YUUICHI KATAGIRI INTELLIGENCE ANALYSIS
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Narrative/Statements

Throughout the story, Yuuichi consistently outsmarts, manipulates, deceives, and sees through numerous highly dangerous opponents. Among them is a first-class swindler who had successfully deceived countless victims before eventually admitting Yuuichi's superiority in deception and manipulation.

He also confronts a cult leader capable of manipulating followers into willingly surrendering their possessions, bodies, and complete devotion, as well as seeing through/outsmarting highly skilled actors and an undefeated gambler with extraordinary gambling abilities. Yuuichi himself states that he is capable of manipulating people to the same extent purely for entertainment. Meaning he is able to manipulate people into willingly offering him their belongings, bodies, and complete obedience.

His ability to deceive is further supported by his exceptional acting ability and emotional control. Yuuichi successfully deceives Satone Kaido by convincingly acting as though he had become desperate after losing, despite Satone's intuition being repeatedly described as almost supernatural which is further reinforced during the Friend Murder Game, yet Yuuichi still manages to deceive her successfully.

Yuuichi's development can also be traced through his relationship with Shiba Taizen. As a child, Yuuichi trained under Shiba Taizen, a swindler with decades of experience, and eventually surpassed him. Their relationship later completely reversed, with Shiba beginning to assist Yuuichi instead. Despite still being only a child, Yuuichi was able to work alongside him and double their earnings, demonstrating that he had already exceeded the level of someone with decades of experience in the same field in a few years.

As a child, Yuuichi also directly killed both of his adoptive parents by stabbing them. Beyond these direct killings, his manipulations indirectly resulted in the destruction of countless families, the theft of enormous amounts of money, the collapse of countless friendships, and the deaths of countless people. Despite the scale and frequency of these actions, he was never exposed or held accountable. This implies that Yuuichi consistently succeeded in concealing his involvement, either by eliminating or concealing evidence that could connect the incidents to him or by avoiding leaving incriminating evidence in the first place. As a result, he was repeatedly able to commit serious crimes and manipulate large numbers of people without being identified as the perpetrator.

Kid Yuuichi

When Yuuichi hears Yuka say that friendship is more important than money, he decides to test whether she genuinely believes that or merely says it as an

ideal. Knowing that Yuka is seriously ill and has four very close friends, Yuuichi creates the original "Tomo dachi Game" specifically to test the sincerity of their friendship. The entire game is built around Yuka's condition. Yuuichi will either treat Yuka kindly, improving both her emotional state and overall condition, or treat her cruelly, causing her condition to worsen. Which role he plays each month depends entirely on whether a participant continues paying him 1 million yen. If they pay, Yuuichi treats Yuka kindly; if they stop paying, he treats her cruelly instead.

Shiba Taizen secretly presents this proposal to each of Yuka's four friends individually, never telling any of them that the others are participating as well. As a result, each participant believes that they are the only person paying to protect Yuka. They are also never informed that the game ends immediately when the first participant refuses to pay. Only when someone eventually quits is the true meaning behind the name "Tomo dachi Game" revealed. In Japanese, it can also be interpreted as "cutting friends," symbolizing the first participant abandoning their friends in order to save themselves.

When Shiba Taizen approaches Shibe's father, introducing himself as Yuuichi's guardian and claiming that Yuuichi obeys him absolutely, he explains the rules of the game. At first, Shibe's father dismisses the entire proposal as ridiculous. Shiba therefore tells him to wait one month, explaining that during the first month Yuuichi will treat Yuka kindly, allowing him to personally verify whether Yuuichi's behavior actually affects her condition. One month later, Yuuichi's behavior noticeably improves Yuka's condition, convincing Shibe's father that the game is genuine. He therefore begins paying the monthly fee. The same process occurs with each of Yuka's other friends, and all of them continue making their payments as well.

A year later, Shibe's father finally confronts Yuuichi directly. Still believing that Shiba Taizen is the true mastermind behind the game, he desperately begs Yuuichi to stop obeying him. Yuuichi then reveals the truth: the entire game was his own idea from the beginning. He further points out the significance of Shibe's father's decision. Despite being the wealthiest of Yuka's four friends and the person who had spoken the most about the importance of their friendship, he was actually the very first person to quit the game. Meanwhile, the other friends, despite being significantly poorer, continued paying for Yuka's sake.

By comparing their actions rather than their words, Yuuichi concludes that when Shibe's father was genuinely forced to choose between friendship and money, he ultimately chose money over Yuka. The fact that he had spent an entire year believing that his payments were directly responsible for preserving Yuka's condition, only to discover that he had been the first of her friends to abandon her, compounds the guilt and psychological pressure he had already accumulated throughout the game. The realization completely breaks him mentally.

Kokkuri-san Game

RULES

Yuuichi notices that someone is intentionally trying to lose despite the questions being easy enough that they could simply answer them incorrectly, even though winning the game would allow them to clear their debt. On the surface, this behavior makes no sense because deliberately losing would leave them in debt rather than helping them. Instead of accepting the behavior as irrational, Yuuichi begins considering why someone would willingly act against their own apparent interests.
After weighing the possible explanations, he realizes that the person may not be motivated by money at all. The most likely explanation is that their actions are being driven by a personal grudge, meaning that the objective behind their behavior is unrelated to clearing their debt.
After another easy question is deliberately answered incorrectly, Yuuichi notices that if the participants were simply allowed to discuss the situation openly, they would probably be able to identify what was going wrong. From this, he begins to suspect that the restriction preventing them from talking serves a purpose beyond merely stopping them from asking questions.

His reasoning is essentially:

P1: If the players were allowed to communicate, they could discuss the repeated incorrect answers and eventually identify the problem.

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P2: Therefore, preventing communication is not necessarily meant only to stop the players from asking questions.

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C: The rule may instead be intended to increase their anxiety and prevent them from calmly analyzing the situation together.

When Yuuichi finally obtains the envelopes himself, he discovers that there is no question written inside. Instead, the envelope contains the instruction, "The person who reads this should come up with a question." At the bottom, it states that if the ten-yen coin lands on the "Yes" side, the game will be cleared, while if it lands on the "No" side, the questioner's debt will be reduced by half.
Upon reading this, Yuuichi immediately realizes that every previous envelope must have contained the exact same instructions. This gives him a new explanation for all of the earlier events. If every questioner had been given the same choice, then repeatedly forcing the ten-yen coin to land on the "No" side would allow each questioner to deliberately reduce their own debt by half.

His reasoning develops as follows:

P1: Every envelope contains the same instructions.

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P2: A "No" result reduces the current questioner's debt by half.

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P3: The previous questioners repeatedly produced "No" results despite the questions being easy enough to manipulate.

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C: The previous questioners intentionally caused the coin to land on "No" so that they could reduce their own debt.

This deduction is reinforced by Yuuichi's short-term memory. He recalls that he had briefly noticed Shibe smiling earlier, something that had previously seemed insignificant. Now that he understands the mechanism behind the debt reduction, that smile has an obvious explanation: Shibe had discovered a way to cut his debt in half.

Yuuichi then asks a simple question because he wants to clear the game immediately and does not want to betray Kokorogi. He chooses "Yes," expecting the game to end, but someone deliberately chooses "No" once again.
At this point, Yuuichi realizes that the reason for this decision is the Booby Penalty. Someone who has already reduced their debt has an incentive to keep the game going and eventually force the remaining debt onto another person. From this, he concludes that one of the previous three questioners must be the culprit.
Kokorogi now has the largest amount of debt, which gives the culprit a clear objective. Whoever they are, they had been planning to end the game by transferring all of the remaining debts onto Kokorogi through the Booby Penalty. This means that they did not merely want to reduce their own debt. They had entered the game intending from the beginning to pass whatever remained of their debt onto someone else.
Yuuichi then continues reasoning from the same mechanism. If the contents of the fifth envelope are identical to those of the previous envelopes and another incorrect answer occurs, everyone's debt will once again be reduced by half. Since that would interfere with the culprit's plan to transfer the remaining debts to Kokorogi, Yuuichi concludes that the final envelope must contain different instructions.
Yuuichi suddenly begins speaking and asks everyone, "Do you know what color of panties Sawaragi is wearing today?" He then asks whether anyone wants to know the answer.
The question itself is a deliberate trap. Yuuichi knows that none of them should be willing to speak because anyone who does so risks doubling the debt they had painstakingly reduced, while simultaneously exposing themselves. He already understands that someone has successfully reduced their debt and intends to deliberately lose the game so that the Booby Penalty will transfer the remaining debts onto Kokorogi.
He then announces that this plan will no longer work because he has intentionally broken the rule and caused his own debt to double. By doing this, Yuuichi changes the apparent structure of the game. Kokorogi had previously possessed the largest debt, making her the ideal target for the culprit, but Yuuichi has now made himself the person with the greatest debt instead.
He then introduces another possibility into the culprit's calculations: perhaps the traitor does not actually care who the victim is. Perhaps their only objective is to transfer their debt onto someone else.

Yuuichi then begins bluffing by inventing a new rule:

"If the game ends like this, the biggest loser will be the traitor himself."

He follows this with another claim:

"The rule has been changed. The Booby Penalty will now be borne by the person with the LEAST amount of debt."

Yuuichi is effectively turning himself into bait.

At the beginning of the game, having the least amount of debt was advantageous because those players were safe. However, by claiming that the rules have suddenly changed, Yuuichi creates the opposite interpretation: the players with the greatest amount of debt now appear to be the safe ones, while the player with the least debt becomes the new target of the Booby Penalty.
This creates a psychological dilemma for the culprit. If they believe in Yuuichi's new rule and speak up, their debt will be doubled again. At the same time, their willingness to act would reveal that their debt is lower than everyone else's, effectively exposing their identity.

The trap therefore works on two levels:

P1: The culprit has already reduced their debt and therefore cannot afford to have it doubled again.

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P2: Yuuichi claims that the person with the least debt will now receive the Booby Penalty.

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P3: If the culprit speaks or otherwise interferes, they risk both doubling their debt and revealing that they have less debt than the others.

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C: The culprit is placed in a position where they can neither safely speak nor make an obvious move.

After creating this trap, Yuuichi suddenly says, "Just kidding." He adds that he was only messing with them to lighten the mood and insists that there

cannot be any traitors among them. He then reframes the situation again, suggesting that the question is simply, "We'll be friends. Now and forever." He remarks that the question is extremely simple and that the obvious answer is "Yes." At the same time, his facial expression serves as a final warning to the traitor. Yuuichi is effectively communicating that the game has reached a point where refusing to choose "Yes" will expose them and cause them to lose.

After the game is finished, Yuuichi asks everyone how much debt they currently have. As expected, everyone claims to have 3.6 million. Yuuichi then creates a distraction. He points out that one of his shoes is untied and tells them that he will catch them. Once everyone is focused elsewhere, he quickly returns to the room where the game took place and checks the envelopes himself. His objective is to determine who lied about their debt while simultaneously reconstructing the flow of money throughout the game. However, what he discovers is unexpected. None of the envelopes contain the supposed "condition for debt reduction." Instead, every envelope before his only states:

"If the ten-yen coin lands on the 'Yes' side, the game will be cleared."

When Yuuichi checks his own envelope, he realizes that the condition for debt reduction is no longer written there either. From this, he concludes that the text did not simply fail to appear in certain envelopes. The condition had disappeared from every envelope. Yuuichi then realizes that the entire situation was itself another trap.

His reasoning is essentially:

P1: The envelopes originally appeared to contain a condition allowing debt reduction through a "No" result.

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P2: That condition has now disappeared from every envelope, including his own.

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C: The information he relied upon could not safely be used as proof because the evidence itself had been designed to disappear.

He then considers the counterfactual outcome. Had he simply caught up with everyone and shown them the card, believing that its contents proved what had happened, they could have isolated him instead. In other words, even after correctly uncovering the apparent mechanism of the game, acting on that information without considering the possibility that the evidence itself was manipulated would have placed Yuuichi in a trap.

Backbiting Sugoroku

RULES

After Tenji spent most of the game exposing secrets and destroying the relationships between the players, Yuuichi deliberately waited until the final stages to reveal a supposed method of forcing the traitor to expose himself. He proposed that every player write their own name and the exact same statement on their papers:

"I'm the one who applied to participate in the Tomodachi Game."

The logic appeared straightforward. The true traitor would be telling the truth by writing the statement, meaning they would avoid Divine Punishment, while every innocent player would be penalized for lying. Because Divine Punishment teleports liars directly in front of the player closest to the end, who was Sawaragi, every innocent player would automatically be moved ahead of her. As a result, the innocent group would reach the goal together while the traitor would remain behind. Tenji immediately objected, pointing out that there was no guarantee that everyone would actually write the same statement. Yuuichi instantly closed this escape route as well. He declared that anyone who refused to comply would be treated as a traitor for effectively abandoning Sawaragi. With that loophole removed, Tenji agreed to participate. Yuuichi then pressured Tenji into entering the stall first, arguing that Tenji was the person Sawaragi trusted the most and therefore needed to go in first to relieve her anxiety. Under the pressure of the extremely limited deadline, Tenji could not identify any flaw in Yuuichi's apparent logic. He therefore submitted the card as instructed, intending to behave innocently afterward.

However, Manabu announced that only one card had actually been submitted while all the others were blank. The apparent plan had been completely different from what Tenji believed. Yuuichi had secretly coordinated with the rest of the group beforehand, arranging for everyone except Tenji to submit blank cards. This left Tenji as the only person whose card could be identified, completely isolating him and exposing him as the traitor.

When Tenji demanded an explanation, Yuuichi revealed that he had not merely improvised this trap at the end of the game. He had been narrowing down the identity of the traitor throughout the earlier rounds. From the beginning, Yuuichi anticipated that a traitor might exist, so during the third round he secretly established a partnership with Sawaragi. He exploited the mandatory three-minute isolation period inside the locked box to write tactical instructions on the backbiting papers. Sawaragi would later be able to read these instructions after entering the stall following him.

Yuuichi first needed to confirm whether Sawaragi was truly cooperating with him. To test her loyalty, he instructed her to write a specific secret that only the two of them knew. The fourth round then provided the result of that test. A completely unrelated and enormous secret was leaked. This did not merely provide another piece of information about the game. Because Yuuichi had explicitly instructed Sawaragi to submit a secret known only to the two of them, the fact that the leaked secret was something entirely different demonstrated that Sawaragi had followed his instructions rather than leaking her own separate secret.

This allowed Yuuichi to narrow the possible traitors down to **Shibe, Kokorogi, and Tenji.**

He then continued the process of elimination.

During the fifth round, Yuuichi passed Kokorogi a note instructing her to maintain a hostile facade toward Sawaragi while secretly writing another specific secret that only she and Yuuichi shared in the following round. At the same time, he instructed Sawaragi to write nothing.

When another secret was leaked, the result cleared Kokorogi. Since Sawaragi had been instructed to submit nothing and Kokorogi had been given a unique secret to submit, the outcome allowed Yuuichi to remove Kokorogi from the list of suspects, leaving only Shibe and Tenji.

Yuuichi then used the "Special Chance" phase to eliminate Shibe.

Shibe actively volunteered to participate. Yuuichi recognized that this behavior was inconsistent with what a genuine traitor would reasonably risk. The administrators could simply expose the traitor's ultimate secret - that they had been responsible for signing the group up for the Tomodachi Game. Therefore, a real traitor would have a strong incentive to avoid volunteering for a situation where that secret could be exposed.

P1: A genuine traitor has something critical to hide.

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P2: The Special Chance could potentially expose that ultimate secret.

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P3: Shibe nevertheless volunteered to participate.

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C: Shibe's willingness to take that risk strongly contradicted him being the traitor.

This left Tenji as the definitive culprit.

Yuuichi then admitted that he had actually identified Tenji much earlier. He had deliberately delayed revealing the conclusion because immediately cornering Tenji would create a dangerous situation. A desperate Tenji could retaliate by revealing everyone's secrets indiscriminately, causing maximum damage before being eliminated. Therefore, rather than exposing Tenji as soon as he suspected him, Yuuichi spent the remaining rounds quietly confirming his hypothesis while preventing Tenji from realizing that he had already been identified.

Yuuichi had also prepared for another potential loophole in the final plan: the possibility that players could submit multiple cards, thereby interfering with the intended process of elimination. To prevent this, he had previously collected everyone's name tags under the harmless-sounding pretext of a "proof of friendship." This gave him control over an additional condition that could otherwise have been exploited to disrupt the trap.

The name-tag scheme served another purpose as well. It forced Kokorogi to trust Sawaragi, because Yuuichi told Kokorogi that she could visually confirm

Sawaragi's status as an ally by checking whether Sawaragi had the correct name tag on her chest. Yuuichi also reverse-engineered part of the game's hidden debt mechanics. He discovered that simply possessing a name tag without looking at it did not increase a person's debt. He tested this directly by giving his own tag to Sawaragi before the fourth round, then checking his debt balance inside the stall after receiving the tag back. Because his balance remained unchanged, he confirmed that merely holding the tag was harmless.

He then used this information, together with his written instructions, to safely guide Sawaragi into swapping her tag with him without increasing either person's debt. This allowed him to manipulate the hidden mechanics while keeping the exchange risk-free. Despite all of these deductions, Yuuichi's initial suspicion of Tenji did not originate from a direct tactical mistake. It began with Tenji's abnormal behavior. The Tenji that Yuuichi knew was calm, intelligent, and naturally acted as a mediator, frequently stepping in to stop the others from fighting. Yet near the beginning of the game, Tenji behaved in a way that was highly inconsistent with this established personality. He suddenly picked a fierce confrontation with Shibe, accusing him of having written the first backbiting card.

Yuuichi already knew that Shibe was highly unlikely to be the traitor because of his reputation for being extremely loose-lipped. Someone with that reputation would not realistically be entrusted with the deep secrets necessary to function as the traitor without those secrets being exposed. This made Tenji's accusation itself suspicious. Rather than simply attacking Shibe because he genuinely believed him to be guilty, Tenji had a reason to frame him: Shibe's reputation made him an easy person to suspect. By directing the group's attention toward Shibe, Tenji could deflect suspicion away from himself.

Thus, Tenji's strange deviation from his normal personality became the initial clue, while the later rounds provided Yuuichi with the structured evidence needed to confirm that suspicion.

The game then concluded with another structural maneuver.

Manabu reminded the players that the match was still active and revealed that, during the seventh round, Yuuichi had intentionally submitted a fabricated backbiting entry specifically to trigger Divine Punishment against himself. This was deliberate because Sawaragi was positioned on the very

last square of the board. Divine Punishment teleports the punished player directly in front of the player closest to the end. Therefore:

Sawaragi is on the final square -> Yuuichi deliberately triggers Divine Punishment on himself -> Yuuichi is teleported exactly one space ahead of Sawaragi -> Yuuichi lands directly on the finish line

By intentionally engineering his own punishment, Yuuichi transformed what appeared to be a penalty into a final method of advancing beyond the last remaining player and winning the match alone. However, just as Yuuichi intended to proceed to the third game, Tenji exposed the lie he had made during the third round. Because of the resulting Divine Punishment, Tenji and Yuuichi were both sent into the next game together.

Additionally, both Tenji and Manabu commented on Yuuichi's ability to suddenly display a terrifying expression, despite having presented himself throughout most of the game as naive, kind, and friendly.

Friendship Hide-And-Seek

RULES

As soon as Manabu finished explaining the rules, he informed Yuuichi and Tenji that another group had arrived to participate in the game. Since this group consisted of only one person, Manabu offered to allow that person to join Yuuichi's team if they agreed.

Yuuichi immediately asked whether the new participant was a girl. After Manabu confirmed that she was, Yuuichi accepted her without hesitation. Although this seemed like a simple acceptance of an additional teammate, the fact that the new member was specifically a girl became a crucial part of Yuuichi's later strategy. His immediate question about her gender indicates that he had already started considering how her presence could be incorporated into his plan from the moment he heard the rules.

