Yuuichi's All bet doc.

Made by Samuel Alistair



Orange:- Game rules.
Red:- Overlooked feats.
Green:- Strategy.
Blue:Plan.
Purple: Doubts (and their answers).
Dark yellow: Strategy evaluation.

Yuuichi has been severely underrated in strategy because of many misconceptions about his All bet strategy. By making this doc I hope to spread awareness about his true outsmarting capabilities. Please read the entire doc thoroughly before scaling Yuuichi as this doc goes over many overlooked feats of Yuuichi in All bet arc and rebunks the All bet strategy in detail.

All bet game:-

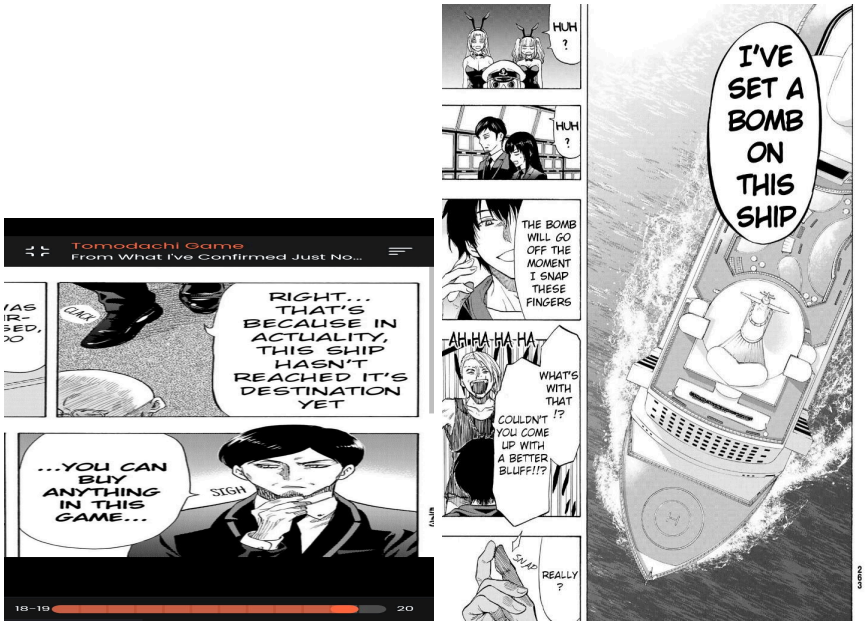
Rule 1:- All bets is a game where teams gamble against each other by “selling”their team members to get money for gambling.

Rule 2:- Players will have to first go through the process of “Human assessment” where the monetary values of each player will be given according to how much debts They are capable of paying.

Rule 3:- The game itself takes on a SS cruise ship and the game ends when the ship reaches its destination.

Rule 4:-Each group will decide which player from their group should be sold. The sold players cannot participate in gambling and will be kept in a separate area until the game ends.

Rule 5 (hidden rule):- Anything can be bought. This is confirmed by Maria,Yuuichi and another game administrator and has lots of evidence supporting it with players being able to buy camera footage, buying for the lights to go out for at the click of a finger and even buying game administrators.





Rule 6:- After the game ends/the ship reaches its destination. All players will have to pay a 10 million yen boarding fee. If they fail to pay it will result in a penalty of 100 million.

Rule 7:- No violence is allowed, except in a gambling game if the game requires for there be violence in order to be played and if both sides agree (confirmed by canon events).

Rule 8:- Before the game ends players can buy back the Players of their group.

1)Formulation and Intentional loss feat:- As the game rules were being explained, Yuuichi, as soon as he realized that his monetary value was 0 yen,was able to formulate an entire strategy that is the winning order gamble,minimum gambling rules, Maria and intentional loss tactics of the strategy. Then he decided to lose badly on purpose. **Where is the proof of this?** Well first of all if he really wanted to win seriously he could have used the same tactics the which Kei used in order to win which would be extremely easy for him to figure out and second of all, Yuuichi was able to perceive Kamishiro who was able to perceive and know that Kamishiro has a better card than Kei and stopped him.The players behind Kamishiro were far away and appeared to have their eyes closed and have rarely showed any changes in expressions. It will be even easier to perceive others and play his own cards right. **“But he stated himself that he is bad at gambling and there's a thing called extreme luck”** the fact still remains that he could have used the same tactic as Kei and Yuuichi said he is bad at gambling as in the fact that he didn't have any experience with gambling and had bad Intuition but the

game they were playing actually depended on perception and Yuuichi never said he is bad at perception. It's just that the stakes were high and Yuuichi did not want to lose too much money and thus he stopped Kei.

2)Cooperation plan prediction feat:- Yuuichi while Kei was gambling in the first match was making a psychological profile of every team leader and he was able to perceive or anticipate three things:-

1) Kaito's overwhelming confidence even though he wasn't good at gambling himself. So he might have a player in their team that is extremely good at gambling.

2) Yuuichi predicted the entire plan of Kamishiro and Mishima with three premises,that were

P1: Both Kamishiro and Mishima want to get rid of Kei as soon as possible.

