The World Game — 10 Minds, One Planet

Version 2 — The Complete Edition

The Setup

Ten people wake up on the same day — January 1st, 2026 — each receiving an identical anonymous message:

"There are 10 of you. One world. No rules. Good luck."

Nothing else. No names. No locations. No timeline. Just the knowledge that somewhere on Earth, nine other minds received the same message and are already moving.

Each of them knows immediately what it means. And each of them, in their own way, smiles.

The Players

#	Character	Starting Advantage	Natural Domain
1	Johan Liebert	Psychological devastation	Individual destruction
2	Baku Madarame	Adversarial game theory	High stakes systems
3	Ayanokoji Kiyotaka	Invisible manipulation	Hidden competition
4	Akiyama Shinichi	System dismantling	Psychological traps
5	Light Yagami	Public persona, law	Social legitimacy
6	Patrick Jane	Reading people	Charm and infiltration
7	Kiruma Souichi	Institutional architecture	Organisational control
8	William James Moriarty	Ideological movement	Mass reform
9	Lelouch vi Britannia	Military strategy	Large scale operations
10	Junko Enoshima	Mass psychology	Societal despair

Phase 1 — Year 0 to 3: The Quiet Acceleration

Nobody knows who the others are. Everyone is building.

Johan Liebert

Johan begins with nothing and needs nothing.

Within the first week he has already identified three people in whatever city he starts in — a lonely middle aged banker with access to offshore accounts, a mid level government official who is deeply ashamed of something, and a journalist desperate for a career defining story. He speaks to each of them once. That is all it takes.

Johan's method is not manipulation in the conventional sense. He doesn't bribe or threaten. He finds the single most important truth about a person — the thing they have never said aloud, the wound they have built their entire life around — and he reflects it back at them so perfectly, so gently, that they feel for the first time in their lives that someone truly understands them. Then he is simply there, in their lives, asking for very small things at first.

By month three the banker has moved significant funds into accounts Johan controls through intermediaries he has never met in person. By month six the government official has provided access to classified infrastructure documents. By year one the journalist has published three stories — each one surgically crafted by Johan, each one dismantling a specific political figure Johan has identified as a future obstacle.

Johan never appears in any of these events. He is a ghost.

By year two Johan has quiet influence over a network of roughly 400 people across four countries — politicians, financiers, military officers, judges, journalists. None of them know the others exist. None of them have ever heard the name Johan Liebert. Each of them believes they have a private relationship with a man who genuinely understands them better than anyone in their lives.

He is already scanning for the other nine. He does this not through technology or surveillance but by watching for anomalies — unusual political shifts, unexplained financial movements, organisations that grow too fast, public figures who rise without a conventional backstory. He compiles a mental list of candidates. He is in no hurry.

By year three Johan controls no territory, no army, no public institution. He controls approximately 1,200 people, each one a load bearing pillar in some structure that matters. He is the most dangerous person on Earth and nobody knows he exists.

Baku Madarame

Baku's first move is to find the game.

He understands immediately that world domination in the modern era is not a military problem or even primarily a political one — it is a resource and information problem. Whoever controls the flow of money, data, and energy controls everything else. So Baku goes looking for the highest stakes game he can find in the legitimate world.

He finds it in international finance.

Within three months Baku has entered the world of high frequency trading, hedge funds, and private equity not through conventional credentials but through a series of spectacularly well timed bets in public markets that attract the attention of people who matter. He doesn't win by luck. He wins by constructing an analytical model of market behaviour so precise that it borders on prediction. He deliberately lets one specific fund manager witness one of his calls in real time.

That fund manager introduces him to three others. Within eight months Baku is managing significant capital for people who ask very few questions about methods.

But Baku isn't building a financial empire for the money. He is building it for the information architecture that comes with it. The truly wealthy don't just have money — they have access to political decision makers, intelligence community adjacents, private security networks, and most importantly, each other. Baku is inserting himself into the circulatory system of global power.

By year two he has also begun something more subtle. Having studied the scenario from every angle, Baku concludes that the greatest threat isn't the nine other competitors — it's the unpredictability of which ones he will encounter and when. So he devises what he internally calls the **Shadow Index** — a methodology for detecting the presence of an extraordinary mind operating covertly in the modern world. He looks for decisions that are too good. Political moves that are too clean. Financial patterns that suggest a mind operating several steps beyond normal human cognition.

By year three he has four candidates on his list. One of them is Ayanokoji. One of them is Akiyama. He doesn't know their names yet but he knows they exist and roughly where they are operating.

He begins to quietly position resources near those anomalies like a chess player developing pieces toward an area of the board where he senses the game will be decided.

Ayanokoji Kiyotaka

Ayanokoji receives the message and his first reaction is the same as always — nothing visible. No excitement, no anxiety. Just a calm, immediate assessment of the situation.

He makes one decision in the first hour that defines his entire arc: **he will not be found.**

Not just difficult to find. Genuinely, structurally unfindable. Every other player in the game — even Johan, even Baku — produces some kind of signal. Johan leaves psychological fingerprints on the people he touches. Baku leaves financial patterns sophisticated enough that only he could read them. Even the most invisible competitors are invisible in ways that a sufficiently extraordinary mind could eventually detect.

Ayanokoji decides to be invisible in a different way entirely. He will not just conceal his actions — he will **attribute them to others so completely and so permanently that even after the game ends, nobody will be certain he was playing.**

He spends the first six months doing something none of the others do: studying all ten of their methodologies in advance. He doesn't know who they are yet but he knows extraordinary minds will be playing this game and he constructs theoretical profiles of the types of intelligence likely to be represented. He predicts, with uncomfortable accuracy, that there will be a psychological devastator, a system dismantler, a military strategist, an institution builder, and a mass movement builder. He prepares responses to all of them before he has identified a single one.

His early power building is so thoroughly attributed to other people that it barely bears describing — because from any external perspective, it didn't happen. A regional politician rises. A corporate executive makes a series of unusually good decisions. A grassroots community organisation develops surprising political influence. None of these things appear connected. None of them point to a young man living in a modest apartment who has never been photographed and whose name appears in no database that matters.

By year three Ayanokoji has significant regional influence and zero footprint. He is the only player Baku's Shadow Index never finds. Not because Baku isn't good enough — because Ayanokoji specifically studied what a Shadow Index methodology would look for and engineered his operations to produce none of those signals. Where Baku looks for outcomes that are too good, Ayanokoji ensures his outcomes always appear slightly imperfect — close enough to human error to pass inspection, good enough to serve his purposes.

Akiyama Shinichi

Akiyama identifies his path within days: **he will dismantle the existing system and insert himself into the vacuum.**

He understands that the modern world runs on trust — trust in financial institutions, trust in governments, trust in media. And he understands better than almost anyone alive how to construct and collapse trust architectures. His entire career has been built on this.

Akiyama begins in the world of corporate consulting — but not as a conventional consultant. He approaches organisations that are already compromised, already corrupt, already sitting on

secrets — and he offers to help them. He learns everything about them. And then he owns them.

Not through blackmail exactly. Through something more elegant. He constructs situations in which the people running these organisations make decisions that make perfect sense to them in the moment but which slowly transfer real control to Akiyama without them ever realising it has happened. By the time they understand what has occurred they are too deeply implicated in things they cannot explain publicly to do anything about it.

By year two Akiyama has quiet control over eleven mid to large scale corporations across three countries. More importantly he has begun constructing what he calls internally a **trust cascade** — a sequence of events he is pre-building that, when triggered, will cause a series of institutional collapses and revelations that will massively destabilise public faith in existing power structures in targeted regions. He isn't triggering it yet. He is waiting until he has positioned himself as the credible alternative — the person with the plan, the answers, the vision.

He has also noticed Baku. Not identified him, but noticed the Shadow Index methodology's mirror image — someone else is looking for extraordinary minds operating covertly, and Akiyama has been careful enough that he isn't on that list yet. But he knows someone is looking and that makes him careful.

