Series Chishiya Doc



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This is a doc that'll highlight Chishiya's feats in the Jack Of Hearts Game (Solitary Confinement) of the Alice In Borderlands J-Drama.

Recommended View - Dark Mode

RED - FSIQ, INTELLIGENCE

ORANGE - EQ, SQ, AC

YELLOW - SCHEMING

GREEN - FIELD SKILLS, FORESIGHT, COUNTERACTION

PURPLE - DECEPTION, MANIPULATION, SENSORY

CYAN - THINKING, REASONING

RULES

1. Players need to guess the card suit symbol that appears on the back of their collar at the end of each round.

2. Players may not bring reflective surfaces or materials into the venue. Before the game begins, a mark appears on the back of each player's collar, making it impossible for anyone to see their own symbol (Spades, Diamonds, Clubs, Hearts).

3. Players are free to move and talk during the round. In the final five minutes, all players have to return to their cells and announce their symbol.

4. Three actions are prohibited:
i) No more than one person may be inside a locked cell.

ii) Players may not obstruct others from entering a cell.

iii) Players may not prevent another player from announcing their own mark (including killing them).

5. It is GAME CLEAR for all remaining players once the Jack of Hearts dies.

6. It is GAME OVER for a player who attempts to cheat using a reflective surface.

7. It is GAME OVER for a player who guesses the symbol incorrectly or fails to give an answer.

8. It is GAME OVER for a player who uses weapons or violence to kill another player.

9. It is GAME OVER for the last remaining player alongside the Jack of Hearts.

SETTING

Player Limit **:** 19 + the Jack of Hearts

Time Limit **:** 1 hour per round (no round limit)

Starting Condition **:** There is a half year's supply of food stocked.

Starting Items **:** Players have to equip an explosive collar upon entry.

Details : In the prison, there are no reflective surfaces. All knives in the kitchen are ceramic, the faucets dispense tomato juice instead of water, and there are no mirrors. Because the penitentiary is large and spacious, it naturally encourages players to have discreet conversations to discuss claims and strategies.

INITIAL PHASE

As the rules of the game are being explained by the monitor, most players were relieved having learnt that all they need to do is tell one another their respective symbols and they'd survive the game. Chishiya sees through this and identifies that the win condition hasn't been mentioned yet- he correctly recognises that the real hurdle is wondering who the Jack Of Hearts is- the idea that anyone in the room could be malicious made everyone wary and distrustful of one another. Chishiya calmly retorts- "Oh that's a good one" showing his composure and critical thinking.

As the game begins Chishiya is already positioned in the middle of the circular room which allows him to observe other players without changing his field of view by a

noticeable amount. This positioning also allows him proximity to another player in a minion outfit who he later partners up with, effectively securing a safe spot to observe while also gaining a teammate. Chishiya knows the chances of him being the jack are fairly low due to the observations he made through said positioning.



The Minion Outfit Dude approaches Chishiya and asks to partner up with him- Chishiya doesn't immediately accept and instead asks the minion outfit dude how he can be sure Chishiya isn't the jack basically using reverse psychology to get the guy to think critically for a moment. Before the minion outfit dude can speak up- Chishiya interjects and tells him to observe people more closely. Chishiya gestures towards a couple and asks the minion outfit dude if he knows what they were doing before the

game started. Chishiya notes that they were having sex in one of the cells and infers that since they're already a couple the guy has complete assertion of control over her- this helps them to avoid having her talk to other players and for her to be devoted to him. Chishiya notes that this is a smart strategy for the long run. (Chishiya knows that this line of reasoning isn't absolute and he can already intuit that something wrong will happen with that dynamic. That part will be explained later in the doc)

Now having taken an advantageous position to observe he's able to see downstairs the conversations that are happening due to the floor being circular grills. He sees Banda, a criminal, approach Matsushita. Banda makes him team up with him by completely psychoanalysing him. Chishiya understands the dynamic quickly and mentally notes the teams and alliances being formed.

Chishiya and Minion Outfit Dude are then approached by Urumi and her growing team- she asks Minion Outfit Dude whether he wants to team up with her group. The Minion Outfit Dude looks over to Chishiya because he's already teamed up with him- Through this Chishiya understands the Minion Outfit Dude is loyal to him and already sees Chishiya as the one calling the shots. Chishiya agrees to join her team because he understands that in a large group it's more difficult to get an incorrect answer about a symbol- but he also understands that large groups can collapse quickly so he goes into this group only as a short term safety net.

Chishiya takes one final scan of all the players and the alliances being formed and takes a mental note of the situation. They all move to their cells as the round concludes and every single player survives having called out their symbol accurately.

