(I used AI to make my doc more fluid since my usage of English is quite bad) Hello everyone, I made this analysis to present the apex of Yokoya's intelligence: his 500 million strategy. I strongly recommend anyone to read Liar Game manga beforehand to understand this document as it's hard to understand the events without more context.

1° Context

Yokoya needed to reach 500 million yen in 2 years but only reached 100 million in the 1st year. He found an opportunity with the *Liar Game*, where he replaced his friend to dominate any opposition. Before entering, he likely questioned his friend about previous rounds, such as *Minority Rule (we know this because the Liar Game follows the same tournament with the same game)*, and discovered how decisive alliances were (similar to Harimoto's analysis in the end of Bid Poker). To reach this conclusion, he likely saw the rules of Minority Game and pulled the same strategy as Akiyama did (Choosing 8 people as a team and making a contract to force no betrayal to ensure victory with 40 millions of yen). His friend had failed because of those alliances, meaning that the *Liar game* prioritized cooperation over individualism. From this, Yokoya understood that to win, he needed not just alliances but a dictatorship as it followed his life affirming ideology.

2° Downsizing Game

Rules

- Players can sell anything they want to other players, receiving money via the *M Tickets*.
- A player that uses *M Tickets* for any kind of transaction must complete his side of the deal; if the player does not fulfill his part in the deal, he receives a penalty worth ¥100,000,000.
- Players will use *L Tickets* to vote for who they want to send to the next round. They must vote 5 names at a time, but can vote for the same person as many times as they like. Also, they may not vote for themselves.
- The first round of voting will take place 3 hours after the start of the game.
- Voting will take place every hour after that for 10 hours. After the tenth round of voting, the game will end.

Yokoya brought the money he gained in the 1st year since he predicted the others would unite against him as the newcomer and vote themselves. This places him at a disadvantage if you've seen his analysis on the LG. He knows that from their point of view, this strategy is flawless to the group since it ensures Yokoya's defeat as Yokoya has no real way to influence them. After all, Yokoya just came into the LG which means he has no relationship unlike them and likely not having a lot of money since all the participants who come here are in debt,which makes them relax and not think about staying as a group. Yokoya abuses this thinking by choosing to see each of them alone and offering him 50 million for 5 votes, persuading him to break his promise to the others. This surprised each of them who saw that Yokoya had this sum of money and likely decided to hide it from the others since they needed to recover their debts without them knowing anything about their betrayal before the presentations of the votes in the first round. After all, it was only 5 votes from each point of view, not even remotely close to 51 and they could just team up again in the 2nd round to bring down Yokoya. The last straw was that each situation in the LG encouraged betrayal and since the participants are in a revival round, it means they've failed and plundered into debt further likely due to betrayals (Minority Rule and 1st round that Yokoya possibly

gathered from his friend). Indeed, Yokoya's analysis showed that if the LG's winning strategy was cooperation, it meant that betrayal was the key to defeat. Thus, each of the participants kept this secret from the others, shielding Yokoya's strategy further and allowing to reach 45 votes, being 6 votes away from victory.
He then offered 20 million for 5 votes for each player giving him 90 votes. This worked because since every player had betrayed, trust was broken and Yokoya only needed 2 players to qualify so it was now or never to gain an advantage for others. Mocking the players' predictability, he revealed he now held 39 surplus votes. Those "dead votes" became his next weapon. He offered to sell them, plus his unused votes from upcoming rounds, totaling 79 votes for sale. Players realized his power and began bidding. Akagi, desperate to catch up, bought two votes at 50 million each after Yokoya reminded him of his remaining 100 million M Tickets and warned him this might be his only chance. With that, Yokoya controlled the vote market. By the end, every player had emptied their M Tickets and prize money into him. Nakadate paid the most, even pledging 10 million from his retirement allowance. Yokoya rewarded him with 220 million, leaving him 10 million in profit showing that loyalty was essential. Finally, Yokoya declared that in the next round, loyalty would decide survival: those faithful to him would be protected, while the disloyal would be crushed, planting the seeds for his future dictatorship.
3° First round of Contreband Game