By year three Akiyama is ready to begin triggering the first stage of his cascade. He is also actively trying to identify the other players, using his corporate intelligence networks to look for the same anomalies Baku is hunting.

Light Yagami

Light's path is the most conventional of the ten — and he knows it. Without the Death Note he cannot purge the world of criminals from a position of anonymous godhood. He has to build power the hard way. But Light Yagami without the Death Note is still one of the most charismatic, disciplined, and strategically minded humans alive.

He goes into law and politics. Not slowly — at a sprint.

Light is the kind of person who passes every bar exam in record time, publishes legal theory that gets noticed, and argues cases that make senior partners look average. Within eighteen months he is being discussed in the legal community as genuinely exceptional. Within three years he has been recruited into a government legal role that gives him access to institutional infrastructure most people spend decades trying to reach.

But Light is doing something else simultaneously. He is building a public persona with surgical precision — crafting exactly the right image, the right associations, the right enemies to oppose publicly and the right allies to cultivate privately. He understands that in the modern world,

perception IS power at a certain scale, and he is constructing a perception of himself as the most credible, brilliant, morally serious person in any room he enters.

He has also begun his search for the other nine. Light approaches this like a criminal investigation — looking for patterns, anomalies, the fingerprints of extraordinary minds on world events. By year three he has suspicions about two candidates but no confirmation. He is also aware that his own relatively public profile makes him more visible than he'd like. He begins constructing layers of distance between his public face and his actual operations.

Patrick Jane

Patrick Jane does something none of the others do in year one: **he has fun.**

Jane understands people at a level that borders on supernatural and he knows that the fastest path to power in any human system is through the people who already have it. So he spends year one doing what he has always done — walking into rooms and immediately becoming the most compelling person in them.

He gravitates toward the world of the ultra wealthy. Not to steal from them or manipulate them toward specific goals immediately — but to be known by them. Liked. Trusted. Jane's charm is not a performance, or rather it is a performance so perfect it cannot be distinguished from authenticity. Within eighteen months he is a fixture in social circles that take most people lifetimes to enter.

He is also reading everyone he meets with his full attention — cataloguing weaknesses, secrets, pressure points, and loyalties. He is building the most detailed mental database of powerful people's vulnerabilities in the world, and he hasn't written a single note down because he doesn't need to.

By year two Jane begins cashing in. Carefully and selectively. A favour here. A subtle nudge there. He is not yet building toward anything specific — he is accumulating influence the way a careful investor diversifies a portfolio. No single position is too large, no single person too central.

But Jane is also the best in this group at reading **deception** — and by year two he is beginning to feel it. The sense that the world around him is being quietly rearranged by minds he cannot quite locate. He doesn't have Baku's analytical framework for detecting them. He has something more instinctive and arguably more dangerous — he can feel when a room has been worked before he arrived. When an outcome was engineered. When a person's loyalty has been redirected without their knowledge.

He begins hunting the others not through data analysis but through pure intuition and observation. By year three he has correctly identified himself as a person of interest to at least

one other competitor — and has deliberately fed that competitor false information about his location and intentions. He is the first of the ten to successfully deceive another competitor.

There is one sensation Jane cannot quite place though — occasionally, very rarely, he walks into a situation and feels not that it was worked by someone he can profile, but that it was worked by someone he cannot feel at all. No personality residue. No emotional fingerprint. Just outcomes that are slightly too clean in a way that has no source he can trace. He files it. He doesn't forget it.

Kiruma Souichi

Kiruma thinks in institutions, not individuals.

Where Johan destroys people and Ayanokoji engineers social outcomes invisibly, Kiruma builds **permanent structures** — organisations, hierarchies, systems — that generate power independently of any single person including himself. His goal is not to become a dictator but to become the architect of a world order that cannot function without the systems he built, systems that quietly report to him.

He begins in the world of private security and intelligence contracting — an industry already accustomed to operating in moral grey areas, already connected to governments and militaries worldwide, and already organised around hierarchy and loyalty. Within a year he has founded a private intelligence firm that does genuinely excellent work for legitimate clients. The quality of his firm's intelligence product is extraordinary because Kiruma himself is setting the analytical standards.

But the real operation is underneath. Every contract Kiruma's firm takes on is an opportunity to embed — to place people, to access systems, to learn secrets. By year two his firm has worked for clients in seventeen countries and Kiruma has more genuine intelligence on those governments and militaries than most of their own agencies have on each other.

He is also beginning to build what he thinks of as his **succession architecture** — layers of loyal, capable people who each control a piece of the system and who are bound to Kiruma not through fear but through genuine shared interest and carefully engineered mutual dependency. Even if Kiruma is removed, the system continues. Even if the system is attacked, it regenerates. This is what makes him uniquely dangerous — he is the only one of the ten whose power doesn't entirely depend on him personally surviving.

By year three Kiruma's organisation is a genuinely significant player in global private intelligence. Several governments rely on it. Several more fear it. He has begun to detect other players — specifically Light's public profile is too clean not to be intentional, and Kiruma has seen this pattern before.

His intelligence network is also, quietly, the one most capable of detecting Ayanokoji's invisible hand — not through any single piece of evidence but through the accumulated weight of thousands of intelligence reports that occasionally surface decisions which feel influenced by an external variable that cannot be sourced. Kiruma files these anomalies carefully. He builds contingencies around the possibility of an unidentified player operating in adjacent space. He never gets close to identifying Ayanokoji specifically — but he is the first player after Baku to correctly intuit that something is there.

William James Moriarty

Moriarty builds a movement.

He understands that absolute world control in the modern era cannot be achieved purely through coercion or manipulation — it requires **legitimacy**, and legitimacy at scale requires people to genuinely believe in something. So Moriarty does what he does best: he constructs an ideology.

Not a crude political ideology — something more sophisticated. A coherent, genuinely compelling vision of global governance that addresses real problems: inequality, institutional corruption, climate instability, the democratic deficit. Moriarty has read everything and he understands that the most powerful revolutions in history succeeded because they offered people something they genuinely wanted, not just something they were afraid of.

He begins writing. Under a pseudonym at first — essays, analyses, manifestos that circulate in academic and policy circles and generate genuine intellectual excitement. By year one he is being invited to speak at conferences. By year two the pseudonym has a significant following and Moriarty, through a carefully constructed public identity, is positioning himself as the movement's most prominent interpreter and advocate.

He is also recruiting. Specifically and carefully — lawyers, economists, former military officers, technologists, journalists, academics. People with real skills and genuine belief in the cause. Moriarty's movement is not a cult and its members are not pawns — they are genuine believers in a vision that Moriarty has crafted precisely to appeal to exactly the kind of capable, principled people he needs.

By year three Moriarty has a legitimate global reform movement with hundreds of thousands of followers, significant media presence, and a growing political footprint in several countries. He is beginning to move from intellectual influence to actual political power. He has also begun to notice that someone is operating in the financial world with a sophistication that suggests another player — he suspects it is Baku but cannot confirm.

What Moriarty doesn't know is that his movement's early growth was slightly smoother than it should have been — certain institutional obstacles that would naturally have slowed its early momentum were quietly removed by a hand he will never identify. Ayanokoji had identified

Moriarty's movement in year one as a useful destabilising force against existing power structures and had nudged two early regulatory challenges away from it through proxies so distant from the movement itself that no connection could ever be drawn. He would later work to weaken the same movement when it grew strong enough to become a consolidating rather than destabilising force — but in year three, it still served his purposes to let it grow.

Lelouch vi Britannia

Lelouch is the most frustrated of the ten in year one.

His genius is military and strategic — he is perhaps the greatest battlefield commander and large scale operational planner of the group. But in year one there is no battlefield. There is no army. There is no Geass. He is just a person, extraordinarily intelligent, in a modern city with no resources and no organisation.

He adapts. Because Lelouch always adapts.

He goes into the world of geopolitical consulting and private military contracting — adjacent to Kiruma's space but coming at it from a different angle. Where Kiruma builds intelligence architecture, Lelouch is interested in **operational capacity** — the actual humans and hardware that translate strategy into reality. He begins working with private military companies, learning their structures, their clients, their capabilities, and more importantly their weaknesses.

