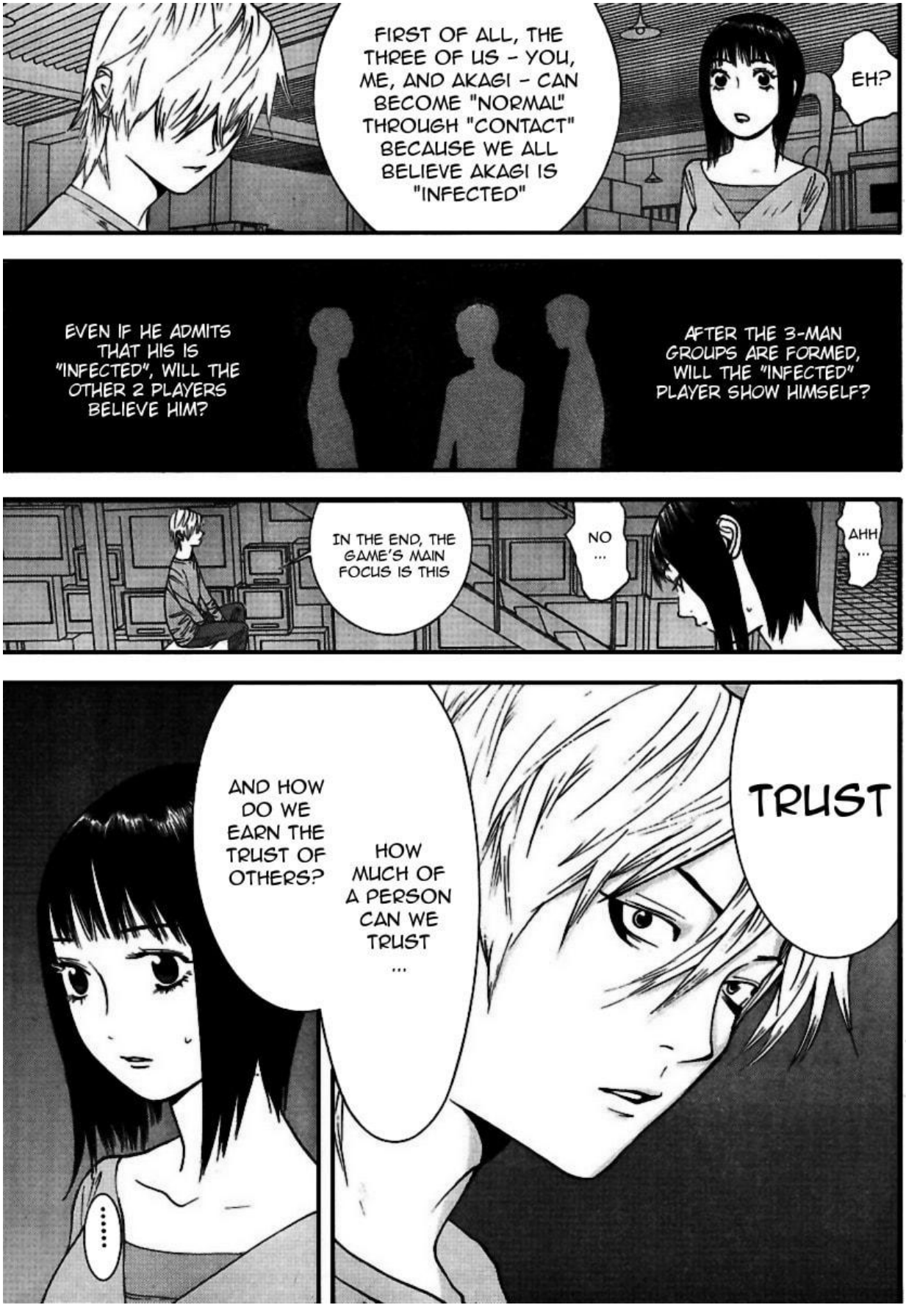
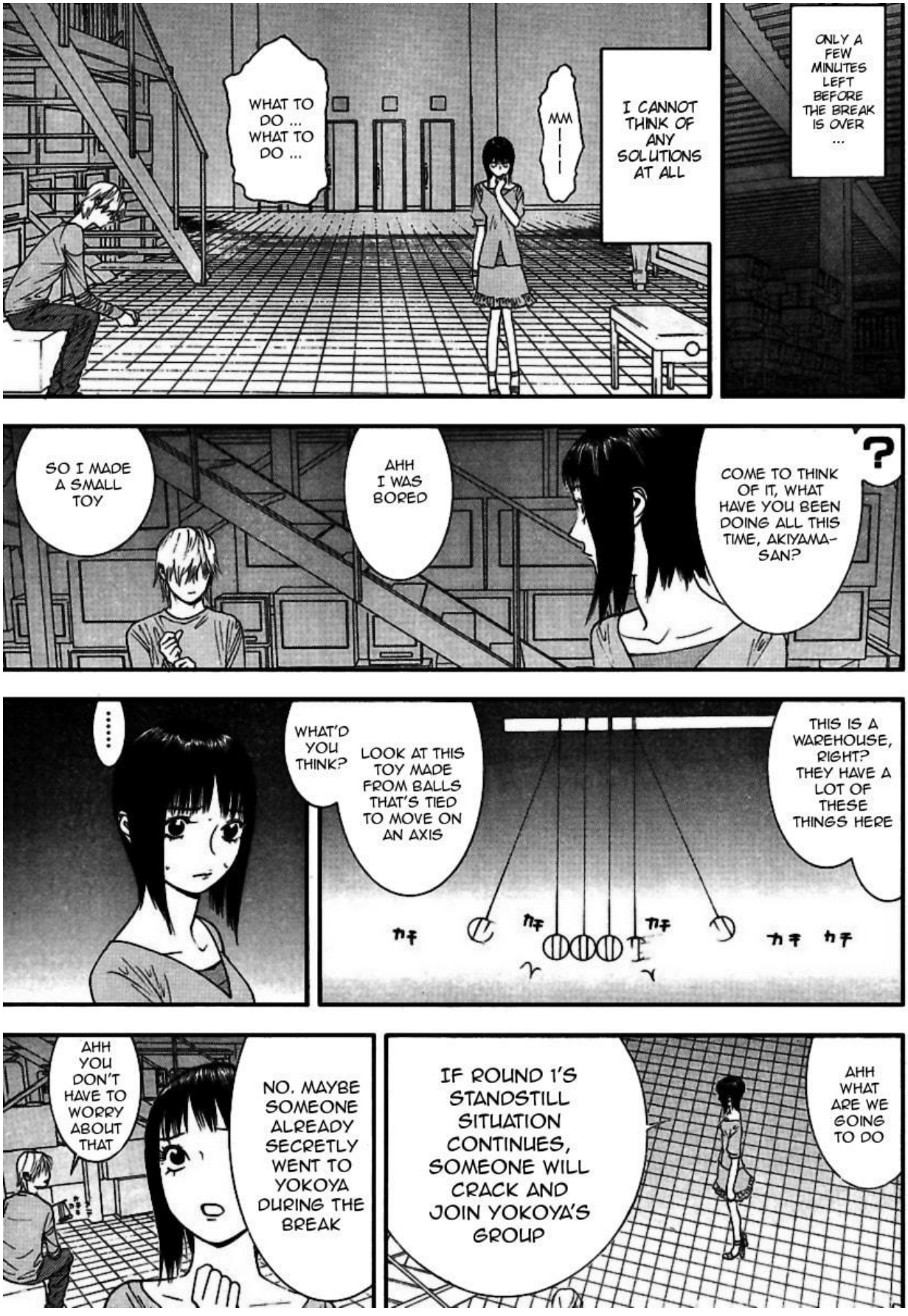
Akiyama circuit deception analysis

Created by ResponseLower49/Mob5850

Here's the relevant images for context.

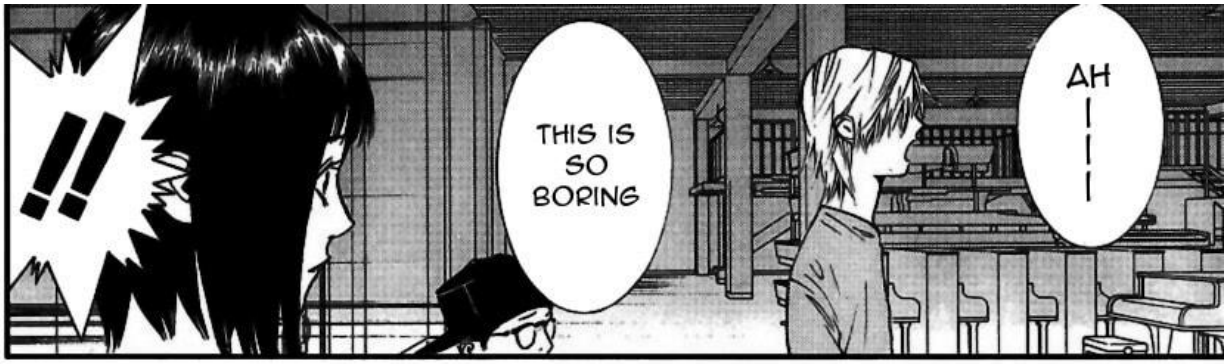

FIRST OF ALL, THE THREE OF US - YOU, ME, AND AKAGI - CAN BECOME "NORMAL" THROUGH "CONTACT" BECAUSE WE ALL BELIEVE AKAGI IS "INFECTED"
EH?
EVEN IF HE ADMITS THAT HIS IS "INFECTED", WILL THE OTHER 2 PLAYERS BELIEVE HIM?
AFTER THE 3-MAN GROUPS ARE FORMED, WILL THE "INFECTED" PLAYER SHOW HIMSELF?
IN THE END, THE GAME'S MAIN FOCUS IS THIS
NO ...
AHH ...
TRUST
HOW MUCH OF A PERSON CAN WE TRUST ...
AND HOW DO WE EARN THE TRUST OF OTHERS?
.....