[FRI, SPATIAL INTELLIGENCE, FLUID INTELLIGENCE, OBSERVATION, ABDUCTIVE REASONING, INDUCTIVE REASONING, CRITICAL THINKING, STRATEGIC THINKING, STRESS TOLERANCE, COGNITIVE DISCIPLINE, EM, EU, EP, SOCIAL COGNITION, SOCIAL AWARENESS, INFO GATHERING, INFO CONTROL, INTUITION, INSIGHT]

MID-GAME PHASE

Everyone begins to exit their cells and gather around in the center as usual. Matsushita thinks out loud wondering how long it'll go on like this. Banda replies saying that either the jack will start to kill or someone afraid of the jack will start to kill. Chishiya overhears this and replies "exactly" showing how he's been thinking in deeper layers from the start and is either on par with or ahead of the strongest players in this game. This time there's a commotion as a muscular player seems to be beating up a scrawny player since they're refusing to answer to him. Banda manipulates the scrawny player into lying to the muscular player about his symbol, effectively de-escalating the scuffle while also getting 1 player eliminated. The muscular player walks around and the Minion Outfit Dude sees his symbol- he's about to say something but Chishiya quickly stops him making sure things go flow in order to progress the game further otherwise there's a genuine risk of a complete stagnation.



Chishiya and Banda share a look with one another indicating that either one of them or both of them suspect something already. This will be important later on.



As the second round concludes the muscular player ends up being eliminated- most players are visibly shaken by this but Chishiya is indifferent to that and still in analysis- focusing on what's more important.

As rounds go by the distrust in Urumi's group keeps increasing and they slowly but surely eliminate one another leading to an increase in tension and frustration within the group- Chishiya remains unfazed as usual instead making sure to observe the surroundings as well and not being trapped by having a narrow field of vision on what's important.


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He pays attention to the players passing by as well- allowing him to absorb maximum information while being inconspicuous since he's shielded by being in a group so he doesn't stand out.

Urumi's group ends up eliminating one another through a series of distrust, fatigue, out-sourcing and poor judgment. Now the only ones left from that group are Chishiya and The Minion Outfit Dude. The Minion Outfit Dude ends up having an existential crisis due to being idealistic in nature. Chishiya calmly explains how the only thing they can do now is help one another and get through this together- this allows Chishiya to convince The Minion Outfit Dude to tell Chishiya his symbol one last time before The Minion Outfit Dude spirals into depression and ends up killing himself.



Chishiya exits his cell and verifies The Minion Outfit Dude’s status and sees him dead on the floor. He thinks about how The Minion Outfit Dude was too kind for this world. Now with The Minion Outfit Dude eliminated the only other players are Banda, Matsushita, Yaba, Kotoko and Chishiya himself. The other 4 players are paired up with one another. With the current predicament Chishiya is in, his loss is nearly guaranteed- yet all Chishiya has to say to this is- “Looks like i’m screwed” showing how well he compartmentalises and also how he’s already formulated a plan in his head.



[FRI, GAI, FLUID INTELLIGENCE, EM, EU, EP, EF, SOCIAL SKILLS, STRESS TOLERANCE, PERSEVERANCE, COGNITIVE DISCIPLINE, INFO GATHERING, LOGICAL PREDICTION, ABDUCTIVE REASONING, INDUCTIVE REASONING, HOLISTIC THINKING, CRITICAL THINKING, ASSOCIATIVE THINKING, LATERAL THINKING, DIVERGENT THINKING, CONVERGENT THINKING, STRATEGIC THINKING, OBSERVATION, INTUITION, INSIGHT]

FINAL PHASE



The scene of the final round opens with Chishiya sitting in the middle





[FRI, VCI, FLUID INTELLIGENCE, EM, EF, EU, EP, SOCIAL COGNITION, SOCIAL AWARENESS, SOCIAL ENGINEERING, SOCIAL SKILLS, STRESS TOLERANCE, PERSEVERANCE, COGNITIVE DISCIPLINE, SCHEMING STRUCTURE, SCHEMING EFFICIENCY, SCHEMING EFFECTIVNESS, SCHEMING

ADAPTABILITY, SCHEMING INTEGRATION, SCHEMING FORECASTING, INFO GATHERING, TRAP SETTING, LOGICAL PREDICTION, ANTICIPATION, PROBABILITY ASSESSMENT, TACTICAL FLUIDITY, PROFILING, ADAPTIVE RESILIENCE, TRAP EVASION, INFO CONTROL, ACTING SKILLS, MISDIRECTION, BLUFFING, UNPREDICTABILITY, DIRECT MANIPULATION, LOGICAL MANIPULATION, INDIRECT MANIPULATION, INTUITION, INSIGHT, OBSERVATION, PERCEPTION, LATERAL THINKING, HOLISTIC THINKING, ASSOCIATIVE THINKING, CRITICAL THINKING, DIVERGENT THINKING, CONVERGENT THINKING, ABSTRACT THINKING, METACOGNITION, DEDUCTIVE REASONING, INDUCTIVE REASONING, ABDUCTIVE REASONING]