Once Tenji was chosen as the hider, the game began.

During the first two days, Yuuichi deliberately did almost nothing outwardly. He remained around the food area, ate, slept, and casually interacted with

members of the opposing team. However, these apparently meaningless interactions were being used to gather information. He asked questions about the opposing members, talked about his own team, deliberately provoked certain reactions, overheard their conversations, and paid close attention to how they interacted with one another. In particular, he was trying to identify the kindest member of the opposing group. By combining direct conversation, observation, deliberate provocation, and eavesdropping, Yuuichi gradually constructed psychological profiles of the opposing players, learning not only their individual personalities but also the relationships between them and how they were likely to respond under pressure.

On the third day, Yuuichi requested to switch teams. Rather than deciding immediately, the opposing team chose to consult their leader first. Yuuichi had already identified one of their members as short-tempered and intellectually weak, so he immediately mocked him for being unable to think independently. As predicted, the provoked opponent nearly punched Yuuichi. His teammates stopped him at the last moment, but Yuuichi had already accounted for this possibility. Since violence was prohibited by the rules, if the punch had actually landed, the opposing team would have lost instantly. The important part is that Yuuichi had anticipated both possible responses to his team-switch request from the beginning.

If they accepted his transfer -> Yuuichi would learn the location of their hider and secretly relay that information to Maria.
If they rejected his request -> Yuuichi would proceed under the assumption that they had already devised a strategy strong enough that they believed switching teams would not benefit them.

Yuuichi considered the first outcome highly unlikely because he believed they had already developed a winning strategy. As predicted, they rejected his request. From their decision, Yuuichi immediately inferred that they understood the true nature of the game. They were not treating it as a simple game of hide-and-seek.

The reasoning was:

P1: In a normal hide-and-seek strategy, the logical choice would be to hide the smallest member, since a smaller person would be harder to find.

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P2: The opposing team deliberately chose their largest and most patient member as the hider instead.

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P3: Therefore, their objective was not simply to make their hider physically difficult to find.

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C: They had recognized that the real game revolved around constant surveillance of Yuuichi and Maria rather than simply finding the hider.

Because the opposing team had numerical superiority, Yuuichi and Maria would be unable to secretly deliver food to Tenji. Any attempt to do so could be followed by the larger group. Meanwhile, the opposing team could continuously rotate different members to provide food to their own hider, meaning that surveillance would be extremely difficult for only two people to maintain.

Yuuichi had correctly predicted that his request would be rejected, so he immediately moved into the next stage of his plan. Having already identified the kindest and nicest opponent, Yuuichi waited until that person was watching them. He then grabbed food and escaped together with Maria. The opposing team immediately pursued them. While being chased, Yuuichi deliberately pushed Maria off a cliff. This forced the pursuers to stop chasing Yuuichi in order to rescue her, creating an opening through which he successfully reached Tenji and delivered food to him.

However, Yuuichi later explained that he had not relied on both pursuers stopping by coincidence. He had spent the previous three days studying their personalities and had specifically predicted how they would react. The first pursuer, Hyakutaro, initially appeared to be nothing more than a straightforward and unintelligent person. Through closer observation, however, Yuuichi realized that he was actually the most compassionate member of the group, while also being particularly naive when dealing with girls. Yuuichi had also observed the second pursuer constantly paying

attention to Hyakutaro's actions and reactions. This suggested that the second pursuer was sufficiently connected to Hyakutaro that he would have difficulty simply ignoring him if Hyakutaro called for help. Furthermore, Yuuichi concluded that the second pursuer was also kind-hearted rather than cold or indifferent.

From these observations, Yuuichi constructed the prediction:

P1: Hyakutaro is highly compassionate and especially susceptible to situations involving girls.

P2: The second pursuer is closely attentive to Hyakutaro and is also compassionate himself.

P3: Therefore, if Maria appeared to be in serious danger, neither pursuer would be willing to prioritize continuing the chase over protecting her.

C: By deliberately putting Maria in danger, Yuuichi could force both pursuers to abandon the chase without relying on chance.

This, however, was only preparation for a much larger trap. Yuuichi then revealed that Maria's presence had been intended for an even broader strategy: a honey trap. This was the reason he had specifically asked whether the new teammate was a girl immediately after hearing the rules. From his earlier analysis, Yuuichi had already identified Hyakutaro as both compassionate and unusually easy to influence through girls. He therefore instructed Maria to repeatedly harass him in front of Hyakutaro.

As expected, Hyakutaro eventually became emotionally invested enough to try persuading Maria to switch to his team. Following Yuuichi's instructions, Maria refused, claiming that Yuuichi knew her secret. Yuuichi continued allowing the harassment to escalate. Hyakutaro's frustration gradually became so intense that he eventually switched teams himself.

Yuuichi had already predicted that this would happen, as well as what Hyakutaro would attempt immediately afterward. As soon as Hyakutaro switched teams, he tried to attack Yuuichi. Yuuichi dodged the incoming punch and restrained him by tying him to a tree. While restrained, Hyakutaro admitted that he did not even know the location of his own team's hider. Shortly afterward, Kei contacted Yuuichi, allowing him to realize that Kei, rather than the hider, was actually the true leader of the opposing team. Kei himself described Hyakutaro as a "ticking time bomb," acknowledging that his violent personality made him a liability under the game's rules.

With Hyakutaro now effectively attached to him, Yuuichi had to remain constantly vigilant to prevent him from attacking anyone and accidentally causing his side to lose. Yuuichi therefore deliberately began acting desperate and mentally broken in front of both Maria and the opposing team. He performed as though he had completely lost control of the situation, ensuring that everyone would eventually become convinced that his defeat was inevitable. After spending some time guarding Hyakutaro, Maria left under the pretext of going to the restroom, where Kei confronted her. Maria then agreed to betray Yuuichi. She called Yuuichi and asked for Tenji's location, claiming that nobody was nearby and that she could secretly deliver food to him. Yuuichi gave her Tenji's approximate location. Maria immediately revealed that location to Kei in front of everyone. Yuuichi continued maintaining his performance, acting as though he had completely given up. By appearing completely defeated, he encouraged everyone to believe that there was no longer any reason to keep monitoring him because his loss was already inevitable. When Kei eventually found Tenji, all of the teams gathered to announce the winner. Despite everything that had happened, Yuuichi's team had won. The actual mechanism behind his victory was only revealed afterward.

Once Kei left Yuuichi alone with Hyakutaro, completely convinced that he had already won, Yuuichi directly contacted the opposing team's hider. He threatened that unless the hider surrendered, he would continue injuring Hyakutaro.

Yuuichi initially recognized that ordinary physical attacks would not be enough to force a surrender because Hyakutaro could endure them. Therefore, he escalated the threat by targeting something much more psychologically significant. Using the psychological profile he had constructed over the previous days, Yuuichi specifically threatened to permanently destroy Hyakutaro's fingers, preventing him from ever playing basketball at the same level again. The threat was effective because Yuuichi had already gathered information about the hider's personality through their earlier interactions. He had deduced that the hider cared deeply about his teammates and had personally experienced the trauma associated with serious injuries. This meant that the hider was psychologically far more likely to surrender if he believed a teammate was about to suffer irreversible damage.

Thus, Yuuichi's reasoning was:

P1: The hider deeply cares about his teammates.

P2: He has personal experience with serious injuries and understands their consequences.

P3: Therefore, he is particularly vulnerable to the idea of one of his teammates suffering permanent physical damage.

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C: Threatening irreversible damage to Hyakutaro would create a much stronger incentive to surrender than simply threatening him with pain.

Eventually, the hider heard the sound of a finger snapping. He therefore concluded that Yuuichi had actually carried out his threat. In reality, Yuuichi had broken his own finger. Despite the injury, Yuuichi continued speaking calmly and threatened to break another finger, making the deception completely convincing. He then pressed the "give up" button.

When the opposing team's hider finally confronted Yuuichi, he immediately attacked him because he genuinely believed that Yuuichi had broken Hyakutaro's finger. Even after enduring the beating and having his own finger broken, Yuuichi continued smiling and speaking without displaying any visible signs of pain.

It was later revealed that Yuuichi had also already deduced that Maria was not an ordinary participant but a game administrator. Although Maria had pretended to be an ordinary, physically weak girl, Yuuichi recognized that the instructions he gave her throughout the strategy were too difficult to execute perfectly for an ordinary participant. She had carried out every difficult instruction flawlessly. From this, Yuuichi concluded that only a game administrator could have been capable of performing every task exactly as he instructed, allowing him to identify Maria's true role beneath her false appearance.

Upon returning home from the games, both Yuuichi and Tenji intend to find out whether Sawaragi is truly the traitor. When they arrive at school, they learn from Kokorogi that Shibe had promised to repay the 2 million that had been stolen in order to resolve the issue for the entire class. However, his

father was later arrested, and after Shibe returned to school, he was bullied and eventually stopped attending. Since he could no longer fulfill his promise and his father had been arrested, everyone began to believe that he might have committed a crime himself, which is stealing the 2 million.
Yuuichi then concludes that people like Shibe, who have never had to struggle with money, do not understand the feelings of poor people. However, once they experience hardship themselves, they are subjected to intense lynching.

After Yuuichi and Tenji arrive at Shibe's house, they discover Shibe's father's dead body while Shibe himself is being detained by the police. During the scene, Tenji notices Sawaragi's father, who is the same man likely to have been the last person to see his own father before his death. Believing that this connection cannot be a coincidence, Tenji is about to confront him directly, but Yuuichi immediately stops him and tells him to remain calm. Yuuichi then approaches Sawaragi's father himself and introduces himself. He insists on meeting Sawaragi, but her father claims that she is sick. Rather than accepting the explanation, Yuuichi immediately asks for the address of the hospital where she is supposedly staying.

This question causes Sawaragi's father to become hostile. He tells Yuuichi to stop causing trouble and indirectly threatens him, saying that children do not understand that the people they love will not be with them forever. Yuuichi immediately neutralizes the intimidation attempt by stating that he has no loved ones. Because the threat is based on the possibility of losing someone he cares about, removing that emotional vulnerability makes the intimidation ineffective. He then turns the pressure back onto Sawaragi's father, essentially challenging him to confront Yuuichi directly if he truly intends to stop the investigation. However, Yuuichi then deliberately de-escalates the situation by dismissing what he said as a joke. Rather than merely reacting to the confrontation, Yuuichi uses Sawaragi's father's responses to his questions and deliberate provocations as information. His evasiveness and hostile behavior lead Yuuichi to conclude that he is hiding something, and that the concealment is not limited to the current incident.

Yuuichi therefore forms a further hypothesis:

P1: Sawaragi's father reacts unusually strongly when questioned about Sawaragi and the current case.

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P2: His hostility and evasiveness suggest that he is concealing information about more than just the immediate circumstances.

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C1: He is likely hiding something significant about Sawaragi herself as well as the current case.

Yuuichi then considers how to determine whether Sawaragi's father is connected to the Tomodachi Game. He realizes that his reaction to the deliberate provocation can serve as a test.
If Sawaragi's father directly comes after Yuuichi -> his willingness to personally intervene to suppress the investigation would strongly suggest that he has a connection to the Tomodachi Game organization.

If he does not -> the result would provide less direct evidence of organizational involvement.

Thus, Yuuichi's confrontation is not simply an attempt to obtain information. By deliberately provoking Sawaragi's father, he is also using his reaction itself as evidence for determining whether he is connected to the organization.

Fake Tomodachi Game

The Weak Win

GAME RULES:

1. IN EACH ROUND, THE HOSTAGE MUST CHOOSE BETWEEN TAKING A LIGHT PHYSICAL PUNISHMENT THEMSELVES OR PASSING A MUCH MORE SEVERE PHYSICAL PUNISHMENT ONTO THEIR PROTECTOR.
2. IF THE HOSTAGE FAILS TO MAKE A CHOICE WITHIN THE STRICT FIVE SECOND TIME LIMIT, THE SEVERE PUNISHMENT AUTOMATICALLY DEFAULTS TO THE PROTECTOR.
3. THE PROTECTOR IS STRICTLY FORBIDDEN FROM SPEAKING, MAKING SOUNDS, OR COMMUNICATING IN ANY WAY WHILE THE HOSTAGE MAKES THEIR DECISION.
4. BOTH PLAYERS WIN AND GO FREE IF THEY SURVIVE ALL 3 ROUNDS WITHOUT BREAKING THE OPERATIONAL RULES.

Some time later, Yuuichi receives a call from someone introducing himself as Manabu, informing him that a new game has begun. After the rules are explained and Kokorogi is revealed to be the hostage, Yuuichi immediately senses that something is wrong. Although the caller's voice and tone are identical to Manabu's, the strategic structure of the game and its overall objective differ significantly from what Yuuichi had encountered in the previous games. Rather than accepting the apparent identity of the caller at face value, Yuuichi compares the new game's structure with the established patterns of the Tomodachi Game and notices that the strategic elements do not fit.

His reasoning is essentially:

P1: The caller sounds exactly like Manabu.

P2: However, the strategic structure and objective of this game are substantially different from the previous Tomodachi Games.

->

C: The identity of the caller may be genuine in appearance but the game itself may not actually be an official Tomodachi Game.

Yuuichi therefore suspects that the game could be fake. Rather than relying solely on his own suspicion, he immediately seeks external verification. He tells Tenji to use the information he had obtained earlier to contact the actual Tomodachi Game and confirm whether the game is legitimate.

When Yuuichi arrives at the designated location, he is greeted by a man named Kuroki, who is wearing Manabu's mask. Kuroki appears to be the leader of the group surrounding Yuuichi and the person orchestrating the game. Once the game begins, Yuuichi is subjected to three separate forms of torture. First, a large and muscular man named Hercules strikes him three times. Next, three of Yuuichi's fingernails are ripped off. After enduring this, rather than focusing on his own injuries, Yuuichi immediately begins examining the internal structure of the group. He asks why Kuroki is the leader when Hercules is obviously the physically strongest member. Kuroki responds that he is not only the smartest member of the group, but also the bravest and most loyal. Yuuichi immediately memorizes this information, recognizing its potential usefulness later. During the third stage of the game, Yuuichi's hand is stabbed three more times.

When Kuroki attempts to psychologically manipulate Kokorogi by mocking her inability to endure watching Yuuichi suffer and portraying her as the villain for failing to act, Yuuichi remains calm and instead reassures her. He explains that this is a psychological tactic commonly used by kidnappers, in which the victim or hostage is manipulated into believing that the person refusing to comply with the kidnappers' demands is actually responsible for the suffering.

Despite enduring three punches, having three fingernails ripped off, and having his hand stabbed three more times, Yuuichi continues to think rationally, speak normally, and maintain a completely expressionless poker face as though nothing had happened. He remains focused enough to observe the people around him, question their hierarchy, memorize useful information, recognize Kuroki's psychological manipulation, and calmly explain the tactic to Kokorogi while undergoing the torture himself.

Rock-Paper-Scissor-Cuts

GAME RULES:

1. THE GAME CONSISTS OF A SINGLE ROUND. THE WINNER RECEIVES 10 MILLION YEN. THE LOSER EITHER HAS THEIR FINGERS CUT OFF OR RECEIVES NO PUNISHMENT, DEPENDING ON WHAT THEY CHOOSE.
2. IF YOU CHOOSE PAPER AND LOSE, FIVE OF YOUR FINGERS ARE CUT OFF.
3. IF YOU CHOOSE SCISSORS AND LOSE, TWO OF YOUR FINGERS ARE CUT OFF.
4. IF YOU CHOOSE ROCK AND LOSE, NONE OF YOUR FINGERS ARE CUT OFF. IN OTHER WORDS, IT IS COMPLETELY RISK-FREE.
5. IF THE GAME ENDS IN A TIE, IT ENDS IMMEDIATELY WITH NO PENALTIES.

After enduring the torture, Yuuichi has his hand bandaged to stop the bleeding. Although he is now free to leave, he instead challenges Kuroki to a game of Rock-Paper-Scissors with a prize of 10 million yen, despite not actually possessing the money. Kuroki immediately questions whether Yuuichi can really pay such an amount. Yuuichi responds by reminding him that Kuroki had previously claimed to know everything about him. Since admitting that he does not actually know whether Yuuichi possesses the money would undermine the authority and credibility Kuroki has established in front of his subordinates, Kuroki is placed in a position where he cannot comfortably challenge Yuuichi's claim.

Yuuichi then explains the rules and deliberately draws Kuroki's attention to his bandaged right hand, pointing out that the injury prevents him from using Scissors. This makes it appear as though Kuroki possesses an obvious advantage. Before Kuroki has enough time to fully consider the situation, Yuuichi immediately attempts to begin the game. Kuroki stops him and points out that he never actually agreed to play. Yuuichi then turns Kuroki's own statements against him. Kuroki had previously described himself as the smartest, bravest, and most loyal member of the group. Yuuichi therefore mocks him by asking whether he is afraid to accept the challenge despite supposedly holding such a major advantage. He increases the pressure further by promising that, if Kuroki wins, every person present will receive one million yen.

This creates several simultaneous pressures on Kuroki:

P1: Refusing the challenge could make Kuroki appear afraid despite having just claimed to be the bravest member of the group.

P2: Refusing could also undermine his claim of being the smartest, since Yuuichi is openly suggesting that he is too intimidated to accept what appears to be a favorable game.

P3: Rejecting the challenge would additionally deny his own men the opportunity to receive one million yen each.

->

C: Kuroki is pressured into accepting the game not simply because of the money, but because refusing would damage his image in front of his subordinates and conflict with the qualities he himself had claimed to possess.

At the same time, Yuuichi deliberately diverts Kuroki's attention away from an important detail: he is still capable of using Scissors with his left hand. Rather than allowing Kuroki to concentrate entirely on the actual physical possibilities of the game, Yuuichi forces him to focus on protecting his reputation while simultaneously placing him under intense psychological pressure. As Kuroki begins analyzing the available choices, he concludes that Paper is the optimal move. From his perspective, Yuuichi can supposedly only use Rock or Paper because his right hand cannot perform Scissors. Therefore:

If Kuroki chooses Paper -> he either defeats Rock or draws with Paper.

If Kuroki chooses Scissors -> he risks losing if Yuuichi uses Rock.

Because of this, Kuroki briefly considers Scissors but immediately dismisses it, deciding that Paper guarantees at least a draw and potentially a victory. Yuuichi then asks Kuroki whether he plans to choose Paper. Kuroki interprets this as another provocation, but remains convinced that Paper is still the correct decision. His reasoning does not change because, even if Yuuichi is attempting to manipulate him, Kuroki believes Paper remains the safest option. Yuuichi then suddenly announces that he will not choose Paper and immediately starts the game, giving Kuroki almost no time to reconsider. Under the pressure, Kuroki commits to Paper, reasoning that he should either win or draw regardless of whether Yuuichi is bluffing.

At the decisive moment, Yuuichi reveals Scissors with his left hand. He then explains the crucial wording of his earlier statement: he had only said that he

could not use Scissors with his right hand, not that he could not use Scissors at all. The deception therefore depended on Kuroki interpreting Yuuichi's statement more broadly than what Yuuichi had actually claimed.

Yuuichi had also prepared for the possibility that Kuroki might notice the deception beforehand. Even if Kuroki realized that Yuuichi could simply use his other hand, Yuuichi had another contingency through the Tomodachi Game administration.