WHAT TO DO ... WHAT TO DO ...
MM——
I CANNOT THINK OF ANY SOLUTIONS AT ALL
ONLY A FEW MINUTES LEFT BEFORE THE BREAK IS OVER ...
SO I MADE A SMALL TOY
AHH I WAS BORED
COME TO THINK OF IT, WHAT HAVE YOU BEEN DOING ALL THIS TIME, AKIYAMA-SAN?
?
.....
WHAT'D YOU THINK?
LOOK AT THIS TOY MADE FROM BALLS THAT'S TIED TO MOVE ON AN AXIS
THIS IS A WAREHOUSE, RIGHT? THEY HAVE A LOT OF THESE THINGS HERE
AHH YOU DON'T HAVE TO WORRY ABOUT THAT
NO. MAYBE SOMEONE ALREADY SECRETLY WENT TO YOKOYA DURING THE BREAK
IF ROUND 1'S STANDSTILL SITUATION CONTINUES, SOMEONE WILL CRACK AND JOIN YOKOYA'S GROUP
AHH WHAT ARE WE GOING TO DO

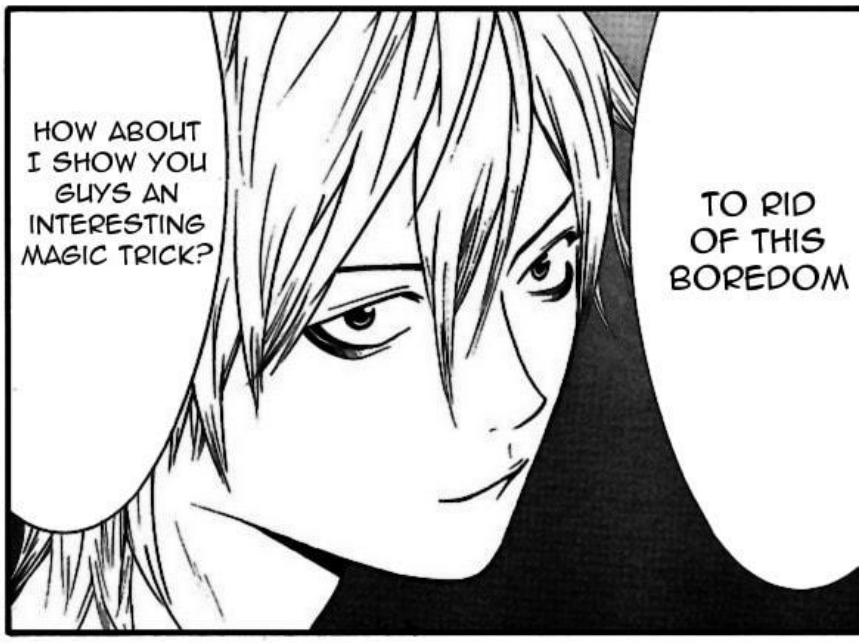

I'M A LITTLE WORRIED
IF HE SEES ANYONE BETRAY US AND JOIN YOKOYA, HE CAN GO AND "CONTACT" WITH YOKOYA FIRST
AKAGI'S ON THE LOOK OUT NEAR YOKOYA'S PLACE
CHECK UP ON AKAGI-SAN
I'LL STILL GO ...
DID ANYONE JOIN YOKOYA'S GROUP?
SO
KANZAKI-SAN
AKAGI-SAN

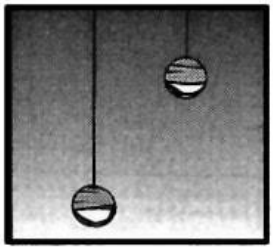

I FOLLOWED AKIYAMA'S DIRECTIONS AND STOOD AROUND YOKOYA'S LOCATION, WHILE PRETENDING TO HAVE AN AGENDA ...
EH?
BUT ... THIS IS TOO CRUEL
... MM ... NONE SO FAR ...
THAT'S GREAT
ALL THE OTHER PLAYERS SUSPECT THAT I AM "INFECTED"
BECAUSE OF THIS
"WOULDN'T IT BE BETTER TO EXCLUDE SOME PLAYERS FROM THE GROUP TO LOWER THE RISK? EVEN IF IT'S A LITTLE?"
I'VE ALREADY HEARD MANY PEOPLE SAY THIS ...
ESPECIALLY SINCE WE'RE AT A STANDSTILL AGAIN
!!
OH NO ...
.....
I'VE BEEN ... EXCLUDED?
... WHICH MEANS ...


REALLY?
EVERYONE IS STARTING TO SUSPECT THAT AKAGI-SAN IS "INFECTED"
?
THE SITUATION ISN'T LOOKING GOOD
AKIYAMA-SAN
THAT'S GREAT
IF YOU KEEP TALKING TO ME, OTHERS WILL THINK WE'RE COLLUDING
SHH!
9...
AKIYAMA-SAN!!
... GREAT
YOU SAID ...
WE GATHERED AT THE SAME PLACE AS WE DID IN ROUND 1
ROUND 2 STARTED
... OH NO ...
WE'RE ALL GOING TO LOSE AT THIS RATE
JUMP
IN THIS AWKWARD ATMOSPHERE, ONLY TIME IS FADING AWAY
ALTHOUGH WE'RE ALL HERE, NO PROGRESS HAS BEEN MADE

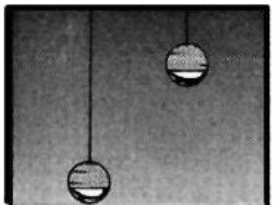

!!
THIS IS SO BORING
AH


MAGIC!! SOUNDS GOOD
AKIYAMA-SAN! WHAT ARE YOU SAYING ...
LET'S SEE IT


HOW ABOUT I SHOW YOU GUYS AN INTERESTING MAGIC TRICK?
TO RID OF THIS BOREDOM








WATCH CLOSE-LY
NOW I WILL ONLY MOVE THE BALL ATTACHED TO THE LONGER STRING


THERE ARE TWO ORDINARY BALLS HERE


ブワン
IT REALLY MOVED!!
OHH!!
OH COME ON, JUST TELL US
THAT'S A SECRET
HA HA
THAT'S AWE-SOME!! HOW DID YOU DO IT!?
?
?
I DIDN'T DO THIS FOR FUN
AH ... ACTUALLY
KU KU ALL RIGHT, THAT WAS FUN



