INTRODUCTION

FEAT COUNT: 30

This Is a Document on Dkz's Outsmarting Feats

Be Aware That To Understand The Majority Of The Feats Written here, You have To put Focus Into Reading.





The Explanation To Each Category Used Will Be In This Table Below:

FULL SCALE IQ:

- ***Verbal Comprehension Index (VCI)***
- ***Visual Spatial Index (VSI)***
- ***Fluid Reasoning Index (FRI)***
- ***Working Memory Index (WMI)***
- ***Processing Speed Index (PSI)***

- ***Quantitative Reasoning Index (QRI)***
- ***Auditory Working Memory Index (AWMI)***
- ***Nonverbal Index (NVI) (CPI PRI)***
- ***General Ability Index (GAI) (VCI PRI)***
- ***Cognitive Proficiency Index (CPI) (WMI PSI)***
- ***Perceptual Reasoning Index (FRI VSI)***

- ***Naming Speed Index (NSI)***
- ***Symbol Translation Index (STI)***
- ***Storage and Retrieval Index (SRI)***
- ***Total Reading Index (TRI)***
- ***Long Term Storage And Retrieval (GLR)***

OVERALL EQ:

- ***Emotion Understanding (EU)***
- ***Emotion Perception (EP)***
- ***Emotion Expression (EX)***
- ***Emotion Engagement (EE)***
- ***Emotion Management (EM)***

OVERALL SQ:

- ***Social Awareness (SA)***
- ***Social Engineering (SE)***

- ***Social Cognition (SC)***
- ***Social Intuition (SI)***
- ***Social Validity (SV)***

This Document Will Present Feats Regarding The Following Categories, The Main Categories Used Will Be Highlighted In A Feat By Being Mentioned Beforehand And By The Part Of The Feat That Retracts The Most Used Category In That Part Being Colored Based On The Table Below:

FULL SCALE IQ
OVERALL EQ
OVERALL SQ
MANIPULATION
DECEPTION
PLANNING
STRATEGY
FIELD SKILLS
REASONING
THINKING
SENSORY
INSIGHT
FORESIGHT
MISCELLANEOUS
HIGH RATE OF MULTIPLE CATEGORIES
LISTING
COURSE OF EVENTS
FORESHADOWING/RELATED TO FORESHADOWS

INFINITE CASTLE

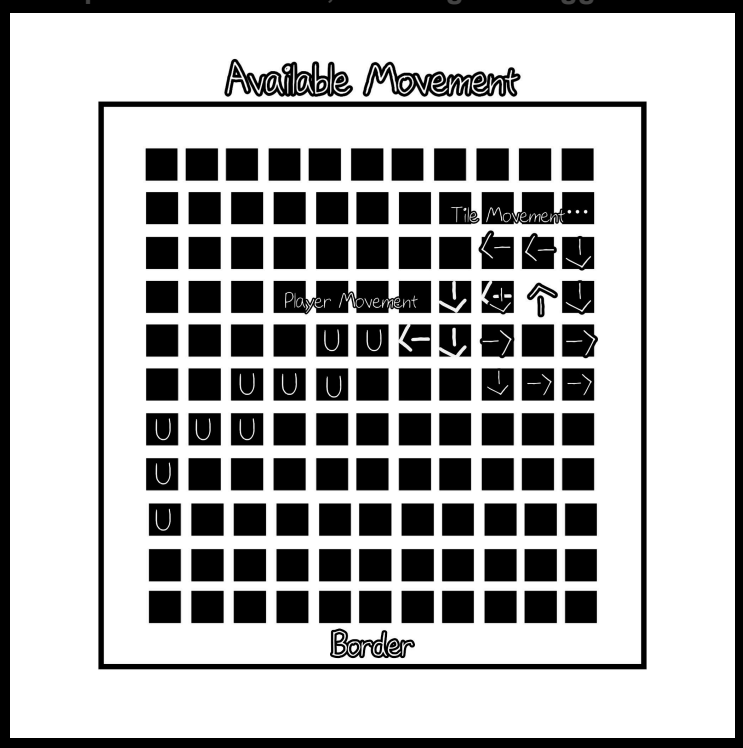
[FSIQ: FRI + VSI + CPI.]
[REASONING & THINKING: ALL]

CONTEXT: Playing An Online Game
CASE:

Reasoned out the supposed infinity of the castle and broke it down into the method of a mover repositioning to break down the pattern between the rooms and predict how the rooms were going to be shaped next based on the observations
1-the next room was similar to the previous 9th room,
2- the objects from the current room and the 9th previous room were the same but repositioned,
3- each room had 4 different exits and the room to every exit would always have the pattern stated,
4- the orientation of the objects were also the same as in the 9th previous room,
5- the rooms with windows led to a barrier star field view but when fov glitched led to water so the map was below the island's terrain as in for not to show how the game worked,
6- I could tell by eye before entering the castle that the area limit in tiles for the place was no longer than 50

Which meant the only place in which the objects that would be repositioned had space to be in were behind the castle from the start of the map, that showed that the area in which the objects and builds had an area of around 50 boxes, that showed that if i followed a leave of: front left up, left down left, front front front, right right down, up right right, right front down, right front front, front front front, right right right, up back left, left left up, up left up, up left up, up left up 9 times and then back back right, the re positioning of the walls would collide giving him a tiny space for me to go through and fall on out of the map, clearing the challenge of escaping the infinity, that is due to the rooms being shaped in the way that if those moves were done, the repositioning of the builds wouldn't be able to catch up with the direction diversion due to the area's limitations and the previously seen rooms so he would know how they interconnect finding an almost spiral way pattern on how they move to the next 9th room because of already established patterns of the boundaries of the castle by the start of the game.

My Thought Process Worked As Follows: The rooms would have to move in ways that opened the gap for the 8th previous room to end up on the next one, meaning if I dragged the room possibilities in my head simulating something like this:



I would have a decent representation of the moves I would have to take, considering the rooms aren't regular squares

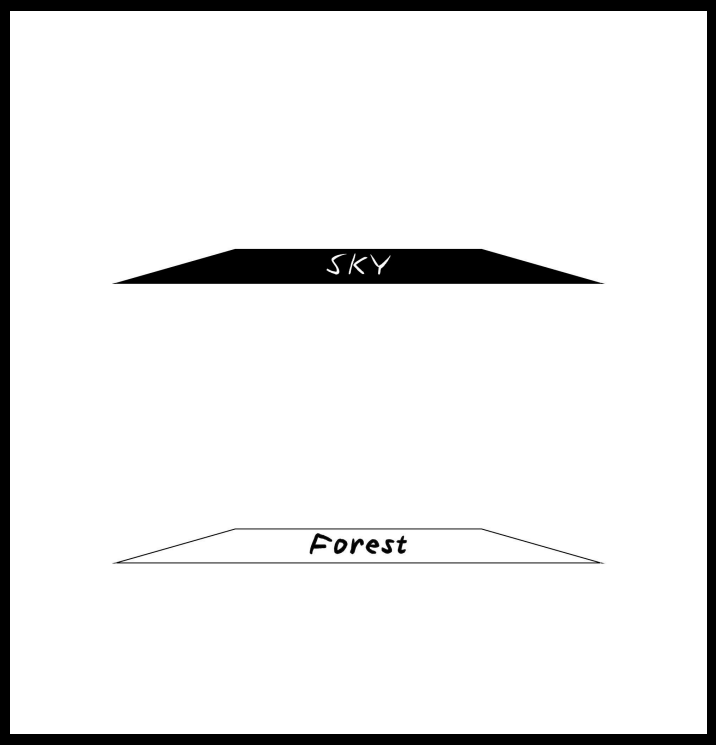
SNOW FOREST

[FSIQ: FRI]
[THINKING: Abstract + Logical + Holistic]
[REASONING: Abductive + Deductive + Inductive]
[SENSORY: OBSERVATION + PERCEPTION]

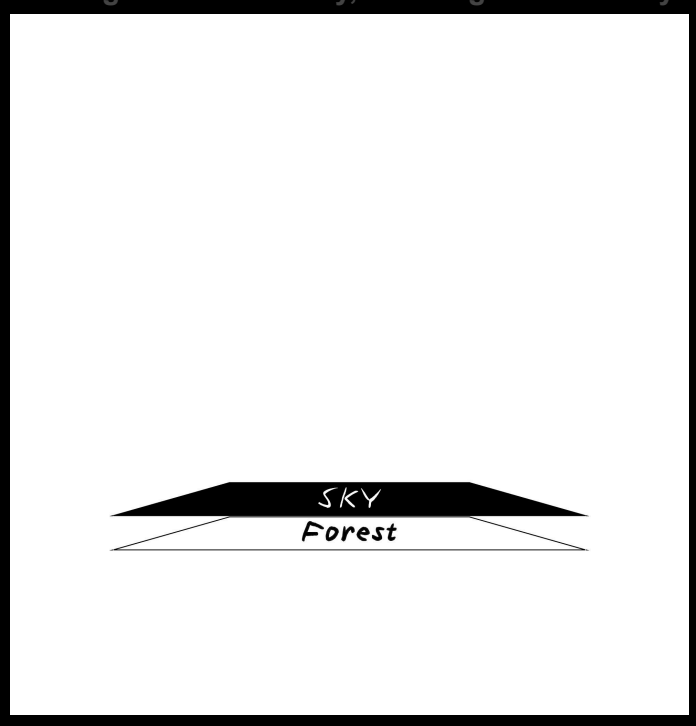
CONTEXT: Playing An Online Game
CASE:

A dark huge forest with 50 people but they seemed to barely encounter each other despite the place not being big enough for that.
The map was very off and unsettling with lots of spatial "errors" , that showed that the place was just a big a copy and paste.
Based on that, I inferred that the map was entirely layered vertically and that the sky was fake, that was the plausible answer to why people barely encountered each other, he also figured that since between the people nobody found the exit, that most likely means the exit is at one specific floor based on how long the match lasted, how many people were there and how big the map was.
To test that theory, observed that whenever close to a wall, the part of the sky that should be theoretically touching that wall, was more findable due to the wall highlighting the sky's borders,
I noticed that the walls were slightly bent outwards, that likely meant that the creator of the map wanted them to slightly retreat from raising straight, because of the reason i observed previously, then i figured that to change floors I probably had to go through an accessible but not so much accessible place, most likely a door from a house, because it's the least retracked way due to people eventually getting tired of playing the map for so long, by spraying the floor, I would be able to tell if I was teleported or not, because of my marking.
All the floors were exactly the same and you would be teleported from one to the other immediately without you noticing, he then figured that just the process of going through the place over and over again, I tested my theory and I figured it was a door of one of the closest houses to the starting point, that probably meant that the floor we would be teleported to would be random, doing what I did would lead to the last floor and a winning screen.

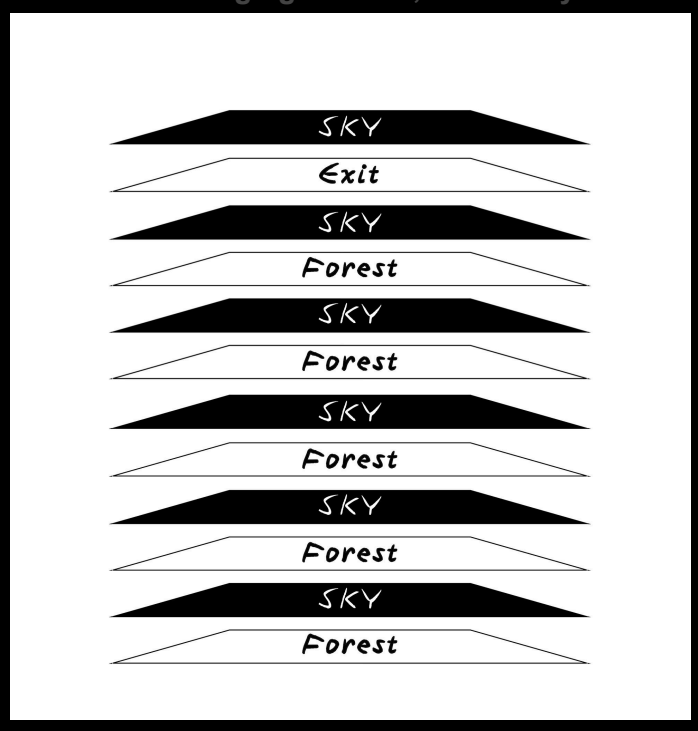
Thought Process As Follow: The consideration of the forest being what it showed, the forest has a sky which is the dark platform above the white one, with the white representing the forest:



Considering the fact that the forest was not so big, 50 people barely encountering each other for so much time should be impossible. Based on the insight i just said, I imagined that for the people to not encounter each other in such long period of time, so many people, and everyone stating they were in the forest, the forest had more than one version, in which all were a copy of the same forest, the only possibility for where that forest should be would be above the previous forest, which wouldn't be possible because the sky was seemingly up to sky limit, which is where I deduced the sky would be a FAKE background image to trick the players into thinking it was a real sky, meaning the REAL layering of the forest should be like this:



Which after being figured out, could only mean that the multiple forests were placed like this:



Up to a point, or to the real sky limit, which likely meant that to win the game you had to reach the top floor and that they would increase progressively, which explains why everyone started at the same place but they gradually differed in positions and relates.

CARDBOARD WORLD

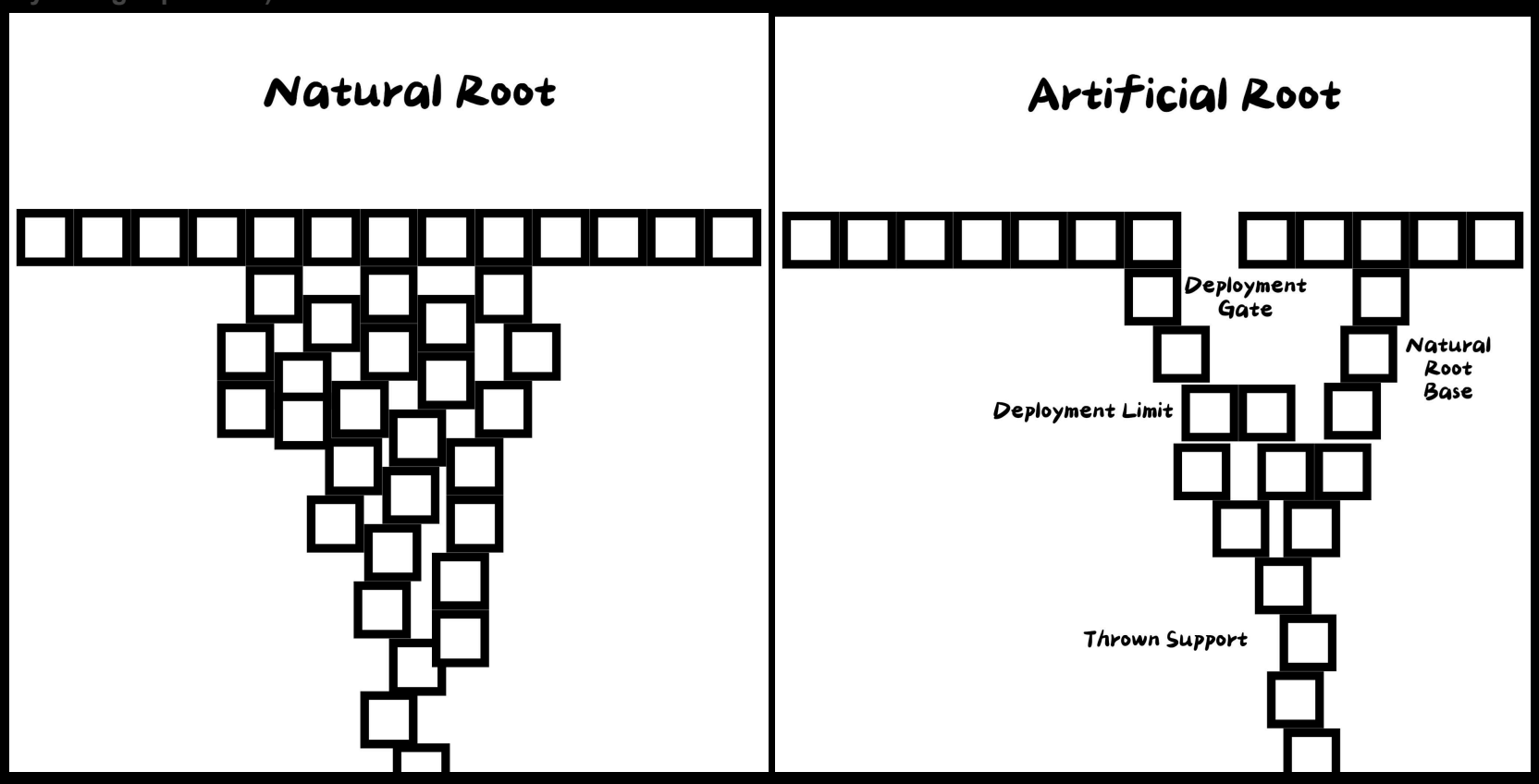
[FSIQ: NVI]

[STRATEGY: IMPROVISATION + COMPLEXITY + EXECUTION + INTEGRATION]
[PLANNING: SUPERVISION + COVERAGE + VERSATILITY]
[THINKING: LOGICAL + CONCRETE + PERCEPTUAL]
[MANIPULATION: LOGICAL]
[DECEPTION: SUBTERFUGE + DISGUISE]
[REASONING: ABDUCTIVE + INDUCTIVE]
[SENSORY: OBSERVATION + PERCEPTION]

CONTEXT: Playing An Online Game
CASE:

This game consisted of a vast world made out of boxes and a void below with around 6 layers of boxes to make a floor.
My initial strategy was to wait for the game to commence and see how people would work it out so i could adapt to their way of reasoning, the game started and the gatherings were mainly focused on understanding how it worked, i saw some people digging up holes and dying by checking the chats but i also saw people digging up holes and not dying, so i reasoned three things out based on how many people were dying consistently and how many people were living, 1- the layers aren't exactly the same since the floor is apparently handmade due to inconsistencies in the exact level of the floor which could be even more drastic below the over world, 2- there were people planning on basing below and/or inside the box layer, 3- if that was the case, players were likely already acquainted with the game, so tracing the most confident and pattern following ones should be the best strategy, which i would use as information for later, i generally gathered resources that were around the map with my team and saw people with plans on staying still a layer below the over world and cutting off a box pile root to cause butterfly effects and break all above, that will be of use later, i started noting on how many people had how many "kills" based on chat and how the void worked, falling on the void resulted in instant death so i deduced that for a person to get around that they would have to bypass the death zone that could either be as tall as the distance between the considered solid ground and where people stopped/died, or it could be a one block tall layer, that would augment the probabilities of a bypass since i didn't know how the death zone's properties worked, after noting that and generally gathering some resources, i started making what the people did, planting floor roots, i first performed some tests regarding how these roots were made, running away to a very storm close area to ensure they weren't already, (that was to make sure that while doing the testing he wouldn't accidentally use an already trapped root, so i placed a box on top of 2 terrain boxes and started digging from a little far away place, then he checked on how to make a root and understood that the roots were almost all already made and to make a root i'd need to craft one by myself which was obviously what the people weren't doing, i then used the existing root to break the boxes and noticed my box stood flying on the air despite the floor below it being broken.
Then i went on and started planning about how to make sure he could identify the most East Distorted roots in order to trap the majority of the players which were in the east, i then proceeded to place my boxes above and 7 boxes far from the one he firstly placed, then one in the middle so i could have ranges of the observed most likely sizes of each root so i don't die while digging,
I then dug a hole and shot non root boxes with base on a pattern identified that consisted of boxes shaped like,
7-7-7-7-7/6-6-6-6/5-5-5/4-4/3,
6/6/6/6/6-5/5/5/5-4/4/4-3/3-2,
and on, that would make me make sure i would be shooting the non, root boxes in order not to show out how my trap worked, i then placed proximity bombs on the roots of each area thrice for a layer and placed one on top, eventually a player shot the proximity bomb as for not going towards it due to them thinking it was a dumb trap to place a proximity bomb in the middle of nowhere while keeping my distance to obviously not die, along with the team coming from the east where the majority of players were, he triggered the butterfly trap which broke a root and then 7, and then 21, and then 63, which killed over +-12 people with some escaping by using consumables, that put the amount of players alive down to +-50,

A representative image on how the roots worked to clarify my reasoning and visualization after the first game observations (this was my thought process):



i then went on and did that again but on a place in which people would have to go by to find out relationships between players, after a person passed by they were going to shoot it but they stopped and started throwing boxes around the landmine, that could've been because of:
1- their friends warned them,

2- they’re smart, so after passing by the landmine they just accidentally triggered one that was placed inside of the floor which the couldn’t have seen from their initial angle due to the other landmine being placed that way.
While their attention was on the first landmine they didn’t notice there was a small hole on the floor which was why they died.
After that, i started digging random holes on the floor and looking from a far away tower fight area view on who would avoid the holes to know how many teams were on the match currently, that showed me that since some players were avoiding holes, (something that’s not common given previous observations) they had contact with the victim, because holes are basically gold pots in this game and whoever was still left out, was certainly a person that was minimally enabled to pose up significant gameplay, meaning holes shouldn’t be so bluntly avoided, which is why they possibly had contact with one of the twelve victims or the survivors, that gave out a plan based on how the relationships were formed, i dug actual void leading holes without mines inside them and waited for someone to start investigating, after a while people got used to the holes and just got careful going around them, then eventually they started being playful and joking around the holes as if pretending that they’ll fall on them, that’s when i started placing the mines on the bottom of the boxes beside the boxes by the side of the boxes that made the holes, some people died, around 7 people in total, that meant that there were most likely +-9 teams on the match, that gave me ideas of normal division to do the a mineworld strategy, but that would take risk and time which wasn’t what i wanted at the moment, so i just rested out for a while waiting for the teams to rule down, knowing there were most likely below 7 teams at the moment i would commence his strategy, i started off by telling my team to start tower battles, (build fights using boxes) with themselves, that would catch the attention from outside teams and make solo or short teamed people want to keep distance from the fight since it would be very noticeable that the tower fights weren’t team tower fights but just 1 v 1s, that made teams want to interfere and kill both players since they were obviously the easy preys, the person would then just go below the tower fight and break everything using the root concepts and get the third parties either damaged or dead, that worked out for a while, that was to make team divisions, by doing that in separate parts of the map different teams would go to each tower fight, that helped out the noting of what skin was in each team and later on how they’d kill them, that worked out very well and damaged lots of teams, with the remaining healings from the map being over, the teams would go for air drops and team fights would be induced to happen, that made me able to lay low and wait for the remaining teams to fight for heals, getting even more damaged or leaving the (most likely far) strongest team well, because the build fights i orchestrated resulted in a perfect division of the map based on my previous reasoning for the amount of teams and where each was placed based on the noted skins, then the plan was just to place one person at each side of the storm and when it relocated use a butterfly effect trap again using the land mines, the teams didn’t fall for it but they were forced into a small area by the zone’s sides due to the floor being completely wiped out, that got him an easy win by just raw fighting advantage, there were 5 other games but I won’t be explaining them here since they’re longer than this one.

Made A Strategy To Win A Game Without Equivalent Experience, Using Observation.

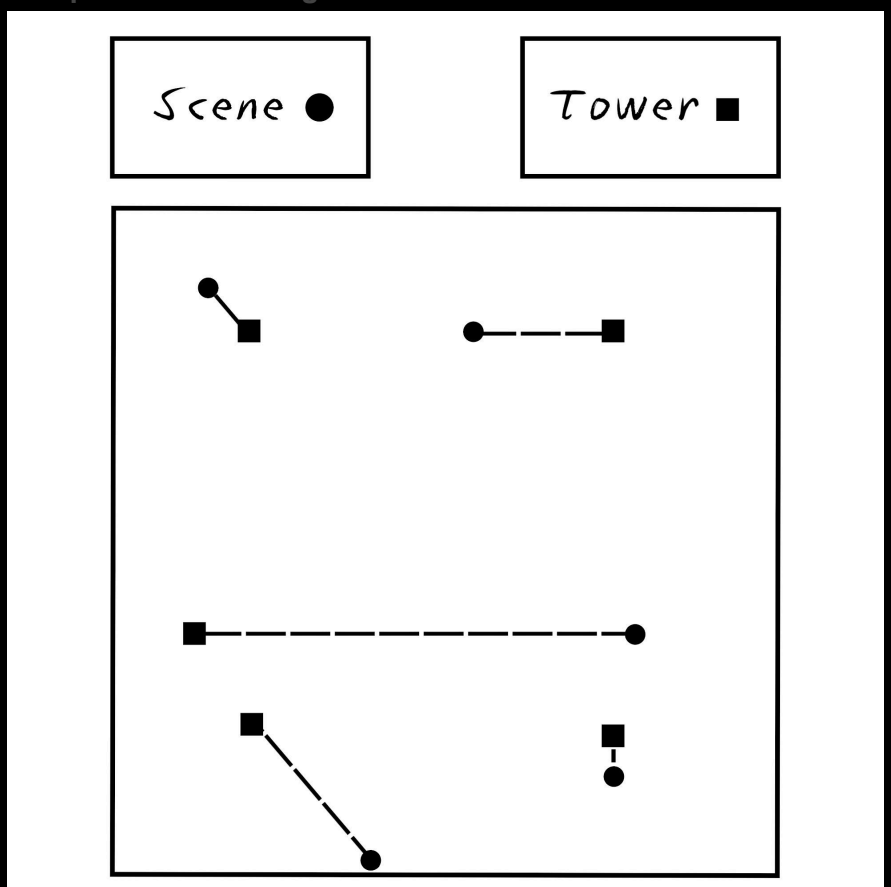
SELLSMAN MURDERER

[FSIQ: FRI + VSI]
[REASONING: INDUCTIVE]
[THINKING: LOGICAL]

CONTEXT: Playing An Online Game
CASE:

A city, full of houses and buildings for a healthy RP environment, I obviously had some stuff going on with the circulation of items and weapons, so bad people wouldn’t get their hands on them, it was an “okay” situation for a while, until murders started happening, i initially thought the murderer would be someone from our item sorting team or someone connected with our item sorting team, but I figured that wouldn’t give me much information, the victims were always shot from above, but since it’s an online game, we couldn’t tell where from, after 5 murders happened (with me obviously hiding as much as possible so I wouldn’t get killed) I observed the places of the murders in the map and discovered that the pattern between the killings was a sorted out by the witnesses of the murder, because of the positions of the victims and the plausible areas for them to be shot from, i deduced it was committed by someone on the clock towers, the pattern followed a clockwise direction pointing outwards in an counterclockwise direction, in which the distance was decided by how many houses were in the direction of the sniper divided by the amount of shots the witnesses heard, which was increasing from 1 to 5 then restarted, which I then used to predict where the next snipe would come from and happen in, then catching the killer

A Representative Image Of The Pattern Without The Quantitative Aspect But Comprehensively Including Its Result:



(the guy was legit a random but he was part of our item distribution team, so that explained how he had access to the items as said).

Found The Killer By Deducing The Pattern Of The Murders.

CARRIER MYSTERY

[FSIQ: NVI]
[THINKING: ABSTRACT + LOGICAL + HOLISTIC]
[SENSORY: PERCEPTION]

CONTEXT: Playing An Online Game
CASE:

The place is extremely unsettling with rooms that change at apparently random times with no appearing pattern, the murder happened in a room that was eventually gone and I had no leads, I started thinking about how that could happen m, i then took a look at the way the rooms changed, they never changed while we were in them, only while we were out, that gave me enough ground to deduce how everything happened perfectly, i figured that for that to happen, whenever i entered a new room that was connected by corners with a room that would change, I would be brought to a different place with the same things so that room could change, based on that, I deduced that it was because going to a room connected by corners to the room I would be in, would make me go to a place in which that room I was in wasn't changed yet, but when I got back to it after being brought to the place in which it wasn't changed yet, the room that I was in after being in that room would be changed before I went to that room again, but when I'd get to the room that wasn't changed, it would be changed, based on that reasoning, I then figured that the murder didn't actually happen in the room the body was in but in a reflection of that room that was present under seas or above the sky, that only one person would have access to at a time, because horizontally, there were no limits for our view, that reflection was a complete mystery and people didn't even find out it existed until then, being placed in it was just like being teleported to the same world you're in but with nobody else in it. after figuring that out, i checked the accounts for who went there before the body was discovered by understanding that the pattern worked in a crescent manner from assigned system roles with base on who entered the map first, then i just ruled out the killer because since the rooms change, any made traps would be eliminated after a rotation and i figured the time between the rotations was aligned with the time between teleportations.

Deduced The Pattern Between Room Changes.

PUZZLE ROOMS

[FSIQ: NVI]
[INCOMPLETE]

CONTEXT: Playing An Online Game
CASE:

I played a map with 300 puzzle rooms, my objective was to get through all of the rooms, they worked like normal puzzle rooms but they didn't have any exact systematic composures (action wise) it was more like deception and optical illusions, like making

something seem straight when it’s bent, and some really fun layers of discovery behind them, the maximum amount of people was reached on the match, I planned to get past the 173 initial rooms by using visuals to rule out and determine the escapes to each room based on where each player was and how long the game went for + how long each player had been on the game (the players name tags appear like xray, unfortunately their skins and characters don’t, but their nametags were enough for me to find that, i also had a scoreboard that said how long the game was on for and how long each player had played, based on their names, the way they talked etcetera I determined their probable ability to figure out how long they’d take in each room and do the thinking on how each room could be structured and how the puzzle could possibly be solved before entering the rooms.

First room: 3 people, first guy was placed in a right above corner, floor was 2 blocks below him, 2nd guy was staring at first and 3rd was walking around left back corner, first guy found solution with base on how long they stayed enough to figure they weren’t playing as in fun spreading,and the 3rd guy was searching for pathway, 2nd guy was lost which made him useless, 3rd guy was jumping while walking therefore left back corner probably ruled out, right back corner ruled out due to entrance being lapped so left top corner and right top corner remained, 3rd guy went to left top corner jumping and stayed therefore not left down and probably right top, left top descaled due to next names not aligning with the possibilities for pathways with base on spatial construction of next room and therefore top right corner remained, top right corner it was.

TESTS

[FSIQ: ALL]
[REASONING: ALL]
CONTEXT: Tests;
VSI: VISUAL PUZZLES (VP) + BLOCK DESIGN (BD)

VCI: VOCABULARY (VC) + SIMILARITIES (SI) + COMPREHENSION (CO) + INFORMATION (IN) or GENERAL KNOWLEDGE (GK)

FRI: MATRIX REASONING (MR) + FIGURE WEIGHTS (FW)

WMI: DIGIT SPAN (DS) + LETTER NUMBER SEQUENCING (LN)

PSI: SYMBOL SEARCH (SS) + CODING (CO) + CANCELLATION (CA)

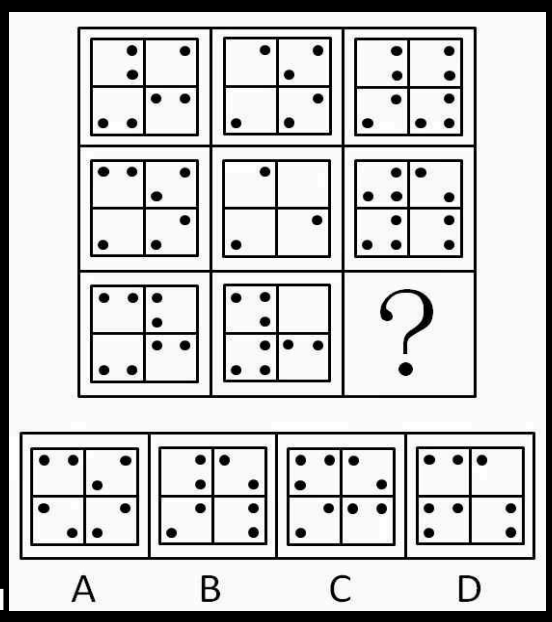
QRI: ARITHMETIC (AR) + FIGURE WEIGHTS (FW)

EXTRA: (EX)

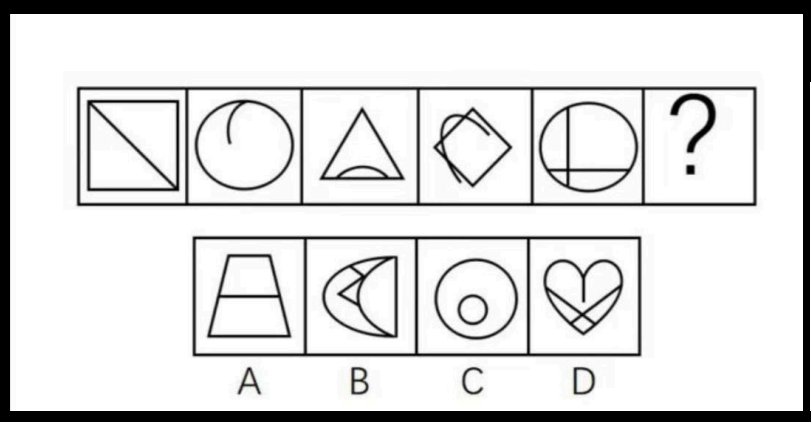
CASE:

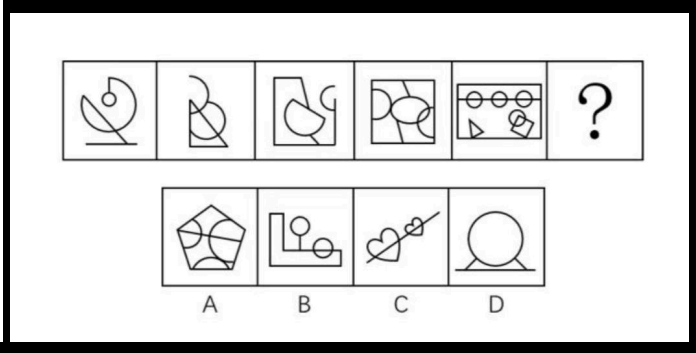
Scores:

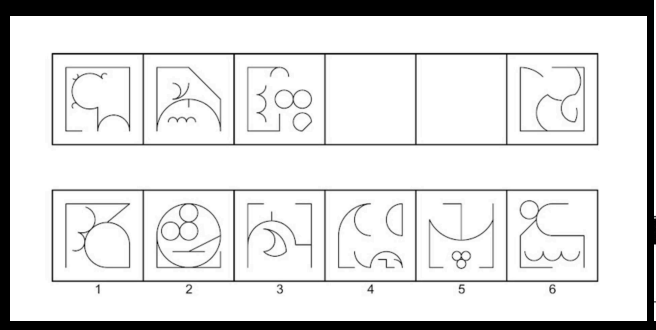
JCTI FRI (MR): 175+ Max
TUTUI FRI (MR): 170+ Max
FWFT FRI (FW): Max
MATRIX B FRI (MR): 200+ Max
WAIS SYMBOL SEARCH PSI (SS): 147+ Max
CLINICAL CANCELLATION PSI (CA): Max
WISC-V GAI (MR FW CO SI VC IN VP BD) : 202
CAIT PRI (VP FW): 168+ Max
CAIT VSI (VP BD): 168+ Max
TRANSLATED CAIT VCI (GK VC): 157
DAT PAT VSI (VP EX): 175+ Max
TRANSLATED MILLER ANALOGIES VCI (SI): 178+ Max
ARITHMETIC QRI (AR): 145+ Max

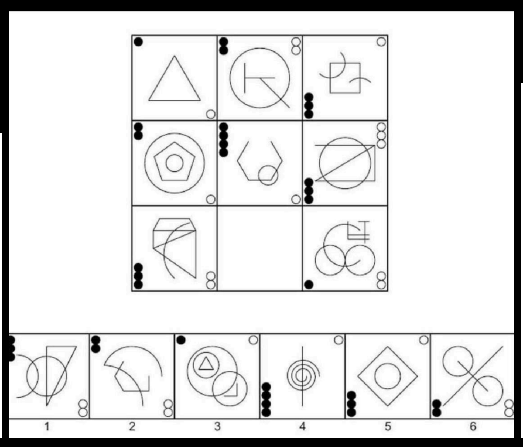


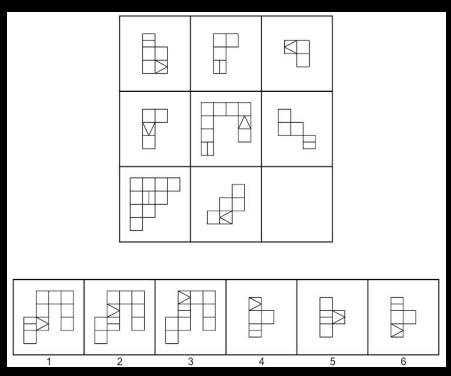
170 to 204 FLUID REASONING PUZZLES I Solved

