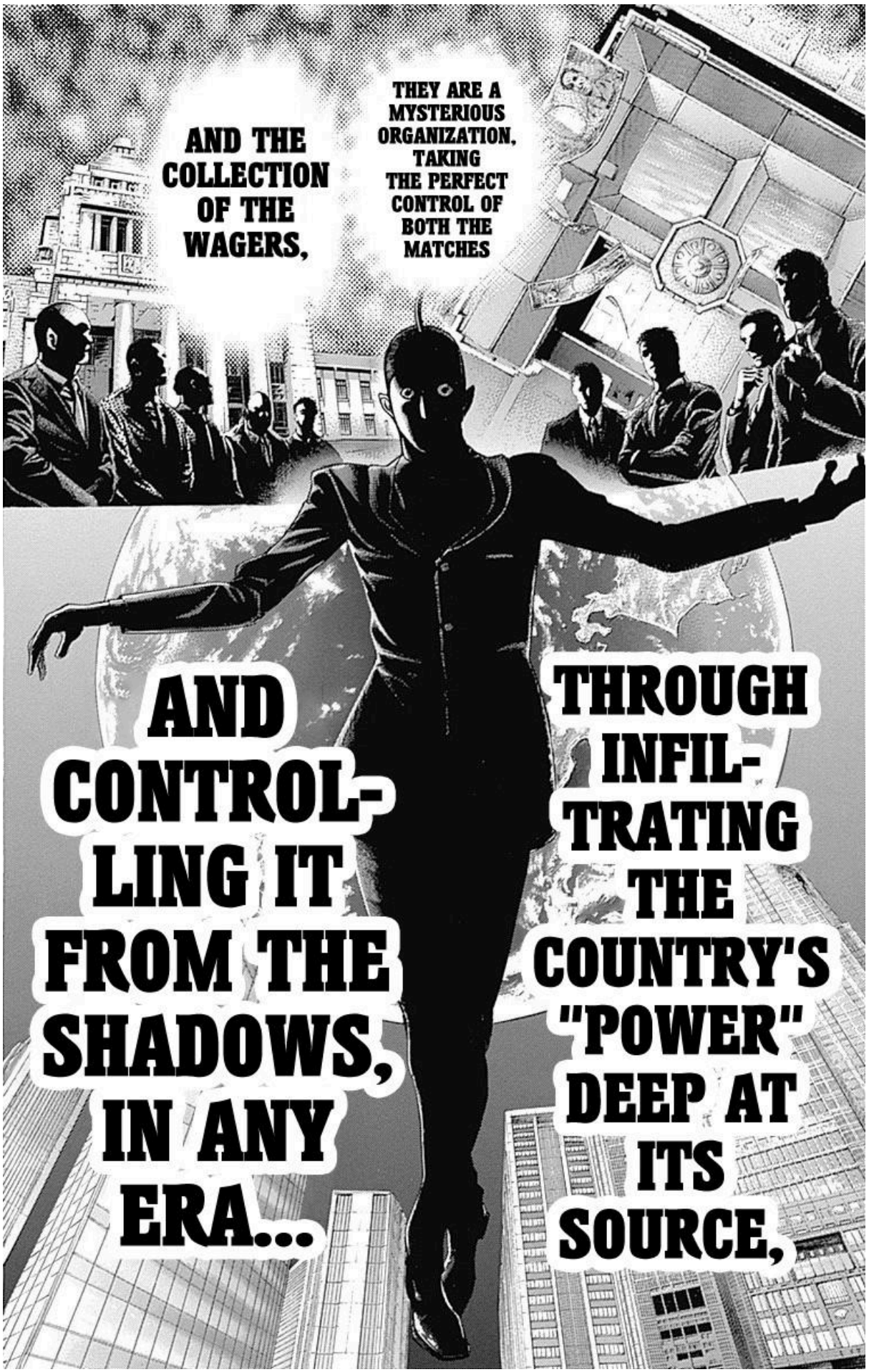
Leader's Planning From Memory Loss – Air Poker


AND THE COLLECTION OF THE WAGERS,
THEY ARE A MYSTERIOUS ORGANIZATION, TAKING THE PERFECT CONTROL OF BOTH THE MATCHES
AND CONTROL-LING IT FROM THE SHADOWS, IN ANY ERA...
THROUGH INFIL-TRATING THE COUNTRY'S "POWER" DEEP AT ITS SOURCE,

Leader's plan in the second half of Usogui (post-TOK) can be divided into 6 main components: 1) Escaping from Kakerou 2) Kidou manipulation 3) Battleship Planning and Fake Death 4) Ban Match Initiation 5) Protoporos Kaiser Planning 6) Developers Manipulation and Forced Gamble with Fukurou. I will cover the details of each part, and how Leader prepares for the next stage of planning during it.

Escaping From Kakerou:

Immediately after his memory loss following the events of Tower of Karma, Leader recalls Eba's words on concealing the existence of his memory loss, and so needs to find a way to escape the MPD without anyone catching him. He observes the attire of Touya and Nanpou and concludes that they must be referees, from whom he must disguise his sudden amnesia from.

