Akiyama and Yokoya (Contraband feats)

First of all, about the game rules:

There are 2 countries: the northern country (northern country) and southern country (south country). Akiyama's team consists of 9 people and are members of the southern country, yokoya's team is also composed of 9 people and they are members of the northern country

For convenience, we call the members of the South country N+ ordinal numbers, the members of the North country are similarly hidden, instead of using their names like in the story, we call them B + number Except for the special characters that cannot be hidden, they are akiyama, yokoya, nao, fuku (For more details see photo 1 and photo 2) The game rules are as follows: look at the map of this game (t left in photo 3) right above each North and South country, there is a temporary ATM calling each country's ATM, ATM North and ATM South.

Each country's ATM will contain 2.7 billion yen. Their job is that in each turn, a member of this country will have to go to the ATM of the other country to withdraw money (the maximum amount to be smuggled is 100 million) and then put it in the suitcase that the game organizer has given. available and then brought to the customs office located in the middle of the bottom of both countries. 1 member of the other country will act as an inspector waiting in the customs office to act as an inspector to prevent smuggling.

More specifically: all players will be given a card by the game organizer for each person who has a card. This card has the function of withdrawing money from ATM. Each player's account contains 300 million yen and that money is in the ATM of the other country (that's why each ATM of each North and South country contains 2.7 billion yen).

There is also a 3rd country where all players have an amount of money located on that side specifically the amount is 100 million ie each player is given 400 million yen. Their 300 million yen is in the other country's ATM and 100 million yen is in the third country. As I said above, the player's task is to go to the ATM of the next country to withdraw money (only withdraw =< 100 million yen to smuggle) then bring it to the customs office in which there are 1 member of the neighboring country to inspect and prevent smuggling . So what is "smuggling" here? It is to take the money that the player withdraws at the ATM of the neighboring country to transfer them to the 3rd country.
The inspector (the person in the next country) will prevent that. To prevent smuggling, there will be 4 cases:

- Scenario 1: Inspector says it's over and the smuggler will successfully transfer all the money in the suitcase to the 3rd country

-case 2: the inspector says he is suspicious but the smuggler's suitcase is empty, in this case the inspector will have to compensate half of the amount that he said suspicious to the smuggler and of course this amount will be transferred to the smuggler's account in a third country.

For example: the inspector said he suspected 100 million in the suitcase, but after checking the suitcase, the suitcase was completely empty => at that time the inspector had to compensate the smuggler with an amount of 50 million.

-Case 3: the inspector suspects that the amount of money is greater than or equal to the amount in the suitcase. In this case, the smuggler fails and the entire amount in the suitcase will be transferred to the inspector. For example : the inspector suspects 70 million but the amount in the suitcase is only 50 million => this amount of 50 million will be transferred directly to the inspector into the account in the 3rd country.

- case 4: the inspector suspects that the amount is smaller than the amount in the smuggler's suitcase. In this case the smuggler successfully took the money away and received compensation from the inspector. For example: the inspector suspects 50 million, but the smuggler's suitcase has up to 60 million => the smuggler brought up to 85 million (60 million + 25 million in compensation) to his account in the 3rd country To better understand.

This game has 50 rounds (2 turns is counted as 1 round). For example: turn 1 will be a member in the northern country as a smuggler, then a member in the southern country will work as an inspector, and then it will be the opposite, in turn 2 members of the south country will be a smuggler and 1 member of the North as an inspector.

These 2 turns count as 1 round. and the winner will be determined when 50 rounds are over, the team members will sum up the money from the overseas account and the team that owns the most money will win.After the game ends the number money from each country's ATM will be theirs. For example: after the game ended, the North country only got 1 billion from the ATM of the South country => there was 1.7 billion in the ATM of the South country.

Therefore, this amount of 1.7 billion will belong to the southern country after the game ends (ie the end of 50 rounds).