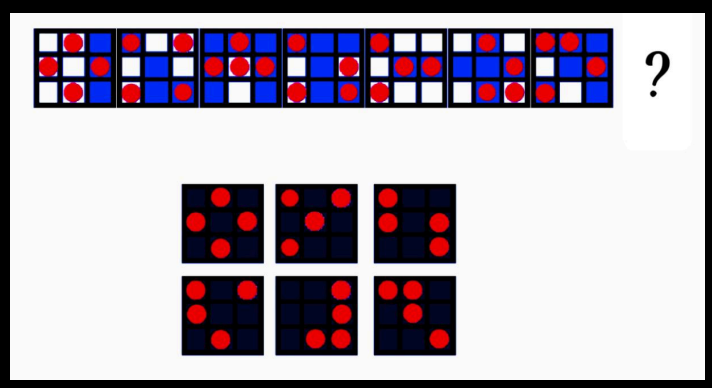


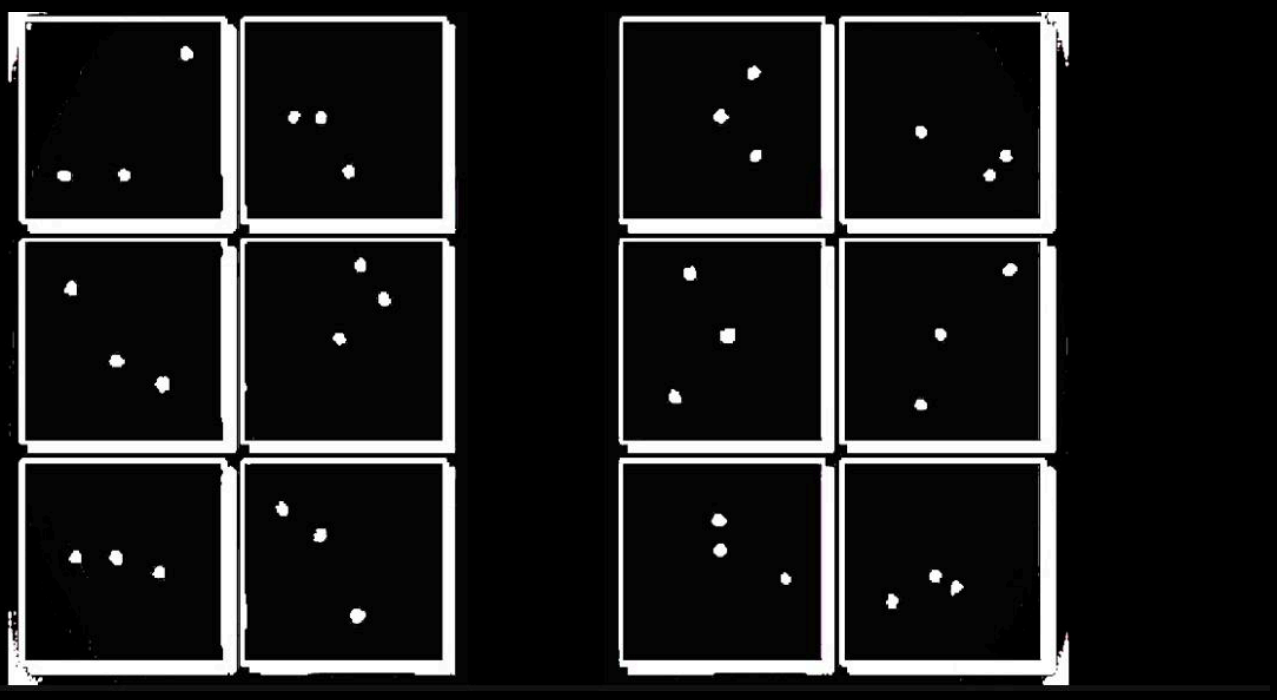












DETECTIVE CALCULATION

[FSIQ: FRI]
[OAEQ: EP]
[REASONIN: DEDUCTIVE]
[STRATEGY: COHERENCE + LOGIC]

CONTEXT: Playing An Online Game
CASE:

I was playing a murder mystery game when I came up with a strategy, I would discover the probable murderers by their reactions to sudden movements and direction changings of mine, such as (I go left forward, they go forward or right, which means they make a 45 degree angle with me below, or they make an 135 one above) before and after the detective was revealed in front of each player by observing it, I managed to make one of the suspects + the detective go into a specific place by using the previous strategy to take note of the players by categorization, in where they would potentially try to kill me and I would move in a way that their direction changing would put them at a speed disadvantage and make the sheriff shoot them, the sheriff shot one and i got the sheriff's weapon, because the victim he shot wasn't the murderer, then i got his weapon and managed the innocents into leaving two of the suspects alone by shooting at two places that corresponded to the amount of each similar category wise "innocent" person in place, to make them follow such, using their hearts or a mirrored movement of the angle they didn't create out of the possible angle creations between the amount of people in the room, like Ax2 - A + A/2 (with A being the amount of angles), by correctly noting the positions where i would shoot, i shot and made every single innocent go away leaving 2 suspects alone to rule them out as murderers, i made sure the sheriff wouldn't be seen with me shooting or the whole plan would be a mess, with that one of them was actually the murderer and killed the other so we won, if he wasn't the murderer only one suspect would remain and i'd kill him with the other innocents to create a chain effect in case my deduction was wrong for the weapon to go to a specific player i cold read so that player would run away from the remaining innocents to potentially shoot whoever followed him , which would be the murderer due to the murderer not being with the innocent group I calculated every space to match with the other suspects's positions to make the detective witness an incoming murder if i died or being targeted by the true murderer due to the positions I made each player be in, if my first narrowing down was wrong the detective would still find the murderer due to him being in a high grouped (angle expropriation-wise) place after the reaction caused by my death and his weapon gathering, plus the separation of each player and their chances of going to each place of the map resulting the detective to go up in a high ground place and witness a murder if 2 of the 5 remaining innocents were suspects, If they weren't, the detective would've ruled out the possibilities to 3 people due to the other 2 groups not killing themselves and then by the positions of these 3 one would go out and 2 would be hiding isolated beneath a rock which a killing was likely to happen, if the detective killed the remaining player after these 2 didn't kill themselves he would've won, if he was actually not the murderer the weapon would slide down the stairs from the high ground the detective was in leading to it going to the first suspect list which in both players would have the same access to the gun leading to one player picking it up, if the other was the murderer the gun would fall after him dying if he missed the shot and the previous detective would've killed the murderer, if none of them was the murderer the detective's reaction would be to go up aiming at the bottom due to the previous detective being ruled out of the suspect list by having the gun before and literally leading into repeating the same spatial cycle until the murder is found by proving each person innocent and creating a chain effect of trust with everyone who had the gun trusting eachother and even by killing a friend a sane person would've eventually picked up the gun and completed the cycle, if they all were dumb the cycle would still complete itself resulting in one murderer and one sheriff with the sheriff having the high ground and that being the worst case scenario the sheriff would still have a 100% chance of winning by reasoning.

Made A 100% Success Rate Strategy In Murder Mystery.

THE BACKROOMS

[FSIQ: NVI]
[PLANNING: ALL]
[STRATEGY: ALL]
[REASONING: ALL]
[FORESIGHT: ALL]]

CONTEXT: Backrooms Online Game, My Death Was Destined To Happen, It Was Fate, The Only Two Possibilities For My Future Would Be To Either Die With Darrmi Or Die For Darrmi.
CASE:

I Figured How To Work With Physics On That World Because Of Level 3 and my escape from Level 1, because it was spontaneous and in motionl, mazureq and cormble followed the following plan: I'd go along with mazu explore the level, cormble would hold the rope around a pillar in a place I told him to be on, while mazureq and his moth would stay by the middle, because after finding the exit we all automatically passed, I planned the following steps and reasons to escape destiny:
Level 1 Plan: Follow A Wall Until The Exit
Level 2 Plan: Gather Items (Pipe, Long Rope, Almond Water,)
Death Survival Plan: The pipe hit the wall back on level 3, when the monster from thalassophobia attacked darrmi after he passed the wrong tunnel, the deformation of the pipe caused on level 3 was at darrmi's end, the pipe tightened when he was murdered due to the speed effect and underwater, if no speed effect happened, then the pipe got eaten thus removing darrmi's weight from it, that launches me behind due to the way tiny murdered darrmi being speedblitzing, if not then I just get warned about his death and carefully swim away due to the way the pipe hit the wall when cormble was pulled at level 3
Level 5 plan (mazu's perspective): You hit me onto the wall, that means I passed out, while I was not out the time fabric changed a total of times, 1 to put Dkz into the room, 2 to put cormble, 3 to bring dkz back, 4 to bring cormble back, 5 to get dkz to level 6, 6 to bring cormble to level 6, since all of this happened while i was brought inside the room and I was knocked out at the moment cormble was leaving, that means the space changed while I was passed out to have cormble leaving, the time changed along with the

space to get cormble back into the room, that means that since the count isn't linear then the place was made put by bringing cormble and dkz back to this place along with xodi following Dkz, that means that the time was running while it was also being rewinded, that means it's the previous time from then to now - the time in which diz escaped + the time I was knocked out, if I didn't pass out then ignore the + time I was knocked, darrmi's ally wouldn't have been able to help him due to him being stuck in level 6 because of how it affects the fabric of reality, that's because for the mean to have escaped he'd have to have teleported, breaking a "player" rule and also getting voided
By not getting voided he'd survive by changing the way the world works into this
Since the events happened from right to left right diagonal up to left down
it would've been terminated for him to have been able to escape like a puzzle piece
so he'd have to have gone through the gap made in the start and end of the event
since the middle uses qrozath's rule as backup
the conclusion was already the doom so he wouldn't be able to change it if to change it he'd have to change it and to change it he'd have to change it that means that the time would've gone linearly and diagonally from left to right to middle instead that's why the events and square gets opened instead of closed, the conclusion was already the doom so he wouldn't be able to change it if to change it he'd have to change it and to change it he'd have to change it.

Made A Plan And Beat Death On Backrooms Game

YOUR TURN TO DIE

[FSIQ: FRI]
[STRATEGY: ALL]
[PLANNING: ALL]
[OAEQ: EP + EU + EM + EX]
[FORESIGHT: ALL]
[REASONING: INDUCTIVE]

CONTEXT: Your Turn To Die Game Online, A Voting Game By Majority With Cards, Cards Are:

Sacrifice:

Has two votes
If gets voted out he can choose someone to live with him and everyone else dies

Keymaster:

If he gets voted out, everyone dies

Sage:

Knows who the keymaster is

Cannot lie about who the keymaster is or he dies

Commoner: no abilities, everyone that isn't the other cards is a commoner

CASE:

We had a little time before anything happened
Then
A simple Russian roulette game started
Everyone got gathered up
And we voted for a person as the gun holder
It worked like that:
Everyone sat on a chair and the person would spin the gun roulette to shoot people or dummies that was what we were told but apparently the person could actually choose who to kill
He was my friend so I thought I was safe but I obviously distrusted him because of his behavior
He was like avoiding talking to some people and those people he avoided talking to, like hesitatingly, were only the most "noted" or most
"unsafe" people there, including me.

so with base on that, just out of safety, I used something | had gotten earlier, a strong type of metal mold as a chest protector and some ink I had gotten from the printer room I thought could be useful and placed it like if someone shot my chest it would start dripping down and all,
Then, as distrusted, my own friend shot me
no idea why he did that at the time, because I was obviously clingy about why the hell people voted for him since he was clearly the least trustable person there, I left the room when everyone left, I then started researching the place and tried to disguise a body as mine
so I locked the room after I left and blurred the window with grey paint in case anybody tried to open it or get in, they'd still see my body (window view range) but wouldn't be able to precisely distinguish it, they would also not be able to tell if the body wasn't mine

because the body I used to disguise as mine wasn't in the window view range, meaning they would probably just think the door got locked by the host because it was a closed game and give up on opening it

Then I started doing some research,
I figured there was a doll room, a place where I could use to make dolls of people using ai or their brains but I wasn't the only one to think of that I ran back to the room I locked, unlocked it and grabbed my friend's brain because his skull was all broky due to the guy that tried to eat him but died in the process, So, I used his brain to make a puppet, but when I got there, my friend was making a puppet of the guy who shot me. Obviously, a million thoughts ran through my mind at that moment, but for safety, I threw a metal bar at his head to knock him out and started destroying the puppet. I was NOT going to risk that guy being revived or duplicated, so I tied up my friend after breaking the puppet and started making the puppet of the guy.

I also decided to turn the host into a person. I wrote his AI using my interactions with him outside the game and how I thought of him as a person (this will be super useful later). I wrote that he was a dear friend and would do anything for me that I would do for him because we are best friends, which he obviously wouldn't, but I wrote it that way (not exactly in those words, I complicated it a bit so he wouldn't understand my plan). He decided to start a revolution and revive people to form a team after I told him about some things I wanted to do. I mapped the place in my head by going to the location. While all this was happening, I was sending individual messages to people to further map out the place and put some things into action. I messaged the guy who shot me and started acting silly to get information. I found out he had traps in some places and that one guy there was pretty smart, so I did something cool.

I wrote on a piece of paper, like a card, saying "to win the game, you have to kill (smart guy)" and left it somewhere. I figured a few things could happen:
- If someone found it, they wouldn't care about it.
- If the guy who shot me found it, he wouldn't care.
- If the target found it, he would shoot the smart guy.

So, I did this: I started directing people to certain places by talking about traps in some places I had been, and to some people, I gave excessive information, like, “I went there once and blah blah blah, can you guess why?”
1. To keep the guy who shot me out of the room where I wanted to make my plans but not far from the room where I was sending other people, which was near the room where I made the plans, I created a neat angle of about 115 degrees between the three points.

2. I aimed to make them think: "How did Dkz go to so many places when we had so little time at the beginning of the game before he died?" This way, the other people I spoke with would easily conclude that either I had someone playing for me or I was still alive. I would use these two hypotheses to find out who was on the team of the guy who shot me, because of the number of votes he received and the inhumane Russian roulette. I thought someone was pulling the strings or he had closer relationships with the people who voted for him through private messages. In any case, I would eventually find out who was on his team and who wasn't by observing how the information spread. Some of the people I directed to the places where the ones I gave extra information to were very talkative and might tell someone smarter or even me. Trying to start a conversation would be a sign of this, as they would try to bring up the topic or check if I was multitasking by the frequency of my messages.
A vote began.

The smart guy was killed. The guy who shot me was the most unbalanced one acting there. He was both absent and present, which obviously meant he could easily be the sacrifice because he hadn't been absent before and wasn't in most of the rooms where the paper wasn't. It turned out he was the sacrifice as we thought, so we didn't vote for him and he died.

There was an event with challenges where we could earn coins. The challenges were all extremely easy. They were things like block design, symbol searching, typing speed, etc. But there was one special challenge.
Two people had to enter the room, and the host would ask if they chose to betray each other. Based on the data provided by the people who died there, I realized that if one said yes and the other also said yes, the first one to say yes would die, making the other think they had truly betrayed the first one, which was "the lie." If one said yes and the other said no, the one who said yes would die, representing the "truth" of betraying their friend, meaning "abandoning" them by dying. If both said no, they would both survive. I think I did this with my friend and we survived, but no one ever chose not to betray, like two people did, but their friends betrayed them, so one of the pair always ended up dying.

Given the current information and that Terty was the mastermind behind everything, I did something funny: I kidnapped Terty. The host banned murders during that time, so I simply asked: "Are people immortal to murder or can we not kill?" He said they were immortal to murder. So, I started suffocating Terty, realistically depriving him of oxygen so he couldn't think or act while still being alive.

Explaining how I took out Terty and Med is a long story, so I'll summarize.

Because he was unaware to my actions due to what happened with my vote against him, he had no way to prove that I was also against him, but there was concrete proof that I was on his side (my vote).

Point. He knew that Dxrk was the dangerous person in the situation when he died. So, the possibility narrowed down to the cosmos, something that still left him within my control.

Two. Because the two probabilities merged with the line of possibilities that were cosmos and Dxrk. So, he and I continued talking, and, man, that was it. Since no one knew where I was, I could say I was searching for the doll-making area on the map to revive Terty while in reality, I was making the swap and heading to a different area, isolated to stay “in movement”

After that, it wasn't very important. I just tried to convince myself that since he was blind to my actions due to what happened with my vote against him, he had no way to prove that I was also against him, but there was concrete proof that I was on his side (my vote).

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Point. I noticed that if I realized that Terty could’ve realized that I realized that he realized that I didn't have the keymaster, because if he realized that I realized that he realized that DXRK didn't have the keymaster so after I realized that if he realized that, he realized that I realized that he realized that then he realized that I had realized that he realized that I realized that he realized that, that's why I kept the master key in exchanged possession so that I could trick him into making him realize that I had realized that the possibility of the master key being the dxrk was existing, then he realized that I had realized that he realized that I really thought that, making him think that I was scared because I had realized that the master key had realized that I had realized that he was behind terty and me, doing the terty realized that I realized that the master key noticed that, terty realized that I was telling the truth because if the master key hadn't realized that terty had realized that I had realized that he had noticed that, he wouldn't have changed, that's why the keymaster theoretically would have realized that we realized this, meaning that it didn’t necessarily have to happen for that specific construction of scenario would result in my strategy working perfectly, so he kept the exchange, because none of those predicted predictions had to happen but were in the first place plausible as a conductive system for the game’s setting that my strategy worked.
Since i noticed that if I noticed that terty could possibly notice all that even though he obviously wouldn’t since even I myself couldn’t, I could make him notice I didn’t notice it so I could show him that dxrk noticed I noticed he noticed it that’s why I showed I hadn’t noticed he noticed it for him to notice it and me notice it based on a statement he gave so he’d notice I was at a lower level of noticiation than him which would show that dxrk noticed he would have the second key master and by me not noticing he noticed dxrk noticed that, dxrk would also noticed I would possibly have the second key master that’s why qrozath double traded, to make terty notice that the probability of dxrk noticing what I previously stated had gone from dxrk to everyone available opening (number of players) alternatives for noticiations, which i could state the mind games between me and terty for each of the players but I think they were just one sided since I directed him into noticing cosmo’s route after that resizing, then after him noticing cosmo’s route I’d wait for his logical response for me to rule out how he thought with the intention of changing the whole ass noticement from logical and direct to conceptual and indirect or both, which created 2 other routes of noticiation that if u want I can state, but that generally made me make terty make me give him they keymaster that I told him I didn’t have which made terty confused and changed his approach to one I made him change by first opening his approach changing gate so I could enter his kingdom without having the mind game things on, that’s when it all fell down(up) cause dxrk noticing terty didn’t notice I did that made dxrk not re trade, which made terty confused on who would’ve traded with him so much he forgot to just ask people who gave dxrk their tokens because the possibility of whoever gave them to him having given them to him got higher by the amount of people divided by 3 is what would make everything physically possible to work as an open system unfolding itself to cover higher ranges would always open up room for plans that wouldn’t break the system’s layers.

Two. After that, it wasn't very important. I just tried to convince people that the swaps were:

1-med
2-1
3-any other person

This was to show Darrmi that my behavior aligned with the kidnapping concerning the second swap. But to show in chat that I wasn't helping deduce who it was. This served to make people avoid voting for me in the future because of the divided probability.
Darrmi: no
Others: I don't know

Something that made them avoid voting for me, but aimed at Med or the responsible person to make a completely logical and understandable judgment. Something that was impossible because I built a scenario where the only guaranteed survival option was to vote for Med.
Dkz
Hey
So, Dxrk died along with Med, right?

In this judgment, there were no cards, only votes. I convinced Darrmi to vote for Cosmo after showing Darrmi that I was helping him, using his line of reasoning that I manipulated so I could do it without contradictory evidence, while I voted for Med after he offered the option to vote for Med because of the line of reasoning I planted for him to find. (edited)

Two. Saying I voted for Med because he said to vote, as it was 100% logical.
So it was just a matter of getting Cormble to vote for Cosmo.
Dkz, I convinced Darrmi to vote for Cosmo after showing Darrmi that I was helping him using...
Dkz
Orozath no, Cosmo I didn't let Qrozath die.

So, since Cormble was a slave to Qrozath (Qrozath had a control to shut down/kill Cormble), I showed Cormble that it was impossible for Qrozath to kill him because if he voted for Cosmo, the manager Qrozath couldn't kill him as it would break the management rules.

Made A Plan To Take Out People In YTTD Game.

DANGANRONPA SIMULATION 2

[FSIQ: FRI]
[STRATEGY: IMPROVISATION]
[PLANNING: IDEALISM]
[OAEQ: EP + EU]
[REASONING: ABDUCTIVE]

CASE: I was blamed suddenly by artorias in a game, so I beat him and won.
CONTEXT: I probably won't cover the entire simulation in this, since it was mostly pointless and I was mainly afk, but at one trial, I noticed a lot of pings on the server in which the game was held, and I got curious as to why I was pinged so much, I entered the chat to notice artorias was accusing me of being a killer of a person, which I didn't even know had died, so confused, I asked everyone about what was happening and was mostly ignored with artorias spitting nonsense over my words and other people following his lead, so I decided to lock in.

I started checking the chat to see what was happening and realized there were 2 victims on that trial, artorias was accusing me and zechin was accusing artorias, while everyone else didn't really know what to do, so I asked how the victim in question was killed, I started gathering information outside of the game chat because everyone was so sudden and fast, I came to know who killed the first victim, which was the victim of the second victim, and the second victim (murder the people were trying to solve) was hit with a giant lego brick on their head, so i thought of a way to check for the murderer and trap the con built by artorias, I said we should check for the killer's finger marks.

"How?" You may ask, I asked for the Lego brick's material and it was plastic, when you have untouched plastic of lego and hold it with enough strength to kill someone, if it doesn't damage it is certainly a strong brick, which means that it appropriately should be held with enough strength to hold something able to kill a person on hit, and so I came up with the idea of checking for the killer's finger or hand marks, not the prints, just the marks, you'd normally think we couldn't accurately tell which person it would be from that regard only, but I could, if you wear a glove that's thick or thin, if you don't have considerable body fat, the glove will only measure your hand from normal to above size, meaning we can eliminate anyone with a hand that's smaller than the mark's when pressed against something, so I asked monokuma for a piece of glass and warm aired on it, I then proposed we should check for everyone's marks and artorias was completely against the idea, he said with all words that it was stupid and I was dumb for even thinking of it, while everyone else was agreeing with it until artorias stard calling it stupid, that's when I knew this would take a turn for the worse very soon due to artorias's influence, after a debate and artorias back and forth talks on It, we then checked for each person's hand marks and artorias's hands matched, artorias then said something like "this is a joke, right?", i don't recall it correctly, and then monokuma said "yes, it's a joke" at that moment I had 2 things in mind,
1- the host didn't like artorias
2- artorias dmed the host about it
3- neither
Those three things wouldn't matter forward due to lack of confirmation, but they would be of consideration
My reasoning:
Artorias killed by using gloves, my plan for the finger mark testing worked and artorias was called out as guilty.
Artorias started disproving it saying "you're joking, right?" And things of sort, then he left the chat for a moment.
A bit after he came back, monokuma said no marks were found, which they should be, but monokuma convinced monokuma that because he was wearing gloves, his finger should not be marked, which is already the tell of artorias's *Lie*, even if the hands didn't match, the marks would still be there.
Acting like if serintho forgot about the gloves, I would assume artorias dm'ed serintho "I used gloves you imbecile" or something like that, based on how he is.
This is what I sent in chat and said it was a hunch, no to little people cared immediately;
Even if artorias used gloves, the outline of his fingers will outline be marked in the block, which means my solution to the murderer works anyway, even if the thickness of his fingers changes, the length and base will still remain.

Artorias's alibi was Vquip, which didn't give a valid alibi due to showing low confidence on it, and he was initially confident that artorias didn't have time to kill, while after I showed my notes, he was barely standing up, and normally, even if it's a game, when you're an alibi, you have awareness of what you saw, so he was either lying, concealing, or partially unsure about the validity of his alibi, in which all would work as a rule out of artorias's alibi.
At a point of this event, i confirmed artorias was the killer due to the host adding us both in a group chat, but I was told that if I told anyone about it I would be executed, even though i didn't plan on telling anyone anyways, since I do not win outsmarting games by unfair means such as begging, cheating, or generally unfairly playing, though I bet artorias was tweaking when he saw the group chat, I bet he thought I'd leak it to everyone to use it as proof.

I do not need unworthy means to win against unworthy people, I did that on my own.

After I proved artorias guilty, a voting was held for who to kill, between me and him (For some reason) and he dmed everyone to vote for me to die, because he's artorias, the vote tied and we were both meant to die, but eventually the host changed his mind and made another voting, since artorias is not like me, he immediately dmed everyone again, this time the people outside of the game were also allowed to vote, so I just asked people to help spread that I was not the killer and asked a friend to change his vote at the last moment, which voted on artorias and I ended up winning, apparently the host voted for artorias too which was kinda bad since my

whole objective was winning Fairly, but it didn't change anything since I was 2 votes above, so even if the host didn't vote I'd still win, and it's technically applicable since the vote was at the disposal of everyone in the server, including non players (which I also found kinda bad)

FORTNITE

[FSIQ: PRI]
[REASONING: DEDUCTIVE]
[THINKING: LOGICAL]

CONTEXT: Analysis Of A Fortnite Map
CASE:

There's clearly a barrier that follows the way for the houses's back sides projected into their front, seen by the un blank and blank minimap, that means that by hiding to the left corner of the trailer in a straight line to the second joint of the house in front of you you'd have a total range of 3 spots in ur front and 2 on ur back alongside with one directly behind u but ur sense is too low to tank that much multi tasking, a reasoning on where they probably spawned based on first elimination, epsilon elimination and last elimination u can know some of the possible places for player spawns which strengthens the strategy I just made even more, after eliminating either 3 on the right, 2 on the left or 2 in the adjacent sides you can either choose to travel forward and cover like if you were mirroring your position to the front house or go up a floor in case that's available (which I think it is because of the house layout shape in facing to the other 2 "houses's" same spots), you can know that this will repeat for 3/4 of the directions and in your initial perception's back to right, straightening them out with two dimensional layers instead of 3 ones and only one available perspective with objects oscillating it, you notice that it has around 11 total possibilities for formations that apply proportionally around the map for that same strategy again, considering it's a gun game, you'll want to be in those places from intersections between one of the other 3 and another one and later on fade it to one that's closer to the fourth "non container of proportions one"

Made An Analysis To Strategize And Win The Game.

HEXA DROP

[FSIQ: NVI]
[STRATEGY: LOGIC]
[REASONING: DEDUCTIVE + PROBABILISTIC]

CONTEXT: Playing A Rundrop Map, Where The Tiles You Step On Fall
CASE:

Since the shape of the map is a regular hexagon we can establish some relations easily,

1st since the game is a tile drop game the obvious better strategy is to quickly go to the spawn closest to you to get a second more than everyone so you can map the place you'll fall in to be the one where the majority of the players will reach if they repeat their current movement process infinitely, that means that after you do that you block off 2 hexas by breaking them in front of a player that's following the borders or shapes from a pentagon to a hexa in "circles", if that target player is following a triangle you just need to clear the middle by crossing it and then attempting to break the connections for that triangle if it was instead mapped by hexas instead of lines, after doing that you prioritize placing yourself in a position where by walking you can draw a different hexagon that has both horizontal connections connecting at the area one's top and bottom line, making a total of 10 connections in total and after following this path until ending at the "same place" you draw another hexagon that follows itself with its connections at the left and right lines of the current one but expand it half of the hexagons the previous one was from the map one's border, keep doing that until the floor you're in is cleared, if you still haven't won and there are noticeably less than 20 hexas left in your floor, start using climbing to get to the most appropriate place to fall on the next floor with the area with the most hexas and most absence of players, that way you can multiply how many times you did the process by the amount of sides the "island" you're going to go to has, if you can't do this that quickly just follow a heptagon in case there are more players than you think you can support the interference of and repeat this process the same way but with the heptagon, in case there are still lots of players but less on this floor then use a pentagon and instead of the previous pattern, draw pentagons that lead to this pentagon's sides with their top at the middle of its sides and follow the shaping by opening their tops and using the middle hexa as impulse to get to the next pentagon, repeat that until you're left with the middle and corners then just clear the middle and go to the best place using the previous processing rule, if you still haven't won then you can rush to the closest floor a person is in and use an octagon (even sided shape like the hexagon) which will make u do what u did on the first floor, after that just keep this process going with the heptagon or pentagon then hexagon again and at the last floor, cover the border.

Made A Spatial Strategy To Win The Game.

LASER JUMP

[FSIQ: NVI]
[REASONING: INDUCTIVE]

[THINKING: LOGICAL]
[STRATEGY: LOGIC]

CONTEXT: Playing A Laser Jump Game, Where I Have To Jump And Avoid Lasers
CASE:

The map's area is an octagon, and the shapes of the laser divisions seem to form a 12-sided polygon. This suggests that positioning is crucial considering the lasers' speed, which starts to vary linearly based on the time passed to increase level difficulty.

One type of laser has a smaller variation, while they often cross each other, forming a scissor pattern and eventually creating a right triangle and a square. The distances from the midpoint vary, with the square being about 4 and 4.5 "meters" away, and the scissor pattern about 8 units away from the midpoint for the square and 6.5 for the scissor.

For the crossed lasers, the distances increase proportionally, with increments like 4, 4.125, 4.25, 4.375, and 4.5. This indicates that the optimal position would be around 0.5 meters from the first 3 at 4, with eventual adjustments to around 3.725 meters to the right from that point, backward, forward, etc.

Following this, in relation to the circle about 2 or 3.5 meters from the midpoint, which is the theoretical meeting point of the lasers, you'd gradually move forward, maintaining a similar pattern of movement when dodging. Instead of circling around the circle, you'd use the most recent touch to draw a circumference around the midpoint with a limit of 0.725 from the edge, obviously none of the numbers are exact, but they're approximations of what I distinguished by eye.

Made A Logical Strategy To Win The Game.

COLOR SWITCH

[FSIQ: NVI + QRI]
[SENSORY: OBSERVATION]
[REASONING: ALL]
[THINKING: LOGICAL]

CONTEXT: Playing A Color Switch Game
CASE:

Observations
1- the tiles are memorizable
2- purple is always at the corners after 3 rounds based on how fast the storm closes
3- if you pickaxe someone while they're also pickaxing something they get hit and go up
4- if you pickaxe someone while they're not then they get hit and launched towards a line covering your perspective to them
5- if you get hit while hitting someone and hit someone while falling and/or that person is also hitting you they get launched due to the pickaxe cooldown or some other reason I didn't notice yet
6- The map's sides are open to the void
7- The tiles go up after going down
Result strategy of those observations: that makes it so the better strategy is to position yourself like: let's suppose;
A1 A2 A3 A4 A5
B1 B2 B3 B4 B5
C1 C2 C3 C4 C5
D1 D2 D3 D4 D5
E1 E2 E3 E4 E5
Defense:
-Being the ground, placing yourself at a position around the BCD 234 area is the best strategy at the start
-Staying on them when they're almost fully absorbed is also the best strategy in the future
-Getting yourself to a position where by pickaxe horizontal launch you fall at the current color is the best coverage
Attack:
-Launching people off the edges is the best attack strategy at the start
-Hitting someone and hitting them again when they almost hit the ground then going left-right to behind them and doing it again is the best time modulation strategy to get the chances of "critical hitting" (hitting someone when their cooldown's off and falling)
-dashing around the middle of the intersection of the circumference of a circle drawn 1-around 2-inside a square and 3-around a player is the best strategy to hit off cooldowns horizontally if you're not at a pleasant situation for vertical attacks

Extra: safe but no point gathering strategies:
-predict when the opponent will attack and attack 0.5/0.7 seconds before them (gets countered by teaming)
-spam click attack at a corner so u don't die (gets countered by teaming)

Extra: surprise attack strategies: -getting friend to launch u up then surprise attacking the opponent on the way down

-abusing lack of awareness of people regarding jumps at 1 square long area

-abusing floor physics to jump down when the tiles are about to go up so the opponent thinks you'll die but you get dragged up

Made A Strategy To Win The Game Based On Inferences.

WEST SHOWDOWN

[FSIQ: NVI + QRI]
[REASONING: DEDUCTIVE + ABDUCTIVE + CONDUCTIVE]
[THINKING: SPATIAL + LOGICAL + ABSTRACT]

CONTEXT: Old West Revolver Online Game Where Everything Gets Slowed Down For A Second And You Have To Eliminate People
CASE:

With each cactus being accounted as a house and it's distance to the closest and second closest corner being determined by the angle formed between it and the straight wall closest to it then we premeditate their positions and use that formula to instead check how far away which is from the middle and from the cactus that has the closest application result of that reasoning but in the two opposite arena sides since it's a square you notice that top left forms 3 triangles if you connect the intersections of the lines by the cactuses with the ones that hit each other and in the ones you don't, you either leave it a straight line or you pair them up with whatever's also alone, from that reasoning u can easily conclude that if you're on top right, the best route for you to take is going for like E5, then B2, then E1, then E5, then B4 those rotations should only be executed if with the amount of players that if all were in all plausible directions to shoot you even with cactuses around making a worst case scenario, your coverage to take down most's point of view was closest to the higher amount of triangles that doesn't need to be the highest but just enough to get you off the majority of the players without leaving the area ur in (considering the map divided by 4) (or 8 if you can map out triangles inside of triangles) , if it's not then you just wait till it is That happens because, for example if 20 players is the current amount and the testplay scenario I talked about occurs, by going to the place where most can't see u you'd have to be closest to the highest amount of triangles in the area after u do that, if ur not then u have to change areas then u keep changing or not changing as the number of players go down.

Made A Spatial Quantitative Strategy To Win The Showdown Game.

FORTNITE FNAF

[FSIQ: NVI]
[OAEQ: EU + EP]
[STRATEGY: LOGIC + COHERENCE + SIMPLICITY]
[REASONING: ABSTRACT]
[THINKING: SPATIAL + HOLISTIC + LOGICAL]

CONTEXT: Playing An Online Game
CASE:

I was playing a map with my friends, It was a fnaf map for 16 people, when there are in fact 16 people playing, 12 are made the animatronics and 4 the night guards so it's fair, usually night guards struggle against 2 animatronics if they're alone, 3 is almost impossible for everyone that has played the map and no night guard ever won single handedly against 4 animatronics, that's when I come into play, I played by myself against 12 animatronics, there were two ways of clearing the map,
1- by surviving till 6 am classically and
2- by completing the quest line of the map

I started by:
The match started, i immediately got out of the security room and used the free minute at the start to map out the place, (I hadn't made most of the map and it was unknown to me, I mainly made the systems for the mechanisms to work), I got out of my room and found the cafeteria, I immediately checked the room on my right which was apparently a bathroom and I couldn't see much of it due to me only having one minute, the bathroom had a hallway and a small 1 block sized room that could possibly be the janitor room, I imagined some things with that sight,
1- it could possibly have a sewage that would be very cool for map design and etcetera.

2- it could possibly have a vent system due to the security room having 2 vent entrances,

3- it didn't have much but had a door leading to other rooms or other sides of the map

I then kept running and found a room that looked like an arcade, and observed:

1- the arcade's door's perspective showed that the direction to the right of the door from an outside view was canceled out by a wall that took place around 2 squares away from the door, so I could deduce the hallway from the bathroom stopped there without any chances for hidden rooms in between.

2- I also observed that the arcade wasn't really filled with machines probably due to the memory usage being at max on the map.

3- on the arcade's left wall from an outside view there were two hallways, I used logic inference to figure that this could possibly mean that:

1- there were map extensions there to two completely different places that could be connected to the main place by that alone or by that and vents.

2- both hallways connected to a security guard office to serve of use if the main office's power ran out

3- that could possibly be used for a quest in the future to clear the map out in a way that wasn't surviving till 6 am.

After That I went to the kitchen, which was blocked by a red power field, but I could see things inside which were:
1- A trash dute to throw trash at that was closed, possibly being opened with a button or lever or by quests

2- Some specific objects had lights on them which could either be for decoration and design or for quest guidance, I deduced it'd be quest guidance due to the lights being visible at:
a table
vegetable boxes
a freezer
a furnace

That made me assume it could be like the security breach game thing and I'd have to make a pizza

3- a ventilation dute, that opened infinite possibilities for the map's potential in strategy due to it being relatively far away from the main office and that it would most likely connect to the main office making it be a super big vent system.

After observing the kitchen I continued running to find the stage which had nothing seemingly important on it.

Then I found a room at the corner, that room had infinite possibilities again:

1- A door which was locked but it had a glowing light on it like the kitchen objects therefore strengthening my quest and pizza theory.

2- Wood Tables making a stair like object with a ventilation door on top.