By year two he has positioned himself as an indispensable strategic mind for two separate PMCs operating in unstable regions. He is not running operations — he is designing them. And he is very deliberately making himself impossible to replace by being consistently, spectacularly right in his assessments and plans.

He is also building toward something larger. Lelouch has identified that in the modern world the most contested spaces — the places where conventional state power is weakest and where a sufficiently organised and funded private force could establish real control — are in specific regions of Africa, Central Asia, and Southeast Asia. He begins quietly developing relationships with local power brokers in these regions. Not to conquer them — not yet — but to be positioned when the moment comes.

By year three Lelouch has genuine operational influence over private military capacity across three unstable regions and is beginning to think about how to translate that into the first real territorial foothold any of the ten has established.

He has also noticed Moriarty's movement — and unlike most observers, Lelouch immediately recognises it for what it is. Not a genuine reform movement but a power consolidation project run by an extraordinary mind. He begins watching it very carefully.

Junko Enoshima

Junko's approach is the most chaotic and the most scalable simultaneously.

She understands something the others don't fully appreciate yet: **the internet is the most powerful despair delivery system ever constructed.** And Junko's entire genius is built around understanding, engineering, and weaponising despair at scale.

She goes online. Not as herself — as a carefully constructed series of personas, each one designed to infiltrate a different corner of the information ecosystem. She is a political commentator in one space, a mental health advocate in another, a conspiracy theorist adjacent figure in a third. Each persona is authentic enough to build genuine followings. Each one is a vector for the same underlying project: the systematic erosion of trust in institutions, hope in the future, and faith in human collective action.

Junko is not trying to make people follow her. She is trying to make people **stop believing in alternatives to her.** By the time she is ready to present herself as the answer, she wants the world to have already concluded that there are no answers — that the existing systems are irredeemably corrupt, that conventional politics is theatre, that the future is hopeless. Into that vacuum she will step.

By year two her various personas have collectively reached tens of millions of people. The despair content she produces is extraordinarily effective because it is not crude propaganda — it is genuinely insightful, emotionally resonant, and difficult to refute. She is also studying the others from her digital vantage point, and Moriarty's movement has caught her attention because it is directly threatening her project — it is offering people hope, which is Junko's enemy.

By year three Junko has begun coordinating her personas into a more coherent operation, essentially running a private psychological warfare campaign against global institutional trust. She has also identified Moriarty as a direct competitor and has begun deploying specific content designed to discredit and undermine his movement.

Phase 2 — Year 3 to 7: First Contact

The competitors begin to find each other. Alliances form. The first blood is drawn.

By year three the world is already subtly different and almost nobody understands why.

Political institutions in multiple countries are less stable than they were. Certain financial systems are behaving in ways that analysts find puzzling. A global reform movement is gaining traction. Private military capacity in several regions has reorganised in ways that concern

intelligence agencies. Trust in media and government is declining faster than trend lines would predict.

The ten are beginning to collide.

The First Identification — Baku Finds Akiyama

Baku's Shadow Index produces its first confirmed result in month thirty one.

A series of corporate collapses in Southeast Asia follow a pattern that Baku recognises immediately — not as coincidence or market forces but as the deliberate work of a mind that thinks in cascades, that pre-builds consequences, that understands trust architecture at a deep level. The signature is unmistakeable to someone who thinks the same way.

Baku doesn't move immediately. He watches for another four months, mapping Akiyama's operation more completely. Then he does something that surprises even himself.

He reaches out.

Not directly — through a channel so carefully constructed that it could only be interpreted correctly by someone of Akiyama's intelligence. A specific financial transaction, structured in a way that references the methodology of a famous game theory problem, routed through institutions that Baku has established Akiyama monitors. The message is essentially: *I know what you are. I know what I am. We should talk.*

Akiyama receives it. Sits with it for two weeks. Then responds through his own indirect channel.

They meet in person in Singapore. Two hours of conversation. By the end of it they have not formed an alliance exactly — both are too cautious and too independent for that — but they have reached an understanding. They will not move against each other for now. They will share, selectively, information about the others. And they will quietly coordinate in specific areas where their strategies are complementary rather than competing.

This is the first alliance of the World Game. It is fragile, transactional, and both parties know it will not last forever. But for now it is enormously valuable to both.

What neither Baku nor Akiyama knows is that the meeting in Singapore was not entirely their own idea. A chain of circumstances — a delayed flight that put Baku's intermediary in the right city, a corporate contact of Akiyama's who mentioned a name at the right moment, a financial routing that passed through a particular institution — had been very slightly nudged by Ayanokoji six weeks earlier. Not engineered from scratch. Just adjusted at the margins, the way you might angle a mirror by a single degree and change everything it reflects. He wanted the alliance to form — and to form now, before either of them had fully consolidated their individual

positions — because two partially developed powers in an alliance were more useful to his purposes than two fully developed powers who might choose not to ally at all.

Ayanokoji Identifies the Others

By year four Ayanokoji has identified seven of the nine other players with varying degrees of confidence through a methodology entirely his own.

He looks for **extraordinary absences** rather than extraordinary presences — places where things should have happened naturally but didn't, because someone redirected them. It is the negative space of the game rather than its positive signals.

He identifies Baku first — not through the Shadow Index but through a financial pattern that is too patient, too architecturally coherent to be institutional. He doesn't make contact. He watches.

He identifies Johan second, and this gives him genuine pause. Johan's fingerprints are invisible to almost everyone but Ayanokoji has spent his entire life studying human behaviour at its most fundamental level and he recognises the signature — people who have been touched by Johan have a specific quality to their loyalty, a depth of personal investment that doesn't match the apparent history of the relationship. He finds three such people within six months and maps backward to a face he cannot yet name.

He identifies Light through his public profile — and unlike everyone else who sees a carefully constructed political persona, Ayanokoji sees the construction itself. He recognises the methodology because it is adjacent to his own. He is not impressed exactly. He is cautious. Of all the players, Light's investigative methodology is the one most likely to find him, and Ayanokoji builds an extra layer of distance into every operation that touches Light's sphere from this point forward.

He identifies Lelouch through military operational patterns. He identifies Kiruma through the intelligence firm's unusual analytical quality. He identifies Moriarty through the movement's suspiciously smooth early trajectory — and recognises, with something approaching amusement, that he himself contributed to that smoothness.

He does not identify Junko for another two years. Her digital operation is the one domain where his primarily interpersonal methodology has genuine blind spots. When he does find her, through the pattern of her despair campaign's effect on specific populations he monitors, he files her as dangerous in a way that is orthogonal to everyone else's danger — she is not competing for the same things the others are competing for, which makes her simultaneously less threatening and less predictable.

He has not identified Patrick Jane. Jane has not identified him. They are, in a sense, the two most invisible players in the game, and their invisibility operates through entirely different

mechanisms — Jane through charm so genuine it doesn't read as performance, Ayanokoji through absence so complete it doesn't read as presence. They will not find each other for years. When they do, it will be the most interesting encounter of the entire game.

Johan Identifies Light

Johan finds Light not through any analytical process but through an old fashioned newspaper.

He reads a profile of a rising young legal mind in a national publication and something in the precision of the public image — the way every detail is exactly right, every association perfectly calibrated, every quoted opinion calculated to position rather than to express — strikes him as the work of someone who thinks the way he thinks. Not a genuine person but a constructed one. A mask worn by someone who understands that identity is a tool.

Johan finds this fascinating. He has never met someone else who builds personas the way he does.

He spends three months studying Light from a distance. Then he engineers a meeting — not accidentally but through a chain of social connections so carefully constructed that Light believes he has sought out the encounter himself.

They have dinner. It is the most dangerous meal either of them has ever sat through.

Johan is simultaneously the most compelling and the most unsettling person Light has ever met. Light cannot read him — which almost never happens. And Johan is genuinely curious about Light in a way he is almost never curious about anyone, because Light is the first person he has encountered who he cannot take apart in the first ten minutes.