If it's 9 members on the men's team, there are 7 people (except akiyama and nao) each the person who owes the game organizer 100 million and 9 members in the southern country, 8 people (except yokoya) owe the game organizer, each person owes 200 million at the end of the game, each person's account will be deducted 400 million = > the profits from the smuggling or successful anti-smuggling inspection will belong to the individual course of the game (this must be analyzed because it is related to how akiyama and yokoya operate and control the game): while round 1 was about to start, quickly came up with a way that she thinks can win the game. As long as every member of the southern country side (i.e. her team's side) doesn't smuggle anything, there will be no loss. For example, if the smuggler does not bring any 1 yen into the suitcase, there will be 2 cases:

- Case 1: the inspector said it => no loss will happen

-case 2: the Thanh says doubt in this example, let's say that the inspector suspects 100 million, the smuggler will get 50 million from the compensation (details of the plan I proposed are in photo 6).
Basically, the plan is simple and low risk even can be profitable, but because it is a simple plan, it is easy to guess the neighboring country (Northern country) also applies the same

plan. => fuku guess in this plan the 2 teams will keep the balance at least for the first 4 to 5 innings and because this plan can't last forever, after the balance is lost, it's time for both teams to act. motion. apply the plan you have proposed. Be the first to go in turn 1 she plays the role of a smuggler of course this simple plan yosoka has a lot of money and the first round inspects the northern country team passed and there was no loss or loss. Start the 2nd turn with B3 as the smuggler and N1 as the inspector. listen to fuku the game will be balanced in the range of 4 -> 5 first rounds of N1 for it to pass, but in the suitcase of B3 until 100 million

=> ATM in the North lost 100 million and right now the game has lost its balance, forcing the southern country to action. Despite losing the balance, the southern team members still chose to play selfishly for themselves in the next 3 turns, which is not to bring any money to smuggle as well as to let go of all battles. smuggling from the other side. By doing so, they will not have money deducted from their account due to incorrect guessing of the amount in the suitcase (when doing the inspector, if they guess wrong, they will have money deducted from the account in the 3rd country to make compensation).

During the 2nd turn, and preparing for the turn of 3 countries of Akiyama (ie the southern country) decided to play scissors and hammer to determine what to go to the next rounds. because the members of the southern country played in a selfish way that they thought was safe for themselves, so the 4 northern countries easily got 200 million, the next round akiyama decided to play instead of N5, akiyama was ready A deposit of 1 million yen was on the ground when a smuggler in the northern country (B6) appeared, and akiyama tricked him into dropping something on the floor.

The fear instinct made B6 immediately turn around thanks to this game, which easily made Akiyam guess that there was money in B6's suitcase. akiyama said he suspected 100 million and successfully put that money into his account in the 3rd country and at the same time shortened the difference between the two countries to 100 million.

Akiyam's work has shown the northern country that his country is not a bunch of chickens that our team has the guts to doubt. To be more specific about the 5 rounds that took place, see photo 7. Because Akiyam went for N5 in round 5, continuing in the order of playing N5 will have to go round 6.

N5 works as a smuggler (he goes to the customs office with an empty suitcase) and since Akiyama has confirmed that his country has more guts, the team on the other side will have to play properly and to be safe. The investigation team chose to suspect 50 million and successfully helped N5 bring 25 million to the team. fuku thinks that not bringing N5's money is his selfish cowardice.

If all the other players on the same team continue like this then Akiyam's work from before is useless so he decided between everyone together the smuggler will have to bring the amount that everyone has agreed in advance. If the smuggler of the team does not bring the correct amount of money already decided, he will be fined 2 times of smuggling (ie lose 2 opportunities to earn money into the account).

Next turn N4 (Yokoya's former classmate) works as an inspector. Taking advantage of this yokoya as a smuggler, in the customs office yokoya made an offer to N4, which is to cooperate with yokoya and he will give N4 the exact amount of money he earned. No hesitation N4 decided to cooperate with yokoya by giving all the information (name, amount) that the next person smuggled. Knowing such important information yokoya continuously works as an inspector for his team.

Thanks to the information N4 gave yokoya, yokoya began to accuse himself of being a psychic with the smugglers in the akiyama team, so that the akiyama smugglers believed, yokoya completely guessed that they were stealing their names and the amount of money they took away. (this information is completely provided by N4) the amount that Team members with N4 will be able to use hand gestures to signal yokoya through the glass door.