P2: They were able to perceive and realize that Kokorogi is easy to manipulate. And also the fact that she likes me.

P3: Anything can be bought.

With these premises he was able to foresee the entire plan of Kaito and Mishima and take his psychoanalysis of Kokorogi into account to predict the following things.

1)> Kamishiro and Mishima will cooperate for the plan. That is to get Kokorogi.

2)>As Kamishiro is a cult leader he could show many types of miracles to try to gain the trust of Kokorogi.

3)>Kei will intervene to try to stop it.

4)>Kamishiro will offer them an alliance and “help” them by getting some food by winning a gamble with Mishima.

5)>Mishima will intentionally lose.

6)> Kamishiro will try to further try to gain trust by buying personal information about Yuuichi from the game administrators like Maria and Tsumugi in secret.

7)> Then he will tell Kokorogi to say some lines about Yuuichi's past and see his reaction. (Yuuichi was just acting except maybe the tears).

Then why did he tell Kokorogi to not contact Kamishiro again? Well he just wanted to act like that in front of Kei. He actually wanted to let Kokorogi be manipulated until after the gamble of Mishima and Kei for the sake of his strategy. He wanted the strategy to succeed for the sake of his friends and to have a higher chance of surviving the later games. So there are no contradictions here.

8)> Mishima will then do his part of the plan,that is first buying the camera of the place they will be executing their plan so whether violence is allowed or not does not affect their plan. baiting Kei with the help of the women in his team by beating the women close to Kei first. Causing him to fight to defend the women except the women will then stab Kei causing him to pass out.

9)> When Kei wakes up he will realize the entire plan of Kokorogi and Mishima and try to gamble with Mishima to get Kokorogi back.

10)> Mishima will propose a game that requires violence so as to take advantage of Kei's physical condition. Causing even more bloodshed. Mishima would have also sold the injured woman.

11)>Kei will still be able to win the gamble.

Then Yuuichi can take advantage of this by introducing the minimum gambling rules tactic.

Clarification:- I will have to clarify when remaking the all bet doc (though I still wanted to mention this here cause someone already asked about this) but **it's not necessarily this long actually,like I said even the all bet doc is not precise in some parts**

It doesn't really matter much for the main feats or strategy itself. Though.

The basic foresight feat is just the first three points

Yuuichi won't need to figure out the exact tactics they will use for it of course.

Kamishiro will try to prey on Kokorogi and try to deceive Kei,since Kei will intervene and cause them to assume Yuuichi was dumb from the test game earlier. ← that's the basic forseight here.

And that he will likely take the help of Mishima
(since Kaito,the other one, doesn't need to engage in any of this as he is already top 1 and he has Satone --> Keep in mind Yuuichi was likely already gaining info on players using the game rules and loopholes like "anything can be bought" btw)

The exact method itself he won't have predicted and he doesn't need to. Just the idea that they will try itself

3. Reason for Betting on Kaito>Kamishiro>Mishima>Yuuichi. Instead of Kaito>Mishima>Kamishiro>Yuuichi:- After the first match between all the team leaders,right after Yuuichi executed his second tactic to make sure that Kokorogi would get manipulated. Yuuichi went to buy some information from the game administrators like Maria and Tsumugi. The information he bought were:-

1.Personal information about Satone. (Yuuichi did this to confirm his suspicion).

2. Information about when the ship will reach its destination. **No, Yuuichi asking “when will the ship reach its destination?” Is not a contradiction. Manubu did not straight up ask Yuuichi ``what do you mean? Didn't you buy it before " so that he does not disturb his mindgames. Similar to how Manabu lied when Yuuichi blackmailed Mishima. (I mean why would Yuuichi enter the place with a knife otherwise? And then the Lights going out at the click of his fingers is just too much to be a coincidence).**

And some time after that.

3. Information about the monetary value of the women in Kamishiro's team and one in Mishima's team. (If game administrators and camera footage can be bought. This information can also be bought).

Why not buy the Monetary information of both Women in Mishima's team and also Shinji? Because Yuuichi was able to notice how one woman was always beside Mishima and how she looked better than the other three women. Additionally Yuuichi might have noticed how Mishima was treating the other woman way better and with way more respect and both calling each other by their first names offscreen. Yuuichi with this

information deduced that She is very close to Mishima and Mishima wouldn't sell her no matter the situation. Once Yuuichi realized that selling the woman would give Kamishiro enough money,he knew that Kamishiro would not sell Shibe. ***(Kamishiro would have eventually sold the woman,he waited until the match with Satone so as to prepare for the situation that Yuuichi loses against Satone and Yuuichi intentionally went to ask Kamishiro for this exact reason).***

3. Information about when the ship will reach its destination.

With all of this information. Yuuichi was able to formulate an entire plan with the aim of getting to gamble with Satone.

“But it does not rebunk his anti feat at all” it does**,** Yuuichi's thinking process went like this:-

1)> Mishima will not accept for me to play in his place so I will have to blackmail him.