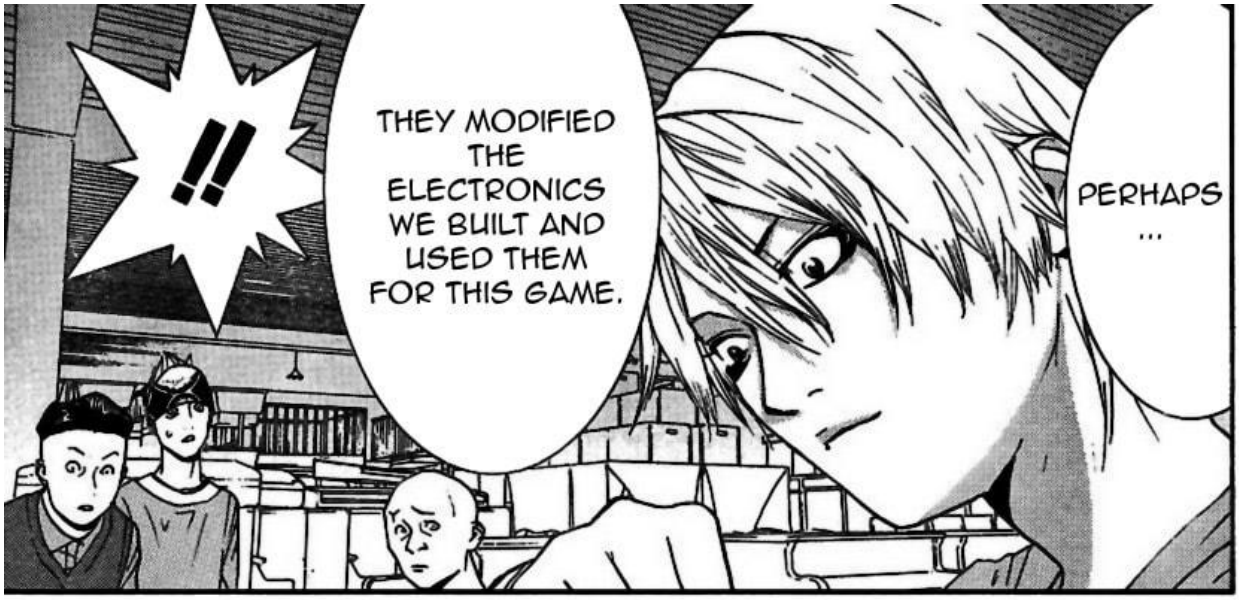




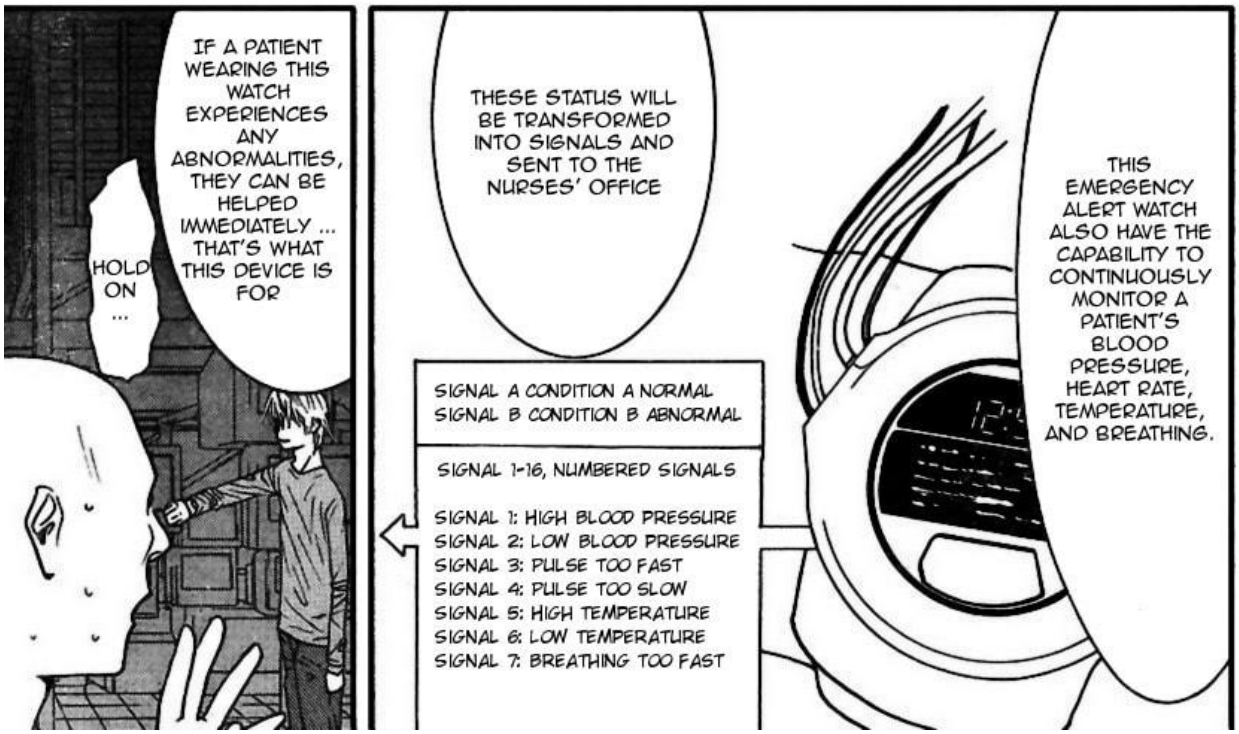
*AKIYAMA'S SURPRISING PLAN EVEN LEFT LGT OFFICERS SPEECHLESS

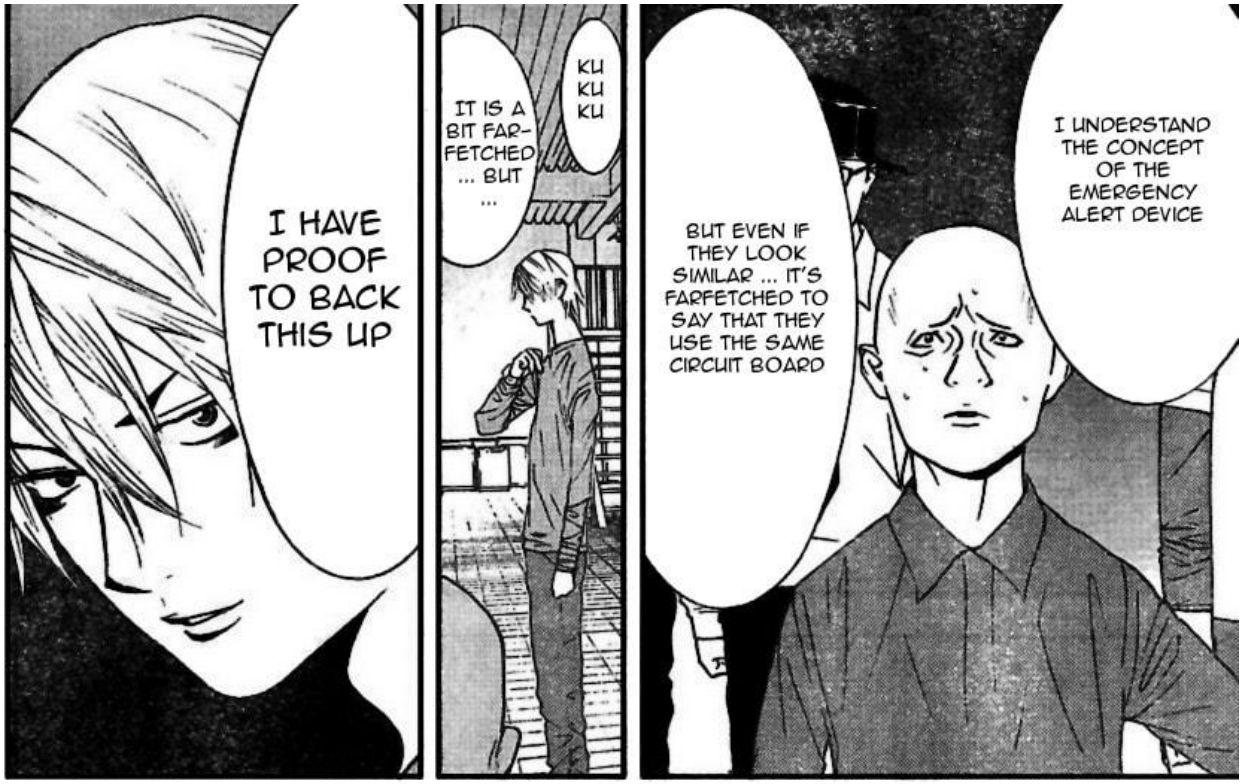


★この作品はフィクションです。実在の人物・団体・事件などには、いっさい関係ありません。


!!
THEY MODIFIED THE ELECTRONICS WE BUILT AND USED THEM FOR THIS GAME.
PERHAPS ...


TO DEAL WITH THOSE SITUATIONS, THEY WILL HAVE THE PATIENT WEAR AN EMERGENCY ALERT WATCH SIMILAR TO THE ONES WE HAVE HERE
IT'S DIFFICULT FOR ELDERLY PATIENTS WHO ARE UNCONSCIOUS TO CONVEY THEIR CONDITIONS TO THE DOCTOR OR NURSE
THE ELECTRONICS I MADE IS INTENDED FOR MEDICAL FACILITIES. IT'S PRIMARILY USED AS AN EMERGENCY ALERT MECHANISM FOR PATIENTS IN CRITICAL CONDITION.


IF A PATIENT WEARING THIS WATCH EXPERIENCES ANY ABNORMALITIES, THEY CAN BE HELPED IMMEDIATELY ... THAT'S WHAT THIS DEVICE IS FOR
HOLD ON ...
THESE STATUS WILL BE TRANSFORMED INTO SIGNALS AND SENT TO THE NURSES' OFFICE
THIS EMERGENCY ALERT WATCH ALSO HAVE THE CAPABILITY TO CONTINUOUSLY MONITOR A PATIENT'S BLOOD PRESSURE, HEART RATE, TEMPERATURE, AND BREATHING.
SIGNAL A CONDITION A NORMAL
SIGNAL B CONDITION B ABNORMAL
SIGNAL 1-16, NUMBERED SIGNALS
SIGNAL 1: HIGH BLOOD PRESSURE
SIGNAL 2: LOW BLOOD PRESSURE
SIGNAL 3: PULSE TOO FAST
SIGNAL 4: PULSE TOO SLOW
SIGNAL 5: HIGH TEMPERATURE
SIGNAL 6: LOW TEMPERATURE
SIGNAL 7: BREATHING TOO FAST





*THERE'S A JOKE HERE, BUT I DON'T UNDERSTAND IT ENOUGH TO TRANSLATE >.<

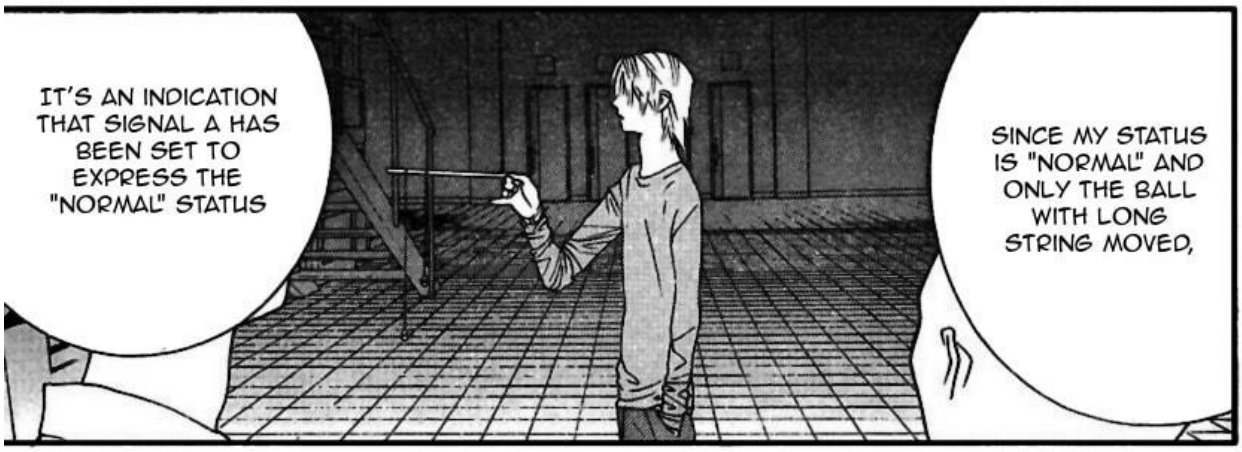





THIS IS A MIRACULOUS ELECTROMAGNETIC WAVE THAT CAN AVOID COLLISION WITH THE WAVES OF OTHER ELECTRIC CIRCUITS
BUT
WHEN CERTAIN REQUIREMENTS ARE MET, IT WILL PRODUCE MECHANICAL EFFECTS
JUMP
MECHANICAL ... EFFECTS?
KU KU KU
TAKE A GOOD LOOK AT THE STRINGS USED IN MY MAGIC TRICK
THESE BALLS ... THE BALL ON THE LONG STRING WILL SWING ONCE PER SECOND, WHILE THE BALL ON THE SHORT STRING WILL SWING ONCE EVERY 0.7 SECONDS. SWING IT ONCE TO ADJUST THE LENGTHS ACCORDINGLY
THIS IS THE BASIC REQUIREMENT FOR USHIRISUKI CIRCUIT'S A, B SIGNALS TO PRODUCE A MECHANICAL EFFECT.
SIMPLY PUT
DON'T ... DON'T UNDERSTAND
THE USHIRIFUKI CIRCUIT'S SPECIAL SIGNALS ARE ACTUALLY PRODUCED BY COMBINING THE LONG WAVE'S CONDITION SIGNAL AND SHORT WAVE'S PERSONAL SIGNAL. THIS COMBINED SIGNAL RESONATES WITH THE VIBRATIONS FROM NEARBY OBJECTS AND SUBSEQUENTLY CREATES THE MECHANICAL EFFECTS.


