

Made by-Axolotol4044/KitchenCoyote_The

- **Kindly read in dark mode**
- **If you want to discuss anything my Cord is Axolotol404**

Order Indoctrination Scheme

Amako found a somewhat competent and just man to cozy up to. He acted friendly and charming while providing benefits through the friendship and feeding the man's (Yuukide Sr.) ego that such a big shot is meeting him to inculcate a devotion to order. A devotion such that any crime would be worthwhile to keep it. An integral part of the inculcation was establishing that maintaining order was just and that the Sr. was just (and that justness attracted Amako to further create

a burden) to further promote in the Sr. a desire to maintain order. Amako after creating such a pawn used him for the Kakerou Crime Coverup System,along with proving rewards for that participation. After achieving this,Amako had Sr. unquestioningly groom his son (Yuukide Koaru/Yuukide Jr.) to believe in order. Now Amako predicted that this would result in Jr. becoming robotic and make Sr. realise maintaining order wasn't just . Amako would then frame Sr. and use Jr. as his replacement since Jr. would still have order inculcated in him and this order would make him demonise his father for breaking order.

Gear Strategy

Amako's manipulation of Nanpou was also quite good. Amako profiled that Nanpou believed himself to be just a gear and wanted to find a place which fit him seamlessly (the normal world or even underworld didn't fit him). Amako established himself as a way (gear) to reach this place through his competency (such as in distinguishing which among 10 coins is fake from sound) and influence (his connection to Kakerou Coverup System which could shake the modern system). As anticipated this resulted in Nanpou helping him while believing he is just pursuing his own justice and free.

Minotaur Taming

Most parts of Amako's manipulation of Minowa is unknown but the effect is definite. Amako established himself a person of authority who Minowa has to listen to in return for rewards which would quench

Minowa's hunger. Thus we can estimate that Amako profiled that Minowa had a deep hunger (desire to dominate and consume the true essence) inside him but that hunger can be used to lead him by feeding it.

Kakerou Crime Coverup System

A rumour is spread that there is a certain gamble where you can win hundreds of millions while risking 0¥,this naturally attracts down-on-their-luck (thus likely below average intelligence wise) and morally questionable (with debt or criminal history). And it is spread within higher societal sectors that they can easily frame others for their crimes. The higher ups provide millions to coverup the crime. After contact is made in a specific way,they are asked to meet in a certain location. At that location,after some time, a lady claims that the person groped her and calls for the police after scratching the mark's arm,collecting skin samples. The police comes and performs the "bad cop" routine and threatens major punishment while pulling the mark's hair to attract hair follicles. At that moment,a well dressed man arrives (creating an image of professional attitude and wealth) . This man makes the police leave the mark establishing a positive rapport. The man offers bandage (which have GPS trackers in them) in a luxurious car which the mark would accept establishing a great rapport . Essentially plays the good cop routine. Now ,this man takes them to Yuukide jr. . Yuukide jr. introduces himself as the son of a wealthy family who fell into a coma (due to sleepy sickness) and wants the person to bet memory of a day to fill the decade with the referring being done by a neutral organisation named Kakerou,for the sake of a

“fair game”. The positive relation is transferred from the good cop to Yuukide Jr. preventing doubt. They play a game of paper labyrinth in which if Yuukide Jr. wins then they earn millions (as per date,date is the day a higher up committed crime) and if they loose then there’s no loss as it’s just memory of a date,”make believe”. Yuukide Jr. cheats by having a certain ink used such that an impression of the opponents labyrinth is left on the paper letting him cheat. Afterwards,they walk off “scotch free”. Only to be framed for a crime with physical evidence and without an alibi as Kakerou would suppress it as per the game. Now the referee being Kadokura isn’t just a willy-nilly choice,Kadokura was chosen for his orderly and systematic ideology which closely mirrors cog ideology and esteems Kakerou and it’s laws so would protect it over morality.or rather,Kakerou is his morality. Furthermore,Nanpou is present just in Cade and Nanpou was someone who had beaten Kadokura decades prior in a gang war.

It was a Two-Layer Deception :

1. It’s a 0¥ Gamble

2. It’s framing enacted by Yuukide

It has Three Contingencies :

1. If the mark wins then Minowa strong arms them to take back the cash and they are framed in the old fashioned way or just killed

2. If There's an altercation happens with Kakerou or a match is forced by the mark after beating Yuukide then, Minowa strong arms and Nanpou subverts the match to make Amako win

3. If someone finds or steals the L-File then Minowa strong arms them

Now the crimes and perpetrators were indexed in a file called Labyrinth File. The L-File can't prove anything due to effectiveness of coverup,but it can by used by a smart person to dominate the higher-ups .

US Ambassador Strategy

After the theft of L-File by Third Secretary Billy. Amako ,accompanied by Kinowa, met with Billy to discuss retrieval of L-File. Amako threatened death but didn't perform any violence after L-File was returned. However,Amako had made Minowa contact members of the Private Funeral Division in charge of criminal proceedings and have them monitor Billy. This would open more possibilities like information extraction instead of an open violent brawl.