Rules

- The cards can be used to place money in an ATM as well as withdraw it.
- One team must choose a "smuggler" while the other team chooses a "customs inspector". The teams will then reverse roles. When both teams have had a shot at both that will mark the end of one "game".
- The smuggler will carry any money in a briefcase, preventing the customs inspector from seeing how much they are carrying.
- A smuggler is only allowed to carry a maximum of 100 million yen to customs per turn but can withdraw as much from the ATM as they like.
- The customs room is soundproof, meaning other players can't hear what the smuggler and customs officer say to each other. The maximum time allowed in the room together is 10 minutes.
- If the customs inspector thinks the case is empty the may press a button and say "pass" into the speaker. If the smuggler is carrying money it will be allowed through to the "Third Country".
- If a customs inspector thinks there is money in the case then they will call "doubt", followed by the amount they think is in the case.
- If an inspector calls doubt but the case is empty then half of the amount they called doubt on is given to the opposing country. This is called an "indemnity".
- If an inspector calls "doubt" and it exceeds or equals the amount in the case then the inspector will take the money for their country.
- If the inspector calls doubt and it is less than the money in the case then the smuggler will get all the money in the case, plus an indemnity amount, added to their amount in the "Third Country".
- The entire length of the round is 50 "games". Any money left in a country's ATM once the round is finished will be given to the opposing country.

- The amount each player earns individually is made up of how much they manage to smuggle, plus any indemnities they received, plus any money they managed to collect from smugglers, plus the money left in the opposing team's ATM (which is divided equally), plus the 100 million yen they had in the "Third Country" to begin with.

Before facing the opposing team, Yokoya ensured complete control over his own team. He built an internal hierarchy that left no space for betrayal. To achieve this, he came prepared: bringing as many voice recorders as the teammates in Downsizing Game since he anticipates that in a game of alliances, they are going to team up against another in an extreme situation. Thanks to his analysis on the LG, he made sure to fabricate a dictatorship that would function under any possible game, that was his goal all along because of how much they favor alliances. At the start, he ordered everyone to hand over their cards. They resisted until they remembered that Yokoya had once saved a man in the revival round : loyalty to him could mean victory, creating the concept of the carrot and donkey. Yokoya then showcased a system of “loyalty points”:

- +1 for following orders
- +5 for successful smuggling
- –5 for failure
- –10 for rebellion
- +10 for exposing conspirators (The last two are easily the highest since it closes the risk of betrayal)

He promised to divide the prize money according to rank:
1st – 300 million
2nd – 250 million
3rd – 200 million
4th – 150 million
5th – 100 million
6th – 50 million
7th & 8th – nothing

Handing out recorders, he told them: *“If you see someone acting suspiciously, record it and report immediately. Diligent reporting will be the shortcut to victory.”* This system seemed airtight. Players no longer trusted one another, living in fear of being reported, while Yokoya alone remained secure at the center. But the “loyalty points” were a complete bluff. The rankings didn’t exist since Yokoya fabricated them to control behavior. He often told members they were in 4th place, the most psychologically fragile spot: one success could push them into the rewards, but one mistake could drop them to the bottom. This illusion kept everyone desperate to obey.The deception was reinforced by distrust and isolation.