If Kuroki attempted to exploit Yuuichi's injured condition or force the situation in a way that endangered him, the real Tomodachi Game administration could intervene and rescue Yuuichi. Therefore, even recognizing the deception would not necessarily have given Kuroki a decisive advantage or allowed him to safely exploit Yuuichi's condition. Unable to accept his loss, Kuroki orders his men to seize Yuuichi. However, the real Tomodachi Game administrators arrive, exactly as Yuuichi had anticipated, because he had previously instructed Tenji to contact them. Kuroki is subsequently forced to sacrifice five fingers as punishment. Yuuichi then gives him another choice. Kuroki can avoid the five-finger penalty by nominating someone else to take his place, with the substitute losing only one finger instead.

Through this sequence, Yuuichi systematically turns Kuroki's own claims about himself against him.

First, Kuroki had claimed to be the smartest member of the group. Yet Yuuichi defeats him through a relatively simple psychological deception, demonstrating that Kuroki's supposed intellectual superiority was not enough to recognize the trap. Second, Kuroki had claimed to be the bravest. Yet the moment he loses, he refuses to accept the result and attempts to resolve the situation through force, revealing behavior inconsistent with the image of courage he had established. Finally, Kuroki had claimed to be the most loyal member of the group. However, when given the opportunity to avoid his own punishment by sacrificing one of his subordinates instead, he attempts to do exactly that, exposing the contradiction between his claimed loyalty and his willingness to sacrifice his own men.

This is reinforced afterward when every member of Kuroki's group denies having any connection to him, further demonstrating how little genuine loyalty he had actually secured from his subordinates.

Most importantly, Yuuichi had developed this entire Rock-Paper-Scissors strategy and its psychological manipulation on the spot, immediately after being beaten, having three fingernails ripped off, suffering three stab wounds to his hand, and continuing to experience continuous blood loss.

Friend-Sin Trial

RULES

After the events surrounding Kuroki, Yuuichi and Tenji are eventually drawn into another game in which Shibe is placed on trial. Three witnesses present testimonies accusing Shibe of three separate sins: attempting to rape Sawaragi, impregnating his friend's sister during middle school and attempting to settle the matter with money, and accumulating a debt of 500 million yen. Tenji receives a call from Yuuichi, who has only just regained consciousness after undergoing surgery. Upon hearing the three testimonies, Yuuichi immediately concludes that one of them must be false.

His reasoning begins with the chronology of the accusations. The first and third accusations occurred after the "Backbiting Sugoroku" game, which is important because Shibe had voluntarily participated in the "Special Chance" during that game. The Special Chance exposes a participant's biggest secret, meaning that by willingly taking part, Shibe had effectively demonstrated that he did not believe he had any secret serious enough to be exposed at that point.

Therefore:

P1: Shibe voluntarily participated in the Special Chance, despite knowing that his biggest secret could be exposed.

->

P2: The allegation that Shibe impregnated a girl during middle school would constitute exactly the kind of serious secret that would make participating in the Special Chance extremely risky.

->

C: The second accusation is inconsistent with Shibe's behavior during the Backbiting Sugoroku, making it the most likely fabricated testimony.

Yuuichi further strengthens this conclusion by examining the specific identity of the girl involved. The girl Shibe allegedly impregnated was only a first-year middle school student, which Yuuichi believes is inconsistent with Shibe's preferences. During the second game, Shibe had admitted that he continued bathing with his mother until his second year of middle school. In addition, Shibe is currently in love with Sawaragi. From these two observations, Yuuichi concludes that Shibe has a severe mother complex, meaning that his preferred type is more likely to be a mature woman rather than a first-year middle school student.

When Yuuichi presents this argument in court, however, Manabu points out that these are still assumptions rather than actual evidence. Yuuichi therefore changes his approach and shifts his attention from the content of the testimony to the person giving it. Because the game is designed to imitate a real court trial, Yuuichi asks Tenji what the punishment for perjury would be. Tenji answers that it can carry a prison sentence of up to ten years. Yuuichi then turns to the witness and tells them to repeat their testimony, explicitly reminding them that their statement could affect the rest of their life. The pressure is enough to make the witness freeze and become unable to say anything. Yuuichi then proposes extending the trial by one additional day so that they can obtain definitive proof that the testimony is false. Manabu initially rejects the request because the game is supposed to last only seven days.

Yuuichi immediately challenges this restriction by pointing out that this is not how a real court functions. If the purpose of the game is to replicate an actual court trial, then refusing to extend the proceedings solely because doing so would be inconvenient contradicts the very premise of the game and conflicts with the rules Manabu established. Faced with this contradiction, Manabu agrees to simply dismiss the witness's testimony. However, disproving only one of the three alleged sins does not solve the larger problem. Shibe's classmates have already been informed of all three accusations, and Manabu points out that removing one allegation still leaves the other two intact. According to him, the remaining accusations would still make it extremely difficult to convince the class to hand over the money.

Yuuichi's actual plan, however, was never to have the classmates give the money directly to Shibe. Instead, he intends to construct a wire-transfer

scam. Each classmate had previously received 70,000 yen as compensation for the stolen school trip fee. Yuuichi plans to manipulate them into transferring that money again. Tenji objects that the class would never trust them with their money because they are Shibe's friends. Yuuichi already has a solution. Instead of using himself or Tenji to influence the class, he plans to use Hanamiya, the new center of the class, because she has already established herself as someone the others trust. Kokorogi points out an apparent problem: Hanamiya is too earnest and honest to willingly participate in such a scheme.

Yuuichi nevertheless confidently predicts that she will agree immediately if Tenji is the one asking. When Tenji asks how Yuuichi could know this, Yuuichi explains that he simply worked backward from Tenji's personality and abilities. Tenji is highly intelligent, cautious, and deeply distrustful because of the betrayals he has experienced. Therefore, Yuuichi reasons that Tenji would have immediately recognized the importance of securing an influential ally rather than attempting to persuade the entire class himself. Given Hanamiya's position within the class, she would be the obvious person to approach. The suspicious part is that Tenji had approached Hanamiya on the very first night. This is important because Yuuichi knows how cautious Tenji normally is. He would not make such a decisive move unless he believed he had an almost certain chance of success.

Yuuichi therefore works backward from Tenji's confidence:

P1: Tenji is extremely cautious and distrustful.

->

P2: A person with that personality would not make such a decisive approach without a strong reason to believe it would succeed.

->

P3: Hanamiya is highly influential, making her the obvious ally to secure.

->

P4: However, her ordinary personality gives Tenji no obvious reason to expect immediate cooperation.

->

C1: There must be an additional factor that gave Tenji such confidence.

Yuuichi considers whether Hanamiya might have some kind of weakness or whether she owed Tenji something, but he dismisses both possibilities. If either were true, Hanamiya would have had a straightforward practical reason to cooperate.

The remaining explanation is emotional.

P5: If no practical leverage explains Hanamiya's willingness to cooperate, then the decisive factor must be emotional.

->

C2: Yuuichi deduces that Hanamiya has romantic feelings for Tenji.

Yuuichi then prepares a complete script for Tenji to follow during his meeting with Hanamiya the next day, carefully arranging the conversation to maximize the probability that she will agree to help. The script begins by creating an emotional connection. Tenji tells Hanamiya that he has no parents. Hanamiya responds that she also grew up without a father, immediately giving them a shared emotional experience that makes her more receptive to Tenji's situation. Yuuichi then exploits her feelings for Tenji. Because Tenji and Hanamiya both aspire to attend the same university, Tenji explains that he is extremely poor and can only afford university if he receives a scholarship. He claims that the scholarship is now in danger because of the school trip incident, as everyone believes that he covered for Shibe and Sawaragi because of his friendship with them. He adds that someone even reported the matter to the teachers. Tenji then silently stares at Hanamiya. This causes her to become nervous and deny that she was the person who informed the teachers. Tenji reassures her that he never suspected her, but he then redirects the responsibility back toward her indirectly. He points out that, as the class leader, the rumors, bullying, and hostility directed toward him had all emerged under her leadership.

Yuuichi deliberately uses this framing to make Hanamiya feel personally responsible for the suffering of the person she loves. Once Hanamiya is emotionally cornered, Tenji provides the escape route Yuuichi prepared. When she asks how she can fix the situation, Tenji proposes that the class collect the money again. He argues that the entire problem began because of the failed school trip, and collecting the money again would prove to both the teachers and the class that they were capable of overcoming the situation

themselves and starting over. He further suggests that this is likely what everyone had expected them to do from the beginning. Yuuichi then has Tenji reinforce the manipulation through flattery and emotional dependence. Tenji tells Hanamiya that after losing almost everything, the only person he could think of who truly understood, trusted, and supported him was her. He then hugs her and tells her that this is the only way the two of them can attend the same university together.

The structure of the manipulation is deliberate:

Create sympathy -> establish an emotional connection -> present Tenji's suffering -> make Hanamiya feel responsible -> corner her emotionally -> present collecting the money as an escape route -> reinforce the solution through love and flattery.

Unable to resist the emotional appeal from the person she loves, Hanamiya falls for the manipulation exactly as Yuuichi intended. However, the plan does not ultimately proceed as expected. When the time comes, Tenji becomes unable to actually manipulate Hanamiya into participating in the wire-transfer scam. Instead, he admits that he lied to her and tells her to forget everything he said. This appears to destroy Yuuichi's original plan. Tenji then decides to obtain the money through an entirely different method. He plans to confess to the entire class that he was the one who originally stole the school trip money, accepting all of the blame himself and begging his classmates to contribute the money again. But Yuuichi does not abandon the larger objective. He changes the person who will influence the class. Instead of using Hanamiya, he targets the teacher. Yuuichi takes nude photographs and videos of Kokorogi and sends them to the teacher. When the teacher falls for the trap and is about to have sex with Kokorogi, Yuuichi secretly photographs the two of them together in bed. He then uses the photographs as blackmail, threatening to expose them and ruin the teacher's life unless the teacher follows Yuuichi's instructions.

Yuuichi had already prepared for both possible outcomes.

If the teacher rejected the trap -> Yuuichi would conclude that the teacher was genuinely a good person and would instead use Kokorogi as a hostage, threatening her in order to force the teacher's cooperation.

If the teacher fell for the trap -> Yuuichi would obtain compromising evidence and use it to blackmail the teacher.

->

Regardless of which outcome occurred, Yuuichi had already ensured that the teacher would become the mechanism through which he could influence the class and obtain the money necessary to win the game.

The money Yuuichi had obtained earlier from Kuroki during his interrogation also becomes useful here. Rather than allowing his classmates to lose their money a second time, Yuuichi uses the money he acquired from Kuroki to personally pay for the school trip, replacing the funds that would otherwise have been taken from them. The deeper structure of Yuuichi's plan is revealed through what the Tomodachi Game administrators say about the sequence of events. Yuuichi had anticipated from the beginning that Tenji would eventually be unable to manipulate Hanamiya into committing a crime and would instead confess to the class that he had stolen the school trip money himself. That prediction is crucial because Tenji's confession changes the psychological state of the entire class. Once Tenji admits that he was responsible for stealing the money, the classmates begin to suspect that there must have been some deeper reason behind the money they had originally received. They become afraid of keeping it to themselves.

This creates exactly the condition Yuuichi needs.

P1: Tenji confesses that he was responsible for the theft.

->

P2: The confession causes the classmates to become suspicious of the money they received and afraid to keep it.

->

P3: If someone they trust provides a legitimate reason for them to return the money, they are now psychologically predisposed to do so.

->

C: Tenji's confession itself creates the conditions necessary for Yuuichi's wire-transfer scheme to succeed.

This directly reflects Yuuichi's earlier statement:

"Guiding someone to an escape route after cornering them is the very basis of manipulating people's hearts."

His method is therefore not simply forcing someone into a decision. Instead, he first creates a psychological state in which the target feels trapped, guilty, frightened, or otherwise desperate for relief. He then provides a specific escape route that resolves the emotional pressure. Because the target perceives that route as the natural solution to the problem they are experiencing, they voluntarily choose the outcome Yuuichi wanted from the beginning. The same principle can be seen clearly in his attempted manipulation of Hanamiya.

First, Yuuichi has Tenji make Hanamiya feel personally responsible for ruining the future of the person she loves. By associating her leadership with Tenji's rumors, bullying, scholarship problems, and suffering, he pushes her into a state of guilt. Once she is emotionally cornered, Tenji presents the solution: collect the money again. Rather than ordering Hanamiya to cooperate, Yuuichi engineers the conversation so that accepting the plan appears to be the most natural and meaningful way for her to redeem herself and repair the damage she believes she helped cause.

Thus, the manipulation works through a repeated structure:

Psychological pressure -> emotional cornering -> controlled escape route -> voluntary acceptance of the desired action.

Yuuichi's ability to anticipate Tenji's eventual confession ensures that even when Tenji abandons the original plan, the failure itself becomes part of the larger strategy. His apparent deviation does not destroy Yuuichi's objective; instead, Yuuichi had already incorporated that possibility into the path leading toward the final result.


HEY THERE, SENSEI. WHAT THE HELL ARE YOU DOING TO YOUR STUDENT?
CLICK

Friend's Prison Game

RULES

Before the game begins, upon entering the mansion and seeing the unusually large gathering of participants, Yuuichi immediately considers the possibility that dangerous individuals, such as professional swindlers, may be among them. He reasons that an experienced scammer would naturally look for the easiest victim to deceive first, so he deliberately instructs Shibe to tell him who approaches him first. By using Shibe as bait, Yuuichi creates a simple test for identifying potentially dangerous participants before the game has even properly begun.

Day 1

The rules are explained, and the twelve participants are divided into two groups.

Group 1: Kei, Old Hag, Kenji, Kuroki, Miyabe, Glasses.
Group 2: Yuuichi, Shibe, Genjo Tagami, Ushiroda, Minami, Ryusei.

After completing their assigned domino work, everyone returns to their respective jailhouses. At some point during this day or the following one, Yuuichi discovers one of the prison keys.

Day 2

The completed dominoes suddenly collapse. Since everyone except Ushiroda has already gathered together and therefore has an alibi, Ushiroda becomes the primary suspect when he arrives late. Genjo Tagami immediately begins accusing him. By this point, Yuuichi has already initiated the first stage of his plan. He either deliberately caused the dominoes to collapse himself or indirectly manipulated Ushiroda into causing the collapse without realizing it. Regardless of which method he used, the intended result is the same: the collapse creates exactly the kind of conflict Yuuichi wants.

As work resumes, Genjo criticizes Ushiroda for his slow performance, further escalating their hostility. Following Kei's suggestion, Genjo later gathers his group while Ushiroda is absent and proposes exiling him. His plan is to

negotiate with the opposing team the following day and secure the seven votes required to carry out the exile.

Day 3

Before Genjo can execute his plan, Manabu announces that Genjo himself has been exiled. Two people are responsible for bringing about this outcome.

The first is Kei. His objective is to gain control over the voting system by securing a majority. His team already possesses six votes, so he needs only one additional vote from the opposing side. He secures Ushiroda's vote, either by instructing him to secretly listen to Genjo's discussion and vote against him if he hears that he is being targeted, or by directly recruiting him beforehand. Regardless of the exact method, Kei now controls the majority and can dictate future exiles. Once only eleven players remain, however, he no longer needs Ushiroda's vote and betrays him.

The second person responsible is Yuuichi. By engineering the domino collapse, he indirectly created the conflict between Genjo and Ushiroda that allowed Kei's plan to succeed. On the surface, permitting Kei to obtain majority control should be extremely dangerous for Yuuichi, but this apparent vulnerability is already covered by another hidden arrangement.

From the very beginning, Miyabe has secretly agreed to cooperate with Yuuichi. Unlike the other participants, Miyabe did not enter the game for money. Her actual purpose was to determine whether Shibe truly abandoned his mother for money. Since Yuuichi had known Shibe personally for a long time, he could assure Miyabe that he was capable of proving Shibe's true character. In exchange, Miyabe agreed to follow his instructions.

This alliance gives Yuuichi a safeguard against Kei's voting majority. If Kei ever attempts to exile Yuuichi, Miyabe simply refuses to vote against him, preventing Kei from reaching the required majority. This explains why Yuuichi is comfortable allowing Kei to accumulate voting control in the first place: the majority is powerful only so long as Yuuichi lacks a hidden counterbalance. Miyabe later confirms that she had been on Yuuichi's side from the very beginning.

After Genjo's exile, Kuroki humiliates Yuuichi by forcing him to kneel and apologize. Yuuichi willingly complies and pretends to be afraid of being exiled. This performance reinforces the illusion that he is powerless and possesses no hidden influence over the course of the game.

Throughout the remainder of the day, Yuuichi continues collecting information rather than interfering unnecessarily. He notices Kuroki secretly whispering something to Minami, and the interaction appears unnatural enough that he memorizes it for later use. He also watches Ryusei rapidly build a relationship with Old Hag through charisma and flattery, while Shibe grows closer to Glasses. Rather than acting on these observations immediately, Yuuichi simply stores them as information that may become useful later.

Days 4 and 5

Nothing significant occurs beyond Yuuichi continuing to endure Kuroki's humiliations and his order that Yuuichi refrain from eating, while simultaneously continuing to observe the participants and their interactions.

Day 6

Three days later, Manabu announces that Kenji has been exiled.

Immediately after hearing the announcement, Yuuichi improvises a psychological bluff. Acting with complete confidence, he tells Kuroki that he orchestrated Kenji's exile and now controls the game because he supposedly possesses five votes from one side and one from the other. His acting is convincing enough that Kuroki actually kneels before him and begs not to be exiled. Yuuichi then tells Kuroki that he intends to exile him anyway. Enraged, Kuroki comes dangerously close to attacking him, which would have resulted in immediate elimination for violating the game's no-violence rule. Kei intervenes and explains that Yuuichi could not actually have controlled the vote, calming Kuroki down.

However, the confrontation serves another purpose. By behaving as though he possesses hidden influence immediately after Kenji's exile, Yuuichi subtly signals to Kei that he may possess another important resource as well, potentially including the prison key. Kei later explains to Kuroki why Yuuichi could not have orchestrated the exile, marking the first time Kei deliberately protects Yuuichi while still maintaining the appearance of hostility toward him.

Day 7

The dominoes collapsed once again, confirming that the previous collapse was not accidental.

Yuuichi requests a set of tools under the pretext of creating domino stoppers to prevent future collapses. This, however, is merely his cover story. His actual objective is to use the materials to manufacture convincing fake prison keys, relying on skills he acquired from one of his previous side jobs. These fake keys will later become a central component of his strategy.

Day 8

The dominoes collapse for a third time. Kei concludes that the culprit must possess a prison key, since only someone planning to escape would benefit from repeatedly delaying the completion of the dominoes. Manabu then announces that the prison guards will stop patrolling during the night after two more days and explains the rules of the Werewolf Game, drawing a parallel between that game and the current situation. Yuuichi immediately points out a crucial difference. Unlike ordinary Werewolf, where the werewolf can only be identified through discussion, the "Werewolf" in this game can potentially be identified through a physical examination. He therefore proposes that everyone search one another. During the inspection, Old Hag refuses to let the women examine her. This outcome is not accidental. Yuuichi has deliberately arranged for Old Hag to discover one of his fake keys beforehand. He already knows that Ryusei has gained influence over her through manipulation, so he predicts that she will only trust Ryusei enough to allow him to conduct the examination. After Kei warns her that refusing inspection will only increase suspicion, Old Hag agrees to be examined exclusively by Ryusei. They remain alone for roughly twenty minutes, during which she reveals the fake key to him.

Ryusei then announces that Old Hag does not possess the key and personally guarantees her innocence. He immediately redirects everyone's attention by claiming that he knows who has been sabotaging the dominoes. He accuses Ushiroda and presents Miyabe as his witness. When Ushiroda asks why they waited until now to reveal this information, Ryusei claims that he originally intended to confront Ushiroda privately because Miyabe wanted to avoid worsening the situation. He then adds that he ultimately chose to protect Old Hag instead, further strengthening Old Hag's emotional attachment to him through flattery. As a result, the primary suspects are narrowed down to Old Hag and Ushiroda.