Man Eating Monster Strategy

After hearing about Yuukide's loos. Amako likely motivated Yuukide to beat Baku to buy time to arrive and realised the player was Usogui (seeing through Baku's false identity). Amako wanted to handle Baku immediately to prevent Baku from escaping and force him in a situation

where he has to protect his money and survive,which would mitigate the threat of the devil of the abandoned building. Amako hid behind Minowa to confirm the nature of the situation. He furthermore choose not to fight immediately and instead act like he was forced to participate in kakerou coverup (which would've further been reinforced by Yuukide's story if Yuukide had told it). To adapt to Baku seeing through him and Kadokura agreeing to protect the funds,Amako acted like he was cutting his losses to give Baku a sense of victory only to attack him later Thus the the total Strategy of Amako is self evident: Buy Time (Motivate Yuukide) -> Check the situation (hide behind Minowa) -> Check Baku and Kadokura's relation (Innocent act) -> Enact Violence Immediately (If Kadokura isn't protecting Baku) / Enact Violence later (Loss Cut Bluff|If Kadokura is protecting Baku) . This Strategy is played to the backdrop of abducting kaji by tracking him through the GPS Bandages which would give him a huge leg up (another tactic used to buy time is offering to Baku to replace Yuukide)

Despite Amako's strategy failing and Kaji escaping ,Amako had a contingency for when Baku suggests a gamble (as that situation was his strong suit and it opened up the most rewards). Furthermore,Amako anticipated that the gamble will be held in the real life reconstruction of the labyrinth (which served a symbol of order) due to its thematic nature.

Lobbyist File Strategy

After Baku asked for the L-File to be staked.Amako handed it to Baku ,but attacked and drew blood,furthermore he bluffed that it was the

Lobbyist File,containing a list of all the lobbyists. As Amako anticipated,Baku would ask for the Labyrinth File . Amako would explain he was joking and this was the Labyrinth file. This double bluff (it's the L File-it's the lobbyist file) served to physically and mentally disorient Baku ("you believed my lie,lie eater kun")

Cornering Baku Strategy

Coincidentally,Amako and Baku both had the same starting spot. Amako was blindfolded while Baku was not as per the turn order. Baku had acted like he was Minowa (I'd like you to remember Baku has perfect oratory skills as displayed in imitating Qtarou perfectly). Amako tapped the walls and asked Baku about the structure of the pipes. Amako revealed he was familiar with the labyrinth and could tell from the pipes,which room it was,and this was not a corner room and "Minowa" should go through one or two doors. Baku ,however ,realised that Amako knew he wasn't Minowa and consequently this was a corner room and Baku should go through one of the other two rooms. If ,Baku had fell for his bluff then his turn would've wasted(it still could've nonetheless). Furthermore,even if it failed it confirmed the door Amako ah dot go through (each player has one path and those paths can't be same)

I believe this is the best moment to explain Amako's sensory prowess. Amako has a form of Synesthesia,called chromesthesia in which sounds are seen as colours. Furthermore,Amako has extraordinary hearing ,far above normal human (Seeing through Baku's perfect verbal deception is a key example)

Big Bad Wolf Strategy

Amako and Minowa were communicating through morse code. Thus it's obvious that Minowa's strategic actions were masterminded by Amako. Minowa challenging Baku to an MP Battle while acting like he wants to kill Baku right here and right now to force Baku to use a large amount of MP while Minowa only uses 1MP ;and Minowa depleting Marco's MP and forcing a one sided duel by stating that they'll both use 10 MP (using the sophistrous argument that they are both fighters so let's just stop this psychological "bullshit") while he uses 11 to heavily wound and deplete Marco if not kill him (to erase that threat to Amako).

[i'll also refute an argument that Minowa v Marco resulted in Minowa's defeat and is an anti feat. The strategy worked,but Marco challenged Minowa again,even still,Minowa won due to physical gap. But,Marco got stronger due to awakening from the chaos and fighting for Baku which was something Amako could never predict due to not having knowledge]

Amako was able to reason the true nature of the labyrinth game with its connection to the game black.

Dead Room Strategy

Nanpou made a dead room which if opened who'll result in the ATM dropping to 0.5 and oxygen saturation to 11% and thus killing anyone who steps in. Nanpou wouldn't know which is the dead room,but Amako

could himself reason that from nobody entering that room. Amako would warn Minowa not to enter it . This would eliminate Marco or Baku if they were so unfortunate. And if it wasn't opened till Marco v Minowa then it'd be a ticking time bong for Baku. It'd be even more lethal for Baku considering Baku's weak physicality. Even if Baku magically survived,he would be heavily weakened,allowing Amako to beat him in an MP duel. Now,what made the MP Duel Contingency better was that Baku would believe he couldn't be attacked as he was wearing a referee's shirt and thus the rule Baku created of not even touching a referee's shirt would be broken,but Kadokura wouldn't consider that application due to it contradicting the spirit of the law as predicted . And even still,if Baku used all of his Mp,Amako would win due to Baku's MP depleted by 1MP Bluff (even if Baku only used 2MP,which Amako had reasoned [Minowa furthermore reasoned Marco was there in the adjacent room as a trap despite it being impossible for Baku to communicate with Marco])

Even with his strategy failing, Amako remained calm and forsaking his pride was willing to beg to Baku to survive

---