Players avoided sharing information, since no one wanted to reveal their supposed rank. And even if someone claimed to be near the top, others would only target them with suspicion and reports. In this way, Yokoya created a self-sustaining system of fear, lies, and surveillance; a dictatorship built entirely on sophistry. Yokoya is also painting himself as a charismatic leader (Basically like Austrian Painter, with his tone being described as captivating, rhetoric and severe as stated during the beginning of Bid Poker and Contraband Game) in order to instill both fear and admiration especially with Yokoya's brilliance displayed among the team. With all of it, he's able to turn all of them from a bunch of distrusting and hostile opponents to fervent allies willing to use violence to protect his goals. From the opposite side, Yokoya spotted an old classmate: Kikuzawa who harbored an expression of fear, hinting trauma. With only fragments of past experience, Yokoya immediately reconstructed Kikuzawa's psychology and built his next manipulation around it. Back in high school, Yokoya had entered one of the most violent, delinquent schools in Japan. On his first day, Kikuzawa kindly explained how things worked, warning him about the dangers and offering advice for survival. Yokoya noted the detail in Kikuzawa's knowledge, proof that the school carried deep personal weight for him. A few days later, Kikuzawa disappeared. When he returned, he found the impossible: Yokoya had risen to the very top of the school hierarchy. The strongest bullies who once targeted him now obeyed him. Within days, the chaos of that brutal environment had been subdued into a multi-layered structure, with Yokoya reigning as its center. From Kikuzawa's perspective, this made no sense. How could an average student physically dominate one of Japan's harshest schools so quickly? The answer was obvious: intellectual supremacy. Yokoya had bent raw violence into obedience through pure manipulation. The contrast was searing. When Yokoya eventually left, the school dissolved into chaos. Attempts to replicate his system collapsed under infighting. Witnessing this, Kikuzawa realized that he had brushed shoulders with a monster: a strategist capable of bending human nature into order. And since Kikuzawa had been the first to approach him, he couldn't help but feel envy. The opportunity he had missed to stand beside Yokoya became a lifelong regret, twisted into desire for dominance. Yokoya, despite having only met Kikuzawa once, had already deduced all this back then. So when they met again years later in the *Contraband Game*, he immediately abducted Kikuzawa's mindset by seeing his expression of fear. Kikuzawa, in turn, would deduce that Yokoya must now be controlling the Northern Team just as he once controlled the school despite being physically weaker than everyone around him as it paralleled his previous experiences in school with how Yokoya used the big bullies. This was partially one of the reasons why Yokoya would create his dictatorship in the Contreband Game, to enroll Kikuzawa. And when Kikuzawa saw the strategic precision of Yokoya's team play, that suspicion hardened into certainty. He understood, without ever being told, that Yokoya was still the same beast, the man who thrived in systems of betrayal and domination, exactly what the *Liar Game* rewards. Yokoya anticipated all of this. He knew Kikuzawa's envy could be rekindled if he recreated the same hierarchy and dictatorship. By mirroring their high-school dynamic, he forced Kikuzawa into the same role he once held: the bystander watching Yokoya dominate. Slowly but inevitably, this envy would corrode Kikuzawa's loyalty to his own team, turning him into a traitor. With almost no direct interaction, two meetings in total, and even now separated by physical boundaries, Yokoya reconstructed Kikuzawa's psychology and weaponized it.

One final thing is that Yokoya predicts the Southern Team's next strategy and the rounds of the players. He knew that the Southern Team (Fukunaga) would decide the amount of

money each would hold during the contreband. Failure to cooperate would mean that the traitor would have his round deleted when attempting to guess the correct amount of money. This is lethal because there are 50 rounds, allowing each member of the team to have 6 chances to bring money to their personal account so losing this chance is heavily detrimental. Keep this in mind during the Kikuzawa tactic. All the preparations from Downsizing Game to now are complete. Now, the game can begin. From the very first round of the Contraband Game, Yokoya's objective wasn't just profit, it was psychological destabilization. He understood perfectly how the Southern Team thought:

- Carrying money was dangerous. If you were caught, you'd be blamed and even beaten, since violence was allowed and team cohesion was everything.

- The "safest" play was to carry nothing and simply say *"Pass."* At worst, you gained nothing; at best, you gained whatever amount the other side guessed you carried.

- Everyone assumed that both teams would rely on this safe method until someone dared to break it.

But Yokoya also predicted the long-term flaw in this strategy. Eventually, the Southern Team would realize that if no one carried money individually, they could instead decide collectively how much to risk and distribute responsibility across the group. That way, no single member could be scapegoated. However, if even one member defected and secretly carried money on his own, that player would effectively lose two turns (out of only six total chances in a 50-round game), crippling his overall profit-making potential. In short:

- Individual play = punished.

- Team play = safer.

This meant the only sustainable way forward for the South was collective discipline. Yokoya's mission was to destroy that discipline.

In Round 1, Yokoya had one of his men act as though his case was *extremely heavy*, feigning exhaustion. On the surface, this was clumsy acting—almost insultingly fake. Why?

1. Immediate contradiction. A visibly strong, muscular man struggling with a case would imply the game allowed wildly uneven burdens. That would be an obvious design flaw, inconsistent with the meticulous fairness of the Liar Game rules.

2. Occam's Razor. The simpler explanation was that the acting was staged. The Southern Team, applying the same reasoning they used themselves, concluded: "Of course the North is just using the safe method."