3- an ordinary storage room object that had space behind it with a ventilation again, I calculated that it would probably lead to the vent seen in the kitchen and thus also leading to the other vent system that was also seen on that room which made me formulate 3 different strategy exoskeletons that would be suited for all different possibilities of systems for the 3 individually seen vents.

Then I kept running and saw the exit which was obviously locked but would probably unlock after the questline

I then on my way back to my office room saw a tiny room that was in the left hallway leading to the guard's room from the room's perspective (I had already seen it but it was seemingly just an empty room from the right hallway) the room from its left side had a ventilation on top that led to the main office's vent but it was too high up for me to reach therefore leading me to logically infer that If it's purpose wasn't mainly to give me a gateway in case I was there eventually, there could be animatronics that could:

jump higher
Teleport
Fly
Climb walls
Kill from distance

Or that like the impulse weapon I had, there were gadgets for me to use in relation to that, after getting back in my room I used my impulse (default guard item) to launch myself up in the vent and get the gadget there which my friends told me existed, I got the gadget and the game finally began after around 17 seconds.

MURDER MYSTERY

[REASONING: DEDUCTIVE + ABDUCTIVE]
[THINKING: LOGICAL + PERCEPTUAL + CONCRETE]
[OAEQ: EP + EU]

CONTEXT: Playing An Online Murder Mystery Game
CASE:

Ok so, let's start by the start.
I was playing a Murder Mystery game, on danganronpa style but a little different, in which a person is defined as the murderer and there are votings, the information I had was simple.
1- The Murderer Kills With A Gun Or With Traps.
2- The Victim's Body Can Be Replaced.
3- We Have To Vote The Murderer Out.

The map was pretty good as it was a house, we talked for a bit and started the game.
It started like this: there were 15 people other than me, everyone was outside of the house and it was night, there was a cabin and a farm place too, behind the house as unknown so I'd go there eventually, we all started by going inside the house and exploring, except for two people that went outside and started going to places, I'll call them player 1 and player 2 (1 and 2), the map was pretty immersive, you could manually turn on lights, I imagined it could be like among us where you can sabotage things, there was a living room, a storage, a kitchen, a staircase, some bedrooms above on the second floor, the stairs got to a third floor where there was a hole on the wall that led to a 1 tile width and length cube, I imagined that could be a 1 sided window for the murderer to kill from there, which made me think there was a secret passage that would lead to that place from the hallway's connections starting below, since that pillar went up to that floor, after I checked the first floor again, I noticed that my theory was right, there was a basement, i figured that there would probably be a passage there that could only be opened or accessed by the murderer so i didn't give it much of a sweat, we were instructed to go to sleep every night not to lose hp and it all worked pretty well.
After "waking up", we reunited in the living room cafeteria and everyone was there, which I found strange because theoretically the people that went out would've still been out, and I assumed that if the majority of the players chose to sleep, then the night would skip and they'd all sleep, which explained why whoever was out was theoretically brought in after the morning arrived, after getting to the room we saw that we could eat to regen or gain hp, we all ate to get more hp since In the game you don't start with max, but one thing happened, one of the guys that went out at the start, (player 2), after eating his food, started losing hp super quickly, instructions were given to us about how to make an antidote, but nobody had the needed items, the guy died on the spot and his body fell down as an item, we picked the body up and we were immediately brought to a trial, I assumed that only the killer could drag the bodies so in a perfect situation, we would all guess someone we think is the killer and in case that person hasn't played that game before, they wouldn't be able to insta report in case they picked a body, which meant that by holding the body for over a second, they would be the killer.
Putting that aside, we had no information on who the killer was so we all skipped votes, after that death, everyone got inclined to research the map instead of trying to lay low because the antidote required items that would in theory be around the map.
We all started doing lots of things and since I also didn't wanna die to poison, a guy (played 3) even advised everyone for each to look in specific parts of the map while another guy (4) said he would search in all of them, along with 2 more people (5 and 6) who said practically the same, I also searched for a bunch of stuff, we talked in vc about the items we got and what we found, turns out a guy found a mine in a cave behind the house, hidden by some plants, we decided to gather there at that moment because some people were too picky to wait for the next day, since they thought items for the antidote could be there, we all except for 5 people (3, 4, 5, 6, 7) went there, with one of the people (1) who didn't reunite inside the hours at the game start going with us.
Upon entering the cave, we found some pretty cool stuff with lots of rocks and some minigames to get in game money to buy cosmetics, we played around for a bit, then we all decided to leave the place and go back to the house since it was already damn late and we'd lose hp, after going home and all, normal procedure, the Lights turned off, like, lights outside and inside, everything turned off and we were instructed to research the top of the house for a power outage switch to be fixed, I narrowed the killer down out of 3 people (3, 8 and 9) because I was with them and saw none trying to activate sabotage, i then had 11 suspects and we fixed the lights, we then got to sleep (everybody), and the next "day" commenced.
The murderer had practically killed nobody manually by then, since the only person killed was one by poison and the time of the game would run out in like 5 days, if we survived for that long then we would win, so we went on with our day and explored some more of the map, we went inside a shaft like cabin that was on the left of the front of the house, (top left in house's perspective) to check what was there, it was an agglomeration so we didn't give much to it, we found a hammer but it caused no harm or damage to people or objects, I imagined it could be used to craft something but we didn't think much of it, we then went back at night and slept again.
On The Third Day, Things Got Strange.
We went with our day as usual, nobody was poisoned or anything, but One Person was missing (1), it was one of the guys that didn't go to the house at game start, we checked for him but we couldn't find him anywhere, we went to the farm barn and nothing, cabin and nothing, house and nothing, but …when we went to the cave…
we found his body thrown at the wall spikes with his body item right there too, we immediately reported his body and we collected our thoughts to know who the killer was, we had no idea who it could've been or how that person even got killed, we obviously assumed he was killed at night, some seconds or minutes before the sleep since it was the only gap for a murder there, and we couldn't have seen the killer get out of the crime scene to find out who it was because he would've been immediately brought to the house if the majority slept, we skipped votes again due to no idea of who the killer was and we tried going on with our day, we all got scared of traps because we didn't know how they worked or how the killer would even activate them, we almost all went back to the house but the same guy that suggested we searched for items (3), suggested we got weapons to try and defend ourselves because maybe the weapons would stop traps or at least be used for movement advantage, one guy (5) even directly suggested we got the hammer from the cabin, which was logical since that hammer we saw had running attacks that were faster than normal walking, a guy (8) went straight to the hammer without saying anything, maybe because he wanted to get there first but it was already late night, we saw him running to there and people obviously wanted it too, with the killer narrowed down to 10 people, I felt that i should let him get the hammer since I could cook with my own intelligence as a weapon, he went there to get it but it was pitch black dark…
…all we saw was him getting inside the house… the moment he turned on the lights…
…the house exploded…
the whole place was on fire and we were stunned and launched away by the explosion, there were pretty neat visual effects with blood around and stuff, immediately terrified by that, we ran away and tried to understand what happened, I obviously figured it was a trap, I recalled almost perfectly the inside of the cabin, it had a tv, a lightswitch, a table, some boxes, some random stuff, and a stove.
I assumed the killer let the stove's gas leak, so when someone turned on the lights they would've caused the explosion, that would bring the killer down to those two people that offered we'd get weapons but I felt something strange about that, the guy that mentioned the hammer in specific was one of the people I had narrowed down from sabotage previously, and the other person was someone I hadn't seen so much in the game since the start, but I also felt they wouldn't have been the guaranteed murderer, because there were just too many possibilities.
I collected my thoughts and started searching for people, everyone got launched to a different place of the map and we couldn't find the guy's body, I did see his hammer from far away, it was on top of the table, but I gave it no sweat since the place was on fire, i also decided to search for an extinguisher or wait till the fire's down so I could get the hammer, but I thought of something, I started

connecting the dots, (IF YOU WANT TO TRY AND SOLVE THE MURDER, PAUSE/STOP READING AND GO THROUGH THE PREVIOUS INFORMATION): Because the following part is THE INFERENCES I MADE.

I thought: …why was the hammer in a table if the house exploded, why was it on the table even after the first person who got it got it, I thought to myself that they wouldn't have had put it on the table after leaving it behind, why would they even have left it behind in the first place, and even if they did, how did they put it at the table if it wasn't even an option…
With that, I got some possibilities in my head, with one of them being that the hammer worked like a two sided card piece, 1- if an innocent player picked the hammer from the table, they would've been granted the hammer, 2- if the murderer grabbed the hammer from the table, he would've been granted a different hammer.
Ignoring the assumption that it could've been used as crafting tool or material, I also figured that the person who left the hammer there, was likely instructed by someone to do so, because leaving the hammer there wouldn't have been smart at all, and obeying some random guy would also have not been smart, I thought to myself that that specific person would've had a friend as a teammate in the game, that told them to leave the hammer there, that would answer all my previous questions, their friend would've offered them that thought, of the murderer being able to use the hammer as a different hammer to kill people, that still wouldn't explain how the person thought that was more plausible than the hammer being crafting material, that's when I noticed.
The possible arguments the murderer could've given would be that:
1- he researched the entire map.
2- he would've told the victim not to tell anyone, since they were his friend and that if the murderer heard it, he could've avoided using the hammer for it.
3- proof of their statements and how that would've been a good trap.
That's exactly how I deduced who the exact murderer was…
Conditions:
1- The person who left the hammer behind was one of a duo with the murderer, not knowing he was the murderer.
2- The Murderer would've shown the person that he knew the hammer wouldn't have been used to craft items, since the crafting area would've been found by him.
3- The previous information provided on the top text.
Try to find the reasoning steps taken to find the murderer...

To find the murderer we would've had to figure which person matched the profile created…
With 9 people as possible murderers, I had three duos in mind, 3 and 4, 5 and 6, 7 and 8.
That's when I figured that either one person I had ruled as an innocent previously, or the other person I was suspicious of before the explosion, was the teammate of the murderer.
That person, had suggested us to search for the hammer and the other one for the tools in general, since both had duos, I just had to find which of those had a teammate that fit the description.
That's when I recalled the pretty start of the game.
When 3 people said they would hunt for the items themselves and a fourth suggested us to search for items in general.
The guy who suggested us to search for the items was the duo of one of the guys that said he would search for the items, which was who told him that no crafting places that used the hammer were around the map, That Person Was The Killer, that's when I recalled which people were with us at the times available for the trap placements, and only one person fit all the conditions.
I pointed at him and I ran to the fire to get the report button, I explained my whole reasoning process and we correctly voted out the killer.
That was the first match.

ODD ONE OUT

[FSIQ: FRI]
[STRATEGY: ALL]
[OAEQ: EU]
[REASONING: ALL]
[THINKING: LOGICAL + CONCRETE]

CONTEXT: Playing A Circle Game
CASE:

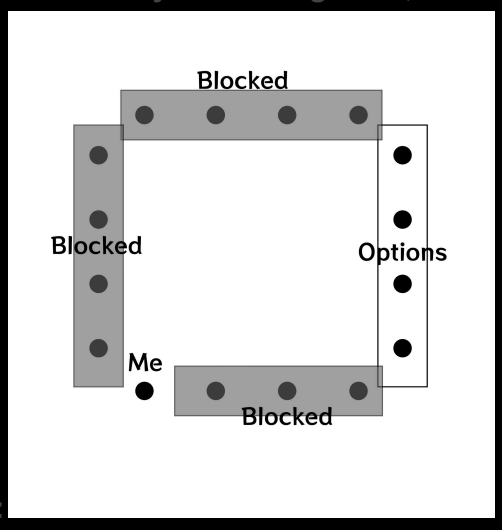
So, i played a simple online game that worked like this:
1- There Were 16 Players (including me)
2- Each Player Had A Gun
3- Each Gun Had 5 Bullets
4- Each Player Had To Shoot Or Not Shoot A Player
5- A Player Cannot Shoot The Same Player Over Twice In A Row
6- If A Player Shoots The Same Player Thrice In A Row, He Cannot Shoot That Player Again Throughout The Game
7- A Player Has To Be Shot 7 Times To Die
8- Every Time A Player Dies, Every Player Gets One Bullet
9- From 3 To 3 Dead Players, The Default Amount Of Bullets Gotten From A Death Raises By 1
10- The Turns For Who Will Shoot Go Clockwise, Starting From 1

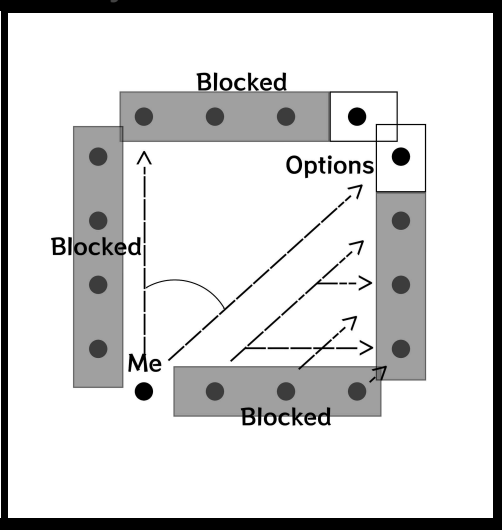
I was player 4, my play was as follows:

Since i would've been the fourth to shoot, i could imagine that player 1 wouldn't shoot anybody, because since he didn't want to be the first shooting, and if he shot, he wouldn't shoot 16 and instead 15 or someone on the 10+ place, it would be safer for him not to spend a bullet, which even if he didn't, 2 was most likely going to shoot player 1, so what i thought was, if i shoot player 1 twice if 2 shoots him 2 times, the player he shot would shoot him twice too, and if he shot no players, then the players at the most risk would be player 2 and 1, due to them being the first who shot and the one targeted on, this game is entirely about putting targets in people's backs, if 3 shot 1 after 2 shot him, he would be 1 hp and someone would finish him off, which was a death by the start, if 2 didn't shoot him, i would shoot 1 once if 3 shot someone, and if 3 shot nobody in the case that 1 also shot nobody, I wouldn't shoot anybody due to obvious reasons.
I figured out a perfect winning strategy to this game, if you want to try to find it, collect your thoughts and try to, if not, the strategy worked like this:
1- I first of all would take notes of the amount of players that shot bullets and how many bullets each player shot in a paper

2- I'd have the premise that for me to effect a shooting towards a person, I had to have the people after that person shooting them and a 1 or 2 player of distance player also following that person, that person would've had to be majorly behind me than in front of me by safely 4 players in my opposite direction, since there were 16 players, I would just diminish that number every 3 dead players, since it couldn't be 4 because I was one of them, 16 being the square of 4 would make this work.
3- I, to avoid being targeted, in case no conflicts opened up, would have to shoot a person that was in 2 intersections of the division of the groups, if it was narrowed to 13 players, that person would've had to be in the 2 intersections between the 6 players in the area provided by the narrow down, and so on alternating between odd and even, that would allow me to survive until over half the people were left without having to worry about majority rules,
4- Now, after half the players were killed, there would be 8 players including me, the strategy that would be put to use now would be to divide the groups in 8 pieces of 1 instead of 4 of 2.
Doing that, I would have the ability to re arrange the targeting groups by either the people by amount of shots fired, or by using an addition sequence, working like this: 1 -> 1 -> 2 -> 4, in which 4 would be the group I'm in, after dividing the section of players into following that sequence, I would sum up the amount of shots fired in each group by the entire game, having the sum of each group In hands, I would subtract the amount of shots that the next player in the game's circle shot from the one before, if the result of the subtraction was below the result of the subtraction of the current player with the next, I would skip to the next one, if it was equal or higher than the one next, I would target that player after the amount of turns corresponding to the group he was in passed, if the amount of turns surpassed me, i would shoot the second closest player to the calculation's conditions, if it didn't, I would shoot him in my turn.
If a player randomly shot me throughout the game with no reason, I still would have more ability to shoot him than he would have to shoot me, since even though it is a disadvantage to be one of the starting numbers, I still would have the majority by my side due to the strategy I made passively helping each shooting player that was part of the adjacent division to mine.

Representation Of My Reasoning Base, As To How My Shots Should Be Measured, Taking The Circle Into Consideration As A "Square":





COUP

[FSIQ: FRI]
[REASONING: ALL]
[EQ: EU + EP + EX]
[STRATEGY: COHERENCE + LOGIC + SIMPLICITY + IMPROVISATION + LENGTH]
[PLANNING: ALL]
[DECEPTION: ALL]
[MANIPULATION: INDIRECT + INDIVIDUAL]

CONTEXT: Card Game
CASE:

Starting the week on the place we agreed to game in, I figured the games would be the ones on the shelf by the side of the kitchen's exit and not the ones on other places because those were disorganized, meaning people took it from somewhere else to put them there, after the coup game started: "+-rules: "Coup" is a trick-taking card game for 4 to 6 players, involving a blend of luck, strategy, and bluffing. Here are the rules for playing "Coup":

Objective

The objective is to eliminate all other players by using influence over the court (represented by character cards) and accumulate a total of 7 coins to launch a coup.

Components

- **15 Character Cards: 3 of each type (Duke, Assassin, Captain, Ambassador, and Contessa).**
- **6 Summary Cards: A reference for each player.**
- **50 Coins.**
- **6 Player Aid Cards.**

Setup

1. **Each player receives two random character cards: These cards represent their influence in the court and should be kept face-down.**
2. **Each player gets 2 coins to start.**
3. **Remaining cards form a draw pile in the center of the table.**
4. **Coins form a supply also in the center.**

Gameplay

Play proceeds in turns, with each player choosing one action on their turn. Actions can be challenged or blocked by other players.

Actions

1. **Income (Unblockable): Take 1 coin from the supply.**
2. **Foreign Aid: Take 2 coins from the supply. (Can be blocked by Duke)**
3. **Coup (Unblockable): Pay 7 coins and choose a player to lose one influence (one character card). Must be used if a player has 10 or more coins.**

Character Actions:

1. **Duke: Take 3 coins from the supply (Tax). Can block Foreign Aid.**
2. **Assassin: Pay 3 coins and attempt to assassinate another player, forcing them to lose one influence. (Blocked by Contessa)**
3. **Captain: Steal 2 coins from another player. (Blocked by Captain or Ambassador)**
4. **Ambassador: Exchange 2 cards with the court (draw pile). Look at 2 cards from the draw pile and exchange with your own cards if desired. Can block stealing.**
5. **Contessa: Blocks an assassination attempt.**

Challenges

Any player can challenge the truthfulness of another player's action or block. If challenged, the player must reveal the relevant character card:

- **If the revealed card matches the claimed character, the challenger loses one influence (one character card), and the revealed card is returned to the deck, shuffled, and a new card is drawn.**
- **If the revealed card does not match the claimed character, the challenged player loses one influence.**

Losing Influence

When a player loses an influence, they choose one of their cards to be revealed and discarded, face-up. Once a player loses both influences (both cards), they are eliminated from the game.

Winning

The last player remaining with influence wins the game.

I commenced the first game with the contessa and captain, I started by saying I picked up 3 coins as a bluff saying I was the duke, most people did that too so I was aware that it wasn't gonna unfold with challenges since the game was just starting and people were catching onto the vibes of them, we started by getting some coins, there were 6 players including me, eventually P5 stole P2 (first player to draw coins)'s cards claiming was the captain, I knew I was the captain, that mean that since 12 cards were being played, the 2 leftover captains were either on the deck or on the table (obviously probably on the table or in both), with that, I took note of this play and went on, P5 told me he had the captain and targeted me, that could mean some things: P5 didn't want us to coup him and that by not attacking P4 or P1 instead, he'd be on both their sides by "having mercy" of them, i said I had the captain and he moved on without challenging, eventually P1 got a coup and decided to go for P4, what I noticed with this was that the relationship between P5, P4 and P1 was strictly built for one of these players to be the "team" of P5, but considering that could've just been an attack *against* me instead, I used the following round to get a coup on 5 because he was obviously planning on cooking me out, I after couping 5 waited for 6's play and he didn't coup anybody after getting 7 coins, which is kinda dum for a start since captains can steal, P1 drew, P2 drew, and from that moment on, I already knew something, P5 *was lying* so to show he didn't have the captain, I'd have to steal him or make him steal someone, which wouldn't work because he could still have the ambassador, so I did this: i used

the Ambassador (even though i didn’t have it) and nobody contested since it wasn’t used yet (practically the most useless card), with that I had obviously already won against 5, i saw the 2 captains on the leftover cards with that, I said I kept my cards and immediately stole 6’s coins, no idea why he kept them tbh, he contested saying he was the captain so I legit let it slide, (you’ll see why in a second), the table ran to 5 and 5 went up to 6 stealing him because he was the captain, he probably believed I was or could’ve been the captain, as planned, 6 said he was the captain mocking 5, 5 said he challenged him, I said i challenged both, everything worked just as planned, 6 lost an influence, 5 lost an influence and died due to having lost 2, I stole 6’s 2 coins and that guy challenged me and lost, 5 had a contessa and a duke, 6 had an ambassador and a duke 1, 2 and 4 figured my tricks out by then, figuring my ambassador trick and all, so I did this, I made them think I never had the ambassador in the first place and that was part of my plan all along (it was) and made them wonder what my card that wasn’t the captain was, knowing 2 dukes, 2 contessas, 3 captains, an ambassador and a mysterious card were out of the game, I had this clutched, one of the 3 left players was guaranteed to have an ambassador and one an assassin, I knew I just had to play cocky and steal their coins, I couped 4 to get him out already and he had “an assassin and a duke”, that obviously meant that either 4 or 1 or both had an assassin, one or 2 of them had an ambassador, and 1 or none of them had a contessa, that meant the following: I would steal their coins until someone assassinated me, there was a slim chance that the assassin would also have the contessa so I went for it, 1 tried to assassin me, I said I had the contessa, they didn’t challenge, 2 tried to assassin me also when he noticed I was 6 coined, I said I had the contessa, he stared into my soul for some seconds, which was scary, then he said out loud “he’s not contessa” and legit SHOWED his contessa card to us, which already meant that the person that likely had the ambassador was 1 because 2 would’ve already changed his cards since I was the problem in the end I couped 1 because I knew he’d change his cards, he obviously stood there thinking between gambling his match into hopefully getting a better card or staying with his ASSASSIN when thinking of what influence to discard, but I knew he’d stay with the assassin from when 2 showed me his contessa, he stayed with the assassin, after 2 got his draw, he was at like 4 coins or something, 2 didn’t do anything, so I knew he had an assassin and a contessa, 1 had an assassin and I had a contessa, 1 tried killing me because I was just gonna get to 7 coins, I said I had a contessa and he challenged, he died there on the spot and I won the match because I still had my gorgeous captain.
I had to show the people a way to play that would inevitably make them clingy about wether or not a card they had was useful or useless, to manipulate them into trying to squeeze more juice off of cards they thought couldn’t be useful and spending more time braining than time they had to plan, by proving they were and also winning, That made them focus on play styles that used the ambassador as decoy or deploy instead of pole-like-playstyles that would keep the cards like the captain or the duke or the assassin being the most faked/bluffed Instead of the contessa and ambassador, contessa because assassins usually only attack in late game and ambassadors because most people wouldn’t wanna rid themselves off of their captains and dukes Meaning that, by doing that, I manipulate whoever has a contessa and an ambassador into using an ambassador if it’s early game and late game, never in end game because by doing that, they concur captains, dukes and assassins, if they got another ambassador, they’d just either immediately switch again or rethink a bit, meaning in both ways I still get all the information necessary to apply my reasoning and strategy perfectly because in any way, I’ll force them to basically SHOW what their cards are or can be meaning I can easily avoid bluffs on cards I know aren’t on their hands and I don’t have to keep track of every play or bluff that happens to deduce their cards and can instead focus on their expressions and body language.

STAGED

[FSIQ: FRI]
[OAEQ: EP + EU + EM + EX]
[STRATEGY: ALL]
[REASONING: PROBABILISTIC + DEDUCTIVE + ABDUCTIVE]
[THINKING: LOGICAL + PERCEPTUAL + ABSTRACT + HOLISTIC + ANALYTICAL + CREATIVE]
[PLANNING: ALL]

CONTEXT: Playing A Card Game
CASE:

The game will consist of 7 players and 1 winner. By survival, the last voting only ends if both lasting players vote in one of them. The reward winner will be allowed to share the reward with anyone they want to. The 2 lasting players can also agree to a draw, which doesn't give them winner roles, but they still get half the reward.

This game will work like this:
- The game will have 3 different cards for 3 card players. Each player can only have 1 card.
- A card player is a player that has a special perk with them, and 2 cards will be re-rolled after a round: the Revenger and the Sacrifice.

The cards will be:
- Joker: The Joker has the ability of, when being eliminated, instead of being eliminated, a random person is chosen to be eliminated instead of the Joker.
- Revenger: The Revenger will have the ability of, when being eliminated, they'll be able to choose a player to be eliminated instead of the Revenger.
- Sacrifice: The Sacrifice will have the ability of, when being voted out, they'll choose someone that was already voted out to be revived. If a Sacrifice is voted out before anyone else is, a player of their choice is voted out instead of them.

The rest of the players will not have special perks. The card players are chosen by a roulette made by the manager of the game. The Revenger card has a guaranteed activation the first time it's used. By the second time the Revenger card is activated, a roulette will choose its downside between:
- Only working if being voted out by an even number of players
- Only working if being voted out by an odd number of players

The Joker Card Can Only Be Activated By An Odd Number Of Votes

If a voting results in a draw, the voting will be reset in 10 minutes after the draw. If a draw happens 3 times on the same voting, a random person is eliminated and card perks won't revive or de-eliminate that person. A role can be re-rolled 10 hours after the player with that role dies.

This Is How The First Match Went (New Conditions Were Added On The Second Match):

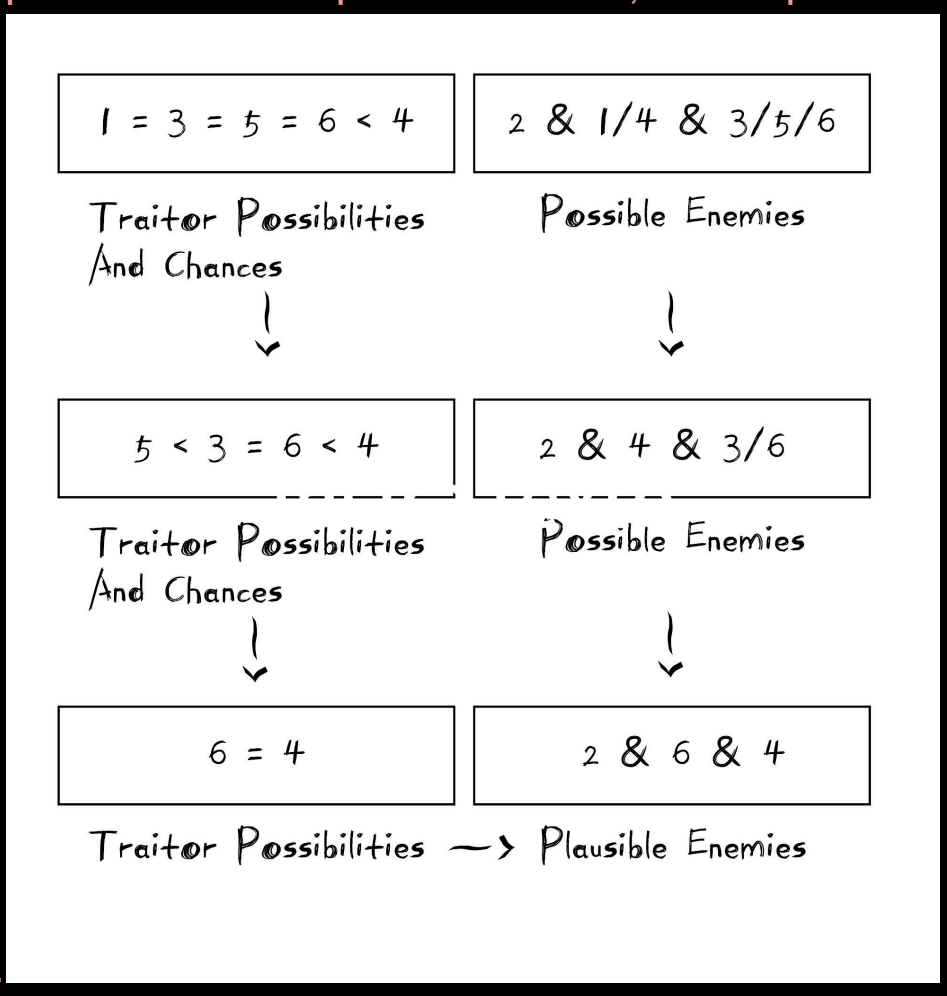
I started with the joker, I had some plans, I'll nominate each player with a number: 1 2 3 4 5 and 6, I'll be 7: my strategy: Firstly, I obviously knew that originally, the probability of me getting voted out first wasn't high, which i considered to still be plausible, so i figured two things:
1- The probability of an odd number of people voting me was lower than the one of an even amount of people voting me out, that's because 6 people voting me wasn't plausible while 1 or 0 was more.
2- If I was aware of the people that weren't going to vote for me, I would have a decent sight on how to operate depending on my conditions, because I could choose to vote or not vote for myself to change the outcome of the voting.
what I did have in mind, was figuring out who had each card, I started by analyzing my opponent's strategies, i came up to 4 because he was trying to friend me, and started talking to him trying to team up with him and convince him I had a way for us two to win in mind, i eventually came to 2 and asked him what he had in mind, he told me he already had a perfect winning strategy and that he would win against me, which was kind of aggravating but I let it go, I then went to 3 and talked to him the same way I talked to 2 to see it both exchanged data, no reward, I came to 5 and did the same, no reward, then I assumed 2's team did exist or was going to in a few, that will be useful later on.

I, with 4 as my friend, planned with him for us to vote for 6, because of me talking to 5 and 3 about 2 and them not showing probable friendship with him, that obviously made no sense and me narrowing 2's team down based on that wouldn't be of any logic or even sanity, but my point was to have 4 voting for 6 in a way I'd make 4 see me as if I had everything under control, if 4 doubted my claim, I would've said 2 already had a strategy and that 6 avoided my questions, who i didn't even talk to, but if 4 went to question 6 or 2 about it, 6 would've avoided saying he talked to me (which he didn't) which would make 4 suspicious and he wouldn't poke the hive more than that because of the previous reason I mentioned.

Then, I started Resonating with 2's plan, his teammate could be anyone, even 4, so I decided to team with 1, 4 knew 1 wasn't 2's team because 1 hadn't been online at the time from the game start to when 2 stated he had one, they could've been friends in advance but I considered that in a worse scenario, they should be a trio instead, that will be highly useful for the following strategy:
I had 4 and 1 "on my side", so that made the total amount of players that could theoretically vote me 4.
I considered 2 would vote me and that he would have from 1 to 2 teammates, because half the game wouldn't team up to kill me out of his will.
If the 3 voted for me, I would activate my joker.
I voted for 6, 4 voted for 6, 1 voted for 6, that would mean the last left out vote would be 6's.
Because 1 and 4 could've been traitors, I myself voted for me, since if 2 had 2 teammates and one of them was an intersection on my team, I would with certainty know that I would have 4, 2, ?, and me voting for myself, which would be an even number and the majority, that wouldn't make sense.
But to operate under this whole entire premise that 2's plan was to get me out, he would've had to be sure he wouldn't have been voted out first, in which the only possibility for that to happen was him being the revenger, that showed that if he was the revenger, he would have the set conditions to vote me out and to not suffer from the risks of being voted out himself.
Which meant that if he got a in a tie because of his thought process being of same equality to mine, and him considering I could have 2 teammates that would vote for him,
-he would vote for himself at the start so the left out person wouldn't cause a draw.
-or he would try and get the left out person for himself, which would be one of 3, 5 or 6.
Which meant that if he was voting himself out, he would have a higher success rated strategy not to cause a draw instead of his objective, meaning he would "win" if I or he was voted out.
That's exactly what I voted for myself, because his considerations took place inside my mind by him trying to read my thoughts, him going inside my mind made me trap his, with him thinking I would have from 1 to 2 teammates and thinking I thought he had the same, I would vote myself so his vote for himself would make his friends' vote for me go against my friend's vote for 6 and 6's vote would remain untouched, causing a draw, that's why I was sure he would've lost the voting, so I decided to consider that.

The Vote Went Exactly As I Predicted And I Left As The Voted, By 3 People, With My Joker Activating And By Raw Luck, Eliminating 5.
After that happened, he figured I had 1 on my side, he didn't necessarily know I knew 4 was on his but he was 90% sure of it, that meant that by still teaming with 4, he could consider I thought 1 was the traitor and then try to convert him or pull something based on that, which I planned for that to happen from the start moves I said earlier about talking to 5 and 3, since I still didn't know 2's team, I could figure that it was 3 or 6 and 3, which meant that the next voting arrangement should be placed to eliminate 2 or one of his teammates instead of me trying to clutch that strategy again, in which my plan for that consisted of:
Getting close to 4 so 4 would tell 2 I was still teaming with him, which would show 2 I was either tricking him or I thought 1 was the traitor, in which would make him prepare for both occasions by attempting to vote for me with 1, or voting for 1 with me, which opened my grading of the situation to get 6 on my side, since he would think I thought 1 was the traitor or I was tricking him, layering that with searching for a teammate to change 1 or 4 would support both ideas while setting his mind state differently for each and one more.
State 1- He would think I think 1 is the traitor and I'd try to find someone to take his place in my team.
State 2- He would've thought I was deceiving him into thinking that, so I would still search for a teammate to take 4's place while trying to pretend that I have my game under control in his mind by showing his entrance to my mind would've been successful and my attempt to enter his mind after him entering mine was out of defense and not initially planned reasons.
State 3- I would've deceived him again by making him think that.

On all of those states, he would operate under the premises that I'm attempting to outmaneuver him before the vote started, but to make him think that, I would have to get 6 to either show or not show him that I was trying to get 6 on my team, to do that, I had to get 4 to know I was doing that by telling 4 I suspected 1 and I was trying to get 6 on my team while talking to 2 and while having talked to 6 beforehand, because if 6 was 2's other teammate, he would've told 2 about that before I told 4, so 4 would've told 2 about it while i was talking to 2, which would make 2 closer to thinking I thought 1 was the traitor, narrowing the states down to 2 instead of 3, precisely state 1 and 3 together, which by making that happen, I would make 2 have 6 vote for me, but what I would do after doing that would be talking to 3, because of that happened, then my plan for 6 as the teammate was set, which meant that by talking to 3 and recruiting him by telling him my teammate betrayed me and I had a plan to win the game with 3 people like I did for 4, and explaining to him what I did with 2 in the first round, would make him end up in one of two situations,
1- he would've been 2's teammate and would tell 2 about what I died which would show him the same things I would've shown him in 6's case, which would end up in me having a guaranteed teammate by my side and a guaranteed vote on me or 1, that came into play with what I showed 4 about having the game under control before the first vote, by doing that and narrowing 2's mind state to 2 individually, the probability of him thinking I wasn't deceiving him was way higher then the one of him thinking I was, because of how I managed to double my resources with 3 and 6, them, if I gave my command for 3, to 4, to 1, and 6 to vote 2, in the case they all voted him, 2 would still vote himself considering that my command to the person on his team I teamed with would be the same one I gave my other teammates, which would make him (the revenger) have the majority of the votes, therefore being in advantage, which I used as bait to have him eliminated whoever he wanted, because if he tried to eliminate me, I would've eliminated a random person due to my joker's perk, and if he tried to eliminate a friend of mine, my friend would be eliminated and I would be in a disadvantage. That's exactly why I told 4 and 6 to vote for 2, while I, 1 and 3 would vote for 6, that meant that if 2, 4 and 6 voted for 2 and me, 3 and 1 voted for 6, the result would've been a draw, so if 3 was the teammate, he would vote for 2 while 6 would also vote for 2 and 2 would eliminate 6, which would make me have the sight of who was with 2, but if that didn't happen, I would also be able to figure who was with 2, since if 3 didn't vote for 2, 6 would've been the teammate, in both of the ways I end up knowing who 2's teammate is, then, eliminating one of these 2 would make me either lose 1 teammate and leave knowing who was with 2 or losing no teammates and knowing who was with 2, both ways I concurred an 1/4 chance of the eliminated player being the sacrifice, which all he would be able to do would be revive 5, so while the voting didn't start, I started talking to 5 about how I would try to get him back in and i just gave him a good talk, if 5 was the defeated teammate of 2, my strategy would work out the same but I would have had his team on the minority instead, this all came into play perfectly and 2's teammate was 6, the vote ended in a draw and I told 1, 3 and myself to vote for 6 until 2 gave up and let 6 or a random person be eliminated, a random person was eliminated, 4 got eliminated by the wheel and the game went on.



