Shin Tsukimi

This is a detailed list of the feats surrounding Shin Tsukimi regarding his intellect in the game Your Turn to Die, Death by Majority Vote. Shin is primarily talented in EQ, Manipulation, Strategising and he has very high PSI as a computer programmer.

Blue - Strategy/Planning
Red - Deception
Purple - Anticipation, Deduction, Prediction, Analysis
Green - Manipulation, EQ, Social Skills
Magenta - Intelligence
Yellow - Physical Ability , Miscellaneous

(Chapter 1) During the tutorial vote, Mishima is killed as he receives 3 votes. Shin is one of the people who votes for him. The group had agreed to tie the votes by all voting for themselves, but Shin voted for Mashima, being one of two people responsible for his death. Shin then later tells Sara that he voted for Joe, her best friend. The fact that Joe had only one vote meant he voted for Mishima and got him killed. This makes it harder for Sara to trust Joe as she can't be sure if Joe is being deceptive or not, or if Shin is trying to trick her.
>= Verbal Deception, Strategic Deception, Direct Manipulation.

(Chapter 1) As the cards are distributed, Shin finds himself both a commoner card and a sacrifice card. The sacrifice is a dangerous role for the main game, as owning it means if you fail to get voted, you will die regardless of who the voted person is. Shin leaves the sacrifice card in a spot where Kanna will find it, and then swaps her sacrifice for his commoner to protect her. This allows him to manipulate her and guilt trip her into helping him with his plan. Shin later finds another commoner card, getting rid of his sacrifice so he is safe again.
>= Anticipation, Direct Manipulation, Strategic Deception, Planning, Strategy.

(Main Game 1) Immediately, Shin claims to be the keymaster. The keymaster role has protection, as if they are voted to die, so does everyone else. Regardless of whether Sara chooses to counter claim the role (Sara, the player is the actual keymaster) Shin will confidently debunk her claim, stating that there is only 1 key master so she is lying. He also does so more confidently and certainly than Sara, swaying the group to initially distrust Sara in favor of him.
>= Mass Manipulation, Verbal Deception, Social Skills, Acting Skills.

(Main Game 1) Shin was able to not only get into the laptop by coming up with the idea of using the last names of the participants to check for any affiliation with the game makers, but once he got inside, he looked through the emails and was able to deduce that the laptop was owned by Kai, who was in fact operating in tandem with the game makers.
>= Deduction, Creativity.

(Main Game 1) After arguing with Sara, Shin is able to gain the upper hand after being put on the back foot. Since Sara is more or less the leader of the group, he remarks "which would be worse.

Someone like me betraying you guys? No… It'd be Sara, right?" He successfully plays on the others paranoia of betrayal and causes them to be unable to fully trust Sara, because Sara turning on them would hurt much more than Shin betraying them.
>= EQ, Mass Manipulation, Emotional Manipulation, Emotional Engagement, Cunning.

(Main Game 1) As he had planned, when it gets to the second vote to determine who dies; when Joe claims the sage role to back Sara up on being the real keymaster, Kanna counters-claims it. Kanna did so thanks to Shin saving her from being the sacrifice. Because of this, Shin had Kanna repay him by counter-claiming the sage role, who can do a divination and check for the keymaster or sacrifice. Kanna lies, backing up Shin as the real keymaster.
>= Planning Preparation, Strategy, Emotional Manipulation, Direct Manipulation.

(Main Game 1) Through his discoveries on Kai's laptop, he is able to create a situation at the end of the game where Kai has no trust. Even though Kai, the real sage called Shin out for lying about his role card, Shin was still safe even though he had been in danger. By forcing Joe, Kanna and Kai to argue about who the sage was and whether Shin or Sara were the real key master, Kai would be forced to reveal his role. This, along with hard evidence of him being in cahoots with the game makers sealed Kai's fate and guaranteed Shin a safe way to survive the final vote, as Kai was chosen and executed. Kai correctly deduces who the real sacrifice is and that Shin is a commoner. Despite this, his pleas aren't enough to save him, as there is a chance he was wrong and that Shin was the sacrifice. Shin knew that he wouldn't be voted for so long as voting for him carried risk, whereas Kai was completely safe to kill.
>= Anticipation, Strategy, Planning, Emotional Engagement, Logical Manipulation.

(Chapter 2) After waking up from being knocked out, Shin is confused when everyone greets him. They discuss the First Main Game, to which Shin isn't sure what they are talking about. He lies and convinces them that being knocked out made him forget the actions he took during the game and who was killed during it.
>= Deception, Acting Skill.

(Chapter 2) Shin had found the phone of Kanna's dead sister, the game makers had left a message pretending to be Kanna's deceased sister saying how much she hated her. Shin took it and offered it to Kanna, in exchange for her to steal the laptop off of the other members of the game. She did so, and when she got the phone; Shin had changed it to a nice message, wishing for Kanna to live on. This made Kanna extremely happy and deepened her loyalty towards Shin.
>= EQ, Direct Manipulation, Methods, Complete Control of the Victim, Emotional Manipulation.

(Chapter 2) Shin offers the laptop back to the group, if Keiji gives him 50 tokens. If he did so, Shin would be able to reveal Keiji's personal information. Shin was able to deduce and see through Keiji that he had a guilty conscience which he wanted to keep secret. Despite everyone wanting him to, Keiji refused because he had killed someone by accident and killed his corrupt partner. His refusal

to let his personal information go to Shin in exchange for the greater good broke some trust between Sara and Keiji, who had been arguably the strongest and smartest duo in the game so far.
>= EQ, Indirect Manipulation, Fear Trigger, Playing on Insecurities.

