## Tasuku Higashihama (As The Gods Will 2 — Chapter 85 - 102)

EN: Tasuku provokes his group's first movement through the death threat of one of the members

PT-BR: Tasuku provoca o primeiro movimento de seu grupo através da ameaça de morte de um dos membros

**(Machiavellian Intel, Autority, Black Mail, Coercion, Shunningness, Ultimatum, Intimidation, Assaults, Situation Control, Psychopathic Thinking, Less Weaknesses, Objetive Setting, Prioritization, Situational Improvising, Setting Decoys)**

EN: Initially, Tasuku visualizes Akashi jumping onto the letter K platform and supporting himself using 1 foot, and, while Akashi was testing the safety of the letter he was standing on, one of his group members fell while supporting himself using 2 feet on the platform, with the letter K; through this fact, he deduced that the letter K can be supported on one leg, and noticing the similarity with the traditional hopscotch, he suggests that the 2 P's must indicate that it can be supported with both feet

PT-BR: Inicialmente, Tasuku visualiza Akashi pular sobre a plataforma de letra K e se apoiar usando 1 pé, e, enquanto Akashi testava a segurança da letra em que se fixava, um dos membros de seu grupo caiu ao se apoiar usando os 2 pés sobre a plataforma, de letra K; através desse fato, ele deduziu que a letra K se pode apoiar em uma perna, e percebendo a semelhança com o tradicional amarelinha, induz que os 2 P's deve indicar que se pode apoiar com os 2 pés

**(STI - Symbol Translation Index, FDI - Freedom from Distractibility, PSI - Processing Speed Index, Quick and Simple Deduction, Deductive, Inductive, Logical, Non Verbal, Conceptual, Fluid and Cause and Effect Reasoning, Faster, Analytical, Linear, Concret, Associative, Realistic, Sequential and Empirical Thinking, Puzzle Solving, Logical Prediction, Learning Speed, Raw and Quick Observation, Conceptual Perception, Connect The Dots, Pattern Recognition, Cleverness, Judgement Speed and Accuracy, Situational and Logical Analysis, Analysis Speed, Risk Calculation, Information Gathering and Processing, Logical-Mathematical, Fluid and Bodily-Kinesthetic Intelligence)**

EN: Tasuku does not appear to be bothered by the game's setting, unlike other players who are scared by heights and fear of falling.

PT-BR: Tasuku não aparenta estar incomodado com o cenário do jogo, diferente dos demais jogadores que estão assustados com a altura e medo de queda

**(Composure, EQM, Self-Management, Mental Strenght, Intrapersonal Intel)**

EN: After the announcement that the game will last 24 hours, Tasuku, noticing the same initial pattern, makes his first moves nonchalantly

PT-BR: Após o anúncio de que o jogo durará 24 horas, Tasuku, percebendo o mesmo padrão inicial, faz seus primeiros movimentos despreocupadamente

**(FDI, Willingness to Act, Judgement Speed and Accuracy, Risk Management, Conceptual Analysis and Perception, Pattern Recognition, Analogical Reasoning)**

EN: As he watched, Tasuku realized that each cycle lasted 3 minutes, and considering that cycle refers to each movement of the minute hand, 3 minutes of the cycle meant 5 minutes on the game clock, that is, 36 minutes in real life are equivalent to 1 hour in the game

PT-BR: Enquanto observava, Tasuku percebeu que cada ciclo durava 3 minutos, e considerando que ciclo se refere a cada movimento do ponteiro dos minutos, 3 minutos do ciclo significavam 5 minutos no relógio do jogo, ou seja, 36 minutos na vida real equivalem a 1 hora no jogo

**(WMI - Working Memory Index, PSI - Processing Speed Index, QRI - Quantitative Reasoning Index, Nummerical and Systematic Reasoning, Connect The Dots, Pattern Recognition, Quick, Quantitative, Descriptive and Raw Observation)**

EN: Tasuku realized, before all the other players, that the letter plates formed a keyboard, which would be the way to answer the scarecrow's question - "what time is it?"

PT-BR: Tasuku percebeu, antes de todos os demais jogadores, que os pratos de letras formavam um teclado, que seria a forma de responder a pergunta do espantalho - "que horas são?"

**(WMI - Working Memory Index, PSI - Processing Speed Index, FRI - Fluid Reasoning Index, CPI - Cognitive Proficiency Index, VSI - Visual Spatial Index, PRI - Perceptual Reasoning Index, AWMI - Auditory Working Memory Index, NVI - Non Verbal Index, NSI - Naming Speed Index, FDI - Freedom from Distractibility Index, Logical-Mathematical, Visual-Spatial and Fluid Intelligence, Verbal, Non Verbal, Conceptual, Logical, Fluid, Dialogical and Systematic Reasoning, Collective, Faster, Analytical, Non Linear, Concret, Lateral, Focused and Application Thinking, Puzzle Solving, Language Proficiency, Raw, Quick, Field and Systematic Observation, Intuition, Conceptual Perception, Unpredictability, Connect The Dots, Pattern**