With 6 voted out, my only option would have been to vote 4, since I had 1 and 3 on my side, I asked them their card and they said commoner, so I considered that if they were not lying, the sacrifice would be 4, which he then would use to bring 6 back, but my objective was way higher, on this vote, I first had to know 2's revenger's downside so I could formulate my choices.

I talked to 2 and asked him how he lost, he said "he had better preparations this time so I should get careful" that will be of great use later on, since the leftover players were: me, 1, 3, 2 and 4, 2 would think I would've voted for 4 with my teammates, which he then would use to also vote for himself again in the case I did vote for him, which I in that case would've told my friends to vote for 2 while I voted for myself and 4 for 4 while 2 and the other players voted for 2, because 2 didn't know I knew 4 was the traitor, 4 being aware I told them to vote 2 would make 4 vote 2, while 4 being aware I told them to vote for 1 would make them do so, if you recall correctly, 2 said "he had better preparations" this time, that obviously meant he had considered I could vote for him or for 4, which I then used as advantage, because since he had better preparations, for him to be put in a situation in which his layers would be "better" chanced, he would've had to have voted himself while considering i and my friends could've voted for him, since he perceived I perceived he perceived I would make both my friends vote for one person while 4 for the other, voting himself out would've fit the profile he made of me without suffering risks on his strategy, but the only condition for that to be true was for his revenger's downside to be even, in which he attempted to see through me but he again gave himself up, i with that reasoning, voted for 2, told 3 to do the same, told 1 to vote for me instead, told 4 to vote for 1, that would make 2 vote for himself or 1, 4 vote for 2, 2 would get voted out by an odd number of players, which would Eliminate Him.

After that happened, you may guess 2's only hope to be brought back into the game was 4's sacrifice, of which, to happen, 2 would have me and my teammates voting 4 out, 4 would bring 2 back, but 2 would still leave defeated due to having no cards, which meant that 2's actual best move was to try and convince 3 to humidify the votes so 4 wouldn't be voted out and would instead concur the revenger, but he still had to make the votes not draw, so all he could do was wait for 3 to vote someone other than 4 while 4 would vote the same person.
That means, In both cases, I was in an advantage, what happened was that 3 didn't get sure of his choices and ended up not voting, 4 voted for 1, 4 got down, 2 got up, the revenger fell on 3, 2 got down, me and 1 voted for 3 after he told us his revenger's conditions, and at the end of the game, when we would've chosen to tie or to make someone a winner, we agreed to vote me, I actually didn't vote and i instead used my joker to get him out, winning the game.

PLANET GAME

[FSIQ: NVI]
[OAEQ: EP + EU + EM + EX]
[REASONING: DEDUCTIVE + ABDUCTIVE]
[THINKING: ABSTRACT + CONCRETE + SPATIAL + PERCEPTUAL + ANALYTICAL]
[STRATEGY: ALL]
[PLANNING: ALL]
[FORESIGHT: ALL]
[MANIPULATION: LOGICAL + EMOTIONAL + SCENARIO]

CONTEXT: Playing An Online Strategy Game
CASE:

This Is The Playing Of a Strategy Game.
The Game Worked Like This:

1- There Are Two Planets
2- Each Disputant Will Own A Planet
3- Each Planet As A 3D Object Will Operate On A 2D Plane
4- Each Disputant Will Face Their Enemy By Sending Attacks And Crates In Their Enemy's Planet
5- The Objective Of Each Disputant Is To Break Their Enemy's 5 Planet Nuclei
6- Each Disputant Has The Ability To Commence A Facing Between The Two Disputants In An Area Composed By The Spaces Of The Two Planets Together In A 2D Plane,
-The Facing Is A Battle Consisting Of Both Players Constructing A Pathway With 10 Square Tiled Blocks Designed For A Randomization Between It Being The Opponent's Pathway Or Yours, The Person Who Doesn't Own The Pathway Will Be Allowed To Guess In How Much Time, They Or The Opponent Will Take To Traverse The Pathway In A Perfect Utile Time, As In Fully Automated Effective Movement, The Player Who Guesses Closest To The Result, Gets 5 "ENP" "Energy Points", And The Player That Guesses Farthest, Will Lose 5 ENP
7- To Avoid A Facing Between Both Players, A Player Has To Accurately Predict When Their Enemy Will Commence A Facing By Using An Option Named "Guess", If A Player Guessed Wrongly, The Penalty Of "ENP"s Would Be Of 10, While Guessing Right, Would Grant You 10 ENP
8- For A Facing To Happen, The Conditions Are: Only One Player Has To Request A Facing, If Two Request A Facing With An Intersection Of Time Period, The Facing Doesn't Happen
9- To Launch A Crate At An Enemy's Base, You Must Have 5 "ENP" "Energy Points" Stored Up
To Launch An Attack, You Must Have 12
10- To Gather "ENP" You Must Wait 5 Minutes For 1 ENP Or Guess Your Opponent's Attack By Area

I Will Name My Enemy "Lade" For The Explanation.

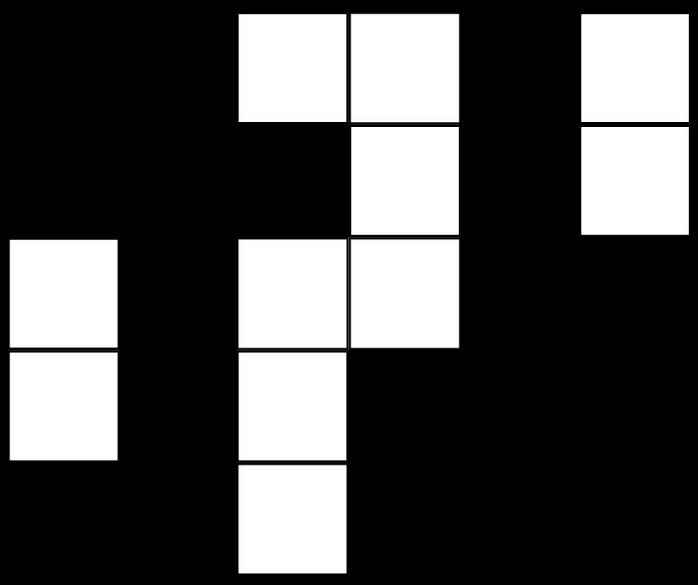
The Game Started As Follows:

Me and Lade started to talk for a bit to get to know each other and how we would operate.

After that, Lade and I began to play, we didn't know how the planet mechanics would work or how anything worked at all, there were lots of buttons so we didn't exactly know where to start, but I initially thought that if we both waited the first 25 minutes to attack each other, we'd have a more reserved encounter, but since I didn't know how smart he was, i decided to test that out for myself with two moves, I would first commence a faxing with him, based on the chain of events caused by that, I would categorize his skills in grades so I could know how much to think, it would work like these cases:
1- I face & he faces, = he didn't think I would face "G1" or he predicted I thought of that "G2"
2- i don't face & he faces, = he predicted I wouldn't face "G2 or G3" or he decided to face because of original thought process "G1"
3- None Face, = "G1 or G4"

Since 2 was the most favorable scenario to get answers, I did not face, he faced, so he could be G3 initially, My favoritism would help me survive this facing initially, before making my pathway, I considered some possibilities, such as that for the facings to work, there would be a kind of double time used thing for when we turned around corners or the other way around, or there would be a way to

place tiles outside of the pathway, that would narrow the possibilities for time to be from 2 to 10, We both made our pathways, my



pathway was something like this:

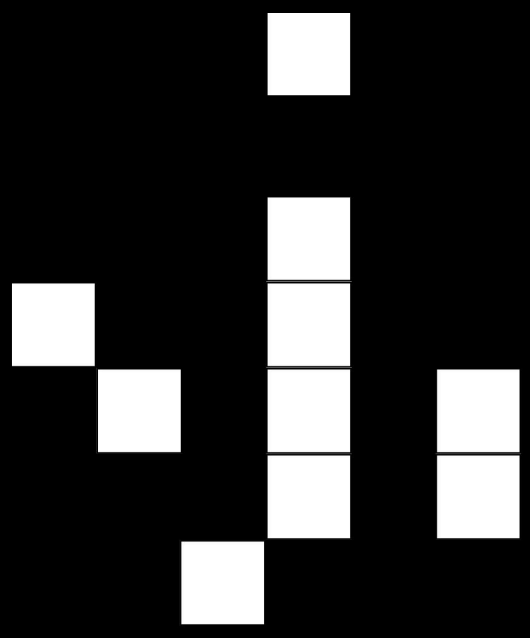
I ended up having his pathway, so i decided to guess for 8 seconds out of safety, because since he could've used 10 and guessed 10 due to finding that 10 was the only possibility when i figured it wasn't, I would still be closer to his pathway while if he guessed 9 or 8, he would lose or tie with me, that was logically the best move based on what we had on each other, as for him, the best move would make his pathway a 5, because if he found that out, making a 5 or a 4 would've been the best path for him, while guessing a 6 or a 5 would've been the best guess for him, because I would've thought he thought I thought of that, which if he didn't, then it would've been 7 as me.

Very surprisingly, he picked a 5 and guessed exactly 7, I was completely shook and i didn't imagine someone would've thought I thought they thought of that like that, specially because it requires a lot of back and forth, specially in a quick game like this, i didn't panic, I at least was completely sure he was a G4 or G3, based on that, he deployed a crate to my territory, we didn't know what crates meant at the time, so I didn't imagine he would've done it so early, I actually thought he would've stored the "ENP"s for a bit, which was not the case.

When the crate came, i didn't know what it was meant to do but it started damaging protections I had around my base in a very seemingly random pattern, i didn't know if he was controlling it or what even was happening, but it didn't seem to be outer force because it was over the blockage of the walls in angles, and it wasn't affecting any of the nuclei, so as a sane person would think, I imagined (plan) that the "attacks" would be the actual cause to damage the nuclei, while they would either be a more potent crate or something you had to use together with it.

What i figured I could do, was wait for the rest of the minutes to pass, I knew he wouldn't attempt to start a Facing, because he knew I could try to start one, or guess he would start one, and me starting a Facing wouldn't be bad for him, because he knew I wasn't going to start one out of revenge, but he also knew that if I started a Facing and the Facing resulted in my loss, I wouldn't have chances of recovering at the start, because he would've totalized 10 "ENP"s and I would be at 0, and so thinking he could've thought of that, I decided to take a step back and instead trace his thoughts, I made that assumption based on the fact that he would've figured my pathway out due to being inside my head, in which I could avoid by being inside his first, so with him theoretically sure u wouldn't Face, I Faced him.

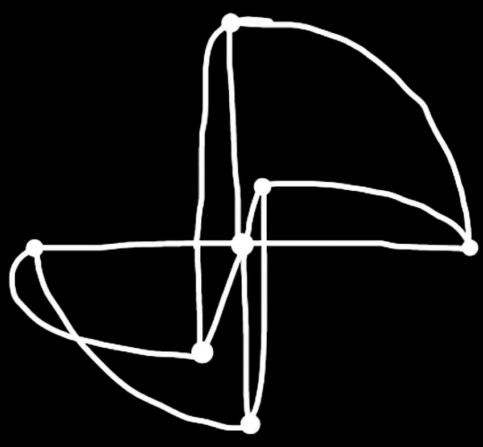
In The Facing, my strategy worked as follows:
-Since he had to guess numbers from 2 to 10, with a plausible 2 by 2 interval, I had to use something that would prevent him from being as accurate as I should be, I imagined he would think I thought i should built one accounting for the possibility that this Facing would've fallen on the opposite of the last one, of which to happen, the conditions of randomization were still plausibly met, so he would think I thought that i should build a path that I would go through instead of him, in which I started to wonder (plan) why make the game like that if the point was entirely just to guess the opponent's path, making it so we're randomly placed in one maze or the other would've been pointless, of which to my avail was my own thinking, I figured that this had to do with our ability to intervene with the outcome of the path (obviously) but not in a way someone should think, if we for example placed squares/tiles outside of the path, differently than the ones we place inside, there was a chance that some function caused by the outside tiles, plausibly ranging from 0 to 8, would interfere with the Facing's outcome.



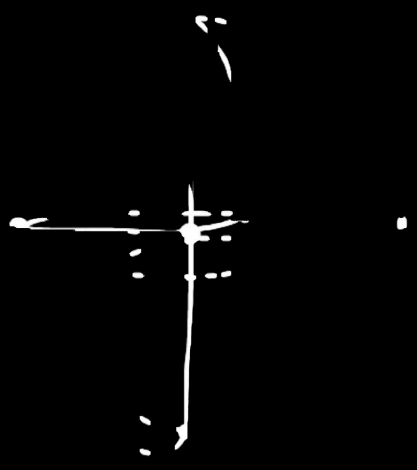
After thinking of that, I immediately built the following Path:

That Pathway would’ve given me the most information on any functional possibilities considering the game rules, which is why I built it that way, also considering that if he had predicted I did that, he would’ve guessed a number closer to 2 or to 5 than to 4, because if I wanted to gather the most data, I would originally aim for a higher function finding, or a higher matter working, never in between, I attempted to read his thoughts as I did that and what I could think of a pathway for him, was with my hopes, something that didn’t mimic my thought process, because if someone could think that far, I was definitely going to either lose or get very close to losing the entire game, after his path was made, I guessed his path would’ve taken an unexpected turn instead of something that would get me thinking on how I could narrow down the possibilities for my guesses, of which my thought was 10, I guessed exactly 10 because I was afraid he would guess 5, since it’s a safe number to guess, he did exactly 10 and I won the Facing.

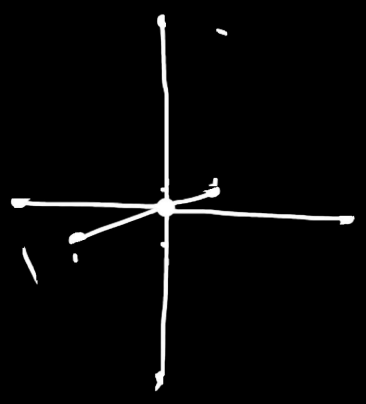
With The “ENP”s in hands, i immediately deployed a crate to figure out how it worked, it looked like a circle panel, it had no additional information about anything, I had to deploy the crate in the panel but i didn’t think he thought deploying it where he deployed it was a good idea, specially because no information about how the crates or deployment worked was given, so I assumed he would’ve wanted to test that out for himself, that the deployment worked differently then how it made itself look in the panel, or that he somehow mistook where he wanted to place the crate in, after thinking for a bit, I came up with a deployment strategy, i pictured the 2D plane in a 3D panel, then unfolded it to make the following shapes:



As



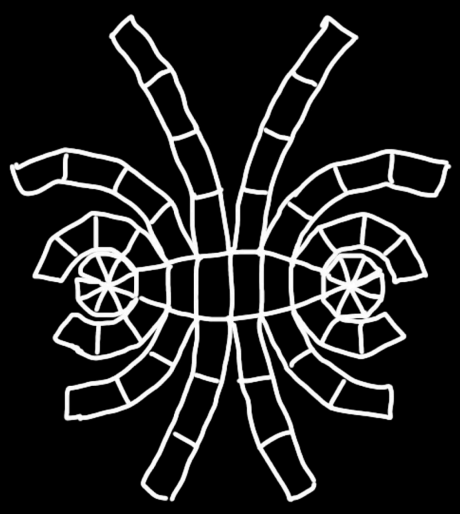
Of 3D



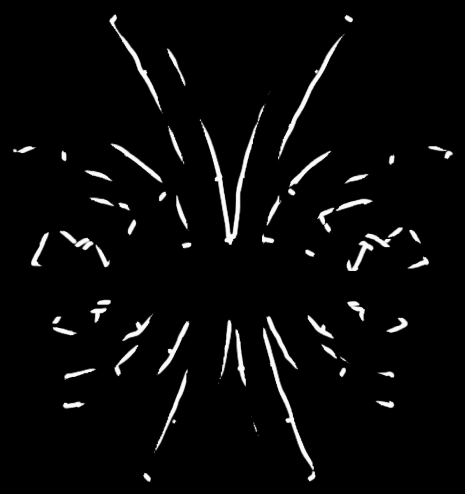
As Of 3D ROTATED



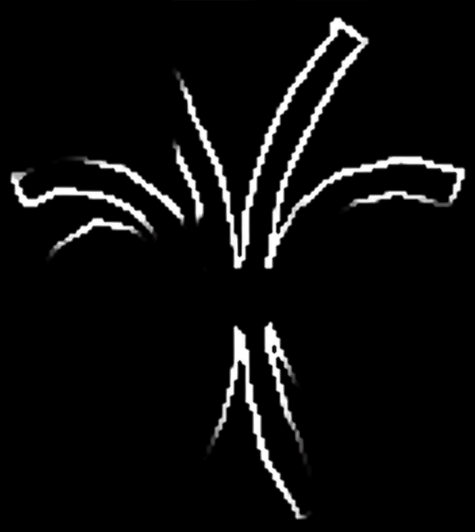
As Of 3D Dimensioned DOWN.



With that done, i figured that to find the actual spots on the map to attack and guarantee



success in 4 attempts, I had to size the place’s exo part up, making something like This: And then size it down, to know which lines from white to white intersected with the ones from the other plans, making this:



Since only the Right or Left Half of the image was witnessed by me, I figured that out.

Based on that shape, his nuclei would be on the places I would mark, and placing the crate or attack in the nuclei marked places, would've given me the best of any situation, since I still had to account for the possibility that the crate would've been deployed differently than how it made itself look

So I did, after doing that, I didn't really see any results but he looked distressed, which probably meant a good thing, so we went on with our game.

Waiting for a while to see if a facing started didn't result in anything, since his availability for moves was to either Face or Guess, I Figured that if i Faced and he Guessed, I would've been ok, now if he Didn't Guess, and I Faced, my situation wouldn't be as good, same if he Faced and I Faced, so looking at it statistically, the best option would've been to Face, since it inter wives with two of the good options, not if I Didn't Face, he wouldn't have Faced either because he's not on s good position to do so, with 3 minutes passed, i figured something out and made a plan:

I originally highly suspected the composition of this game, because the pathway part was basically just a guessing number, so I began to wonder, why would a game with that setting end up just being a guessing number?
There were two possibilities:
1- The Game Would Have An Abstract Escape Route, as in something I could use to my advantage that wasn't necessarily obvious but it was possible.
2- The Placement Of The Game's Rules Would Change.

Based on those two factors, I could formulate a strategy and a plan to Face my opponent.

It worked like this:

I would start a Facing, as expected previously, but I would instead attempt to drag the matches around for a little but not enough for him to figure what i figured out, On the Facing I would start, if it actually succeeded in starting a match, I would drag his guesses using my thoughts instead of tactics or reason, I would do that because I needed to build the game up for my play based on the factors I mentioned, I started by trying to map his thoughts based on the situation he was in, considering he was in a disadvantage due to me having the first insight on how the crates worked because of him throwing one at me, I knew that he knew the best scene for him to be in would be one in which he had a medium risk & high reward resolution to, because he was insecure about at what pitch I stopped thinking, I knew he'd instead of trying to classify the layers of my thoughts, try laterally preventing me from catching an upper ground at him.
How would he do that? Simple, he would attempt to misdirect me into thinking he wanted me to think he was going for a Thought Layer Battle, which he knew I knew he wasn't, because playing that way in a game with that complexity wouldn't be optimal or manageable in such a short time, I knew he wouldn't try to do it because he wasn't at the best emotional state to be able to process and store so much information in that short amount time, which meant that my play had to match his most optimal plays, considering he was trying to deceive me into thinking his plan was to make me think he wanted me to think that he wasn't going to play the way I would think he would, and that meant that his play was going to be a breaker of the chains he put me in as if he was in my position (for reasons i don't need to specify due to them being explained already), that was to Guess AND Face, which was absolutely gorgeous considering that his situation wouldn't suggest him to do that as you may think, it looks fairly simple but it could only mean one thing, by doing that, he planned on spending time ON a Facing so he would have the awaited time NECESSARY to Crate me, by making me suffer with the chance of ending up with either 10 ENPs, 0 or NEGATIVE 5, which he would then end up with either -5, 0 or 10, BUT he FIGURED that there was the chance of two NEGATIVES making a POSITIVE, that being him Guessing and I Facing, which would BOTH remove 10 ENPs from me, losing it and getting 5 or staying at -10, or me LOSING 10 ENPs, then losing MORE 5, or not losing and losing 5, not losing and winning 5, Or losing 10 and winning 5, that had him at a MAJOR advantage in BOTH ways, because of me noticing he deduced that because of his previous play, I figured my best plan was to NOT Face, because me Facing INSTEAD of giving me the BEST scenario, unless I faced with the purpose of catching him doing that and make him go -15, my play was set, I wouldn't have done that because if I got it wrong, I would be in too big of a loss with no potential reward considering the probability of other events.

With that reading in hands, I knew that I had to do something regarding the validity of his play, so I did, my reading was 100% correct and he did exactly what i figured he would do, and the Facing started, since I didn't want to take the previous Facings into account because he would, since my plan worked, I knew i could direct him for something useful, with that being the aim, I put him in the emotional state of which he would be terrified of how I was going to play because I've shown that I was a step ahead of him, but the blunt start of him up playing me was the call off for me to do the plan I started, of not using my theories at the start and instead molding th scenario for my strike to be critical, I would do that because he would feel that if he managed to beat me once, despite my play being far above his, he still had the chance to turn the table, making him gaslight himself into believing the situation's sight of him and me wasn't like a normal game, but one that was a lighter shade of black but yet not gray, I don't know how to explain emotions so you would have to understand how he felt at the moment, with that done, I had the Facing started and I made my path ordinarily 4, I knew he wouldn't go for 10 because even while he changed his perception of the situation by calming himself down, that made him even while not being in the best situation to play confidently, be aware that he wasn't 100% confident in his composition of it, by putting him at that mind state, I had him play between: 2, 4, 6, 8, he wouldn't pick 3 because odd prime numbers make people go off with distrust in those situations, people like him always bend towards the "perfect" even of a number, which could only be situational, since I had him thinking the way I described, odd multiples of 3 would generally set him off, because 3 was between 2 and 4, two numbers that are close to 5, which he wouldn't pick because he didn't want to pick anything too findable or too unfindable, that is because of his "blurry" view of the situation, after completely controlling his sight, I knew he could pick 8 because it was between the first number I picked and 9, which was an odd multiple of 3 but not prime and it was even, but I narrowed it further, because he wouldn't pick 4 due to it being between 5 and 3, and that meant I had 6, 8 or 2, which would make my best guess theoretically be 5, but I knew he would try to predict my guess before making his Pathway, so I had to exclude all the additional

information I had from my manipulation and think from his perspective on his emotions what someone would make me pick, instead of thinking what he would pick, that meant that due to him believing but reluctantly that he would be able to even the game out, his best play would've been to do a 2, because he did feel that he wanted to make me think he would play something according to it, i don't blame him for being panicked, even I was, but that didn't fog my thoughts, I only knew he would reason that way because of him using his crate at the start instead of keeping it for later, so I made my Pathway thinking he would think my best play was a 9, exactly because of the motive above of him trying to get me to pick around 8, so I made it a 2 and guessed a 2, I Won The Facing.

I used the Facing we made for this, he was completely flabbergasted, he wasn't speaking on the mic for some seconds and when he started speaking after the results, he was trying to keep composed and talk to me about it, which he had not done previously, you wouldn't want to loudly and happily talk about something you lost, specially like he was, while making him seem unfaulted, and so I didn't care, I would damage his Terrain by dividing my projection into unfolding from the previous place I Crated, and so I decided, to keep my ENP until i gathered enough, right after the Facing ended, I immediately started one, he would be at negative 7, while I would be at 13, I figured he already wouldn't know what to do, with his mind completely bugged because of my games and such short time to decide, I figured he wouldn't try to trace my thoughts or at least not on the high end of abstraction, because he didn't have the time or focus to, he would play closer to 6 or to 3, and so I had to decide between faking my will to guess around one of the two, or directly telling him I would, if I faked a mistalk, like muting my microphone and talking to someone beside me, I would tell them I would guess 6 like that person was my friend, but nobody responding with that person not appearing previously would obviously show that I was bluffing, and so he would know I would guess around 4, which I could use to actually guess 6, but if I told him directly that I would guess 6, instead of not believing me or believing me, he would search for an out way, that's exactly why I changed the whole setting of my statement for it to be between 3 and 6, if did what I said, he would've placed his Pathway around to be 9, that's exactly why I said I would guess 6, with him knowing I would likely guess from 3 to 6, he would've placed his Pathway to be 9, which he wouldn't care to bother with going all in for it to be 10, since me guessing 8 didn't make any logical sense, exactly what I guessed, I guessed 9 after telling him I would guess 6, 6 was 3 away from 3 and from 9, but 3 due to being way closer to 1 and 2 than 9 was, would've given the most tilt in his mind, he wouldn't know where to place his guess, because of me doing that, he would already be unsure of any and every thing he did, with that done, I placed my pathway to be 2, because he was going to guess between 6, exactly because his perception of me was that I would have Guessed between 3 and 6, I would've placed my Pathway to be from 6 to 10, due to that being closest to what he wouldn't bother with because of me Guessing 8 being illogical, with him guessing Exactly 6, I won the Facing.

For the next one, since he was already at negative 12 and I at positive 17, I knew he would try to Guess and Face, but he wasn't in the conditions of doing so, that's exactly why he would only Face, with that in mind, I waited for the Facing, as soon as it began i already knew what to do…

I knew he would try to do something unpredictable and quick, and his choice due to all of his mind fog, the light at the end of a tunnel he just rushed through, was 5, I placed my Guess at 5, I knew I had to cook him, so i decided to stroll things up a bit, I placed all of my blocks on top of each other…
That meant that, if it was possible, it was the answer to my theories, and the traveling within that would work like this: If your tower is 2 blocks tall, you have to move THRICE to go through the Pathway, because your direction on a vertical plan, would be of having to actually step on Top of a block you start on, instead of inside it, that's exactly why you would start BELOW it, which meant that the amount of moved times once you are in a VERTICAL Pathway, would be the amount of tiles composing that Pathway + 1, in which i just used as an initial test and did 2 to result in 3, with that done, I knew he would guess 5 or 10, so I Guessed his Pathway CORRECTLY, and he Guessed 5, I Attacked his Area to destroy his Nuclei using the strategy I mentioned earlier, and I managed to break 3 Nuclei, since I had 26 ENP and one of the Attacks hit the Nuclei in reverse to it, while the other didn't , that meant that the last Two Nuclei were at two non facing positions of the previous ones I Attacked using the strategy,after I did that, it was announced that I would get as much ENP for a Facing I won As the amount of difference of the amount posed by the Guess of the Winner, divided by the amount of 3.
I started the next Facing, already at a huge advantage of having 0 ENP while he had -16 ENP, i knew what to do, he would guess a number that would correspond to my situation, I would clearly try to get the farthest away possible of his Guess so I could get the new Upper Ground, and so he would Guess Two, Guessing 10 was not doable, due to him having lost lots of cases by doing similar plans, 2 was his only option, I placed my Guess on 6 because it was his best possible choice and went with my play…
I Placed My Pathway To Be 10, Vertically, With His Guess Being 2, The Difference Was Of 9, which resulted in 3 times the ENP I would receive, and that was 15, I Attacked His Nuclei using the Reasoned Strategy I mentioned, and Won The Game…

INFECTION

[FSIQ: FRI]
[REASONING: DEDUCTIVE]
[STRATEGY: ALL]
[INCOMPLETE]

CONTEXT: Playing a game my class organized with other classes at school.
CASE:

This was a simple game that worked like this:

1- There were 20 players in total.
2- Every player would either start with the role of "Infected" or the role of "Healthy".
3- There are two areas for playing, One is The normal area, the other is The lockdown area.

4- The Game works based on turns, In each turn, the players can choose by majority, an action to perform, The two available actions are: -Lock & -Not Lock, Locking, will open a vote to decide what player to Lock, Nor Locking, will continue the game as usual, the game lasts 20 turns.
5- The Objective of the game is to, when a vote for Locking starts, correctly Vote out an Infected player, each turn will happen from 10 to 10 minutes.
6- There will be a shown selection of a circle of players, with it being used for guidance, at each turn, the Infected Players can choose a player that is adjacent to them in the circle of players to infect if they want to, a non-originally Infected player that was infected after the Third Turn, will only know they are Infected by using a tool in the game area, The tool tells if the player in it is Infected or Not, the Tool can only be used once every Turn, if we didn't use it in a Turn, we would accumulate uses for upcoming Turns, if an originally Infected player infects another player, their position in the circle of players update by 1, switching places with the person in front of them, the update is however, not shown to the other players.
7- At the end of each Turn, the amount of infected players and the shortest amount of turns in which one got infected will be shown, together with the number of players that got infected in that amount of turns.
8- 19 Players will start with the role of Healthy, while 1 starts with the role of Infected.
9- Every Time the players correctly vote an infected player out, one random player is granted Immunity, and one random player is granted a Vaccine.
10- Immunity makes you unable to be infected for a Turn, if someone attempts to infect you, it is publicly announced, Vaccines will turn an Infected player into a Healthy one when used.
11- If an Infected Player is infected and not voted out for 4 Turns, they Turn into a Zombie.
12- If a Player is Locked Down and they are not infected, the Player who first voted on him, will be eliminated.
13- If a Player is Locked Down and he Is infected, he is Eliminated.
14- For Each of the sides to win, it must have more players than the other side when the game ends.
15- If An Infected player turns into a Zombie, that player is able to infect 2 Players in a Turn, If a Zombie remains alive for 5 Turns, He will be able to infect 3, and so on, every 5 rounds.

It all started like this:

We all played on the library, there was a phone there and it had some cool things around it, so I assumed it was the place in which we either vote or check if we are infected, I wasn't assigned my role yet so i decided to talk to people for a bit, I'll call each player a Number like I always do, for the sake of guidance, I'll be 1, ok so, starting the game, the first thing I did was starting to count the seconds, then I started trying to socialize, 3 became friends because apparently they liked something and i didn't know what it was, so I pretended to do, 2 and me also became friends but just by talking, (even though the conversation was much shorter than 3's) i didn't have enough time to talk to everyone so I decided to use my time to check who stood out the most, 6 was befriending a lot of people at once and that didn't make much sense, considering you do not want to look like that in a game like such, but I assumed he probably just was infected, which was like high chanced but I didn't discard everything else.

The First Turn started, we all gathered up and 5 people came in, they were likely the 5 hosts of the game, which to organize themselves enough would take more than the little amount of time we took talking, my counting was of around 14 minutes, which meant they had organized it previously, I took this into consideration but didn't bother to think much of it at the time, since it didn't look fruitful.

At the start of the Turn, we all just said we shouldn't vote yet and that's what we did, we didn't vote, I knew this would escalate pretty quickly, so I had to make a strategy, I thought of the following:

-Since the amount of infected players would likely double every Turn, but there was a chance of that not happening

-We had the essential cases of increment on infected people every Turn: 0, 1, 2.
For me to be able to know who was the Infected initially, I had a plan

-We waited for the turn to end, if 4 players were infected, we would not use the checkup, and instead wait for the next Turn, based on that, we can divide the 20 players into 5 sections of 4 or 10 of 2, in which it would be guaranteed that we by using the checkups we could deduce who the infected players were, if we considered that at after Turn 2, the limit of infected players would be 4, we would have 2 checkups, so if we used the checkups at the second turn at the 2 players in the first group and none of them were infected, we would be able to eliminate them from the possibilities for starting players, the thing is, if our division of the 20 players in 10 groups of 2 was instead of 2 players next to each other in the circle, a staircase skipping one player.

1(me)	2	3	4	5
AA	AA	BA	BA	CB
6	7	8	9	10
CB	DB	DB	EC	EC
11	12	13	14	15
FC	FC	GD	GD	HD
16	17	18	19	20
HD	IE	IE	JE	JE

GROUP A
GROUP B
GROUP C
GROUP D
GROUP E
GROUP F
GROUP G
GROUP H
GROUP I
GROUP J

SUBGROUP A
SUBGROUP B
SUBGROUP C
SUBGROUP D
SUBGROUP E

i

BUT, IF AB AND AB IS NOT INFECTED, THAT MEANS
BA AND CB + AB AND AB CANNOT BE THE ORIGIN
WHICH MEANS EITHER DB OR DB IS THE ORIGIN
BUT IF DB WAS THE ORIGIN, THERE WERE 4
INFECTED PLAYERS, AND NO AB WAS INFECTED,
ONE CB WOULD WITH CERTAINTY BE INFECTED,
WHICH MEANS THAT DB2 CANNOT BE THE ORIGIN,
BECAUSE IN ANY SITUATION THAT DB IS THE
ORIGIN WITH 4 INFECTED AFTER TURN 2, AB IS
INFECTED, THAT MEANS IN A 4 INFECTED SCENARIO
WHERE NO AB IS INFECTED WITH 8 PLAYERS AFTER
THE SECOND TURN, CB2 OR DB1 MUST BE THE ORIGIN

GROUP A
GROUP B
GROUP C
GROUP D

SUBGROUP A
SUBGROUP B

1	2	3	4	5	6	7	8
AB	BA	CB	AB	BA	CB	DB	DB

LEFT OUT

THAT WORKS BOTH WAYS, BUT THE GROUPS AREN'T DIVIDED IN A MANNER THAT ALLOWS US TO NARROW IT TO BA AND CB BY USING BA AND DB, SINCE THEY ARE NOT IN THE SAME GROUPS, THAT IS THE PURPOSE OF USING AB IN THE FIRST PLACE.

1(me)	2	3	4	5
AA	BA	AA	BA	CB
6	7	8	9	10
DB	CB	DB	EC	FC
11	12	13	14	15
EC	FC	GD	HD	GD
16	17	18	19	20
HD	IE	JE	IE	JE

GROUP A
GROUP B
GROUP C
GROUP D
GROUP E
GROUP F
GROUP G
GROUP H
GROUP I
GROUP J

SUBGROUP A
SUBGROUP B
SUBGROUP C
SUBGROUP D
SUBGROUP E

WHICH BRINGS UP THE QUESTION,
WHAT IF THE RULE IS IN THE GAME?

WELL, THEN, WE WOULD FORM THE TABLE LIKE:

1 2 3 4 5 6 7 8

IN A CASE WITH 4 INFECTED, AB AND AB COULD ONLY BE INFECTED IF BA OR AB WAS THE ORIGIN, THE SAME APPLIES FOR DB2 AND BA2, BUT IF FOR INSTANCE, ONLY AB2 WAS INFECTED, THE ORIGIN COULD RANGE FROM BA TO CB TO AB2, EXCEPT THAT IF WE ATTEMPT A CHECKUP ON BOTH AB TAKING IN CONSIDERATION THAT THEY ARE PLAYERS 1 AND 4, THAT STRATEGY WOULD DISPLAY, BUT SINCE THE ORIGIN'S PLACE CHANGES WITH THE NUMBER NEXT TO THEM WHEN THEY INFECT, THEY COULD ALREADY BE PLAYER 1 AND 3, OR 8 AND 4.

SO TO GUARANTEE YOU WOULD HAVE RELIABILITY IN THE CHECKUPS AFTER THAT HAPPENED, YOU WOULD ALWAYS NARROW DOWN THE ORIGIN TO THE FOLLOWING: CURRENT PLAYER, NEXT PLAYER, PREVIOUS PLAYER, TO THE LAST PLAYER IN THE GROUP OF BOTH INFECTED, MAKING THE POSSIBILITIES FOR INFECTION RAISE FROM 2 TO 3 AFTER THE FIRST TURN, BECAUSE THE ORIGIN MUST ALWAYS ADVANC, INDEPENDENTLY IF THEY WILL INFECT A FORWARD OR BACKWARD PLAYER, THAT IS WHY THAT STRATEGY WORKED, BUT TO SCALE IT TO 20 PLAYERS, YOU WOULD EVENTUALLY GET OVER-QUANTIFIED BY THE INFECTION, THAT IS WHY YOU WOULD ALWAYS VOTE THE PLAYERS THAT "FELL FIRST INTO THAT TESTING PHASE" OUT SINCE THE NUMBERS WOULD'VE CHANGED, THAT PLAYER WOULD HAVE SWITCHED THE GROUP'S ARRANGEMENT WITH THE ORIGIN, SO EVEN IF THE ORIGIN FORWARDED, AS LONG AS THE INFECTED QUANTITY IS AT MAX, THE PLAYER WILL BE INFECTED IF THE ORIGIN INFECTS THE PREVIOUS PLAYER, WHICH WILL FORCE THE ORIGIN TO INFECT FORWARD, BECAUSE THE PREVIOUS PLAYER WOULD HAVE TO INFECT THE PLAYER THE ORIGIN WOULD.