2)>That would result in a gamble between Mishima and Satone. Which Satone will easily win.

3)>Mishima will lose, he will desperately try to win until he has no money left.

4)>In order to make Kaito believe that I am a worthy opponent for Satone. I am gonna intentionally lose 3 three times then make a grand comeback with a 500 million yen gamble. (Yuuichi planned to lose 10 million yen in the first two rounds,and then 100 million yen. So he could then have 10+200+40=250 million yen and borrow the other 250 million from Kaito.)

5)> If I am planning this far,might as well buy information about the monetary value of the players in their group so as to place a bet with a 100% chance of happening as long as everything is executed perfectly.

Yuuichi had planned everything which includes a Plan B prepared for the possibility that Kokorogi is manipulated completely. (This will be explained in detail in the All bet plan part).

But what if Kamishiro had spent some money on food before his match with Yuuichi?

All the food was sold out on the first day and was bought by all the other groups except Yuuichi's group. We know that Kamishiro had food too as Yuuichi said that the food which Kokorogi "won" in her gamble with Mishima was enough for them to survive on for many days. That means Kamishiro must have given a share of his own food to Mishima beforehand.

"But this is still a mere theory"
Yuuichi himself has stated that anything can be bought. You think he is gonna waste more than two days worth of time not even trying to make use of this information? Not even trying to control all the gambles from the shadows to make sure that everything goes right for him? Of Course not. The authors knew that too and they basically left this mind games for the readers to deduce by themselves.

So in summary:- Yuuichi had formulated an entire plan with the main goal of getting to gamble with Satone. Yuuichi bought personal information about Satone and information about the ship will reach its destination from the game administrators after the first match and then after he was assured that his predictions were right he bought the information about the monetary value of the players to figure out the winning order. Then Yuuichi waited for Mishima to sell the injured woman so that he could have maximum benefit. **Yuuichi most likely made all of these predictions even before Kei got caught in the trap. If we take his formulation speed and PSI feats into account. And spend those two days practicing his tactics or acting skills or making sure that Kei and Kokorogi are falling in the trap or just reliving his past traumas.**

All bet strategy:-

Step 1:- Intentional loss (explained before).

Step 2:- Same as cooperation plan prediction feat. (Explained before).

Step 3:- Because of Yuuichi's 0 yen value,he could go into the sold player's room without anyone noticing it. Yuuichi makes use of this by changing the mood in the room

by giving them some food and thanks to his charisma. Yuuichi then offers everyone to participate in a gamble where they place a bet on the winning order of all the groups. The rules are as follows (were mentioned in ch 65).:-

1.This is a game where you try to guess the final winning order of the game.

2. ***Only the player*** who guesses the precise order of all the teams from first to last wins this game.

3. ***The winner*** receives all the money in the possession of the players who had signed on this form.

4. Furthermore the final order of this gamble is set when two or more signers of this form confirm the order on the main display board.

5. (Hidden/implied rule): **Two signers of this contract can not bet on the same winning order.**

Proofs are as follows:-

1. The 2nd and 3rd rules of the contract imply that there can only be one winner and only the winner can receive all the money in the possession of the other players who had signed on this form. **For these two rules to be true,this rule would also need to be true.**

2. This rule is also mathematically possible. There are 24 possible outcomes for the winning order and the total number of players in the sold room are (3+3+2+2)=10. Including Yuuichi, 11.

3. When Manabu read the contract provided by Yuuichi he immediately read all of it. **And for that to make sense this rule would need to be true. As Manabu would only need to read the accurate bet and then all the signatures.**

4. If two players could bet on the same Winning order there would have been an extra rule for it. Explaining things like how the money would be divided for example. **No you can't just assume it will be divided equally,the fact it's not even mentioned already implies it wasn't to be a situation.**

“two people who sign this contract cannot bet on the same winning order”
Is never stated Directly in the manga and is therefore invalid”

It was directly hinted by the other rules + assuming there is no such rule there should have been rules for what to do for 2 or more winners + you can’t even pull some bullshit argument like “this just happened because of translation”
you can go check the panel explaining the rules in ch 65 yourself
everything is in singular form from THE to PLAYER which is something the players participating in that gamble also understood themselves.

Yuuichi placed his bet on Kaitou>Kamishiro>Mishima>Yuuichi way before anyone else placed their own bet so that no one would be able to bet on the same winning order as him. (He looked at the bet's of everyone just in case).

Step 4:- After this Yuuichi came to the help of Kei by blackmailing Mishima into admitting his defeat by buying for the lights to go out when he said the lines “I have set a bomb on this ship” and clicks his fingers. then Yuuichi threatened his life with the use of a knife.

Then he proposes the idea of Minimum gambling rules to prevent bloodshed and disagreements from happening again which everyone accepts.

