Outsmarting Feat doc of Yuuichi canon and (theory) Yuuichi.

[PART 1]

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Even tho this doc contains detailed explanation of each arc along with the game rules I request everyone reading this to please read Tomodachi game manga online up to all bet or preferably the entire manga to both avoid any spoilers and also understand the feats better.

This doc will contain all of Yuuichi's cannon feats as well as many overlooked offscreen feats which are not directly explained in the manga but instead hinted at by lots of evidence. You can count just the confirmed feats and use Theory Yuuichi as a completely different variant (like Movies Light,Checkmate Ayanokoji, CTW L etc) if you want **or** just integrate it in your normal scaling of Yuuichi if you think the theoretical offscreen feats most likely did happen (always make sure to write ***theory Yuuichi*** when using that version tho). All of the theoretical feats have at least 40 to 50% chances of being true.

You can use between 3 versions of Yuuichi which all very a lot in scaling:

Onscreen feats Yuuichi: Typically used in the community which only includes onscreen or conformed feats and absolutely no off screen/unconfirmed feats no matter how likely.

Canon Yuuichi: Includes all the feats of onscreen feats Yuuichi + unconfirmed/offscreen feats that are extremely likely (90-99% chance of being true) but are not confirmed in the manga, these feats clear all misconceptions of him depending on “luck”.

Theory Yuuichi: Same as Canon but also includes some feats that are less likely (50-80% chance of being true) like speculations/theories.

Clear distinction of feats will be made between these versions of Yuuichi. It's completely up to the reader of this doc which version of Yuuichi will they use to scale according to their respective scaling system and its rules.

Canon>On screen (Mid-high difficulty)
Theory>=Canon (extreme difficulty)
Theory>Onscreen (mid-high difficulty)

In my opinion, Canon Yuuichi is the best version to scale as it maintains a good balance by counting extremely likely on screen feats but doesn't drift too much towards not too likely speculations. With theory used like a special version of Yuuichi to compare him to higher level characters like Movies Light,CTW L, Katsumata theory Friend etc are more smarter versions often used to compare to smarter characters.

Different colored texts and and what they represent:-

Orange:- Game rules.
Dark red:- Manipulation,EI and SI
Red:- Deception.
Blue:- Thinking, reasoning,sensory and FSIQ.
Purple:- AQ,ER and Adaptability.
Green: Foresight.
Dark yellow: Misconceptions and their counter arguments.
Dark Pink: Strategy/planning evaluation.

An extremely important thing to mention is that I actually just removed the concept of these versions of Yuuichi so no need to use those.
For more information just click on this link below 👇
Important link
Feats explanation order:-

1. **Kokkuri san game (100%)**
2. **Backbiting Sugoroku (100%)**
3. **Friendship hide and seek game. (100%)**
4. **Kokorogi rescue. (100%)**
5. **Friend sin trial (100%)**

6. **Ch 42.5 (100%)**
7. **Friends Prison game (100%)**
8. **All bet game. (100%)**
9. **Misconceptions (100% hopefully)**
   TOTAL: 100% complete.

Most of the theoretical and offscreen feats are from the Friends prison game onwards. Note that the first 2 theories and cannon feats don't have too much evidence to back them up on their own because they mainly depend on the theory feats afterwards to really back them up.

1. Kokkuri san game:

Game rules are as follows:-

Important things to remember:-

One of the friends had paid a 2 million fee to volunteer the group into the Tomodachi game and to create a 20 million yen debt. *Each person was given a name tag with their total debt which was 4 million yen per person, if anyone shows their debt to others it immediately doubles.*

R1: In this game the five players answer a question, if the group unanimously agrees on an answer yes or no kokkuri san will move the coin towards the answer chosen.

R2: If one or two people answer differently Kokkuri will move the coin towards the minority.

R3: There are five questions for each person.

R4: No talking is allowed during the game except for the person reading the question.

R5: Breaking the rules results in debt being doubled.

R6: If all five answers are answered incorrectly,the person with the highest debts must take on the debts of all the other members.

R7: Conversely if they answer just one question correctly, the group will erase 2 million yen of debt equivalent to 400,000 yen per person.

The first questioner was Shibe. The question was very simple and common but the coin moved to the wrong answer, same happened with Shiho and Tenji and then it was Yuuichi's turn. The paper instructs Yuuichi to move the coin to yes to win the round OR move the coin to no to halve the questioner's debt. Yuuichi chose yes here thinking that the game administrators are trying to test their friendship this way. But the coin only moved to yes and now Yuuichi had to do something to save Kokorogi from carrying all the debt herself.

Suddenly Yuuichi speaks up ignoring the double penalty rule, he exposes how everyone had their debt halved and intended for Kokorogi Yutori to bear all the debt, Yuuichi confidently revealed that from now on those with the least debt will have to take on all of the debt threatening everyone including the traitor who is now unsure whether to believe him or not. This was not true but actually a bluff as stated in R6. This way Yuuichi was able to secure victory. Everyone says that their debt is 3.6 million but Yuuichi knew that one or more of them were lying, he tried to check the papers to find clues, but the ink had evaporated by then as this was within the foresight of the game administrators. After the first game Shiho talks with Yuuichi privately asking him who he thinks is the traitor. Yuuichi uses this as a chance to question her, he first says that Shiho is the most likely because otherwise why did she try to cover for the thief? Shiho replies saying “because I thought you were the thief” Yuuichi replies “because you pity me for being poor and having no friends?” but Shiho did not cover for him because of this but rather because she liked him. She also confesses that her debt is actually 7.6 million yen because she almost blurted out the answer to the first question. (4+4-0.4=7.6 million, this is also the same for Yuuichi) This shows just a tiny fraction of his SI and EF being able to pressure her to that point. Yuuichi through perception thinks that she is not lying though he still doesn't completely trust her.

Everyone's debt:
Yuuichi: (4+4-0.4)m = 7.6 million
Shiho (self proclaimed): Same as Yuuichi.
Everyone else (self proclaimed): (4-0.4)m=3.6 million.

2.Backbiting Sugoroku:-

R1: Like any typical board game, except in this game players can only win by confessing their secrets or revealing the secrets of their friends.

R2: Each player is given an identical card and each turn they can write down their friend's secrets on the card and submit it to the organizers.

R3: The more someone is slandered the faster they move and the more likely they are to reach the goal first, corresponding to the result of the survey: First place=5 steps, second place=4 steps,third place=3 steps,fourth place=2 steps, fifth place=1 step. (There are total 60 tiles)

R4: The winner will receive 2 million yen divided equally among the five players with each receiving 400,000 yen,the winner will continue to the third round while the losers each receive an additional 1 million yen (1.4 million total) and the right to refuse to participate in the third round and go home.

R5: Each round each person has three minutes in a private room arranged by the organizers to write and submit the slander card (they can even slander themselves if they want to),after receiving the card the organizers will announce the contents.

R6: If you don't know any bad secrets about your friends you can make up stories, of course fabrications come at a price if the story id plausible and not caught you're fine but if it is discovered to be a lie the player will lose their turn and will be pushed to the first position just before the person closest to the goal.

Yuuichi and his friends decided to submit blank cards and hold hands to move forward however each square they landed on had penalties, after moving just two squares they each lost 600,000 yen totalling 3 million yen for the five of them.
An important part of the game's rules is that all penalties from each square will be accumulated for the first person to reach the goal, at this point the fear of the enormous debt begins to shake the group's trust. If they were perceptive and smart they would realize that the Sugoroku game has both penalties and rewards, the initial penalties were just to challenge their friendship but if they persevered they would reach the reward squares and the game would eventually end with zero debt, Yuuichi was also able to perceive and deduce this but he didn't try to pass the game this way because he knew the traitor would start submitting cards anyways. Worried clouded their judgment and betrayal came quickly. By the third round there was already a slander against Shiho revealing her past relationship with Tenji and her secret crush on Yuuichi. Secrets continued to be exposed “Yuuichi didn't bathe for a week” “Shiho had plastic surgery” “Tenji lied about his age” “Yutori was a former prostitute” and “Shibe has killed someone in the past”these revelations eroded the trust among the friends

There are several loopholes and mini strategies which some work and some don't, Yuuichi had deduced extremely fast at the start of the game and we see him using all of those mini tactics as a combined strategy in this arc in order to figure out who is the traitor.