BUT, IF AB AND AB IS NOT INFECTED, THAT MEANS
BA AND CB + AB AND AB CANNOT BE THE ORIGIN
WHICH MEANS EITHER DB OR DB IS THE ORIGIN
BUT IF DB WAS THE ORIGIN, THERE WERE 4
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WHERE NO AB IS INFECTED WITH 8 PLAYERS AFTER
THE SECOND TURN, CB2 OR DB1 MUST BE THE ORIGIN

GROUP A
GROUP B
GROUP C
GROUP D

SUBGROUP A
SUBGROUP B

1 2 3 4 5 6 7 8

AB BA CB AB BA CB DB DB

LEFT OUT

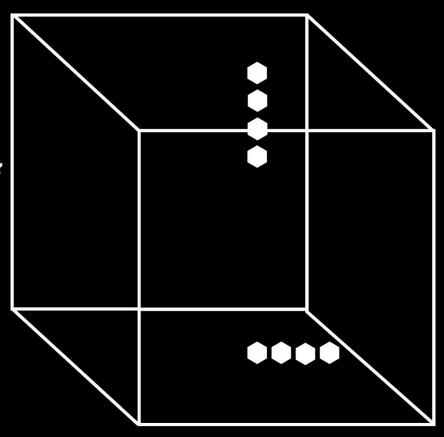
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CUBE

[FSIQ: VSI + WMI]
[THINKING: LOGICAL + SPATIAL]

CONTEXT: I was playing a game in which I had to divide an 8 by 8 by 8 cube on to 8 sections with all of them containing a chest and being equal

**To understand the problem's composition,
you can divide the dimensions into a 2D Plan
That makes it so with 4 chests you would have
To divide the square into 4 equal sections
With each section containing a chest, that would
Result in a division with 16 tiles and each sector,
And formed in a spiral shape, with the top chest's
Division having 2 tiles down, 3 tiles right, 5 tiles up and
6 tiles left**



**Moving mirroring that
Pattern in a 3d area
Will achieve that result
That was how.**

**The end of a path must always end on a corner, the same follows for
The cube, because each sector will end up on its own corner.**

CASE:

SCHOOL

[INCOMPLETE]

CONTEXT: A person at school tried to expel me
CASE:

For the sake of explanation, I will call each person here a name, be aware of the names I use.

It all started like this, I was at school with my usual class routine, when lunch interval started, when I got to the place where we eat the food, a person came to me and asked me: “Is the weather cold” and dipped, he was about 3 years younger than me, so I assumed someone told him to do that, he had a school uniform and he just ran away like a normal kid, i didn’t bother him because I thought he was playing, i obviously wouldn’t suspect some random kid coming to me and asking me that, I was 14 at the time.

When I got back to my classroom I immediately felt something was off, the windows were open unlike they usually are, no one else was there and it was pretty early, so I just assumed something interesting happened back on the food place that made people take a little to come, I went back to the place and witnessed a fight that started apparently exactly after I left, strangely enough, i didn’t know anybody from the fight but one person was clearly winning, i just decided to ignore it and go back to the classroom after the people went too

When I got back there again, I noticed the windows were closed, so I knew someone had been there in this interval, we all sat down and I saw my seat’s table with paper that had writing in it, the letter said: “no, it’s hot” followed by random characters of seemingly random pencil crosses, I thought it either was a prank, a joke, a weird person, or a code, so I kept it for later, when class was over i decided to leave while paying attention to the people around the places I went, I noticed some weird people staring at me but that could obviously be the result of me looking at them occasionally, tho I did take note of their appearances for later.

On the next day of class, when I got into the place my school is in, I was greeted by a group of friends, also with people I didn’t know, they were eating stuff so after we hanged out for a while, when class was about to star, i decided to buy a chocolate for me in the store beside us, I bought my chocolate but when I got it, the lady who gave me my chocolate gave me a note saying “did you figure it out?” and told me, “have fun with that person”, with a nice smile on her face, that was obviously not referring to whatever I would think of at the time because it looked like a movie, so I figured the lady was likely given this note by someone who went there and asked here to give it to someone that fit my description, it was probably a girl because saying it was a love or a teasing letter would’ve been a good way to get it handed to me, but it could’ve been a boy or anything, I tried to recall the people who went into that store but nobody went there after I got at school, it still could’ve been a friend playing detective and criminal with me because it’d be funny, but most people wouldn’t go that far.

When I was walking to class, I started thinking on who could’ve done that and why, without much avail, a friend came by and we walked up to our class floor.

When we got in class, I started trying to decode the message, i figured that it wasn’t really complicated and was just a Morse code, with the random noise of pencil just being dots and length and absence would mean the underline and longer dots on Morse codes, I checked to see if anyone was watching as I did that and nobody was, so i decided to finish it there.

When I’m time for eating again, i decided to become friends with the class of the people who fought, which i didn’t know at the time but I assumed it was one section after my class’s lunch time because i didn’t find them or other people who where there at the time, since it started after the clock of ours ringed, I decided to think through which classes were at each time, since they looked older than me, it was obvious that the class lunchtimes were organized by age, so i decided to go down to my class’s floor and to the classes with the older people.
I waited a bit for a staff to show walking and checked for which rooms were staff rooms or not, because some classrooms didn’t have plates on them as staff rooms also didn’t, i decided to go to the second library at the school and check there for anything that could be used for me to find that out, it was a friendly place and very unused, so I imagined the school was in a decline or change and that more rooms like it would be shown there.

After the lunchtime clock rang, I checked for the people who fought and whoever else left that classroom, then walked up the stairs with them as someone normal should, after I did that, I started a conversation with a girl from their class talking about the fight what went on during the day previous to that, I had no point in starting to befriend someone from a higher class, but it could be profitable because of some things I will mention soon.

After lunchtime was over and I made some friends, i decided to instead of going back to class, go to the library and check for anything useful, since nobody was there, I ran the code through the Morse code reader on my phone, it said “you will be expelled” in Portuguese, i at that moment knew it wasn’t a prank or things like that, i immediately got back to class and started searching for kids that would look like they watch anime, i didn’t really get anyone that would sound like they watch that type of anime, so I kept thinking to myself why they’d do that, without much thought of it, i decided to go out for a bit early after the last time’s class clock rang, that was so I could befriend more people, some people jumped out the most to me, one was a girl and I will call her “Jean”, she wore the school uniform but her backpack was relatively bruised, which is not something normal for a girl her age, specially at a start of a school year, because girls there tend to keep their things clean and new, so I took her as suspect for someone who could be helping with the case, since the woman on the store gave me the chocolate that way, another person which I will call “persis” was a

boy, he was pretty ordinary, but I could tell he hadn’t slept much, he wasn’t someone focused on studding because his backpack wasn’t heavy or set to carry heavy weights, he didn’t keep his arm tucked in which is something usual for people who write alot during classes, even though he also wasn’t a late sleeper, he had the classic tell, a cat or a dog due to the fur on his whole clothing, he kept his phone on his right pocket while he for some reason mostly used his left hand to get it, and some more things.

After we departed, I went home and started talking on the school group chat about anime, while cringing alot, some people showed out the most, I knew that the guy I was after would be one of the ones that did or didn’t, which I would narrow down based on future information, I would use that as my strategy and I made the following plan:

I would get to school and converse through my colleagues about things I studied and other stuff
I would not go to the recreation place on the first half of its time after its turn started

I would then go up checking for people who went down and I would go to the secretaries.
I then would ask the directions there for advice regarding science and say that someone lost their stuff and that I’d need instructions as to where I would get it in, that is because I would look completely stupid asking for help with something as stupid as that, but I would get the availability of what they had there with plausible questioning, I asked them if they had a printer and other things.
I then would after going down, check for my table and if anything was there, i figured some things out, for the person to get in that place without being seen by me, they certainly didn’t wait for me to go up as they would be seen, and they certainly didn’t hide inside the classroom because they would be seen by the janitor team checking if anyone was in the room, but they knew when they would check, which was after the time I would’ve left, so they could only have gotten there after those two events took place, which was the time in which I was going down, after I found the note there, it told me to take care of the seventh year class, which I knew they had done something to, after a day, I heard the rumors…

The rumors said I hooked up with one of their students, which was quite a cruelty to spread but I got their play, after keeping my laying low and explaining to my classmates that it was fake, I checked for which student they were talking about, I will call her “Dawn”, after meeting dawn, I started talking to her, she looked really worried about my reputation and she couldn’t hold her nervousness, she started looking like she’d cry mid conversation so I placed my hand on her forearm and told her not to worry because i didn’t care, then I backed down and started talking to her about her favorite books and stuff, after we talked for a bit about things like that, lunchtime was over, when I got back to my classroom there were no letters, I decided to make the person think i didn’t bother their plays and I had friended the girl they spread the rumors about, again, a day after the things I mentioned.

BURNING AGES

CONTEXT: fame changing and resource work-manner to get me an advantage so i would have a guy steal the other provoking anger on the wannabe leader by it going as he predicted having he either leaving the group and joining z's or staying and presenting rational motive getting them to blame shift g's party, therefore by g being blameshifted would search for gaslighting material with general stealing so i'd bait bite him into trying to steal therefore showing witness having g out of the community by insane hate or in the community's hated size increasing their resource gathering manner therefore strengthening the first part having them acknowledged as thiefs to have ts server developing control and connection closing having me protecting against zs indirectly and if zs route was true they'd get into ts server weakening defenses and similar blame shift process would happen but both externally and abstractly to have them either provoke hate on out goup to have me indirectly helping out group with ts weakened so i could easily gaslight ts into banning a guy with connections to connections to out group with rationalization to have his timings and actions matching the out group's actions with first shown event of having the initial blame shift happen so they'd get mad, sad and insane either shutting down the whole thing or setting strict prohibitions that would take down zs effect over ts and have zs join first researcher group created first week or search for outer groups both ways leaking their abilities and progress s zs group and researcher's was mainly formed by individuals i indirectly placeced in the appropriate state to join there, this was a 2 year long plan and the whole thing will likely not fit here.

CASE:

To have the first guy stealing the other I had to know that for the first guy to do something outside of his range of usual, he clearly wasn’t active and was a passive member of the community due to his island being unprofessionally shaped both to the messy and organized sides, that most likely meant his friends aren’t as into that and he didn’t have enough things to show off if they were, that meant that if he was then his friends would be a less requiring type thus being in a part of the community I wasn’t aware of at the time. (inferred by the fact that he wasn’t talked about & didn’t have raider friends & didn’t have any system tests on his island 4 (main), he didn’t have the mindset for a stealer due to the smart types of stealers usually having lots of island tests impulsively and being in touch with people on top of the community, he also wasn’t an ordinary stealer because of his personality: (clingy, unfriendly/friendly, staying put when on an island of these types of things etc), he also wasn’t a raider because of the previous reasons for ordinary stealer but I also realized that his actions on me mentioning a higher level item weren’t frequency changes at all, unlike other raid stealers he didn’t have a community or a method to resort to when being aware of something like this, so to have him stealing due to his unfriendly/friendly type, his clingy personality and his way of playing in a passive 1v1 we played that if I had someone stealing him first he’d start thinking about such if I talked to him about how it works and made him get his thing back by another way from another guy due to that guy “having many things already so stealing him wouldn’t be wrong because it’s a game after all” he started changing his frequency so it was working then I showed him how stealing works and based on the way he talked on the mic while I was showing him (idk how to describe it) I knew he was passively in that community instead of actively due to me catching off a group

to have me stealing him for the impulse earlier because I made the part public and eventually lots of people joined so I could steal him without him noticing, since I already had the possibility of him being a passive player in mind and the previous ruleouts were established he wouldn't realize that due to his curiosity but not revolved around this community, I used his emotions (not too many) to have him steal for me because he clearly didn't care so much about those things but with my talking I made it look like some anime war between kingdoms, he got very enthusiastic and started stealing for me afterwards due to him not being a passive player so the first emotion serves as leverage and motive for the second, I knew this would work on him because of my reading on his friends by looking at his islands without them there and him being high level on game so he played a lot and yet wasn't dedicating his time at the previously mentioned points for all the arguments, that meant he'd obviously accept and that teaching him how to steal would have him going on that other side of the community instead of me due to me having built it, the people on the other side of the community would also obviously seriously act because of my previous analysis on them due to the flexible environment I built for them and waited for it to play out to see which behavior took place on it the most, so by him stealing them carelessly his name would be published and talked on places he wasn't in due to previously mentioned reasons and he'd keep up that way getting requests and invites from people he'd get to know and would start to get stolen even more thus proving my reading on their personality and his friends's consequentially having him more engaged in stealing due to previously mentioned reasons and my reading on his friends so they'd proportionality fade away leaving up the people who were closest to him on his friendlist eventually, either making him try and convince them to come to the community or opening up time to go to them and play while the second option would actually mold his mindset into an actually stealer one thus making him more curious and unstable about things regarding that, trapping him in a cycle of stealing for me

STAMP GAME

[FSIQ: FRI + VSI + PSI + WMI]
[REASONING: ALL]
[THINKING: ALL]
[OAEQ: EP + EU + EM + EX + EE]
[STRATEGY: ALL]
[PLANNING: ALL]
[DECEPTION: ALL]
[MANIPULATION: ALL]
[FORESIGHT: ALL]
[INCOMPLETE]

CONTEXT: Second Game in the gambling week vacation.
CASE:

At the end of COUP, we were redirected to our dorms and I was handed a cup of coffee with a bar of chocolate, it was late at night, 8PM already, so it was a bit weird for us to be handed coffee at that time, but I was instructed to drink it and 20 minutes after that, I was directed out of my room to another gameplay room again.

When me and some people I didn't know + people I did know arrived, we were told to sit down and stare if we wanted to play or not, the person there explained it was a special game that would happen after every (official) game we played and that we could decide to do it or not, it was stated that if there were not enough players to play, this game would not be brought up again, and would be permanently canceled as an official game for the whole trip, so convinced by the fact that we wouldn't have another chance like this to play that specific game, we all accepted, we were then instructed about the rules of the game and it's name, the STAMP Game.

The Rules To The STAMP GAME were;

1- The game would take place in that room, in which 4 players would play it as follows.
2- Each player would choose a number from 1 to 10 to represent him, the game would revolve around that.
3- The game would be turn based, in which each turn would decide a pair of players randomly, these two players would have to face each other in a battle ground.
4- The battle ground would be a game that is also Turn Based, that works as follows: when a player plays, his objective is to guess the total SUM of both players' chosen numbers, the player that starts is chosen by an "even or odd" game, and the player who correctly guesses the SUM first wins, the same number cannot be guessed twice in a match.
5- The WINNER of the battle ground, will be granted two ADVANTAGES, one is a COFFEE, and the other is an OPERATION, there is a total of 3 ADVANTAGES in this game.
6- The ADVANTAGES are: -COFFEE (a player is granted the opportunity to order a coffee cup for a player of his choice, coffee cups can vary in strength from 1 to 10 but their value is not stated, a player that had a coffee cup ordered for him has to drink it) -OPERATION (a player gains the opportunity of choosing a player to play a ROYAL MATCH against, that match will either end when a player guesses the sum of both players' ROYAL NUMBER, or after 5 guesses) -BLUFF (in a battle ground, a player can use the BLUFF 3 times at max, a BLUFF is considered the guess of an impossible SUM value, which represents a player guessing a value that would not be possible as a SUM result of his number and the opponent's, that would be a SUM that is equal or smaller to the player's number.
7- A ROYAL NUMBER is a number from 1 to 10 that each player will have constantly throughout the game, but that number will not be revealed, even to the number's owner himself, the OBJECTIVE of the game is to guess the TOTAL SUM of all players' numbers, a ROYAL MATCH is a battle ground-like match between two players that uses their ROYAL NUMBERS instead of chosen ones, the player to guess the TOTAL SUM first, WINS, each player will have 5 chances to guess the TOTAL SUM, if a player guesses all 5 wrong, he LOSES, the same number cannot be guessed twice.

I will call each player a different name to clarify the game, number 1 will be MACK, 2 will be KOSU, 3 will be Me (DARK) and 4 will be VISA, the game went as follows:

Once the rules were done, we were handed papers with the rules written on them, the other players asked for a pen and I started doing the math (I assumed they were also doing the same)

If we have a 1 in 37 chance of correctly guessing the TOTAL SUM and 20 chances in total, the chance of any of us getting it right by random chance would be around 40 percent, and the odds of us doing so, considering each number will not repeat itself, it's 20/37. But that is of no use, no one would random guess it on any of the tries and I had to calculate something actually useful, but I did notice two people (mack and visa) using the paper to make a grid, at that moment i immediately knew what they were doing.

That's when it hit me, if I wanted to win, I had to begin a plan, so I waited for the match to start, a match started between me and Mack, we were both brought to a room together, so I assumed kosu and visa were also playing against each other, but I had to focus on this match, we were told to grab a number of coins from a box we saw on the table, that number of coins would be our chosen number, we did so and then we were individually brought out of the room to show our coin amounts, we did so (my number was 8) and then we got back into the game, I made the following plan:

The game started, in an odd or even game, you'd normally aim for it being 50/50, because it's an intuitively more fitting choice than trying to think out a solution, but the thing is, when the players made the graphs at the start, I knew they were going to map an odd and even cross-table, which meant that the best strategy for me to use would be to know what axis of the graph someone would build first, based on their personality, then I would aim my choice to be the one that my opponent would intuitively believe to have the lowest success rate, due to his graph and intuition, but why would someone make a graph in the first place?

I thought a bit about it and I will state my guesses later, for now, my plan was talking to my opponent enough for us to know each other, an efficient person with a perfectionism/efficiency personality would be more likely to fill the diagonal of the graph first, because it is knowledgeable that every number added with itself would equal an even number, which meant someone like that would likely have even being their betting choice, at the moment we would be assigned with the roles of playing, after, we were told to play the game.

Mack for a moment looked up and his arm went to lift for his mouth, as if he was in a thinking position, with that tell, I knew it was better to pick odd, because someone that puts their hand on their chin immediately after hearing the game's rules to think, would be much more likely to be someone with an efficient/effective personality than someone who didn't.

With that done, I picked an even number, since my opponent at the heat of the moment was more likely to think "if even>odd, even(s)>odd(s), if even(s) = odd+odd & even+even, odd(s) = odd + even, (intuitively lowering the importance of even + odd but still considering it) as if even + even or odd + odd changed based on the same rules of even + odd & odd + even, because thinking that way makes it seem like it, so me picking even was the best choice.

I picked even and he picked odd, I then was the first player, I then decided to think of a number that repeated the most throughout sums of two numbers between 1 and 10, it wasn't really hard because the logic to find it is very simple, you have to find the number that stands in the intersection between an increasing amount of possibilities and a decreasing one, from the 19 possible numbers, that number was 11, with that done, I chose 11 as. Number, since it doesn't tell my opponent anything about my choices, because it's not a bluff or a tell, so I went with it, the sum was wrong so I knew my opponent's number wasn't 3

Mack chose 9 as his number guess, which could either be a bluff or a tell, because it being a tell, tells me his number isn't 9 or 10, but I took note of that in my head and kept on playing, his guess was wrong too, which meant his number wasn't 1 for sure, that was the only real narrowing down I could make, so in my head I made an image of two number tables from 1 to 10, on top
I removed 1, and on bottom I removed 9 and 10, I was then granted the ability of guessing again, I guessed a 15, which was wrong, so I noted a 7 on the top table, his guess started, my opponent once again guessed below 10 with a 2, that play made no sense and had me confused, I took a step back and decided to think through what his plan could be, if he bluffed the 2, my 15 was not possible for him, but if his number could be from 1 to 8, 1 to 10, or 1, the truth was that this was not the right way to look at the problem, if we consider him not bluffing with 2, his number is 1, but that would mean his 9 was not a bluff, but if his 9 was the original first hand statement, and his 2 was a bluff, he was able to narrow that I narrowed that my number with his could not equal 15, in the case that 2 was the first and 9 the second, but 2 was a bluff, I essentially knew that his number was bigger than 1, and I knew 2 was a bluff, because if he really had 1, he would've won with 9 as a guess, so I took that in consideration to make my strategy, my plan was to force him out of bluffs as soon as I could, so I could use the information I gathered before that time was out, and use it in the situationship at the start of the game here, so, I guessed 12 as my number, which was wrong, I again noted 4 in the top table, but nothing on the bottom table, because I could only note all numbers except 1, so i decided to make a third table and keep inconsistencies in it, i then went on with the game, my objective was to force my opponent into giving off all of his bluffs so i could see his number, but something unexpected happened… something I myself did not think would have been plausible…
My opponent… guessed 1…

With that, I was in complete shock and did not know what to think of it immediately, my opponent was not someone I could trust, as an enemy, or as a friend, he stared me down for 5 seconds with a smile and said: "do what you will, you don't know"
That sentence made absolutely no sense at the time due to it being horribly constructed and nonsense, but it would later, I kept composed and continued the match, I already knew he spent two bluffs, so he could make none if the other move was a bluff, and one if it wasn't, his strategy was absolutely insane, spending two bluffs at an early game was mad, but I assumed he had other reasons to, aside from trying to work a strategy he thought out in the situation.

My next guess had to be thought, because if he didn't have 1, 2, 3, 4 or 7, i knew it would be 5, 6, 8, 9 or 10, but he was also keeping track of the game, so by his perspective, all he knew was that my number was narrowable down if he took grace of his own game, with his possible numbers being 5.6.8.9.10 + (possible combinations to cause the numbers I guessed & 9) which were:

SECTOR 1:

5 + 10, 5 + 6, 5 + 7, 5 + 4, so if his number was 5, mine could not be 10, 6, 7 or 4.
6 + 5, 6 + 3, 6 + 9, 6 + 6, making it not be 5, 3, 9 or 6
8 + 1, 8 + 3, 8 + 4, 8 + 7, making it not be 1, 3, 4 or 7, but for it to be 1, I would have to have bluffed in all of my guesses after 11.

SECTOR 2:

9 + 2, 9 + 3, 9 + 6, which would make it not be 2, 3 or 6.
10 + 1, 10 + 2, 10 + 5, which would make it not be 1, 2 or 5.

Meaning if 9 was a BLUFF, he would only narrow it to 2, 3 and 6, or 1, 2 and 5.

So I had the idea of theoretically narrowing this 1 in 5 odd to 1 in 2, if I bluffed by guessing a number that is in the first sector, his guess could vary from 4 categories I made, I would use that to determine what to guess next based on his mind.

1- In Sight. 2- Out Sight. 3- Over Sight. 4- Under Sight.
In sight would be a number that is inside the possible outcomes for 8, those being 13, 14, 16, 17 and 18.
Out sight being one that isn't, that being 10, 19 and 20.
Over Sight would be something that isn't even an available option for me, such as 15, 12, 11, 10, 9-
Under Sight being a guaranteed bluff, like the ones he did previously.

Him guessing a number that was inside these I mentioned, would give me enough information to theoretically narrow his number down further, because if he was confident enough to guarantee a bluff, would mean he's likely at the second sector, but this alone was not enough information, the implication that this game causes on itself is unforeseeable, the true essence of this game is barely noticeable but it is graspable, if you pay close attention, in the case I guess 13, and he guesses anything below 11, he is showing 9 is a bluff, therefore that guess cannot be a bluff, which means he is likely to guess 10 itself, but if he guesses 10 because 9 is a bluff, he is not playing confidently, would be choosing the safest way out, but he cannot play 9 again so the only safe option to deceive me and keep his profile would be 8, because it means he is playing below the safest option but at one that is one number less safe, because if his number is not 10 since 9 was a bluff, it is also not 9, he is also showing his number is not 8, which means his number can only be 6 or 5.

But if he does play 10, I know he is prioritizing safety, which would mean he would be in sector 2, but he cannot be in sector 2 and prioritize safety, since sector 2 is only 9 and 10, and by playing 10, he is showing he is not 9 or 10, because his 9 was a bluff, meaning he gives himself away on both ways, which shows with him playing 10 for safety, his number is too either 6, 5 or 8, but if his number was 8, mine would have to be 2 for the result to be 2, and the only possible guess with 2 as my number is also 10, meaning he would also be proving himself to be playing the safest way in both ways of the game, which would mean that by him not bluffing with 9, he would be forcefully bluffing with 10, meaning his number is 10.

Now, if he guesses above 11, we can not tell if 9 was a bluff or not, which shows that his possible numbers stand at 10/5.6.8.9.10, but with him guessing 14, 16, 17 or 18, his guess being influenced by my guess, making him know my number wasn't 3 if his was 10, so that would equal out the second sector's second part, turning the second sector into a 9 only possibility, in which 9 would be his worst number, I did that so if he really had 10, his play would shift from normal to enhanced because of his deception in the beginning of the game being called, so if his play didn't shift, I knew 10 was definitely a bluff, which meant 9 was definitely a bluff, which meant his number was again 6, 5 or 8, but if his number was 9 and I eliminated 13, he knew my number wasn't 4, which meant his guess would have to eliminate a number from 5, 7, 8, 9 or 10, but if he guessed 19 and 19 was wrong, I would know his number was 9, because 19 and 20 are restricted to the two top numbers on the table, which meant he would have to eliminate 18, 17, 16 or 14, which both would divide into the sectors, making him think the following: 18: not 9, so 5.7.8.10, 17: 5.7.9.10, 16: 5.8.9.10, 14: 7.8.9.10, so I knew that he knew that to have a precise guess of my number without allowing me to guess his, which meant that his safest choice was 14, due to it being the most repeating one from my perspective, if you take that he guessed 20, I know his only possible number is 10, because he cannot bluff, since if he guesses 20 and it is a bluff, his number has to be below 10, but it cannot be below 10 because if 20 is a bluff, 9 isn't, so if he guesses 19, I know his number is 9 or 10, 18: 10.9.8, 17: 10.9.8, 16: 10.9.8, 14: 10.9.8.6.5, 10: 9.8.6.5, which makes the pattern fit in both ways again, meaning he is also taking that into consideration if he plays 14, which means he is on there second sector, which means his number is 9 or 10.

if he wanted to see through me and note which of my moves were bluffs and which weren't, he would either narrow the possibilities to 5 and above, which is an 1 in 6 chance, while I had an 1 in 5 one, or he would focus on making me run out of bluffs, like I planned on doing before he did it himself.

So I played 13, he played 14, I knew his number was 9, because if it was 10, he would've done the first part separation.

DROP THE HANDKERCHIEF ONLINE

[PLANNING: ALL]

[STRATEGY: SIMPLICITY + EXECUTION + INTEGRATION]

CONTEXT: Online DROP THE HANDKERCHIEF
CASE:

Rules:

The “Dropper” has to drop The handkerchief from 0 seconds to 1 minute

The “Checker” has to check between 1 seconds to 1 minute

There will be TWO accumulation bars, the First one will decide your capacity of NEAR DEATH by SQUANDERED TIME(ST), which will be the difference in seconds from the check to the drop

The second one will decide your NEAR DEATH accumulation(ND), if your ND reaches 300, you LOSE, if your ST reaches 300, it is added onto your ND and removed from your ST

If a player wrongly checks, his ST is cleared and added onto his ND + 60 seconds

If a player correctly checks, the time gap between when he checked and when the handkerchief was dropped will be added onto his ST

If a player checks or a player drops after 60 seconds, 60 seconds are added to his ND

The Dropper(D) and the Checker(C) will change each round

Start of the thought: I knew I had to find a way to play and not rely on a factor of luck or people reading, because I don’t trust this kind of methodology enough to rely that much on it.

This is not a game about how well you can strategize or play.

It’s a game about how well you can hide the end in which your strategy won’t work anymore.

In my case, I hid it so far away that he couldn’t reach it…

nor could I, or anyone else, it was not possible for him to correctly check at XX:01.

because his 01 was actually my 0.9999…
Which wouldn’t be considered invalid by the Referee due to it Also being 1, since 0.9999… is 1.

This was my comprehension of the Rules and the strategy I had to make.

Start of the plan: 17:14, he sent a picture of the someone talking to him and I had the idea of playing until midnight.

Start of the game: sometime in the night, I knew that the match would last at least 5 rounds, and I knew that he would end up 1 - losing half the game by being afk. 2- end up playing repetitively because you're not taking it seriously. or 3- play like souichi and try to read me

So I decided to never do an instant drop, because the maximum ST I can get is 59, and make the game last until midnight, I would add my friend to the group because he keeps reacting to the messages and use it a while later if he played way 3

I knew that if I made the game last until a point where I was less than 67 ST from my ND limit, I would have won the game, because all I had to do was make his ND go to any number above 240 (not 241 or 242) because I would be able to get he into a situation where he would make checks at the limit, with that in mind, with you making the checks at the limit and me making the drops too, it would all depend on who had the highest ST in small numbers, since if he had a higher ST, all I had to do was add his ST up to 300 OR 60 + 2/1 and I would win, but if I had more, I would have to make his ND grow instead , knowing that he was going to check at the limit, if I released it at the beginning it would fill a maximum of 59 ST, and it wouldn't be ND, that is, I would have to eventually fail your check, making me win in the same way as if he had something smaller than 300-60/59, just as if I had dropped it at the END, his would end up losing the same way, because his ND would fill up before his ST, if it was ND>300-60 you would lose, and if it had 300-60>ND, me releasing it at the beginning would only make his ST go up, giving he the chance to break my ND twice, making me lose, so I would release it at the end, since that way I would win, my plan and strategy consisted of main points, 1- The Fact that a player could instantly drop but not instantly check, because laying the handkerchief on the ground before the game began would technically result in an instant drop, while a player couldn’t instantly check due to the check being the player turning around to see if the other player dropped, meaning if I instantly dropped and he checked in the first second, the ST would be of 1, while if I dropped in one second and he checked in one second, it would also be of 1, which is not to be mistaken by me dropping at 0 and him checking at 2, which would equal 2, while me dropping at 1 and him at 2 would equal 1 instead, always with a one second gap, which would become very useful later on.
2- The fact that his clock had to be at Midnight in the moment I began a play as dropper, because I had to use the Fact that I was the dropper in the beginning of Midnight to guarantee victory, by dragging the game until it got there.
3- The Fact that for me to die in a situation in which we would’ve kept tying on ST, I had to be above him in ST by at least 1, which to counter, I had to make myself stop tying the ST when I reached 300 - 59 - 1 ST, meaning I had to both drop at this moment and be able to do so instantly, making his check be of at least 1 second.

Then I would use the point of Midnight, I had to make the Referee implement a rule to allow either a check or a drop at 60 seconds and a check at 1, that Rule would be what I'd use to make the Midnight cause me to win, so I waited for the right moment to introduce it, which was when we both checked and dropped at 60 seconds, I started showing him that I should've been the one to win the round due to me dropping after my opponent checked, but the Referee could not have distinguished the times due to them being closer than the time it would take him to check the clock and game twice in a row, which is why he added That Rule, with that done, I had a guaranteed Victory, (what I planned at 17:14) The Midnight round, would work as Follows: since my opponent's clock would begin at 00:00 in Military time, AKA 24:00 for him, due to both models of time being different, independent of the Referee's clock, my time would Start in an infinitely small time after my opponent's, which is due to our time models being The 12 Hour Clock (AM and PM) and The 24 Hour Clock (24:00), in which would make his Time end earlier than mine, because he was using Military Time while I was using Standard Time, which caused is because His 00:00 would be the start of a new day after his ending, while my 12 AM would be the end of an old one after his start, as soon as both moments started, the gap between them would make so my 60th second would inevitably be above His 60th second in time, meaning with the Referee's rule added, by dropping at 60 seconds, my opponent could Not Check, that would make so his ND would go up added with either his accumulated ST from the back and forth caused, or just a normal ND increment, then I'd have turned the game around so I would be 2 Failed checks from death while he would be less than one, that would make me win by either dropping at the end, dropping at the start and keeping on, or dropping at the middle, That's why I added my friend in the match's watching, so I could have him reacting to our messages and possibly trick my opponent into thinking I was dropping by taking some seconds to react to them, unlike I usually do, even if that didn't work, the match would still be dragged onto my win, but that could've ended it there, and so it did, that us also why I needed to keep my opponent playing for over 20 minutes, because if I didn't, Midnight wouldn't be reached and i wouldn't be able to execute my scheme, That was foreshadowed in the previous texts.

There are parts of this strategy/plan I won't be explaining due to them difficult to understand, but around half the core of the strategy and plan was already explained.

DROP THE HANDKERCHIEF

[FSIQ: FRI + PSI + WMI + VSI]
[OAEQ: EP + EM + ER + EF + EE + EX + EU]
[PLANNING: ALL]
[STRATEGY: ALL]
[FORESIGHT: ALL]
[DECEPTION: ALL]
[REASONING: ABDUCTIVE + INDUCTIVE + DEDUCTIVE + PROBABILISTIC + CONDUCTIVE]
[THINKING: ABSTRACT + HOLISTIC + CONCRETE + ANALYTICAL + CRITICAL + LITERAL + CREATIVE + LOGICAL + LATERAL + DIRECT]
[MANIPULATION: INDIRECT + DIRECT + EMOTIONAL + LOGICAL + SCENARIO + EVENT + INDIVIDUAL]
[INCOMPLETE]

CONTEXT: IN REAL LIFE Drop The Handkerchief Match, (Possible Usogui Spoilers)
CASE:

CONDITIONS

- The Term "Near Death Drug" will be referring to "Capsaicin Extract" which will be "Drank" by the player Taking The Penalty.
- When 5 Minutes Of Near Death Drug are taken by a player, instead of Capsaicin Extract, the player will take "Pure Crystallized Capsaicin" instead, which will cause a Game Over for the player taking the penalty.

THE RULES

- The two people alternate between being the Dropper ("D") and the Checker ("C").
- "D" must drop the handkerchief within 1 minute, but it's fine to drop it instantly.
- "C" must check if the handkerchief has been dropped within 1 minute, with the last second possible being right as it hits 1 minute.
- If "D" has not dropped the handkerchief within 1 minute, "D" loses.
- The least possible allotted time of Near Death Drug (ST) is 1 second.

- **A failed check (meaning the handkerchief was not yet dropped) instantly adds 1 minute of Near Death Drug (ST), which is then injected together with the other allotted time.**
    - **For example, if you have 11 seconds of Near Death Drug allotted already and fail the check, you'll then be injected with 71 seconds (1 minute 11 seconds) of Near Death Drug.**
- **If 5 minutes of Near Death Drug (ND) is allotted, it's instantly injected.**
- **Once the allotted time of the Near Death Drug is complete, the player will be given a Glass Of Water (SOLIDOTE-SD) or a Cup Of Milk (ANTIDOTE-AD) to drink, after the player has drank it, he will be considered "Revived"**
- **After being revived, a short rest of 2 minutes is applied before the next round of the game.**
-

COLLATERALS

- **The Winning Player will take the other player's Personal Money and Social Accounts, along with a gold chip with encoded deformations on it as an access key for Something.**

SPOILERS: MY INITIAL PLAN (SKIP AND READ LATER):

=

One day before, since i didn't know when the game would be, i bought Marker, a Napkin, and a large sized coin, then started researching on at what time most work shifts would end after the hour I was in, then i left my home on the day after planning (after the game was announced to be on that day), I took a Coat and another coin, when I got to the place I started checking the floors, I had the idea to direct the game somewhere so I could find a way to oscillate the time accordingly in my favour, I would use the napkin at some time to increase or decrease my accumulation depending on how the game went previously, my plan was to either put the napkin inside the coat and throw it away so my opponent would check and if he didn't, I would drop the handkerchief while he was distracted, that was If the previous rounds resulted in his loss, if it resulted on mine, I would drop the handkerchief along with the coat knowing my opponent would successfully check eventually.

That would pose this game's results being based off of my opponent's initial plays because i couldn't do that afterwards, and so I knew that the best way to do this was to use the napkin as a duplication method to what I had done beforehand, which would force my opponent to follow along with my idea of making him use both scales as collateral, so I could make him die by surpassing the time limit in a check done by him.

He uses a standard clock to time events, I'm fairly certain he employs two separate clocks: one to measure the overall time limit and another to track the more granular segments outside that minute. This dual-clock system creates a layered timing approach, where the external clock sets the outer boundary, and the internal clock manages the finer details.

The challenge is to navigate this dual system in a way that allows me to remain within the overall time limit while focusing on manipulating the internal clock. If I can somehow switch the roles of these clocks—making the internal clock take precedence over the external one—I could effectively push the limits of the external clock to align with, or even surpass, the boundaries set by the internal clock. In practice, this could look like:

2 -> 2 or 2 -> 1-2-3, depending on how the forces interact in each scenario.

For this strategy to work, I need to ensure that the external clock's barrier remains stationary, unaffected by the internal clock's movements. Yet, at the same time, by introducing ambiguity into the internal clock's timing, I shift the perceived priority. This way, the top-priority clock doesn't interfere with the timing, because the secondary clock now merely regulates the flow of time.