Because it is a mutually beneficial cooperation, Yakoya is forced to comply with the agreement to give N4 the correct amount of money that he earns. Also use hand signals through the window but so that no one can see the two of them working together yokaya has a plan to keep all the data out of the way, that plan is how yokaya predicts money in the future. The suitcase we threw was because he was a psychic and the way N4 guessed the money was in the suitcase was so that he always said he was suspicious of 100 million => as long as yokoya asked the people in his team to take the money away, in his role as Inspector N4 said it was doubtful that the smuggled money belonged to him entirely.

The next time with a member of the akiyama team as an inspector, N4 didn't receive a signal from yokoya, he messed up his stomach and pushed him to be an inspector. for N2 (this guy is shy) so let it pass and the North side successfully got 100 million. Akiyama quickly realized the instability here, the amount of money yokoya and N4 got, if you give up the thousandth, are completely matched (290 million) of course, yokoya's arrangement for N4 always says 100 million doubts while working as an inspector. himself, is a psychic who has been seen through by akiyama.

To prove his reasoning, in the next turn in the South, as a smuggler N4 (the guy who cooperated with yokoya) asked the smuggler on his team to bring 91tr110. Akiyam gave the paper to the smuggler (in the paper he said he was trading with the amount of 91 million120) and told him to do exactly what he wrote in the paper. Of course, the amount of money that Akiyama told the smuggler on our team to bring was completely different from the amount that N4 communicated to yokoya, so this game was immediately exposed by Akiyama. Game progress is in picture 11.

During his time as an inspector yokoya had tracked down a bunch of akiyama squad members, he found that he had caught 3 stupid greedy pigs (N1, N2, N3) so yokoya made a plan as follows: , he knows the function of the cards is not only to withdraw money but also can deposit money, so yokoya asked all members to give the card to 1 person so that person can withdraw all money from ATM in South. , then take advantage of 3 guys N1 N2 N3 as follows: each turn 1 member of his team after meeting 1 of the 3 idiots that I listed above will convince them to deposit 300 million (this amount is a lot of money). more) that they have already withdrawn into their account (ie loaded into ATM North country) .

The above 3 months mean that the amount of money in your account increases (after the game ends, all the money in the North ATM will be divided equally among their team). These 3 guys loaded all the money into the real North ATM => all the money on the South ATM was cleared to the North ATM. Once this plan was successful, the members of the North border acted as inspectors. Just say doubt the amount of 100 million, their win rate is 100%.

After 17 rounds, in the next turn, Akiyama became a smuggler, during the time of withdrawing money from ATMs, Uncle Akiyama tested and exploited a number of laws related to ATM cards:

-the card can withdraw all the money in the account

- the card is not limited to users (for example, if you hold your card, you can still withdraw money)

-If the card field is no longer usable, the game organizer will make a new card (provided that the damaged card must be given to the game organizer for them to check if it is really damaged)

After exploiting the above, akiyama proposed a plan as follows: 1 person in team A will take all of each person's cards and clean up the ATM in the north country, then make a deal with a member of the north country to ask for help. We transferred all that money to an ATM in the South country (this plan is basically the same as yokoya's plan) unfortunately this plan has been done by yokoya before => 100% of the victory now belongs to the country North for better understanding, put it in photo 11.

After akiyama told his plan for team 3 to be fooled at team akiyama quickly realized they had fallen far into yokoya team's trap, they told akiyama that they had been tricked by this plan before, in order to cure Given the current situation, Akiyama quickly found another plan, taking advantage of the blind spot in yokoya's plan.

That is, it is not possible to determine the exact amount of money that has been transferred to the ATM in the North. Akiyama targeted 3 guys (B1 B3 B4) who tricked N1 N2 N3 into cooperation. During the turn of Akiyama as an inspector and B4 as a smuggler, Akiyama discovered that the other 3 people in the other team were not tricked into transferring all the money in the ATM of the South country to the ATM of the North country, but hid the money. So now the ATM in the South country is completely empty and the North side is always smuggling with an empty suitcase.

No one stays on the sinking ship. N4 agrees to cooperate with Akiyama, and he recounts the whole yokoy domination and manipulation. in the North country. yokoya gives team members loyalty points eg: obeying yokoya gets 1 point of successful smuggling plus 5 points of unsuccessful smuggling minus 5 points.

