KIRUMA SOUICHI PLANNING FEATS PROTOPOROS ARC
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Feat list- The ban match(325-327)

At the first chapter of ban match leader invites Usogui and the Ideal to a meeting room were three of them can start their conversation regarding the gambling and the rules of the ban match match which was furtherly explained by the leader and after wards calling a referee to start the match this all was planned by the leader.

After calling referee midara as the charge of referee and set the rules of game refeere midara start explaining rules of the game by Time,Men and Location.
Time-indicates the duration of time in ban match
Men-indicating the number of players in ban match
Location-indicates the location of where ban match will be posted

In this same section the players took each of their cards.

The battle of 3 kingdoms-

Leader confronted with nobuko can assign a request to be a slave of her kingdom.

Leaders organisations was the power to use the country sources and was willing manipulating the match from behind and which they with hold the power of the country and leader also had planted high explosives on the island.

Leader then again confronted with nobuko and requests that he would become the king so he could take down the tipa.

The protoporos nightmare-
Leader sends a email message to gakuto who was on a boat.
The Leader's intention was after anticipating the nightmare on the island and to ask gakuto's assistant to rescue everyone on the island.

The Leader's intention was to settle things on his own in later arc and so on..

Hey guys this was a very short document based on the leader's planning feats and was mostly focused based on-screen and narrative implications

Tnx for reading it❤️



(Art credit to the owner)