Day 9

Ushiroda is exiled.

With only nine players remaining, five votes now constitute a majority. The result demonstrates Ryusei's growing influence over the other participants. At minimum, Ryusei, Old Hag, Miyabe, and likely Glasses vote against Ushiroda, while Kei and Kuroki claim to have voted against Old Hag.

Day 10

Although the guards are absent that night, nobody escapes and the dominoes remain intact. Instead, everyone discovers an envelope from the self-proclaimed "Werewolf." By this point, it is obvious that the letter is Ryusei's, now that he is cooperating with Old Hag.

The letter claims that its author possesses the prison key and demands that everyone sign a written pledge surrendering 90 million yen of their reward after the game. Otherwise, the Werewolf threatens to escape during the next opportunity, leaving everyone else with an additional 400 million yen debt.

The most logical suspects therefore become Ryusei, Old Hag, and Miyabe, who has been acting as Ryusei's ally. Manabu confirms that such an agreement is allowed under the rules.

Ryusei immediately argues that everyone should comply. Kei responds that Ryusei's insistence on the pledge only makes him more suspicious because the Werewolf is the only person who directly benefits from it. Ryusei counters by revealing that he already controls four votes: his own, Old Hag's, Glasses', and Miyabe's.

Shibe then joins Ryusei's faction, but even this is another result of Yuuichi's long-term planning. Earlier, Miyabe told Shibe that Ryusei possessed leverage over her and asked him to remain by her side to protect her. In reality, this was a test of Shibe's character. Because Shibe genuinely believes that Miyabe needs his protection, he naturally joins Ryusei's group. With Shibe's addition, Ryusei now controls five of the nine remaining votes, giving him complete control over future exiles. Ryusei then begins psychological warfare by revealing that he knows about Yuuichi's dark past. When Yuuichi asks whether Shibe told him, Ryusei avoids answering directly and instead portrays his own group as ordinary, peaceful people who merely want to avoid conflict. He argues that searching for the Werewolf requires deception

and hostility, while submitting the pledge guarantees that everyone avoids the risk of an additional 400 million yen debt. He therefore presents an ultimatum: sign the pledge or be exiled one by one.

The participants are effectively divided into two factions:

Ryusei Group: Ryusei, Old Hag, Glasses, Miyabe, Shibe.
Yuuichi's Group: Yuuichi, Kei, Kuroki, Minami.

Recognizing Ryusei as the immediate threat, Yuuichi, Kei, and Kuroki temporarily cooperate and unanimously refuse to submit the pledge.

Day 11

When Ryusei asks whether Yuuichi's group intends to submit the pledge, they refuse. Yuuichi then makes two bold claims. First, he states that they already know who the Werewolf is. Second, he claims that the prison key does not exist at all. To support this bluff, Yuuichi explains that he has participated in several Tomodachi Games before and that they all follow the same pattern: destroying relationships through an illusion. According to him, the "key" is simply another illusion designed to turn the players against one another.

In reality, this explanation is completely fabricated. Yuuichi already knows that the key exists. By denying its existence, he intends to manipulate Ryusei's faction psychologically rather than reveal what he actually knows.

Later, Yuuichi privately admits to Kuroki that the statement was entirely fabricated. He explains that Ryusei controls the majority of the votes, making it impossible to challenge him directly. Instead, they should focus on identifying the person most likely to possess the key.

Kuroki immediately concludes that Old Hag is the only realistic candidate, since she refused to let anyone examine her except Ryusei. Yuuichi explains that they should therefore target the person most likely to possess the key rather than simply targeting the group's leader. If they eliminate the wrong individual, the true key holder could escape before another vote becomes possible. When Kuroki asks how the bluff about the key helps them, Yuuichi explains that Ryusei's faction consists of two different types of people. Some genuinely want to avoid conflict, while others actively seek control. By claiming that the key does not exist, Yuuichi gives the peaceful members hope that no further conflict is necessary. Ryusei therefore cannot

immediately resume aggressive voting without damaging the trustworthy and peaceful image he has cultivated.

Although the bluff cannot stop Ryusei completely, it restricts his available options and creates internal pressure within his own group. At the same time, unknown to everyone except Yuuichi and Miyabe, Miyabe continues ensuring that any attempt to exile Yuuichi will fail simply by refusing to vote against him.

Day 12

Manabu announces that nobody has been exiled. Ryusei immediately changes his attitude and claims that, if the key truly does not exist, everyone should simply continue building the dominoes peacefully. However, Manabu then announces that the guards will once again stop patrolling in four days. Ryusei immediately abandons his peaceful stance. He argues that if Yuuichi's bluff is wrong and someone really possesses the key, everyone risks receiving the additional 400 million yen debt. He therefore resumes threatening to exile anyone who refuses to submit the pledge, exposing the contradiction between his earlier peaceful position and his actual motives. Later, Ryusei privately tells Miyabe that everything has proceeded exactly according to her plan.

This development is itself the product of Yuuichi's foresight. Miyabe has been unable to communicate directly with him for days, yet the conversation unfolds exactly in the manner required by his larger strategy, meaning Yuuichi had anticipated this interaction and instructed Miyabe accordingly before she infiltrated Ryusei's faction. Ryusei also credits Miyabe with recruiting both Shibe and Glasses. She falsely claims to possess leverage over both of them, preserving the credibility of her cover. In reality, Shibe joined because he believed she genuinely needed protection, while Glasses followed because of his feelings for her. Ryusei openly mocks Old Hag behind her back, viewing her as nothing more than a tool who happened to possess the key. Unaware that the key is fake, he instead considers Miyabe his true partner. Later, Kei visits Ryusei carrying a signed pledge. Ryusei becomes suspicious, but Kei claims that Yuuichi's group has completely fallen apart. He says that Yuuichi has exhausted all his ideas, Kuroki constantly argues with him, and Minami refuses to speak.

This is the beginning of a coordinated deception orchestrated by Yuuichi and Kei.

Day 13

Minami visits Ryusei's group and submits her pledge. She reinforces the deception by telling them that Yuuichi and Kuroki have been fighting constantly, further convincing Ryusei that Yuuichi's alliance is genuinely collapsing.

Day 14

Kuroki also submits his pledge. He tells Ryusei that Yuuichi may submit his own pledge the next day, but insists that Yuuichi should still be exiled first. He additionally claims that Yuuichi has declared that he intends to clear the game alone. The statement appears contradictory, which is precisely why it becomes believable. Rather than suspecting deception, Ryusei interprets the contradiction as evidence that Yuuichi is desperately trying to hide something. When Ryusei later tells Miyabe what Kuroki said, she deliberately strengthens the deception by warning him that Yuuichi never says anything without a reason. Instead of calming Ryusei, this causes him to overanalyze Yuuichi's behavior exactly as intended.

Day 15

Ryusei directly confronts Yuuichi, hoping to expose him through his reactions rather than his words. Yuuichi deliberately acts nervous and shaken while denying everything. He then pretends that his alliance has completely collapsed before voluntarily handing Ryusei his pledge. Rather than reassuring Ryusei, this behavior produces the opposite effect. Knowing that the game is modeled after Werewolf, Ryusei had already considered the possibility that there might be two key holders rather than one. Combined with Yuuichi's suspicious confidence, Kuroki's earlier statement that Yuuichi intended to clear the game alone, and Yuuichi's deliberately unnatural behavior, Ryusei concludes that Yuuichi himself must possess the key. Ryusei therefore proposes exiling Yuuichi.

When Shibe objects, Miyabe immediately orders him to remain silent. Believing that Ryusei possesses leverage over Miyabe, Shibe obeys without hesitation, exactly as Yuuichi predicted. Later that night, Ryusei catches Miyabe near the voting box and asks whether she intends to vote against Yuuichi. Miyabe immediately shows him her completed ballot but then deliberately begins seducing him, claiming that she has become jealous after watching him spend time with Old Hag. Just before they have sex, Miyabe

carries out the final stage of Yuuichi's plan. She suddenly screams for help, making it appear that Ryusei is attempting to rape her. Shibe and Glasses immediately arrive. Seeing Miyabe crying and partially undressed while Ryusei stands there with his pants down, Shibe instantly believes the situation and attacks Ryusei despite knowing that violence results in immediate disqualification. Miyabe then strikes Ryusei herself and accuses him of attempting to rape her. When Ryusei prepares to retaliate, Glasses steps in to defend Miyabe. Ryusei mocks him by implying that he is an inexperienced virgin. Deeply offended, Glasses also attacks him. Finally, Old Hag arrives, sees Ryusei already beaten, and strikes him with a chair as well. Within minutes, Yuuichi's psychological manipulation has caused four different participants - Ryusei, Shibe, Glasses, and Old Hag - to violate the game's strict no-violence rule, eliminating themselves without Yuuichi ever directly participating.

Day 16

By the following morning, Ryusei, Old Hag, Glasses, and Shibe had all been disqualified for violating the no-violence rule. Miyabe then reveals that she has been cooperating with Yuuichi since the very beginning. She explains that her true purpose for entering the game was never to earn money, but to determine whether Shibe truly possessed the same humanity she remembered from childhood. Following Yuuichi's instructions, she infiltrated Ryusei's faction while secretly remaining loyal to Yuuichi throughout the entire game. She reveals that she deliberately told Shibe that Ryusei possessed compromising information about her and convinced him that the only way to protect her was to stay by her side no matter what.

The apparent assault the previous night was therefore the final test of Shibe's character. The moment Shibe rushed in and attacked Ryusei without hesitation, despite knowing that violence would result in his own disqualification, Miyabe confirmed that Shibe's kindness was genuine. Realizing that he has lost, Ryusei desperately reveals that he possesses the prison key. In reality, he only possesses the fake key Yuuichi deliberately planted for Old Hag to discover. Yuuichi calmly tells him that it no longer matters because "he doesn't even have tomorrow." Immediately afterward, Ryusei is exiled. With Ryusei's faction eliminated, the remaining votes belong entirely to Yuuichi, Kei, Kuroki, and Minami.

Although it cannot be determined whether Yuuichi predicted the exact sequence in which every participant would resort to violence, the outcome

had already been structured so that it favored him regardless. Miyabe attacking Ryusei was part of the plan once Shibe's character had been confirmed, while Shibe's reaction was predictable from Yuuichi's extensive understanding of his personality. Even if Old Hag or Glasses had reacted differently, Ryusei would still have been left in the minority and eventually exiled. Ryusei admits that Yuuichi's strategy appears to have been designed to eliminate him from the beginning. Yuuichi confirms that he had distrusted Ryusei from the moment they met. He then asks whether Ryusei is a swindler, correctly concluding that he is not merely an ordinary scammer but a first-class professional who has likely deceived countless victims and participated in previous Tomodachi Games. Yuuichi explains that most people believe elite swindlers excel only at deception. In reality, he argues that another major part of their skill is identifying people who are easiest to deceive.

This reveals the true purpose of his actions before the game began. By instructing Shibe to report the first person who approached him at the mansion, Yuuichi intentionally used Shibe as bait to identify any professional con artist among the participants. Because Ryusei approached Shibe first, Yuuichi's suspicion was immediately confirmed. Kuroki later asks why Yuuichi never shared his plans with him. Yuuichi explains that their genuine tension was itself necessary for deceiving Ryusei. Had Kuroki known the truth, their conflict would not have appeared authentic, and Ryusei would have had far less reason to lower his guard. With only four participants remaining, everyone temporarily agrees to finish the dominoes peacefully.

Final Phase

While cooperating, Kei and Kuroki secretly discuss eliminating Yuuichi afterward. Kuroki believes Minami owes him for abandoning him during a past accident and therefore assumes she will vote against Yuuichi when the time comes. Kei advises him not to act immediately and instead suggests that they wait until Yuuichi completes as much of the domino work as possible before exiling him. This is another instance of Kei subtly protecting Yuuichi while preserving the appearance of hostility. Several days later, Manabu announces that the guards will no longer patrol at night, meaning that anyone possessing the prison key can escape at any time. Minami privately meets Kuroki and asks him not to exile Yuuichi. She reveals that she abandoned him during their earlier accident because she was pregnant and prioritized saving her unborn child. She then offers Kuroki the opportunity to

meet that child if he agrees not to exile Yuuichi. Kuroki appears convinced and tells both Minami and Kei that he has abandoned his plan. Yuuichi, however, has already prepared another contingency.

He deliberately ensures that Kuroki also discovers one of his fake keys. Believing he has finally found the real key, Kuroki secretly decides to betray everyone near the end of the game by collapsing the dominoes and escaping. He chooses the money over the opportunity to reunite with his child. When Kuroki finally destroys the completed dominoes, he carefully acts devastated the following morning in order to conceal his betrayal. However, when he arrives, he finds the prison completely silent. Manabu informs him that the game has already ended. Kuroki initially assumes that he has been exiled, but Manabu reveals the actual reason: someone has already escaped. It is then revealed that Yuuichi had manufactured multiple fake keys and deliberately ensured that Old Hag, Ushiroda, Glasses, Minami, and eventually Kuroki all discovered them. By convincing different participants that they possessed genuine keys, Yuuichi manipulated their decisions and steadily destroyed the trust between them throughout the entire game. The actual escapees are revealed to be Yuuichi and Kei, the only participants who possessed the real keys from the beginning. Both had independently discovered their keys early in the game and quickly realized that the game closely resembled Werewolf, leading them to suspect the existence of two key holders.

Without directly revealing themselves, they carefully observed everyone's behavior while simultaneously observing one another. Kei eventually became convinced that Yuuichi possessed the second key after Yuuichi's suspicious behavior following Kenji's exile. Likewise, Yuuichi recognized Kei as the other key holder through his own observations. Because both fully trusted each other's intelligence, even seemingly meaningless actions became sufficient to confirm each other's identities without either having to expose himself directly. Yuuichi finally reveals that every fake key had been manufactured using skills he acquired from one of his previous jobs. Although the replicas were imperfect, adding Manabu's emblem made them appear authentic enough to deceive the participants. Finally, Yuuichi explains why he never escaped immediately after obtaining the real key. His true objective was never simply winning the game. He viewed the Tomodachi Game itself as his real enemy. Escaping immediately would have condemned every remaining participant to the additional 400 million yen debt, effectively allowing the administrators to achieve the result they wanted.

Instead, Yuuichi had planned from the beginning to systematically eliminate the participants one by one while preventing them from suffering that additional debt, so that each would receive only the standard 100 million yen debt before he eventually escaped. This objective also explains why he continued manipulating the game even after obtaining a means of escape. His goal was not merely to secure his own victory, but to control the sequence of events so that the game's own mechanisms could not produce the outcome its administrators intended. The only participant he ultimately failed to save was Kuroki. Even then, Yuuichi gave him one final opportunity to choose his child over money. After learning about Kuroki's relationship with Minami, he deliberately led Kuroki to another fake key, allowing him to believe that he had found a genuine means of escape. At that point, the final decision belonged to Kuroki himself.

Choose his child -> preserve the possibility of reuniting with his family.

Choose the money -> abandon that opportunity and pursue escape.

Kuroki chose money, sealing his own defeat exactly as Yuuichi had anticipated.

All Bet

RULES

When the rules are explained, Yuuichi begins by playing poker against Kaido, Kamishiro, and Mishima. He loses all of his money, leaving himself with nothing. Although it is never explicitly confirmed whether these losses were intentional, several factors strongly imply that they were. Yuuichi is the only player who loses money while all three opponents profit, and his team was the last to arrive on the ship, meaning the other teams had already had enough time to communicate and potentially cooperate against the newcomers. More importantly, Kei later states that Yuuichi maintained a perfect poker face throughout the entirety of the game, making it impossible for his opponents to defeat him simply by reading his expressions. Yuuichi also had the option to stop playing at any point, yet he deliberately continued until he had lost the entire 70 million yen. Taken together, these details strongly suggest that his initial losses were part of a larger deception:

from the very beginning, he was constructing the image of a weak and inexperienced gambler so that his opponents would lower their guard and underestimate him later in the game.

After Yuuichi loses everything, Kei takes his place and begins winning. Before Kei can start another round, however, Yuuichi unexpectedly stops him and claims that he will lose the next game. Once everyone agrees to stop playing and leaves the table, Yuuichi approaches Kamishiro's seat and examines his discarded cards. From them, he determines that Kamishiro had actually held a stronger hand than Kei during the previous round despite choosing to fold.

Yuuichi reaches this conclusion by revisiting Kamishiro's earlier behavior. During Kei's winning round, Kamishiro was the only player who folded instead of raising. By this point, Yuuichi had already discovered that Kei and Kokorogi were cooperating. While pretending to calculate the order of the cards, Kei had secretly written instructions on a piece of paper and shown them to Kokorogi. Because Yuuichi was standing directly beside her, he saw the note himself and learned that Kei had instructed Kokorogi to deliberately display the opposite reaction to the strength of his actual hand, making weak hands appear strong and strong hands appear weak.

This immediately makes Kamishiro's fold suspicious. If Kamishiro had simply relied on Kokorogi's visible reactions like the other players, then Kokorogi's acting should have deceived him as well. Yuuichi therefore considers two possibilities. Either Kamishiro genuinely held such a weak hand that he folded despite Kokorogi's deceptive signals, or he had already seen through Kei and Kokorogi's deception and folded accordingly. At this stage, Yuuichi cannot yet determine which explanation is correct, but he keeps both possibilities in mind.

The second possibility is later strongly reinforced when Kei explains how he defeated the other players. Kamishiro is once again the only person who sees through his explanation. Kei claims that he won simply because he received good cards, but Kamishiro immediately rejects this and argues that Kei must have known the order of the cards, or at least the position of the Joker. The repeated pattern allows Yuuichi to infer that Kamishiro possesses an unusually high level of perceptiveness and cannot simply be treated like the other opponents.

Yuuichi therefore concludes that Kei has already earned enough money to buy back his teammates and pay each member's required 10 million yen boarding fee. Continuing to gamble against someone as perceptive as

Kamishiro would only create unnecessary risk. His decision to stop Kei is therefore based on his reading of Kamishiro's earlier behavior rather than being a random interruption.

After some time, Kokorogi approaches Yuuichi and begins telling him information she should not know, including details concerning his former teacher. She claims that while Yuuichi was sleeping, he talked about killing his teacher and regretting it, and she then tries to comfort him by telling him that it was not his fault.

The moment Kokorogi reveals this information, Yuuichi realizes that she has most likely been manipulated by one of the three opposing players: Kaido, Kamishiro, or Mishima. His first reason is that he knows he does not regret killing his teacher, making it impossible for him to have genuinely said those things in his sleep. The opposing team had also already demonstrated a willingness to cheat during the previous game, making psychological manipulation a realistic possibility. Finally, Yuuichi had deliberately spent the game presenting himself as a weak and inexperienced player, while Kokorogi was the weakest member of his own team. Since Yuuichi had remained in the room and Kokorogi was the most accessible member of the group, she was the obvious target for the opponents to approach.

Instead of confronting Kokorogi or revealing that he has recognized the manipulation, Yuuichi deliberately acts as though her words are true and genuinely comforting. By maintaining this performance, he reinforces the false image his opponents already have of him, allowing them to believe that their psychological manipulation succeeded while ensuring that they remain unaware that he has already seen through the scheme.

After Kokorogi leaves with Kei, she thanks Kamishiro for telling her what to say to Yuuichi, explaining that she simply wanted to be useful to him. Kamishiro then reveals his objective. He proposes forming an alliance with Yuuichi's team, claiming that his supposed "God's Eyes" allow him to see people's hearts. According to him, the other teams possess "dark hearts," whereas Yuuichi's team is pure and trustworthy. He also reminds them that he intentionally held back during the initial poker game so that he could make this alliance proposal afterward. Kamishiro suggests that they cooperate against Mishima, split the winnings equally, and have Kokorogi represent them in the gamble. Rather than accepting immediately, Kei deliberately tests Kamishiro by demanding two-thirds of the winnings instead of an even split. Kamishiro accepts the unfavorable condition without

hesitation, which makes his eagerness to secure the alliance appear increasingly suspicious.