**Recognition, Information Gathering and Processing, Data Analysis, Analysis Speed, Judgement Speed and Accuracy)**

EN: Assuming Akashi had a plan, Tasuku saved him from death, but if he didn't have a plan or even if the plan was bad, Tasuku would let him fall

PT-BR: Assumindo que Akashi tinha um plano, Tasuku o salva da morte, mas se ele não tivesse um plano ou mesmo se o plano fosse ruim, Tasuku deixaria ele cair

**(Judgement Speed, Concret Control Over, Overloading, Direct and Individual Manipulation, Coercion, Intimidation, Fear Inducement, Threats)**

EN: Under Akashi's complaint about his own plan, Tasuku asks the other participants if they wanted to be on his team, while everyone agrees, leaving Akashi with no choice but to join in as well

PT-BR: Sob a reclamação de Akashi sobre seu próprio plano, Tasuku pergunta aos demais participantes se desejavam estar no time dele, ao passo que todos concordam, o que não resta alternativas a Akashi senão se aliar também

**(Shunningness, Silent Treatment, Demoralization, Provoke, Short Term, Effective and Logical Manipulation, Abstrat Control Over, Operational Engagement, Employment and Management)**

EN: Tasuku led the group, advising them on which direction to go and which areas to avoid, and establishes the maxim that letting a number pass is the same as betrayal

PT-BR: Tasuku conduzia o grupo, orientando-os sobre qual direção seguir e quais áreas evitar, e estabelece a máxima de que deixar passar um número é o mesmo que traição

**(Leadership, Define Metrics, Objetive Setting, Prioritization, Fabrication, Mass Scale and Logical Manipulation, Abstrat Control Over, Events Manipulation, Information Control, Methods Rationality, Efficiency and Coverage, Environmental Scan, Strategy Adaptability, Strategic Direction, Management and Logic)**

EN: Tasuku rebukes Akashi's dissatisfaction, declaring that this meant a betrayal of the other players who were risking their lives for the common goal, and that, if he was bothered by the way the plan was going, it was just for him to be the last one, otherwise, accept that situation was to act for your team - this concept of betrayal proves effective in Akashi's mind during chapter 97

PT-BR: Tasuku repreende a insatisfação de Akashi declarando que isso significava uma traição aos outros jogadores que arriscavam suas vidas em prol do objetivo comum, e

que, se ele se incomodava com o andar do plano, era apenas ele ser o último, caso contrário, aceitar aquela situação era agir pelo seu time - esse conceito de traição se mostra efetivo na mente de Akashi durante o capítulo 97

**(VCI, Individual, Effective and Logical Manipulation, Setting Logical and Psychological Traps, Fabrication, Negotiation, Smear Campaign, Verbal and Strategical Deception, Misdirection, Agressive and Deceptive Tatics, Deceptive Methods, Tactical Traps, Social Intuition and Awareness, Autority)**

EN: Before moving forward with the plan after Akashi's "betrayal", Tasuku clarifies his group about the current situation of the game: what are the objectives, how many players and how to proceed, and imposes a new rule: no talking, unless strictly speaking necessary

PT-BR: Antes de avançar com o plano após a "traição" de Akashi, Tasuku esclarece seu grupo sobre a situação atual do jogo: quais os objetivos, quantos jogadores e como prosseguir, e impõe uma nova regra: não falar, a não ser que seja estritamente necessário

**(Autority, Define Metrics, Objetive Setting, Information Control)**

EN: After realizing that there are no more letters that form numbers, he guides his group to return via the safest route, but at a certain point he sends Akashi to another point, and, while following him, they become separated from the last 2 teammates

PT-BR: Após perceber que não há mais letras que formam números, ele orienta seu grupo a retornar pela rota mais segura, mas em determinado momento envia Akashi para outro ponto, e, enquanto o segue, se separam das últimas 2 companheiras de equipe

**(Leadership, Tactical Complexity and Traps, Time-Based Decision Making, Execution Control, Operational Management)**

EN: With the group's separation consolidated, Tasuku opens up: he had deceived them all. He reveals that, from the beginning, he had found numbers other than 1, knowing this, he made unique paths to these goals, and he did so because he knew the human fear of the unknown and the nature of the game itself in leaving most of the goals in the center, reinforcing the lack of concern for the most isolated points; with this in mind, he imagined that in the end all the players would concentrate in the center, so Tasuku led his group in order to clear the platforms and surround the players in the center, permanently separating them from the objectives in the isolated points

PT-BR: Consolidado a separação do grupo, Tasuku abre o jogo: havia enganado todos eles. Ele revela que, desde o início, havia encontrado outros números além do 1, sabendo disso, fez caminhos únicos para esses objetivos, e o fez assim porque conhecia o medo humano do desconhecido e a natureza do próprio jogo em deixar a maior parte dos objetivos no centro, reforçando a despreocupação com os pontos mais isolados; com isso em mente, imaginou que no final todos os jogadores iriam se concentrar no centro, então Tasuku conduziu seu grupo de forma a limpar as plataformas e cercar os jogadores no centro, separando-os permanentemente dos objetivos nos pontos isolados