In order to strengthen his dictatorship yokoya gives each member a tape recorder to record the words of the protester, the protester will have 10 loyalty points deducted after the game. game over yokoya summarizing loyalty points ranking top1 reward 300 million top 2 reward 250 million ... top 7 and 8 do not get 1 silver cut coin .

Not only that, yokoya requires the members to give him all the cards when it's someone's turn to smuggle, he will give someone else's card to the smuggler if the smuggler returns without bringing the card back to him will burn that person's card (lost card => not receive money from the game organizer after the game is over) akiyama immediately devised that plan for his team to lose (i.e. let the total amount in the country team a's third is smaller than team yokoya's) because if akiyama team wins, each person has to lose half of their winnings to withdraw from the game, then transfer all the money at the ATM in the north to 1 tk then give that card to an ally in the North country, the last thing is for him to transfer all this money to the bank account of the South country.

But to be logical with the contrived j akiyama (the amount in the ATM in the North at this time is 4.2 billion (t take the round number) including the original 2.3 billion and 1.9 billion transferred by the akiyama team) so the amount the maximum request B4 takes is only 2.3 billion .

Akiyama decided to cooperate with 2 more people (B1 B3) in the North country. Once there is a transfer, akiyama will confess to them that the akiyama team was completely deceived and transferred 1.9 billion to the ATM of the North, at this time the other people know they have been cheated but still have to rush to follow the forward. the remaining amount from the ATM from the North.

To tell in detail his entire plan to the next members of the team, yokoya akiyama used the same tape recorder that yosoka gave to each of their members to record all the points he wanted to remember, and negotiate to the remaining B3. B2, Akiyama will actively negotiate directly. Of course, deliberately lowering points in the 3rd country was suspected by yokoya.

Just now, there will be 4 cases to explain why the akiyama team intentionally lowered the score to lose 3 impossible cases,, and case 4 is also the most perfect answer for this problem. the akiyama team intentionally lost , it was in the yokoya team that there was a traitor who raised the number of akiyama's assets and that's why akiyama deliberately lost. And the most suspicious object at the moment is the two guys who talked to akiyama in the customs office (B1 B4) to make sure of this. to join the akiyama gang. At this point yokoya calls the other two suspects and starts his confession game. yokoya tied the mouths of 2 guys and fixed 2 guys each on a chair , blindfolded them for 2 months and then made 1 suggestion in 10 minutes.

The first guy who gave a signal (raised his leg) would have to answer honestly about negotiating with Akiyama . The first person to confess will get 100 loyalty points and the other will get 100 points deducted, the psychological effect used in yokoya's confession game is to put both of them in a distrust situation.

Think of each other, give a big reward to one guy and kick the other guy down. In yokoya's mind, human nature always has betrayal, so standing in front of this situation of thousands of pounds of hair, forcing one of the two guys to betray each other. In less. than 1 minute B1 confessed to yokoya but he only told yokoya the next person akiyama negotiated was B3, not to mention B3 joined akiyama with a text message recorded by akiyama from the recorder itself. yokoya gives .

To be sure with B1's confession, yokoya next turns B3 into the customs office to confirm that Akiyama's words match B1 k. After matching with B1's testimony, yokoya deduced 2 possible cases and thought of a plan to prepare for both cases. yokoya's plan is as follows: the guys negotiated by akiyama will agree to carry out the plan given by akiyama, go get the card but akiyama signaled where the card is hidden and then withdraw all the money from the north country ATM but cannot be loaded into the ATM of the South country, but must be brought back to the base of the North country.

In the case that Akiyama lied about the fact that 3 months and the team did not put all the money (1.9 billion) into the ATM in the North, Akiyama honestly confessed that his team was trapped and then asked the team's allies yokoya withdraw 1 more trip.

In this case, 1.9 billion is still in the ATM of the North country and the other ally will continue Akiyama's suspicion of withdrawing all the remaining money and then bringing it back to the North country base, all the money. already in the country of the North , now yokoya only needs to lower the score from the 3rd country to deliberately lose and then quail with a huge amount of money.

And in the latter case, after asking the allies on the side, If the North country transfers money but Akiyama doesn't ask them to transfer it again, then at this moment, Akiyama is completely serious about the fact that 3 months and the other team hid the amount of 1.9 billion.