Sugoroku game strategy:-

Tactic 1: Yuuichi had established a trust relationship with Shiho but he didn't truly trust anyone, Yuuichi had used the Backbiting cards as instruction sheets , the next turn after Shiho's dating secret was exposed Yuuichi used the private room provided by the game to write a message to Shiho and his first order was to reveal a secret which only Shiho knew by using the Backbiting card submission box Yuuichi carefully set the card submission order to his advantage by letting her go after Yuuichi and mo one is going to suspect such tiny details from the start unless they are extremely analytical. Yuuichi asks for Shiho's nametag next game as the game allows for players to write as many

slanders as they want Shiho can very well use this to her advantage if she is the traitor do Yuuichi had asked for Shiho's name tag as if someone sees the debt on the nametag it doubles, If Shiho did not give Yuuichi her name tag player's psychology would imply that if she didn't hand over the card she is the traitor, Once she handed it over she couldn't betray him even if she wanted to as she was now under his control Yuuichi could fully trust Shiho now ad she couldn't betray him now. In the turn right after there were 3 slanders:

1) Yuuichi didn't bathe for a week

2)Shibe bathe with his mother till high school

3)Shiho had plastic surgery.

The 1st was the secret Yuuichi ordered Shiho to submit, the other two could be written by either Tenji, Yutori or Shibe. Yuuichi uses this same tactic to find the other traitors, when Yutori's secret was revealed there was a good chance that she wasn't the traitor cause there is no need to go that far when you were literally just deceived the crew with the help of the administrators by being the target of the first game. This was a good opportunity for Yuuichi, he approached Yutori as he did with Shiho and asked her to write a slander that only she and Shiho knew and of course to submit her name tag as a token of trust, in this turn there were two slanders:

1.Shiho often weared boys's shirts (this was written by Kokorogi)

2.Tenji lied about his age.

The focus now narrowed down to Shiho and Tenji.

Tactic 2: Yuuichi used this tactic entirely as a form of deception to keep the traitor away from figuring out his strategy, Yuuichi approached them saying that there is still a method for them to get on the same square, the method was quite simple the person in the lead would leave their card blank and the other's would write their own confessions this way the distance between them close and when they stood on the same square they would leave their cards blank and

move to the goal together. However the traitor didn't want that they created many slanders in order to create chaos and was determined to turn the game into a place to break friendships, the purpose of this was to let the purpose of this was to make the traitor think that they are in control when they break this flawed tactic. The traitor Literally slandered Yuuichi and was completely fooled by Yuuichi's tactic here.

Yuuichi deduced that the traitor is Tenji as Shibe is not capable enough for this task,the dumbest in the group and didn't know how to act and Tenji is the one who slandered him and also through perception. Shibe also volunteered to reveal his biggest secret because he believed he was innocent and this was true, what was revealed were the secrets of his dad not him.
After this Yuuichi also tested Shibe by asking for his name tag thus it was confirmed that the traitor was Tenji. Yuuichi submitted a false secret saying 'Shibe has killed someone in the past" and it was actually Yuuichi who had killed three people in the past. We will see the purpose of this in a moment.

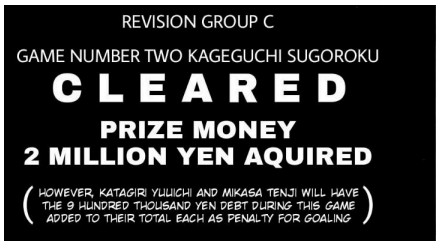
Tactic 3: Yuuichi manages to convince the group that there is still a way to find the traitor even if they can't reach the third round together, he told everyone to submit a slander saying they are the traitor of the group, the trick is that the administrators will be able to identify the liar as they would obviously know the traitor and push them to the third round except Yuuichi ordered everyone to submit blank cards except for the traitor and Yuuichi was able to completely deceive Tenji this way and expose him as the traitor he then exposed his lie and revealed his secret that he had killed 3 people in the past just so that he can participate in the next games and destroy this program for good.

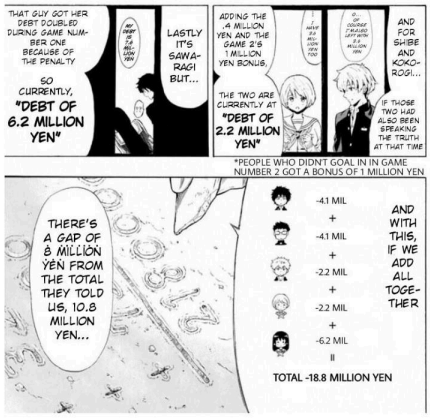
5/10 It's an ok strategy, there will be really good strategies ahead.

Keep in mind that I will use the colors in a different way now, I am not gonna Directly color the text but instead use black color to explain all the feats in every arc and then separately use the colors to explain feats of all categories separately.

3. Friendship hide and seek:-

The total debt of everyone (as the game administrators told them) was 10.8 million but everyone's total debt according to their statements was 18.8 million yen.







That means someone is lying and we suspect they suspect that someone to be Shiho. Kokorogi and Yuuichi's debt (2.2 million and 4.1 million respectively) can be confirmed as they couldn't have lied in the first game,Tenji admitted that his debt was also halved due to first conditions (this is also confirmed to us as he shows his nameplate as prove) along with Shibe's 0.2 million yen. The remaining debt was Shiho's and if she hadn't been penalized via double debt for speaking in the first game the remaining 4 million yen can be accounted for and the total debt would match.

Yuuichi: 4.1 m

Kokorogi: 2.2 m
Shiho: 2.2 m
Tenji: 2.1 m
Shibe: 0.2 m
Total: 10.8 million.

Conclusion:Shiho is the one lying about her debt.

We will come back to this later.

In the third round team C with 2 members Yuuichi and Tenji faces off against team K which has 5 members, the game takes place in a deep forest.

Game rules:

R1: Each team chooses one player to hide while the remaining player to hide while the remaining players become the seeker, the goal of the seekers is to find the hider of the opposing team.

R2: There are two forbidden acts in the game which will be punished by the debt being doubled if violated, the first is using violence against members of the opposing team, second is the hider moving from their hiding spot.

R3: Players of both teams are given a phone to communicate freely with friends or enemies.

R4: There is only one place in the forest where food and drink supplies are available, players can eat or drink as much as they want at the start of the game however the hider must wait for his/her team members to bring food to them.

R5: Due to the harshness of the hider position they have the right to give up, they will be given a device with a button that when pressed ends the game with the victory of the opposing team.

R6: Players can switch to the opposing team if they feel like they have no chance of winning, if the team they switched to wins their debt will become 0

yen (basically erased) and will be divided equally among the rest of the members of the team they switched from, if the team they switched to ends up losing they retain their debt.

Yuuichi was given a option to add a female player to their team to have a better chance of winning via having more seekers than before and he got one member Maria added to their team, Yuuichi here formulated a high risk high return strategy/plan (it's like X arc in cote a bunch of plans part of a big strategy and thus can count as both strategy and planning) revolving around using Maria. On team K the hider is their team captain and in team C Tenji is chosen as the hider

Hide and seek strategy/plan:

Step 1: For the first 3 days Yuuichi observed the personalities and relationships within team K, he instructed Maria to cooperate fully with him starting with sitting still and doing nothing for the first two days neither searching for the opposing team's hider nor bringing food to their own hider,team K's strategy was to closely monitor team Yuuichi knowing that at some point Yuuichi will have to bring food to Tenji they would then follow them and discover Tenji's hiding spot. If no food was brought Tenji would eventually press the give up button, team K had 4 members who could take turns watching and bringing food to their hider making it a nearly flawless strategy. On the third day Yuuichi declared his intentions to betray shocking team K, confused about how to handle the situation, Kei decided to take the advice of their captain and the team agreed despite Yuuichi's sarcastic remarks, Kei didn't talk in front of his team members but instead went somewhere else to talk and this made Yuuichi was already extremely suspicious that the hider was actually the captain cause why would he leave the games in the hands of such idiots? He induced that the team leader might actually be someone else and not the the hider, that's why Yuuichi did this in order to test that induction if they call the leader in front of him or easily make the decision themselves that means his induction was wrong but here it was confirmed that he was indeed correct and the real Leader was Kei,this was extremely important for his later tactics. Kei came back saying that the captain rejects the offer unless Maria also betrays not allowing for any cheap tricks, Yuuichi rejects the condition.

Step 2: Early on the fourth day Kei along with another guy went to give food to the leader while the fool tarou and a handsome guy stayed behind, through conversation Yuuichi learned that the fool Tarou was the person Yuuichi needed to find hot tempered but deeply valuing in justice, loyalty and not yielding to evil. Seeing Yuuichi extract information from Tarou the handsome guy requested to switch places so Tarou could watch over Maria, despite feeling embarrassed from the sight of Maria the young man crawled back to report to the handsome guy, seeing both of them distracted Yuuichi shouted “found it Maria” and they both ran along the mountain path, suddenly Yuuichi pushed Maria of a cliff gambling that Tarou would not hesitate to save Maria forcing the handsome guy to stay and help thus cutting off both of them and successfully bringing good and water to Tenji.