Neither reveals anything real. The conversation is a masterpiece of mutual performance. They part as apparent friends, each having confirmed the other as a competitor, each having learned almost nothing concrete about the other's operation, and each privately deciding that the other must eventually be removed.

Johan begins to quietly position assets around Light's operation — not to attack yet, but to be ready.

Light goes home and immediately begins constructing a counter-profile of Johan from the fragments of the evening. He is more unsettled than he has been at any point in the game so far.

Lelouch Approaches Moriarty

Lelouch has been watching Moriarty's movement for eight months before he makes contact. He has concluded two things: first, that the movement is genuine cover for a world domination project run by an extraordinary strategic mind, and second, that the movement's legitimate reach — hundreds of thousands of genuine believers, growing political influence, media presence — represents exactly the kind of mass legitimacy infrastructure that Lelouch currently lacks.

He reaches out to Moriarty's public persona through conventional channels — as a geopolitical strategist interested in contributing to the movement's policy development. They meet professionally at first.

Moriarty identifies Lelouch as extraordinary within twenty minutes of their first conversation. Not as a competitor necessarily — but as someone operating at a completely different level from his usual interlocutors.

Over several meetings they circle each other carefully. Lelouch eventually, partially, reveals his hand — not the full scope of his ambitions but enough to establish that he is playing the same game. He proposes a genuine alliance: Moriarty provides the ideological legitimacy and mass movement infrastructure, Lelouch provides the military strategic capacity and operational expertise to translate political power into actual territorial control when the time comes.

Moriarty considers this for a month. The alliance makes strategic sense — they are genuinely complementary. But Moriarty is aware that Lelouch is not the kind of person who remains a partner indefinitely. He is the kind of person who, once the alliance has served its purpose, will move to consolidate everything under his own control.

He agrees anyway. Because Moriarty believes he can outmanoeuvre Lelouch when that moment comes.

This is the second alliance of the World Game. It is more substantial than the Baku-Akiyama understanding and more dangerous for both parties.

Ayanokoji watches this alliance form with satisfaction. He had not engineered it — Lelouch and Moriarty's complementary needs would have brought them together eventually regardless. But he had, over the previous year, quietly ensured that two alternative potential allies for Lelouch were unavailable when Lelouch went looking — one through a reputational complication that Ayanokoji had arranged through a three step proxy chain, one through a geographic relocation that Ayanokoji had made professionally attractive through a contact two degrees removed. Lelouch came to Moriarty partly because Ayanokoji had closed other doors without Lelouch ever knowing they had been closed.

Junko vs Moriarty — The Information War

By year four Junko has identified Moriarty's movement as her primary obstacle and has committed significant resources to undermining it.

Her campaign is multifaceted and devastating. Fabricated internal documents suggesting financial corruption within the movement. A series of former members who speak to cameras with exactly the right emotional register about disillusionment and manipulation. Coordinated amplification of genuine criticisms of the movement's policy positions combined with fabricated extremism accusations. Each attack is timed precisely to land when the movement is at a moment of potential growth.

Moriarty watches his movement's polling numbers fluctuate and immediately recognises that this is not organic opposition. The attacks are too precise, too well timed, too consistent in their underlying goal — which is not to defeat the movement politically but to make people despair of it. This is a specific and unusual objective and it tells him something important about who he is facing.

He brings Lelouch into the problem. Lelouch, who has spent significant time thinking about information warfare in the context of his PMC work, analyses the attack patterns and within six weeks produces a profile of the operator: almost certainly a single controlling intelligence running multiple personas, focused on despair rather than alternative advocacy, operating primarily through digital channels with extraordinary psychological sophistication.

This is the first time Lelouch and Moriarty have a name for Junko — not her actual name but a profile accurate enough to begin hunting her.

Meanwhile Junko has noticed that Moriarty's responses to her attacks have become more sophisticated, more targeted, and faster. Someone very good has entered the game on his side. She begins investigating.

What neither Junko nor Moriarty nor Lelouch fully appreciates is that the information war between them is being observed with great interest by Ayanokoji, who has by this point identified all three of them and has been quietly studying the interaction. He makes one small intervention during this period — ensuring that a particularly damaging piece of Junko's fabricated evidence, one that might have been decisive against the movement, is intercepted and discredited before it reaches maximum circulation. Not because he wants to protect Moriarty — but because he wants the information war to continue as a contained conflict that occupies both Junko and Moriarty rather than resolving cleanly in either direction.

A prolonged stalemate between them serves his purposes. A quick victory for either would free the winner to focus elsewhere.

Patrick Jane Finds Johan

Jane has been operating for four years on pure instinct and social genius, and in that time he has encountered two situations where he walked into a room and felt the unmistakeable sensation of someone else having been there first — not recently, but having shaped the room, its people, its dynamics, from some earlier point of contact.

He follows this feeling the way a bloodhound follows a scent.

It takes him eight months of careful social archaeology — tracing the subtle fingerprints of psychological manipulation backward through chains of human relationships — before he arrives at a face. Not a name. Not an organisation. Just a description, from three separate people who have never met each other, of a man with extraordinary eyes who spoke to each of them once, briefly, and changed the direction of their lives.

Jane is the first person in the World Game to find Johan through non-digital means.

He does not attempt to confront Johan. He is too good a reader of people not to understand that Johan is categorically more dangerous in direct interpersonal confrontation than almost anyone alive. Instead Jane does what he always does — he constructs a situation. He engineers a scenario in which Johan will be drawn toward a specific location at a specific time without knowing why, where Jane will have prepared the environment in advance.

When they meet, Johan knows immediately that the meeting was engineered. He is not angry — he is delighted. He has been looking for Patrick Jane for two years without knowing his name.

Their encounter is extraordinary. Two masters of human psychology, each fully aware that the other is operating at maximum capacity, each trying to read the other completely while revealing nothing. Jane is better at deception than Johan expected. Johan is more dangerous than Jane had prepared for.

Jane leaves the encounter with two things: a genuine warning signal in his nervous system that he almost never experiences, and a fragment of information about Johan's network that he extracted through a conversational sleight of hand so subtle that Johan doesn't realise it happened until several hours later.

Johan, when he realises, is for the first time genuinely impressed by another person.

He immediately begins planning to kill Patrick Jane.

There is a third thing Jane takes from the encounter without knowing it. In the conversation's margins — in a reference Johan made to a political contact, in the casual geography of a story Johan told as misdirection — Jane's extraordinary memory has recorded a detail that will not become meaningful for another six years. He doesn't know it's there. It is there nonetheless. Ayanokoji, watching the aftermath of this encounter through two degrees of social separation, notes with interest that Jane is the only player in the game whose memory might eventually produce an identification of him through pure accumulated observation rather than analytical

methodology. He begins, very gently, to ensure that certain social paths that might lead Jane toward that identification remain just slightly less attractive than the alternatives.

Phase 3 — Year 7 to 12: The Great Destabilisation

The world begins to visibly fracture. Open conflict between the ten begins.

By year seven the World Game has moved from shadow play to something with visible consequences.

Moriarty's movement has achieved genuine political power in four countries — reform governments with real legislative authority. This is the first time any of the ten has converted covert influence into overt institutional power, and it changes the game's tempo immediately.

Lelouch, working through the military infrastructure he has spent years developing, has established what amounts to a private military state in a region of Central Africa — not announced as such, structured nominally as a regional security partnership, but effectively under his operational command. He has roughly 40,000 armed personnel loyal to him through a combination of financial incentive, genuine ideological conversion to Moriarty's reform vision, and the kind of personal loyalty that extraordinary military leadership generates.

Baku and Akiyama's alliance has produced results neither could have achieved alone. Akiyama's trust cascade has begun triggering — financial and institutional collapses in three countries that have created genuine power vacuums. Baku has been positioning resources into those vacuums with extraordinary precision, establishing financial and political footholds that are difficult to attribute to any individual actor.