The gamble then takes place. Despite Kokorogi not being a skilled gambler, she defeats Mishima three consecutive times in a three-round poker match, earning six days' worth of food. Afterward, Kei informs Yuuichi about everything that happened, despite Kamishiro specifically instructing him not to.

Yuuichi immediately extracts several conclusions from the information. First, he concludes that Kokorogi is being manipulated by Kamishiro, confirming the suspicion he had already formed when she repeated information about Yuuichi's past that she should never have known. Second, he realizes that the players can purchase far more than ordinary goods from the Tomodachi Game administrators. Kamishiro possesses information about Yuuichi's past that he should have had no natural way of obtaining, so Yuuichi concludes that if personal information is available for purchase, then numerous other services, privileges, and forms of assistance are probably obtainable as well. Third, Yuuichi concludes that Kamishiro and Mishima are cooperating. Kokorogi lacks the gambling skill necessary to legitimately defeat Mishima three consecutive times, making the result highly suspicious. In addition, Kamishiro's claim that Yuuichi's team is "pure" directly contradicts his own earlier behavior, since he had cooperated against Yuuichi during the initial poker game. Combining these observations, Yuuichi concludes that Kamishiro and Mishima had intentionally targeted his team because they considered it the weakest group. Their objective was to manipulate Yuuichi's team into trusting them, extract their resources, and eventually take all of their money.

Rather than exposing Kamishiro immediately, Yuuichi decides to exploit the false alliance. He instructs Kei and Kokorogi to continue acting as though they completely trust Kamishiro, preserving the illusion that his manipulation is succeeding while Yuuichi gathers additional information. The major uncertainty remaining is whether Kaido is also cooperating with Kamishiro and Mishima. Yuuichi approaches Kaido, carefully observes his behavior, and concludes that he is not allied with either of them. Confirming this is strategically important because an independent Kaido becomes the most logical ally against the existing alliance. Yuuichi therefore proposes that he and Kaido cooperate against Kamishiro and Mishima. Kaido's reason for eventually accepting is later clarified. His actual objective throughout the All Bets Game is to find a worthy opponent for his daughter, Satone, whose

intuition is portrayed as extraordinary. It is therefore most likely that Yuuichi first presented Kaido with mutually beneficial terms or another reason to cooperate, after which Satone recognized Yuuichi through her intuition as the opponent she had been searching for. Trusting his daughter's judgment, Kaido agreed to cooperate with Yuuichi on the condition that Yuuichi would eventually face Satone. This explains why Kaido was willing to become Yuuichi's ally despite having no prior relationship with him.

After concluding that the administrators can provide almost anything, Yuuichi also considers the possibility that Kamishiro and Mishima may purchase surveillance footage, special privileges, or even opportunities to physically target Kei. Since Kei has repeatedly interfered with Kamishiro's attempts to manipulate Kokorogi, Yuuichi judges him to be the most likely target. To cover this possibility, Yuuichi asks Kaido to secretly watch over Kei if anything happens to him. The precaution later proves correct. Kei is stabbed, loses consciousness, and remains unconscious for two days. When he finally wakes up, he discovers that Kaido and Satone had been protecting him during that period, confirming that Yuuichi had correctly anticipated the possibility of an attack and arranged a countermeasure beforehand.

Kei immediately checks on Kokorogi and discovers that Mishima has made her his "property." Mishima claims that they gambled using their own bodies as the stake. According to his version of events, Kei lost a game involving violence, then stabbed himself with a knife that Mishima had previously placed inside Kei's pocket. Since Kei had become Mishima's property, Mishima claims that he simply abandoned him. Kokorogi then supposedly volunteered to take Kei's place in order to save him, becoming Mishima's property herself. Kamishiro reinforces the deception by acting as a witness and supporting Mishima's version of events. After Kei successfully wins Kokorogi back, Mishima immediately demands another match. Before Kei can continue, Yuuichi intervenes and announces that he will gamble in Kei's place. Mishima refuses, so Yuuichi claims that he has planted a bomb somewhere on the ship and threatens to detonate it. The moment he snaps his fingers, the entire ship suddenly loses power.

Because Yuuichi had already concluded that players could purchase almost anything from the administrators, he must have purchased temporary control over the ship's lighting system beforehand. He then uses the complete darkness to silently move behind Mishima, place a knife against his neck, and tell him that if he kills him now, there will be no witnesses and he will escape punishment. The combination of the unexpected blackout, psychological

intimidation, and Yuuichi's apparent willingness to exploit the darkness completely overwhelms Mishima. Yuuichi is able to seize control of the negotiation without actually resorting to violence. Once the lights return and every team, including Kaido's, has gathered together, Yuuichi immediately capitalizes on the psychological advantage he has created by proposing a new universal set of rules before anyone continues gambling.

The rules are established as follows:

1. Every gamble must have its stakes and the consent of both parties documented before the game begins. Any gamble conducted without written documentation is considered invalid, and the loser is not obligated to honor its outcome.
2. Any player who violates a written agreement must pay the opposing party a penalty of one billion yen.
3. These rules apply equally to every player and every team.

Yuuichi publicly explains that these rules exist to prevent further injuries and ensure that every gamble is properly documented. However, this is only the public justification. His true objective is to establish a legal framework that he can exploit later. The written agreement will eventually become one of the central components of his broader strategy and will play a decisive role in allowing him to win the All Bets Game.

Kamishiro, meanwhile, demonstrates his own situational awareness by constantly monitoring the board displaying every team's current funds. By tracking the changing financial conditions of each team, he predicts that Yuuichi will eventually have to challenge him because Yuuichi lacks enough money to continue progressing otherwise. Yuuichi then decides to challenge Kamishiro through an Old Maid match. Before the game, he privately informs Kokorogi that he intends to cheat and specifically orders her not to reveal this information. However, because he already knows that Kokorogi is under Kamishiro's psychological control and will almost certainly tell him, Yuuichi deliberately gives her this information for that exact reason. If Kamishiro believes Kokorogi has become his ally, his confidence will increase. At the same time, the entire strategy requires Kamishiro to rely heavily on Kokorogi, so Yuuichi intends to exploit that dependence later. Rather than attempting to stop Kokorogi from leaking information, Yuuichi feeds her carefully selected information that he wants Kamishiro to receive.

Kokorogi subsequently informs Kamishiro of Yuuichi's supposed cheating strategy. Together, they create a signaling method: whenever Kamishiro is

about to draw a card from Kokorogi and his hand hovers over a card that is not the Joker, Kokorogi will discreetly squeeze her lips to indicate that he should avoid taking that card.

Yuuichi then proposes an Old Maid match under modified rules. Instead of a simple individual game, he suggests a two-versus-two format, with Yuuichi and Kokorogi against Kamishiro and a teammate of his choosing. Although the game itself follows standard Old Maid rules, the losing player's entire team loses the round. He also establishes that each of the four rounds will have a different leader responsible for determining both the betting amount and the turn order. To formalize the match, Yuuichi proposes signing an agreement containing the game's rules. One additional condition states that if a player is caught cheating during the game, the match immediately ends and the cheating team automatically loses that round. Kamishiro interprets Yuuichi's willingness to include such a rule as evidence that Yuuichi is confident that his own cheating will remain undetected. This reinforces Kamishiro's trust in Kokorogi's information and strengthens his false understanding of Yuuichi's intended strategy.

Shinji becomes the leader of the first round, setting the bet at 10 million yen and establishing the turn order as Kamishiro -> Shinji -> Yuuichi -> Kokorogi.

As the game progresses, Kamishiro eventually receives the Joker. He and Shinji cooperate to pass it away from him. When Yuuichi draws from Shinji, however, he deliberately takes the Joker and immediately passes it to Kokorogi. Throughout the remainder of the round, Kokorogi secretly directs Kamishiro toward safe cards through their predetermined signal, ultimately leaving herself with the Joker and causing Yuuichi's team to lose the first round. Afterward, Kamishiro tests Yuuichi's trust in Kokorogi by asking whether Yuuichi believes that she betrayed him. Yuuichi immediately denies the possibility. Kamishiro's real objective is not to learn Yuuichi's opinion for its own sake. He wants to pressure Yuuichi into maintaining the same turn order during the second round. Kamishiro reasons that if Yuuichi suddenly refuses to preserve the order, that refusal would expose a suspicion that Kokorogi had betrayed him, contradicting the unwavering trust Yuuichi's team has displayed toward her.

Therefore, Kamishiro expects Yuuichi to accept.

Kokorogi then becomes the leader of the second round and accepts Kamishiro's proposal to preserve the same turn order. Because the order remains unchanged and Kokorogi continues providing Kamishiro with

information through their signal, the second round unfolds almost identically to the first and results in another intentional loss for Yuuichi's team, costing them another 10 million yen.

Kamishiro becomes the leader of the third round and increases the wager to 100 million yen, again preserving the same turn order. The same sequence repeats, giving Kamishiro a third consecutive victory and reducing Yuuichi's team to only 10 million yen. For the fourth and final round, Yuuichi becomes the leader. He raises the wager dramatically to 500 million yen while deliberately preserving the same turn order. Kamishiro quickly calculates how Yuuichi intends to cover such a large wager. He determines that Yuuichi will use Kei, valued at 40 million yen, Kokorogi, valued at 200 million yen, and his remaining 10 million yen as collateral. Then Kaido appears and reveals that he will lend the remaining 250 million yen. By this point, Satone has already defeated Mishima's team and acquired all of their funds, making Kaido capable of providing the necessary loan. Despite proposing such a massive wager, Yuuichi gives Kamishiro the opportunity to withdraw. He argues that Old Maid is ultimately a game of luck and that Kamishiro will eventually understand this if the match continues. Kamishiro then questions why Kaido is willing to place so much confidence in Yuuichi if the game is supposedly based primarily on chance. Kaido replies that Satone predicted Yuuichi's victory, and he trusts his daughter's judgment.

Rather than making Kamishiro suspicious, this reinforces his confidence. Kamishiro concludes that Yuuichi's side still has not discovered Kokorogi's betrayal and therefore possesses no reliable strategy capable of ensuring victory. The fourth round begins with the same turn order. Kamishiro initially receives the Joker and passes it to Shinji. Unlike the previous three rounds, however, Yuuichi repeatedly avoids drawing the Joker from Shinji despite having several opportunities to take it. Only after Shinji has been reduced to two remaining cards, one of which is the Joker, does Yuuichi deliberately take it. This change in behavior later becomes important because it confirms that Yuuichi's repeated decisions to draw the Joker during the first three rounds had been intentional rather than the product of chance.

Yuuichi then presents the Joker to Kokorogi. When Kokorogi attempts to draw it according to the established pattern, Yuuichi immediately pulls the card away and prevents her from taking it. This breaks the pattern that had remained consistent throughout the earlier rounds and prevents Kokorogi from controlling the outcome any further. Shortly afterward, Kokorogi completes her hand, leaving only three players. Shinji then also finishes,

reducing the match to a direct one-on-one confrontation between Yuuichi and Kamishiro. At this point, Yuuichi claims that he is not particularly skilled at gambling and may be unable to maintain a convincing poker face under such pressure. Using this as justification, he hands his final two cards to Kaido and asks him to shuffle them while neither player can observe the process. Afterward, Yuuichi claims that he no longer knows which of the two cards is the Joker, apparently reducing the situation to a genuine 50-50 gamble.

Yuuichi then dramatically increases the psychological stakes.

He reminds Kamishiro that the wager involves far more than money. Kamishiro's authority as the leader of his religious organization is based heavily on the credibility of his supposed "God's Eyes". If he fails to identify the Joker, he risks not only losing the game but also damaging the reputation and authority that his organization has been built around. By making the consequences of failure personal and existential to Kamishiro's identity, Yuuichi pushes him into an increasingly unstable psychological state in which the outcome of the game carries far more weight than it objectively should. Under this pressure, Kamishiro carefully examines the two remaining cards while attempting to rely on his "God's Eyes." During his inspection, he notices a small scratch on the edge of one card. He immediately forms a hypothesis: the scratch may have been intentionally placed there by an ally as a signal revealing the location of the Joker. To test the hypothesis, Kamishiro observes everyone around him and notices Kokorogi smiling before performing their predetermined signal by squeezing her lips.

The combination of the physical mark and Kokorogi's signal convinces Kamishiro that he has correctly identified the Joker. Yuuichi has anticipated this exact reaction. As Kamishiro reaches toward the card, Yuuichi deliberately grabs his hand and asks whether he is truly certain that he wants to choose it. Rather than discouraging Kamishiro, this intervention reinforces his belief that he has correctly identified the card. Kamishiro concludes that Yuuichi must have noticed the scratch as well and is now attempting to psychologically interfere with his decision.

Kamishiro attempts to deceive Yuuichi in return. He deliberately reaches toward the opposite card to create the impression that he has changed his mind, then suddenly switches back and selects the scratched card. He does this to give Yuuichi false hope and make his eventual victory feel even better. Yuuichi remembers this action by Kamishiro and later incorporates it into his

understanding of the situation. Kamishiro ultimately selects the scratched card, believing that it is the non-Joker. It is actually the Joker. Kamishiro therefore loses the match. Believing that Kokorogi intentionally misled him, he immediately confronts her and demands to know why she betrayed him. However, this reaction produces the exact outcome Yuuichi wanted. By publicly accusing Kokorogi of signaling the cards, Kamishiro openly admits that cheating occurred during the game. One of the written rules states that any team caught cheating immediately loses the round. Therefore, Kamishiro's own accusation becomes evidence establishing a violation of the agreement and automatically ends the match in Yuuichi's favor.

Yuuichi had prepared for this possibility by having Kaido summon Manabu and the game administrators before the final confrontation. Their presence ensures that Kamishiro cannot deny what he has just admitted or evade the consequences established by the signed agreement. Even without Kamishiro's confession, however, Yuuichi had already secured another path to victory. Before the final decision, Yuuichi already knew which card was the Joker because he understood the true significance of the scratch. Therefore, if the match had continued normally, he could simply have selected the remaining non-Joker card and won without depending on Kamishiro's admission. Yuuichi then explains the psychological foundation behind the entire strategy. He describes a method of manipulation in which the manipulator first performs a series of apparent "miracles" that cause the target to trust them. Once that trust has been established, the manipulator gradually emphasizes the target's weaknesses and convinces them that their own independent decision-making is unreliable.

If the process is successful, the target eventually reaches the conclusion that entrusting important decisions to the manipulator is both safer and more comfortable than trusting themselves. The victim then begins depending on the manipulator rather than exercising independent judgment. Yuuichi explains that Kamishiro unknowingly experienced this exact process throughout the match. During the first three rounds, Kokorogi repeatedly provided Kamishiro with accurate information, causing her signals to appear like a series of "miracles" that guaranteed his victories. As his success continued, his reliance on her guidance steadily increased. His own independent judgment gradually became secondary to her signals. Therefore, when the decisive moment arrived in the fourth round and Kamishiro found himself under extreme psychological pressure, he instinctively relied on Kokorogi's signal instead of trusting his own reasoning.

Yuuichi had intentionally cultivated this dependence from the very beginning.

During the first three rounds, he repeatedly drew the Joker from Shinji despite already knowing its position, deliberately creating the appearance of an incompetent gambler whose results were largely determined by chance. At the same time, he intentionally allowed Kokorogi's signals to repeatedly guide Kamishiro toward the correct decisions, reinforcing the belief that her guidance was consistently reliable. As Kamishiro accumulated consecutive victories, two things happened simultaneously: his confidence and pride increased, while his reliance on Kokorogi's judgment deepened.

Yuuichi explains that this served two purposes. First, it lowered Kamishiro's guard by convincing him that Yuuichi posed little threat in a game based on luck. Second, it inflated Kamishiro's ego enough that, once placed under extreme psychological pressure, he would become emotionally unstable and instinctively rely on the person who had repeatedly secured his victories rather than trust his own judgment.

Yuuichi had also deliberately arranged the cards so that Kokorogi herself would notice the scratch on the Joker. Therefore, when the final confrontation occurred, she genuinely believed that the scratched card was the Joker and naturally performed their predetermined signal. From Kokorogi's perspective, she was not betraying Kamishiro at all. She was honestly signaling what she believed to be the Joker.

Yuuichi then reveals the true purpose behind preventing Kokorogi from drawing a card from him once he possessed the Joker. By interrupting the established sequence, he ensured that the game would eventually narrow down to a direct one-on-one confrontation between himself and Kamishiro, creating the exact conditions necessary for the final stage of the strategy. He also reveals the real purpose behind handing the two remaining cards to Kaido under the pretense of being unable to maintain a poker face. While Kamishiro believed that Kaido had simply shuffled the cards, Kaido had actually exchanged their positions, making the scratched card the normal card while moving the Joker into the position of the unscratched card.

As a result, Kokorogi unknowingly signaled the wrong card, believing that she was still identifying the Joker. This transformed Kamishiro's most trusted source of information into the very mechanism that caused his defeat. Kamishiro then questions whether the strategy would have failed if the Joker had initially been dealt to Kokorogi rather than to himself or Shinji. Yuuichi explains that, as the leader responsible for shuffling and distributing the

cards at the beginning of the game, he used a specific shuffling method that allowed him to determine the Joker's initial position. He deliberately calculated the distribution so that Kamishiro would receive the Joker first.

From there, Yuuichi estimated the number of turns required for the Joker to move through the players and eventually reach him at precisely the right moment to engineer the final one-on-one confrontation with Kamishiro. This establishes that the Joker's initial placement and its subsequent path through the match were deliberately planned, rather than being left to chance. Yuuichi then reveals another deduction he made before the match. He spent money to obtain surveillance footage of the magic tricks Kamishiro had previously performed for Kokorogi. After studying the recorded card tricks and the sleight-of-hand techniques involved, Yuuichi concluded that the methods required the natural proficiency of an experienced magician, rather than someone who had simply learned a few basic tricks. From this analysis, Yuuichi deduced that Kamishiro was most likely a former magician.

Finally, Yuuichi explains that he could have secured victory simply by refusing to draw the Joker from Shinji during the final round, since he already knew where it was. He nevertheless chose to draw it because defeating Kamishiro was only one of his objectives. His second objective was to free Kokorogi from Kamishiro's psychological control. Yuuichi explains that direct persuasion would likely have been ineffective because confronting someone who has been manipulated in this manner can cause them to strengthen their attachment to the manipulator rather than abandon it. Instead, the reliable method was to destroy Kamishiro's image as an infallible figure. By forcing Kamishiro into a situation where he failed to identify the Joker despite his supposed "God's Eyes," Yuuichi causes Kokorogi to witness that Kamishiro is ultimately an ordinary person rather than an individual possessing absolute judgment. In doing so, he breaks the psychological foundation upon which Kamishiro's influence over her.

After defeating Kamishiro, Yuuichi is confronted by Kaido and Satone. According to the agreement previously established between Yuuichi and Kaido, Satone immediately demands to play against him. Rather than accepting, Yuuichi claims that he is too exhausted to continue and postpones the match until the following day. Satone agrees, but only under one condition: in the next game, Yuuichi must wager everything he still possesses, including all of his remaining savings and every teammate he has not yet sold. Before the match begins, Yuuichi spends 30 million yen preparing something for a future strategy. The purpose of the expenditure is

deliberately concealed. When the match begins, Yuuichi chooses the Coin Toss game.