Step 3: After being rescued Maria played the victim while being teammates with Yuuichi, her cute and weak appearance igniting a sense of justice in the fool Tarou,when bringing food back to Tenji Yuuichi continued to get close to Maria in a way that made everyone uncomfortable, Yuuichi knew that the captain would accept Maria's betrayal due to her low threat level and Yuuichi also told her to refuse the offer this way his actions continued to disturb the sense of justice within Tarou making him join Yuuichi's team to stop his actions, the captain did not allow Maria to join their team but allowed Tarou to join Yuuichi's team which Yuuichi happily accepted, Tarou tried to punch Yuuichi as soon as he joined as violence against teammates wasn't against the rules though Yuuichi knocked him down with a leg sweep and tied him to a tree leaving her alone with Tarou for a while, she tried to lead the conversation about the captain's hiding place while Yuuichi listened to the conversation via phone but Tarou didn't even knew the hiding spot either. Now the team members of K group were standing right infront of them waiting for Tarou to punch them. Kei uses this situation to his advantage by persuading Maria, he reveals how Maria is a game administrator as she was completely fine, not hungry or tired, and then persuading her to tell him the location of Tenji and he is successful at this. soon as Kei dispersed to find Tenji Yuuichi called the captain and demanded that he press the fotfit button, Yuuichi knew that all five players were on a basketball team as this information had been leaked by Tarou a lot before, Yuuichi used this information to his advantage by breaking all of Tarou's fingers thus forcing the puppet captain to surrender.

Theory: Yuuichi might have opted for this scenario from the start, remember Yuuichi can control the amount of information he discloses regarding the location and according to him and Tenji it was the best hiding spot, Yuuichi basically planned this gamble from the start after he knew about Kei as to him this was his only realistic chance of winning. **[Counts in theory and canon].**

ER:
The way Yuuichi's Second Personality Lacks Empathy is also shown in this arc, where Yuuichi reached extreme extents, showing no sign of empathy or mercy to solve the case. Yuuichi broke his own fingers in order to protect Yakutaro's career but later stated that if it was him, he would do anything in a heartbeat and would not protect Yakutaro. This again indicated Yuuichi's Evil Personality is so ruthless that it lacks empathy completely.

4.Kokorogi rescue:

Yuuichi can choose between “come” and “not come” if he picks come Kokorogi will be released but Yuuichi will have to suffer through physical pain three times for 3 rounds or Kokorogi can also choose to suffer pain but it will be only 1 time per round. However in that case Yuuichi will have to suffer through quite the bad time specifically, it'll be physical pain. If Yuuichi chooses not to come, Kokorogi will have a slightly bad time.

Yuuichi chooses to suffer pain three times for 3 rounds here that is being hit up by a strong dude three times, getting three of his nails ripped off and getting his hands gouged off three times.

Yuuichi while enduring all of this pain was making a psychoanalysis of Kuroki and immediately formulated a game to defeat Kuroki but to do that he first angered Kuroki. By saying the following lines:-

“Why is this trash your guy's leader? What's so good about him? I am pretty sure in fights Herculean strength boys are much better at it. His personality is a sadistic pervert and his face looks like a disgusting snake.”

Kuroki replies by saying “You know you really don't get anything do you? The most important thing for a leader to have isn’t strength, it’s here (pointing towards his head) I am the smartest one in here. You are actually in this situation right now where you can’t even move an inch, aren’t you? Out of all the people here the one who can do something like this is only me and I am the most courageous one, also lastly this is the most important one, I don’t sell off my comrades.”

After this Kuroki changes the last torture method, if Kokorogi chooses the punishment she will have to dance in front of all the dudes in the room naked and if Yuuichi chooses to take the torture his hands will be gouged three times. (His hands being gouged is a vital part of the plan which means Yuuichi had anticipated how Kuroki will react when Yuuichi pisses him off and exactly what torture he will go to Yuuichi and it is possible to deduce that his hands are going to be gouged off as it is not straight up life-threatening but is extremely painful and Kuroki had a knife in his hand as observed by Yuuichi and was pissed off. Yuuichi had also used his awareness of Kuroki’s personality etc to formulate a game that can be used to teach him a lesson.

After the game ends Yuuichi says “It’s the first time I got this pissed” then Kuroki talks about how bad and selfish Kokorogi is for making Yuuichi suffer so much but all of a sudden Yuuichi says “Don’t misunderstand me I am not pissed at Kokorogi, I am pissed at Kuroki. It’s alright Kokorogi I am not angry at you, at all… these tricks are often used by kidnappers [if you don’t agree to our demands, the hostage will suffer] like so and those guys tries to sway the ones that didn’t listen to the demands towards the wrong conclusion, but if you think about it calmly the bad ones are the kidnappers who made the first action. Kokorogi… you're just a victim, there's nothing you should be feeling badly about. Rather it’s my fault that you were targeted to be kidnapped… sorry Kokorogi for making you suffer so much” Yuuichi not only managed the emotions of Kokorogi and made her trust him again but also pissed off Kuroki even more. After this Yuuichi challenges Kuroki to a game. If Kuroki wins he gets 10 million yen cash and if Yuuichi wins he will amputate the fingers of

Kuroki. Kuroki says “I can’t think of you having so much money” to which Yuuichi replies “You know my past don't you? Then obviously you should know that I have that much of a loose change”

Game name: Finger cutting rock paper scissors.

Game rules: Use Rock and lose no fingers cut, use paper and lose five fingers cut, use scissors and lose 2 fingers cut.

Yuuichi further explains how he is at a disadvantage as he can only use rock or paper with his hand. Kuroki tries to deny him but Yuuichi says “Hah? You are so advantageous in this game and still not gonna play… oi oi it can’t be that you are NERVOUS?” Yuuichi changes his rules and now if Kuroki wins all of his comrades get a bonus of 1 million yen. Kuroki thus has to accept.

Kuroki's thinking process:-
1)>Thinking normally,paper is the hardest to use while rock is the easiest.

2)>So it's like this: scissors: Mid risk,paper:High risk, rock:Low risk.

3)>To win against the rock (easiest to use) you have to use paper (which is the most difficult to use),this game is unexpectedly well made.

4)>But my opponent can only use rock or scissors.

5)>If I use paper I can never lose,at the worst using paper only gets me a tie . But what happens in the case of a tie? (Yuuichi answers that there will be no penalties and the game ends).

6)>Could it be that a tie is this guy's real aim? Well under these circumstances it must be obvious that I am going to use paper so Yuuichi will use paper with practically 100% chance.

7)>Then I can just use scissors and win.

8)>But if I lose using scissors I will lose two of my fingers. However I think about this I can't lose.

Kuroki here suddenly gets a bad premonition.

9)>It's alright just think simply My choices are 1)paper: possibility of getting a tie but will never lose,2) scissors: Possibility of winning but might lose.

10)>Even if the chances of losing are low, it's wise to not take it if possible.

Yuuichi here interrupts by saying “you are going to use paper aren't you,just that with that I can see how much courage you have”

11)>Ahh... I see you rebuking me. I can't use scissors like that in front of my comrades is your real aim.

12)>Even if he doesn't use paper his only other option is rock so I am just gonna use paper.

But Yuuichi just used his left hand which was not injured to form a scissor and won the game. Kuroki did not accept his defeat but immediately the actual game administrators had come and right before his hands were about to get amputated Yuuichi said “you can get away with this but one of his comrades will have to replace him” but obviously no one followed. Yuuichi passes out before he could amputate Kuroki's fingers though.

Foresight: Yuuichi had predicted the entire 12 step thought process of Kuroki at perfect accuracy + perfect timing as is confirmed by the way he interrupts Kuroki. Additionally Yuuichi might have also talked shit about Kuroki predicting that he will gouge his hands in return so he can then humiliate Kuroki also making up enough time for the game administrators to come **[Theory]**.

EI/SI/MANIPULATION: Same as anticipations/predictions.

THINKING/REASONING/FSIQ/INSIGHT: Thought of a way to take revenge from Kuroki by making up a game and setting up a trap for him while enduring an extreme amount of pain.

Adaptability and ER:
Even though the pain and torture Yuuichi went through Via hospital statement is enough damage for a person to not even be able to move for days with Long term Physical and Psychological damage. Yuuichi when enduring the pain had Morals, he was Enduring it to protect Kokorogi as well as Made her understand that it is not her fault that he had to suffer such intense torture. showing he had complete awareness of his senses and Morals. The second Yuuichi tells Kokorogi that he would not be holding back Yuuichi's personality changes Yuuichi turns completely ruthless showing no sign of the Pain yuuichi was feeling to the point no one even noticed Yuuichi would generally be at brim of Unconsciousness due to the blood loss and Pain. Showing psychopathic nature the Reason Yuuichi didn't Activate his Second personality during the Torture was because if Yuuichi loses his Morals due to Personality Switch then Yuuichi would choose to Win or Protect himself Instead of protecting Kokorogi. Yuuichi Artfully controls his Second Personality from Activating even in Face of Enough pain and blood loss that could Possibly kill an Average human being or Render Him Unconscious Yuuichi was Able to Show Beautiful ER so he could Protect Kokorogi.