Once I complete this cycle, I will have successfully flipped the priorities of the two clocks by making them intersect in time. This all hinges on maintaining a small but crucial gap to avoid triggering his (literal mind reading) abilities. The plan is intricate, but if executed correctly, it could work flawlessly.

Which essentially means that the strategy used to carry that plan, would be that I should manipulate my opponent to be placed into a situation where his escape is to find a dual positioning strategy with base on both the Scales, the ST and the ND

-THE “GENERAL ROUND” EXPLANATIONS ARE WHAT I DEDUCED AND FORMULATED EACH ROUND TO FOLLOW MY REAL PLAN-

OBS: THE EXPLANATIONS ARE NEEDED IN CASE THE READER DID NOT UNDERSTAND ALL OF THE FEAT OR FORESHADOWING, AND SO AFTER READING THE FEAT WITHOUT THEM, IT MUST BE READ AGAIN BUT WITH THE EXPLANATIONS INCLUDED.

BE AWARE THAT THE EXPLANATIONS ARE GENERAL AND NOT IN DEPTH, TO UNDERSTAND THE FULL THOUGHT PROCESS OF EACH ROUND, THE READER HAS TO REASON IT HIMSELF, IT IS NECESSARY TO THINK THROUGH THE GAME TO UNDERSTAND WHAT WAS AND WASN’T EXPLAINED.

THE START

The Game Started by us deciding who would be “D” and who would be “C”, I said I wanted to be D and he also did, so we decided to choose it with a game, The Referee proposed a game of High or Low, in which he would grab a coin from a coin sack and show it to us, we would then guess if the next coin to be picked would have a higher or a lower value than the one he picked.

He shook the sack for 5 seconds and dug his hand to the bottom of the bag, he then picked a coin and it had the number 5 on it, the coin wasn’t normal currency but a coin I assumed was from a foreign or unknown origin with some kind of metallic material, I would’ve guessed Higher, because:
1- i didn’t know how high the numbers went to.
2- there are more numbers from 6 to 10 than from 4 to 1, which made me wonder if the maximum number was 9 for the game to be fair, which made me think about how the coins were made, if they were all melted and put into a mold with the same type of bottom, and the only change being the number, the best option would be to pick “Lower”, because there are more numbers with less drawn parts below 5 than above 5, so I would have picked Lower instead, because after he shook the coin bag, there was a higher chance the heavier coins went to the bottom than to the top, even if slightly, but that was just a theory.

He then directly stated there were coins numbered from 0 to 10, they all were natural concrete numbers, and each number would only have one coin corresponding to it.

I then picked “lower” because since he dug his hand deeper on the bag, he would likely do it again, that could’ve meant a lot of things but one thing I caught up on was that we both deduced this and realized that the second judge didn't like to interfere in other people's affairs based on his actions, and would leave the interference to be absolute or up to chance, because if you pick one of the coins from the top, you're choosing a random coin based on your own choice and subconscious perception of the bag’s insides with your own brain, but the deeper you go, the more absolute the choice of the coin is, and the less it depends on you, similarly, he might have done this just to induce the counterintuitive reasoning of choosing a number above 5 or not, based on the initial reason of there being more numbers above 5 than below it, up to 10, before the revelation of the possibilities of the coins.

We both picked “Lower” and he told me he had reasoned with base on the weight, I knew I looked surprised and relieved at the same time, which meant numerous things, but I knew he knew how nervous I was at the time, so he knew I was relieved because i figured something he hadn’t figured out out, but that was a test he made to make me look relieved because I figured the referee’s judgment pattern and he didn’t, while he had figured it out and wanted to know if I figured it out, which he used to narrow my plans down to me either being relieved because he wasn’t smart enough to figure it out, or because I needed something in relation to that referee which couldn’t be perceived by him for him not to counter, or that I needed to do first because it was something fundamental that both of us would think but he wouldn’t figure about the referee’s judgment.

The referee then told us to guess a number from 0 to 4, and the closest number to the number he would pick would win, he removed all numbers from 6 to 10 from the bag and shook the bag for 20 seconds again, we both started reasoning on the weights of each coin based on the drawing of the numbers: 0 1, 2, 3 and 4, even though it would not do much, the referee then added 3 more times these 4 coins into the bag and shook it for more 30 seconds, we then had to figure out how this would play out with 20 coins inside the bag, the number 1 obviously had less mass so it would be at the bottom of the bag, so even without need, i decided to view the other numbers to know how they would be shaped, 0 would be above 1 and above or equal to 3 and 2, 1 would be below all, 2 would be below or equal to 0 and 3, 4 3 would be below or equal to 0 and above or equal to 2, 4 would be in pair with 2, after that visualization, I knew that 1 was most likely the number I had to pick, with 2 or 4 being the second one, since 2 was the only option between those 2 due to both factors, I thought for a wider while and it was clear that my best choice was 2, even though for a number to be more likely to be at the bottom, it would have to have a point of gravity more revoked in a specific side of it, so both my reasonings after the visualization gave 2 as the optimal number, because by visualizing how much each number would weigh in relation to the rest, I would’ve gotten the table: 1>4>=2>3>=0, and if I reasoned with base on the center of gravity of each coin based on the font on 5, it would make the table: 1>2>4>3>0, and so I picked 2.

The Number the referee pulled out was 4, which was on pair with my reasoning, after I visualized the actual section of each number, i couldn’t know if my opponent had gotten it wrong on purpose or not, as i didn’t know the number he had picked for guess, I looked at him and he was terrifyingly smiling, his smiling was hollow from top to bottom, even though it looked like a normal smile, I got sent shivers down my spine and i didn’t know why, i didn’t know what to understand of that information, if he was bluffing, if he was upset, if I had fallen into a trap, at that moment I knew that he was not someone I could play with, before I changed clothes, I had a marker and a napkin (and i had kept the 2 coins in my mouth) with me, I asked for my clothes which had them back before they took it out of the cloth bag, and I got these two before they saw them, I also saw that both the referees had microphones on them, we then waited a little, I shook his hand, and we started the match at 17:00.

GENERAL ROUND EXPLANATION:

[FSIQ: FRI + PSI]
[OAEQ: EU + EP + EX]
[REASONING: INDUCTIVE]
[PLANNING: ALL]
[STRATEGY: ALL]
[DECEPTION: ALL]
[MANIPULATION: INDIRECT + EVENT + SCENARIO]
[FORESIGHT: PREDICTION + FORECASTING]
[FIELD SKILLS: TRAP SETTING]
[MISCELLANEOUS: COLD READING + ANALYSIS]

ME: I figured out how to choose the best option obviously, and my opponent chose 1 to read me, if he chose 1 and I didn’t figure the trick out, he would’ve started as dropper and would take control over the match-2, if he won and I figured it out, he would’ve taken control of the match-1, if I figured and won, I would’ve taken control of the match-2 but he would know how capable I was, meaning he would have more data on me than I would on him, if I hadn’t figured and won, he would’ve taken control of the match-1, which all would give him widely generous data on me, so in any way that round ended he would have had information on me unless I bluffed, which wasn’t the best of choices at a starting round, so the best way for me to counter his trap was to fall on it, by winning and showing fear at his intimidation, i would be gathering data on him too, I knew he wanted to win the match and control me entirely due to that strategy, I also knew he always wanted to win without any flaws in his plays, thus he would spend all of his time effectively to play strategically without basing himself on my emotions or thoughts for calculations, but do so for plays, I knew that due to this specifically, he would be a person that’s more inclined to having ocd behavior than someone that’d have other behavioral compositions, since he wanted to win in the majority of scenarios, I planned on making my game easier to win by giving him a stress relief tool for him to reason, the tool would work like this: -When he is stressed -> use the tool- -When he is in deep focus -> not use the tool- -When he is relieved -> use the tool- -When he is transitioning between states -> not use the tool- I would use that tool as a fidget toy for him to play with, one that would fundamentally improve his cognitive skills to an extent, all I needed to find out was if he was right or left handed after or before my round as dropper, since I already had a clear view of the borders of his personality and thought process, all I had to do was postpone my trap for him not to adapt in the middle of the game, create a gap with a strategy I would build (MP(emotion) strategy) and use this area as a deployment for my trap’s trigger, since fidget toys help individuals of such improve focus and attention in certain scenarios, especially those with attention-related disorders like ADHD. The idea is that the physical activity of using a fidget toy can provide sensory input that helps the brain stay engaged, that was my landmine, one that he would’ve been stepping on since the start of this game.

HIM: He was inclined to make strategies that would best me in all or most ways possible, and he would also convince his own strategy that it helped him even when it hadn’t, to make him realize that mid game, I had to show him the amount of information I would gain from the information he gained in a position in the game, something that would result in his perception of the game itself being circled in different levels that would switch with one another until he reached each of them, that’s a plan I would keep going on through each round (x plan) to execute -3 eventually, since this would give me undoubted advantage in this situation, all I had to do was execute the landmine I had deployed and developed throughout the game until after the middle-end of my -3 plan, by doing this after executing the MP strategy, I would’ve ended his chances of winning completely by making myself lose, by planning how each round range would go ahead, i already had won from the start, since all I had to do was execute this plan, due to the amount of layers and plans within this plan, by countering any of them I would be placed in a winning position, after I built this plan on the day prior to the game, all I had to do in the game was fill in the blanks that were prohibited from filling themselves back then, I now had a whole new perspective on the execution of my plan and how I would achieve it, because of my reading of him, i had to rule how he would think in the rounds that would happen before -3’s start to set it up and fit the plan inside the time margin given for the game, I needed to execute the first strategy by deploying a trap in the first round, since I needed to focus highly to be able to think through the positions I was in without failing any calculations or being unable to complete a phase of -3 due to my own fault, all I had to do was execute what I had planned and set up, this game had been placed with me as advantageous, since I had already planned the outcomes ahead so I had a perfect foregoing vision on each round ahead, I then started executing the plan and plans within it throughout round 1, that was when it all started, Round 1 was the core of my strategy, and the heart of my plan.

Round 1 Phase 1

05:00 PM D: Me, C: Him.

Me: ST: 000/300 ND: 000/300
Him: ST: 000/300 ND: 000/300

I started as dropper due to me having won the decision game.

The clock would make a Tick sound at every second, and a Dong sound at every round start and end.
Due to previous events, a Friend told me to drop at 39 seconds, as I was worried about what to do and wasn't sure of my thoughts, I considered the person could've had access to my conversation with that Friend, and so I decided to drop at 40 seconds in case he checked at 39, he checked at 50 seconds, gathering an ST of 10 seconds, we then switched positions as the checker and dropper after the minute after this one was depleted, I was aware I had to avoid taking the penalty early, because I knew the best moment for using the antidote was at my first penalty, which meant that i essentially had to force my opponent into taking the AD before me but not at a moment in which the Penalty would be as strong as it would be if we were in later rounds, which meant that I'd have to use my AD at the start of the increment of the pain in my penalties, instead of too early or too late, but if used it whenever I needed to stop him from getting time to think about my actions and objectives because he didn't think it early because of his bluff about not starting the game today, to cut his time out and out bluff him, by as the dropper, spending the most time in the dropping position to think about how I'd think to make him stop thinking because of what I thought before the match, which I would do in my second Turn as dropper, that was the start of my wither.

ROUND GENERAL EXPLANATION:

[PLANNING: SHORT TERM + EXECUTION + COVERAGE + VERSATILITY]
[STRATEGY: COMPLEXITY + COHERENCE + DISCERNMENT]
[REASONING: ABDUCTIVE + CONDUCTIVE]
[FIELD SKILLS: TRAP SETTING]

ME: I had to settle the start of the game to accommodate my plan without risking above 30 ST but being able to risk however many ND I wanted, since that would be used to get insight on my opponent and to settle the phases of my plan after the mean between the start and middle of the game, so I thought I'd use this as a good method of playing the game and giving it a good start to gather information on what information my opponent had on me and my conditions.

HIM: he wanted to safe check but didn't want to accumulate over 50 ST for some reason, or he just thought i wouldn't drop late at the start of the game, due to most people likely thinking of dropping at the start of the game due to the nature of the game and most people also thinking of checking early, me dropping after I knew he wouldn't check early (6 or 11 seconds) would be more likely than me dropping below those two in two different sets of choices he would use to gather information on me throughout the match too, which I knew was the reason to why he dropped at 50 or because of him not wanting to accumulate over 50 ST.

Round 1 Phase 2

05:02 D: Him, C: Me.

Me: ST: 000/300 ND: 000/300
Him: ST: 010/300 ND: 000/300

He was the dropper at that turn, I had to think about what he'd do to impede me from having time to think about the Third referee or about things he knew I needed to think about, meaning that since if his first moves weren't a bluff, he knew I knew he knew I needed to use the second referee and the third, which was already crucial for my plan if the Third referee's role was timing the limits to the rounds, and me investigating the Third referee could give my opponent enough information for him to inference what I could do, so what I had to think about, was how much information me thinking about the third referee would give him, in which was also supported by a theory nontheless, then I thought to myself about the possibility of him setting that camera to make me think that way and so I would lose by checking after the time he would've needed to think about it, but that was just overthinking, so I had to measure how much of my reasoning I should follow and how I could test how much data I would be calling by thinking about the third referee with my time as checker or dropper, which I would have to sacrifice to be able to use it to think about how I could determine the purpose of the third referee and how spending time on that would affect me, since checking is a more dangerous time than dropping, I knew I had to spend little time in checking so i wouldn't give the information about what I knew of the third referee away by thinking at that time, so I had to check between the time he would've dropped to fill my accumulation enough but not to be suspicious time of thought, since his goal was to make me lose in accumulated time and not fail a check, I knew he would drop at the start to middle time, he would do that because if he knew I was hiding something, but he didn't know what, he would've wanted me to fill my accumulation by spending my time reasoning on that something so he could know how prioritized it was, so I would check at 35 seconds, because if he dropped before that to make my accumulation grow based on that line of thought and he would've also considered a novel route of thinking, without the additional information he had, dropping at that moment would've been more beneficial to him, because dropping after the middle had a lower chance of making me lose significant time even if I checked at 60, so I checked at 35, I was rewarded with a *Failed Check,* I then got a 70 second penalty to suffer, but thankfully I was allowed to consume the water at the start of it (10 seconds) until the end, because of the ST rule, I was shocked and thought I lost by raw luck, but when I was going to take the penalty, he said it with all words:
"you thought i didn't know you were thinking of it"

when he said that, I got extremely terrified, and the capsaicin didn't help, my mouth was burning horribly and my heart in horrific pain, I couldn't take the antidote at the moment though I believed that's what he wanted me to do, because an entire minute as a start is insane, I was badly hurt and I couldn't think at all, after 60 seconds passed, I was given 2 minutes of rest and the next round started.

ROUND GENERAL EXPLANATION:

[STRATEGY: COMPLEXITY + SIMPLICITY + LONG TERM + INTEGRITY + COHERENCE + IMPROVISATION]
[PLANNING: SHORT TERM + EXECUTION + SUPERVISION + COVERAGE + CONTINGENCY + VERSATILITY]
[REASONING: ABDUCTIVE + INDUCTIVE + CONDUCTIVE]
[THINKING: ABSTRACT + LATERAL + HOLISTIC + CONNECTIVE + SYSTEMATIC + ANALYTICAL + CREATIVE]
[FORESIGHT: ANTICIPATION + ENVISIONING + SONORITY + PREDICTION]
[MANIPULATION: INDIRECT + LOGICAL + INDIVIDUAL]
[FIELD SKILLS: TRAP SETTING + TRAP EVASION + DECISION MAKING + TACTICS]

ME: I didn’t want him to deduce my plan, which I was following because the plan considered he would try to deduce it based on the early game due to his likelihood of dropping early or checking late at the first round, which was according to plan, since i already knew he was smart, so I had to think of a way in which i could direct the game to the start of phase 1 without it being too late or too early, so I would check at 35 in case he dropped at 0, 6 or 11, since that would make me get from 35 to 24 in squandered at most, which meant I’d still be completely fit to dying enough times before the game was in the first core phase, since the only way to change the flow of the game is by gathering over a minute of death, I would risk it so I could die in my next round or this one, so I would both get information and be able to die to direct the game at the perfect set of separations for me to deploy phase 1, which was meant to be deployed in the talked mean, I knew he had checked at the 50th second as an anticipation to me wanting to have a whole section of his deleted from his ST, which was corresponding to my plan but i couldn’t show him I also wanted a section of mine to be below his, so I had to mask that fact by making it seem like he discovered a strategy to avoid me wanting a section of his below mine and while being able to tell information about my plan based on how I played, by instead making him think my plan setup didn’t work because he would’ve noticed I checked at the 35th second to have a higher chance of correctly checking, while not considering the fact that he could make me fail a check, which would make him think I didn’t think he would make me fail a check or that I either wanted him to think that or I wanted to fail a check, in which he would use those 3 points to cross check my plan’s availability with a conduction of tests he could or would make on the next rounds to know the properties of my plan without knowing the plan itself.

HIM: he already knew I had a plan and he could infer it was related to something external, which I would use to retain his accumulation while pushing the game’s time forward by forcing mine up, so he had to reason what my plan was with base on that, which was my movement on the first game, since his check at the 50th second in the start was an anticipation of me trying to delete a division of him, he knew I wanted to fill my accumulation and leave it at a section less than his for a reason he didn’t have enough information to figure out, so him planning to drop after the 35th second or to make me fail a check had with purpose knowing at what point I would check and why I would do so, so instead of comparing my movements to his profile of me, he would compare it to the things he saw around him as possible plans I could have and make one for himself by using it, but him noticing I noticed what he was doing, made him want to retreat and set a trap, considering he had ruled out the first point already, his best thought was to consider the second and third, while the third one was the most likely, he still wouldn’t change the chances of each of those being the result, which was his objective from the failed check, he wanted to narrow it down to those two possibilities so he could deduce my plan with accuracy, which is what he would do with the trap he would set next round.

Round 2 Phase 1

05:06 PM D: Me, C: Him.

Me: ST: 000/300 ND: 070/300
Him: ST: 010/300 ND: 000/300

In that round, I knew I couldn’t give him a grasp of my thoughts, so I had to drop it at a moment that he didn’t expect, like the game itself shows, I decided to attempt a trick I thought of based on usogui to test if he had read it or not, and if his initial bluff was really a bluff, because the time he spent the previous day making me think he had read it, was the time he should’ve used to think of the match, which he used to make me scared of the fact that he read usogui, but sure that he wouldn’t start the match on the next day, because else he would’ve spent his time planning a way to win, which made me not plan as much as I wanted to, due to me being influenced by those actions, and since I still hadn’t gotten to the part of the manga that this game happened in, I couldn’t have known much, but I knew one thing, if I stepped in front of him, he would’ve thought I had dropped the handkerchief in the case he read usogui, because a friend told me about that happening, I would use that knowledge of usogui he had to trick him into showing me he didn’t actually have it, so I stepped in front of him and waited, I had not yet dropped the handkerchief but i had the napkin I took earlier for that moment, I took off my coat and held the napkin in my left pocket, while I took off my coat, i put the handkerchief inside the coat’s pocket and threw it aside, I wanted him to think for a while before doing anything to gather information on how the checks worked, or to get him to think I wanted to, to deceive him into thinking that had anything to do with my real plan regarding the second and third referees, but he checked instantly after I let go of the coat, it was considered an instant check, I let go of the coat at exactly 20 seconds, which was the exact second in which he checked, but that was supposedly completely useless to my goal, as i wanted to know if to check when the handkerchief is being dropped in front of you, you’d have to make any kind of sign to inform you’re checking it, but he screamed “check” in the exact second I dropped, so i couldn’t tell if the check was due to the handkerchief having been dropped in front of him and being at his sight, or due to his scream, I thought that was just him being careless and that i should’ve stopped doing tricks that could result in no return information, but at the moment we were switching places as checker and dropper, he told me
***“you are not doing trial and error on this”* while laughing, that was enough to completely throw me away from my reality and I did not know how much I would’ve had to have thought just to anticipate his anticipation of my moves, I knew he had instantly checked by seeing through my plan to know how the handkerchief checks worked, which would’ve given him information on my plan if it was part of it, which meant I had successfully deceived and tricked him into thinking he had foreseen through my strategy to figure what my plan was, when my strategy was to make him think he did, with that done, I had accurately bought time and gotten one step ahead of him for me to go back to thinking about the referees and his thought process as checker, he would’ve spent time as dropper to solve the problem of what could my plan could possibly be, based on the information he had gotten for it, so I knew he would drop**

late or attempt to make me fail a check so he could think while I went through the penalty, which was also dropping late, that meant I had to check late, which meant I had successfully caught him onto my trap of strategies.

ROUND GENERAL EXPLANATION:

[STRATEGY: ALL]
[OAEQ: EU + EP + EX]
[PLANNING: SHORT TERM + LONG TERM + EXECUTION + SUPERVISION + COVERAGE + CONTINGENCY + VERSATILITY]
[REASONING: ABDUCTIVE + INDUCTIVE + CONDUCTIVE + DEDUCTIVE]
[THINKING: ABSTRACT + LATERAL + HOLISTIC + CONNECTIVE + SYSTEMATIC + ANALYTICAL + CREATIVE]
[FORESIGHT: ANTICIPATION + ENVISIONING + SONORITY + PREDICTION]
[MANIPULATION: INDIRECT + LOGICAL + INDIVIDUAL + SCENARIO + EVENT]
[FIELD SKILLS: TRAP SETTING + TRAP EVASION + DECISION MAKING + TACTICS]

ME: After the first part of the game, I could already settle the first core phase since I already had the deviated setup, so to execute phase 1 of the -3 plan, I had to drop the handkerchief in the time the plan would've shown me to drop, which was below 30 seconds, I could choose in between these amounts based on my opponent's plan to make him keep track of the track he built for my plan in the previous round, since I couldn't let him have a clear conduction of what I wanted to do, so I had to make him think I wanted to do something that was along his previous conduct of what I wanted to do, meaning I just had to reason which part of his deduction would fit a plan I could follow before the second phase while following my plan at the same time, but I first needed to know which of the available plans he would be thinking of testing at this round, then I would follow it on the second plan while also following mine, so he would think my plan was actually the plan he had thought it was, so to know that, I had to find it next round while first deploying phase 1 this round to make him check within phase 1's planned outcomes, with the plan view being to start phase 1 if above 45 ND after the mean between early and mid game, and the mapped possibilities being to direct my opponent to check at:
1,2-30 31+
1- If check at 1: Phase 2 starts
2- If check at 2-30: phase 2 is delivered to cover N (squandered phase 1 seconds) +- 40-N,
3- If check at 31t: phase 2 is delayed to be calculated after phase 3 if check succeeds, check fails, deliver phase 2
4- If check fails: delay phase 2 and skip phase 1
That would make me find my opponent's plan by guiding him to draw a conclusion about my plan that wasn't real, but it fit my actual plan and I would be able to make him follow it side by side with the actual plan, so that he would think it was the plan.

HIM: knowing I had a plan that needed me to be a deviation above him with a 35, 29, or 24 accumulation with him being a deviation above in total or a failed check if the first round resulted in a failed check, he would think my plan was to get my own accumulation as a second round prop for me to use as a secondary squandered, because I would next make him fail a check, but he noticed that my objective wasn't to make him fail a check if my objective was to have my accumulation at these three routes, since if I made him fail a check after he accumulated 10 seconds, we would be placed in the same deviation, which would be a contradiction to the strategy he thought I built from the first round to the second round, which is why i made him think that by dropping the coat prohibiting him from advancing with a 60 second squandered, since he had 10 seconds, I could make his squandered be in maximum 50 not to merge deviations and contradict my third round plan, but if I dropped at 10 seconds he could check at 11, which is why he thought my plan was to differentiate the deviations making them not merge, that was the trick I used to make him think my plan was to do that while keeping us from merging ST's deviations, when it was just a scheme to get him to think that while I'd be following -3's rules without him realizing up to the third phase, which would be the core phase that I'd use as a second anchor to his discovery of my plan, my plan for the third phase was to use it as an anchor that would work to make him think I wanted him to die after I had died enough, so I could change the time of the match while not harming myself not to be able to play anymore, and to make him foresee that, I hinted it at the second phase of the first round by making him think I was safe checking, then showing him my purpose with the 35th check was different and instead a purposefully failed check, even though it wasn't, but with it being, I could maneuver him into thinking that of my third phase, that to him would be above, that was my plan for the second round while following my overall plan from the previous day.

Round 2 Phase 2

05:09 PM D: Him, C: Me.

Me: ST: 000/300 ND: 070/300
Him: ST: 011/300 ND: 000/300

I knew he would drop late because of that, so I would check at 60 seconds and spend entire minute bought time thinking about the third referee, I figured that the referee instead of being used for the time limit timing, could be used to measure the time of the round while the First referee would measure the time of check, but it was the contrary, since the third referee would have more ease measuring the time of check due to a camera's delay, but he could also be measuring both the time of the round and the time limit of the round, which to know if existed, I had to know what the second referee would do when posed with a situation that had to do with his thoughts, so I had to find a way to get information on the Third referee by using the Second, my initial plan was to use the tablet in which he gave me the penalty on to retrieve a message to him, but I did not have any information or availability to do that at the time, so I used my time to think of what could be useful as a message to know about the Third referee, I knew the second referee would've had some kind of communication with the third due to them both being in isolated places, and if that was true, then I only had to make something that would affect the performance of the third referee in a time he would be operating on, then realizing the pattern within the game that got broken at that moment, so my objective was ultimately to know at which point of the game was the one in which most variables were active at the same time, with that reasoning done I noticed it was the change from the end of a

penalty to the start of a round, because the third referee could be managing time at the moment, to start a clock, he could be managing the dosing of capsaicin for the flasks, which was not stated to be a thing, he could've been managing the timing for each check and drop to calculate the near death totals, and stuff of the kind, which meant that I had to minimize my penalty to get his reaction and fluctuation at the moment a new round would start, so I only had to wait for an opportunity needed in regard to that, though I also required to know how much thinking could give off my initial plan to my opponent, so since the fundamentals of my plan were in deal with me using the third referee's role with the second's or to make my opponent think that, I had to think of it in a moment that he wouldn't have time to face me off without the need to reason on things, I also already knew what my opponent was thinking because my plan to manipulate him into thinking it was perfect, I had a backup in case I lost, which was not possible, but I was going to fake a sound.

That was when the 60th second came.

I looked behind me, and there was a handkerchief on the floor, my opponent was laying down with his hand on his chin as if he had been like that for a while, i bursted with nervousness because I had no idea of when he dropped it, but I was sure that he hadn't seen through my deception, that was when it hit me, I only decided to deceive him that way because i was allowed by his insta check in the previous round, if he hadn't insta checked, I wouldn't have planned or figured all of this out, exactly when the Referee announced the squandered time, I was deceived,

The Squandered Time Was Of 60 Seconds.

I didn't know what to do at the time, if I had kept on like that, I would've lost, I was so far away from him and I was literally two deviations apart in near death, i didn't even know if I could still play this game for longer without fainting due to the capsaicin, all of my operations took into consideration that my limit of penalty was 5 minutes, but that wasn't certain at all, I could lose before that by inability to play, that was when I came up with another trick, a cheaper one but it would do, I was going to fake a sound for a drop, i decided to when standing up from the chair after my round as checker, hit my hand on it hardly enough to cause my hand to hurt badly and make the condition of it hitting the chair a holdback, I would use that to fake a drop after the next round, I knew my opponent wasn't dumb enough to check at anysound he heard, so I made two sounds, the sound of the handkerchief dropping, and the sound of my hand dropping it, in case he noticed the sound of my hand and thought it was a bluff, the sound of the handkerchief falling would still get him at the round, since i didn't think he would've remembered if the handkerchief made any noise when falling, so that was my plan.

GENERAL ROUND EXPLANATION:

[FSIQ: FRI + PSI]
[OAEQ: EU + EP]
[REASONING: INDUCTIVE + ABDUCTIVE + ANALOGICAL]
[PLANNING: ALL]
[STRATEGY: COMPLEXITY + COHERENCE + LOGIC + INTEGRATION + CASTLING + SHORT TERM + LONG TERM + RESILIENCE]
[DECEPTION: CONCEALMENT + FABRICATION + MISDIRECTION + DISGUISE + BLUFFING]
[MANIPULATION: INDIRECT + LOGICAL + INDIVIDUAL]
[FIELD SKILLS: TRAP SETTING + TRAP EVASION + DECISION MAKING + TACTICS]

ME: I knew he knew of my plan to keep the sections deviated by 1 division, so I would have to minimize that sectioning while he would want to increase it, if he didn't know my plan needed it to be increased, which by him doing so, would be by making my ST increase instead of making me fail a check, but that was so he could die before his accumulation got too high, while I made it seem like I wanted to increase his accumulation before changing it on to his ND, he was thinking of why I wanted to do it in the first place, which was why he would early drop, meaning he'd know my schedule for accumulation increments due to me having already divided our sections, to support his theory, I would safe check, from 1 to 50 seconds would make me stay a deviation above him, while if I was following -3 and his plan at the same time, I would check at 50+ due to me knowing he would early drop from 0 to 11, so to achieve that idealism I'd have to check at 49 or above, since 49 and 50 are one apart from each other, following both plans at once wouldn't change my position in both -3 and the plan I made him think I was following, so to achieve that result, I'd check at 60, because my plan to manipulate him into believing my plan was to get him to die at the end, was by showing him I had been following it from the first round, while it had actually only begun on the second round, since he would've thought that, I already had a plan to successfully trick him at that high end of the game by using this round as a foreshadowed result of it, I would now differ from his original thought of my plan to make him formulate a new idea to what my plan was, based on my 60th second check, he would know I wanted to be two deviations above him or that I genuinely failed a task, so I'd have the opportunity to implement phase 2 in the very next round due to this result of round 1, so by me maneuvering his movements, all I had to do was give him the scare of my hand hitting the chair to bomb him with the information i would use for -3 but I would also be using for both the other current possibilities of plans, not considering the system i deployed for him to follow by using his beliefs and understanding of me based on the D choosing early game.

HIM: he knew I either failed a check or I wanted to be two deviations above him because of my implementation of my previous plan on round 2 phase 1, so he would foresee that by me forcing him to drop at 0, 6 or 11, I would want to check at 50+ though he couldn't figure the 49+ part out since he didn't have enough information to deduce it yet, which meant he'd attempt to check the purpose of my plan by performing a new test on it because of the new variable I added for him to drag this on, meaning I had turned this round into a core phase that would result in the same route by both choices, since if he thought I failed a check, he'd test if my check was failed to achieve a specific goal based on what I thought he'd do, but he could've read me and known I wouldn't have tried to read him to accomplish my plan, which whole being a good reading, wouldn't really affect my plan in any way, or he would know I wanted the two deviation difference from his ND for me to perform a death and use both accumulations as parallels, which is a mathematical strategy I could use but it's way harder in practice, meaning he would think my plan was either to follow that strategy or to use it as a conduction for my actual plan, that by him thinking he knew, would make him want to test the first theory out and then the second if the second route of the first was achieved, which would perfectly result in an opening for my application of phase 2, meaning if he chose route 1 on the first theory, he would still reason on why I wanted my accumulation on a specific number I thought he had, and not to let him think that much would be the reason as to why i didn't sacrifice a death, meaning I'd want him to think that, and then use the fact that he spent his time thinking of that to not let him figure out why, which is why the reason to why I would do it in that

route would be to either mess with him or to fill my st to either below or above 30, which he could figure was to keep both scales balanced, which would track back to the second route of the first theory's second route, while the first route of the first theory's second route would also redirect him to the same conclusion, meaning that as long as he used his brain in that round, he would be perfectly manipulated by me indirectly, so all I had to do was follow -3's route normally without having to worry about his movements, since all of them led to an opening for the general plan of -3.

Round 3 Phase 1

05:13 PM D: Me, C: Him.

Me: ST: 060/300 ND: 070/300
Him: ST: 011/300 ND: 000/300

I dropped the handkerchief at 11 seconds in case he wanted to check early, I made both the sounds, he made a strange twitch when I made them, which is something that usually happens to me when I gather new information and process too many things in an instant, but i didn't take that as gospel, since he could also have faked it based on his observations of me to make me think he had collected this information as useful subconsciously, he checked at 52 seconds, but i didn't have the time to reason out why, I was happy that for the first time, his near death was significantly higher than it was before, while the handkerchief was dropped, I had the time to think through things myself, I started wondering about how I could get my penalty as soon as possible, but that would still result in two minutes of penalty, which was an insanely risky gamble, for me to clear my ST, I needed to believe that he wouldn't be able to read me enough to cause me significant damage, even with me having 190 ND, that meant that I was 110 seconds away from death, it was just too risky, I couldn't do it, I didn't have the courage to place myself in a situation where i couldn't fail more than one check, while he was still 247 seconds from death, he was at double my advantage, I did not have the time or the will to sacrifice my soul like that, but i had a plan.

GENERAL ROUND EXPLANATION:

[FSIQ: FRI + PSI + WMI]
[OAEQ: EU + EP + EX]
[REASONING: INDUCTIVE + ABDUCTIVE + ANALOGICAL + DEDUCTIVE]
[PLANNING: EXECUTION + LONG TERM + SHORT TERM + LENGTH + PROCESS + SUPERVISION + COVERAGE + CONTINGENCY + FORMULATION + SPEED]
[STRATEGY: COMPLEXITY + COHERENCE + LOGIC + INTEGRATION + CASTLING + SHORT TERM + LONG TERM + RESILIENCE]
[DECEPTION: CONCEALMENT + FABRICATION + MISDIRECTION + DISGUISE + BLUFFING]
[MANIPULATION: INDIRECT + LOGICAL + INDIVIDUAL + EVENT + SCENARIO]
[FORESIGHT: ANTICIPATION + FORECASTING + PREDICTION + ENVISIONING]
[FIELD SKILLS: TRAP SETTING + TRAP EVASION + DECISION MAKING + TACTICS]

ME: Since I had already calculated that much for my plan last round, I knew my opportunity for implementing phase 3 would come, so all i had to do was guarantee that his accumulation filled less than 49 or that he died that round, because the only way to do that was to drop at 11, I would already implement phase 2, since phase 1 had followed the -3 route, implementing phase 2 there would be the best option, because phase 2 aligned with both the other plans I had to keep up, so I had to deploy the route choosing for his side, in which he'd call or not call the sound bluff and go alongside with phase 2's calculated possibilities, because of that, i didn't need to think about that round itself but about the rounds after than that and what he could deduce with base on my drop at 11 seconds, with me perfectly following -3 and being so ahead of him, he wouldn't be able to deduce -3's entirety ever, since it was a too out-of-the-box plan to be inferred at the moment, so with base on my -3 plan, the plan he thought I would be following, and the plan I would transition him to think I was following instead of his plan, I needed to find a solution that fit all 3 plans without causing contradictions, but the third plan would only have to fit up to the mean between the middle and end of the match, so my plan to make him change the plan he'd know I was following would be applicable, meaning I had to calculate our scales instead of thinking about the round, so I dropped at 11 and calculated how many portions of 15 I was away from 1 away from death while keeping both accumulations separated, that resulted in 16 sections for ND and 16 for ST too, which meant I had to differ from that scale so my ST was either 1 below or my ND 16 above, which according to plan, would be implemented in phase 3, I was extremely nervous at the time so to follow this plan without making any mathematical errors I counted more than one time, after I had implemented this plan's part, I had to go on to the next round and keep on with the 3 parallel plans while not letting go of my real plan.

HIM: With him being aware of what my plan was at the moment (the one I followed in parallel to my real plan) he'd know I'd want to drop late or to make him fail a check, but because of the strategy he thought I could follow, he had no way to guarantee it, but he knew I'd drop before 49 since I wouldn't want his accumulation to be on the second 15 sector of the 4 initial ones, with him knowing that, I took into consideration that he was a person that wouldn't want to miss on any underlying base I had for my strategies, since from the start he had been showing me the results of the tests I played on him, the results of the tests he played on me would come after those just so that he could read me, since I noticed his true intentions based on how he came up with the talk after the dropper choice, I knew he wanted to consider more possibilities than he could think of, usually, when people tend to play games with a back and forth perceptiveness, they consider the opponent thinks of what they think too, but some of them, consider how they can condition an opponent to rule those possibilities out, what he was doing at the start of the game was conditioning me so he could deduce my strategy without having to face it, so for him to calculate what my plan was, he considered that I'd want to make him check at 60 after I dropped, that I wanted him to think that and dropped at above 0 to fill his accumulation N sections up, that i didn't even drop it and would at the last second, and that I dropped at 35 casually so that I had more chances of winning by default, even though he could rule those possibilities out one by one, I knew he wouldn't, because of how humans work, he couldn't, every person has its pattern, if that pattern is not followed, they're not put at ease, something that when broken, breaks you back worse, and even

if he did, it wouldn’t matter, my plan considered he would and wouldn’t do it, so what he would do would be checking at a number higher than 36 but lesser than 59, all of that would round up to my -3 plan which would be followed without any breaks nonetheless.