3. False weakness. The trick wasn't meant to *convince* the South that the man carried money. It was meant to *signal the opposite*—that the North was bluffing to hide behind the safe method.

Thus, by presenting a bad lie on purpose, Yokoya actually guided the Southern Team into thinking they had “seen through” him. This gave them confidence to say *“Pass.”* And the moment they did, they fell into his trap.

By forcing the Southern Team to double down on the safe method, Yokoya achieved two things:

1. Long-term fracture. If they overused this method, tension would build. Some would feel they were wasting chances, others would push for risk, and both sides would accuse each other of hypocrisy. Cohesion, their only true protection, would crack.

2. Mirroring high school. Just as he once dominated an entire delinquent school by engineering divisions and hierarchies, here he engineered distrust from the very first round. The “safe” play became a trap of stagnation, steadily turning allies into accusers and forcing Kikuzawa to review the same scenario he witnessed in his past: the slow domination of his environment by Yokoya slowly pushing him towards concealed cooperation.

This wasn’t just about one round, it was the opening of a psychological war. Yokoya’s first fake “heavy case” was less about deceiving the South, and more about baiting them into deceiving themselves, locking them into the very cycle that would tear them apart. Once Akiyama began counteracting Yokoya’s “safe method abuse” by openly declaring *“doubt 100 million”*, Yokoya immediately adjusted his view.

- The Southern Team could no longer be treated as passive cowards.

- Akiyama had revealed himself as their *true strategist*, and this both endangered Yokoya’s current edge and gave him valuable information for future traps.

At this point, Yokoya already had a money lead, which allowed him to wait, probe, and watch. Instead of pushing aggressively, he bided his time until it was Kikuzawa’s turn as inspector—a critical opportunity.

Before this shift, his “coward-baiting” stage had already secured four massive advantages:

1. Monetary Advantage. His team had accumulated more money through the safe-pass manipulation.

2. Preparation for Kikuzawa’s Recruitment. By letting Kikuzawa stew in frustration at his own team’s cowardice, Yokoya primed him for a power-offer later.

3. Identification of the Real Brain. He forced Akiyama to reveal himself through the “100 million doubt” gambit, giving Yokoya a read on his intelligence and threat level.

4. Diagnosis of Team Dynamics. He confirmed the South was composed of mostly mediocre players reliant on Akiyama. Their repeated cowardice proved they couldn’t

see the structural flaw in their own playstyle.

In short: money, a future pawn, a rival identified, and an x-ray of the enemy's team psychology.

The Kikuzawa Moment: God vs Pawn

When Kikuzawa's turn came, Yokoya pounced. He deliberately *chose his own turn to coincide with Kikuzawa's inspection*—a move that ensured direct contact.

And then, he only needed one sentence:

> *"Kikuzawa, do you not want to reach the top? If you team up with me, you will be able to dominate the South."*

The effect was instantaneous. Kikuzawa, who had long craved power and domination (as shown by his survival up to the 3rd game), saw Yokoya as a godlike figure:

- Deity Effect (this part is possibly glaze or an overanalysis): Yokoya carries the same abilities as God. He seemed omniscient—having perfectly understood Kikuzawa's buried ambition without a single prior word of contact, and recalling his name from years earlier (eidetic memory, or at least the performance of it). He seemed omnibenevolent, offering Kikuzawa an opportunity to catch up to an opportunity he missed in the past and simultaneously erase his debt. He was mysterious, as his intentions and actions are unknown to Kikuzawa since the time Yokoya entered in high school and left after mysteriously, yet he achieves outstanding results by reading his mind and immediately dominating his environment. He had potential, while being young and at the same age as Kikuzawa, the latter being unable to magnify his process by himself. Add his charisma exhibited through his leadership and his ability to seemingly do anything he wants and you can see why Kikuzawa was influenced by it.

- Validation of Desire. The Liar Game thrives on betrayal and power struggles. Deep down, Kikuzawa *wanted* the very thing Yokoya offered.

- Contrast with the South. In Kikuzawa's eyes, his own teammates were incompetent cowards chained to "safety." In Yokoya, he saw decisiveness, superiority, and a chance at real dominance.

Within less than 30 seconds, Kikuzawa was psychologically captured.

1. The Timing. Kikuzawa had been forced to sit through round after round of cowardly plays from his side, building *resentment*.