Huge thanks to Klein/Curlean eyes of Vador on youtube for the analysis of Yuuichi's ER, this is only a small part of his analysis posted in his community post which I decided to include here (the part relevant to this arc)

Differentiation between the versions of Yuuichi:

- In Canon and onscreen, Yuuichi thought about the finger cutting rock paper scissors game after his hands were gauged.

- In Theory, Yuuichi thought about the game way before his hands were gauged, he made Kuroki angry on purpose knowing how he would reply and would gauge his hands afterwards (it can be logically predicted, Yuuichi has disposed the body of a grown man and a 3 month pregnant

woman before and also successfully deceive the police and everyone, so it's not some impossible task for him in any way) thus also making up time for the TG administration to come and teaching Kuroki a lesson at the same time.

5.Friend sin trial:-

Game rules:

R1: In this game Shibe is accused of several crimes and is put on trial.

R2: Shibe's friends that is Tenji,
Kokorogi and Yuuichi here will have to get 70,000 yen from 28 jury members, that is Shibe's school classmates total 1.96 million yen from them and **only** them.

R3: Shibe's friends can reject this trail and then Shibe would be abandoned and carry a debt of 500 million yen.

R4: If they manage to get the total 1.96 million yen from the jury members they will have to share Shibe's debt of 500 million yen equally among themselves for the adult Tomodachi game rounds.

Yuuichi after the events of fake Tomodachi game was in a critical condition in the hospital infact the TG administration even described that the pain he is enduring and all the torture he went through would make a normal person go mad in pain making simple thinking hard for them, that obviously counts for fsiq too.

Yuuichi managed to analyze all the information Tenji gave him and figured out the false witness within the statement, premises:

1. Shibe tried to rape Shiho.
2. Shibe impregnated a first year high school girl.
3. Shibe's father and him own a debt of 500 million yen.

According to past observations:

1.Shibe admitted to bathing with his mother until 2nd year middle school => He has a mother complex.

2. Shibe's current crush is Shiho => Shibe's favorite type of women are the older sister type.

3. Shibe admitted to being a virgin and he was extremely talkative about love. => Shibe is most likely indeed a virgin considering his behavior and all.

4. The witness never details of this like how his sister even got in contact with Shibe etc, unlike the others => the witness most likely wants to hide the fact that he is lying, why would he care about reputation when he already leaked the main important info anyway and if he can increase the chances of Shibe being proven guilty for the sake of his sister right?

Therefore,
Conclusion: the second premise is definitely false. (Yuuichi was able to deduce this in a matter of seconds thus making this an extremely good CPI feat).

Yuuichi after knowing the basics of the rules, requests to meet up with Kuroki for 5 minutes time and Kuroki was waiting in the room, as soon as Yuuichi entered the room he greeted Kuroki with the words “Yo, it's been a while” then he grabbed him at the neck asking him the question “**You, on whose order did you pose as tomodachi game?”** When Kuroki refused to tell Yuuichi further induced fear in him by saying **“Ah it hurts my right hand Kuroki ahh it hurts, I wonder why? Hey, why do you think Kuroki kun hmmm? You know the doctor told me that the nerves in my right hand are completely destroyed and apparently my fingers can't be used again except for my thumb, wouldn't it piss you off? If it was done to you… don't you think so Kuroki kun?”** while holding a pen 🖊️ in his hand. Kuroki, shivering in fear at this point, answers “If….if…if I tell,I might get erased” Yuuichi then pulls him down towards the table almost poking his eye with the ball point of the pen shouting **“Kuroki I am telling you that I am gonna erase you right now of you don't talk!!”** Then he Immediately pulls Kuroki back up saying **“Juuuust kidding I,I was just kidding, Kuroki kun ❤️ don't worry right here right now if you tell me everything on top of being released right away,you can be free of charge”** “how can you say something like that!?” **“I can because I was so harmed by**

your actions, it's natural that I get the choice of what to do with you later however it's only for now, you know Kuroki you're going to have to spill either way and the difference is that you spill in front of this super nice me or spill in front of suuuper scary adults later, oh well looks like my time is up can't be helped do your best in the questioning of hell" "w-wait can I really trust you!?" **"Of course right now I am the only one who can save you from the gates of hell... your angel, give in Kuroki you don't like it when it hurts do you?"** Kuroki finally gives in telling Yuuichi the name of the guy who ordered him to pose as tomodachi game, Yuuichi asks him the method to get that money so can catch those guys at the receiving place. **"Guiding the other to the escape route after getting them cornered, it's the basics of controlling a human heart" - Yuuichi.**

The reason why Yuuichi here manipulated Kuroki like this was so that Yuuichi can get some money, he had already formulated a plan of using Kokorogi as bait to attract the teacher and then blackmail him to get the field trip fee money from the student's that is the same amount as the field trip fee, I will discuss more about this strategy right now.

Sin trial plan:-

Step 1: Same as Kuroki manipulation explained before.

Step 2: Yuuichi as he entered the court and explained his reasoning as to why the second witness is a false one, Manabu rejected it saying "are you underestimating the trail" Yuuichi though countered this argument perfectly he replied "aren't you the one underestimating it? Fine if you want it to be that way, the 2nd witness can give his testimony but wait, Tenji, what is the punishment for the crime of perjury?" 3 months to 10 years in prison, replied Tenji. "So at most 10 years in jail huh, well in this case how long?" Tenji replied, "Oh sorry for going off topic, please give your testimony, the testimony that will describe your life in the future". This made the guy too scared to utter a single word. Yuuichi requests Mabu to extend the time period but Manabu refuses, Yuuichi replies"Are you underestimating this trial? When the validity of a testimony/evidence is uncertain extra time is given to confirm it" and uses this to his advantage by saying "you have two choices,

1. You give us extended time to prove his testimony wrong, 1 day will be enough.

2. You reject his testimony because of its uncertainty.

OR

3. Choose neither of the two, and go against your rules because it's unfavorable to you.

Manabu is thus forced to choose option 2. With this Yuuichi also has 2 days worth of time to take the 70k yen from each student.

Yuuichi now had a plan to get the 70k yen from each student, that is by making them transfer the money by saying that we are re-gathering the money for the field trip, and the who tells about it to the classmate will be the one in the center of the class with the strongest trust among them all, that is Hanamiya, and she can easily dragged into all this if Tenji asks carefully as she likes Tenji. Tenji never told this though, so how did Yuuichi know? Yuuichi was able to figure that out from Tenji's personality and ability.

=> Tenji is a smart person, but because of getting betrayed once on top of being calculating he's very careful.

=>Tenji would have thought that instead of convincing everyone first he should make an individual ally, right after the start of friend's sin trial.

=> And that person should be Hanimiya, of course that's because she's the most influential being in this case, but that's not all.

=> The fact that the careful Tenji called her out immediately that same afternoon, there was something off.

=> The careful Tenji doesn't flip a card even if the chance of that card being correct is 99% yet this time he did it without hesitation meant that he must have her weakness.

=> But then Tenji would have been able to negotiate with her successfully that same afternoon.

=> Thus, it would be something more emotional, something that cannot be seen yet strong.

=> Thus the reason why he actually called her as because he knew she likes him, she has a crush on him.

Step 3:-
Hanamiya manipulation:

Hinamiya was called by Tenji early in the morning for this. What makes this manipulation feat extremely impressive is that Yuuichi didn't even directly did the manipulation, it was indirectly done with Tenji and Yuuichi had wrote the entire script for different scenarios.

As soon as Hinamiya comes Tenji Tenji starts by saying **"To be honest I don't have parents"** Hanamiya sympathises saying that since her only family is her and ger dad ahe might sympathise a little, Tenji continues **"and this is embarrassing, but we're shit poor and I can't go to college unless I get a scholarship"** Hanamiya replies saying that getting a scholarship shouldn't be a problem for him **"about that they told me I might get dropped because of that one incident of the field trip fee theft"** Hanamiya replies saying that it was Shiho and Shibe who were the most suspicious **"right but Inwas extremely close to those two, apperantly someone in the class spread a rumor that I was desperately defending Shibe and Shiho because of that they think I was related to the incident as well"** Hanamiya shouts that it's not her and she hadn't said anything of the like to the teacher. **"Yes that's right, Hanamiya-san isn't the type of person to do that because you were always on my side, In whatever situation"** says Tenji and she agrees saying "ofcourse" **"but the teachers and everyone thinks that you're the leader of the the group that is against the people who spurred the incident, in other words, the class's abusive language, bullying towards Shibe, and the rumors about me, right now they all think you are the one who started them"** "What? Even about Mikasa-kun being made to be my fault?" Says Hanamiya **"that's why in the**

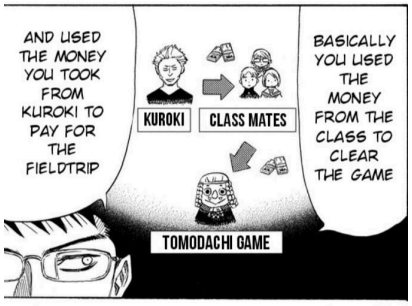
worst case scenario not only me but it might also affect your entrance to college, as the leader of bullying since I heard that university cares about those kinds of things a lot" this makes her concerned Tenji continues **"actually there is a easy way to solve all this, we just have to gather the money again, everything started from our class failing to gather the money, the teachers don't like the commotion getting too big they want the students to solve the problem by themselves if possible. That's why if the students go past all the discord themselves and redo from the start if we act out that kind of a beautiful tale then we should be able to mutually compromise with the teachers, that is the only person who can conduct this plan is only you, to be honest I was very concerned since for me studying was everything, I thought it would've been over if I was to fail entering a university that was when I thought I wonder who I should talk about this to the one who understands me properly, believes in me, one who can help, you were the only one who I could rely on, in the end"** and then he hugs her.