Before the game starts, Satone immediately notices that Yuuichi's displayed savings have decreased by 30 million yen. Rather than explaining the expenditure directly, Yuuichi simply tells her that the written agreement will clarify it. This redirects her attention toward the contract instead of allowing her to investigate what he is actually preparing. While reading the agreement, Satone focuses on one rule stating that both players must wager something of equal importance in order for the game to be fair. Yuuichi uses this opportunity to attack one of Satone's greatest strengths. He observes that Satone has never personally experienced the hardship of earning money and concludes that her complete lack of fear toward financial loss is exactly what allows her to gamble so effectively. Instead of accepting this as an advantage, he reframes it as a weakness.

He argues that 800 million yen means little to Satone because she does not truly understand its value, whereas he is risking everything he possesses. From this, he argues that the game is inherently unfair because the emotional value of each player's stake is fundamentally different, even if the numerical value of the money is equal. Rather than allowing Satone to continue treating money as an insignificant object, Yuuichi identifies the one thing she genuinely values: Kaido. Knowing that Kaido raised Satone after childhood and effectively functions as her father, Yuuichi demands that she wager Kaido's life instead of money.

This forces Satone to risk something that carries genuine emotional value, removing the psychological advantage created by her indifference toward financial loss. Yuuichi then deliberately intensifies the pressure. He reminds Satone of her past and forces her to confront what Kaido actually means to her. When she tries to substitute her own life as the wager, Yuuichi immediately rejects the proposal because he correctly identifies that her own life is not what she treasures most. This distinction is important because Yuuichi is separating what Satone is willing to sacrifice from what she is genuinely afraid of losing.

He then strengthens his manipulation by comparing Satone's upbringing to his own. Yuuichi claims that, unlike Satone, his adoptive father was "scum" whom he ultimately had to kill. Because Satone possesses the ability to detect lies, she confirms that Yuuichi genuinely believes what he is saying. This dramatically increases the credibility of his subsequent statements.

Having established that credibility, Yuuichi escalates the intimidation further by explicitly describing how he would kill Kaido if he won. He explains that he would use a thin knife and deliberately prolong Kaido's death so that Satone would have enough time to watch him die and say goodbye. Because Satone has already verified that Yuuichi is telling the truth about what he believes, the threat becomes psychologically convincing rather than being dismissed as an empty bluff. The cumulative pressure becomes so effective that Satone nearly withdraws from the match altogether. At this point, however, Kaido intervenes and encourages her to continue, restoring her confidence and allowing the game to proceed.

The Coin Toss game begins with Yuuichi flipping the coin before catching it. During the catch, he makes what appears to be an obvious mistake by allowing everyone present, including the spectators, to clearly see that he caught the coin in his right hand. Satone is briefly puzzled by what appears to be such a careless mistake, but she ultimately chooses the right hand. Yuuichi opens it, and the coin is indeed there. Manabu officially declares Satone the winner of the first round. Immediately after losing, Yuuichi begins acting as though he has completely broken down psychologically. He desperately begs Satone to make the match a best-of-three, arguing that the final game should not end after a single round. He then extends the performance by frantically asking everyone present to lend him enough money to continue playing.

The act is convincing enough to deceive not only Satone and the game administrators, but also Kamishiro, a man who previously led a religious sect through psychological manipulation. Yuuichi's performance therefore succeeds against multiple experienced observers with very different perspectives, convincing them that his desperation is genuine. After nobody initially responds, Kamishiro offers to lend Yuuichi money. Before doing so, however, he orders Yuuichi to prostrate himself before him. Yuuichi complies. Kamishiro nevertheless never intended to provide the money. His real objective is simply to humiliate Yuuichi further after seeing him surrender his pride. Yuuichi immediately changes his approach and threatens to throw Kamishiro off the "SHIP" if he refuses to lend him the money. The specific choice of the word "SHIP" is deliberate. The moment Yuuichi says it, Maria announces that the ship has reached its destination and officially declares the gambling event over.

She then instructs everyone to begin buying back their teammates or selling their remaining members in order to obtain sufficient funds. At the conclusion of the event, the displayed savings are:

- Kaido: 916 million yen
- Kamishiro: 209 million yen
- Mishima: 200 million yen
- Yuuichi: 0 yen

These numbers appear to confirm Yuuichi's complete defeat. He finishes with nothing, while the other three teams retain substantial amounts of money. However, this apparent defeat is actually the foundation of the contingency plan Yuuichi had prepared before the Coin Toss match even began. While everyone begins buying back teammates and reorganizing their finances, the members of Kaido's team start discussing a separate gamble they had been playing among themselves. When Kaido asks what they are talking about, they explain that the sold players had created their own betting game while confined together. They had initially been extremely bored because they had no information about the matches taking place outside. This changed when Yuuichi began repeatedly entering the room.

Because Yuuichi's value had already fallen to zero, he could freely sell and immediately repurchase himself without changing his displayed savings. This allowed him to enter and leave the holding room without attracting attention. He used these visits to socialize with the sold players, entertaining them by telling interesting stories and encouraging them to share embarrassing or humorous stories about their teammates. Through repeated interactions, Yuuichi gradually gained the trust and cooperation of nearly everyone inside the room. Once sufficient rapport had been established, Yuuichi proposed a game called the Final Winning Order Game. The objective was to predict the final ranking of the four teams once all gambling had concluded. The participants accepted largely because they had nothing else to do. The proposal also appeared harmless because one of the recently sold players had personally witnessed Yuuichi lose 70 million yen during the Poker game. Based on that experience, she convinced the others that Yuuichi was an exceptionally poor gambler, making his proposal seem casual rather than suspicious.

Once Maria announced the apparent end of the event and the final rankings appeared on the board, Yuuichi presented Manabu with the written agreement for the Final Winning Order Game. According to the signed

contract, only Yuuichi's team had correctly predicted the complete final rankings. Therefore, every participant who had signed the agreement was required to transfer all of their current savings to Yuuichi's team. The legitimacy of the gamble surprises everyone. Kaido questions why the agreement remains valid despite Maria having already declared that the event has ended. It is then revealed that Yuuichi's earlier expenditure of 30 million yen had not been used to purchase personal information, as Satone had been led to believe. Instead, Yuuichi had spent the money to purchase Maria's cooperation. Specifically, he arranged for Maria to falsely announce that the event had ended only after hearing Yuuichi deliberately say the word "SHIP." This gave Yuuichi control over the exact moment at which the displayed rankings became officially "final."

As a result, the rankings were fixed at the exact moment necessary for the prediction written in the Final Winning Order Game agreement to become correct. By concealing the true purpose of the 30 million yen, Yuuichi prevented Satone and the other players from realizing that he had already prepared a contingency plan before the Coin Toss match even began. The legal validity of this secondary gamble had also been secured much earlier. Yuuichi had already established the three universal gambling rules that every participant agreed to follow:

1. Every gamble must have its stakes and the consent of both parties documented before the game begins. Any gamble conducted without written documentation is invalid, and the loser is not obligated to honor its outcome.
2. Any player who violates a written agreement must pay the opposing party a penalty of one billion yen.
3. These rules apply equally to every player and every team.

The Final Winning Order Game's own agreement contains four additional rules:

1. Participants must predict the final ranking of the four gambling teams.
2. Only participants who correctly predict all four rankings will win.
3. The winners receive the current savings of every participant who agreed to the gamble.
4. The "final ranking" is only determined once at least two participants who signed the agreement confirm the savings displayed on the board.

When several participants question the severity of the third rule, Yuuichi deliberately downplays its significance. He calmly explains that everyone can

simply wager whatever savings they currently possess because the game is merely intended to pass the time while they wait. This explanation reduces suspicion by making the gamble appear trivial rather than strategically important. He similarly explains the fourth rule as a practical method for allowing everyone to independently verify the displayed rankings, preventing anyone from falsely claiming that the results were manipulated. Both explanations provide plausible reasons for rules whose actual purpose is much more important to the strategy. Once Yuuichi has addressed their concerns, he persuades the sold players to participate. At least one member from each team ultimately signs the agreement. The decisive part of the strategy is that the universal rules Yuuichi had established earlier apply equally to every player and every team. Therefore, the Final Winning Order Game becomes legally binding on a team as soon as even one member of that team signs the agreement, meaning that the remaining teammates become bound by its outcome despite never personally participating in the gamble.

The sold players were also not present when the universal rules had originally been introduced, making it much less likely that they would recognize how those earlier agreements could later be used against them. Thus, the universal agreement system was never merely a mechanism for regulating the immediate games. It had been created as a legal framework that Yuuichi could exploit later through secondary gambles such as the Final Winning Order Game. Yuuichi then explains how he was able to predict the complete final rankings well enough for this strategy to work. The first important component is the timing of Maria's fake announcement.

Before the match, Yuuichi had already instructed her to declare that the ship had reached its destination only after hearing him deliberately say "SHIP." This ensured that the rankings displayed at that precise moment would become the official final rankings under the fourth rule of the Final Winning Order Game. By controlling when the rankings became final, Yuuichi could ensure that his prediction would be evaluated at the precise point most favorable to his strategy. The first and fourth places required comparatively little deduction because the circumstances of the ongoing games and the financial states of the teams made those positions relatively easy to determine. The main difficulty was correctly predicting the second and third places.

To determine Mishima's final amount of money, Yuuichi gathered information while repeatedly visiting the room where the sold players were being held.

Through conversations with Mishima's female teammates, he identified one particular girl whom Mishima valued substantially more than the others. From this, Yuuichi deduced that if Mishima were ever forced to sell one of his teammates to obtain additional funds, he would avoid selling that particular girl and instead sacrifice another teammate.

Because Yuuichi had also learned the monetary value of each teammate through these conversations, he could estimate exactly how much Mishima would receive from that decision. This allowed him to predict Mishima's final savings with a high degree of confidence.

He applied a similar process to Kamishiro's team. By talking with Kamishiro's teammates while they were confined together, Yuuichi obtained information about each member's assigned value. He learned that one female teammate was worth 350 million yen. Kamishiro's team consisted of himself and only two other members, one male and one female. From this, Yuuichi concluded that if Kamishiro needed additional money, he would most likely sell the female teammate. This prediction was supported by both practical considerations and Kamishiro's behavioral tendencies. Because Kamishiro is confined to a wheelchair, he constantly requires someone capable of physically assisting him. Between the two remaining teammates, the male member is therefore the more logical person to retain.

Yuuichi also incorporates Kamishiro's behavior from the earlier Old Maid match. Kamishiro repeatedly demonstrated a tendency to give his opponents false hope before crushing them psychologically. Based on this behavioral profile, Yuuichi considers it highly probable that Kamishiro would deliberately sell the 350 million yen teammate in response to Yuuichi's desperate request for money, allowing Kamishiro to pretend that he intended to help Yuuichi before humiliating him instead. That behavioral prediction further reinforces Yuuichi's estimate of Kamishiro's final savings.

By combining these deductions with the relatively obvious first and fourth places, Yuuichi is able to predict the complete final ranking of all four teams before the event concludes.

Yuuichi also most likely influences the guesses made by the other participants. By allowing his earlier gambling losses and desperate behavior to become widely known among the sold players, he encourages them to form conclusions that differ from his own prediction. As a result, even if multiple people participate in the Final Winning Order Game, it becomes

highly unlikely that anyone besides Yuuichi's team will correctly predict the entire ranking.

Finally, Yuuichi reveals the fundamental principle behind the entire strategy: hedging the gamble.

Before playing Satone, he deliberately created a situation in which both possible outcomes could ultimately benefit him.

If Yuuichi defeats Satone -> the final rankings will differ from those predicted in the Final Winning Order Game, making the secondary gamble effectively irrelevant while still allowing him to win through the Coin Toss match.

If Yuuichi loses to Satone -> the final rankings will match the prediction he prepared in advance, allowing him to obtain everyone's savings through the Final Winning Order Game instead.

Therefore, regardless of how the Coin Toss match itself concludes, Yuuichi has already constructed a path toward victory before the game even begins. Yuuichi further explains that he considered this strategy highly reliable because the rules of the event naturally incentivized players to sell teammates who were expensive but contributed little to future games. This meant that many of the sold players were likely to be relatively easy to manipulate, making it highly probable that he could persuade enough of them to participate in the Final Winning Order Game and unknowingly support his contingency plan.

Friends Murder Game

RULES

Yuuichi begins the game alongside a girl named Umeko. By this point in the game, no ordinary person could have survived without being either "extremely dishonest" or "extremely honest." Because of this, Yuuichi does not immediately trust Umeko despite her friendly behavior. Umeko claims that honesty is the key to winning and even gives Yuuichi a gun in an attempt to gain his trust. Rather than accepting her behavior at face value, Yuuichi

considers two possibilities: either Umeko is genuinely honest as she claims, or she is a dishonest person deliberately gaining his trust before betraying him. To determine which is true, he constructs a test based on the rules and available resources.

Before acting, Yuuichi has already made two important deductions. First, none of the game's rules prohibit the players from harming one another. Second, although the bullets are intended to kill zombies, they are still capable of seriously injuring a person at close range. Based on this, Yuuichi secretly removes all of the bullets from Umeko's gun. He also realizes that removing the paint bullets does not noticeably alter the weapon's weight, meaning that even someone with firearms experience would be unlikely to notice that the gun had been unloaded. Yuuichi then proposes that they move to a high location with a wide field of view, reasoning that the elevated position will make it easier to spot zombies. After reaching the position and locating several zombies, he suggests that the two of them fight together and returns Umeko's gun to her. This creates a natural justification for handing the weapon back while simultaneously testing her intentions. The moment Umeko receives the gun, she immediately points it at Yuuichi, confirming that she had intended to betray him. However, because Yuuichi had already unloaded the weapon, she is unable to harm him. Yuuichi then pushes her off the edge.

When Yuuichi arrives at an old hut where the money and Black Bullets are supposedly located, he discovers that the hut is empty. He then notices that almost all of the Black Bullets had already been fired near the chest where they were originally found. Rather than assuming that they had simply been wasted, Yuuichi considers why someone would immediately expend such an extremely rare resource. From this observation, he concludes that the bullets were most likely used to determine their function, rather than for ordinary self-defense. If the bullets had been used purely to protect themselves from danger, there would have been little reason to expend almost all of them immediately after obtaining them. Their rapid use therefore suggests that the people who discovered them were experimenting to determine what the Black Bullets actually did. When Yuuichi encounters Kaido at the hut, Kaido claims that he arrived earlier but had also missed both the money and the Black Bullets. Because Kaido is someone Yuuichi already knows, Yuuichi recognizes that cooperating with him may be possible. However, before deciding whether Kaido can be trusted, he attempts to determine his true character and motives through a series of questions. Yuuichi first tells Kaido that the person who was shot could have been Satone. Kaido immediately

responds that if such a thing had happened, he would never forgive the person responsible. Yuuichi then remarks that Kaido clearly treasures his daughter. Kaido replies that it is only natural for a parent to cherish their child and adds that Yuuichi would understand if he ever became a father.

Yuuichi continues testing him by asking whether Kaido would save Satone if she were about to be shot directly in front of him. Kaido answers that he obviously would. Yuuichi then points out that Satone is only his stepdaughter and asks what Kaido would do if there were a demon who preyed specifically on parental love, indirectly referring to himself. Kaido still answers that he would save such a child, explaining that children who become victims of this kind of manipulation need even more protection. Otherwise, they could remain psychologically distorted for the rest of their lives.

Yuuichi asks these questions specifically to determine Kaido's values and assess whether he can safely trust him. He also most likely notices that Kaido and Satone's relationship resembles his own past relationship with Shiba Taizen, giving him another point of reference for understanding Kaido's intentions toward her. After hearing Kaido's answers, Yuuichi reveals that the entire conversation was a test. Based on Kaido's values, he concludes that someone like him would never allow his daughter to participate in the Tomodachi Game purely for entertainment. Therefore, Kaido must have some other hidden objective for involving Satone in the game. The following day, Yuuichi and Kaido encounter Gaku and another participant. Shortly afterward, they come across a large group of Money Zombies blocking the only available path. Gaku proposes acting as a decoy by making noise and luring the zombies away so that the others can pass safely.

Before Gaku can execute the plan, Kei, who had been hiding in the bushes, suddenly warns Yuuichi that Gaku actually intends to shoot him with a Black Bullet. Gaku fires at Yuuichi from behind, but Yuuichi immediately reacts by grabbing Gaku's companion and using him as a human shield. The gunshot attracts the surrounding Money Zombies. Since Gaku still has one Black Bullet remaining, he attempts to immobilize Yuuichi before the zombies can reach him. Kaido immediately intervenes and shields Yuuichi from the shot, sacrificing himself in the process. He then jumps from the cliff to escape Gaku and the approaching zombies. After escaping, Kaido reveals that his true reason for participating in the game is that he is a detective who infiltrated the Tomodachi Game under the orders of Sawaragi's father. He also claims that Sawaragi is not the traitor Yuuichi may have suspected.

Yuuichi does not immediately accept Kaido's story as true. However, after witnessing Kaido willingly place himself in danger to protect him, he decides that Kaido is sufficiently trustworthy to cooperate with.

Yuuichi then deliberately fires his gun near Kaido to attract nearby Money Zombies before eliminating two of them with Red Bullets. He and Kaido take the zombies' costumes and disguise themselves as Money Zombies. This allows them to move around the island without attracting suspicion from either the zombies or the other players. The disguises also give them the opportunity to observe the remaining participants from close range while remaining concealed, allowing Yuuichi to continue gathering information without exposing himself.

From this point onward, Yuuichi's immediate objective becomes finding the person he currently trusts the most: Tenji. Some time later, while still disguised as Money Zombies, Yuuichi and Kaido locate Tenji, who is attempting to rescue both Kei and Satone. While continuing to observe the remaining players from a safe distance, Yuuichi also witnesses Kokorogi openly revealing her true nature, confirming that she is the traitor. During the same observation, he discovers that Kokorogi is capable of controlling groups of Money Zombies. Yuuichi also notices that Sawaragi is participating in the game. Although he has now confirmed Kokorogi's betrayal, he still needs to determine whether Sawaragi is also a traitor.

To answer this, Yuuichi constructs another test.

First, he gives zombie disguises to Kaido and Tenji. Based on the terrain, he instructs them to wait below a cliff so that after he falls, they can pretend to kill him while disguised as Money Zombies. Yuuichi then deliberately approaches Kokorogi as though he had encountered her by chance. Kokorogi tells him that Sawaragi is the real traitor, claiming that she was responsible for pushing Kei and Satone off the cliff. Rather than challenging the accusation, Yuuichi pretends to believe Kokorogi so that he can continue testing Sawaragi. When Sawaragi later confronts him, Yuuichi initially behaves as though he trusts her and encourages her to approach. Once she is close enough, however, he suddenly points a gun at her, declares that she is dangerous, and accuses her of being a traitor, pretending that he has completely accepted Kokorogi's story.

Before this confrontation, Yuuichi had also obtained a Black Bullet from Kokorogi. This serves two purposes. First, Kokorogi needs to demonstrate her supposed trustworthiness by giving him a valuable resource. Second, Yuuichi

wants to be the person holding the gun during the confrontation. However, he deliberately does not load the Black Bullet. Instead, he keeps it for later and loads a different bullet. While Kokorogi and Sawaragi argue over which of them is the real traitor, Gaku suddenly intervenes and shoots Kokorogi. He does this to create the impression that he is not cooperating with her while simultaneously referring to Sawaragi as his "boss." Yuuichi then escalates the situation by acting as though he is about to kill Sawaragi. This is another test. Yuuichi has already inferred that Sawaragi possesses a strong personality. Therefore, when confronted with an immediate threat to her life and placed in a situation where persuasion is no longer possible, he predicts that she will most likely resort to physical force in order to defend herself.

As expected, after Yuuichi fires at her, Sawaragi dodges the shot and kicks him in the head. Yuuichi has deliberately constructed the situation so that Sawaragi perceives him as someone who cannot be reasoned with and is fully prepared to kill her, leaving violence as the most likely available response. Although the kick does not actually render him unconscious, Yuuichi pretends that it does. This allows him to observe Sawaragi while she believes he can no longer hear or perceive her, removing the need for her to consciously manage her behavior around him. While pretending to be unconscious, Yuuichi studies her words and actions and concludes that she is not the traitor.