Round 3 Phase 2

05:16 PM D: Him, C: Me.

Me: ST: 060/300 ND: 070/300
Him: ST: 052/300 ND: 000/300

This was the round that broke me, as soon as we were told to switch places again, he HIT HIS HAND ON THE CHAIR in a stronger way than I did, his hand’s veins moved weirdly for a second and I was terrified, i didn’t know what he would do but I was scared of what he planned on doing, I knew he would’ve dropped the handkerchief at a time I could figure out, but I thought he would’ve hit his hand to test if the noise was made, I had to solve the problem to why he checked at 52 last round, it was so clear, it was clear he anticipated that the noise I made was to make him check, and then he would count the seconds and confirm his abduction so he had a strategy that worked both ways, if I wanted him to check, I would’ve waited for his check at 30 and then dropped at around 35, because, the chance of him checking after 35 ut before 60 was lower than the chance of him checking at 60, meaning I would’ve dropped 30 or below to guarantee success in both my ways, that was his thought process, and exactly why he checked at 52, I now had a sight of his mind that was closer than what I had before, I imagined he would’ve dropped at the start so he could spend his time thinking about what to do next, though he had already tricked me the entire game, I knew I had to put my plan in action by taking the penalty, so i checked instantly, since if I let myself be held by my fear of the penalty, he would’ve used that to fill my accumulation by dropping at the start, but he also knew about me trying to trick him by making a sound every time the handkerchief dropped, though testing it himself would’ve made no sense, since our hands are completely different and him hurting his definitely wouldn’t mean they would both make the same sound at these moments, meaning him hitting his hand was absolutely meaningless in every way and he wanted me to think about why he did that, so I had to check instantly after a specific second, but make it seem like I really wanted the handkerchief to be there, that would drive him into thinking I thought he dropped the handkerchief in the case he didn’t figure I actually didn’t want that, so after taking the penalty I had to think about what he could reason out with base on that, That was my strategy, I knew he didn’t want to lose, but I also knew he knew i didn’t want to lose, I knew what I had to do was make him feel as much fear as I did, so I checked instantly with my eyes wide open on him and looking terrified, it was as if I was mesmerized, I knew he could infer that I wanted him not to have time to think, but I had two max penalties to take, so he would have had time to think, meaning my plan was something else, I needed to know what he thought I wanted to do by thinking from his perspective, as if I was his brain, that was extremely difficult due to the burning sensation of the capsaicin from the last penalty, and due to my head hurting terrors, I took the penalty for two minutes and i couldn’t take any solidotes or antidotes for one minute, I felt a horrible sensation and my thoughts rushed through my mind while i couldn’t follow them, I was standing when I took the penalty but due to the pain and feeling of it, my body went numb, like if every part of my body suddenly turned into static, i could still feel every piece of myself, but it was as if i couldn’t maneuver it, since i didn’t have control of my body parts and I was in both physical pain and paresthesia, I fell down and I started seeing things, I saw the light melt, and more things I’m not exactly able to put in words, they’re mainly things i couldn’t comprehend, after a minute of it was over, i was told I could consume my solidote, I then drank it and stood up, since the water would’ve majorly helped in one aspect and caused pain on the other, I had to keep my composure straight even with that burning pain, I managed to do it but I was still suffering, I collected my thoughts and feelings after the minute was over, I had the two minutes of rest and went to my position as dropper, while we were walking, with me still in pain from the penalty and barely able to make sense of what was around me, I felt a hollow sharp pain in the front of my stomach, *my opponent had Punched Me.*
After I understood that I was punched, I could not breathe or move my body, due to both the penalty and the punch overwhelming me physically, he then said: *If you do that shit again, I will kill you.* I fell down but was instructed to stand up by the referee and helped to do so, I tried to think of what my opponent meant and it was clear he was talking about the sound I forged with my hand, but I had no idea of what he meant, since I was already with low sense of my surroundings and I had just been punched, I then went to my round as dropper while considering my previous plans and also having to consider this adversity too.

GENERAL ROUND EXPLANATION:

[FSIQ: FRI + PSI + WMI]
[OAEQ: EU + EP + EX + EE]
[REASONING: INDUCTIVE + ABDUCTIVE + ANALOGICAL + DEDUCTIVE+ CONDUCTIVE]
[PLANNING: EXECUTION + LONG TERM + SHORT TERM + LENGTH + PROCESS + SUPERVISION + COVERAGE + CONTINGENCY + FORMULATION + SPEED]
[STRATEGY: COMPLEXITY + COHERENCE + LOGIC + INTEGRATION + CASTLING + SHORT TERM + LONG TERM + RESILIENCE]
[DECEPTION: CONCEALMENT + FABRICATION + MISDIRECTION + DISGUISE + BLUFFING + SOPHISTRY]
[MANIPULATION: INDIRECT + DIRECT + LOGICAL + INDIVIDUAL + EVENT + SCENARIO]
[FORESIGHT: ANTICIPATION + FORECASTING + PREDICTION + ENVISIONING]
[FIELD SKILLS: TRAP SETTING + TRAP EVASION + DECISION MAKING + TACTICS]

ME: I, knowing he’d have to follow the planned paths after the sound trick, consequently knew that he’d also have his own plan or strategy to follow through this game, despite me having kept it as a cat and mouse follow based on the fact that I had dropped first, by choosing to choose a path last round, he had effectively evened the situation out in his view, meaning all I’d have to do would be to fail a check to sacrifice my ST and keep -3’s route up without adversities, since I forced him to clear the stones in my way, I’d have an easy application of phase 3 after phase 2 was over, meaning all I had to do was use that free check to guide him towards somewhere without having to worry about that specific round following both the plan + -3, which had made my set up planned on the first round work effectively like I mentioned, with that short plan working perfectly, i effectively had to match this check with both the other plans by dividing the checks in 3 groups of 20 seconds, since i didn’t have to worry about dividing them into 4 groups of 15 because of the plan I made from round 1 to now, all I had to do was solve this small puzzle as to what second i should check on to

follow both plans equally without derailing him from the one he initially thought of, remembering I had to also fit that check into a calculation that would make phase 3 specifically break it, in which the answer I found to that problem was to check instantly after the middle of 20 to 40 and 15 to 30, which would've been (20+40+15+30)/4, that would give me the best active play as to why he'd not drop at these moments, since he had already tested the theory I made him test last round, all he could do was think of when to drop not to make my plan advance and to find it out with the same move, and that would be above 35, since his actions were within the -3 core phase's routes, all I had to do was make the rest of the calculations until the end of the round so I could deploy phase 3 effectively without any problems, I was really scared of taking the penalty but it was worth a sacrifice, I knew it would hurt very badly and I could have had to go to a hospital, but it was just a step to take for the plan.

HIM: he noticed the narrow down he made after having done it for something else instead, meaning his best option was to re test the results he gathered from the previous rounds I set up for him without having to give information on his plan, so his strategy would be to drop above the second 15 division but in between sections of 10, that number would be 35, since if I checked after 35 I'd be heightening my ST too which was illogical due to me having just cleared it, which made him essentially aim to drop at 35 since I'd check before it, even if I gathered enough ST, all I had to do was die next round and phase 3 would start the same way, but due to the setup in this round, he wouldn't risk dragging my bluff further due to the amount of possibilities created from that overwhelming his ability to find them, all he had to do was drop at 35 and he would be safe, that was due to the trap I set on round 2 so he'd do this on phase 2 of -3, with this happening, he wouldn't be able to make me accumulate 30+ seconds to connect my ND to my ST, which was his best move inevitably, after i thought through that and solved for 27, all he could imagine was that I thought he'd drop at 0, 6 or 11, which were the numbers that made divisions 1 above 15 and 20 divisions, hinting him of my plan that was on second parallel to -3 so I could deploy phase 3 effectively after showing him that my plan was working with base on those divisions, with him figuring that out, all I had to do was deploy phase 3 effectively without having to worry about his moves again, because of round 1, 2 and 3, phase 3 would work perfectly without any contingencies to the plan due to them already being planned out, with that in mind, all I had to do was find his strategy and plan that had been deployed after I made him even both forces out, which would make the game's essence change to a completely different one, because of the calculations I made for the next round and this one's result, I was safe to deploy phase 3 and keep on with the -3 plan.

Round 4 Phase 1

05:21 PM D: Me, C: Him.

Me: ST: 000/300 ND: 190/300
Him: ST: 052/300 ND: 000/300

Before the round started, he told me: *you are a failure that seeks victory, not because you see might in winning, but because you see shame in losing, I seek victory because a Loser like you, doesn't deserve to win.* That completely caught me off guard, because it wouldn't exactly change how I'd play, but it'd cause turbulence in my mind for a while, which meant that if I went to execute my plan and I was related to taking a penalty, he would've known it and deduced my plan from my reluctance, that was his trap to build my mirage.

I would then start as dropper, but I had no idea what to do, my goal was to figure out why and how he wanted me not to make the noise, assuming he knew I was faking it, but if he didn't know I was faking it, he would've assumed i didn't know I made the noise, but why would he punch me and say that, I had to know what his strategy was, and I had to see through his plans, for my time strategy to work, I had to either focus on filling his accumulation if I took a penalty that let me within 90 seconds from the limit, or try making him fail a check, but i didn't know what to do, i didn't know if I could make him fail a check anymore due to my hand making the sound, I needed him to think it was real but he had no way to prove it was fake, I had to know how he figured the sound was fake if he couldn't prove it himself, which I knew he didn't but I had to know if he thought I wanted to figure that out or if I wanted to figure why he did what he did, which I figured, because it had nothing to do with him hitting his hand too, since that is not a way of testing such, he was trying to force me into thinking that was what he was doing, making me force my brain even further after going through that penalty and punch, meaning he wanted me to be scared of how he figured I forged a sound while also being bluffed into not being able to do so again, since he knew I wouldn't think like that normally, he was trying to test how much the capsaicin affected the brain with this complex strategy, because if i followed the other path, I knew he had done this as a bluff to make me scared of taking another penalty and dying, since he couldn't know if I made the sound up, it was way better of a plan than one would've thought, because he was forcing me to retreat both ways, and he would gather significant data on me both ways, what he would do would be waiting for the sound or not, waiting for the 60th second, and then checked, then he would've discounted the time to when he heard or didn't hear the sound, and he would've figured it out that way, meaning his strategy was perfect, he would check at 60, and if I dropped at 60, I would be dragging my opportunity for deceit to later on, or if I dropped at 0, I would be telling him I figured his scheme out, but if I had an even better than perfect strategy, I could gather as much information as him, because in a situation like this, you can't make someone lose a bet and win it with nothing on the line, you just have to mask what you're betting so the other person can't figure it out, which I had, I would make the sound at 2, drop at 17-5, wait the 43 seconds for him to check at 60 or after my drop, my goal was to make him take an ST of 43 seconds so the gap from 52 to 90 would be filled, but it would also make me able to make a gap up to 120 after the safe zone of 35, which would only be if he checked at 60 on both scenarios, if for example he checked at 55, I would be missing ST to make that accumulation reach 120 accurately, since we can map the solutions to this problem, the danger I would be in would be of: 55 AND 55, 55 AND 60, 60 AND 60, 60 AND 55.
Making his accumulation unable to be caught in the worst case scenario, which was 55 and 55, but it would also not be caught at 55 and 60, or 60 and 55, meaning the strategy I built was to make the occasions for his checks stand covering all of these positions, considering I had to win like this without putting as much as he put on the line, that was my strategy, I then made the sound and dropped at 12, as I thought, he didn't check at the start after the sound was made, but he checked at 60, after the round was over, he told me he had seen through my strategy to make his accumulation grow.

That essentially meant that he was able to reason out as much as I reasoned out in that short amount of time and more, to counter my strategy without breaking his own strategy, and even though he noticed all the tricks I used in that round, he couldn't determine the reason for them, due to him only being able to reason out the result and late process of it, meaning he had to infer that by thinking in a reverse process, so my goal was to not change this strategy to one that would also fit the aim of it, while making him think about me choosing between following or not following the strategy as a bluff or not, I would actually be thinking of what alternative approach in these in between I could take, I was the checker at this moment and I had to deduce how he would approach my strategy while also considering the alternatives I could pick.

GENERAL ROUND EXPLANATION:

[FSIQ: FRI + PSI + WMI]
[OAEQ: EU + EP + EX]
[REASONING: INDUCTIVE + ABDUCTIVE + ANALOGICAL + DEDUCTIVE+ CONDUCTIVE]
[PLANNING: ALL]
[STRATEGY: ALL]
[DECEPTION: CONCEALMENT + FABRICATION + MISDIRECTION + DISGUISE + BLUFFING]
[MANIPULATION: INDIRECT + DIRECT + LOGICAL + INDIVIDUAL + EVENT + SCENARIO]
[FORESIGHT: ANTICIPATION + FORECASTING + PREDICTION + ENVISIONING]
[FIELD SKILLS: TRAP SETTING + TRAP EVASION + DECISION MAKING + TACTICS]

ME: after phase 2 was deployed, all I had to do was maintain this round as an anchor to deploy phase 3 on the second phase of it, which was obvious to result on the fact that my previous calculation for my drop had resulted accurately, since my plan was following that strategy and I had -3 on the right track, all I had to do was drop after a number that could cause him to collect 49 seconds of accumulation, not to get him on an individual division from the point I was on, but also not to have him a division above it, which I would use with the trick to enhance his hearing as a placement of my bear trap, with that trick performed and this round having been planned by me a literal day ago, I again had nothing to worry about and could worry about my calculations instead, independently of when he checked, he'd be following my -3 route, and since i manipulated him into checking at 60 by dwelling his mind into my deception, he wouldn't be able to check earlier than that even if he wanted to, since it was a bluff he couldn't doubt, with that trap from the previous rounds being executed, all I had to do was drop at a second above 11, which I chose to be 12, he couldn't doubt that bluff and would be bound to fall on it, while that happened, I calculated the next rounds to result on phase 3 being deployed, I used the strategy parallel to my -3 plan to follow both parallel plans I would use to switch up later on the rounds, so to do so, I had to find a logical strategy that fit my bluff equally and could explain my drop without giving my real plan away, which I found to be the equalizer strategy I mentioned, with that strategy put, I had perfectly directed his path into a showdown of my traps, while i already had everything set for that, all I had to do was think of his plan too, which to do so, I had to think from his perspective, but since my plan also was to transition his view from one plan to another and then break it, I also had to set some things up next round, after the round was over, my perception of him was complete and confirmed.

HIM: based on his talk to me, I knew he didn't want me to re bluff about the sound, so he essentially called the first bluff and placed his own on the table, he wanted to manipulate me into finding another way to implement my plan without that bluff, so that he would guess my strategy based on those two elements by cross examining it, to avoid that, all I had to do was keep with the hearing trick and track back to what his plan was, he wanted to catch up to me in ND but not in ST, which was a given by his only chance to check being at 60 not to suicide, by him not having avoided this trap last round, despite having bluffed through it with the hope of making me believe in it, which wouldn't work and with me noticing that, all I had to do was wait for him, he knew I would make him accumulate 60 seconds if I dropped at 0, and 49 if I dropped at 11, which would both give him loads of information, I thought that could've been his forecast of my plan from last round, but i didn't know if he was that smart, I knew my plan would've worked perfectly and that it would fall within my planned contingencies for it, all I had to do was think of how he could counter it if he chose not to in this round, and if his plan actually used the same property my plan used for it to be achieved, because if he was able to practically instantly uncover my 1 round plan with base on that specific moment, he was smart enough to counter it, and if he chose not to do so, it'd either mean that he'd counter it later, or that he needed that to be performed for his plan to work, with base on that, he'd then use my strategy against me based on the properties of it, which was something I wanted him to do because it would backfire him later on, since I had the play set for phase 3, all I had to do was consider this specific scenario and the fact that he believed my plan would've been to accumulate his ST, as long as he knew that, my plan wouldn't fail or face delays, and even if he didn't, it only meant I'd discard phase 3 and implement phase 4 instead, which would also result in my plan working flawlessly, so that's how my strategy to apply my plan was built upon his own perception of it for me to apply phase 3 and keep on -3's route.

Round 4 Phase 2

05:24 PM D: Him, C: Me.

Me: ST: 000/300 ND: 190/300
Him: ST: 112/300 ND: 000/300

I was 5 sections of 15 away from him, I knew 2 things at this moment, I knew that I could build a strategy based on the premises of my previous strategy considering the new premises I had gotten, and I knew that he wouldn't allow me to fill his ST up, because if I made him fail a check with his ST high, he would be closer than me to losing the game, while if I made him fail a check first, he would still be at a considerably safe range from losing the game, meaning he had to fill my ND up instead of my ST, because I was closer to losing by ND than by ST, I was 7 sections from death and his objective was clear to me, he wanted to fill my ST up and then make me fail a check, in case you noticed, that's what my strategy at failing a check was aiming for, if i hadn't sent the message then, I would manipulate him into blocking my strategy based on the sectioning of both, while the strategy was as actually placed far ahead and all he blocked was a decoy, now i just had to get myself to fail a check while he's with his ST transitioned into his ND, because then, I can heighten his ST with the plan I built, and force him into a position of defense, where he has to keep his ST there and prohibiting

him from failing a check, but that's not the sole purpose of it, since if I wanted him to play that way, i wouldn't clear his ST in the first place, which is exactly my motive, I would use his own knowledge of the penalty to influence him so I could control his thoughts during that time period, that would give me the advantage, that was my solution to this problem, but it was too complex for me to think on how to execute in such a short time period, due to me also thinking about how my actions would give him inference material on what I wanted to do, but I followed it.

The round started and I was thinking about when he would drop, I knew he wanted to fill my ST up, and the best way to do what would be by dropping at the start, since he also gathers time to think and he can counter my next-round strategy, because making me fail a check would be of no advantage to him, since by filling my ND to 250, he would still be a failed check away from my Death, while if he raised my ST, he would be only one failed check away from it overall, and he would also have an advantage in both scales, if we battled for the ST's limit, he would win, and if we batted for ND, he would also win, meaning he would for sure drop at 0.

Is what I would be thinking if I wanted to bring my strategy to a close. He knew about my plan and the way I had calculated to break his ND, so naturally, he would think that I would be thinking along those lines. He would anticipate that I would consider those options and try to counter them. What I wouldn't realize, though, is that if my ND got caught up, I would be just 50 seconds away from death. This specific timeframe would be crucial because it meant that if I decided to go ahead and execute my strategy against him, all he would need to do is raise my ND twice to win. While there might be more ways to raise my ST compared to raising my ND, the fact remained that he would still have to raise both if he wanted to succeed. To raise my ND, he would focus specifically on late dropping, which would be his primary tactic. On the other hand, when it came to raising my ST, his approach would be centered around early dropping. The problem with this was that I always knew, in every situation, that he would choose to late drop when it came to raising my ND. Because of this predictability, he would never be able to accumulate any significant or useful amounts of ST. This would force him to switch tactics and start early dropping in order to try to surpass me in ST instead. This change in approach would cause the game to transform into a battle of prediction, where both of us would be trying to figure out who could raise the other's ST higher. In this scenario, I would naturally have the upper hand, since my ST was already higher than his. As a result, he would likely aim to make me fail a check deliberately, which would cause my ND to grow higher than his, giving him the advantage in the end

Is what he would have thought it he wanted me to fall into a trap, the trap he was guiding me to would actually make me lose in both situations, because of all his moves, I knew he wouldn't open hand of a play with a higher success rate for one with a lower one without using any backup or advantage, meaning his plan took that into consideration and had with premise the fact that I would think that way, I knew he wouldn't risk himself to a lower success rated strategy just because he thought I would think something, he would choose a strategy that would give him more advantage than the previous one, what I had to figure out was if his strategy was going to give him a wider advantage (an advantage with a broader range on various possibilities) or a stronger advantage (strengthen his already established play) which to do so, I had to think based off of his personal beliefs and goals within this game, I knew he wanted me to lose by making a strategy that would achieve a reaction that could break all of my possible strategies due to him not knowing what I wanted yet, that meant he would want me to fall for his trap to make me unable to execute a strategy that would counter his plan, due to his plan taking into account that I had a strategy to counter his plan or not, which looked so clear to me, he wanted to cover a wider range of options, he would make me fail a check and then fail a check himself so he has the edge in both scenarios again, that would guarantee a both way win bluff to him, which would defeat me in any situation, but he wouldn't hesitate to attack me while I was most vulnerable, which was right after he inflicted fear on me, so I had to wait until his drop was ready, I had to counter his plan by using it against him, i couldn't collect more than 10 seconds because that would make me lose 70 when I died to win, that would make me be ultimately defeated by his play, since if I was 40 ND away from death, I would lose an entire section of playing ability, the third section "45", that I would use to raise his accumulation without going into the risk of dying next, which wasn't what i aspired for, I needed to get as few ST as possible before my death, but I also needed to get his ST up before it, so I did what any sane person would do in my situation, *I checked at 51, the moment I checked, he had just let go of the handkerchief, the expression on his face, was of pure devastation, he was terrified, he could not hold himself together, and he did not have the time to know how I figured his plan out, my abduction was correct, and he was In a disadvantage for the first time in this game.*

GENERAL ROUND EXPLANATION:

[FSIQ: FRI + PSI + WMI]
[OAEQ: EU + EP + EX]
[THINKING: LOGICAL + CONCRETE + ABSTRACT + PERCEPTUAL]
[REASONING: INDUCTIVE + ABDUCTIVE + ANALOGICAL + DEDUCTIVE+ CONDUCTIVE]
[PLANNING: ALL]
[STRATEGY: ALL]
[DECEPTION: CONCEALMENT + FABRICATION + MISDIRECTION + DISGUISE + BLUFFING]
[MANIPULATION: INDIRECT + DIRECT + LOGICAL + INDIVIDUAL + EVENT + SCENARIO + EMOTIONAL]
[FORESIGHT: ANTICIPATION + FORECASTING + PREDICTION + ENVISIONING]
[FIELD SKILLS: TRAP SETTING + TRAP EVASION + DECISION MAKING + TACTICS]

ME: Because of phase 3 part 1, I was already able to implement phase 3 into the game without going through any trouble, I knew his layers of thought would be able to predict my possible plans but it wouldn't be able to discern them, as the dropper, his best choice was to choose the best number for a drop by wanting me to fail a check and disable me from executing a death, with me knowing he would do this though, the best option for me would be to check at 60 because of me knowing he would late drop, but something he knew was that for me to accurately do this, i had to drop early, not to lose my entire ability of dying in the game, so i'd not let him drop early by making him know i'd check early, but with base on the calculations he figured I used, he knew I'd check at a number that allowed me to keep my accumulation at a secondary section instead of sacrificing it for a death, which meant that I'd want to purposefully die and keep my accumulation below 49 at the same time, so for him to force my play into his field by using the fact that he knew I wouldn't accumulate over 49 seconds and that I could fail a check, he knew I'd have checked from 11 to 51, but because he knew that thinking based on the plans I made him know I had, I could check at 51 with ease, because he'd drop from 11 to 51 to 60

after I had deployed that trap back then, since if he didn't, he would lose due to him giving me the win, which would force him to play along with both the plans I kept on parallel with -3's, meaning by doing so, I'd open a gap for me to deploy phase 4 without even sweating, which he couldn't avoid for as long as he considered my plan in the first place, meaning that In the moment he figured my "plan" out, he had already doomed his own plan, I'd use his following of my plan to deduce his plan by using the property management he had been following alongside with me, but first I had to think through the calculation I built to pass this phase effectively, so, If he dropped at 0, I'd accumulate 51, which was bad, so I couldn't check above 50, since if I checked at 50 I wouldn't be able to die anymore, which is what he thought I would do, meaning as long as I checked at 51, I'd have either a death or a check fail, meaning as soon as he saw 50 seconds passed, he'd drop the handkerchief to accumulate 10 seconds in me out of desperation because of his failed reading of me, and that Is what I'd use to my advantage.

HIM: he knew of my possible plans and thus had to avoid most with a move, the best move for him in all ways was to try and be set free from my trap by knowing I'd have to check below 50 not to accumulate above 49 since by doing so, I'd kill my availability for a death, my best play for this would've been to make him think that, since it really was a bad situation for me, though it wouldn't affect my real plan by much, even though I'd have to execute it differently, for him to be caught onto my trap set in the second round, I'd have to keep following the premise of the strategy from the previous round, since if I did so, he'd know I'd absolutely check before 50, and with that in mind, as soon as the clock hit 50, he would've dropped, which he thought for so to also be a possibility that I'd think he'd do that and check at 50, which wouldn't work for him because I foresaw that he would foresee this and checked at 51, exactly when he dropped, his plan based on this fact wouldn't change much, since I had uneven Ed the game back, he wouldn't have been able to follow his plan accurately due to being completely influenced by every move I made, because he couldn't disprove them, what I mentioned before to backtrack would be related to his pattern as a human, he did not want to let go of the thought that he would get an opportunity to execute his plan without falling into more traps I made, since he didn't have any awareness of my real plan because I had been constantly giving him information to work with and deduce my current plan, I also had to keep a side one for the plan I built on top of the fact that I had to build a plan to mask my plan, and that's how I managed to always get him caught up into a trap, he'd not be able to escape them for as long as he thought with base on the plan he thought I was following, which to keep as an effect, I had to use the plan I built inside the game of switching the plans he believed I was using in the middle of the game to crush his hopes and make him think all he thought of was in vain, which I would then "accidentally" let slip and show that the plan he first thought of was actually the real plan, which he would notice and deduce so, making him fall into a last trap…
He was pleading for a chance to follow his plan without being within my control, and so he could build this chance from scratch, and that was my understanding of his motives, what he didn't realize was that what he actually built was his downfall.

Round 5 Phase 1

05:27 PM D: Me, C: Him.

Me: ST: 001/300 ND: 190/300
Him: ST: 112/300 ND: 000/300

I knew that he would either try to figure out how I figured him out or he would backtrack my plan based on my previous check fail, which I had done for two reasons, 1: manipulate him into backtracking my plan based on the fact that I had failed the check on purpose, he would then narrow it down to to possibilities, but also bluff him out by making him think I had executed that part of my plan at that time, when I had actually not done it yet. 2: if I had raised my ND to 190 and I had to die for a minute at least, I could not let my ST reach 50, else I would definitely die without being able to execute my plan, so I had to keep my track of time and keep my availability for checks at the highest, which is why I preserved my section range at 3, instead of losing it to 2, which would make him think that I would aim for something that wasn't related to me saving ST, because it made literally no sense to him.
So based on my analysis of him and his motives, i told him the following: *I know why you don't want to lose, you're not afraid of dying, what you are afraid of, is dying for such minuscule reason, you don't consider your life as worthless as some money, much less do you consider yourself as worthless as someone who'd lose to me, even if you live, you'll still be fully aware that I was the one to take your life, even if you didn't die that day, your life was still taken, by me, you dead, just for some numbers on My bank account, some more moments of eating in a restaurant, some more moments of Pleasure, for Me.*
I knew he would become reluctant after hearing this, and it was noticeable that he was in complete self reflection, while I took his focus from the handkerchief and instead influenced his every thought at that moment, he still had the urge to fight back, the urge to win, the urge not to lose, and so he found a counter strategy to me, a bit after the round started, he stood up and said: *you will lose, this is your Dystopia.*

The round then started, I knew he was bluffing and that I had nothing to be afraid of, I just had to know when he'd check not to fail one, I knew he wanted to sacrifice his accumulation to play safe against me and have the advantage over whatever my plan was, that would mean he would check late, and then he would fail a check, but at the moment I as thinking through this, he *clicked his tongue.* If you're not aware of what it means, it's a technique used to map based on the echo caused by the sound of your tongue clicking, that technique allows you to map a space around you by perceiving the echoes caused by the acute sound made by the click of your tongue, he would do this to distract me from knowing when he would check, but he also wanted me to drop while he did it, that was his manipulation tactic, because he knew that since I had a clear sight of his beliefs from my own perspective, I would face against his "Idealism" by disproving it, which would mean I would drop the handkerchief after he did it, meaning he wanted me to drop it early so he would check at the middle, due to me knowing he wanted to clear his accumulation after filling his ST more, he wouldn't fail a check this round, but he would also try to lengthen as much as possible the time in which he would die, so I would wait for his check to make him fail, so if I made him fail, he would still be 10 ND from death, meaning I had to fill his accumulation first, so to counter his trap, I had to first fall on it, little did he know the future that awaited his foresight of my death.

I dropped at his fifth tongue click, being at 15 seconds.

He checked at 31 seconds.

Squandering a time of 16 seconds.

GENERAL ROUND EXPLANATION:

[OAEQ: EU + EX]
[REASONING: CONDUCTIVE]
[THINKING: LOGICAL + CONCRETE + ABSTRACT + PERCEPTUAL]
[PLANNING: ALL]
[STRATEGY: ALL]
[DECEPTION: ACTING SKILLS + MISDIRECTION]
[MANIPULATION: EVENT + EMOTIONAL + DIRECT + SCENARIO]
[FORESIGHT: ANTICIPATION + FORECASTING + PREDICTION + ENVISIONING]
[FIELD SKILLS: TRAP SETTING + TRAP EVASION + DECISION MAKING + TACTICS]

ME: all I had to do was drop at any moment that would prohibit him from accumulating 52, 37, 13 or 52 seconds, since 52 repeated twice you'd normally believe it as the best bet, because of it being incrementally inconsistent with the other numbers, I could follow 52 by dropping above 8 seconds, and since for 37 to work I had to drop above 23, I didn't have to get his accumulation to work this way, since him checking not to accumulate that much was already an obligation for him, I would consider that if he played to accumulate that much and then die, -3 would be followed, and if he didn't, -3 would also be followed due to phase 4, which is the purpose of 45's foreshadowing, because of this, I knew he wouldn't check above 37, and even if he did, it wouldn't make much of a difference, because of 45 again, i was still following -3 without any consequences, so all I had to do was follow the 3 plan strategy, so to implement that strategy's second part, all I had to do was tell him something after having changed his information on the plan he knew I followed, to force him to believe in my information and think his idea was wrong, which by checking in one second was done last round, on this round I would have to make him see through me by playing with his emotions, what i'd do would be bluff about how far away from the passage he was, how wrong he had been from the start and how I had been manipulating him all along, which he would believe and retrace his own thoughts, by doing that, I'd be placing him in a hole of fear that he couldn't escape from, what I wanted him to find was that he wouldn't be able to keep track of my plan after he had already derailed himself that far, by placing him in a state of despair and hopelessness, he would feel incapable of deducing a counter to the real plan I had been following, which he had already found (third plan) but couldn't grasp, as if he was an infinitely small space away from my plan, what would force his emotions to display in this scenario in this way would be the fact that for him to counter my plan, he had to end the space in which we were separated from, an infinitely deep and shallow pit, that was exactly how he felt, with my words and actions making him realize his mistake, I'd then again transition positions with him to implement the last part of the emotion strategy, I knew that after it was implemented I would have completed my control over this match and could counter all of his plans easily by placing myself in an indefinitely higher ground, that was the fruition of one of the plans I followed to follow the -3 route.

HIM: with him realizing my plan after he had been following the wrong one all along, he'd be in an endless hole of despair without any way back up to a light source so curved that he couldn't see it, after he realized this, he decided to just sit back and watch, he would attempt to ignore my plan out of cognitive frustration and try executing his and play normally by ignoring my plan, which after placing him on that emotional state, I had to think about how his feelings would dispel in situations other than how they would display in this situations, which was how i executed the emotion strategy I had been building from round 1, with him going to desperately try to ignore my plan, I knew that he was in a state of denial and desperation, when the human mind is in a state posed by this situation and this environment, even while consciously trying to ignore what it doesn't want to think about to defeat, the human mind is a raw example of greed, something that cannot be fathomed by people themselves, if I gave him the slightest of hints, his brain would immediately catch up on it, as if you think "I'm not gonna try that problem, I'm tired" but without even noticing, you start to solve it, without even noticing, you start to get engaged, whenever you start and stare at the problem, you get tired and give up, but if you by a thread accidentally catch up on something intuitively and feel uneven about it, even while you're consciously quitting the problem, your brain will force itself to solve it, pleading by the small hope given by your intuition, even while you don't, you still do, meaning all I had to do was give him a small hint that only his mind would notice, something that fit his emotional state and also his way of thinking, that's why I dropped at his fifth click, he would've noticed me considering the fact that he wanted me to drop at the start of his clicks, but all I had to do was drop at the fifth click, that would make him think my words and strategy conditioning were a bluff, that would make him realize that my real plan was the first he thought of, because by him tracking the second plan, he would realize that this drop would be correspondent to the first plan instead of the one I proved to be following, which was the hint he neeeed to deduce my strategy built from the start, he knew what I did was a bluff, and the purpose of it was to give him persistent determination and hope, after crushing his mind into despair, I would make him think he achieved that conclusion by breaking free of my deception, something that he'd consider vanglory worth, he had just been smart enough to uncover a trap I laid out since the start of the game, something that can be defined as ultimately outsmarting me, that was my plan from the start to my drop, to force him to follow plan 1 while I could follow the -3 route by breaking him once again…

Round 5 Phase 2

05:30 PM D: Him, C: Me.

Me: ST: 001/300 ND: 190/300
Him: ST: 128/300 ND: 000/300

To play along with his *"Technique"* bluff, I started using something he may have not known, which was stomping the ground with all my strength, that would be shown as a way to map the place around me based on the vibrations caused, spread and retrieved by my impact, , that was what I would do, I would do it in the same timing as he did, which was one every 3 seconds, to hint him on what I was doing, I used this as a bluff to get to know what he would think of it, while his goal with his bluff was to make me drop early but also be sure I wouldn't notice and drop on the middle, since he has no risk even if both didn't happen, his strategy was set.

In my case, I have many risks for many situations due to the plan I'm attempting to execute, so if I have to throw him off, it'll be by making him want to make me either Die or Fill my accumulation above 49, which to do he would have to drop at the start, which is much less guaranteed than making me fail a check, so he would make me fail a check by dropping at 60, since it's much safer for me to check at any other number below 45.

Is what I would be thinking if he successfully drove me to act that way because of his previous match, his technique and 31 drop's meaning was to influence my awareness of his abilities and make me think I had accurately predicted his movements with base on logic, that would be for him to narrow down if my plan's climax was close or away from that very moment, since if I did fall for his control, I would be basing myself on the fact that I was close to reaching the climax and I wanted to put an end to it already, while if I didn't, it would still be far away, but away enough for it to be logically viable to me without depending on luck or prediction, that's one of the reasons why I gave it all to save my 45th second, just so I would force the game into taking this turn as a strategy, because of this, I had a perfect way of making him foresee it and not miss a more guaranteed opportunity of winning, I would make him drop early by making him think I would check at 60, that was the purpose of my seismic sensing, I would make him think with the first step that I wanted something to be achieved with those steps, and by the second step, he would already have guaranteedly figured out what the steps meant and what I wanted with them, that being that I was using his echolocation bluff but in a different way, and that I wanted to make him not drop early to make him drop late and so I would check at 60, but that was a bluff to make him notice I wanted to check at 60 and so he would drop early, he would figure my plan out by the 6th second and drop as soon as he could, with that done, independently if I checked from 55 to 60, I would have Lost The Game.

And so, I checked at 10, gathering a total of 3 squandered seconds by completely controlling his thoughts.

GENERAL ROUND EXPLANATION:

[OAEQ: EU + EX]
[REASONING: CONDUCTIVE + DEDUCTIVE]
[THINKING: LOGICAL + CONCRETE + ABSTRACT + PERCEPTUAL]
[PLANNING: ALL]
[STRATEGY: ALL]
[DECEPTION: ACTING SKILLS + MISDIRECTION + CONCEALMENT]
[MANIPULATION: EVENT + EMOTIONAL + INDIRECT + SCENARIO + EVENT]
[FORESIGHT: FORECASTING]
[FIELD SKILLS: ALL]

ME: With my strategy executed, I had built round to retrieve my play without it exceeding his perception, so now I had to use the opportunity i got from that strategy, his best move to counter the plan he had deduced I was using would be to fill my accumulation to higher than 43, meaning he had to drop before 17, I knew he wouldn't drop before the fifth second because he knew I could fail a check at that round to succeed my plan, but he also knew that by me failing a check, he would get the opportunity to also fail a check and call my check with a full play, while if i didn't fail a check, he could still call my move that was not failing a check and either failing or not failing one next round by checking before 51 seconds, since if he succeeded a check, he could still fail it and keep the game going as well, that would have been his best strategy if I hadn't made it be so, with me showing the idea "built at the moment" to counter his own tactic to counter my strategy, he knew I'd be doing this to make him want to drop but notice I wanted him to drop, that's why he wouldn't drop, but he saw through that, since him not dropping would guarantee me a check that would be below 43, so that would've been my best plan, by forcing him to drop somewhere above 5 and checking at 49, realizing I'd do that, he'd notice that by me considering 6 the limit gap, I'd be killing myself by checking at 49, because if he dropped before my first step, he would've figured it out afterwards, meaning my plan was to make him drop after 6 to gather an accumulation of below 35 seconds, that accumulation would allow me to die and keep both scales as perfect matches to use the plan I thought he thought I was following, that's why he would drop at 6+, to match the plan he knew I wanted him to think I was following, but it would counter the plan I was actually following, all of that for me to check at 41, therefore he would drop at 7, knowing that for a fact, I would check at 10 to avoid an accumulation of over 3, that will be very useful later on, doing that, I would keep following the -3 route and not derive from the plan, since i already had an unmatched advantage over him, all I needed to do was figure his plan out, since it was clear he had one and was postponing it due to me being the first dropper, I would place us both in a situation that would solely depend on him, a situation that would've been my confirmed defeat due to me being the first dropper, that was my plan.