As seen throughout Usogui, Leader tends to speak using vague questions and statements following his memory loss, and employs this tactic here to stall for time and observe his surroundings, finding a sign naming the building as the MPD. Leader responds with this name to give off an air of familiarity with his surroundings and misdirect Touya and Nanpou into thinking that nothing is wrong.

By maintaining his composure, Leader grasps the opportunity to escape through the emergency exit, leaving a door on the third floor slightly ajar to lead the two in the wrong direction. Leader reaches a bathroom in order to restyle his hair to resemble that of Hachina's, his public persona, before moving off into a crowd to make him harder to find.

Hachina is intercepted by Oofuna, who Hachina resolves to follow as a cover since he called him by his public alias. He then arranges a call with Oofuna after encountering Nanpou in the hallways, overhearing that Leader will likely be alone, and that the parking lot will be less protected than other crucial exits.

Hachina organises a secret getaway in Oofuna's car, which is allowed to pass through easily since he wasn't alone, and destroys his phone to avoid being tracked by Kakerou. He proposes to work on the case involving Kidou and the money laundering, therefore giving him a place to stay hidden from Kakerou while he searches for Eba, placing an order for the Prince Bee book in the meantime.

Kidou Manipulation:

The actual mechanics of the Coin Pushing gamble aren't that important in regards to Hachina's overall plan; what is important though is making Kidou desperate enough to both pursue him afterwards once Hachina discovers the port location of the Jalloud, and also to contact the person in the government who ordered the weapons smuggling, which connects to Hachina's wider plan to force this traitor into action so that they can eventually be exposed.

He does so by using Kidou's 100m yen owed to his money laundering company as a wager, pushing Kidou into a more desperate situation the longer the gamble goes on. After

achieving this, he lures Kidou towards the Jalloud, allowing Hachina to steal his phone and gather information from Kidou's messages with the government official.

After confirming the details found from both Kidou's and the crew member's phones, Hachina uses newly acquired information about the Captain's diamonds to set a trap for Kidou. By placing the crew member's phone with the information about the diamonds on one of the bodies, Hachina predicts that Kidou would check this information and attempt to steal the diamonds, which also allows Hachina to further fabricate the idea of Kidou being the trespasser on the boat once he is inevitably found, and thus conceals his own presence on the boat.

Hachina also takes Kidou's phone during their initial confrontation, anticipating that if Kidou decide to interfere, he will accompany the checking of the containers in search for Hachina, and also try calling his original phone using the crewmate's phone. This is done in order to isolate Voja when she eventually hunts him down, using his ringing phone as bait to lure the other crew members into the container before locking them in, leaving Hachina at a resource and environmental advantage against her.

As Hachina also anticipated, Kidou consumed the diamonds in order to steal them secretly, a fact that Hachina uses to bait Voja into killing Kidou for him, which also simultaneously tests the significance of the diamonds to the Captain, suggesting that the diamonds can be used as a further blackmail/wager against the mastermind behind the weapons smuggling (Lalo).

Battleship Planning and Fake Death:

Alongside his manipulations of Kidou during Battleship, Hachina is also controlling the gamble by using Referee Mogami to set the positions of Lacy's ships to be aligned with the containers loaded with weapons, allowing Hachina to give Oofuna exact information on the positions of Lacy's ships.

However, a less appreciated part of Hachina's planning here is how he controls the pace of the gamble; he needs sufficient time to eliminate the vast majority of the crew and Voja before the match ends and Kakerou's protection is removed, which will allow Oofuna to handle Lacy afterwards without fear of beings seriously injured. Hachina figures out Lacy's trick that both cell and position chosen within the cell must be correct to hit a ship, but refrains from communicating this with Oofuna.

It is likely that Hachina anticipated an interruption while checking the containers, and hence a period where he could not give any more ship co-ordinates to Oofuna. With this in mind, Hachina allows Oofuna to dominate the earlier portions of the gamble, before cutting off communication, and then returning once more with the last three co-ordinates to see if Oofuna can reason out Lacy's trick by himself, which he does.

As such, Hachina indirectly draws the match out for as long as possible to maximise the time he has to eliminate the crew, which also contributes towards allowing Kaji and Yokoi to escape safely. This also serves to facilitate Oofuna's growth and increases his resilience,

with Hachina assessing him to be a dependable ally which he could call on if he needed assistance, which directly links to his Protoporos planning.

As expected, Hachina eliminates Voja, steals her phone, secures the diamonds to use as bait for Lalo, and also destabilises the ship ballast in order to sink the ship in preparation for faking Oofuna's death, while Oofuna subdues Lacy and escapes the boat. By sinking the ship with Oofuna's jacket and ID still inside, he lures the government traitor into framing Oofuna as a criminal involved in the weapons smuggling, this revealing their identity to later be exposed by none other than Kaji and Floyd Lee.