In this case, the akiyama team thought that all the money in the ATMs of both countries was wrapped up in akiyama's team so now the akiyama team will go crazy and blindly lower the points, in the end this is beneficial for the team. The yokoya side because of the difference in points and the yokoya side will enter the next round with their debt reduced.

In order for his plan to be carried out, yokoya had to let B3 go to the customs room to get information about the hidden ATM location, then withdraw all the money from the ATM in the North and bring it back to the base (of course, at this point yokoya doesn't know. B3 has been an ally of Akiyama) B3 has compressed and transferred the entire amount of 2.3 billion in ATMs in the North country to his account in the South country and then into the tax office.

At this time, Akiyama admitted that his team had fallen into yokoya's trap and transferred the entire amount of 1.9 billion to the ATM in the North, in this situation, it is difficult for B3 to be a smuggler into the tax room. again to forward the remaining money in the ATM of the North country because yokoya knew about akiyama's plan, akiyama knew that, so he prepared a loudspeaker (this guy broke the loudspeaker in his country's side). it) because the speaker has a permanent magnet attached, just rub the card into the speaker for a period of time, the magnetic force will lose all information in the card

=> the card is damaged, but B3 is given a new card, B3 will return and give the damaged card to yokoya and akiyama will take the newly issued card to recharge at ATMs in the south country.

And in order for yokoya not to wonder about not bringing the money withdrawn from the ATM in his country, B3 took his card to withdraw the entire amount of 2.3 billion at the ATM in the South country and then brought it back to the apartment.

Every North for yokoya, finally when the game ends, this amount will be confirmed by checking the data from the ATM, because it's the Northern countries withdrawing, so this money is inherently in the ATMs of the Southern countries (ie belonging to the Southern countries). about team akiyama).

After this turn is over, B3 informs yokoya about not accepting any more offers from akiyama to withdraw more money in the next turn, in this case yokoya deduces that the amount is 1.9 billion Initially, the 3rd fool on the akiyama team was hidden, at this point yokoya rushed straight into akiyama's trap, frantically letting his team raise the money in the 3rd country's account

=> Akiyama team will lose and Team members Akiyama will easily exit the game without spending half of the winnings. But yokoya is very careful, in the last turns of this game, he asks the team members to let him be both an inspector and a smuggler, then go smuggling with the money that B3 brings back to the country by loading into an ATM in the South country and then withdrawing it and then taking it to the customs office so that in the worst case the amount of money in yokoya's 3rd country account is big enough for him to withdraw with a sum of money. giant words.

At the end of the smuggling game, everything went smoothly according to Akiyama's plan.

The yokoya side wins (ie, the total amount in the 3rd country is more than the akiyama team) the total amount of money in the ATMs of the 2 teams will now be divided equally among the members in the same country, the money in the ATMs of the South country will be divided equally. (Akiyama team) is 3.3 billion and the amount in the ATM in the North country (Yokoya's team) is 0

Feat Liar game (abbreviated as LG), game 1:
1. Game rules 1:

- Each player has 100 million

- Take the opponent's money, regardless of any tricks, and will not be subject to criminal prosecution if taking the opponent's money.

- The format is 1v1

- Happens in 30 days

- The winner is the one who keeps more money at the end of the game

- When the game is over, the office representative will come and immediately collect the original 100 million (in Nao's case, the series number is from BGL00585KK to BGL10584KK), the remainder obtained will be a reward for the winner. If you lose money, you will have to pay the debt

2. Game rule analysis 1:

- The law does not prohibit any tricks and the player is not subject to criminal prosecution, so anyone can do anything to steal the opponent's money => Create a dramatic game

- Format, time: 1 vs 1, 30 days

- Win/lose condition: keep more/less money at the end of 30 days

- Representatives of the office will come to collect money: Limit only the representative of the organizer who will come to collect money, not anyone else. Going further is preventing players from sending money to the police. The police are responsible for seizing the money as lost property and only returning it when there is enough evidence that the owner of the money has actually appeared => The agent will not be able to get it. But if you can't get it immediately => Consider not paying => Lose.

In addition, the rule also only says "the office representative will come and collect the money" without saying anything more => Players have no way or clear signs to identify the representative office staff unless they self-referral => Can take advantage of this vulnerability.