(Chapter 2) Shin uses the fact that Kanna has now betrayed Sara twice now as a means to isolate her, telling her that she can't go back now and has to work with him in the next game, because no one else wants to help her. This secures her once again as an ally for the next Main Game.
>= EQ, Direct Manipulation, Isolation, Emotional Manipulation, Preparation Process.

(Main Game 2) Shin is accused by Reiko as being a good candidate, who should be selected to die. He immediately retorts that he is fine with this, and claims the role of the sacrifice. He had meeten up with Q-Taro, who offered him tokens in exchange for the laptop. Tokens can be used by players in the 2nd Main Game to trade cards, getting rid of roles such as the sacrifice or stealing a role such as the keymaster. Shin is hesitant since Q-Taro could be tricking him, but Q-Taro slides him is tablet under the door to Shin's room. The tablet's can't be faked, so Shin made sure Q-Taro gave him undeniable proof: showing Shin that he was the sacrifice, before considering allying with him. On top of this, Shin had seen Q-Taro placing the cards earlier, and so he had blackmail on Q-Taro as doing something like this implicates him as someone working with the game makers. There is a series of trades that occur, 5 in total. This meeting happens after the 2nd trade, where Q-Taro had obtained the sacrifice. Obtaining 100 tokens from Q-Taro, this gave Shin 2 free trades, as each cost 50. In the third trade, he swapped the sacrifice to Sara, understanding her personality well enough to know that she wouldn't give the sacrifice card away as it'd be equivalent to murder. This is especially true because Joe, her best friend, died to the sacrifice cards rule. Everyone is surprised, because Shin swapped the cards of two players that were not himself. This was never said to be a feature, however Shin had come up with the idea himself with creativity. As Sara reveals she is a commoner by the end of all the trading once she is not one of the 4 elected for the final vote, Shin claims that Keiji, her closest friend at present, took the sacrifice from her, seeing as Sara couldn't make any trades because she was accounted for and didn't use the box. He accused Keiji and Sara of being accomplices, and that Keiji, one of the four people elected for death, will try and win the game via the rules of the sacrifice; taking out everyone except for him and Sara when he wins the vote. Himself, Kanna and Nao are the trio who can be reasonably voted to die in this scenario, so he suggests that Kanna should die since she is the least useful member of the group. When it seems that Shin has figured out Keiji and Sara's collusion, Keiji reveals he is really the keymaster. Despite Q-Taro claiming it, Keiji does so anyway. Instead of Q-Taro counter claiming the keymaster role, Q-Taro instead claims the Sage role and uses the cards ability to back Keiji up. Confused, Shin questions them to which it is revealed that Q-Taro and Keiji have been working together to beat Shin, and that Keiji in the fourth trade, gave his Sage to Q-Taro for the keymaster. He knew Q-Taro was the keymaster because of the sage's ability, which he used before making the trade. Shin had doubled back on his claim of being the Sacrifice once the 2nd vote began, claiming to be a commoner. Keiji brags to Shin that because of this information, it's Shin's time to die as being a commoner means he will be voted to die. Shin reasons that if the 1st trade was Keiji giving Sara the keymaster in exchange for a commoner, then with the other trades, there is no way anyone could

have swapped and given Keiji the sage for this theory to work. He'd have to have been a commoner. Keiji debunks this counter argument, stating that he actually started with the Sage, and that the reason he could give Sara the keymaster was because as the sage, he knew who had it and could steal it from them, trading it for Sara's commoner. Shin begins having an intense mental breakdown, knowing he'll die. When it seems as though Shin is dead and will be voted to die, he reveals the truth, dropping the act instantly. The tablets that show roles are activated by fingerprints. Shin had already admitted he knocked Q-Taro out with a taser earlier. While Q-Taro was unconscious, Shin had observed his tablet, using Q-Taro's sage ability to discover that Keiji was the key master. This entire strategy to defeat Shin, hadn't worked, as before the 5th and final trade, Shin knew everyone's roles thanks to using the unconscious Q-Taro's sage ability. Shin had predicted and anticipated every step taken by the two from the moment Q-Taro showed up at his door, and had made his own plan. Kanna, the one he wanted to vote for the most, is actually his sister. She doesn't even know, but he does and wants her to live. She is the sacrifice, and wins by being voted the most. Sara had the sacrifice after the 4th trade, and Shin correctly predicted that Kanna would steal it from Sara to die in her place because she loved her like an older sister. Keiji is the key master, Shin's role is very ambiguous given he knew everything about everyone's role before the final role trade which would have allowed him to take the sacrifice, or not take it, and Nao was spotted searching for tokens, which she'd only need to make the final trade. Under this logic, Nao should be the sacrifice and Kanna is a commoner. However, what the rest of the group bar Shin does not know is that Kanna will die for Sara, and so she willingly took the card. Due to this lack of knowledge and the evidence on Nao, Shin's plan is perfect and that Kanna will be voted to die since the group believe Nao is the real sacrifice, because why would someone take it intentionally? This plan only fails because of Kanna admitting to being the sacrifice out of the good of her heart, and the game makers cheating to give Nao the sacrifice instead. If the game makers hadn't interfered and Kanna hadn't admitted to it out of her own kindness, then Kanna would have won through the sacrifice's win condition, all thanks to Shin.
>= FRI, Planning Preparation, Planning Execution, Contingency, few limitations, Deception, Creative Thinking, Seeing Through people, Emotional Understanding, Acting Skills.

(Main Game 2) Shin is able to create an artificial Joe AI in order to comfort her when he dies. This AI replicates Joe's mannerisms perfectly and comforts Sara. He did this in only a few minutes.
>= Mathematical Intelligence, PSI