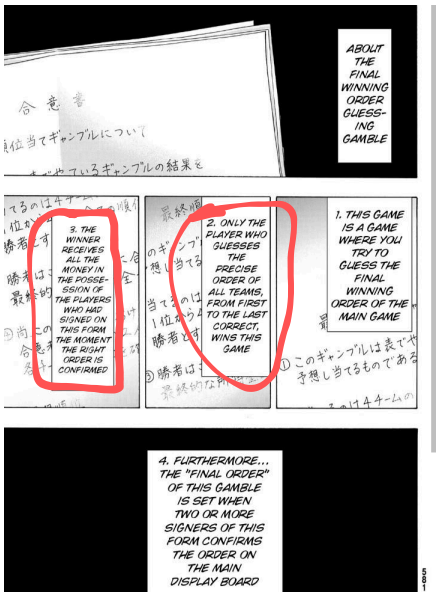
Rules of the Minimum gambling rules:-

1.You will have to make **a written contract of the gamble's bettings.**

2. If you break **the agreement details you will get a penalty of 1 billion yen.**

3. Making your teammates break the rules in order to fo things will result in a 1 billion yen penalty as well.

The events after this until the gamble with Satone and Yuuichi are part of the all bet plan which I will explain after I explain the All bet strategy. ***This is basically a plan that is part of the big strategy.***



Step 5:- After the All bet plan of Yuuichi is successful, Yuuichi executes his final tactic in the gamble with Satone. First he suggests a simple game. The rules are as follows:- Yuuichi tosses a coin and catches it with his hands. Satone will have to guess which hand he used to grab the coin. If Satone guesses correctly Yuuichi loses and if Satone guesses wrong Yuuichi wins. There will only be one round. It's a 800 million yen gamble for both sides except Yuuichi demands for Satone to also bet on the life of her father. (He pretended to manipulate Satone to make everyone think that it is his only plan for victory). Kaito comes to assure her that she will win as anticipated by Yuuichi. Then he makes an extremely obvious coin toss so that there is 0% chance of Satone guessing wrong. (He even tested her observation skills in the demo game for this). Then he intentionally loses and shows acting skills so good that even Satone wasn't able to perceive it (cause otherwise she would not let her dad buy back the Kaito's team members) which is a godly feat if you think about it. Then he intentionally adds the word “boat” in one of his statements,Maria immediately tells everyone to buy back their team members and Kaito buys back his team members **who check the display board to see if their bet was correct or not then Yuuichi shows the contract of winning order gamble along with his and everyone else's bets. Manabu observes that Yuuichi's bet was right and then checks how many people signed the contract. With this Yuuichi was able to win all the money in the possession of all the other players.**

The trap here was that the rule 4 of Winning order gamble suggests that the game ends when the players are bought back and check the display board and the

gambling rules suggest that if they break the rules by choosing to not check the display board, Yuuichi can show Manabu the contract and tell Manabu how they broke the game rules details (This didn't happen in Canon because of plot armor). So all Yuuichi had to do was set up a situation where he could easily lose and buy one of the game administrators to fool everyone into buying back their team members, which is exactly what he did here. Yuuichi wins a total of 1.3 billion from this strategy.

The debunk doc here talks about 3 other possible outcomes all having a higher chance but all the other 3 scenarios are literally impossible. Yuuichi put his own bet first and observed everyone's bet carefully so he could point out the fact that two players cannot bet on the same order,everyone's bet must be different. So he wouldn't have any need to split the money of Kamishiro and Mishima with Kaito. And the possibility of Satone losing is just absurd because of Satone's hoodie feat.

"Yuuichi had just put Satone's intuition off beforehand, he created a situation where Satone was perfectly logically convinced she should have won, from there, literally her only reason to suspect him would have been a random intuitive feeling, plus she's overjoyed at winning a gamble and being praised by her Papa, and is thusly also distracted, Yuuichi manipulated her to be in the perfect situation where she suspects nothing, that's unrelated to his acting though"

Such an argument may sound logical at first but it's not, first of all Satone was never overjoyed, she was only scared or nervous during the coin toss gamble which didn't stay with her afterwards, just look at this panel you are gonna call that overjoyed?

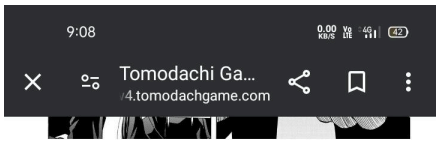


In this panel Yuuichi deliberately went in front of Satone while maintaining his persona and Satone was there simply observing, if she was capable of perceiving him she would have noticed the acting right away. Not just that, Yuuichi was showing a full show of his acting skills pretending to struggle in vain in front of everyone for like 2 whole minutes and Satone was observing the entire thing unfold. She was not distracted in any way or overjoyed in any way; she was clearly observing everything and all of Yuuichi's “struggle in vain”. That expression is in fact extremely similar to the one she had when she perceived through Kokorogi instantly.