Just like that Yuuichi would have won the game if not for Tenji ruining everything at the last moment.

Yuuichi then used Kokorogi to make a come back from the situation, he basically filmed a "indecent video" with Kokorogi in it and sended it to the class teacher knowing his personality and that he would come for Kokorogi which he then got photos of it to blackmail him into getting the field trip money from the students. Then he used the money he got from Kuroki to then get the money to pay for the field trip and also get the required money at the same time.

Theory: Yuuichi might have opted for this from the start that is for Tenji to fail knowing that Tenji will try to appeal and try get the money himself but fail, This is not something I made up Tsumugi literally mentions this herself in ch 33, the idea behind this is that when Tenji confesses the sin out of his own will it will make the classmates feel like there was a reason of some kind to the money they were holding on to, that's why they became afraid of keeping such money to a credible person with a good reason they would want to hand the money over. This was basically a double contingency plan Yuuichi had thought of allowing for victory in both scenarios of the Hanamiya manipulation success and failure there is high chance of 95% of thus being true as he has even shown on screen feats of greater level later on and also this explains why didn't he tell

Tenji that Hanamiya doesn't have to go to jail and all because of Kuroki's money **[Counts in theory and canon].**









Additionally Yuuichi and the teacher both knew each other so that can't really be used as a argument like “what if the teacher didn't listen” Yuuichi had enough social awareness and awareness of people's emotions around him so much that he knew about the teachers lust towards Kokorogi and decided to use exactly that to his advantage **(theory Yuuichi in this case specifically)**

6. Ch 42.5:-

Long story short. A high school girl is kidnapped by a bunch of men because their actress from a porn video did not come and they basically try to rape her and record it. But Yuuichi was able to find out the place where they kidnapped her and entered the Kidnapper's place to save her from her terrible fate.

One of the Kidnappers has a gun. Keep this in mind.

Yuuichi as soon as he entered also observed this and then he dies the following things all just to save a girl that tried to break his friendship.

> Says Hi to let everyone know he is here.

> Walks up to the guy holding the gun with full confidence.

> Tell him to give his gun and he will play Russian roulette with 5 bullets.

> But actually he just grabs one of the members and threatens to kill him unless they give the girl back to him. And that he saves her.

> While doing all of this he shows no sign of fear, in fact, he was smiling like he met some friends or relatives after a long time and wasn't in an extremely hard to escape life or death situation.

It's pretty obvious that they would have killed him if he didn't act fast.

Ridiculous levels of EM pretty much.

Moreover, When Yukino asks Yuuichi why he rescued her, he responds with a profound observation: he recognized in her eyes the same inner torment he had once experienced. He understood the overwhelming weight of potential regret and how it could gnaw at her later, leaving scars of remorse. This insight draws a parallel to Reika's situation, demonstrating Yuuichi's ability to empathize deeply with others' emotional struggles.

Yuuichi's actions are not merely reactive but deliberate. By stopping Yukino, he prevents her from causing harm to his group of friends, acting out of a sense of loyalty and affection. His protective nature shines through, emphasizing the depth of his bonds with his companions.

The chapter reaches its emotional climax at its conclusion when Yukino offers Yuuichi money as a gesture of gratitude. Yuuichi's response is telling: he admits that his former self, shaped by a desperate need for survival, would have likely accepted the money without hesitation. However, he declares that he is no longer driven by financial gain, as he has discovered something far more valuable—friendship.

This seemingly simple yet profound moment underscores the central role friendship plays in Yuuichi's life, both before and after the Tomodachi Game. It is not merely an abstract ideal for him but a guiding principle that shapes his decisions and actions. This is further highlighted by a specific instance before the game's beginning when Yuuichi discusses money in relation to his friends.

His behavior illustrates that his philosophy of valuing "friends over money" is not a superficial ideology but a deeply ingrained truth of his character.

Thus making this chapter have both high tier EM feats and a glimpse of his EE.

Potential counter arguments:-

“Yuuichi did not understand the true danger of the situation”
Yuuichi did understand the danger of the situation as soon as he entered the Kidnappers place as he observed the gun as soon as he entered and saw the girl getting raped with his own eyes. (Sorry but I am too lazy to rewrite this in different color too)

“Yuuichi thought that the kidnappers are extremely dumb and so this feat is not that valid”
Yuuichi indeed thought that but it does not affect the feat much at all. There is still a good chance of this tactic not succeeding. Any normal teenager or even many smart characters would not even have the courage to walk into the room trying to execute this tactic. Meanwhile, Yuuichi perfectly executed the tactic while keeping a genuine smile on his face the entire time.

“It's a non serialized episode so it wouldn't count”

The chapter can be counted as canon because even though it’s a “non-serialized episode,” this side story still adds some legit backstory on Yuuichi’s friendships and how solid they were back in the day. It may not push the main plot forward, but it’s canon enough for understanding why Yuuichi and his friends care about each other or why any betrayal hits hard. So, yeah, it doesn’t mess with the main events, but it’s still valuable for getting why they’re all so close (or were).

The chances that it’s not canon are pretty low, like maybe 20-30%. Since it’s giving real background on Yuuichi and his friends, it’s likely the author’s way of building on their past, which usually counts as canon. The “non-serialized” tag mainly means it’s not part of the main plot flow, but it’s probably still intended as part of their story.

And another thing it’s very stupid to not include a chapter’s feats just because it’s a side story that is non-canon, it’s not an entirely different version entirely like some live action or straight up alternative timeline, in the end it’s just a manga chapter about a side story.

Ch 7.2:-

Credit:- The TIX EDITS (on youtube)

In this episode, we see a main character named Kenji encounter Yuuichi and try to get the money he lost in TG from Yuuichi. Here Kenji asks Yuuichi for money because he bumped into him (He says that he is the author of a manga called Giant and that he will not be able to write for a month because of this accident, so Yuuichi should give him 10 million yen). To do this, he tries to intimidate Yuuichi by asking him certain questions and trying to act superior to him. Yuuichi immediately understands how stupid this character is from his actions. So he tells him that he can provide him that amount by winning a game. The game he’s talking about is the game of finding the money (In this game, Yuuichi will throw the money in the air and catch it, and Kenji will guess which hand the money is in (in short, this is the game Yuuichi plays with Satone in the all bet game)) Kenji is sure that he will win this game because he knows the tactic of this game (the tactic of knowing better which hand the money is in by looking at the hand instead of looking in the air). So he looks at Yuuichi's hands as Yuuichi tosses the coin into the air. Yuuichi notices Kenji's action and raises his hand and holds the money. So here Yuuichi proves to us how fast he can think by reacting extremely quickly to this move made by Kenji. And he doesn’t just do that. Yuuichi, who sees Kenji’s move, takes advantage of it and puts the money in his hood (Kenji could have noticed Yuuichi's trick if he had looked up, but he can’t because he’s looking at Yuuichi's hands). After that, Kenji sees Yuuichi doing this and he thinks “this guy acted like this because he knew my tactic, but I still have a 50% chance”, that is, Yuuichi is doing here to prevent Kenji from understanding that he is cheating. So Yuuichi realizes this in such a short time and takes advantage of it. Moreover, from now on, he dominates Kenji and manipulates him (after humiliating him, he impresses him by complimenting him) So Yuuichi manipulated him and observed him for a very short time.

This shows us how quickly Yuuichi can think and make decisions.

7.Friends prison game:

Game rules:

(R here is short for rule):-

R1: This game takes place in a prison and it is cleared when a player completes their “sentence” which is about 20 years.

R2: The players will have to work for one job and once they finish that, Immediate end to the sentence. It will be game clear. Their job is to make 120 thousand dominos.

R3: Apparently there's a “key” to the back gate of this prison somewhere. In other words, the person who obtains that “key” will be able to get out whenever the guard isn't around.