As Sawaragi carries him away, Yuuichi deliberately shifts his body toward the edge of the cliff. Sawaragi instinctively catches him to prevent him from falling. At that moment, Shinji appears and begins speaking with her. During their conversation, Yuuichi learns that Sawaragi had no involvement in the murder of Tenji's father. This completely confirms both that Sawaragi is not the traitor and that Tenji has a legitimate reason to trust her. Once he has obtained the information he needs, Yuuichi deliberately lets go and falls from the cliff. He then pretends to regain consciousness, tells Sawaragi that he overheard the conversation, and claims that he now knows she is not the traitor. He urges her to survive and clear the game. Immediately afterward, Kaido and Tenji, still disguised as Money Zombies, stage Yuuichi's apparent death in front of the other participants. This ensures that the remaining players believe Yuuichi has been eliminated from the game.

After disguising himself as a Money Zombie, Yuuichi continues monitoring the movements, conversations, and plans of the remaining participants without revealing his identity. While doing so, he overhears Kokorogi's plan to manipulate Sawaragi by taking two girls hostage. Yuuichi immediately

instructs Tenji to rescue them. This serves two purposes. First, it prevents Kokorogi's plan from succeeding. Second, Yuuichi predicts that Sawaragi will prioritize saving the hostages over winning the game, even if doing so requires her to paralyze Gaku. Yuuichi specifically wants Tenji to witness this decision himself, because seeing Sawaragi voluntarily sacrifice an advantage in order to save others gives him direct evidence of her loyalty and selflessness. Yuuichi then gives Tenji another instruction: convince Gaku that he already knows everything that has happened on the island. To make this claim credible, Tenji must provide information that would be extremely difficult to know without extensive knowledge of recent events.

He first tells Gaku that Gaku murdered Tenji's father, information that Yuuichi obtained while pretending to be unconscious during Sawaragi and Shinji's conversation. He then reveals that Gaku introduced himself as a member of Momona Club No. 353, information previously obtained from Kei. Finally, he states that Gaku used the Black Bullets to test their effects on Kei, which was also learned from Kei. By presenting several accurate and unrelated pieces of information, Tenji establishes the credibility of the claim that he knows everything that has occurred. Once Gaku's attention has been secured, Tenji states that he knows the current location of Kokorogi and Shinji. He then points out that Gaku is the only person capable of controlling the Money Zombies and is currently separated from them.

From this, Tenji threatens that a large group of Money Zombies may already have been led toward Kokorogi and Shinji's location, leaving them in danger without Gaku there to control the zombies. To make this threat appear genuine, Yuuichi or Kaido deliberately fires a gun near Kokorogi's location. The gunshot immediately attracts nearby Money Zombies, allowing Tenji to claim that the attack on Kokorogi and Shinji has already begun and that the sounds are coming from their attempt to escape. Because Gaku believes the situation is genuine and has already exhausted all of his Black Bullets, he immediately moves toward their location.

This movement is the core of Yuuichi's trap. The gunshot simultaneously attracts Gaku and a large group of Money Zombies to the same area, maximizing the possibility that Gaku will be overwhelmed. Yuuichi also moves toward the area while disguised as a Money Zombie, ensuring that he is in position to complete the trap. Although Gaku manages to repel the attacking zombies, Tenji and Sawaragi later arrive to determine whether he has been eliminated. Instead, they encounter both Gaku and Kokorogi. At that moment, while continuing to disguise himself as a defeated Money

Zombie lying among the others, Yuuichi secretly fires the Black Bullet he previously obtained from Kokorogi at Gaku, successfully immobilizing him.

After Shinji's game concludes, it is revealed that Shibe has betrayed Group C. Shortly afterward, Kei deliberately leads a group of Money Zombies toward their location. As a result, only five players remain uncaptured, causing the game to end.

The five surviving players are Yuuichi, Kokorogi, Shinji, Sawaragi, and Shibe.

Friendless Game

RULES

By the time Manabu finishes explaining the rules, Yuuichi has already reached several important conclusions. He has begun working out the most likely identity of the Tomodachi Game Boss, the reason behind Shibe's betrayal, the game's most important mechanism for controlling the participants, and the method most likely to produce the ending he actually wants. Yuuichi first focuses on the identity of the Boss. He recalls that "Friendless Game" is the exact same title as the game he originally created to test the friendships of Kokorogi's mother, Sawaragi's father, Shibe's father, and Tenji's father. The current game carries that exact same name, while the children of all four people involved in the original game are now participating themselves. The overlap immediately suggests to Yuuichi that the two games are directly connected and that the person behind the present game must have some relationship to the previous incident.

He then narrows the possible candidates by considering what kind of person could actually operate the Tomodachi Game. The Boss would need extensive knowledge of Yuuichi's past, immense financial resources, and enough organizational power to operate an organization on the scale of the Tomodachi Game. This leaves him with only two realistic candidates: Shiba Taizen and Shibe's father.

At this point, Yuuichi begins eliminating the possibilities rather than simply guessing between them.

P1: Shiba Taizen and Shibe's father are the only plausible candidates because both are connected to the original incident and could potentially satisfy the requirements of knowledge, money, and influence.

P2: Yuuichi personally killed Shiba Taizen, making it extremely difficult for him to be the person currently operating the game.

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C1: Shiba Taizen can be eliminated as the current Boss, leaving Shibe's father as the remaining major candidate.

Yuuichi then examines the circumstances surrounding Shibe's father's supposed death. Unlike Shiba Taizen's death, nobody actually witnessed Shibe's father's body. In addition, despite being a well-known politician, news of his death received unusually little public attention and was reported by only a limited number of newspapers.

P3: Shibe's father's death was never directly confirmed by anyone who saw his body.

P4: His supposed death also received surprisingly little public attention despite his political position.

->

C2: Shibe's father's death is suspicious enough that Yuuichi must consider the possibility that he is still alive.

Yuuichi then looks at Shibe's betrayal. Based on Shibe's personality, his loyalty to the group, and especially his feelings toward Sawaragi, Yuuichi knows that Shibe would not normally betray everyone without an overwhelming reason. Therefore, the betrayal itself becomes another clue that must be explained.

P5: Shibe is strongly attached to the group and to Sawaragi.

P6: His personality makes an extreme betrayal without a powerful motive highly unlikely.

->

C3: Shibe's betrayal must have been caused by something significant enough to override his normal loyalty.

Yuuichi connects this with the remaining possibility. If Shibe discovered something so important that it changed his behavior completely, then the person most directly capable of causing such a reaction would be someone connected to him personally. Since Shibe's father is the remaining candidate and his supposed death is already questionable, Yuuichi concludes that Shibe likely discovered that his father was behind the Tomodachi Game.

P7: Shibe's father is the remaining major candidate after Shiba Taizen is eliminated.

P8: His death is suspicious enough that he may still be alive.

P9: Shibe's betrayal requires an overwhelming personal reason.

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C4: The most plausible explanation is that Shibe discovered his father was the person behind the Tomodachi Game.

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C5: Yuuichi concludes that Shibe's father is the most likely identity of the Tomodachi Game Boss.

After identifying the likely Boss, Yuuichi turns his attention toward the rules themselves. He recognizes that the password system is the real key to controlling the game. Correctly reporting a player's password results in that player's elimination, meaning that obtaining everyone's passwords would give him direct leverage over the participants. By possessing their passwords, Yuuichi could threaten players with exposure and elimination whenever necessary, allowing him to influence their decisions and, in turn, control the direction of the game.

At the same time, Yuuichi notices that his individual win condition creates a conflict between his personal reward and the outcome he actually wants. His personal task states that if he wins the game himself, his prize money will be doubled. However, if any other player wins, every debt accumulated by every participant throughout the Tomodachi Game up to that point will be completely nullified. Yuuichi's objective is not simply to maximize his own reward. He wants to achieve a happy ending for all of his friends and teammates, and he values friendship over money. Because of this, he decides to prioritize the outcome in which another player wins and everyone's debts

are erased rather than taking the doubled reward for himself. This leaves him needing someone whom the other participants will ultimately be willing to trust enough to win the game.

The person he chooses is Sawaragi. She is the only participant Yuuichi fully trusts, and she consistently acts according to her strong sense of justice. Rather than trying to make himself appear trustworthy, Yuuichi decides to deliberately construct the opposite image. He will portray himself as the villain throughout the game while making Sawaragi appear to be the most trustworthy and righteous participant. By contrasting his own actions with her morality, he can gradually shape how the other participants perceive both of them. The more dangerous and untrustworthy Yuuichi appears, the more credible Sawaragi becomes by comparison. This means that Yuuichi is not merely protecting Sawaragi's reputation. He is deliberately sacrificing his own reputation in order to manufacture a trustworthy alternative that the remaining participants will eventually prefer.

His intended end state is therefore that the remaining players ultimately vote for Sawaragi, allowing her to win the game and trigger the condition that completely erases everyone's accumulated Tomodachi Game debts.

The first task requires every player to give their password to another player within 24 hours, with failure resulting in an immediate game over. Since Sawaragi is the last person to arrive at the lodge, Yuuichi has already had time to observe the other participants before she appears. His objectives are twofold: make himself appear as suspicious as possible while eventually obtaining the passwords of as many players as he can. He therefore begins by pretending that he has never met Sawaragi before. He acts as though she is a complete stranger and claims that she is behaving suspiciously toward someone he supposedly just met. After creating confusion within the group, Yuuichi explains his reasoning. The game was described as containing the worst aspects of every previous Tomodachi Game, and one of those previous games involved an administrator disguised as a participant. From this, Yuuichi argues that there is likely another administrator infiltrating the current game and deliberately accuses Sawaragi of being that administrator, claiming that she has entered the game to destroy everyone's relationships.

However, Yuuichi's repeated insistence on Sawaragi's guilt is itself part of the strategy. By being so aggressive in directing suspicion toward her, he causes

the group to begin questioning his own motives instead. Hokuto argues that Yuuichi has been causing disorder since the beginning and suggests that he may actually be the administrator disguised as a player.

Hokuto also points out the danger of the password exchange system. Giving another player your password effectively grants them the ability to eliminate you, meaning that trusting the wrong person could immediately result in your defeat. Yuuichi intentionally makes himself the most suspicious participant in the group, ensuring that he becomes the person others would be least willing to exchange passwords with. This simultaneously makes him appear weak and isolated while diverting the group's hostility away from Sawaragi and toward himself. The group eventually agrees that passwords should only be exchanged in pairs, with both players revealing their passwords to one another simultaneously. From this discussion, Yuuichi recognizes a way to make himself effectively invulnerable: rather than giving his password to someone who might later eliminate him, he needs to give it to someone who will no longer have the opportunity to do so.

By this point, Yuuichi has also most likely deduced that the thirteenth player, Akira, is the administrator infiltrating the game. His conclusion is based on the statement that the current game incorporates the worst aspects of previous Tomodachi Games, combined with his own prior experience dealing with disguised administrators. He has also already spent several hours observing the participants' behavior, allowing him to distinguish Akira from the ordinary players. Yuuichi approaches Akira while secretly recording their conversation on his phone for later use. After the two exchange passwords, Yuuichi attempts to kill her. Before he can do so, however, Akira reveals that she is the administrator because she is afraid of death and intends to leave the game anyway. Yuuichi forces her to leave immediately, but first questions her about the possibility of hidden rules. Akira reveals that if a player reports another player's password incorrectly, the target does not simply remain unaffected. Instead, the target learns the reporter's actual password.

This discovery gives Yuuichi the mechanism he needs to turn the password system against the other participants.

Yuuichi then completes the first task by giving his password to Akira before she leaves the game. Because Akira is permanently removed afterward, none of the remaining players can use the password she possesses to eliminate him. He has therefore transformed the normal danger of giving away his password into a source of protection. After Akira stages her suicide, several

players discover her body. Yuuichi immediately announces loudly that her death is actually good news, because only twelve players remain and someone will eventually be forced to exchange passwords with him. This statement serves as another deception. By focusing everyone's attention on the supposed problem created by Akira's death, he conceals the fact that he has already exchanged passwords with her and has therefore secured his own safety. He continues reinforcing his villainous image by telling Gori that all evidence against him has disappeared. Gori reacts by gathering the others and proposing that Yuuichi be isolated. His argument is that nobody should exchange passwords with Yuuichi because he is the most likely person responsible for Akira's death. When Hokuto points out that removing Yuuichi from the exchange would mean that someone must eventually exchange passwords with two different players in order for everyone else to complete the first task, Gori volunteers to take on that burden himself.

Yuuichi then begins the next stage of his plan.

He approaches several players individually while they are alone and begs each of them to exchange passwords with him, making sure that none of them know that he has made the same request to the others. At this point, Yuuichi has already given his own password to Akira, who has permanently left the game. Therefore, he no longer needs to complete the first task by obtaining another player's password for his own protection. His objective has shifted entirely toward collecting as many other passwords as possible. However, rather than asking these players to give him their own passwords, Yuuichi asks each of them to reveal the password of the person with whom they previously exchanged passwords.

This distinction is crucial. Because Yuuichi is not directly asking for their own passwords, the players have much less reason to fear him. From their perspective, even if he betrayed them, he would still lack the ability to eliminate them directly because they possess what they believe to be Yuuichi's genuine password. Yuuichi deliberately presents himself as desperate, powerless, and submissive, asking only for the password of their previous exchange partner. In return, he provides each person with a fake password and promises complete loyalty and obedience. Three players accept this arrangement: Nagi, Kimiko, and Hokuto. By deliberately making himself appear to be their subordinate, Yuuichi gains another advantage beyond the passwords themselves. If they believe that he has become their pawn, they become much more likely to include him in their plans, give him tasks, and reveal information to him. This allows Yuuichi to remain informed

about their strategies while simultaneously giving them even more reason to underestimate him. The entire strategy is built around the hidden rule Akira revealed. Eventually, when Nagi, Kimiko, or Hokuto realizes that Yuuichi has betrayed them, they are likely to attempt to eliminate him by reporting the password he gave them. However, because the password is deliberately false, the report will be incorrect. That activates the hidden rule. Instead of Yuuichi being eliminated, the reporting player's real password is revealed to him. Yuuichi already knows the passwords belonging to the three players' original exchange partners. Therefore, when the three participants eventually attempt to report his fake passwords, he can obtain their real passwords as well.

The strategy works because Yuuichi has intentionally engineered himself into the position of an isolated and desperate outsider. Most players will naturally refuse to cooperate with someone suspected of murder, but the people who are still willing to exchange information with him are more likely to be motivated by their own interests. Yuuichi exploits this by appearing weak, submissive, and willing to become their pawn. The more they believe they are exploiting him, the more comfortable they become revealing information and involving him in their own plans. The deception is reinforced by something Yuuichi arranged earlier. Because nobody realizes that he had already exchanged passwords with Akira, they expect that he should become vulnerable after her departure. When he survives the following day without being eliminated, Nagi, Kimiko, and Hokuto naturally conclude that the password Yuuichi gave them must have been genuine.

This strengthens their confidence in him and makes it more likely that they will eventually attempt to use those false passwords against him. In doing so, their own attempt to eliminate Yuuichi becomes the mechanism through which he obtains their real passwords. Yuuichi also carefully analyzes Gori's personality. Gori is the participant who opposes him most strongly, yet he voluntarily offers to exchange passwords with two different players, knowingly increasing his own exposure to the danger inherent in the system. From this behavior, Yuuichi concludes that Gori places justice above his own personal safety and interests, since he is willing to accept additional risk in order to ensure that the others can complete the task.

Important Note:

From this point onward, the following analysis is based on a theory rather

than confirmed canon. I will proceed under the premise that Yuuichi obtained an administrator's phone through Akira, giving him the ability to assign individual tasks. I first encountered this theory in [another analysis], and after examining the events myself, I found it to explain Yuuichi's actions consistently while also filling several apparent gaps in his overall strategy. Therefore, everything below is analyzed under the assumption.



The next day, Yuuichi is supposed to be eliminated as a result of Gori's plan to isolate him, but when the elimination does not occur, Gori becomes confused. He begins searching for the person who secretly exchanged passwords with Yuuichi and proposes that everyone reveal who exchanged

passwords with whom. However, everyone refuses to cooperate, exactly as Yuuichi intended. Yuuichi had most likely instructed the three players who had already exchanged passwords with him to reject Gori's proposal first, creating a chain reaction in which the others would follow their example. By preventing the group from openly sharing the information Gori needs, Yuuichi completely reverses the balance of control. Whereas Gori had previously been the person directing the group's actions according to his own sense of justice, Yuuichi now places him in a position where he can no longer act freely according to those principles. This also serves as psychological manipulation, pushing Gori toward the kind of direct action Yuuichi already expects him to take later.

Shortly afterward, Yuuichi begins the next stage of his plan, with his immediate objective being to eliminate Gori. Assuming Yuuichi possesses the administrator's phone, he secretly gives Gori an individual task directing him to a warehouse outside the lodge. He then gives Sawaragi the same task, ensuring that she will arrive shortly afterward. Before Sawaragi reaches the location, Yuuichi attacks Gori and immediately leaves the scene. As intended, Sawaragi discovers Gori soon afterward.

Gori explains that the attack proves that Akira's death could not have been a suicide and that her murderer must still be present. He points out that Akira's injuries could not have been self-inflicted, that the weapon had disappeared, and that someone must have attacked him after everyone else had already turned against him. This outcome is also part of Yuuichi's plan. He predicts that Gori and Sawaragi will naturally cooperate because both place justice above everything else. By deliberately making Gori believe that Yuuichi is the attacker, Yuuichi gives Gori a reason to personally confront him later, turning Gori's own sense of justice into a predictable trigger for future actions.

Some time later, again assuming Yuuichi controls the administrator's phone, Gori receives another individual task requiring him to eliminate one "bad person" within three days. Along with the task, he receives a special mask that allows him to use violence inside the lodge while wearing it. Gori later kidnaps Kimiko, frightens her, and threatens to hurt her again unless she tells everyone that Yuuichi attacked her. Yuuichi then instructs Kimiko to continue pretending that Gori successfully manipulated her and to maintain the false accusation against him. The following day, Gori brings Kimiko before Sawaragi, and Kimiko continues the act by claiming that Yuuichi attacked her. Sawaragi temporarily believes the accusation. Gori and Sawaragi then openly discuss a plan to wait outside the lodge and secretly follow Yuuichi.

Because this conversation takes place directly in front of Kimiko, Yuuichi learns their entire strategy through her.

Several hours later, Yuuichi deliberately walks outside with Kimiko while pretending to know nothing about the ambush. Kimiko conceals her identity beneath a hood. After allowing Gori and Sawaragi to follow them for some time, Yuuichi deliberately pretends to notice them by accident and orders Kimiko to run away. He has already predicted how the two will divide their attention based on their established personalities and previous interactions: Gori will pursue Yuuichi personally, while Sawaragi will pursue Kimiko. Once he is alone with Gori, Yuuichi attacks him. He also anticipates that Sawaragi will prioritize helping an injured ally over capturing a suspect because of her personality. To exploit this predictable response, he wounds Gori with a cleaver. As expected, Sawaragi immediately abandons the pursuit and returns to help Gori.

Gori then picks up the cleaver, turns the blade around so that he will not kill Yuuichi, and attacks him. Although Yuuichi is assumed to be the person who issued Gori's individual task, he already knows that Gori will not simply kill him at the first opportunity. His earlier psychological assessment of Gori has established that he cares more about proving that his actions are just than merely completing the task. Killing Yuuichi without sufficient witnesses would therefore put Gori in a worse position, particularly because Sawaragi is already distrusted by the other participants.