Kiruma's organisation has become one of the most significant private intelligence entities on Earth. Several major governments pay it for intelligence product. More importantly, several major governments are now dependent on it for infrastructure that would be genuinely difficult to replace. Kiruma has begun to quietly leverage this dependency — not through threats but through the gradual, almost imperceptible reshaping of the decisions his clients make based on the intelligence they receive. He is curating reality for some of the most powerful institutions on the planet.

His intelligence network has by this point surfaced seventeen separate anomalies that his analysts cannot source — decisions in various domains that appear influenced by an external variable that leaves no trace. Kiruma reviews these personally and concludes with high confidence that there is an unidentified player operating in a way that his conventional intelligence methodology cannot capture. He builds this assumption into his strategic planning and quietly instructs his organisation to flag any further anomalies of this type. He will never identify Ayanokoji. But he is the most prepared of any player for the possibility of his existence.

Johan's network now numbers in the thousands — each node a significant individual in some structure of power, each one bound to Johan through a relationship they believe is uniquely personal and precious. He has never built an organisation because he doesn't need one. He has built something more like a nervous system — distributed, invisible, resilient, reaching into every major power centre on Earth.

Light has become a genuinely significant political figure in his country — a senior government role with real authority and a public profile carefully positioned for an eventual run at national leadership. He is also managing a covert operation that has, through a series of engineered scandals and carefully placed information, neutralised four political rivals who he identified as potential obstacles. None of them know what happened to them.

Junko's despair campaign has been remarkably effective. Trust in major institutions across the Western world has declined measurably. She hasn't caused this alone — she has amplified and directed existing trends with extraordinary skill. And she has now moved beyond pure digital operation — she has begun recruiting in person, building a network of true believers who share her psychological framework and who are beginning to organise offline.

Patrick Jane has survived Johan's first attempt on his life — he saw it coming four days in advance and was not where he was supposed to be. He has since moved locations twice and changed two of his identities. He is now operating more carefully, more defensively, than at any point in the game. But he has also done something quietly brilliant: he has inserted a persona into Johan's network — a fabricated identity so perfectly constructed, its emotional profile so precisely calibrated to Johan's preferences in the people he recruits, that it has been allowed close enough to feed Jane genuine intelligence about Johan's operation for eight months.

Ayanokoji has now been operating for seven years without being identified by anyone. His regional influence has expanded to national scale in two countries through the same methodology — proxies who don't know they're proxies, outcomes that look like other people's achievements, power that accumulates in structures that have no visible connection to him. He has also begun something new in this phase: a careful, years-long process of mapping the succession architecture of Kiruma's organisation. Not to attack it — to understand it. Kiruma's institution is the one structure in the game that Ayanokoji cannot easily influence through his standard methodology because it is explicitly designed to resist exactly the kind of external infiltration he practices. He respects this. He studies it. He builds contingencies.

Light's Assault on Kiruma

Light has been building a case against Kiruma for fourteen months.

He identified Kiruma through his government role — Kiruma's intelligence firm had approached his department for a contract, and Light, reviewing the proposal personally, noticed something in the organisational structure that suggested a mind behind it that was operating with objectives far beyond commercial intelligence work. He spent a year mapping it.

Light's move against Kiruma is not direct. It is a regulatory and legal assault — carefully constructed evidence packages delivered to four different jurisdictions simultaneously, each one revealing a different facet of Kiruma's operation, timed to land before Kiruma can respond to any single one before the others arrive.

But Kiruma had been watching Light for three years.

The legal assault lands and finds nothing where it expected to find everything — not because Light's intelligence was wrong, but because Kiruma had been quietly restructuring the exposed elements of his operation for eight months, ever since his own intelligence network flagged Light's investigation in its early stages. Every piece of evidence Light delivers to the four jurisdictions is real, accurate, and six months out of date. The operations it describes have been dissolved, relocated, or restructured into forms that are technically legal. The people it names have been quietly repositioned into roles that insulate them from the specific charges.

Light is left with a regulatory outcome that damages Kiruma's public facing operation, costs him significant resources, and forces him to burn his primary identity — but does not come close to killing him.

Kiruma retreats to his secondary operational base not as a defeated man but as a man executing a contingency he prepared years in advance. His succession architecture absorbs the public damage. His core organisation, the parts that matter, are entirely intact.

He re-emerges under a new identity within fourteen months, his organisation restructured and in several respects stronger for having shed its more exposed elements. He has also identified Light definitively as the architect of the assault — and has begun, patiently and without urgency, to position resources that will allow him to return the favour at a time and in a manner of his own choosing.

Light, reviewing the outcome, files it as a partial success and a strategic lesson: Kiruma cannot be removed through legal and regulatory means alone. Removing Kiruma would require either a physical solution — which Light is not opposed to but which Kiruma's physical capabilities and anticipatory intelligence make extraordinarily dangerous — or a methodology that can infiltrate the succession architecture itself and hollow it out from within. Light begins thinking about the second option. It will take him years. He is patient enough.

Ayanokoji watches this exchange with the closest thing to satisfaction he experiences. The assault on Kiruma had been, in small part, facilitated by him — certain intelligence had reached Light through a chain he had quietly arranged, not enough to be decisive, but enough to sharpen Light's targeting. He had wanted Kiruma damaged and repositioned, forced to burn resources and rebuild, without being destroyed. A destroyed Kiruma's organisation would fragment unpredictably. A damaged but surviving Kiruma would consolidate his organisation more tightly, making it simultaneously stronger and more legible to Ayanokoji's ongoing study of it.

The outcome is almost exactly what he had planned for.

The Baku-Akiyama Split — Year 12

It was always going to happen. Two minds this good, this independent, in an alliance of convenience — the question was never if but when.

The trigger is a disagreement about Lelouch.

Akiyama believes Lelouch's move — open territorial seizure — has changed the game's rules in ways that require immediate response. Lelouch now has something none of the others have: a real state, real armed forces under direct command, and growing international legitimacy through Moriarty's movement. If this is allowed to compound, Lelouch becomes unassailable within five years.

Akiyama wants to act. He has a plan — a trust cascade targeting Moriarty's movement directly, combined with coordinated financial pressure on Lelouch's territorial economy, that would destabilise the new state before it consolidates.

Baku disagrees. Not with the analysis — with the timing. He has been mapping something larger. He has seen a pattern in the global situation that suggests a specific opportunity is eighteen months away — an opportunity that would allow a single decisive move to leapfrog everyone including Lelouch. Acting now, before that opportunity matures, would expend resources and reveal capabilities that are better preserved.

Neither will defer to the other. Both are too used to being the smartest person in any room.

The alliance dissolves. Professionally, without hostility. Both know the other is now a potential adversary.

What neither knows is that the disagreement itself — the specific framing of the timing question, the particular way the Lelouch threat was presented to Akiyama in a private briefing — had been very slightly influenced by Ayanokoji. A single analyst in Akiyama's organisation had prepared the briefing that crystallised Akiyama's urgency about Lelouch. That analyst had, three months earlier, had a conversation with a contact who had subtly shaped how he thought about the Lelouch situation. The contact had no idea where the framing came from. The analyst had no idea his briefing was influenced. Akiyama had no idea his conclusion was nudged.

Ayanokoji had wanted the Baku-Akiyama alliance broken because two minds of that quality working together were the greatest structural threat to his long game. He had been patient. He had waited for a natural fault line — the genuine disagreement about timing and methodology that existed between them — and had applied the minimum pressure necessary to ensure it became a fracture rather than a negotiated compromise.

The alliance dissolves on schedule.

Akiyama acts unilaterally against Lelouch. The trust cascade is effective but not decisive — Lelouch's military capacity buffers the economic damage and Moriarty's genuine believers hold the movement together through the crisis. Lelouch survives and identifies Akiyama as his primary target.

Johan Moves Against Patrick Jane — Year 13

Johan has spent four years preparing this.

He has rebuilt his approach to Jane three times after three failures — each time Jane has anticipated the move, not through intelligence but through an almost biological sensitivity to danger that Johan finds both frustrating and fascinating. Jane is the only target he has ever failed to remove on the first attempt, or the second, or the third.