R4: If there is a person who the player's think is suspicious no matter what. A system called “secret betrayal” will be conducted every night with the players. And the person chosen by the voter will be taken away, as a “suspect for escaping” and it will be game over for them at that time. For this even if the players were not thinking about escaping, if they get chosen they are out.

R5: Unless the votes for the betrayed totals up to more than half of all the votes, nothing will happen.

R6: If a player becomes an “exile” through the [secret betrayal] during the game, a debt of 100 million will be added to their total.

R7: If the players either stay in the prison for 20 years or complete the dominos they will get 100 million yen each.

R8: Violence is strictly prohibited and doing so will result in game over and a -100 million yen added to their total.

R9: Any successful escapee will get a special bonus of 200 million yen. And everyone else will get 400 million yen debt added to their total.

Right away, there are a few things I would like to discuss first:-

1) Prison area: The standard size of a prison in Japan (which is where this story takes place) is from 30,000-100,000 square meters, the TG administration has more than enough enough to easily afford such a prison of area 100,000 square meters however this would easily make the key rule ineffective as it will take a ridiculous amount of time for anyone to find the key and this would be straight up too expensive pretty much, sonthe actual range is somewhere around 30,000-50,000 square meters. We will take this as our estimate.

2) Tight time schedule: As it is stated in the manga everyone was partying all night and woke up on their own in the prison in broad daylight, with this information we can estimate the time at which they woke up at 8-10 am.

   The average time at which a person can stack up 1000 dominos if they work robotically yet not skillfully is:

   “Assuming no breaks and no failures, the time to stack 1,000 dominoes would be:

   3 seconds per domino:

   3 seconds × 1000 = 3000 seconds = 50 minutes

   5 seconds per domino:

   5 seconds × 1000 = 5000 seconds = 83.33 minutes (approximately 1 hour and 23 minutes)

Thus, a beginner would take 50 minutes to 1 hour and 23 minutes to stack 1,000 dominoes continuously without any breaks or failures."

Which is still a lot of time required, considering that everyone was working together and not leaving until the entire work for the day was finished and how Ushiroda was barely doing his part of the work on the first day, **this means that the total estimate of time they took to complete stacking all the dominos accounting for failures and rest periods is easily above 4 hours, up to 5 hrs even. Most likely estimate would be 4.5-5 hrs.** So if we assume the players woke up at 10am and started stacking up the dominos, then they would have completed the work at 2:30-3pm that would leave only a couple hours before night time for Yuuichi to find the key.

3) Implications and hints: The very statements of Yuuichi and Miyabe hint towards the likelihood of many unconfirmed feats like, "I was allied with Yuuichi from the very beginning" -Miyabe." "I had found the key from the very start" -Yuuichi. Additionally the biggest hint is Kei's words at the end of the prison arc and his theory.





How was Miyabe allied?

There are three possible scenarios for this:

1) Yuuichi negotiated with Miyabe as a countermeasure and as part of his plan to clear the Prison game on the first day OR he might have met and negotiated with her in the mansion. (58% chance of being true).

2) Kei was the one who negotiated with Miyabe from the start. (2% [-] chance of being true).

3) Yuuichi negotiated with Miyabe after allying with Kei. (39% chance of being true).

The % chance of S1 and S3 is basically a 2:3 ratio.

We will consider scenario 1 or 3.
Here, S1 + Kei's theory: Counts for Theory Yuuichi.

S3:Counts for Canon Yuuichi and onscreen Yuuichi.

I will give a clear distinction of the differences in the feats of each version, but first I will explain the feats,

Using point 1 and 2, there is a 90% [+] chance that Yuuichi had Visualized between 30,000 to 50,000 square meters of land on the first day to find an object as small as a key. **(Counts in canon and theory but NOT on screen).** An extremely important thing to mention is that Yuuichi didn't "Visualized the entire prison" it was a part by part Visualization and slowly narrowing down the possible areas with logical reasoning.

And for further concrete evidence for the entire feat as a whole, his fake key tactic can be used. Yuuichi can't just drop them anywhere especially because of the fact that the tactic was executed later on in the game, deciding the hiding locations for all the keys for certain people to find it at certain times is very vital for the strategy as a whole cause choosing a spot where most people would have searched already would have made others extremely suspicious so Yuuichi had to carefully decide each spot which would have required a lot of Visualization. This also supports the first feat and there's also the fact that even players like Ryusei were fooled by the hiding location.

Yuuichi would have to eventually Visualize a lot of the prison or atleast a lot of complex interiors by the time he finds the key. Not the entirety of the prison but effectively more than 50% at least. It requires a ton of effort to find a object as small as a key especially, there's also things like low time Yuuichi would have to worry about as well as the fact that he couldn't just search every corner without minding if anyone's watching him cause it would cause huge suspicion later on and at night time it wasn't possible to search as effectively.

All these factors would have forced him to depend on Visualization eventually

Kei's theory has a very high chance of being true here if we consider the fact that he knew players like Kei and Ryusei were in the game along with his skill set and his ruthlessness, I would say it has a good 80% Chance of being true but still not enough to count this in canon.

So now I will be explaining the feats from the perspective of (theory) Yuuichi and explain the differences between them in the end.

Yuuichi had recognised that there could be swindlers in the mansion so he used Shibe as bait to potentially root out any swindler which to be aware of, this trick works and he knew that Ryusei was a first rate swindler who might have participated in TG before.

As soon as the game started, on the first day Yuuichi had visualized the prison with an area of around 30,000-50,000 square meters to find an object as small as a key which would require him to use a lot of VSI and FRI even if there were two of them in the prison. This way he obtained the key and could have escaped but he wanted to eliminate as many players as possible so TG will have as little benefit as possible, TG's earning will be almost four times less if almost everyone is exiled rather than when he escapes at the start of the game. Yuuichi also thought about the possibility of there being another key and a key holder as because of mainly two reasons:

1. The game was extremely similar to the werewolf game (it's like among us) and there are two werewolves (equivalent to imposters) in that game meaning there might well be two keys here (meaning two key holders which symbolizes the two imposters for this game).
2. His Visualizations suggested that there was 1 more spot where 1 more key could have been very well hidden.

Yuuichi accounts for this in his calculations he then deduces that it's Kei who is most likely in possession of the other key as Kei along with 5 other players lived as a separate group and Yuuichi knew by his observations of what everyone was doing on the first day in his group and also by perception that it couldn't have been anyone in his group and out of all the player's in the other group only Kei by his perception was capable of doing something like this and judging by him trying to control the votes of the game (he got this information from Miyabe, one of the reasons why he chose her to become his ally and let Shibe be controlled by Ryusei and I will explain the other reasons soon) he deduces that he
also has the same goal as him so he can be assured that Kei will not escape any time soon and he will likely use the same tactic as Ryusei did later on to gain a bigger profit once he feels like he has exiled enough players.

Prison game strategy/plan:

Fortunately a lot of the players were those which he had talked to before in the mansion like the swindler he rooted out like Minami,Taneda, Ryusei (the swindler he had rooted out),Miyabe (Shibe's maid from friend sin trail),Ushiroda,his own friend Shibe along with his foes/enemies like Kei and Kuroki. That makes 8/11 players which he knew about other than himself ofcourse leaving only Hag,Glasses and another NPC. This advantage allowed him to plan very far ahead from the very start, he came up with a huge plan consisting of small strategies (it's like X arc in cote, both planning and strategy) tactics to achieve the following set of goals:

1. Make sure to exile most of the players before escaping (G1).
2. Ally with Kei, the holder of the second key (G2).
3. Deal with Ryusei and keep him in check, get rid of him if possible. (G3).

To complete all of these goals Yuuichi negotiated with Miyabe to become his ally though it gave him one extra goal.

4. Prove to Miyabe that Shibe is actually kind (G4).

Although, it added a extra goal to Yuuichi's list it was still a resourceful and good decision by him for many reasons, I already told one she can give information on what Kei is up to, she is a better spy and smarter than Shibe and it would be better to just let Ryusei control him and make him think he is in full control (as Yuuichi did later on).

Differentiation between variants:

- (For theory Yuuichi): Yuuichi was lying about wanting to win the original way and Kei's Theory was correct, Yuuichi Visualized the prison to find the key on the first day.

- (For canon): Yuuichi was not lying, he negotiated with Miyabe himself after the first exile, visualized the prison and all the events after that were part of his plan.

- (For onscreen): Same as canon except he did not visualize the prison and negotiated with Miyabe after allying with Kei.

Step 1: Right on the first day, Ushiroda was being extremely uncooperative and not helping to complete the dominos as Yuuichi had anticipated beforehand, Yuuichi exploited this to his advantage by knocking all the dominos down on the night of the first day, as nobody would be sure who did it and the suspicion would fall on Ushiroda, on the second day Ushiroda's behavior will become worse Kei would try to get him to exile Ushiroda which would ultimately work and Kei will use this as an excuse to use his influence of 6 votes + 1 of Ushiroda and effectively control the majority of the votes.