2. The Simplicity. One sentence was enough—anything more would have given Kikuzawa time to rationalize or doubt.

3. The Illusion of Exclusivity. By calling him by name, Yokoya made Kikuzawa feel *chosen*. A deity descending to pick a single disciple.

4. The Strategic Window. The 10 minutes they spent together during the inspection wasn't suspicious, because no one could confirm the money total anyway—and Kikuzawa saying "Pass" fit the South's cowardly pattern.

Thus, Yokoya not only recruited Kikuzawa, he did so in a way that seemed invisible to many. What's insane is that the manipulation was achieved without communication channels, without proximity, and without sustained dialogue.

- No negotiation.
- No promises.
- No explanations.

Just one sentence that tapped into Kikuzawa's psychology like a surgeon cutting straight through the heart. From this moment on, Kikuzawa was no longer a Southern player. He was a weapon in Yokoya's arsenal. After recruiting Kikuzawa, Yokoya immediately launches the *"I can see through everything"* gambit.

- Execution: thanks to Kikuzawa secretly warning him through the glass about which players would take money (leveraging Fukunaga's organization of the rotation), Yokoya could *always* match the correct suspicion/doubt calls.
- Psychological Impact:
    - It worked specifically because Yokoya had *already predicted Fukunaga's move* from the time he decided to use Kikuzawa. He knew that because they would decide collectively the amount of money each smuggler would take, he could abuse it by leaking it through the window. This proves Yokoya wasn't improvising—he anticipated the South would try a structural solution and preemptively hijacked it.
    - By demonstrating clairvoyance, he made even the *smartest players* (Akiyama, Fukunaga) feel like children fumbling against a godlike mind.
    - The effect: helplessness. If even Akiyama and Fukunaga are getting dismantled, what chance does the team have?

This was crucial—he had to crush hope before offering a new one.

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2. Kikuzawa as False Hope

Once despair sets in, Yokoya springs the next stage: injecting hope—but a poisoned one.

- Kikuzawa, now primed, suggests that he can detect money carriers.
- Desperate, the Southern Team gives him a chance—because any “Eureka” is better than paralysis.
- When asked for justification, Kikuzawa repeats a sophism pre-loaded by Yokoya:

> “We can’t beat Yokoya in contraband, so we must win in customs. It’s not difficult—just check for money and say *suspicious 100 million* or *pass*.”

Notice:

- The reasoning is *technically true*, but incomplete. Kikuzawa never reveals the real answer (Yokoya’s assistance).
- To the team, it feels like a valid original strategy, which makes Kikuzawa appear as a savior.
- To Yokoya, Kikuzawa has become a Trojan horse of chaos: the more the team depends on him, the more they fracture.

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3. Kikuzawa’s Predictable Descent

Yokoya didn’t need to order Kikuzawa to act tyrannical. He just knew Kikuzawa’s psychology well enough to let it unfold naturally.

- Kikuzawa grows bolder after each successful test.
- He escalates: demanding to be treated like a king, threatening abandonment if disrespected.
- Since he earns personal profit regardless, his selfishness makes sense. But for the rest of the team, their only hope now depends on submitting to him.
- Those who refuse? Left out of rewards. Those who obey? Humiliated and divided.

From Yokoya’s perspective:

- If Kikuzawa succeeds, the South is fragmented under a selfish dictator.
- If Kikuzawa fails or is exposed, the South still collapses under internal chaos.
- Either way, Yokoya wins.

This is why Yokoya doesn't "direct" Kikuzawa—doing so would be wasteful, risky, and unnecessary. Kikuzawa's ego *was the strategy*.

But then, Yokoya encounters the one force he underestimated: Nao's trust philosophy.

- When Nao claims the Liar Game is about *trust* rather than domination, Yokoya flinches.
- He reacts by explaining his ideology of domination—revealing too much of his worldview.
- This is a rare antifeat: Yokoya betrays his mental framework, which gives Akiyama enough to hypothesize the counter.

And that counter is brilliant:

- Once personal accounts are balanced, the Southern Team can just trade money to each other.
- This neutralizes Kikuzawa's tyranny and Yokoya's clairvoyance, because instead of betrayal or domination, the South chooses *trust and mutual aid*.