For the fourth attempt Johan does something different. He doesn't try to remove Jane physically. He removes Jane's network instead — the social infrastructure, the relationships, the trusted contacts that Jane has spent years building. One by one, through his own network, Johan reaches each of Jane's key contacts and does what he does: speaks to them once, finds the wound, and redirects their loyalty. Not against Jane necessarily — just away from him. Severing the connections without Jane necessarily knowing they've been cut.

Jane notices. Of course he notices — he is Patrick Jane. But he notices too late. By the time he understands what has happened, he is significantly more isolated than he was. Resources that were available are no longer available. Information that was flowing has stopped.

He is not defeated. But he is weakened, and for the first time in the game he is genuinely, existentially afraid. Not of death — of being outplayed by someone he cannot quite see clearly enough.

Jane makes a decision that surprises everyone, including himself: **he approaches Baku.**

He has identified Baku through a combination of his own intuition and two years of careful social archaeology. He doesn't know Baku's name or the full scope of his operation. But he knows enough to make contact through a channel he is fairly confident only Baku would notice.

Baku receives Jane's signal with genuine interest. He has had Jane on his Shadow Index for years — has been watching him operate with admiration. He agrees to meet.

Their alliance is immediate and natural in a way that surprises both of them. They are very different — Baku thinks in systems and game theory, Jane thinks in people and psychology. But these are complementary rather than competing frameworks, and both are acutely aware that the game has entered a phase where isolation is dangerous.

Ayanokoji observes this alliance form and makes a careful decision: he will not interfere with it. The Baku-Jane alliance is the one development in the game's middle phase that he had not anticipated with full confidence — Jane's approach to Baku was driven by desperation rather than strategy, and desperation produces moves that are harder to predict. He recalibrates. A Baku-Jane alliance is not threatening to his position — their methodologies, powerful as they are, operate in domains where his own invisibility protects him. And there is a specific use he has in mind for Jane's capabilities in the game's later phases that requires Jane to be alive, functional, and allied with Baku. The outcome, once again, serves his purposes.

He files it and moves on.

Akiyama vs Lelouch — Year 14

Lelouch hunts Akiyama with the full resources of a state.

This is what Akiyama hadn't fully accounted for — the qualitative difference between having resources and having a state. Lelouch can commit military intelligence assets, diplomatic pressure, and economic force simultaneously in a way that private actors simply cannot match. The hunt takes eight months but it is more methodical than dramatic.

When Lelouch's people close in on Akiyama's operational base, Akiyama does what he always does — he triggers a cascade. A massive, simultaneous release of compromising information about Lelouch's territorial governance, Moriarty's movement's financing, and three of the governments that have been cooperating with Lelouch's state. It is devastating and it buys Akiyama time, creates enormous problems for Lelouch and Moriarty, and destabilises two regional governments.

But Lelouch had planned for exactly this. He anticipated the cascade and had already positioned counter-narratives, already primed allied media, already spoken to the three governments and offered them a deal that makes absorbing the damage preferable to losing Lelouch's protection.

The cascade is survived. And Akiyama, having burned his primary weapon, is now exposed.

Akiyama Shinichi is killed in year fourteen. He is the first of the ten to die.

Lelouch immediately regrets it — not morally, but strategically. Akiyama was an extraordinary resource that he has just permanently destroyed rather than captured and utilised. He files this as a strategic error and adjusts his approach to the remaining competitors.

Light's Play for Mass Legitimacy — Year 15

Light has watched the game shift toward overt power and concluded that his path — slow, legitimate institution building — is in danger of being overtaken by Lelouch's military model.

He makes his move for national leadership. It is flawless. Years of precisely managed public perception, carefully positioned political relationships, and the strategic removal of obstacles have created a situation where his ascension to national leadership appears inevitable and natural to almost everyone watching. He wins through a democratic process that he has been engineering for a decade.

He is now the legitimate head of a major nation state — a G20 member with a significant military, economic weight, and international standing.

This is qualitatively different from Lelouch's territorial seizure — Light has legitimacy that Lelouch doesn't. International recognition, democratic mandate, institutional support. And he immediately begins using state resources in the way he has been using personal resources for fifteen years — with surgical, strategic precision aimed at long term dominance rather than immediate gratification.

He also immediately begins a diplomatic offensive against Lelouch's state — not military confrontation but a sustained effort to delegitimise and isolate it internationally. Given Light's own state's standing, this has real effect.

Lelouch and Light are now in direct confrontation. Both know it. Neither moves immediately — they are both too good to act before they are ready.

What Light does not know, and will not know for another decade, is that his path to national leadership was marginally smoother than it should have been. Not because Ayanokoji wanted Light to succeed — but because Light in national power served Ayanokoji's purposes better than Light outside it. A Light with state resources would inevitably conflict with Lelouch, would inevitably pursue Johan, would inevitably draw the game's most overt and dangerous players into direct conflict with each other. Ayanokoji had spent three years ensuring that two of Light's most capable potential domestic opponents encountered professional difficulties at precisely the moments when they might otherwise have mounted effective challenges.

Light won his election. He also won an election that Ayanokoji had quietly made slightly easier to win. He will never know.

Moriarty's Crisis — Year 15

The combined effect of Junko and Johan's aligned operations, Akiyama's final cascade, and Light's diplomatic pressure has created a genuine crisis for Moriarty's movement.

For the first time the movement is losing ground — losing followers, losing political power in two of the four countries where it governs, losing the narrative. And Moriarty is acutely aware that

his alliance with Lelouch, which once seemed like strategic genius, now means that he and Lelouch are perceived as the same project — which means Light's campaign against Lelouch is also damaging him.

Moriarty makes a difficult decision. He publicly distances the movement from Lelouch's territorial state — reframes it as an alliance of necessity that has now run its course, reasserts the movement's independence and ideological integrity.

Lelouch receives this as a betrayal. It is not — it is rational strategy — but Lelouch doesn't experience it that way. He experiences it as the confirmation of what he always suspected: that Moriarty was never truly an ally.

The Lelouch-Moriarty alliance ends. Not cleanly.

Phase 4 — Year 15 to 25: The Final Convergence

Five remain active. Baku, Johan, Light, Lelouch, Moriarty. Junko rises. Kiruma endures. Ayanokoji watches.

The world in year fifteen is almost unrecognisable.

Three nation states are under the effective control of players in the game. Several more are significantly influenced by players. Global institutions are weakened. Trust is at historic lows. Private military forces are a normalised feature of international relations. A genuine global reform movement — battered but alive — is the primary vehicle of political hope for hundreds of millions of people.

And the remaining active players are now fully aware of each other and moving toward confrontation.

Ayanokoji has been operating for fifteen years without being identified. His national level influence has expanded quietly across four countries. His methodology has not changed — every outcome attributed to someone else, every intervention through chains of proxies so long that no forensic analysis could trace them back to their source. He is the only player in the game whose position has strengthened consistently across every phase without a single setback. This is not luck. It is the compound interest of perfect patience.

He has also, in year fourteen, done something he has never done before: he has become aware of Patrick Jane becoming aware of him.

Not identified — Jane has not identified him. But Jane's extraordinary memory has, over fifteen years of accumulated observation, begun to generate a pattern that doesn't fit any of the players

Jane has identified. A set of social situations across multiple years, multiple geographies, multiple domains, that have one thing in common: they feel worked, but the working has no personality. No emotional fingerprint. No source that Jane's instincts can locate.

Jane has begun calling it, internally, the Ghost. He doesn't know what it is. He doesn't know if it's a person or a methodology or a coincidence. But Patrick Jane does not believe in coincidences of this type and he has begun, very quietly, to follow the feeling.

Ayanokoji is aware of this. He is the only player in the game who has ever been aware of Jane tracking something that might lead to him. His response is characteristically minimal — he does not increase his concealment, because increasing concealment would itself be a signal. He simply ensures, through the most indirect means available to him, that the threads Jane is following lead to dead ends that feel natural rather than constructed. Not blocked paths — paths that peter out into nothing, the way cold trails always do.