- Get the correct initial amount: There are 2 factors that are the correct initial 100 million and the correct series number printed on the money => Avoid counterfeiting, forcing players to keep the correct amount of money.

3. Analysis of Akiyama's steps since he met Nao:

- Right from the first meeting with the teacher named Fujisawa, Akiyama noticed an abnormality in his words, from which he realized that he had cheated Nao out of all 100 million. Specifically:

When Nao and Akiyama met the teacher, he put on a friendly face, said that all the money was in the deposit box at the bank, but Nao said he heard him say that he cheated 1hs to get 100 million then he played the drums. Akiyama frankly said that they came to ask for money and threatened to report it to the police, but he admitted to himself that this was just a game and that he had done nothing wrong. => Indirectly admitting his own theft of money through affirming his beliefs about the game.
Here two things can be seen:

+ Akiyama was observant and recognized the self-acknowledgement in the teacher's own words, using it to force him to actually admit Nao's theft of money => Observing speech, analyzing logic,

+ The teacher's name is quite easy to lose his temper when being pressured psychologically and Akiyama realized and took advantage of this to implement his future plan => Reading position, eq, logic analysis.- On the train: Akiyama He recognized the loopholes in Mr. Fujiwasa's own words, specifically: The bank works by office hours, from Monday to Friday, from 9am to 5am during the day. The end of game 1 is Sunday, and if you deposit it in the bank, you can't get the money that day. At the same time, you must have a banker to go with you to open the box, but that day he is off => There is no way to open the deposit box => Must open on Friday first. From today to there, there are more than 20 days = > There's still a chance

=> Logical analysis, prediction, AQ

- Akiyama's plan to get his money back:

+ Theory: Akiyama intends to apply a fairly common psychological effect when cheating, which is psychological pressure to make the opponent no longer think clearly, leading to abnormal nerves, thereby causing the opponent to become afraid, anxious, weak, from which it is easy to be led and deceived.
=> Knowledge, eq

+ Practical application: First, Akiyama told Nao to go to the old teacher Fujisawa's house to declare war, with a tone and expression showing his determination to play to the end, not to give up => Push him to the page psychological state of precaution, high vigilance => The first step in putting his mind in a corner. After that, the two will continuously monitor him for a long period of time, the purpose is to gradually make him mentally unstable and depressed.
=> Strategy, eq

+ After Nao announced to Fujisawa, Akiyama applied another psychological attack, specifically: He approached the teacher's name, saying, "I decided to join the Liar game as his right hand man. Ms. Kanzaki Nao, and I will definitely get 200 million yen from you. I can say that because I have a great plan." To continue to make Fujisawa's psyche even more tense. Because Fujisawa didn't know much about Akiyama, he couldn't grasp his abilities and plans. => Create a feeling of insecurity, anxiety. => Fujisawa's psychology became more and more tense, pressing harder.
=> Eq, Psychological manipulation, strategy

+ Akiyama quickly rented a house nearby for easy monitoring and also to avoid the police
=> Strategic, decisive

+ According to Nao's observations, initially
Fujisawa also went out to play, but a few days later he stayed in his room all day, did not leave the house => Feelings of fear and insecurity gradually entered Fujisawa's mind, his psychology was gradually being pressured. . => Akiyama's plan worked smoothly.
=> Strategy, iq, eq

+ According to Akiyama's analysis when Nao asked: "How do we get 200 million?", not only she but even Fujisawa was thinking the same thing. Because when Nao declares that he will win, Akiyama claims to have a perfect plan, Fujisawa's mind will go into a state of high alert,

trying to think what the plan is. And when he didn't know anything about that plan and was still being monitored 24/7, his insecurity, anxiety, and fear gradually accumulated, causing his nerves to gradually tense up, forcing Fujisawa gradually. lost his mind.
=> Read position, eq, strategy, logic analysis

+ According to Akiyama's hunch, all 200 million is in his house. Because, according to the common psychology of ordinary people, if that person really deposited 200 million in the bank, when being monitored 24/7 by people who want to get that money back, there will be no reason for them to continue. stayed at home and endured mental torture day and night. If the money is in the bank, there is no reason to stay in that house. However, with the general mentality of anyone in a situation where they have to protect the other money, even if they are under terrible psychological pressure, that person will still accept to stay in the position where the money is.