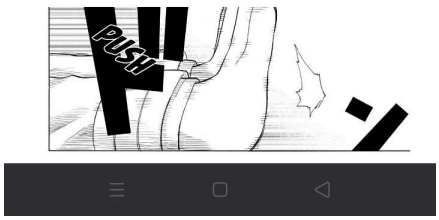
Now for the second argument her “intuitive feeling” isn't something average by any means that she could have simply “ignored it” her intuition is literally her strong point it's the reason why she never lost a gamble, to argue that it's something she could have “ignored” is plain stupid. Being logically convinced is 1 thing but to say she didn't even bother doing anything else and was so distracted that she couldn't notice Yuuichi's acting for a whole up to 1-2 minutes straight while clearly observing him with a straight face and Yuuichi even came in front of her face while maintaining the act and she still didn't see through anything even though she had the capabilities too? Isn't that a ridiculous assumption?

And Satone's Intuition is so good that she could randomly tell from gut instinct when her father in a completely different location is in danger (Murder game feat) and so assuming she be so well logically manipulated that her Intuition won't work at the moment is also ridiculous too. Here are all the panels of Yuuichi acting:-










9:08
5.00 KB/S
SUPPOSED TO BE HIS PLAN?
FINAL BOUT OF THIS GAME!!
TOSS UP, DIDN'T I...?
113
PUSH
STOP MESSING AROUND... YUUICHI-KUN
HEY, HEY ...
!
AFTER IT WAS DECIDED THAT SATONE-CHAN WON, YOU IDIOOO-OOOOO-OOOOT!!
SO THERE'S NO WAY I'D ALLOW A REDO...
EVEN SO, I WOULDN'T ALLOW ANY RE-DO'S AFTER THE WINNER IS CHOSEN
OKAY, LET'S SAY THAT I DO ACCEPT RE-DO'S BECAUSE OF A MISTAKE
114
HUH ?
THEN... LET'S MAKE IT OUT OF THREE
TH-
YOU SHOULD BE ABLE TO UNDER-STAND

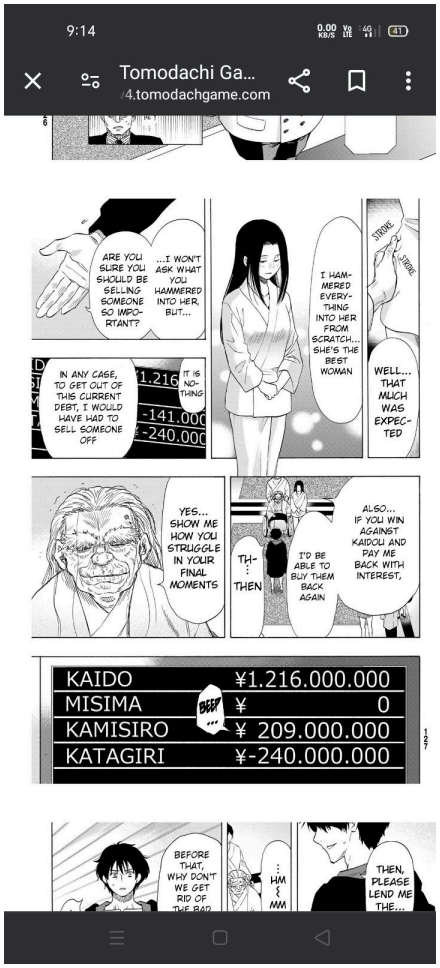
9:09
0.63 KB/S
Tomodachi Ga...
/4.tomodachgame.com



9:09
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/4.tomodachgame.com




9:10
A SIMILAR SITU-ATION…
HE CAN IMAGINE HIS FRIENDS BEING IN
PERHAPS BECAUSE HE KNOWS ..AND HAS EXPER-ENCED THOSE KINDS OF THINGS
AND CANNOT HELP BUT ACT THAT WAY
…I-…I KNOW
ONE
SHIT !
I NEED TO… I NEED TO DO SOMETHING ABOUT THIS…
AND LET'S BATTLE
SOME-ONE…
LEND


9:14
Tomodachi Ga...
/4.tomodachgame.com
ARE YOU SURE YOU SHOULD BE SELLING SOMEONE SO IMPORTANT?
...I WON'T ASK WHAT YOU HAMMERED INTO HER, BUT...
I HAMMERED EVERYTHING INTO HER FROM SCRATCH... SHE'S THE BEST WOMAN
STROKE
STROKE
WELL... THAT MUCH WAS EXPECTED
IN ANY CASE, TO GET OUT OF THIS CURRENT DEBT, I WOULD HAVE HAD TO SELL SOMEONE OFF
IT IS NOTHING
YES... SHOW ME HOW YOU STRUGGLE IN YOUR FINAL MOMENTS
TH-
THEN
I'D BE ABLE TO BUY THEM BACK AGAIN
ALSO... IF YOU WIN AGAINST KAIDOU AND PAY ME BACK WITH INTEREST,
KAIDO ¥1.216.000.000
MISIMA ¥ 0
KAMISIRO ¥ 209.000.000
KATAGIRI ¥-240.000.000
BEEP
127
BEFORE THAT, WHY DON'T WE GET RID OF THE BAD
HMM
THEN, PLEASE LEND ME THE...