For now it is working. For now.

Baku's Move — The Omega Plan — Year 20

Baku has been waiting. Twenty years of waiting, building, observing, positioning.

He has watched every move of every player. He has mapped every alliance, every resource, every capability, every weakness. And he has been constructing something — not continuously, but in phases, adding layers as the game evolved — that he calls internally the **Omega Plan.**

It is not a single action. It is a sequence — a cascade of moves across financial, political, intelligence, and social domains that are individually unremarkable but collectively, triggered in the right order at the right moment, produce an irreversible shift in the global balance of power.

The leap second plan in Usogui worked by exploiting a real systemic vulnerability — a moment when global systems were briefly desynchronised — to achieve an outcome that appeared impossible. The Omega Plan works on the same principle applied to geopolitics. Baku has identified a specific confluence of events — some naturally occurring, some that he has been quietly engineering for years — that will create a window of approximately seventy two hours during which the existing global power architecture is uniquely vulnerable to restructuring.

Jane is essential to it. Jane's role is the human layer — the Omega Plan has a dozen points at which it depends on specific individuals making specific decisions, and Jane's ability to read and influence those individuals in real time is the variable that makes the plan executable rather than theoretical.

They trigger it in year twenty.

What follows is extraordinarily complex but the summary is this: within seventy two hours, six major financial institutions simultaneously experience crises that had been building for years but whose timing Baku has carefully managed. Three political leaders in key positions make decisions that seem locally rational but are globally catastrophic for the existing order — decisions that Jane has spent months positioning them to make. Two of Lelouch's military operations encounter unexpected resistance that had been carefully arranged. And a coordinated release of information — drawn from Kiruma's old intelligence networks, which Baku now partially controls — exposes the covert activities of Light's government in ways that create a constitutional crisis.

The Omega Plan doesn't win the game for Baku immediately. But it devastates Light and Lelouch simultaneously, neutralises three of Johan's key network nodes, and positions Baku and Jane in a uniquely advantageous situation as the dust settles.

What Baku does not know — what he will not know until year thirty three — is that two of the Omega Plan's most critical components worked more cleanly than they should have. One of the three political leaders whose decisions Jane influenced had been, six months earlier, made slightly more receptive to Jane's approach by a prior social interaction that Jane himself had not arranged. One of Lelouch's military operations encountered resistance that was partly natural and partly the result of a local commander making an unexpected decision — a commander who had, two years earlier, been visited by a consultant whose advice had subtly shaped his professional philosophy in ways that made him more likely to hesitate at exactly this kind of moment.

Ayanokoji had not built the Omega Plan. He had not known its details. But he had been watching Baku's architecture develop for twenty years and he had correctly predicted, within reasonable margins, what it would require when triggered. He had positioned two pieces — the political leader's receptivity, the commander's hesitation — not knowing exactly when or how Baku would use them, but knowing that when Baku moved, these would be the kinds of variables that mattered.

When the Omega Plan triggers and these pieces fall exactly where Baku needed them, Baku experiences it as the plan working. It is the plan working. It is also, in two small but non-trivial ways, Ayanokoji having cleared the road.

Johan's Response

Johan watches the Omega Plan unfold with genuine appreciation.

He had suspected Baku was planning something of this scale — the patience, the careful resource preservation, the refusal to act prematurely had all signalled it. He had not been able to determine the mechanism in advance, which is a rare experience for him.

His response is not to counter the Omega Plan directly — it is too well designed for direct counter. Instead Johan does what he always does: he goes for the people.

He has spent years building toward a capability he has never fully deployed — the ability to reach, simultaneously, into the networks of multiple competitors and apply decisive psychological pressure to multiple key individuals at once. He calls it, in his own mind, a symphony — each movement affecting a different instrument, the whole producing an effect none could achieve alone.

He deploys it now. Twelve people across Baku's network, Jane's alliance, Light's government, and Lelouch's military simultaneously experience the Johan effect — the encounter with someone who knows their deepest truth, who offers them something they have always needed, who quietly redirects them.

The effect on Baku's network is significant — two key financial nodes defect, creating gaps in the Omega Plan's second phase that require improvisation. The effect on Lelouch's military is more dramatic — a senior commander whose loyalty Johan has been cultivating for three years makes a decision that hands Johan operational control of a significant military asset without a shot being fired.

Johan now has an army. He never wanted one — it is unwieldy and obvious and contrary to his nature. But he recognises that the endgame of this game will require physical force, and he has acquired it through the only method consistent with his approach: by making one man want to give it to him.

Among the twelve people Johan moves against simultaneously, two of them do not respond as expected. Their psychological profiles, when Johan's people reach them, are subtly different from what Johan's intelligence suggested — not wrong exactly, but shifted, as though the wound Johan had mapped was real but had been, at some point, partially addressed. Redirected. Made less accessible. Johan notices this. He files it under the same category as the earlier failed cultivations — the unknown variable that has been operating in his space for years, the thing he cannot name. He increases his internal priority on identifying it. He does not succeed.

Light vs Lelouch — The War

Lelouch and Light's conflict escalates through proxy and economic warfare before becoming direct. The full account is as described in the original narrative — Lelouch approaches Moriarty, they coordinate against Light, Lelouch wins the military engagement, Light's government collapses, Light disappears into a secondary identity.

One addition: during the three year war, Ayanokoji makes his most significant single intervention of the entire game.

He assesses, in year twenty two, that a decisive victory for either Lelouch or Light would be bad for his long game. Lelouch winning too cleanly would make him unassailable. Light winning too cleanly would make him unassailable. What he needs is a Lelouch victory that is costly enough to leave him significantly depleted — depleted enough that Moriarty's subsequent betrayal lands with real impact, depleted enough that his multi-front war in the game's final phase overextends him past recovery.

He makes three interventions across the three years of the war — each one minimal, each one precisely targeted at the logistical rather than the strategic level. A supply chain complication that costs Lelouch a month of operational tempo at a critical juncture. An intelligence failure — genuine, not manufactured, but allowed to propagate rather than being caught — that leads to a strategic miscalculation that costs Lelouch two thousand personnel and significant materiel. A diplomatic channel that should have closed for Lelouch staying slightly open longer than it should have, prolonging the war by four months and deepening its resource cost.

Lelouch wins. He wins at exactly the cost Ayanokoji had aimed for. Whether this is Ayanokoji's genius or the universe's coincidence is, perhaps, undecidable. Ayanokoji himself would say there is no difference.

Moriarty's Betrayal of Lelouch — Year 23

The moment Lelouch's war with Light ends, Moriarty moves — as described in the original narrative. The legislative coup across three countries, executed through paperwork and democratic procedure so carefully constructed that by the time anyone understands what has happened the mechanisms are already in place.

Lelouch sees it and is furious. He moves militarily and finds Moriarty's security capacity sufficient to hold. They reach a stalemate.

Ayanokoji watches the stalemate with something that, in another person, might be called relief. The Lelouch-Moriarty stalemate is the outcome he has been working toward for eight years — two of the game's most capable overt players locked in mutual containment, neither able to destroy the other, both consuming resources and attention that would otherwise be directed at Baku or, potentially, at finding him.

He makes no intervention here. The stalemate is self-sustaining. He moves his attention elsewhere.

The Unexpected — Junko's Position — Year 25

Nobody paid enough attention to Junko.

This is, in retrospect, the defining mistake of the World Game's middle phase. While the other players were fighting each other, accumulating territory, building organisations, Junko was doing something none of them was fully tracking: she was winning minds.

The despair campaign has been running for twenty five years. Twenty five years of systematic erosion of institutional trust, hope in the future, and faith in human collective action. And it has worked — not completely, not universally, but to a degree that has no historical precedent. The psychological landscape of the world in year twenty five is fundamentally different from year zero.