The beauty here is thematic:

- Yokoya = domination, ego, exploitation of human weakness.
- Nao = trust, cooperation, a refusal to submit to the Game's structure.
- Akiyama = rational synthesis, turning Nao's ideal into an actionable system.

Yokoya's manipulation worked flawlessly—until he faced something his entire ideology was unequipped to handle: *a team that refused to fracture despite all incentives to betray.*

In other words, the Kikuzawa episode shows both Yokoya's peak of manipulation genius (godlike prediction, despair induction, puppeteering Kikuzawa) and his blind spot (his inability to conceive of trust as a winning strategy).

Before going further, I would like to address a misconception that Akiyama should have easily abducted Kikuzawa's plan since they took the longest time the first time they met and

they shared similar strategies. Allow me to present to you the layers of deception that one has to do to counter it : Surface Misdirection:

-Yokoya and Kikuzawa appear to use different styles of inspection. Kikuzawa is binary (0 or 100 million), while Yokoya gives precise amounts. This creates the illusion that they aren't connected.

- Psychological Fog:
  Before Kikuzawa joins him, Yokoya already pushed the Southern Team into desperation through his "clairvoyance act." By making them feel helpless even when they sent money cleverly, he reduced their cognitive sharpness. When someone is desperate, they cling to any "Eureka" solution.

- The 10-minute anomaly:
  Akiyama *could* suspect that Kikuzawa's long talk with Yokoya = manipulation. But the context is key: Yokoya planted the belief that Kikuzawa simply figured out something himself ("intuition" + superiority complex). The desperate state of the Southern Team makes it plausible that Kikuzawa really had an original insight.

- The "honest illusion":
  Yokoya never publicly instructs Kikuzawa to dominate his teammates. Instead, he relies on Kikuzawa's ego and greed to make him act that way. This provides Yokoya plausible deniability: even if Akiyama suspects, Kikuzawa looks like an independent actor, not a pawn.

- Deduction vs. Abduction:
  Akiyama can't just guess Kikuzawa's betrayal — he needs to deduce with hard proof to convince everyone .Kikuzawa would simply shout and tear him apart and tell he's jealous of Kikuzawa being smarter than him. We would have a Pandemic Game situation where even if you could abduct Yokoya as being the culprit, it wouldn't be enough to instigate the participants against him. In Contreband case, Yokoya purposefully manipulated Southern Team into submitting for Kikuzawa's orders so that it would be harder for Akiyama to bypass their bias for money (Kikuzawa's reward) without hard proof But Yokoya carefully designs things so no single piece of evidence links Kikuzawa back to him. That's why at best you could only convince the participants of Kikuzawa's betrayal the moment Akiyama deduced their link. And spoilers, even Kikuzawa being found out was something he anticipated.

Yokoya deduces the true way to win the Contreband Game. He realized from the start:

- Inspections don't make you rich. They just protect ATM money.

- Smuggling transfers wealth from the opposing ATM to your team's outer accounts.

Example :

- South can “win” outside, but their ATM is drained.
- North keeps money in their ATM *and* gains from smuggling.
- End result: North ends up ahead, because the ATM division at the end rewards the team with money still inside.

👉 So Yokoya’s real strategy was to:

- Misdirect Southern Team into avoiding smuggling (so their ATM is vulnerable).
- Use Kikuzawa as a tool of intimidation to force “safe” plays.
- Then finish by letting his own team pass, preserving ATM balance while South’s ATM gets emptied.

This is why Yokoya was *always aiming to “lose” in the obvious game* (outside accounts) while quietly winning the real game (ATM retention).

Yokoya can continue with the next layer of the strategy: the true smuggling tactic. Yokoya has always foreseen that Kikuzawa would be found. Yokoya experimented with the cards, discovering that the cards were not limited to their owners, had an non-existent withdrawal limit, and how you could deposit money. He planned to put all the money from his ATM (Southern ATM) in the enemy’s ATM (Northern ATM). (Southern Team uses Northern ATM, Northern Team uses Southern ATM for smuggling respectively.) And the money that they couldn’t smuggle goes directly to the enemy. Since you can only bring 100 million per round, the money in the Southern ATM would exceed the amount they could bring, consequently, their ATM would be guaranteed with money remaining in the end. Because of the rule that all the money left in the ATM that one team wasn’t able to smuggle through divides equally to everyone in the country that owns that ATM,Yokoya’s team would have the profit of the excess in the Northern ATM, and vice versa. Now, Yokoya has to pull this strategy before Akiyama does it : he saw their intelligence, it's likely they would pull this and Akiyama was known as a legendary con-man so it's risky to waste time. Finally, if Yokoya does this first it will be near impossible for Akiyama to counter in the future, Aki can neither smuggle because Yokoya's team just have to say "doubt" every time and they will be elevating their own personal account nor pull the same smuggle Yokoya did as he already tried this strategy and Northern Team will be on alert.

