotation, his selected targets and Akiyama's assumptions to execute his actual strategy.

The organizational foundations of Yokoya's planning had already been established during his preparations for the Liar Game. His actions during the alternate Downsizing round contributed to the establishment of his dictatorship, which was fully in place by the end of that game.

By the time Contraband started, he already had control over his own team. The loyalty system and surveillance mechanism maintained that control, while clairvoyance allowed him to influence and study Southern Country. Kikuzawa's eventual exposure then created the circumstances necessary for Forced Rotation.

The apparent failure of clairvoyance was therefore not simply a setback that Yokoya managed to overcome. It was a development that served the larger sequence of his real smuggling strategy.

Yokoya's achievement was not simply devising an effective way to smuggle money. He connected his preparations during Downsizing to the organizational structure of Northern Country, used clairvoyance to influence and study Southern Country, exploited Kikuzawa's exposure to bring about a rotation change, and used Akiyama's own deductions to reinforce the deception surrounding his real smuggling operation.

This means that Yokoya not only foresaw the entire sequence of events but had meticulously planned everything from the very beginning, starting with his preparations during Downsizing and extending all the way through the completion of Forced Rotation.

Yokoya truly massively outplayed Akiyama on Day 1 [~2].

https://www.reddit.com/r/liargame/comments/1uvherl/liar_game_episode_15_discussionreaction/
s/o u/Alert-Researcher7788 and u/BubblyCrash

https://www.youtube.com/watch?v=-g_fxdQvzQc
s/o imdragony6621, rebonn6, Humorunravelled, david90906 and Infilama

https://docs.google.com/document/d/1e5UQ2TC5Pb5UCjgl_OLMG63u-uYfRhLgHwCpSle0zkM/edit?tab=t.0 s/o u/Melodic_Ad1005(author), Wanoxx and Andriku(mentioned contributors)

stuff & some claims addressed:

Additional Insight (high tier [Why Forced Rotation trap is virtually impossible to avoid]): https://www.reddit.com/r/IntelligenceScaling/comments/1wg7v63/comment/p9sfic8/

&

- if you notice the true nature of contraband game then you can avoid it easily.

[s/o] Enough-Champion-3805

No you can't, this is a common misconception with the feat itself, the problem isn't if you understood the nature or not, the problem is when do you reveal it to your teammates, if you reveal the true nature of contraband before the main Clairvoyance tactic then you fall for Clairvoyance for a long time, because in Canon South Eventually stopped Smuggling money and that's Why Clairvoyance failed, if they already know the nature of contraband they will continuously Smuggle more and more money without stopping, and this only fills up Yokoya's person bank account, if you reveal too late you fall for forced rotation, you need to reveal the info to your teammates After Clairvoyance ends but before You end up changing the rotation, This Specific Situation either only happens due to luck or you seeing 5 Layers deep into the trap which you can't if you are a realistic smart character.

- its just braindead to continue smuggling when your opponent calls you out every time ¯_(ツ)_/¯ and iirc akiyama figured out clairvoyance by secretly telling the next smuggler to take a little extra money than agreed upon.

Enough-Champion-3805

> its just braindead to continue smuggling when your opponent calls you out every time ¯_(ツ)_/¯

If you understood the Nature of Contraband you will think Smuggling is an offensive move and it doesn't harm you, so yes ofc they will Continuously Smuggle while filling Yokoya and Kikuzawa's accounts.

> and iirc akiyama figured out clairvoyance by secretly telling the next smuggler to take a little extra money than agreed upon.

Akiyama Figured out Clairvoyance when Kikuzawa Started acting suspicious and wanted to Send another person on his Turn, this only happened because Yokoya Stopped Giving him Signals Which only Happened because South Stopped Carrying money, so as a chain Reaction it would Take Akiyama a longer time to logically Disprove Clairvoyance.

Yokoya vs popular scd chars (Ayanokouji Yuuichi LG & DN Duo)
Ayanokouji vs [downsizing-] contraband Yokoya • u/IncidentIII7680