ACCORDING TO MY PREDICTIONS, IF THIS WATCH REALLY USES THE SAME CIRCUIT BOARD I CREATED, IT WOULD CONTAIN THE USHIRISUKI CIRCUIT
THEN THESE TWO STRINGS SHOULD BE ABLE TO DETECT IT AND START TO MOVE.
...LET US TRY AGAIN
THE RESULTS WILL BE THE SAME AS MY MAGIC TRICK
IT MOVED!!
ONLY THE BALL WITH LONG STRING MOVED!!
HOW'S THAT?
THIS SHOULD BE THE USHIRISUKI CIRCUIT
AND IT'S EVEN THE SAME TYPE OF BOARD AS THE ONES I HAVE BUILT
OHH
AWESOME!!
WHAT!?
THAT WORKS!?


LET ME CHECK
I'M NOT SURE EITHER
BUT THIS WOULD OVERTHROW THE ORIGINAL GAMING CONDITION,"NO ONE CAN IDENTIFY THE STATUS OF OTHER PLAYERS", WHICH IS WHAT MAKES THIS GAME DIFFICULT

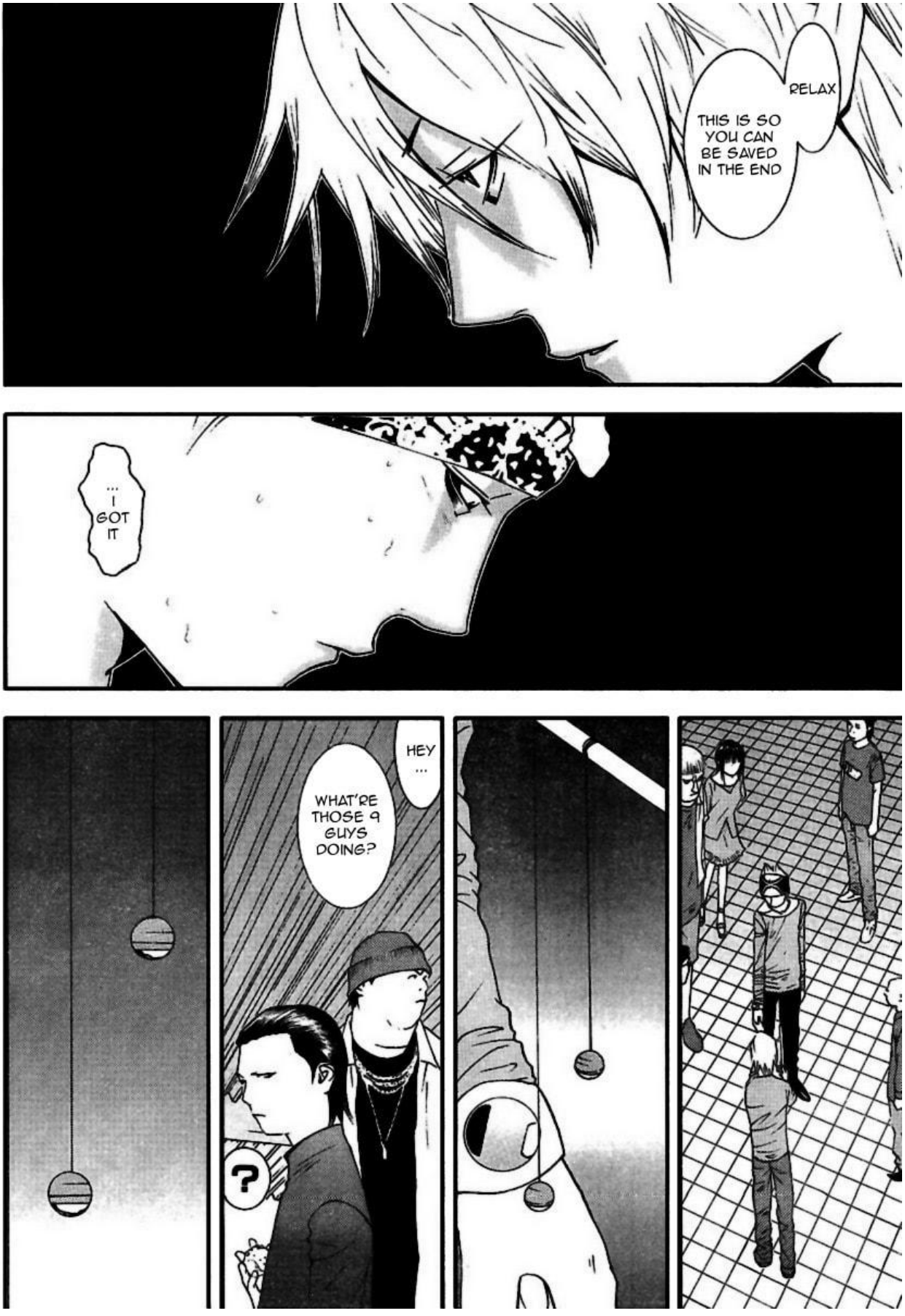

IT'S AN INDICATION THAT SIGNAL A HAS BEEN SET TO EXPRESS THE "NORMAL" STATUS
SINCE MY STATUS IS "NORMAL" AND ONLY THE BALL WITH LONG STRING MOVED,

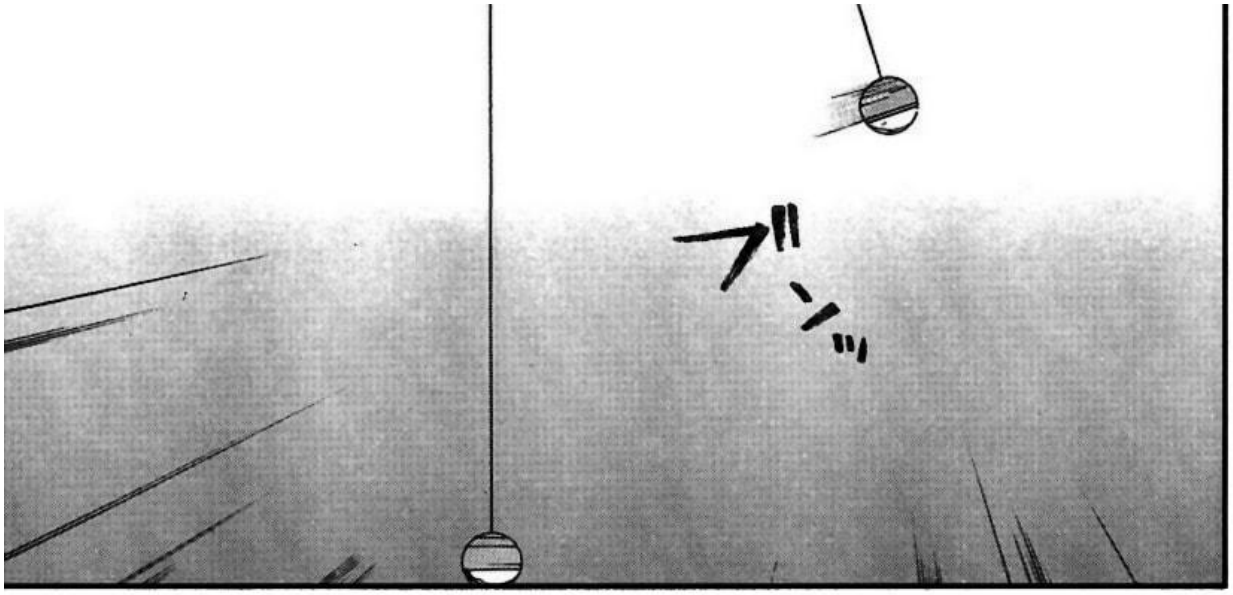

SIGNAL A CONDITION "NORMAL"
SIGNAL B CONDITION "INFECTED"
SIGNAL 1 VACCINE COUNT 1
SIGNAL 2 VACCINE COUNT 2
SIGNAL 3 VACCINE COUNT 3
SIGNAL 4 VACCINE COUNT 4
.....
REPRESENTS THE FOLLOWING CONDITIONS
THIS SHOWS THAT THE REMAINING SIGNALS


AKIYAMA-SAN IS SO AWESOME ...
... SO AWESOME


THE "NORMAL" PLAYERS CAN "CONTACT" AND PRODUCE VACCINES AND THEN USE IT TO HELP THE "INFECTED" PLAYERS
THINGS WILL BECOME MUCH EASIER ONCE WE USE THIS METHOD TO IDENTIFY WHO IS "NORMAL" AND "INFECTED"


!?
THERE'S ONE THING I DON'T APPROVE
HOLD ON A SECOND!!
SIGNAL A COULD BE ... SET AS "INFECTED"
YOUR STATUS IS ACTUALLY "INFECTED"
BUT WHAT IF ...
THE SIGNAL FROM YOUR WATCH WILL ONLY CAUSE THE BALL ON THE LONG STRING TO MOVE ... WE KNOW THAT MUCH
THAT IS POSSIBLE
... RIGHT
AH ...
BUT I HAVE AN IDEA ON HOW TO SOLVE THIS PROBLEM
?
FROM WHAT WE KNOW SO FAR, THERE'S NO REASON TO BELIEVE THAT SIGNAL A IS "NORMAL"
WHAT YOU SAID MAKES SENSE


RELAX
THIS IS SO YOU CAN BE SAVED IN THE END
... I GOT IT
HEY ...
WHAT'RE THOSE 9 GUYS DOING?
?


