He realizes that all the influence he is gaining is all under the control of the Leader (analytical thinking, social awareness)

So Baku plans to lose STL once and restart again while planting seeds to make getting to STL easier (planning preparation, planning length, planning intricacies)

There is mainly two parts to his plan

Plan

1. retaining his life plan

   Baku plans to lose a game with Leader in a simple and naive way to make Leader lose interest in him and retain his life.

   He uses the fact that all his followers are under Leaders control, and offers a gamble in which it uses his followers support, this simple plan allows for Leader to counter Baku easily, as all of Baku's men are working for Leader and lose interest in him, which is exactly his plan (Deductive reasoning, Emotional Understanding, Acting Skills, Misdirection)

2. Regaining his power plan
   a. Labyrinth plan

      Offers one of the higher ups in police to gamble to bet Alibi. On the surface it makes it seem like Baku is offering the Police official a way out of a Scandal, because he is allowing him to delete evidence that such gambles happened. This coverup plan allows for Baku to plant a seed into the Police official without raising suspicion (strategy shielding, deception). He plans the idea of making a system that uses Kakerou to conceal Alibi, so the police can use it to set up fake criminals. Summarizing this, Baku basically implied that Kakerou can take peoples alibi's too since their mission is to ensure collection of what was bet, and with Kakerou's powerful political position, they can erase evidence of people's actions and records too. And because Kagerou is such a goal driven organization, if a event related to

Kakerous was collected and given to another person on paper, Kakerous will probably treat it as so, and make it so the altered “alibi collected reality” is the one provable, so only evidence that approves the altered reality can surface using Kakerou’s political power. Baku implied all of this by playing a game with these game rules with a police officer and because that police officer was corrupt, Baku basically gave him an idea of how to cover up crime for corrupt powerful people. Baku also anticipates that the police will keep track of this criminal cover up system as the police is a heavily organized organization. (anticipation, indirect manipulation) By creating a system where people with high political power can conceal their actions, it means there will be a system where corrupt actions of powerful people will be gathered in one place. Then since all the materials Baku needs to threaten powerful people for Karamete are in one place, he can exploit it easily afterward. (setting traps, coercion, divergent thinking) It also allows for Baku to try Surpassing the Leader / STL again, since STL is a once in a lifetime opportunity. But if the police creates a system that gatherers peoples alibis and memories from certain days, Baku can make the police gather Alibi from the day he played STL, and because Kakeoru swears by their promises to collect what was bet in a gamble, Baku betting him alibi for playing STL and giving it to another person basically means Kakerou will have to treat Baku as if he has never played STL before, this means Baku can play STL again. He also done it in a non-obvious way, since the police was the one who made a system to bet peoples alibi on certain days, all orchestrated by Baku, Baku can make it so he is just betting any other day and the police will happily accept his alibi as it is beneficial for them, not knowing that it is actually a trap. Baku aligned the police's

motivations to take people's alibis with his own needs perfectly. (planning effectiveness, planning efficiency, event manipulation, logical manipulation, indirect manipulation)

b. Marco Plan

Baku realizes that he is going to need a fighter to protect him in the gambles he is going to do (planning aim). He realizes it can't be part of Kakerou since it will be under Leader's control. (reflective thinking, learning ability) He learns about the abandoned building and plans to tame Marco (information gathering)

Baku goes on to execute all of these plans (planning execution, improvisation)

<u>feats demonstrated</u>

planning aim, planning preparation, ,planning efficiency, planning effectiveness, planning length, planning intricacies, planning execution, planning improvisation, emotional understanding, social awareness, acting skills, misdirection, deception, anticipation, indirect manipulation, mass manipulation, logical manipulation, coercion, deduction, divergent thinking, analytical thinking, reflective thinking, learning ability, information gathering, strategy shielding, setting traps