Here, Fujisawa stayed in his room for a few days, never going out, even limiting himself to another room, stubbornly staying in his room despite being monitored 24/7. That means 200 million is in Fujisawa's house, because he is afraid, if I leave the house half a step, it will be unprotected => Will be stolen. => Fujisawa stayed in the house all the time. He doesn't even check things like mailboxes or the like (important details).
=> Logical prediction, observation, logical analysis

+ How to find out where Akiyama's real money is: First, he asks Nao to blow smoke into the vent of the house, and then observe Fujisawa's actions. Here he called his friend Tanaka, asking him to help find where the fire was and put it out, instead of calling the fire department or going to put out the fire himself => Do not leave the room at all, unless it is dangerous. live. In addition, if the house was on fire, the first thing he would do was run to the money store to check if it was burning, but he remained in the room. => Money is definitely in the room.
=> Tactics, observation, eq

+ When he knew the money was in the safe, Akiyama still calmly said that he could get 200 million easily => Fujisawa's mentality just won was stretched again => Forced his mind to go through many stages => It made Fujisawa's mentality worse when he was pulled back into the panic => Pushed him harder
=> Eq, psychological manipulation, acting

+ Here Akiyama applied the psychological effect of cognitive contradiction. Theoretically, when environmental conditions are in opposition to a person's thoughts, he or she will identify with the environment to eliminate inner insecurity. Here, when Fujisawa confirmed that Akiyama and Nao would lose, he was expecting to see both panicked expressions (especially Akiyama), but Akiyama put on a confident face, as well as declaring his victory. 200 million from the safe is a trivial matter, the contradiction between Akiyama's statement and expression and Fujisawa's expectations has caused him to fall into a cognitive contradiction. To try to escape the anxiety caused by cognitive dissonance, he assimilated, conforming to Akiyama's expression and confident statement. => Being pulled against the initial anxiety and fear - fear, anxiety when not knowing Akiyama's plan to take away 200 million and being pressured by him. And when a series of safety measures were taken, the

opponent was still full of confidence => Fujisawa's mentality was even more panicky than before.
=> Psychological manipulation, eq, knowledge, iq

+ Before round 1 ended, Akiyama swapped the real card sent by LGT office with a bunch of homemade cards, with the closing time being pushed 1 hour earlier, sent to both Nao and Fujisawa. The reason Akiyama was able to swap cards so easily is because, although the real card was sent to the mailbox 7 days ago, but Fujisawa didn't check it, he was able to easily swap the fake card on the 4th day. before the game ends.
=> Strategy, creativity, fraud

+ Upon receiving a fake card announcing the fake game ending time swapped by Akiyama, both Nao and Fusjisawa believe it to be real, so both are in a state of impatience, extreme stress. When the game ended, Fujisawa was engulfed in joy, and Nao was disappointed, completely collapsed. Akiyama then disguised himself as an LGT representative who came to check and collect money. And Fujisawa without a doubt opened the safe for Akiyama to "check" the money. Here the following can be seen:

Akiyama didn't say anything about swapping cards for Nao, the goal was to make her response as honest as possible, eliminating the probability that Fujisawa was suspicious, no matter how low it was..
Akiyama took advantage of the law of the Liar game that, when the game was over, the office representative would come and immediately collect the original 100 million.

As mentioned at the beginning, the rule does not mention the appearance or identification of LGT staff, so there is no way for a player to tell who is a real LGT employee and who is disguised as an LGT employee. member of LGT, so Akiyama just needs to introduce himself as a representative from the LGT office to easily pass Fujisawa. Even if he suspected it, it couldn't be verified.

When the game ended, Fujisawa's mentality was suddenly released, the sudden release of the chains, along with the feeling of victory that caused him to completely let his guard down, sink into his own daydreams, making Akiyama able to trick him was not difficult. In fact, he never thought about taking back the money by force.

=> Psychological manipulation, strategy, fraud, acting, creativity, logical analysis
To sum up, game 1 shows the ability to read taste, manipulate psychology, observe, analyze logic, build plan, strategy, act, cheat, criminal psychology knowledge, AQ, EQ.