ブーン


ONLY THE BALL WITH SHORT STRING MOVED THIS TIME
WAH!!


... WHICH MEANS EITHER ME OR HEADBANDS IS AN "INFECTED"


HEADBAND'S WATCH EMITS SIGNAL B
... THIS MEANS ...


... AND NEXT

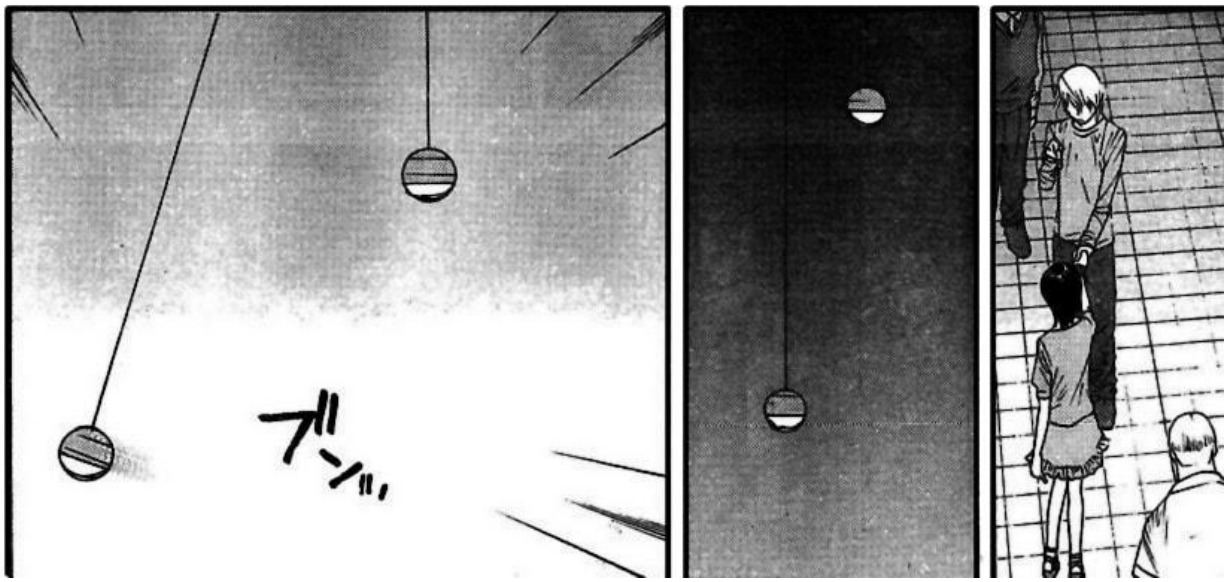

.....
JUMP



*AKIYAMA'S SO PIMP!!

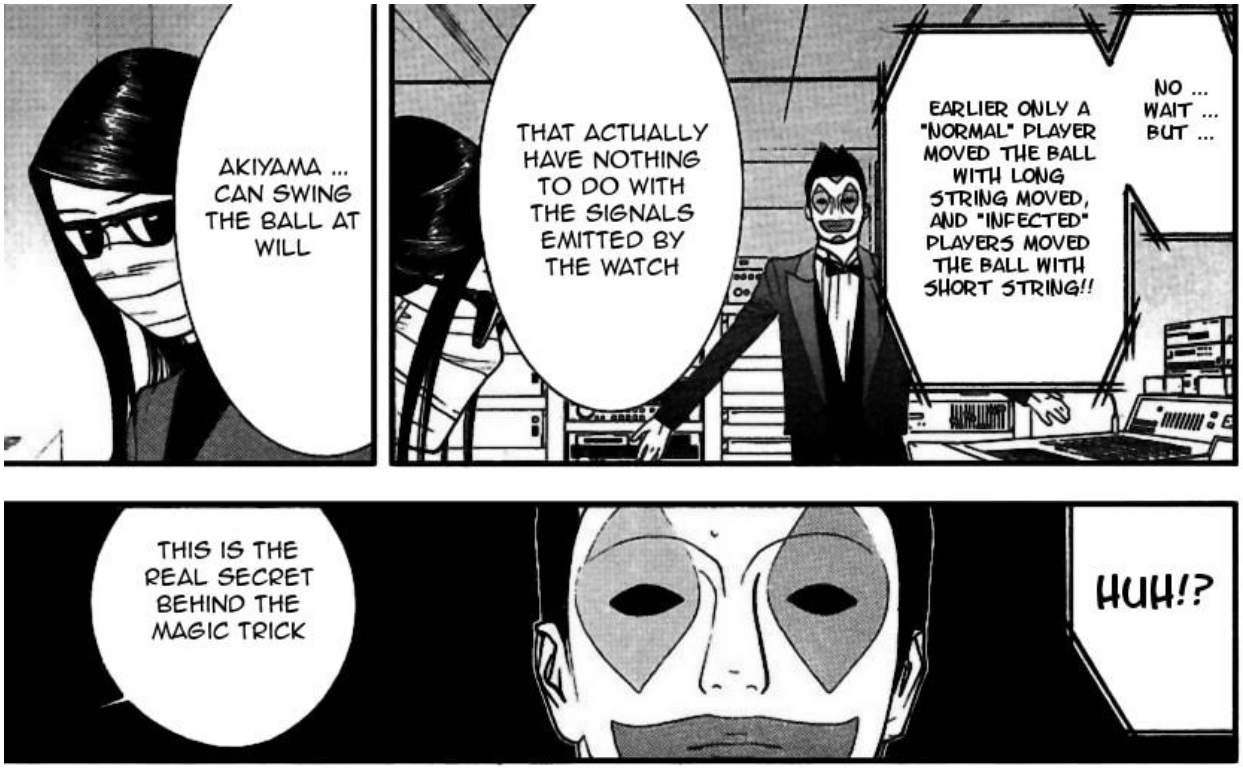


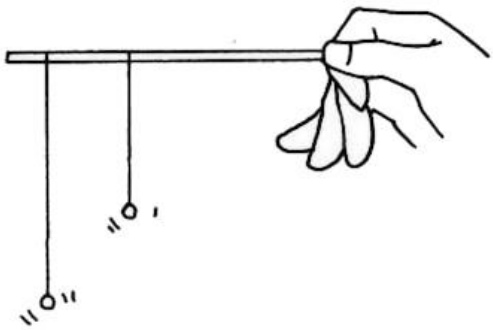





THIS TIME THE BALL WITH LONG STRING MOVED!!
OHH!!
IT PROVES THAT I AM "NORMAL"
IF THE NEXT PERSON MOVES THE BALL WITH LONG STRING THEN
ALL RIGHT JUST NEED ONE MORE
NO
THERE'S NOTHING WRONG ON OUR END
BUT ... TO THINK WE ACTUALLY MADE A MIISTAKE AND ALLOWED THE PLAYERS TO FIND A FOOLPROOF METHOD ... THE PEOPLE AT THE OFFICE IS NOT CAUTIOUS ENOUGH ...
AKIYAMA FOUND THE FOOL-PROOF METHOD!!
OHH~~!! IT'S A FOOLPROOF METHOD!!

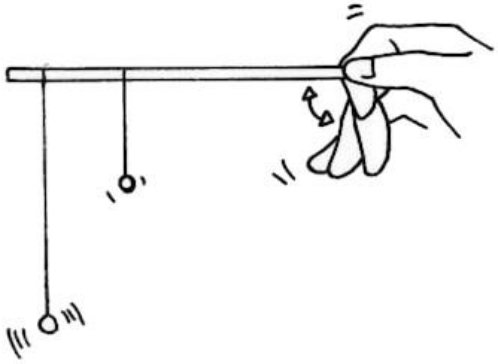

IT'S ALL A
BLUFF
BECAUSE EVERYTHING AKIYAMA SAID WERE
LIES
EH?
THE SIGNAL CIRCUIT IS NOT USHIRISUKI CIRCUIT EITHER
THE WATCH USED IN THE GAME WAS NEVER USED AS AN EMERGENCY ALERT DEVICE FOR MEDICAL PURPOSES
EARLIER, I QUICKLY CHECKED THE SIGNAL DEVICE'S SYSTEM
BASICALLY AKIYAMA MADE EVERYTHING UP
WHAT'S THIS ABOUT!?
WHAT ~~~!?
TAKING A FEW STEPS BACK, USHIRISUKI CIRCUIT DOESN'T EVEN EXIST!



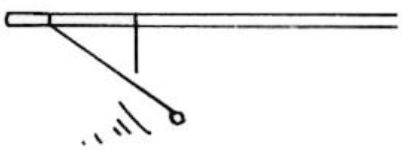


THE MAGIC TRICK THAT ALLOWS ONLY ONE OF THE TWO BALLS TO SWING

① START BY KEEPING BOTH BALL SEEMINGLY STILL ... BUT IN REALITY, THEY ARE BOTH SLIGHLY SWINGING BACK AND FORTH



② A SWINGING BALL'S MOVEMENT CYCLE IS DETERMINED BY THE LENGTH OF ITS STRING. THE CYCLE IS THE SAME REGARDLESS OF HOW WIDE THE SWING IS. TWIST THE STICK AT THE SAME RATE AS THE CYCLE OF THE SWINGING BALL THAT YOU WANT TO MOVE.