Ban Match Initiation:

As expected, Lalo calls Hachina using Voja's phone, which coincidentally reveals to Hachina his position as the Leader of Kakerou, and the situation involving both Ideal and Baku Madarame pursuing Surpassing The Leader.

Quickly processing this, Hachina takes the initiative to pretend that stealing Lalo's diamonds was his objective the whole time in order to force Ideal into a direct confrontation (Hachina's actual objective was lowkey just to kill time until the Prince Bee book arrived).

Hachina resolves to force both Lalo and Baku into a Ban Match as soon as he can to eliminate them as candidates for STL, arranging a meeting place with Lalo in advance. Once second Bookstore rolls around, Baku's sudden appearance allows Hachina to spring his trap, inviting both Lalo and Baku to the meeting to initiate the Ban Match.

As mentioned, Hachina's initial goal here is to create a gamble with no winner, and so expects to join the match anyways, with Baku choosing him as an ally.

Protoporos Kaiser Planning:

Very early into the Ban Match, Hachina had already scoped out Shoudo to be the best place to set up a more powerful kingdom than Tipa and Azura, with Nobuko already being in a strong position but struggling with her leadership. As such, Hachina waited for an opportunity in which Nobuko was in danger to rescue her from outlaws, proposing the idea of becoming a slave in her kingdom.

Naturally, she accepts and is enamoured by Hachina's actions, which allows him to take on the role of Nobuko's bodyguard, immediately giving him a massive amount of influence and enough bios to become a citizen. Given this huge advantage, Hachina is the first in the gamble to reach high class. To further demonstrate his usefulness to Nobuko and give Shoudo an advantage in the incoming Unification War, Hachina infiltrates the Azura Fortress at the same time as Kaji, still masquerading as Baku's ally.

It's worth noting that Hachina exclusively informing Midara about his participation in the gamble allowed him to conceal his real identity as Leader, therefore avoiding the news of him joining Shoudo spreading too quickly. Hachina employs the classic Billy Craig strategy of letting someone else (Kaji) handle the Contradiction Gamble, switching Kaji's vest while he is

incapacitated after Floyd Lee is defeated, then claiming the fortress for Shoudo the next morning.

It is implied that Hachina spreads rumors that Nobuko took down the fortress alone, leading her to be greatly respected by the Shoudo players, eventually leading to a re-election that would allow Nobuko to take up the title of King. During the time in which both Baku and Lako become Kings, Hachina helps Nobuko reach Level 100, making Shoudo statistically the strongest kingdom, and thus making a direct attack on Shoudo unlikely and devoid of risk.

Hachina planned to use the military dominance of Shodou combined with the pressure from Azura to take down Tipa first, and then have Nobuko be taken down by Lalo to force him into the 23 Day trap himself, and then he would only have to take down the remaining King candidates in Tipa that Baku had prepared and then there would be no chance for Baku to become Kaiser on the 31st, therefore leaving both Lalo and Baku ineligible to challenge him in Surpassing The Leader.

This is how the plan would have gone if not for Hachina's change of heart close to the 23rd due to his internal conflict and the re-emergence of Hal, leading him to co-operate with the trap and hence leading to the dangerous week of the Kaiser Festival, wherein Lalo, the Developers and Arata's planning would all create a surge in rebellion and conflict among the players and outlaws.

Developers Manipulation and Forced Gamble with Fukurou:

Anticipating that Daiba would oppose the actions of the Referees, Hachina removes his vest to avoid a potential electric shock from the Developers. In order to allow the Referees to move freely again, Hachina allows himself to be captured by the Developers, letting him infiltrate the Developers HQ at the same time. It is revealed that on the 20th of December, Oofuna had received a letter from Hachina inviting him to Protoporos.

In a top 3 foresight moments in Usogui, Hachina had pretty much anticipated Protoporos Nightmare in advance. Observing the state of the island and structure of Protoporos as a whole, Hachina senses a situation where there would be mass turmoil among the players, and hence they would need a strong unifying force that would remain steadfast against the threats of Lalo and the Outlaws, a trait that Hachina has seen and developed in Oofuna ever since he escaped Kakerou after TOK.

Hachina was soon made aware of Fukurou's presence in the HQ, and the fact that Arata was framing Daiba as trying to sell Protoporos away. Using this information, Hachina inferred that a large mob would soon approach the Developers HQ to enact punishment upon Daiba, and that during the chaos, Fukurou would attempt to seize control of the main computer and rewrite the rules to allow Lalo to be re-elected as Kaiser.

To safeguard against both outcomes, Hachina makes a bet with Daiba that if he is able to suppress the mob, Daiba will blindly reset the computer password so that the rules cannot be re-written. All of this succeeds, allowing Hachina to intercept Fukurou and force him, Lalo and Baku into a Kakerou gamble instead, which he is confident that Baku will win.

And then Baku wins AP and yadda yadda and Hal becomes perfect and they all live happily ever after.

Perhaps with this, Leader can finally beat Lalo in planning 💎 (he kinda already did tbf). Thanks for reading.