HIM: He knew the best way to counter the plan I thought he thought I was following would be to make me accumulate over 43 seconds of squandered time, meaning the best way to counter that strategy would be to drop below 17 seconds but also below my time of available check if he dropped at 0, for instance, 0 + 60 = 60, 0 + 42 = 42, 17 + 60 = 43, 17 + 42 = 25, which was due to this abstraction that he realized my maximum output as a time was actually 59, due to that being a defeat for him, his calculations were completely switched, 0 + 59 = 59, 0 + 42 = 42, 17 + 59 = 42, 17 + 42 = 25, that fit all of the criteria for the properties of my strategy perfectly, meaning he had just figured out the perfect formula for my game, all he had to do was drop before 17 and above 6, the lowest in which he dropped would place him as safe due to the amount of sections he would remove from my game, he didn't need to read me or my actions anymore, all he had to do was check at 7, that would be the perfect win, that was the best strategy for the game, due to that thought process, he would inevitably drop at 7, which is why I deduced checking at 10 would give me the lowest possible risk, that was the trap I set at the previous round to completely control him and make him drop at that moment, that was the objective of the 3 plan strategy, after having to cover all 3 plans without failing to do so, all I had to do was enjoy the fruition of the result built upon them, he didn't have any chance to leave my minefield, since every step he took would leave him to die, after having executed that strategy, all I needed to do was calculate in which round I had to die for my plan to succeed, and how much accumulation I had to collect for him to lose, I'd normally idealistically want him to accumulate over 52, due to it being his threshold and the key to my strategy, but due to -3, I only had to make him accumulate up to whatever would be close to 52 enough for me to win with -3, that gave me the ultimate advantage, since my plan depended completely on me being in a losing situation by that close, I had to confirm that his actions would follow themselves without causing a fail or a contradictio, that's why I controlled him from the

game, and why I'd pull my final card on him after admitting to defeat, his fate was already set, from the moment he tried taking my life up to this second.

Round 6 Phase 1

05:33 PM D: Me, C: Him.

Me: ST: 007/300 ND: 190/300
Him: ST: 128/300 ND: 000/300

The round started, and I needed to drop at just the right moment to give me a chance to break his ND. My goal was to fill his accumulation up to 52, but he knew I was aiming for that, so he would try to avoid checking in the last 8 seconds. However, he also knew that I knew he would do that, so I planned to drop late. Since it was clear that I wouldn't drop at the beginning, I figured I would drop during the last 8 seconds because he might check just before then. But he would expect me to think that way, so he would try to trick me into deciding whether to drop at the start or in the last 8 seconds. This would make me overlook the possibility that he might check in the middle to waste some time, or that he might purposely fail a check to drag this strategy into rounds where I couldn't afford to play this way. This meant I had to stop him from failing a check, but I also couldn't fill his accumulation too much. In the end, I chose to drop instantly because it seemed like the safest choice, he checked at 50 and caught a squandered time of 50 seconds, 2 away from his threshold.

Round 6 Phase 2

05:36 PM D: Him, C: Me.

Me: ST: 007/300 ND: 190/300
Him: ST: 178/300 ND: 000/300

I knew I had to survive with a below 43-second ST, which meant that as the timer approached 30 seconds, I was forced into a situation where I couldn't check during the final 17 seconds. This was a critical window, as he might try to force me into failing a check. If he successfully predicted this, he could accurately dismantle my entire plan by dropping at exactly 43 seconds. If I checked at 42 seconds, I would be safe since his drop at 0 seconds wouldn't reach 43, but I would still be in a precarious position because he could engineer my defeat before it was meant to occur. My objective was to think through how I could escape this scenario by predicting whether he would choose to drop after 43 seconds, at 0 seconds, or push the limits further, extending the drop range from 0-43 to 1-44, 2-45, and so on. If he dropped at 0 seconds, his hope would be that I wouldn't check too early; if he dropped after 43 seconds, his strategy would rely on me not checking too late. This strategy of extending the drop range would narrow my window for checks to the exact middle of the range. He would know that I might check at 60 seconds, but he also knew I could check at 1 second. In such a compressed timeframe, the best strategy I could devise was to avoid checking before the final 17 seconds, as that would result in failure. But checking at 60 seconds would also be a loss if he dropped at 17 seconds. I had to find the precise middle ground, a balance point between the two conflicting strategies. My choices narrowed down to a range of options within the intersection of those two initial strategies, specifically from 9 to 52 seconds or 8 to 51 seconds. That was the ultimate strategy to counter me, and I knew he had anticipated this. So, I decided to check at 50 seconds, mirroring his move from the last round. *He dropped at 8 seconds, and I checked at 50, ending up with a squandered time of 42 seconds—just one second away from my death.*

Round 7 Phase 1

05:39 PM D: Me, C: Him.

Me: ST: 049/300 ND: 190/300
Him: ST: 178/300 ND: 000/300

In this round, all I had to do was make his accumulation grow as far as possible, but he did not know my strategy, so he would obviously think I'd want to make him fail a check, then grow his accumulation, then fail him a check again, instead of making him grow his accumulation, fail a check, contest between growing his accumulation and failing a check again, because it was a safer strategy, he made the best move which was checking at 60 seconds, I had dropped at 0, he gathered an ST of 60 seconds and he started thinking about what I was doing, but it was already too late, *that was His Dystopia.*

Round 7 Phase 2

05:42 PM D: Him, C: Me.

Me: ST: 049/300 ND: 190/300
Him: ST: 238/300 ND: 000/300

Obviously, to execute my plan, I checked immediately, which caused me to Die for 109 seconds, I took the Antidote AD for my time on the match, not much to it, I then while about to take the penalty, wrote down what I needed to, to catch the third referee's attention, I carefully wrote down before taking the penalty: "I have the camera guy's family, he should call them", because of Ref 2's personality,

he wouldn’t not tell Ref 3 about it, because he’s already unstable enough due to his perception of this match from the start, even if he didn’t, I would’ve influenced him the same, meaning my plan would’ve worked both ways, that was IF he had a family, with that done, I just waited for the results of the execution I built onto that match.

Round 8 Phase 1

05:47 PM D: Him, C: Me.

Me: ST: 000/300 ND: 299/300
Him: ST: 238/300 ND: 000/300

I waited for the result of my plan, I knew my opponent knew I would want to make his ST grow before failing his check, because failing his check first would open hand of the chance he had to use both sides as currency, while it would bring us two to a tie, because he would be at 298 ND and I at 299, so if I made his ST grow first, I would force him to protect it with all his life, making his ST 298 and my ND 299, that would be the best strategy for him, but he did not know my plan, he wasn’t aware of the glass floor I had placed for him to walk on since the start, all of his path was made of glass, nothing he did was as stable as he believed it to be, and he knew that my plan was far beyond his knowledge, he knew that he could not figure my plan out with that ease, he knew that he wouldn’t do it, he knew that he couldn’t do it, so he did it, he gambled on the fact that my plan was not something he could counter, and chose the opposite of what logic brought him, those were his wills and his thoughts, he would place his play on the hands of luck, for once in this entire match, with i knowing he would do that, because if i dropped early, he would check early and either fail a check and survive, or survive a check normally, but if i dropped the early and he checked late, he would’ve accumulated my ST like i wanted him to, like he believed i wanted him to, that was his design…

The match went on, and on, and on, and on. The Final clock sound Rang at the end of it…

He Checked at that end…

He showed me a Rubik’s cube, one with 27 Colored On Red squares, and 27 dark ones, it was scrambled, he started unscrambling the cube without Dirtying his hands with the Red Paint

He looked at me and told me: “*I know what you did, you’ve been dragging the time Further and Further to cause a gap between the sound and the end.”: he showed me the marker i used, he somehow got it from me, (I believed he had picked it from my pocket.) and pointed at the camera: “You used Him, as a trick”*

He said: *“You are not valid as a winner to this game, I have figured your Scheme out before it ended, you have to understand that this entire game was built upon your luck at manipulating the time for the Third Referee.”*

“You are NOT smarter than me, you will not BE smarter than me, you have to understand that this game’s results were solely built upon the fact that you are LUCKY”

I ignored his tale and said:

“So long, Loser.”

His accumulation resulted in 62 Seconds of Squandered Time.

Game End: 05:50 PM

(I have covered around half the thought process in the match, you can infer the rest if you think hard enough, I haven’t covered much of the dialogue so if you want me to, just DM me on discord.)

(SOME FORESHADOWED PLAN PARTS EXPLAINED):

Be aware that the complete plan will likely not be explained so soon due to it being DEDUCEABLE, you can deduce the plan by reading with ATTENTION, if it’s noted that no one has figured the plan out even while reading with attention after some time, it will be fully explained.

Napkin Trick: I would drop the coat with the handkerchief so that if he didn’t check immediately, I could then enter the -3 law. This would allow me to keep the second phase to come into play after a round later, pushing the phases of the plan forward by one round. This strategy would make the -3 law spread out between the current round and the next round, as well as between the next round and the round after that. If I dropped the coat and he checked instantly, I could start the second phase right away. The key here was that the pushing threshold for dragging from phase 2 to the position of phase 3 had a limit of 30 seconds. This is because phase 2 would serve as a test drag, during which my opponent would likely take more than 30 seconds to check, which means I could ensure that less than 60 seconds elapsed before part 2 of phase 2 began. If this timing didn’t work, my whole plan would fail, so I needed to drop the coat exactly at 20 seconds. If he didn’t check until 60 seconds, I would need to make sure that the time of that round did not exceed 50 seconds. This meant I had to ensure he accumulated 30 seconds or less. If he checked within 60 seconds but more than 20 seconds, I had the opportunity to adjust the phase about two-thirds of the time. If he checked in under 50 seconds but after 20

seconds, I could guarantee that phase 2 was properly positioned on the timeline. Therefore, I needed to ensure his accumulation was 30 seconds or less but more than 1 second to correctly place the second phase without disrupting the third phase. If he checked at exactly 1 second, it would not disrupt the -3 route, and the second phase could remain in its intended place without concern for the third phase being misplaced. If he suspected my strategy was a bluff, he would check at 60 seconds, which would force me to consider two possible routes: one where the time was below 50 seconds and one where it was above 50 seconds. If he did not call my bluff and checked instantly, the -3 route would remain unchanged. In the event that he checked at 60 seconds and accumulated 40 seconds, I would need to exclude a phase to mislead him into thinking I wasn't planning according to the -3 timeline. If he realized this, he would avoid the -3 route entirely. Therefore, I needed to switch phases 2 and 3 without affecting the -3 route, so he wouldn't catch on to my strategy and guess the timing. This maneuver had a one-in-five chance of happening, so I had that backup plan ready just in case. The first phase was critical because it determined the available choices for the game's direction. I had to carefully monitor how many changes could be made depending on how many seconds my opponent accumulated. That's why my solution was to minimize the variety of checking possibilities to just two scenarios most of the time: an instant check or a delayed check. These two scenarios would alter the arrangement of my plan's phases in a way that I could easily calculate without wasting too much time while also resulting on phase 3's existence conditions. If neither scenario occurred, I also had a plan to skip the third phase and use the second phase as a time buffer. This was due to the nature of the second phase and how I utilized sounds within it, which is precisely why I placed the handkerchief inside the coat and dropped it at exactly 20 seconds.

Hitting Hand On Chair: I wanted to pretend that my injured hand made a sound whenever I let go of the handkerchief, not because I thought he would believe it, but so he would pay attention to that and enhance his hearing awareness, Then I'd make a smaller sound when the handkerchief hit the floor by hitting a part of my sleeve on the ground, because if he was paying attention to the bigger sound, after he unmasked the bigger sound I could still use the smaller sound, in the case he bluffed about the bigger sound being a bluff, Because he unmasked it, I'd either stop making the bigger sound but keep making the smaller sound because after he heard the bigger sound, he would focus on hearing more than before, that would make him notice the second (smaller) sound and he would abduce that that sound was already there, because it was unrelated to the bigger sound and him realizing that would be result of my manipulation for the bigger sound to enhance his hearing, or I would use it accordingly to bluff his bluff out by using the smaller sound the way I used, which would've resulted in him trying to bluff after the first sound or not, then he would've had to force his bluff further by bluffing the second sound or not, even though it was more logical not to bluff the second sound and risk a wider check, because after bluffing the first one, he would have confirmed to have had related the sound to the drop, which meant he would late check since he wasn't crazy, but if the sound didn't came, he would confirm the big sound hadn't happened, but he would still have heard the small sound, which he could also not be sure to be a bluff or not but he would recall its present on the bluff itself, which would make him also use his after-check to correlate those two pieces of information too, giving me the ability of having a guaranteed bluff that he couldn't outbluff from, which meant that after the second sound happened, he would either bluff about the bluff after the bluff, or he would leave it out and wait for it to happen again, if it happened again and he checked, he would've failed a check, if it didn't, he wouldn't have, which meant I had to determine how far away from the sound I would've dropped the handkerchief for him not to notice, which was because he would try to make me make the sound at the start after I showed him the sound's existence, which I would use to make him try and make me drop early, which he would use to prove the existence of the sound or not, while distrusting my bluff and his outbluff of my bluff, that was the plan he made to break my plan, which was because my plan made him plan that, the purpose of it was to make him attempt to do this so he wouldn't be able to disprove the sound in the first place if he didn't bluff twice, which I would use to make this deviation between the sound and the drop while he tried to outbluff me, but by not disproving it, he would be entering the planned route of his accumulation being in pair with the second one -3 deviations which is what I planned from the start, and if he did bluff twice before the outbluff, he would be making the route of his accumulation -3 be dragged to after i started the outbluffing phase of the plan, so if he noticed the sounds at first, he would enter the route of my -3 plan, and if he didn't, I would skip to the next step of the plan phase which would also result in my -3 plan working, due to him not realizing the trick I had pulled, which would make his deviation develop accordingly, because he would either think about why I hit my hand or he would've disconsidered it, which results in my plan working, so both outcomes to that plan would be to either start the outbluffing phase at one round or two rounds from it, while dragging the -3 plan's setting to one or two rounds before it accordingly to equal the scale, which would've resulted in that phase of my plan not failing independently of the situation, that is why I hit my hand on the chair and why I made both sounds with it.

Strategy Premises: The objective of my premise using was to make use of the uncertainty about whether my opponent would figure out or not figure out the way I calculated to divide the checks and drops. This uncertainty created another decision-making point, where the choice of route was very important. In this phase, the position of each move depended on the route I had chosen in the first trick, and the outcome was shaped by how my opponent responded to this move. Since the game was still following the -3 route, I decided to change phase 3 with phase 2 based on the result of phase 1. This choice to switch phases meant that the result of the first part of phase 3 could change how I planned the later phases. Because phase 3 was about choosing routes, I could either use the next regular phase, which didn't involve choosing routes, or go back to the earlier core phase. This adjustment would be based on the route that my opponent decided on. I could keep doing this until there were no more regular phases left to switch with a core phase. If I only had one phase left in my plan, this idea wouldn't work anymore, so I had to make sure my opponent would choose between the current phase and the next phase using the first part of phase 3. If my opponent didn't understand the calculation, then my strategy's main idea would no longer work, and the second part of phase 3 would effectively become phase 4, creating a gap between the following phases. These next phases did not require me to be a checker or a dropper, unlike the first two phases, which meant I would need to extend the phase again. My plan to do this involved phase 4, but if my opponent did figure out the calculation, I would use that understanding to pull my opponent away from the phase they were focused on. This would let me rearrange the phases so I wouldn't end up stuck after the next regular phase. This is why I chose not to interfere with the phase's progress in a direct way because doing so would mean relying on a setup where I needed to be either a checker or a dropper, which would prevent phase 3 from being able to swap half of itself with half of another phase. That's why I made phase 3 indirect and why I used this strategy to contribute to the -3 route as a whole plan, rather than making a short-term plan that covered just the phases. I wanted to use a rule to replace it in that specific phase because of what happened in phase 1. If my opponent figured out the calculation, the second route of the first part would take place. In that route, I would use the second part of phase 3 to control the route choice so that my opponent couldn't pick the route. I would adjust it to fit all the plan phases in without breaking the rules that allow the -3 route to exist, and without letting my opponent figure out my overall plan based on my actions. This is why I redirected that phase's

route to fit the conditions needed for 45 to exist, which was the next part, and exactly why the first part of phase 3 used that calculation, which was based on the result of phase 1's outcome. This is the reason I mentioned the coat trick earlier.

45: The objective of "45" was to ensure that I could manage the next phase of my plan with complete certainty, without allowing any other route choices to influence the outcome. This was important because, if I could use "45," I would always choose it since doing so would guarantee a successful result. I needed to guide the game towards "45" without risking any setbacks earlier on, using it strategically to set up the need for a physical phase to follow. Once "45" was established, my focus shifted to executing phase 5 alongside the physical phase. The physical phase was critical because it served as a distraction for my opponent and subtly influenced his thinking, without me having to say or explain anything. Since I couldn't reuse any strategies I had already employed, I had to think of something new that would impact his mindset without my direct input. While this might seem straightforward, the key was to ensure his check extended beyond the halfway point of the checking time after the result of "45" in the fifth round. By doing this, I could control when to interfere with the outer clock. That's why I set up "45" by eliminating the option of "60" early in the game. If I hadn't done that, I wouldn't have had a solid position for using "45", as not me or my opponent would be near the end of our checks. This was needed because the -3 route depended on me reaching the end of my checks first. Without setting up the game for "45," I wouldn't be following the rule of -3, causing my entire plan to fall apart. That's why I prepared for "45" in a way that carefully covered the next round's choices. If I hadn't done this, I wouldn't have been able to fit one phase within another without deviating from the -3 route. This means that if I didn't account for "45," I would lose the choice between the fifth and sixth phases. The sixth phase had already been excluded from the game and would have required luck to be brought back in. To remove the element of luck and ensure everything was based on strategy, I needed to use "45" to make my opponent commit his wasted moves and make them count. If I wanted him to add his wasted moves to his accumulation, I would use the outer clock as a way to make him fail his check and lose the game. This strategy was more effective than having him succeed in his check only to lose due to the squandered limit. This is why I had to stick to the -3 route: without setting up the game for "45," there would be no way to make his check work after the due time. Additionally, I wouldn't be able to make not count on the clock's ticking. That's why I had to use the third phase, which I planned a day before, into the game during the fifth phase. If I hadn't done this, the fifth phase, or even the game's conclusion, wouldn't have gone as planned. The success of the fifth phase relied on my ability to make him ignore the ticking clock, ensuring he wanted to check only at the guaranteed end rather than at any point in between. This is why I set 45 from the start, to be a composition of phases that weren't physically planned by me a day before it but were structurally planned.

Drop Range: The fact that the Drop Range was posssible was a direct reaction of 45 being executed, which would be used along with a physical phase on the fifth phase like I said, I would be posed at checker just as I said on the plan part and I would this physical mean to avoid my opponent checking at the start on his checking round which would be next, the Drop Range was just a way I founded for me to place the route choice at the end, which would be impossible if i hadn't planned it from a day earlier, that's why I made the Drop Range happen by using all the other phases, I would then use it to check successfully and place the physical phase for me to be able to configure the ending part of the game, the one in which my opponent would have to either fail check or check after 60 + the time he was away from death with -3 implanted, that's why I did everything and why I bought the things I bought the day before the game, that's also why I kept dragging the first phase to happen after the early game, so it would actually choose a route instead of just changing or not changing the placement of the second and third phases, since if it didn't happen after the start but before the middle, my plan would not have worked, that was another reason I mentioned on the first phase's explanation and on the second one, to them being why I brought those two things with me and bought them the day before the game, though I was still uncertain about what to do due to not having information on the conditions, so I had a way to use them in different plans for each situation I was in, with the one I showed being the one that happened, that's also why I dragged the 50th second up to itself so i wouldn't check earlier than that or after if, that's why I started the game by not playing accordingly to how my plan would work, while my opponent would've thought I was actually doing it and work his inferences based on that, which is why I gave him the false information on the coat at the first phase, so he wouldn't reach the right conclusion but reach a parallel one that would result in the third phase being possible due to it, that's why I did 45, why I used phase 1 with that specific method, why I had phase 2 and 3 be physical and non physical in the plan, and why i brought both the coins with me.

Rubik's cube: The cube he had was a cube I had gifted to him whiles before the game for his birthday, it was fully black inside with the adhesives on each square of the cube and I told him that when the cube was solved, I would give him a prize for it, but he had to solve it with his eyes always closed without ever again looking at the colors.

Coins:

ARCADE BETS

[FSIQ: FRI + PSI + WMI + VSI]
[OAEQ: EP + EF + EU]
[PLANNING: ALL]
[STRATEGY: ALL]
[FORESIGHT: ANTICIPATION]
[DECEPTION: ALL]
[REASONING: ABDUCTIVE + INDUCTIVE + DEDUCTIVE + CONDUCTIVE]
[THINKING: CREATIVE + ABSTRACT + ANALYTICAL + LOGICAL + CONCRETE]
[MANIPULATION: INDIRECT + DIRECT + LOGICAL + SCENARIO + EVENT + INDIVIDUAL]
[INCOMPLETE]

CONTEXT: I was in an arcade with friends via two people's birthdays, a Friend proposed we should play a collective game there. This is a very simple feat that is being written due to me not having enough time to write the other ones.

Case: We got to the arcade together, we were 22 people (including me) and we decided to play some games there.

Our friend (one of the birthday persons) proposed we should play a game together about who would be able to get most points out the machines until the end of the day.
I then pinched 2 friends and said “what’s in it for us?”, they agreed with my gestures and looked firmly at him, he said “alright, what do you propose?”
I said: “what if we bet on ourselves? for example, I bet 5 coins I am going to win, If i don’t win, I have to pay the winner the amount of coins he bet he was going to win, if the amount I bet is higher than the amount he bet, I have to pay the amount I bet”

He said: “Ok, that sounds about right”

then someone else started talking too and said “alright, then I have something to include too”

we asked “what” and the person said “you shouldn’t be able to play the same machine twice, + we should be able to dispute for machines”

we asked “what do you mean?”

he said: “there are loads of competitive duo games that don’t provide points, therefore we should be able to use any duo game as a betting platform, for betting machines”

“For example, if I bet a machine I haven’t played and you bet a machine you haven’t played, and I win, I can no longer play the machine I bet while I can play the one you bet, both players must always choose machines the opposite player has not played if there is one”

“so we can not bet machine we have played”

Someone asked: “are the bets anonymous?” And the birthday guy said “yes!, I will call an adult to take care of them”

We all giggled and said “alright“

and then we all started talking about what we’d do.

I had a rush of ideas and immediately came up with some plans (SPOILERS AHEAD):

I obviously thought of some core concepts I had to use for planning, there was a lot to figure out and I knew I could strategize pretty solidly on this due to it being purely numerical, so I saved that part for later.
My first thoughts were about dividing the people into groups and sections (in my mapping) so that i could manage my actions in my head more easily by attributing values to each situation.

For example: I play a game in which if I win I get 1 coin and if I lose I lose 1 coin, I play that game 4 times and can stop at any given point, in the end of this game match I will have any number of coins from 1 to 4.

I would map in my head (generally) what each situation meant and what it corresponded to, for example: “if I end with 1 point” I’m in situation 1
“If I end with 2 points” I’m in situation 2…
etcetera.

With that way of mapping things, my idealism was more structured and i didn’t have to remember exactly what each situation was, since I could reason it out myself (1 = 1, 2 = 2, etc) but not with numbers, with relations instead, that would become very useful later on.

My immediate reaction to the game was to make the situation run on tracks, such that (the game would very obviously end up divided in teams due to the betting system) I could use 2 or more COMPLETELY separated teams as stand-points to influence the rest, I realized that this game was completely about managing relations with other groups and how you could make your management of the relations benefit them to begin with, and that is not something hard to do if you grasp the nature of this game.

I would wait for people to make teams (and make a team with those 2 people I pinched at the start), then have them play the games that were the longest to complete/the most boring, since we could play the good ones together to help each other with hints, I would explain that if we cycled through the “long”(tiring but easy to complete/score) games and then met at the “fast”(high risk high reward) ones and did them together, we could help each other, I would also try and make my teammates not really want to engage with others in any type of conversation, I would do that so my teammates wouldn’t take much view of me talking to other people and building relations.

My first thought strategy was of spreading a sense of secrecy among everyone, something that would make everybody careful around each other and strengthen the bonds between teams with no lies, specially teams of 3 people, 3 because (psychologically for my method) 2 is too little and 4 is too much to lay your trust on, you might’ve already guessed my strategy from that but I would be the first to introduce a lingering question that would get people out of their comfort zones (after they’d formed their teams)

“what is your bet?”

I would obviously try to seem as suspicious as possible to some people and as friendly as possible to others, the thing I talked about earlier of sections and teams was thought of so I could lie to two different teams in two different scales to maneuver the game my way, i didn’t imagine how exactly to just yet but I had this general idea in mind, I thought of saying I bet 100 Coins in case I was in a

bad situation, or any amount to maneuver how the teams perceived me, for instance, if you say “I bet 2 thousand” you are obviously being sarcastic and that can go two ways:

1- the person will look out for you more, not feeling trustful around you (if you had a good conversation) because you are basically telling them “I won’t tell you my bet even though you told me yours” and that is not something that secures people at all, put that with a little smile and they’ll feel the unsafest they ever could (if they really said their bet + they’re not the leader of their team), since as I mentioned, what I am doing is separating this game in multiple sections, to each case (type of person or of team), my cause will generate a different effect, and depending on the effect, I can deduce the cause, suppose for instance that this exact case happened, I would immediately know the person told me their real number and that if they are worrying around me, A) they’re not the leader of their team (if their team has a leader) B) they are insecure about their own decisions as a leader of their team (if they are the leader) C) they don’t like to take risks and whenever they mess up, they’ll try to cover it and protect themselves from it as much ass possible. All of these scenarios can be dwelled down to the fact that they will feel unsafe if they told me their real number, and if they do different actions, I’ll be able to track back this moment and deduce which of the scenarios was true (for example them avoiding talking to people later on the game, or being less enthusiastic than they were to me, that means they told me their real number, and I know their real bet, I can use that to map their teammates’s bets based on what games they play and what strategy they have (if they have one), (then map other teams’s bets and piece that mapping together with the mappings I made of other teams to find their real bets)) etcetera, this is just a grand mapping of sections that I can solve like a sudoku.

(yes, i do account for lying and deception (meaning my informations and conclusions are not always true, or not ever true at all), that’s why I also account for logically correct stratagems)

Strategy Building:

Counting each machine on the arcade, we have a total of 35 machines, dividing them we have:
-5 multiplayer machines (does not account for the ones of the same type)
-9 hard machines
-12 easy machines
-4 interactive machines (dancing, full body movement, etcetera)
-3 thinking machines (cognitive functions like having to choose the right option in 1 second, or watching cups being shuffled etc)
and to my surprise…
-2 competitive machines (no points)

The person that told us there were lots had either lied or not known this, but this will influence this game a lot later on.

The first thing I thought of, instead of searching for a mathematically well strategy, was searching for what strategies enemy players could derive, I came up with a bunch of ideas:

1- having 2 teammates stay in the competitive no-points machines to gatekeep them and force trades (after finishing all machines) because of the rule, the player who proposed it clearly phrased it complicationally so that they could take advantage of it, I’m sure everyone else noticed it too, but that rule of betting machines meant that if a player has completed all machines and a player who hasn’t has bet a machine that he hasn’t played, the player who played all machines can play it again, it’s a good trick with words and it opens room for lots of strategies

2- having 2 teammates stay in the no-points machines to force players into betting machines using competitive machines that give points, meaning every player can in maximum bet 5 machines, or 5 times. (for reasons that will be explained)

Both 1 and 2 require you to have 2 very good-gamer teammates, meaning if someone had the natural selection (non ambitious selection) of teammates, they would not last a chance against this strategy, I could only perplex myself on the fact that someone could’ve thought of these 2 strategies in an instant while proposing that rule to completely change the game’s derivative, but let’s assume some things first…

3- gatekeeping competitive machines to bet the machines that give the most points (obviously) not an atemporal strategy, but it would counter my strategy perfectly, it would also serve as a perfect contingency to keep with 1 and 2, since it perfectly fits for the roles of the 2 teammates.

So togethering these thoughts, I planned a scheme.

Strategy A:

1 does the saving-machines strategy:
he will realize that by saving the high machines for last, he will not be able to bet machines at all, since it would be completely disadvantageous for him, the problem is that if 2 and 3 have already played all games and bet a high machine 1 is forced to also bet a high machine, since if 1 doesn't have a high machine slot, he can't play, because 2,3 can't bet machines 1 has played if 1 hasn't completed all machines, meaning if you want to bet for machines, you must not have played the high machines + you have to bet them.

Players:

1- Victim
2- Gatekeeper 1
3- Gatekeeper 2

Strategy:
1-Making teammates
2- Gatekeeping the machines
3- trading with myself
4- influencing non-repeatable-machine trades

This is a completely safe trade-gatekeeping strategy for 2 and 3, as they will always (if very good players) certify themselves of having the highest possible ranking, because they can always replay high machines, the only trouble with this is the fact that they have to actively gatekeep the machines, meaning a third person would come, and that's why the team should have at least 3 people, now, the only purpose is having the highest score, meaning only 1 player at that spot should be enough, and he can share his earnings with the other teammates, which guarantees profit.
But realize that there is a way to counter this, if 1 has also finished all machines, he won't get driven into a corner for high-machine bets, meaning if you get 2 players that can also gatekeep the machines, the game becomes a race of machines, that's where a counter strategy comes in place, if I for example disable one machine (vandalism), they will be forced to cycle through one machine, which means that they will double their production, but also make it so people will only come to trade in the endgame since this is an endgame strategy, so my idea was:

Saving machines strategy:

Doing the low points machine first and the big points machine last for more proficiency and focus

I would disable a machine, get a teammate to gatekeep the trading (betting) machine even without having completed all games, complete all games myself, fight my own teammate, and keep completing high machines, that would guarantee profit without me having to go through the hassle of finishing everything before the other guys (if they came up with a strategy like this), in other words, I am essentially saving the betting machine for later, to exploit the game and the trading reception, and force players into having to bet using non-repeatable machines instead

The VH Claw Scheme

1- I spread the air of distrust by asking people their bets, that way people realize that they need to impede the people who have bet high from winning, which is obvious but with the trick I mentioned, their states of minds would be much more alert than if I didn't use that trick, this would directly correlate Ito condition A and the previous image.

2-since my objective is to induce a midpoint to which the people will give me money when they pass through, like a forced tax, obviously, at some point, people will want to trade more than at other points, meaning they will bet their machines more, all I have to do is reason out where it is, we know that it cannot be at the start of the game because people are still gathering information on the games, but something I did by performing 1 is introducing a new variable to their considerations, now the “ betting spike” (whenever most bets happen) will not be anywhere before the “essential middle” of the game, because now, even after they get enough information on the machines, the people will only bet more when they have knowledge of who is and isn't a threat/have many coins bet, so they will at first try to prioritize not being below someone with a high bet, and then to maximize their points, which everyone can do by betting, but now they (with this new addition made by me) have to narrow down who they want to bet with, at some point, the trades will happen more, and that point can be anywhere I want if I use the tricks I mentioned earlier, anywhere from the middle to the end, but this is obviously a graph, the chance of someone wanting to bet after the middle goes down at every moment, meaning this point (betting spike) is essentially at the middle, and that perfectly fits condition D.

3- to fit condition B, we just realize that right at the middle, there will be different types of players, some players will want to trade with high bets people using the NR (non repeatable) machines, and if needed, contest me by going to the repeatable one, some will try to complete almost all machines and try to use my strategy on the non repeatable ones too, some will even try to face me in the gatekept machine, and some will obviously just give up, in any way, between all of these possibilities, they always come back to me, meaning i guarantee profit if the players play to win.

Conditions:
A) make the game revolve around the non-repeatable competitive machines
B) divide the types of players into realms
C) accurately control the flow of the game by using the sectioning strategy
D) force myself a growth in winning place by making high -points players need to come to me
E) win the competition

4- I will calculate when to leave the machine by using psychology as to when someone can have played a non-repeatable competitive machine too much with teammates to use the same strategy as me as a rebellion, since if for instance someone realizes my strategy, they can use the power of friendship with everyone else and team up to beat me, that's when the problem is, so my teammate WILL cause that rebellion ON PURPOSE, this is my plan.

Risk Levels Strategy Mapping Design

	High Betting player	Low Betting player
Is aware of opponent’s bet	If Low = B#N If High = B	If Low = A/N If High = A
Is not aware of opponent’s bet	If Low = A#N If High = A	If Low = B/N If High = A#N

If Low = A/M If High = B	If Low = B#M If High = A#M
If Low = B#B#M If High = A+B#M	If Low = B+B#M If High = A+B#M

A) High Risk
B) Low Risk
N) Number of opponents
M) Number of players

#) multiplication
/) division
+) addition

My plan was very simple, I would use all the premises I had to derive a plan for myself:

You will realize that the laic people will often perceive the gatekeepers as a complete hinder to the game, and will have the hidden will to take suco out, due to the human urge to be the savior in these kinds of games, such that the will to compete just for self value gets overwhelmed by it likewise, meaning if someone offered a simple way to finish this tyranny with teamwork, one would not hold back when doing so, that's why i'd get someone to work for me in the role of the savior of me, or whoever also arremates the same, which would get him loads of points, since the laic people (this e who will follow this pattern) likely also bet low, since they are the majority of who don't have the confidence to bet high and win, those who will accept handed salvation without a second thought, and i would convince this savior to bet high with the plan i made, That way, I get points because of natural selection, and if I feel like it's time, I tell my friend to rebel and explain to everyone (laic people who haven't noticed) my scheme, making me the profit and him the savior, if they help him (person I told to bet high) they will all have to pay him as high as he bet

And how do I prove that he isn't a high-bet person?

I simply show that he hasn't bet with me yet, (I explained on the first two images) the people with high bets will be forced to face me on the middle to end game due to the thing I said at the start, since they will be using non-repeatable machines, that means they don't have the freedom to try and do what I'm doing.

So the only way for them to hope to win is to help my friend (supposed savior) making him win, for example, (if the guy who proposed the rule in the first place) had the gatekeeping strategy in mind (his scheme planned) he will notice what I'm doing and realized that my bet was low, which he will then use to talk to the "leaders" of each "team" (I'll explain that team thing later) and show that this is my actual plan, but that wouldn't be enoughly convincing, so i thought of something a little out of the box.
Without my partner's knowledge, I made someone spread the rumor (with the non-laic people) that I was plotting with that guy before, so that the non-laic people would think like this:

1- he gatekept the machines to make us use limited ones.

2- he noticed we were getting to the verge of collision with his strategy and we would plot something against him if we realized his scheme.

3- he planned this by making his friend get our trust and "save" everyone by showing that he had a high bet, so opposing the guy with the high bet (as a low better) to help the people/make the game fair would be a good move.

4- he planned that to make his friend get the extra machines + if his friend had a high bet, we all lose our money and more.

-| he has high bets so he keeps the machines as a profit-maker to win the game flawlessly -> a guy shows up rebelling against him while having low bets -> the guy that was confirmed to be plotting with him so the guy actually has high bets -> if the guy has high bets -> since he planned this in advance, he has a low bet and didn't wanna risk the game.

Therefore he has a low bet.

This would essentially drive the non-laic people into thinking i have a low bet, and that would be my main strategy throughout this game.

So, once the game began, i did exactly what i explained, i too bluffed my bet being 100$ (too much) and 1$ (too little) eventually, but the exact plan process is tiring to rewrite, and I'll just leave the starting strategy due to it already being written.

My real bet was "2.000$" coins
when it was revealed, i laughed it off and told everyone not to bother paying.

OBS: I won the game.