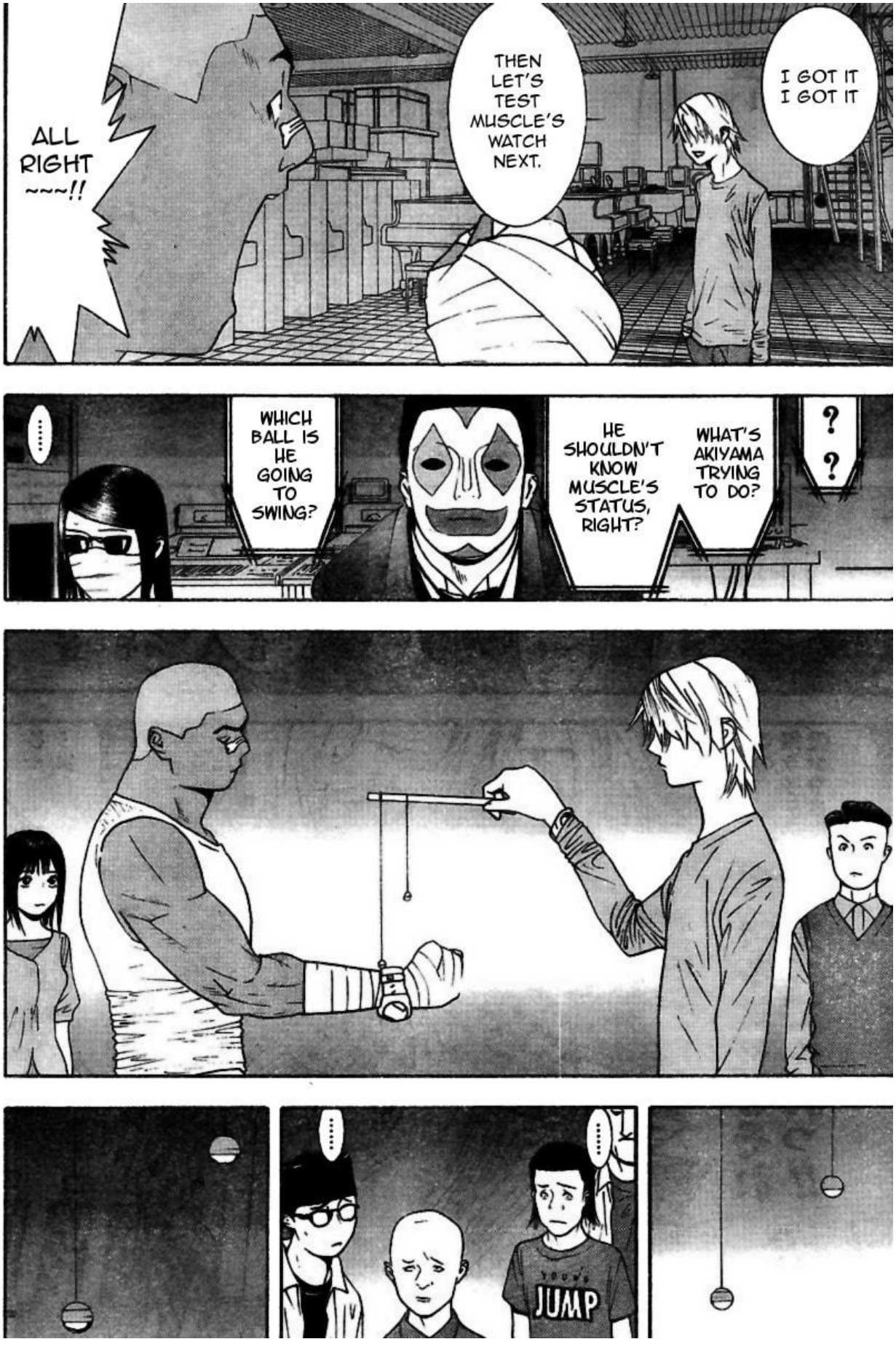


③ THE CYCLE OF THE SWINGING BALL WILL RESONATE WITH THE TWISTING OF THE STICK CAUSING THE SWINGING TO INCREASE IN MAGNITUDE.



★この作品はフィクションです。実在の人物・団体・事件などには、いっさい関係ありません。


IT WILL PROVE THAT "BALL WITH LONG STRING SWINGS" IS EQUIVALENT TO "NORMAL"
IF THE BALL WITH LONG STRING REACTS AGAIN, THAT'LL MAKE THREE ... WHICH MEANS ...
.....
.....
IT'S JUST A MATTER OF TIME BEFORE WE WIN THIS GAME
AS LONG AS WE CAN IDENTIFY WHO IS "NORMAL", THE "NORMAL" PLAYERS CAN FREELY "CONTACT" AND PRODUCE VACCINES
WHO WANTS TO TAKE THE SWINGING BALL TEST?
NOW ... NEXT
PLEASE LET ME TAKE THE TEST!!
ME!! ME!!

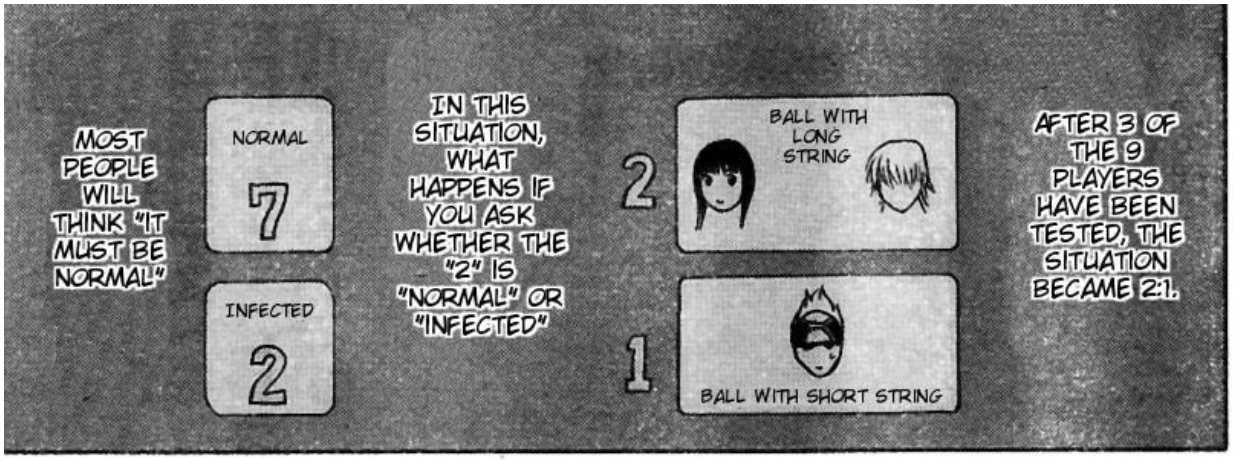

ALL RIGHT ~~~!!
THEN LET'S TEST MUSCLE'S WATCH NEXT.
I GOT IT I GOT IT
.....
WHICH BALL IS HE GOING TO SWING?
HE SHOULDN'T KNOW MUSCLE'S STATUS, RIGHT?
WHAT'S AKIYAMA TRYING TO DO?
? ?
.....
.....
JUMP


ブンッ
THE BALL WITH LONG STRINGS MOVED!!
!!
FOOL-PROOF METHOD ~~!!
THERE'S NO DOUBT ABOUT IT - WE CAN FIND OUT WHO'S "NORMAL"
I'M "NOR-MAL"!!
YUP THAT'S RIGHT
SO YOU'RE "NORMAL"?
WHY DOES AKIYAMA KNOW MUSCLE IS "NORMAL"!?
WOAH!!


NO
AKIYAMA SAID HE'S "NORMAL" BE-CAUSE HE WAS SURE OF IT
BUT THERE'S STILL A 1/6 CHANCE THAT IT WOULD BE "INFECTED"!! HE'S BEING TOO RECKLESS!!
ONLY 1 OF THE 6 PLAYERS IS "INFECTED". IF HE TOOK A GAMBLE, THE CHANCES OF GETTING "NORMAL" IS VERY HIGH
I GOT IT!! HE WAS JUST GUESS-ING
PREPARE A "TRIPLE SETUP"
SINCE HE WAS CAREFUL ENOUGH TO ...
WHEN AKIYAMA HAD AKAGI STAND AROUND YOKOYA'S AREA FOR AN EXTENDED AMOUNT OF TIME
THE FIRST SETUP IS ...
WHAT'S THAT?
TRIPLE SETUP?
THAT WASN'T HIS REAL INTENTION
ALTHOUGH AKIYAMA CLAIMED THE REASON FOR THIS IS TO "WATCH THE 9 PLAYERS WITHIN THE GROUP AND MAKE SURE NO ONE BETRAYS" AND TO "WATCH YOKOYA'S MOVEMENTS"