Junko steps out of the shadows for the first time. She presents herself — carefully, with a constructed persona that channels the despair energy she has created rather than opposing it — as the only leader honest enough to acknowledge that the world is broken and that existing solutions have failed. She is not offering hope. She is offering acknowledgment — the validation of what millions of people already feel.

Her rise is shockingly fast. In three countries simultaneously, within eighteen months, movements emerge that carry her to political power through legitimate democratic processes.

The others look up and suddenly understand that they have been playing the wrong game for twenty years.

Ayanokoji has been tracking Junko's operation more carefully than anyone else for the past decade — because her despair campaign, operating at the level of mass psychology, is the one variable in the game that most directly affects the substrate on which his own methodology depends. He manipulates people through social structures. If those social structures are sufficiently destabilised by despair, his methodology becomes less reliable. He has been quietly, in specific regions that matter to his own architecture, running counter-operations against Junko's campaign — not large enough to be detectable as coordinated, just a slight thickening of the hope content in specific information ecosystems, a slight increase in the salience of positive institutional stories in specific populations. It has not stopped Junko. It has preserved pockets of social functionality that Ayanokoji needs.

When Junko emerges as an overt political force, Ayanokoji assesses her as the second most interesting development of the game's final phase, after Baku's Omega Plan. He does not move against her. Her three countries are not in domains that threaten his architecture. And there is something in the cleanness of her methodology — the thirty year patience, the willingness to reshape the environment rather than fight within it — that he recognises as philosophically adjacent to his own approach.

He watches. He does not interfere.

Kiruma in the Endgame

As the game enters its final phase Kiruma has been operating for twenty five years. He has survived Light's assault, rebuilt his organisation, and watched the game's most dramatic conflicts from a position of careful neutrality.

His organisation is, in year twenty five, one of the most significant intelligence entities on Earth. Multiple governments depend on it. Several of the remaining players have, at various points, used its services — not knowing its ultimate ownership, accessing it through intermediary structures that Kiruma maintains precisely for this purpose. Baku has used it. Lelouch has used it. Even Light, in the years before his government's collapse, used it.

Kiruma knows this. He has always known it. He has allowed it because having the game's most powerful players as clients is more valuable than not having them as clients, and because the intelligence he collects on them in the process of serving them is more valuable still.

By year twenty five Kiruma has comprehensive intelligence on every remaining player's operations — more comprehensive than any of them would be comfortable knowing. He has not used this intelligence aggressively. He has used it defensively — to ensure that no player ever accumulates quite enough advantage over the others to make a decisive move against him specifically.

He is the game's great balancer. Not by ideology or preference but by cold institutional interest. A world in which one player wins decisively is a world that no longer needs Kiruma's organisation. A world in which the players remain in tension, each needing intelligence on the others, is a world in which Kiruma's organisation is permanently indispensable.

He has, in a very specific sense, been playing a completely different game from everyone else — not a game to win but a game to make himself necessary to whoever wins. When Baku's financial architecture consolidates in the game's final years, Kiruma's organisation becomes its intelligence complement. Not by merger or alliance — by the simple logic of two architectures that need each other.

Baku and Kiruma never form an alliance. They never need to. Their respective architectures simply settle into a relationship of mutual indispensability that neither party needed to engineer because the logic of their positions made it inevitable.

Ayanokoji had predicted this outcome in year eight. It was one of the reasons he had ensured that Kiruma survived Light's assault — a destroyed Kiruma's organisation would have fragmented into unpredictable pieces. A surviving Kiruma's organisation would eventually find its natural position as the intelligence layer beneath Baku's financial layer. The world that Baku inherits in the game's conclusion is a world in which Kiruma's intelligence architecture is a permanent and indispensable feature. Ayanokoji had wanted this. Ayanokoji had helped make it happen.

Whether Kiruma ever knows this is unclear. He suspects there was an unidentified variable that slightly facilitated his survival of Light's assault. He has never been able to confirm it.

The Endgame — Years 28 to 33

Four principal combatants: Baku, Johan, Light, Lelouch. Moriarty finished. Kiruma neutral and indispensable. Junko governing three countries. Ayanokoji everywhere and nowhere.

The Final Three — Baku, Johan, Light

As described in the original narrative — Johan's symphony against Light's inner circle, Light's psychological unravelling, Baku's Omega Plan third phase, the comprehensive exposure of all remaining players' operations, Baku's restructuring of the global financial architecture.

One addition to the original account:

When Baku triggers the Omega Plan's third phase — the coordinated global information release that exposes every remaining competitor — the release is more comprehensive and more perfectly timed than even Baku had planned for. Several of the information packages contain details that Baku's own intelligence networks had not fully assembled — details that arrived, through untraceable channels, in the weeks before the release, fitting precisely into gaps in Baku's evidence architecture.

Baku notices this. He is too good not to notice. The information is real — he has verified it independently where possible, and where he cannot verify it independently it is consistent with everything he knows. Someone has given him pieces he was missing. He does not know who. He adds it to his understanding of the unknown variable that his Shadow Index never found, the tenth player whose existence he has known about for fifteen years without ever identifying.

He files it. He triggers the release. The plan works.

The Final Move — Year 33

When Baku consolidates his win and the game effectively ends, Ayanokoji makes contact for the first and only time.

Not with everyone. Only with Baku.

He sends a document. It contains a complete operational history of the World Game from Ayanokoji's perspective — every player's methodology, every major decision, every intervention, including a precise accounting of every time Ayanokoji affected the game's outcome. Including the ones that affected Baku.

Baku reads it over two days.

It is the most extraordinary document he has ever encountered. He discovers that the Baku-Akiyama alliance was nudged into forming earlier than it would have naturally. He discovers that the split was engineered at the margins. He discovers that two components of the Omega Plan's first trigger worked partly because Ayanokoji had positioned pieces years in advance without knowing exactly when or how Baku would use them. He discovers that Light's election was made marginally easier. He discovers that Kiruma's survival of Light's assault was facilitated. He discovers that the information packages in the Omega Plan's third phase were completed by Ayanokoji's hand.

He discovers that the world he has spent thirty three years winning was being quietly shaped, simultaneously, by someone who never competed with him — who helped him win, in dozens of small ways, because Baku winning was the outcome that best served a set of purposes Ayanokoji had defined for himself in year one and never deviated from.

He sits with this for a long time.

Then he sends one message: *"What do you want?"*

Ayanokoji's response: *"Nothing. I already have it."*

Baku reads this and understands, with the clarity that only comes to minds operating at his level, exactly what it means.

Ayanokoji had never wanted to rule the world. He had wanted to prove that it was possible to move the entire world — every player, every outcome, every final configuration — without leaving a single fingerprint. To demonstrate, to himself and to the record of events, that a human mind operating at its absolute ceiling, with perfect patience and perfect concealment, could be the most consequential actor in the largest game ever played and remain, to everyone except one person at the very end, entirely invisible.

He had done it.

The document exists. Baku has read it. No one else will ever see it — Ayanokoji had sent it knowing that Baku is the one person who will understand it fully and the one person whose nature makes him incapable of sharing it, because sharing it would require explaining how thoroughly he himself had been influenced, and Baku does not do that.

The game is over.

Baku controls the world's financial architecture. Kiruma's organisation provides its intelligence complement. Light is rebuilding somewhere in the dark, dangerous and patient. Lelouch holds his original territory and governs it with quiet excellence. Johan's network persists, invisible and eternal. Junko's three countries exist in a state of engineered psychological honesty that is

equal parts horrifying and strangely pure. Patrick Jane is somewhere comfortable, reading people, and occasionally doing things for Baku that nobody else could do.

And Ayanokoji Kiyotaka is in a modest apartment in a city nobody would guess, living under a name nobody knows, watching the world he helped shape go about its business.

He is, by any measure that matters, the most satisfied person alive.

The World Game ends not with a bang but with a document — read once, never shared, describing thirty three years of the most consequential invisible hand in human history. The smartest man in the world won it through patience and architecture. The most invisible man in the world shaped it through absence and precision. Whether these are different victories or the same victory described from two angles is, perhaps, the most interesting question the game leaves behind.