CHISHIYA'S WIN EXPLANATION

We come to know that both Banda and Yaba end up surviving as well with the only casualty being Kotoko. Chishiya explains that he already figured Matsushita was the jack because he teamed up with Banda very quickly with little hesitation- that's not normal in a game like this, so Chishiya figured that there's a strong likelihood that Matsushita is allowing Banda to think he has control over him so he can survive the rounds by using Banda as a way to know his symbol. This hypothesis was later confirmed by Chishiya's observations in the canteen- he noticed how after each round only Matsushita and Kotoko go to the canteen and they always go to the same spot. He then saw that there were 4 coloured snacks where they constantly went and quickly realised the two of them are working in cahoots with one another- he quickly deduced that the four coloured snacks represent the four suits and that each round they both carried the type of snack that represented the other person's suit. So if Red Snack = Diamond and Matsushita's suit was diamond Kotoko would be seen carrying around a Red Snack. Matsushita relayed the information of her suit using the same method. By inferring this Chishiya quickly realised that Kotoko plans to win alongside Matsushita so she's going to betray Yaba. This is why Chishiya was so

sure Matsushita lied, it’s also why he was sure Kotoko ignored her because she thought Chishiya would die, it’s also why Chishiya was waiting in the canteen for them patiently and did not approach them outside. He knew they’d come to the same snack spot to trade symbols later on. Chishiya caught on to this.



Matsushita tries to spin things around and accuse the others of being the Jack- but this accusation is quickly shot down because during the last round Yaba and Banda had made an agreement to work together due to sharing similar ideologies. With this little information Chishiya quickly infers what happened. He tells Matsushita that the only reason he’s alive right now is because they wanted him to be. They plan on torturing Matsushita for information about the Borderlands and also to fuel their amusement. Chishiya watches as the other two walk towards Matsushita to torture him. Chishiya likely survived the last round by asking Yaba what his suit was- The show doesn't depict this moment, but given his position it was the ideal move. As a result of the torture at the end of the 1 hour timer Matsushita ended up not answering

his suit and killed himself because he was afraid of being tortured again. With the Jack Of Hearts eliminated the remaining players had cleared the game successfully. Chishiya casually walks out the prison and watches as the hot air balloon for the jack of hearts explodes and falls down.



Overall Chishiya showcased excellent composure throughout the game and took advantage of his observations through information asymmetry and also capitalised well on openings when they presented themselves.

MY CATEGORIES

A layout of the categories I use for you to understand my point of reference :

FSIQ:

Fluid Reasoning Index :

Visual Spatial Index :

Cognitive Proficiency Index :

General Ability Index :

Memory :

Emotional Intelligence:

Emotional Management :

Emotional Understanding :

Emotional Perception :

Emotional Facilitation :

Emotional Engagement :

Emotional Realisation :

Social Intelligence:

Social Cognition :

Social Awareness :

Social Engineering :

Social Skills :

Social Integration :

Adversity Capacity:

Stress Tolerance :

Mental Fortitude :

Impulse Management :

Perseverance :

Cognitive Discipline :

Sensory:

Intuition :

Insight :

Perception :

Observation :

Thinking:

Lateral Thinking :

Holistic Thinking :

Critical Thinking :

Divergent Thinking :

Convergent Thinking :

Strategic Thinking :

Metacognition :

Reasoning:

Abductive :

Deductive :

Inductive :

Intelligence Concepts:

Fluid :

Crystallised :

Knowledge Application :

Novel Complex Problem Solving :

Scheming:

Structure :

Efficiency :

Effectiveness :

Adaptability :

Integration/Execution :

Versatility :

Forecasting :

Counteraction:

Tactical Fluidity :

Profiling :

Adaptive Resilience (Overcoming Limitations) :

Traps Evasion :

Psychological Warfare :

Field Skills:

Info Gathering :

Trap Setting :

Foresight:

Logical Prediction :

Anticipation :

Probability Assessment :

Deception:

info control :

Fabrication :

Acting Skills :

Misdirection :

Bluffing :

Unpredictability :

Manipulation:

Psychological :

Logical :

Direct :

Indirect :

Emotional :

Thank You for reading!