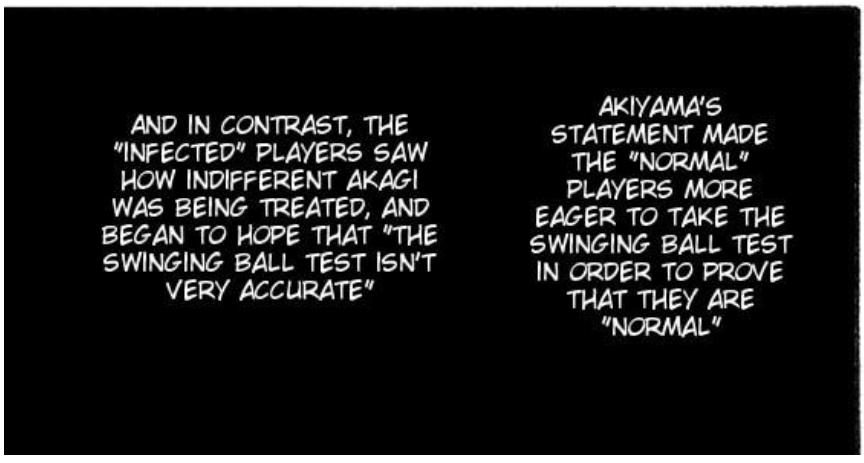

HIS REAL INTENTION IS TO LET OTHER PLAYERS HAVE THAT IDEA
"HEADBAND IS DEFINITELY INFECTED"
BUT THIS IS ACTUALLY A GOOD SIGN FOR AKIYAMA
THAT'S WHY SOME PLAYERS SUGGESTED GETTING RID OF AKAGI AT CRUNCH TIME
AND IN REALITY, THE OTHER PLAYERS DID START TO THINK THAT WAY
?
THIS WAY, THE OTHER PLAYERS WILL HAVE NO OBJECTIONS AND ACCEPT AKIYAMA'S RULE "BALL WITH SHORT STRING = INFECTED"
AKIYAMA MADE THE BALL WITH SHORT STRING MOVE WHEN AKAGI IS TAKING THE SWINGING BALL TEST
BUT SINCE MOST PLAYERS ALREADY SUBCON-SCIOUSLY BELIEVE THAT "AKAGI IS PROBABLY AN INFECTED"
ACCORDING TO AKIYAMA, IF THE BALL WITH SHORT STRING MOVED, THEN IT'S AN INDICATION THAT THE TARGET IS "INFECTED"
BUT JUST LIKE SOMEONE FROM THE GROUP MENTIONED, IT IS ALSO POSSIBLE THAT REACTION TO BALL WITH SHORT STRING INDICATES "NORMAL" AND THAT REACTION TO BALL WITH LONG STRING INDICATES "INFECTED"
AND THE SECOND SETUP ...
THAT'S TRUE


GENERATED THE FOLLOWING RESULTS: "BALL WITH LONG STRING" = 2 PLAYERS "BALL WITH SHORT STRING" = 1 PLAYER
ALTHOUGH IT'S SOMEWHAT OF A STRETCH, BUT THROUGH AKIYAMA, AKAGI, AND KANZAKI, THE SWINGING BALL TEST
LET'S PLAY A GAME OF HEADS OR TAILS
WELL... FOR EXAM-PLE ....
NO ...
IT'S A PSYCHO-LOGICAL TERM
HAVE YOU EVER HEARD OF "GAMBLER'S FALLACY"?
WHAT ABOUT IT?
?
IT'S IMPOSSIBLE FOR HEADS TO SHOW UP 11 TIMES IN A ROW
OF COURSE TAILS
WHICH SIDE WOULD YOU BET ON FOR THE 11TH ROUND?
AND ASSUME THE FIRST 10 ROUNDS ALL END UP AS HEADS
WHEN 2 OF THE 9 PLAYERS ARE "INFECTED", WHICH MEANS THE RATIO OF "NORMAL" TO "INFECTED" IS 7:2
NORMAL
INFE-CTED
7
2
THAT'S ALSO THE CASE HERE
WHEN FACED WITH SITUATIONS THAT RELIES ON INSTINCTS, PEOPLE OFTEN MAKE INCORRECT JUDGE-MENTS
AH
THE CHANCES OF THE 11TH ROUND IS INDEPENDENT OF THE 10 ROUNDS OF HEADS. THE CHANCES FOR TAILS ON THE NEXT ROUND IS STILL 50%
AND THAT'S "GAMBLER'S FALLACY"


MOST PEOPLE WILL THINK "IT MUST BE NORMAL"
NORMAL
7
INFECTED
2
IN THIS SITUATION, WHAT HAPPENS IF YOU ASK WHETHER THE "2" IS "NORMAL" OR "INFECTED"
2
BALL WITH LONG STRING
1
BALL WITH SHORT STRING
AFTER 3 OF THE 9 PLAYERS HAVE BEEN TESTED, THE SITUATION BECAME 2:1.

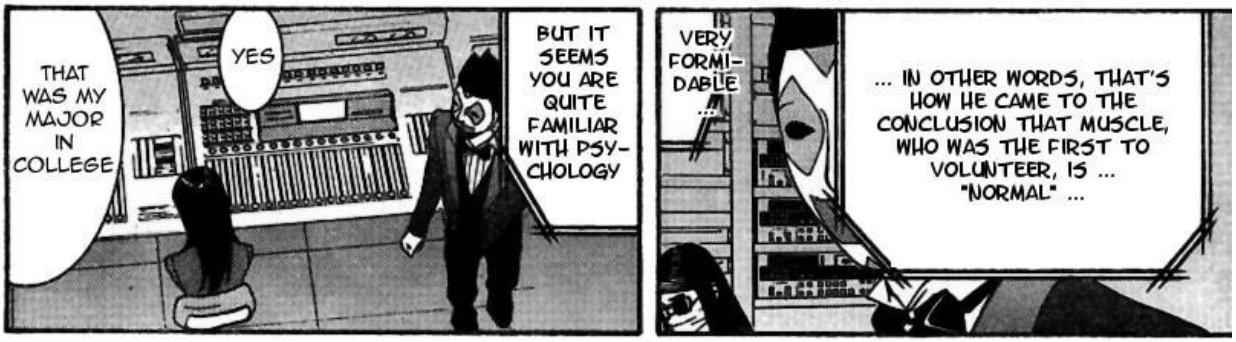

BUT EVEN WITH A 2:1 RATIO, AKIYAMA HAS ALREADY FULLY GAINED THE OTHER PLAYERS' TRUST
BUT IN REALITY, THEY NEED TO ACHIEVE A 3:1 OR 3:2 RATIO BEFORE AKIYAMA'S THEORY CAN BE PROVEN
RIGHT ...

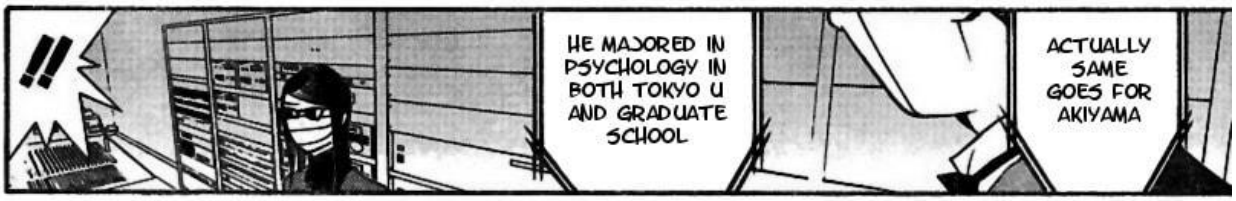

AS LONG AS WE CAN IDENTIFY WHO IS "NORMAL", THE "NORMAL" PLAYERS CAN FREELY "CONTACT" AND PRODUCE VACCINES
AND THE FINAL SETUP ... IS AKIYAMA'S STATEMENT


AND IN CONTRAST, THE "INFECTED" PLAYERS SAW HOW INDIFFERENT AKAGI WAS BEING TREATED, AND BEGAN TO HOPE THAT "THE SWINGING BALL TEST ISN'T VERY ACCURATE"
AKIYAMA'S STATEMENT MADE THE "NORMAL" PLAYERS MORE EAGER TO TAKE THE SWINGING BALL TEST IN ORDER TO PROVE THAT THEY ARE "NORMAL"


AND THAT'S THE CRUCIAL PART
AT THAT MOMENT, AKIYAMA DID NOT MENTION ANYTHING ABOUT WHAT WILL HAPPEN TO AKAGI









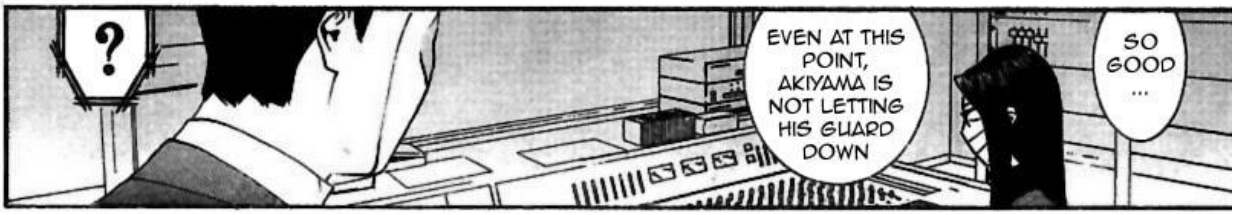
*HOST FOR 2ND, 3RD, AND REVIVAL ROUND

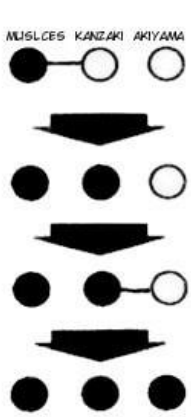



!!
TO PROVE THAT THE THREE OF US ARE "NORMAL", LET'S ACTUALLY "CONTACT"
SO
JUMP
ヒカ…
EH? START WITH ME?
LET'S "CON-TACT"
……
THOSE GUYS STARTED TO "CONTACT"!!
!!
ヒカ…
ヒカ…
バタン
OK
GO TO THE EXAMINATION ROOM AND CHECK YOUR STATUS