9:13
Tomodachi Ga...
/4.tomodachgame.com
KNEEL BEFORE ME
LIKE HOW I DID IT YESTERDAY ... PUT ALL YOUR WILL AND HEART INTO IT
YUU-ICHI
SINCE IT'S ALL TO SAVE YOUR DEAR FRIENDS
THIS IS EASY PAYMENT FOR YOU
129



All bet plan:-

Yuuichi had predicted and planned many events for everything to achieve the outcome where he could participate in a gamble with Satone to execute his final tactic,he even bought information about the monetary value of players in Mishima's and Kamishiro's team to accurately calculate the precise winning order of all the players. I will be explaining that plan in detail now.

Starting Tactics which start the plan:-

1. **Blackmailing Mishima.**
2. **Buying Maria for 30 million yen.**

Psychological and logical premises to anticipate the predetermined events:-

P1:- Blackmailing Mishima will severely hurt his ego which will cause him to want to beat someone in a gamble to heal his Ego.

P2:- Around this time,Kaito will want to use Satone to win some gambles.

P3:- Around this time Kokorogi will be completely under his mind control. Kamishiro will want to use that to his advantage against Yuuichi.

P4:- Kaito wants to find a worthy opponent for Satone to gamble with.

Predictions:-

1)> Once Yuuichi buys Maria,Kamishiro will see this as an opportunity to beat Yuuichi.

2)>Mishima will want to gamble with Yuuichi but will be stopped by Kamishiro.

3)>So Kamishiro will gamble with Yuuichi. **Then Yuuichi formulated a plan to defeat Kamishiro in the worst way possible while also impressing Kaito. Yuuichi wanted Kokorogi to not be manipulated completely but she was completely manipulated so he had to follow plan B.**

4)> Mishima will eventually settle to gamble with Kaito. Kaito will see that as an opportunity to get money and Mishima will see Satone as nothing but a brat.

5)> Mishima will desperately try to beat Satone until he has less than 10 million yen left. (Extremely good perception needed in order to predict this).

6)>Kaito will help Yuuichi in his plan, even lending him 250 million yen if Yuuichi agrees to gamble with Satone along with money to buy the security camera.

7)>After Yuuichi defeats Kamishiro,He would have achieved his goal of getting to gamble with Satone.

Before Yuuichi's match with Kamishiro. Yuuichi had checked the security footage and deduced/observed the magic trick of Kamishiro from the camera footage alone. And

was able to deduce that Kamishiro is a former magacian. ***Here is a explaination of the observation feat along with the explanation of the magic trick by Chatgpt.***

The trick you're describing sounds like a "Riffle Force" combined with a "Key Card" principle. Here's a detailed breakdown of the trick:

1. **Set-up**:Place the "six of hearts" and "ace of diamonds" on top of the deck.

2. **Performance**: - Show the spectator the deck, ensuring they see the first two cards (the "six of hearts" and the "ace of diamonds").

- Perform a riffle shuffle or just riffle through the cards.

- When the spectator says "stop," you stop riffling and lift the top portion of the deck.

- Slide the top card (either "six of hearts" or "ace of diamonds") onto the chosen card and hand it to the spectator.

3. **Reveal**: Because you know the first two cards, you can accurately "guess" the spectator's card.

Given the detailed description, this trick combines the "Riffle Force" and "Key Card" methods, ensuring the spectator picks one of the top two cards.

Observation Feat:
Deducing this trick from observation is quite a sharp feat. It requires attention to detail, specifically noting:

- The position of the first two cards in the deck.

- The exact moment the magician uses the riffle and how they handle the deck during the "stop" point.

- The sleight of hand involved in sliding the top card over the chosen card.

Being able to deduce the trick from these observations demonstrates strong analytical skills and a keen eye for subtleties, which is impressive in the context of magic tricks.

Here is the most similar tutorial to the magic trick which Chatgpt could provide:-

https://www.youtube.com/watch?v=pAFZ7OfzxAI

Plan to defeat Kamishiro:-

First of all, here are the rules of the old maid game by Chatgpt as Yuuichi played this game with Kamishiro in his gamble:-

Old Maid is a traditional card game for children. Here's a simple explanation of how it works:-

Old Maid is a traditional card game for children. Here's a simple explanation of how it works:

1. **Deck Preparation**: The game uses a standard deck of playing cards, but one of the queens (usually the queen of clubs) is removed. This leaves an odd number of cards.

2. **Dealing Cards**: All the cards are dealt out to the players. Some players might get more cards than others, which is fine.

3. **Objective**: The goal is to form and discard pairs of cards from your hand.

4. **Gameplay**:
- Players look at their hands and remove any pairs (two cards of the same rank, like two 5s or two Kings).
- Once the pairs are removed, the real game begins. Each player takes turns to draw one card from the hand of the player to their left.
- If the drawn card forms a pair with a card in their own hand, they discard the pair.
- The game continues until all cards have been paired and discarded, except for one card – the unpaired queen.