**(Long Term, Deceptive and Logical Planning, Planning Aim, Coverage, Core, Efficiency, Lenght and Complexity, Small Scale, Intuitive and Linear Strategy, Strategic Analysis and Foresight, Sabotage, Environmental Scan, Individual Decision Making, Anticipation, Simultaneous Processing, Methods Efficiency, Rationality, Complexity and Coverage, Judgement Speed and Accuracy, Tactical Complexity, Formulation Process and Speed, Risk Management and Calculation, Speed Calculation, Chances of Sucess, Situational, Conceptual, Logical, Data and Psychological Analysis, Less Weaknesses, Unpredictability, Psychological Insight, Strategic Perception, Cunning, Logical and Speculative Prediction, Goals Connectivity, Concret and Abstrat Control Over, Logical, Effective, Indirect, Direct and Events, Mass Scale and Long Term Manipulation, Puppeting, Flying Monke, Collective, Faster, Analytical, Critical, Manipulative, Convergent, Creative, Sequential, Strategic, Tactical, Operational, Preventive and Resourceful Thinking, Thinking One Step Ahead, Bait and Switch, Logical, Complex, Strategical, Non Verbal and Mass Deception, Misdirection, Concealment, Machiavellian Intelligence, See Through People, Mind Reading)**

EN: Tasuku reveals that while Akashi was competing with the goofy Tin Tin and his group focused on 10, he took the opportunity and finished the last remaining platforms, securing his plan, and considering that Akashi would try his strategy again, he leads his group to the point that it had already cleared, giving space for Akashi and him to reach objectives 11 and 12

PT-BR: Tasuku revela que enquanto Akashi disputava com o Tin Tin pateta e seu grupo se concentrava no 10, ele aproveitou a oportunidade e finalizou as últimas plataformas restantes, assegurando seu plano, e tendo em vista que Akashi iria tentar sua estratégia novamente, ele conduz seu grupo ao ponto que já havia limpado, dando espaço para Akashi e ele chegar aos objetivos 11 e 12

**(Situational Improvising, Planning Adaptability, Speed Calculation, Prioritization, Strategic Foresight, Cleverness, Judgement Speed and Accuracy, Wild and Speculative Prediction, Situation Control)**

EN: Tasuku's plan proves to be effective: the other participants, apart from him and Akashi, are isolated from points outside the center

PT-BR: O plano de Tasuku se mostra efetivo: os demais participantes, fora ele e Akashi, se encontram isolados dos pontos fora do centro

**(Planning Effectiveness)**

EN: Analyzing the rules of the game, Tasuku explains that the main task is to spell out the current time to make the objective appear, but most players focus on looking for the right platforms at the closest point to the objective, in this case, the number that will be displayed. , causing turmoil and confusion; a struggle between game theory and player behavior

PT-BR: Analisando as regras do jogo, Tasuku explica que a tarefa principal é soletrar o tempo atual para fazer o objetivo aparecer, mas a maioria dos jogadores se concentram na procura das plataformas certas no ponto mais próximo do objetivo, nesse caso, no número que será apresentado, ocasionando tumulto e confusão; uma luta entre a teoria do jogo e o comportamento dos jogadores

**(Psychological, Logical and Conceptual Analysis, See Through People, Conceptual and Environmental Perception, Reflective, Straight, Realistic, Deliberative and Collective Thinking)**

EN: Akashi provokes Tasuku to help Tenma, and this angers him deeply, his anger causes him, after seeing an opportunity to save Tenma, to destroy that door, but seeing another opportunity opening in his eyes, he gets lost in his thoughts, reflecting on his own actions and sensations, realizing that he had become an idiot, just like the other players - taking illogical actions, losing his composure and awakening his emotions -, so he chooses to save Tenma, in the end

PT-BR: Akashi provoca Tasuku a ajudar Tenma, e isso o enfurece profundamente, sua raiva faz com que ele, após ver uma oportunidade de salvar Tenma, destrua essa porta, mas vendo outra oportunidade se abrindo em seus olhos, se perde em seus pensamentos, refletindo sobre suas próprias ações e sensações, percebendo que havia se tornando um idiota, assim como os demais jogadores - tomando ações ilógicas, perdendo sua compostura e despertando suas emoções -, por isso, ele opta por salvar Tenma, no final das contas

**(Metacognition, Illogical, Informal, Deliberative, Divergent, Realistic and Straight Thinking, EP, EU, Self-Awareness, Intrapersonal Intelligence)**

EN: Tasuku understands the polarity between his and Akashi's character: both opposites, similar to Yin and Yang

PT-BR: Tasuku entende a polaridade entre seu caráter e de Akashi: ambos opostos, semelhante ao Yin e Yang

**(Existential and Intrapersonal Intelligence)**