Later, while receiving treatment from Doctor Kawauchi, Yuuichi reveals Kawauchi's real password, which he had obtained through his earlier password strategy. He orders Kawauchi to obey every command he gives or face immediate elimination. By this point, Yuuichi has secretly discovered a gun. This discovery fundamentally changes the scope of his strategy. He recognizes that as long as the game remains inside the lodge, the rules heavily restrict violence, preventing him from fully exploiting the weapon. Rather than accepting that limitation, he expands his objective. His plan is no longer limited to eliminating Gori; he now also intends to destroy the lodge itself. The reasoning is straightforward but strategically important: if the lodge is the only location where violence is heavily restricted, then destroying it removes the environment that protects the other participants. Once everyone is forced outside, where violence is permitted, Yuuichi would be the only participant with a firearm, immediately giving him a decisive advantage over everyone else. To prepare for this, Yuuichi orders Kawauchi to secretly steal the food supply and hide it elsewhere. He also instructs him to hide the

gun beneath Sawaragi's bed. Assuming Yuuichi controls the administrator's phone, he then secretly gives Sawaragi an individual task directing her to retrieve the gun and "serve justice."

While Yuuichi's reputation continues deteriorating, some of the three players who had exchanged passwords with him begin betraying him by committing various acts of sabotage while making it appear that Yuuichi is responsible. However, during this period, Yuuichi has actually been kidnapped by Gori. Gori, believing Yuuichi to be the true criminal, devises a plan based on his distorted understanding of justice. His intention is to first establish Yuuichi as the obvious culprit in everyone's eyes and then kill him in a way that appears completely justified. The special mask allows violence inside the lodge, so Gori can kidnap Yuuichi there despite the normal prohibition. He then plans to psychologically manipulate Yuuichi into attacking him first. To achieve this, Gori intends to gather the other participants as witnesses, provide Yuuichi with a weapon so he can free himself from his restraints, provoke him into attacking out of anger, and finally kill him in apparent self-defense. Because the witnesses would only see Yuuichi attack first, Gori believes his own actions would be interpreted as justified.

However, Yuuichi has already accounted for this possibility. Because he is assumed to be the person who issued Gori's task, and because of his earlier psychological analysis of Gori's personality, he is able to predict the structure of the plan in advance.

P1: Gori's sense of justice requires him to establish Yuuichi as the guilty party before killing him.

P2: To make the killing appear justified, Gori needs witnesses who see Yuuichi attack first.

P3: Gori therefore needs to provoke Yuuichi into attacking him after giving him the means to escape his restraints.

->

C1: Gori will deliberately create a staged confrontation in front of witnesses rather than simply killing Yuuichi immediately.

Yuuichi then incorporates that predicted sequence into his own strategy rather than trying to escape the kidnapping. As expected, Gori later gathers the other participants as witnesses before confronting Yuuichi. He intentionally provokes him, gives him a weapon to free himself, and expects

him to attack. Yuuichi deliberately plays along because if he showed no reaction after being kidnapped, Gori's later accusation would appear far less credible. By reacting as Gori expects, Yuuichi preserves the exact circumstances Gori requires to carry out his own plan. As Gori prepares to kill Yuuichi in front of everyone, Yuuichi remains calm because he already knows that Sawaragi possesses the hidden gun. Based on her personality, he predicts that she will intervene before Gori can kill him. She does exactly that, firing the gun and stopping Gori. When Yuuichi regains consciousness, a trial is held in which both he and Gori are judged, exactly as Yuuichi predicted. Since Sawaragi's possession of the gun has now become known, she effectively becomes the strongest participant and the person most capable of enforcing her own sense of justice. Yuuichi has already profiled her enough to know that she is unlikely to simply execute someone without a proper process, so he predicts that she will choose to hold a trial rather than immediately kill anyone.

Yuuichi argues that he could not have committed the crimes being attributed to him because he had been kidnapped. Gori counters that such a kidnapping should have been impossible inside the lodge because violence is prohibited there. Rather than attempting to resolve the dispute immediately, Yuuichi proposes extending the trial until the end of the day, claiming that this will reveal the true culprit responsible for everything. In reality, Yuuichi's objective is to buy time until Gori's individual task reaches its deadline. He knows the task's conditions and therefore predicts that Gori will eventually isolate himself under some pretext, such as going to the restroom, in order to secretly equip the special mask and regain the ability to use violence inside the lodge.

Before this occurs, Yuuichi instructs Kawauchi to secretly pour fuel throughout the second floor of the lodge and to remove the ropes restraining him once the operation begins. Everything unfolds as Yuuichi predicted. Gori secretly wears the mask and begins using violence inside the lodge, causing the other participants to flee outside, where everyone is equally capable of fighting back. However, Reika fails to escape and is taken hostage. Gori threatens to kill her unless Yuuichi surrenders himself so that Gori can complete his individual task. Reika becoming a hostage was not part of Yuuichi's original strategy. It is an unforeseen development that does not meaningfully alter the overall plan because even if nobody had remained inside the lodge, Gori would still have had reason to remain there until the final moments of his task. Leaving the lodge earlier would simply have placed him at a greater disadvantage.

Yuuichi therefore waits for the appropriate moment and sets the entire lodge on fire. The fire forces Gori to abandon the building and move outside, while Yuuichi simultaneously rescues Reika. By destroying the lodge, Yuuichi removes the only environment in which the violence restrictions provide Gori and the other participants with protection. This fulfills the second objective he created after obtaining the firearm: destroying the lodge so that the game's violence restrictions no longer apply. Yuuichi then takes Gori's gun and shoots him, simultaneously completing Sawaragi's individual task and eliminating the greatest obstacle to his own strategy. With Gori eliminated and the lodge reduced to ashes, Yuuichi successfully brings both stages of the expanded plan to their intended conclusion: remove Gori and destroy the environment that prevented him from fully exploiting the firearm.

Now that the lodge has been destroyed, the remaining participants move into the supply warehouse. Since violence is no longer restricted and Yuuichi possesses the only gun, he effectively gains complete control over the situation. A few days later, everyone receives a new individual task, most likely secretly assigned by Yuuichi himself. The task requires the participants to decide, by the end of the day, which three people should be exiled from the warehouse by exposing one another's secrets.

Yuuichi creates this task for several reasons. First, he intends to obtain the passwords of the remaining three people with whom he originally exchanged passwords. Second, he needs a legitimate excuse to send Kawauchi out of the warehouse so he can prepare the next stage of his plan, securing the majority of the votes for the final stage of the game. Even the decision to exile exactly three people is deliberate, as Yuuichi intends those three to be Kawauchi, Nagi, and Nagi's daughter. When the discussion reaches a complete stalemate, Nagi secretly leaves under the pretext of taking his daughter to the restroom. Believing this to be the perfect opportunity to eliminate Yuuichi, he reports the fake password Yuuichi had previously given him, convinced that it is genuine. When Nagi returns, Yuuichi suddenly announces that he has decided who should be exiled: Nagi, because he is a coward. Nagi immediately objects, reminding Yuuichi that he possesses Yuuichi's password and threatening to report it. As Yuuichi expected, Nagi reports the password, triggering the punishment for submitting an incorrect password and allowing Yuuichi to obtain Nagi's real password.

Before anyone can react, however, the warehouse suddenly goes dark. When the lights return a few moments later, Nagi has been impaled by a piece of equipment and lies unconscious. A message is written on the wall:

> "To all the foxes who have gathered for money, it's hunting time. If you value your lives, you should flee from this place."

The participants begin arguing over whether they should continue deciding the exiles or investigate the mysterious attacker. At that moment, Kawauchi suddenly stands up and criticizes everyone for being too cowardly to volunteer themselves. He nominates himself for exile, then logically argues that the other two should be Nagi, who is seriously injured, and Nagi's daughter, who naturally cannot remain without him. This provides a perfectly reasonable justification for sending exactly those three people away while making it appear that they voluntarily dropped out of the game. In reality, every part of this sequence was orchestrated by Yuuichi. Since Yuuichi could not guarantee that Nagi would betray him voluntarily, he deliberately nominated him for exile, creating a situation in which Nagi would be highly likely to panic and attempt to eliminate him by reporting the fake password. Once that report was made, Yuuichi obtained Nagi's real password and could proceed to the next stage of his strategy.

His objective was to secretly gather every participant whose password he controlled in a separate location outside the warehouse, while making it appear to everyone else that they had simply dropped out of the game. Beforehand, Yuuichi had already informed Kawauchi where those people would remain hidden until the final voting stage. After Yuuichi gained complete control over both Nagi and his daughter through their passwords, Kawauchi sabotaged the lights, creating the perfect opportunity to escort all three away without arousing suspicion. Kawauchi continues helping Yuuichi not only because Yuuichi possesses his password, but also because Yuuichi correctly deduced Kawauchi's true objective: destroying the Tomodachi Game itself. Yuuichi promises that his own plan will accomplish exactly that, giving Kawauchi an additional reason to cooperate.

At this point, only two of the original password exchangers remain: Hokuto and Kimiko. Since both now realize that Yuuichi must have given fake passwords to everyone except possibly one person, Yuuichi simply waits for whichever of them confronts him first.

The first to do so is Hokuto.

She asks whether the password he gave her is genuine. Yuuichi confidently assures her that it is and even tells her that she can verify it by reporting it to the administrators. He then adds that, if it somehow turns out to be fake, the same punishment that befell Nagi will happen to her. This is entirely a bluff. Yuuichi knows that Nagi's "punishment" was actually staged by himself and Kawauchi. By bringing it up, he intentionally increases Hokuto's anxiety. From Hokuto's perspective, the only way to guarantee her own safety is to seize Yuuichi's phone. If he willingly hands it over, she can naturally assume that the password must be genuine. Exactly as Yuuichi intended, Hokuto reaches that conclusion. Yuuichi immediately gives her his phone without resistance. In reality, however, the phone is Nagi's phone, which Yuuichi had secretly obtained during the previous incident. Later, when food is about to be distributed, Yuuichi announces that nobody will receive any until his stolen phone is returned. Everyone voluntarily allows themselves to be searched except Hokuto, who obviously cannot because she believes she possesses Yuuichi's phone. Once again, this is precisely the reaction Yuuichi intended. Seeing everyone else cooperate convinces Hokuto that Yuuichi is desperately trying to recover the phone because she truly possesses his real password. Believing this, she immediately rushes to report it to the administrators. Instead, she reports the fake password. As punishment, Yuuichi acquires Hokuto's real password, bringing her completely under his control exactly as planned. Now only Kimiko remains. Yuuichi's next trap revolves around exploiting her personality. At some point beforehand, he presumably discovers rat poison and intentionally leaves it where Kimiko can easily find it. Based on his psychological assessment, Yuuichi knows that Kimiko rarely acts directly. Instead, she prefers manipulating others into carrying out her objectives for her. He therefore predicts that she will eventually attempt to use the poison indirectly rather than poisoning someone herself. He further deduces that the person she is most likely to manipulate is Shibe. Following Shinji's revelations about Shibe's father, Shibe has the strongest apparent motive for wanting Yuuichi dead while also appearing to be the easiest target for manipulation. However, Yuuichi also understands Shibe's true personality and knows that Shibe would never actually poison someone, regardless of how much he resents him.

Yuuichi's reasoning is therefore:

P1: Kimiko rarely acts directly and instead prefers manipulating others into carrying out her objectives.

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P2: Therefore, if she intends to use the poison, she will most likely attempt to make someone else use it.

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P3: Shibe appears to have the strongest motive to want Yuuichi dead and is therefore the most likely person for Kimiko to manipulate.

->

P4: However, despite his resentment toward Yuuichi, Shibe would never actually poison another person.

->

C: Shibe will therefore most likely dispose of the poison rather than use it, allowing Yuuichi to later recover it by secretly following him.

The following day, however, Sora suddenly appears to have been poisoned. This, too, is part of Yuuichi's plan. Earlier, Yuuichi had revealed to Sora that he possessed her password and ordered her to obey him. One of those orders was to pretend that she had been poisoned. When everyone searches for the culprit, the poison is found in Yuuichi's possession. Yuuichi immediately claims that he has been framed. He argues that a cold-blooded murderer is hiding among them, reminds everyone of what happened to Nagi, and explains that the murderer possesses his password, preventing him from openly resisting. To reinforce this narrative, Yuuichi plays a recording of the supposed murderer's voice that he secretly recorded from Akira on the first day, believing it might become useful later. As a result, everyone, including Kimiko, becomes convinced that an actual murderer exists. Yuuichi also predicts that this revelation will provoke Shinji. Because Shinji himself is a professional killer, Yuuichi correctly anticipates that he will become determined to identify the murderer before anyone else.

Exactly as predicted, Shinji asks Kimiko to speak with him outside.

Cornered by Shinji's questioning, Kimiko insists that she must speak with Yuuichi first. During that conversation, she ultimately betrays him, allowing Yuuichi to obtain her real password and finally gain complete control over the last remaining participant from his original password exchanges.

Everything that follows is then directed by Yuuichi.

He instructs Kimiko to give Shinji a tampered gun that Yuuichi had secretly modified to explode when the trigger is pulled. Kimiko's supposed control over Yuuichi through his password provides a believable explanation for why she possesses the weapon. Yuuichi also instructs Kimiko that, after Shinji begins returning to the warehouse, she must suddenly betray him by stabbing him in the back. Based on Shinji's personality and instincts as a killer, Yuuichi predicts that Shinji will immediately retaliate in self-defense. That retaliation is the true trap. Yuuichi plans to gather everyone at precisely that moment so they witness Shinji attacking Kimiko, allowing him to publicly accuse Shinji of being the cold-blooded murderer responsible for everything. Yuuichi then proceeds to the next stage of his strategy: eliminating Shinji, something he had planned well in advance, as modifying the gun into a trap required prior preparation. The entire plan is built upon Yuuichi's psychological assessment of Shinji. He understands that Shinji is deeply scarred by the fact that his biological father, Shiba Taizen, abandoned him in favor of Yuuichi as his successor.

Yuuichi predicts that once Shinji is cornered into becoming the prime suspect and realizes he has once again been completely outplayed, Shinji will interpret the situation as further proof that his father considered Yuuichi superior. Since this is likely Shinji's final opportunity to surpass Yuuichi, Yuuichi concludes that he will be unable to resist challenging him directly. Yuuichi also ensures that Shinji believes he has complete control over the situation by indirectly leading him to obtain the modified gun. As predicted, Shinji uses the weapon to threaten everyone and proposes a final game against Yuuichi. The rules are simple: Shinji will ask Yuuichi three questions. If he believes Yuuichi lies even once, he will shoot him. If Yuuichi answers successfully, Shinji will leave the warehouse, disappear, and accept the narrative that he is the true murderer. Yuuichi answers the first two questions without difficulty.

However, the third question is far more personal:

> "What were Shiba Taizen's last words?"

Yuuichi replies that Taizen's final words were an apology to Shinji.

According to his story, Taizen admitted that Shinji was his real son, regretted abandoning him, confessed that he had made the wrong choice by choosing Yuuichi as his successor, and died saying:

> "I'm sorry, Shinji."

Immediately afterward, Shinji claims that everything Yuuichi has just said is a complete fabrication. He points out that the story contradicts his genuine surprise when Yuuichi first met him, proving that Yuuichi could not possibly have known anything about him beforehand. Shinji explains that Yuuichi must have deliberately invented the entire narrative to exploit Shinji's deepest insecurities. Throughout their conversation, Shinji had exposed his own emotional weaknesses through his words and behavior. Yuuichi simply reconstructed a story that perfectly targeted those vulnerabilities, making it seem as though Taizen had truly regretted abandoning him. Yuuichi had also anticipated Shinji's final decision. Believing that he had exposed Yuuichi's lie and secured victory, Shinji pulls the trigger. However, the gun had been secretly modified beforehand. Instead of firing normally, it explodes in Shinji's hand, severely injuring him and leaving him incapable of continuing the game. With both his weapon and confidence shattered, Shinji loses the will to keep competing and abandons the confrontation. Every aspect of this sequence had been calculated in advance. Yuuichi predicted Shinji's psychological state, his desire for a final competition, his acceptance of the modified gun, his attempt to expose a contradiction in the third answer, and his decision to fire the weapon. He intentionally built the fabricated story around Shinji's insecurities and included contradictions so that Shinji would believe he had successfully exposed the lie. This ultimately caused Shinji to pull the trigger himself, activating the trap and ensuring his defeat.

Later, on Yuuichi's orders, Kawauchi retrieves the severely injured and only half-conscious Shinji. Taking advantage of Shinji's weakened physical and mental state after losing a large amount of blood, Kawauchi obtains his real password and relays it to Yuuichi. As a result, Yuuichi now gains complete control over Shinji as well. At this point, Yuuichi holds the passwords of Kawauchi, Sora, Hokuto, Shinji, Kimiko, Nagi, and Nagi's daughter. By controlling the majority of the remaining participants through the password system, he effectively secures control over the final vote and places the outcome of the game firmly in his hands. Over the next two days, Sora and Hokuto mysteriously disappear from the warehouse. Most likely, Yuuichi had secretly ordered them to travel to the same hidden location where Kawauchi, Nagi, Nagi's daughter, and the other participants under his control had already gathered. By threatening to expose their passwords if they disobeyed, Yuuichi ensures their cooperation and gradually assembles every participant whose password he possesses in a single location. As a result, Kawauchi, Sora, Hokuto, Shinji, Kimiko, Nagi, and Nagi's daughter all come

under Yuuichi's direct control. This effectively guarantees him the majority of the votes once the final voting stage begins.

This also completes another aspect of Yuuichi's strategy that had been in place since the beginning of the game. From the outset, he intended to portray himself as the villain while presenting Sawaragi as the embodiment of justice. Now that he controls the majority of the voters, he instructs all of them to vote for Sawaragi, arguing that she is the only participant who has never betrayed anyone and has consistently acted according to her sense of justice. To further secure the outcome, Yuuichi makes all of them sign an agreement in advance that they will vote for Sawaragi, preventing anyone from betraying him at the final stage. In doing so, he ensures that Sawaragi becomes the winner of the game.

It is also worth noting that every feat Yuuichi performs after his confrontation with Gori is accomplished while suffering from a severe head injury caused by Gori striking him with a cleaver. Despite this injury, he remains capable of planning several steps ahead, manipulating multiple participants simultaneously, adapting his strategy as circumstances change, and executing highly complex plans without any noticeable decline in his reasoning or decision-making. After the lodge is destroyed and everyone moves into the warehouse, Yuuichi becomes the only participant with a gun. While this gives him a significant advantage over everyone else, it also forces him to remain constantly vigilant, as losing the weapon or being attacked while vulnerable could immediately cost him control of the game. Despite the resulting mental fatigue, sleep deprivation, and physical exhaustion, Yuuichi continues to perform the sophisticated strategic, deductive, and manipulative feats described above while still suffering from the head injury inflicted by Gori.

Conclusion

In conclusion, I would like to mention that this document was created entirely by me. Since this is my first doc, I am certain there could be some mistakes, whether in category distribution, story interpretation, context, feat analysis, or even details that I may have overlooked. If you notice any errors, disagree with one of my conclusions, or have suggestions for improving the document, I would genuinely appreciate it if you contacted me through my

social media. Constructive criticism is always welcome, and I plan to revise and improve this document whenever necessary. While writing this analysis, I tried to remain as objective as possible. Every conclusion presented here is based on my own interpretation of the manga, with supporting evidence whenever I considered it necessary. Whenever I relied on a theory or assumption rather than an explicitly confirmed fact, I made sure to state that it was only a hypothesis instead of presenting it as canon. I hope this document helps people evaluate Yuuichi's intelligence more fairly and serves as a useful reference for future discussions and comparisons.
Finally, thank you to everyone who took the time to read this document. I genuinely hope you enjoyed it.