5. **Ending the Game**: The player who is left holding the unpaired queen at the end of the game is the "Old Maid" and loses the game.

The game is simple, fun, and helps children learn about matching and taking turns. (Yuuichi and Kamishiro will play 4 rounds of old maid as there are 4 players participating).

Step 1:-One night before the game starts, Yuuichi tells her what game he is going to play with Kamishiro knowing that Kokorogi will tell him. Then he cooperates with Kaito for his plan in return for gambling with Satone. Yuuichi knows that he will ask Satone first and after that he will be willing to give him 250 million if that means Satone will have a good opponent to gamble with. **Then he gives Kaito an unmarked joker and a marked normal card.**

Step 2:- Yuuichi had marked (made a tiny dent) on the joker which he could use to his advantage to know the location of the joker. Yuuichi was drawing the joker every time on purpose by looking at the mark on the joker. Then he wanted to make sure that Kokorogi could see the mark on the joker at her turn. So he conditioned her so that she'd reach for the joker naturally in those four rounds.

Step 3:- Yuuichi throughout the whole game had facilitated the emotions of Kamishiro so he could get the chance to be the dealer of the last round (Kamishiro made things pretty easy for Yuuichi here but it's not like Yuuichi wouldn't have betted himself if Kamishiro didn't make things easy). Then Yuuichi gathered, shuffled and distributed the cards he made sure that the joker was at the bottom of the deck and performed the hindu shuffle so that the cards could be mixed without moving the last card. Then Yuuichi shuffles the cards starting with Kamishiro which would definitely make the joker come to Kamishiro as the deck has 53 cards.

Step 4:- Now that Yuuichi had lost Intentionally three times, making sure to only have 10 million remaining (130-10-10-100=10 million). He then challenges Kamishiro to a 500 million yen (he gathered 250 million on his own by selling Kokorogi and Kei as 200+40+10=250 million yen and gathered the other 250 million yen from Kaito. ***(No, Kamishiro couldn't have denied the gamble as Yuuichi can always take advantage of the existence of Kamishiro's God's eye and the fact that Kamishiro values his reputation more than Anything to facilitate the emotions of Kamishiro.)*** In the gamble Kamishiro gave his Joker to Shinji and Yuuichi then didn't get the joker on

purpose until Shinji only had two cards left and then took the joker to make sure that both Shinji and Kokorogi have no cards left and only Kamishiro and Yuuichi remain in the match. Yuuichi makes a excuse saying that he can't keep a straight face during this and gives a card to Kaito telling him to shuffle the cards for him and Kaito replaced the marked joker and unmarked normal card with the marked normal card and unmarked joker.Here Kaito fell for the trap by relying on Kokorogi,she thought that the marked card was the joker and Kamishiro thought that Yuuichi must have put the mark to deceive him. And that's how Kamishiro lost.

Psychological knowledge of Yuuichi in this game:- Yuuichi in this game perfectly read the thoughts of Kamishiro and even predicted what thoughts Kamishiro will have at what timing. Psychology behind it:-

In order to take control of Kamishiro's actions first appealed to him how much of a weakingling he was in order to inflate his egoistic pride. Prideful people tend to show leisure in front of weaker people to make themselves look bigger and basically because Kamishiro's leisure,he didn't suspect the consecutive onslaught of continental miracles, as the game progressed, Kamishiro's pride continued to enlarge,however that kind of drift comes with a major side effect. That is when you are placed in a lower position than that weak opponent. The pride becomes brittle when that happens. Because they can't talk about their mistakes with comrades and cannot decide for themselves. Because you are so high your head gets filled with the risks in case of a loss, interestingly these people end up depending on someone else who they can trust, someone who can't hurt their pride. They naturally gravitate towards people like that, so the mentality is similar to how the bosses of large companies and big-shot politicians tend to ask fortune tellers for their opinion and predictions. There are two types of people who can easily be mind manipulated, that is kind people like Kokorogi and prideful people like Kamishiro.

Strategy evaluation:

1. **Complexity:**

The strategy Yuuichi employed showcases a high degree of complexity, combining intricate tactics and multi-layered traps. It revolves around the creative use of the seemingly useless 0 yen value, which most would dismiss as irrelevant. Instead of overlooking it, Yuuichi capitalized on its unique properties to bypass the "sold people can't gamble" rule, crafting an elaborate, almost undetectable trap. The strategy further integrates an "All Bet" plan and advanced predictions that add additional layers of depth. These elements make it not only difficult to decipher but also practically

impossible to counter without a thorough understanding of Yuuichi's intentions, which are masterfully concealed.

2. **Alignment**
Every aspect of Yuuichi's strategy is meticulously aligned toward creating a massive, seamless trap. The foundation lies in the carefully crafted rules of two contracts, which are not just tools but essential components of the overarching scheme. Each tactic, prediction, and maneuver feeds into the next, ensuring the strategy functions as a cohesive whole. This alignment demonstrates Yuuichi's ability to synchronize various elements of the game, ensuring that they all contribute to his ultimate victory.