(Credit to Wanoxx and Andriku since I haven’t discovered this originally)

We know that Kikuzawa monopolized the Inspector rounds due to his “clairvoyance” so it’s natural to know that the Southern Team would be attempting to exclude him from this post once his connection to Yokoya was discovered. So before Kikuzawa was found, the player’s rounds were like this:

Smuggler :Player 1

Inspector : Kikuzawa

Smuggler:Player 2

Inspector: Kikuzawa.

Now, since Kikuzawa was found and excluded , there are spots available for the Inspector rounds which leads the Southern Team to logically do this:

Smuggler: Player 1

Inspector: Player 1

Smuggler: Player 2

Inspector : Player 2

You might be asking yourself, why did the Southern Team choose this order ?

Well, let's think this through: what happens once Kikuzawa is exposed?

Naturally, he should be punished. And in this game, the obvious penalty would be to make him **skip a few turns according to Fukunaga's strategy**, right?
That would both punish him and help offset the damage done to the victims.

But here's the problem.
If Kikuzawa's turns are skipped, the total number of active turns drops from **nine to eight since each team has 9 members**.
In other words, the lineup now has an **even** number of moves.

Do you see where this is going?

With an even count, if Kikuzawa is forced to miss—say, **two turns**—the sequence of roles for everyone else **doesn't shift**.
That means each player keeps the same job round after round.
For example, if Glasses is currently a Smuggler, he'll **stay** a Smuggler every time.

Imagine the order:

> Smuggler – Inspector – Smuggler – Inspector – Smuggler – Inspector – Smuggler – Inspector – Smuggler

If Kikuzawa keeps missing, and the rest continue in this same pattern—one at a time, no double turns—the roles remain locked.
And that's a disaster in a smuggling game.

Why? Because **everyone needs to be a Smuggler** at some point to earn money. That's the most effective way to win.

So if Yuga's group simply skipped a few of Kikuzawa's turns without changing the system, the four players stuck as Inspectors would be in a **hopeless position**.
The southern team would have no choice but to come up with a workaround.

Their options?

- **Don't punish Kikuzawa at all.**

- Give one teammate a huge advantage (unlikely, given Nao's nature and everyone else's greed).

- **Or** allow players to take **two turns in a row** to break the cycle.

Because here's the crux:
With an **odd** number of players, the rotation naturally lets everyone become a Smuggler over time.
But with an **even** number, the roles "freeze," locking players in place—unless someone acts to disrupt the order. Now the players in Akiyama's team have to be Inspector and Smuggler in succession. All of this was manipulated by Yokoya himself, he engineered that Kikuzawa would monopolize the Inspector rounds and when found, Akiyama's team ordered play which would mean that the players would be Smuggler-inspector in succession. Why did Yokoya pull this logical manipulation? He did it in order to wait for the moment where Southern team pulls this order so that he can execute the real Smuggle when it will be the turn of the greediest players who are Tsunoda, Eda and Kitamura (likely because he saw in the window that they were the people who obeyed Kikuzawa the most in the previous day, this was another reason why he has let Kikuzawa be found in the 1st place, it was to execute this). You will see it in detail on the 2nd day.