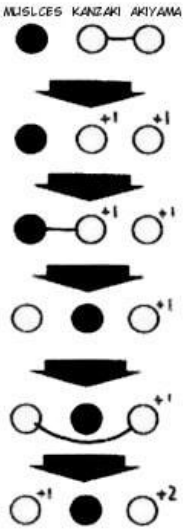








BUT IF THE ORDER OF "CONTACT" STARTS WITH KANZAKI WITH MUSCLE OR AKIYAMA WITH MUSCLE, THEN THE VIRUS WILL SPREAD



THIS WAY, EVEN IF MUSCLE IS ACTUALLY "INFECTED", THE VIRUS WILL NOT SPREAD, AND HE CAN BE SURE THAT THE REMAINING PLAYERS ARE "NORMAL"

THE "CONTACT" EARLIER ... AKIYAMA FIRST PAIRED HIMSELF WITH KANZAKI, THEN KANZAKI WITH MUSCLE, THEN HIMSELF WITH MUSCLE, IN THAT ORDER. AFTER WHICH HE TOLD KANZAKI TO CHECK HER STATUS


I'M ALSO "NORMAL+2"!!
HOO-RAY!!
I SEE ...
AKIYAMA DIDN'T EVEN LEAVE A WEAK POINT AT THE SMALLEST AREAS
LET'S USE THIS METHOD TO FIND "NORMAL" PLAYERS
AND THEN "NORMAL" PLAYERS CAN PRODUCE VACCINES
EH
AKI-YAMA-SAN ...
WHAT ABOUT AKAGI-SAN ...?
.....
LET'S JUST WORRY ABOUT CREATING VAC-CINES FIRST
IF VACCINE COUNT INCREASES, THE "INFECTED" WILL BE SAVED IN THE END
AH ...
AKIYAMA-SAN IS BEING SO COLD ...
AND NEXT ...
LET ME!!


I GOT IT I GOT IT DON'T HAVE TO RUSH
PLEASE LET ME TAKE THE SWINGING BALL TEST!!
LET ME GO NEXT!!
DELIBERATELY GAVE AKAGI THE COLD SHOULDER
AKIYAMA ADDED MORE PRESSURE JUST NOW
AHH
THE OTHER "INFECTED" WILL BE EVEN MORE UNWILLING TO EXPOSE HIMSELF
WITH THAT


IT'S THE BALL WITH LONG STRING THAT SWUNG AGAIN!!
AHH!!
AH
THE GAME'S DECIDED
COME ON!! LET'S "CONTACT"!!
OK OK
ALL RIGHT!! SO THIS PROVES THAT I'M "NORMAL"


IT'S CLEAR THAT AKIYAMA'S GROUP WON
WITH THIS


ピカ
ゼカ
ピカ


NORMAL
正常+3
ノーマル

Psychological methods and manipulation

Priming

Priming is the phenomenon where exposure to one stimulus influences the response to a subsequent related stimulus, typically without the person's awareness. Akiyama deploys priming during the first layer of his "triple setup."

By having Akagi spend an extended period physically positioned near Yokoya's faction area, Akiyama exposes all other players to a sustained visual stimulus of Akagi near the stairs that lead to Yokoya's group which associates Akagi with being infected due to what Akiyama said earlier about the infected being the most likely to take Yokoya's offer first. Even though the positioning is framed as surveillance ("in case someone defects"), the physical proximity creates an associative link in observers' minds between that player and the infected role, and since joining Yokoya is associated with the "Infected" role through prior game behavior, this association chain produces a subconscious conclusion: "that player is probably Infected."

The power of this priming is its subconscious nature. They form the belief themselves from environmental exposure, which makes it feel like their own authentic reasoning rather than an implanted conclusion. This maps precisely to psychological research on priming, where environmental stimuli alter the cognitive accessibility of associated concepts and influence judgment without conscious detection.

Confirmation Bias

Confirmation bias is the tendency to search for, interpret, and recall information in a way that confirms pre-existing beliefs. This is exploited at two levels simultaneously during this scheme.

Level One: The priming described above creates a pre-existing belief that the suspected Infected player is indeed Infected. When the pendulum test is applied and the "Infected signal" ball appears to respond, players do not question this result. It confirms what they already subconsciously believed. The threshold for accepting a confirming result is substantially lower than the threshold for accepting a disconfirming one.

Level Two: The broader framing of the test as a scientific, third-party system creates a secondary confirmation bias trap. People are predisposed to seek confirmation that the system works as described, rather than to seek disconfirming evidence that the whole framework is a fabrication. The authority framing (which I'll explain later) raises the bar required to reject confirming evidence even further.

The Gambler's Fallacy

The Gambler's Fallacy is the mistaken belief that past random events affect the probability of future independent events, or that sample distributions should immediately mirror population distributions and this is exploited in the second layer of the triple setup.

After three players are tested, the results show 2 "long string" (Normal) and 1 "short string" (Infected). Given the known base rate (10 Normal, 2 Infected among 12 players), any statistically aware observer would recognize that a 2:1 sample from a 10:2 population is entirely consistent with the base rate and does not confirm or disconfirm the test mechanism. But Akiyama abuses that people in high-stress, information-starved situations do not apply statistical reasoning. They use intuition. And intuition says that 2 out of 3 are Normal, which "matches" the group composition "well enough" that the distribution feels right.

The belief that the test works is not logically established but it is felt through the Gambler's Fallacy's inverse: "the ratios are working out as they should, therefore the mechanism must be valid." This exploits the human tendency to treat small samples as if they were representative of the population, a well-documented cognitive error.

Revealed Preference

Revealed preference is the economic principle that people's true preferences are revealed by their choices under conditions of free selection and is the structural backbone of the pendulum test scheme.

The critical insight is that "Normal" and "Infected" players face asymmetrically opposed incentives regarding the test:

• A "Normal" player who takes the test and is confirmed Normal gains social credibility and the right to freely "Contact" others which is a high-value outcome with no downside (they know they're Normal, so they know they'll pass).

• A "Infected" player who takes the test risks exposure and as a result their Infected status would lead to social exclusion. The downside far outweighs the potential upside.

Therefore, in an environment where test participation is voluntary, players who step forward eagerly are overwhelmingly likely to be "Normal". The self-selection process generates information about player status without requiring anyone to directly reveal themselves. The test's outcome is secondary, while the behavioral observation of who volunteers is the primary signal.

Authority Construction and False Expertise

The entire pendulum trick depends on perceived authority. Akiyama constructs this through several real influence techniques:

Technical Language Flooding: By referencing circuit boards, electromagnetic waves, numbered signal codes, and naming a fictional "Ushirisuki Circuit" supposedly designed by an MIT professor, Akiyama floods the audience with technical specificity. Research on authority psychology shows that technical specificity functions as a credibility signal and that people interpret detailed technical knowledge as evidence of genuine expertise, regardless of whether the details are verifiable.

Backstory Credibility: He provides a plausible personal history ("I held a job where I fixed circuit boards") that functions as a professional credential without being one. This answers "why would he know this?" before the question is even asked and is a pre-emptive credibility move that closes off skeptical inquiry before it begins.

Demonstrated Effect as Anchor: The pendulum demonstration works visually and physically. Akiyama shows the "magic trick" in an apparently controlled, repeatable way. The physical reality of the swinging ball anchors the entire framework into something observable and making the false explanation (watch-signal activation) much harder to reject because the effect itself is undeniably real.

Pre-suasion

Pre-suasion is the practice of creating the ideal cognitive and attentional conditions for a persuasive message before delivering it and is the main contributor of Akiyama's entire scheme.

Before asking anyone to take the pendulum test, Akiyama has already:
1. Primed the group to believe that Akagi is likely Infected (Setup 1 of the triple scheme)
2. Demonstrated the "magic trick" in a non-threatening context (to see if anybody recognizes the trick and once he got confirmation that they didn't, he went on with his Con)

3. Established himself as someone capable of surprising technical knowledge

4. Planted the perceptual equivalence "one ball moving differently = something meaningful"

By the time he announces the test, the audience is already cognitively prepared to accept it. The persuasion had already occurred before the message was delivered. This is pre-suasion. Channel people's attention, prime the relevant associations, and the subsequent message meets far less cognitive resistance.

Social Proof and Cascading

When "Normal" players eagerly volunteer for and pass the pendulum test, their enthusiasm and confirmed results function as social proof for the test's legitimacy. The first volunteer who returns confirmed "Normal" proves the system appears to work and this cascade of confirmation makes subsequent testers even more confident, while making reluctant potential testers less conspicuous in their hesitation.

Cognitive Load Exploitation

Throughout the arc, Akiyama operates in an environment where his targets make decisions under high cognitive load: time pressure, identity uncertainty, fear of loss, social pressure, and information overload. Research on judgment under uncertainty consistently shows that cognitive load increases reliance on heuristics and reduces analytical thinking.

Akiyama does not attempt to reduce cognitive load for his targets as he increases it by specifically flooding them with technical information (the circuit board explanation, the numbered signal codes) while they are already under stress due to the Stalemate that's caused stagnation and the time that keeps decreasing. The result is that players lack sufficient cognitive resources to critically evaluate the framework being presented. They pattern-match ("this sounds like it's based on real science") rather than analyze ("is this actually real science?"). The technical jargon is there to overwhelm analytical faculties.

There's more stuff to talk about in this section like his distance/giving Akagi the cold shoulder during the circuit performance as a deterrent stopping the other infected to come forward but I'll probably save that stuff for another post. I decided to make a little short one due to my interest in this part of the scheme and due to other reasons (if you know, you know). Hopefully this post gets some love as I once again looked into actual concepts that connected with what was happening and if anybody has seen my last post on Toua, then you'd notice that priming and cognitive load has come up once again. As always I hope some of y'all enjoyed this or found it interesting. These types of posts don't usually get a lot of attention compared to meme posts.

Psychological manipulation, indirect manipulation, direct manipulation, logical manipulation, social understanding, integration, influence building, social engineering