3. **Control:**
Yuuichi displayed absolute control over the situation, both on a macro and micro level. He orchestrated the two contracts with precision, setting the rules in a way that placed him in a position of dominance. Beyond the contracts, he manipulated every participant, treating them as pawns in his game. His influence was so profound that even the slightest deviations would have had minimal impact on his overarching plan, showcasing his mastery of situational control and psychological manipulation.

4. **Resiliance:**
Countering Yuuichi's strategy requires an extraordinary level of insight, creativity, and deduction. Recognizing Yuuichi's intelligence is just the first step; opponents must then consider the implications of his 0 yen value, deduce his strategy, and identify its exact mechanics. However, the resilience of this strategy stems from layers of uncertainty deliberately embedded by Yuuichi.

One notable ambiguity is the rule regarding buying back sold players. The only example provided in the game involves Kaito purchasing his comrades after Maria's announcement that "the ship has reached its destination." This suggests that participants in the sold room may not even have the option to return to the game until all gambles are concluded. Furthermore, players in the sold room are often the weakest links—gullible and easily manipulated—making it even less likely for them to deduce Yuuichi's plan.

Any attempt to counter this strategy requires opponents to either deduce Yuuichi's entire scheme before signing the contracts or to perceive his intentions through his exceptionally convincing acting skills. Even Satone, a player renowned for her

near-perfect intuition and perception, was completely fooled by Yuuichi's performance, despite her exceptional track record in perceiving others' motives.

5. **Sheilding:**
Yuuichi's strategy is fortified with two powerful shields:

Intentional Loss: Early in the game, Yuuichi deliberately lost to create the illusion of incompetence. This led opponents to underestimate him significantly, viewing him as a minor threat until his match with Kamishiro. By then, it was far too late for anyone to counter his plan, as the foundation had already been laid.

Acting Skills: Yuuichi's acting skills are among his most formidable assets. His ability to feign emotions and manipulate perceptions is so advanced that even highly intuitive players, like Satone, were completely deceived. Satone's intuition was so sharp that she instantly saw through Kokorogi upon meeting her and had never lost a gamble despite gambling frequently. Yet, she failed to discern Yuuichi's true intentions—a testament to his unparalleled acting abilities.

6. Effectiveness
The strategy's effectiveness is evident in its results. Yuuichi secured a total of 1.3 billion yen, ultimately entering the next game with 915 million yen after distributing funds. His predictions were so accurate that he anticipated Kamishiro's decision to sell the women, further highlighting his foresight and control.

7. Efficiency
This strategy stands out for its efficiency. Yuuichi's ingenious use of the 0 yen value, a resource most would dismiss as worthless, was central to the plan's execution. By transforming a perceived weakness into a pivotal advantage, Yuuichi demonstrated exceptional resourcefulness and strategic acumen.

8. **Adaptibility:**
While adaptability appears to be the weakest category of this strategy, it's far from a significant flaw. Yuuichi's plan hinges on his ability to make accurate predictions, which requires precise foresight. However, countering this strategy is not merely a matter of

inducing his scheme—it requires an opponent to take decisive actions that are nearly impossible to achieve.

Anyone attempting to counter Yuuichi would face insurmountable challenges. Even if they manage to deduce his plan, there is no way to 100% prove it. This leaves opponents with only two options:

Deduce the specific winning order Yuuichi is targeting and craft a counter-strategy aimed at a different winning order.

Attempt to convince others of his scheme, which is unlikely to succeed given Yuuichi's acting skills and the gullibility of other players.

As the game progresses, the strategy becomes increasingly uncounterable. Once certain thresholds are crossed, it becomes absolutely impossible to stop Yuuichi's momentum.

9. **Success rate:**
The success rate of this strategy is extraordinarily high. Every element, from the traps to the predictions, is calculated to minimize the possibility of failure. The layers of shielding, control, and foresight ensure that the chances of a counter-strategy succeeding are negligible.

10. **Forseight:**
Yuuichi demonstrated exceptional foresight, making 18 highly detailed and entirely accurate predictions based on only seven premises. This level of precision is almost unmatched, showcasing his ability to foresee and plan for every possible scenario.

11. **Execution:**
The execution of this strategy was flawless. Yuuichi's actions were so precise that even players like Satone, renowned for their intuition and perception, failed to suspect anything. This level of perfection in execution highlights not only his intellectual prowess but also his ability to manipulate and control every element of the game with unparalleled mastery.

Conclusion:

Yuuichi's strategy is a masterclass in complexity, control, and execution. By combining foresight, efficiency, and shielding, he created a nearly uncounterable plan that capitalized on the weaknesses of his opponents and the rules of the game. His ability to deceive even the most perceptive players like Satone underscores his brilliance, making this strategy one of the most formidable in his arsenal.

Thanks for reading, for any contentions or remaining doubts feel free to contact me on discord.

Note: This doc is currently being remade.