Predictions:

1) Ushiroda will be uncooperative to the group, which will make Taneda especially angry.
2) Knocking down the dominos on the first day will cause suspicion to fall on Ushiroda.
3) This will make Taneda want to exile him even if not Kei will subtly be able to convince him.
4) And this will result in Taneda being exiled, no of participants dropping to 11 and Kei controlling the majority of the votes (7/11 votes).

Now, Kei actually only has a influence of 6 votes and, that is the votes of:

1. Glasses
2. Hag
3. Npc
4. Kuroki
5. Ushiroda
6. Kei himself.

Step 2: Now the reason why Yuuichi allowed Kei to have so much influence was because this would set Ryusei in panic and he would use his SI to the best of his

ability to turn the tables, especifically Yuuichi predicted that Ryusei will get Hag on his side because his skill set in manipulation (seduction) would work best on her, which would make Kei's team lose majority of the votes, from the point of view of Ryusei he also persuaded someone else to truly overcome Kei's influence which was most likely glasses. (4/11 votes) < (7/11 votes) and that is how after some days the NPC was exiled by them and only 10 players now remained additionally Kei's group was mainly focused on Yuuichi and didn't know just how capable Ryusei was yet.

Next Yuuichi made a big show by having Kuroki kneel before him, and also use this as an indirect way to ally with Kei too, it's hard to explain so I will just add some images to explain it.





Predictions:

5) This will set Ryusei in a panic and he will do the job of neutralizing Kei's influence.

6) After the NPC is exiled, this will give the perfect opportunity to indirectly negotiate and ally with Kei.

The strategy/plan starts in Canon and Onscreen from here on out.

Step 3: Now that G2 was completed Yuuichi next makes a small strategy to complete all the other 3 goals, Yuuichi starts by getting Kei to take full control over Kuroki as we saw in the manga, by telling Kei how to persuade Kuroki, thus giving him a voting influence of 4, same with Ryusei controlling 4 votes, leaving only Minami and Ushiroda.

Then he tells either Miyabe to knock the dominoes for two days or be a false witness saying that Ushiroda knocked down the dominos, Ryusei uses this to his advantage to exile Ushiroda which works (Yuuichi and Ryusei's voting influence easily made the majority).

This was to get rid of a more unpredictable guy (who might have caused trouble to both Ryusei and Yuuichi in the future).

Yuuichi on the first day Miyabe knocked the dominos down asks for some iron plates or whatever it's called to make “stoppers” to stop all the dominoes from falling, but in reality he actually used it to make fake keys, by copying the logo first so it will look legit, Yuuichi cooperates with Miyabe and Kei to distribute the keys to those they want to, that is everyone except themselves (3), Ushiroda and Ryusei (2) as Ushiroda will soon get exiled and as for Ryusei there is a good reason I will explain soon,that makes up for 4 keys though according to the panels almost everyone except the three are shown holding the keys but Ryusei himself didn't posses any key and it's confirmed by Ryusei's reasoning and thought process to exile Yuuichi and taking Hag's key and we know Ushiroda wasn't lying via his thought process about not having the key, so the authors or panel makers pretty much didn't care enough to show the accurate no of keys, **so NO, this does not debunk the theory incase anyone is wondering about that.**

Step 4: (I kinda messed up this part as Ushiroda's exile happened after this tactic but the key exchange did happened before, so sorry about that) Yuuichi writes a letter ✉️ on the day Ushiroda is exiled, the contents of the letter are in the image below:



Now I strongly doubt that this was actually written by Hag or any other fake key holder, I think the most likely possibility is that this was written by Yuuichi himself as Ryusei wouldn't try something like that if he doesn't have the key in the first place. Most likely Yuuichi was the one who orchestrated this with help of Kei and Miyabe, Yuuichi tells everyone to then strip to find the key owner and Hag refuses this, she clings to Ryusei saying she will want him to check on her only. Ryusei uses this to his advantage to get the key from her.
Of Course this was orchestrated by Yuuichi and his allies from the start. Making sure Hag gets the key right before this tactic in the morning. This letter splits all the remaining players into two groups, one wanting to submit the memorandum (Ryusei, glasses,Shibe,Hag and Miyabe) and the other not wanting to submit it (Yuuichi,Kei,Kuroki and Minami) Yuuichi expected the split to happen this way tho.

Predictions:
7) Hag will only agree for Ryusei to check her.
8) Ryusei will use this to his advantage to get Hag's fake key.
9)The letter will cause a split of 5:4 between the remaining 9 players.

Step 5: After this split Ryusei threatened the opposite group that he will have to start exiling them one by one if they don't submit the memorandum one by one each night, Yuuichi pretends that he is actually in danger and even tries to comes up with bluffs but fails (on purpose) to truly make Ryusei think he is in control but actually he isn't, After Minami submits the memorandum Kei comes to submit his memorandum and he also tries to come in, this is opposed by Miyabe (purposefully) and Ryusei but Hag allows it, she is still opposed by Ryusei not wanting Kei in their group but this makes her jealous thinking it was because of Miyabe that he is opposing her like that. Kei ends up not getting to stay there and Hag gets Ryusei to kiss her in front of Miyabe (this was done to give Miyabe a excuse for the final tactic), afterwards Kuroki and Yuuichi also give their memorandums and than Ryusei suspects Yuuichi to be the second key holder and then decides to exile him, but on the day of the exile Miyabe persuades him to do her in order to get her vote but in the middle of it she screams causing Shinji to barge into the room and slap him Miyabe does the same Hag and glasses also end up beating him and this results in 4 eliminations

in one day, these also results in the four votes against Ryusei becoming the majority and him getting eliminated.

Predictions:

10) Hag will allow Kei to come in but ultimately Kei won't be able to come in, causing Hag to get jealous and even telling Ryusei to kiss her in front of Miyabe.
11)The scream will cause Shibe to come and slap him without hesitation, followed by Miyabe and Hag.
Here are the psychological insights used for these predictions by Yuuichi (a simplified explanation by the manga):

“Women are emotional creatures. It’s useless to talk to them using rational reasons; no, doing that will be a minus because they actually know that they are in the wrong. Women are consistently testing men and how much of their distortions the man will forgive, because they think that the degree of distorted forgiveness is how much they’re loved”.

Here is a more in-depth explanation by gpt for the sake of understanding these feats better:

“Yes, for some women, this description could resonate to an extent, but it’s more about individual personality traits, attachment styles, or past experiences than about being a woman specifically. Here’s how certain parts might apply to some women, though these behaviors aren't exclusive to them:

1. Expressing Emotions Openly: Some women may express their emotions more openly due to socialization or personal comfort with vulnerability. Society often encourages women to be more emotionally expressive, so they might appear to prioritize emotions over strict rationality in some situations. However, this doesn't mean they can't be rational—it just means they may place value on emotional connection or understanding.

2. Testing Boundaries as a Reassurance Mechanism: Certain women, especially those with anxious or insecure attachment styles, may test boundaries as a way to feel reassured of their partner's commitment. This isn't a universal behavior but can happen when someone fears abandonment or needs frequent reassurance to feel secure in the relationship.

3. Linking Forgiveness to Love: Some individuals, women included, might equate their partner's forgiveness with proof of love or commitment, especially if they've had past relationships where love was shown through patience or endurance. This belief, however, can lead to problematic relationship dynamics if it turns into a cycle of testing and forgiveness rather than open communication and respect".

In essence, while this description might reflect behaviors seen in some women, it's not accurate to generalize these traits as representative of women as a whole. These behaviors are more closely tied to personal attachment needs, past relationship experiences, and individual personality traits rather than gender.

Yuuichi had way more understanding over this than what is explained here in order to understand the exact psychological traits of Hag here. This again shows his ability to Perceive and understand the exact psychological traits of a person and use it to his advantage.

Of Course this can't be used to say that there are inconsistencies in Yuuichi's own understanding of emotions, GPT talks about this from the assumption that all women are referred here but that's only what Ryusei thinks, Yuuichi doesn't think the same, Yuuichi himself perfectly understands that this does not apply to all women, but applies perfectly to Hag especifically.

Glasses also getting eliminated wasn't in his predictions I think, but it doesn't affect the tactics much as with the 3 eliminations Yuuichi,Kei,Kuroki and Minami's votes still formed a majority.
With this Yuuichi won and achieved pretty much all of his goals. Yuuichi uses the money he and Kei earned to pay the debts of Shibe and Miyabe and moves on to the next round with a 100 million yen profit.

EI: Emotional intelligence and especially EU + EP was used very well in this in order to make the most accurate psychological predictions, not to mention Miyabe perception feat Yuuichi didn't knew much about Miyabe in fact if anything he would only get know how much hatred she expressed against Shibe's household and him if he asks Shibe to be more detailed, despite this not only did he perceive and deduced her true intentions but he even had a extremely good idea how far she will be willing to go for it as I explained earlier.

SI: Extremely good negotiation, indirect communication and leadership skills were used by Yuuichi in order for this strategy/plan to go as well as it did.

Strategy/planning evaluation:-

1. **Efficiency:**

Yuuichi's strategy showcases remarkable efficiency by relying on others' behaviors and predictable tendencies to do much of the work for him. Instead of taking direct action in most cases, he manipulates others to act in ways that serve his goals. For example, by allowing Ushiroda's uncooperative attitude to escalate, Yuuichi indirectly creates a situation where exiling Ushiroda seems like the most logical choice to the group. This method conserves his energy and allows him to focus on broader objectives. However, the efficiency of this approach depends heavily on the accurate execution of each step and the behavior of the players adhering to his predictions. If anyone acted unexpectedly, the strategy could face complications, reducing its overall efficiency.

2. **Effectiveness:**

The strategy is highly effective in achieving Yuuichi's primary objectives. He successfully eliminates key threats, forms alliances, and manipulates group

dynamics to control the situation. Notably, his orchestration of Ryusei's downfall is a prime example of his ability to achieve his goals without exposing himself. He ensures that his opponents neutralize each other while he strengthens his alliances. This effectiveness is due to his detailed planning and ability to anticipate how the players will react. Even the auxiliary goal of proving Shibe's kindness fits neatly into the larger plan, showing how every move has a purpose.

3. **Complaxity:**
The strategy is incredibly intricate, involving multiple layers of psychological manipulation, carefully timed moves, and interactions with nearly every other player. Each step requires a precise understanding of individual motivations and group dynamics. For instance, Yuuichi's use of the fake keys and the memorandum split demonstrates his ability to execute complex maneuvers while keeping the overall plan on track. However, this level of complexity makes the strategy somewhat fragile. If any key player acted unpredictably or failed to follow the expected course, it could unravel parts of the plan. This inherent risk makes the strategy challenging to maintain without constant monitoring and adjustments.

Also here's a summary of the plan:
1) Ushiroda's hostility will make him a target for exile and shift attention away from Yuuichi early on.

2) Ryusei will mistake Yuuichi's move to give Kei influence as an error, not a ploy to provoke overextension.

3) The false key distribution will sow distrust, dividing players into smaller, manipulable factions.

4) The letter will push Hag toward Ryusei, enabling Yuuichi to time the key transfer perfectly.

5) Hag's jealousy and Miyabe's reaction will destabilize Ryusei's group, causing impulsive decisions.

6) The letter's split will erode Ryusei's authority due to rising mistrust within his faction.

This was the basic idea of the plan.

4. **Alignment:**
Every aspect of the strategy aligns seamlessly with Yuuichi's goals. His actions are deliberate and calculated, ensuring that even secondary objectives, such as forming alliances or proving Shibe's kindness, serve the broader strategy. By focusing on eliminating threats like Ryusei and Ushiroda, he secures his position while also advancing toward the final objective of escaping. His alignment with his goals is evident in how efficiently he navigates the shifting dynamics within the group, always keeping his ultimate priorities in focus.

5. **Sheilding:**
Yuuichi excels at shielding himself from suspicion throughout the strategy. He constantly deflects attention away from himself, often by letting others take the spotlight or seem more suspicious. For example, by feigning failure during his bluffs against Ryusei, Yuuichi creates the illusion that he is not in control, making him appear less threatening. This subtle yet effective approach allows him to manipulate the game from the shadows, ensuring that he is not targeted while he executes his plans.

6. Resilience
The strategy demonstrates moderate resilience to disruptions. Yuuichi is skilled at adapting to changing circumstances, as seen when he adjusts his plans based on Ryusei's actions. However, the strategy is not entirely immune to failure if significant unforeseen events occur. For example, if a player acted entirely against expectations or introduced a chaotic element that disrupted

group dynamics, it could throw off Yuuichi's carefully laid plans. While he can handle moderate changes, the reliance on predicting others' behavior limits the strategy's overall resilience.

7. Forseight:
Yuuichi's foresight is one of the standout elements of his strategy. He accurately predicts how key players, such as Ryusei, Hag, and Kei, will act, and he uses this knowledge to stay several steps ahead of everyone else. His ability to foresee the group split after the letter, anticipate Ryusei's attempts to neutralize Kei's influence, and manipulate the domino tactics all highlight his capacity for long-term planning. This foresight allows him to execute his plans with precision, ensuring that each step aligns with his broader goals.

8. Efficiency:
The strategy offers limited flexibility, as it relies on events unfolding in line with Yuuichi's predictions. While he demonstrates the ability to make minor adjustments, such as changing tactics to counter Ryusei, the overall plan is not highly adaptable to major deviations. If something completely unexpected were to occur, it could disrupt the entire strategy. However, within a controlled environment where players' actions fall within expected parameters, Yuuichi's ability to manage contingencies is sufficient to keep the plan intact.

9. **Execution:**
Yuuichi's execution of the strategy is near flawless. He times every move perfectly and uses his allies, such as Kei and Miyabe, effectively to achieve his objectives. His ability to orchestrate complex maneuvers, like the creation of fake keys and the manipulation of the memorandum split, demonstrates his meticulous attention to detail. Even under pressure, Yuuichi remains calm and methodical, ensuring that the plan proceeds as intended. His ability to execute such a complex strategy while maintaining his composure is a testament to his skill as a strategist.

Overall evaluation:

Yuuichi's strategy is a masterclass in manipulation and long-term planning. It efficiently achieves his objectives while keeping him shielded from suspicion and maximizing the utility of his allies. However, its reliance on predictable behavior and its intricate complexity make it vulnerable to unexpected events. Despite these risks, Yuuichi's exceptional foresight, adaptability, and execution ensure the strategy's success in most scenarios.

8. All bet game:-

I have made a separate doc about this arc and its feats, I will give the link to it here, alternatively you can ask for the all bet doc separately in the server where you got this doc from.

https://docs.google.com/document/d/1yvFX8zOINU9NGpAGsru6HwUzr-IdH3sIgC-gxoEq46Y/edit?usp=drivesdk

MANIPULATION,EI AND SI:

Satone manipulation: Yuuichi's manipulation of Satone in the manga is better than it seems, Yuuichi was able to facilitate the emotions of a gambler who never lost a gamble and was super confident in his abilities, even being able to make her think he was actually planning on killing his father (tho it wasn't his real goal)

Mass manipulation: Kamishiro, a person with extremely good EI and a cult leader who even knew about Yuuichi's past from Shinji still severely underestimated just how smart Yuuichi is which is a extremely good feat considering his narrative (proven by feats so can count in proven ability scaling), Kaito and Mishima were also completely fooled *and even Satone was fooled by this*,we cannot take her Intuition of who will win between Kamishiro and Yuuichi as a valid way to disapprove this claim because if she really knew why didn't she stop her father from buying back their team members? Not only

perception but also the Intuitive prediction skills of Satone was deceived by Yuuichi's acting skills.

“B-but what about her bet on Yuuichi winning against Kamishiro 🤓”

It was just a 50/50 Intuition guess if she really knew about Yuuichi's superiority over Kamishiro she would have been far more cautious against him and use her Intuition and perception to the best of her abilities and lookout for traps.

EI: His extremely accurate psychological predictions and his understanding of Kamashiro are both extremely good feats.

SI: He was able to change the mood in a room full of mostly strangers who were also in 4 distinct groups completely.

Adaptability: Yuuichi adapted extremely well to a very situation and different environment even using tactics of deception before the first match began (intentionally building up the belief that he is just a small fry).

FSIQ:-

PSI: Formulated the main idea of the all bet strategy before the first match properly started, in around a little less than 1 minute worth of time.

Extremely good use of FRI, Thinking, reasoning to think of the all bet strategy and Kamishiro plan.

Observation: The camera feat is a extremely good and underrated feat of observation

Deception: The all bet strategy is extremely resilient and good at offense at the same time, it's like a giant invisible Anaconda curling up its victim and the victims don't realize it until they are already swallowed whole.

Foresight: Made a total of (11+8)= 18 step predictions at almost pinpoint accuracy.

“How are you saying that Yuuichi will be able to come up with the same tactic as Kei”

Because his confirmed feats in EI and other things say so.

Some things are impossible to predict in the 18 step predictions are impossible to predict like Kei not walking in when Kamishiro shows Yutori the magic trick or if Kei was with her the entire time Kamishiro's strategy would be impossible and this also makes things like predicting Mishima will buy the camera and stab Kei”

Kei doesn't need to walk in on Kamishiro and Yutori, we see Yutori being hesitant about Kamishiro's magic trick so she would ask Kei about it either way, Kamishiro would look for a perfect opportunity to talk with Yutori when Kei wasn't with him.
There's a full psychoanalysis to deduce Mishima will do that, again Yuuichi had to analyze their thinking patterns and other things + it was the best way to control Kei.

Part 2 is coming soon this year.