4) 2nd day of Contreband Game

Yokoya knew Tsunoda wouldn't betray his team after Kizuzawa did, so he came with sophistry, he told Shibuyama to say to Tsunoda that Yokoya was a monster intellectually and their chances of winning were close to none in order to remind them of the crisis that awaits the participants if they let him win. 300 million on the south ATM and Yokoya will use this 300 million for his victory plan. Shibayama knew the southern team has a fixed order for who goes in the inspection room because of Tsunoda, so he said he wanted to thank him and that by giving him the 300 million. And if he takes it, Yokoya's plan will get destroyed. Tsunoda asked him why he wanted to make yokoya lose. Shibayama answered: "it's because I'm pissed off with our boss, I can't give you any details but everyone in the north team feels the same way. And don't tell anyone about the 300 million, not even your teammates. If A word gets out I could be killed. Well it's up to you whether you believe me or not. But our boss said that the turn after next, he's gonna use the 300 million to pull off his plan. The next turn is the only chance you'll get for the 300 million." After this, Tsunoda did take the 300 million. Eda also got tricked and took the 300 million in the same way.

After Tsunoda and Eda took the money to the north ATM, Akiyama had thought of the same plan as Yokoya. But Kitamura didn't hear about Akiyama's plan because he was the

inspector at that time. And when it was Kitamura's turn to be the smuggler Kitamura did take the 300 million and there were also, next to the left, 1.10 billion in the south ATM, Yokoya left the money here because he knew Kitamura will think if he take this money he'll destroy Yokoya's plan and Kitamura did pay all the money into his account and now there's more than 4.2 billion yen in the north ATM and 0 yen in the south ATM. Yokoya foresaw that Kikuzawa would leak the strategy they did after they got caught and his reason for joining Yokoya so that the Southern team would get a rough idea about Yokoya's methods and his domination on the Northern Team. He knew that Akiyama would understand that his overwhelming dominance stems from two things, greed and fear. His examples being: To satisfy their greed, Japanese salary men live their lives owned by large companies. Because of fear, the German Nazi regime continued to exist. He predicted their reasoning perfectly and made the sophistry even more efficient by incorporating those concepts allowing him to gain a huge advantage.

Yokoya notices a critical anomaly around round 27:

- The Southern Team appears to be losing deliberately in the outside account.
- This is unexpected because, by Yokoya's calculations, the South shouldn't have any way to surpass the North's total funds.

This triggers Yokoya's scenario analysis, demonstrating his intellectual vigilance and ability to deduce hidden actions from incomplete data.

Yokoya considers three possible cases regarding whether Tsunoda, Eda, and Kitamura actually transferred the money:

1. Case 1 – Secret Revealed
    - If the three revealed the transfer to their Southern teammates:
        - Northern team: 1,519,490 K (outside) + 3,828,840 K (ATM) = 5,348,330 K
        - Southern team: 1,851,670 K (outside) + 0 K (ATM) = 1,851,670 K
    - Result: North winning by landslide → South has no reason to deliberately reduce their outside account.
2. Case 2 – Secret Kept
    - If the three kept it secret:
        - Northern team: 1,519,490 K + 1,918,840 K = 3,438,330 K
        - Southern team: 1,851,670 K + 1,910,000 K = 3,761,670 K

- Result: The total funds are closer, but not a landslide; again, no incentive for the South to reduce outside accounts drastically.

3. Case 3 – No Transfer

    - If the three didn't actually transfer the money:
      Total funds are the same as Case 2 → still no reason for South to deliberately lose.
    - Conclusion: Southern Team's sudden outside-account losses cannot be explained by Tsunoda, Eda, or Kitamura's actions alone.

From the above analysis, Yokoya deduces: Someone in the North betrayed him, increasing the South's total funds. He identifies Akiyama as the mastermind, given his strategic position and capabilities. Only Shibuyama and Akagi had enough opportunity to act (inspection room access with Akiyama over the last 10 minutes). Yokoya uses a spy incentive system (loyalty points, or other monitoring mechanism) to observe Shibuyama and Akagi. The spy reports that the two were talking quietly, confirming collaboration with Akiyama. Yokoya therefore confirms the traitors are Shibuyama and Akagi, and Akiyama orchestrated the counterplay.
After Yokoya tied up Shibayama and Akagi, Yokoya proposed to play a game called "confusion game" he said he'll give both of them 10 minutes. If they decide to reveal everything about their connection with the South he'll award them, he'll give him 50 loyalty points and a bonus of 200 million. With this 50 loyalty they will end up in the first place without a doubt and also with a plus 200 million. Yokoya says the only one who will receive this reward is the one who confesses first, on the other hand, the person who doesn't confesses or who confesses later will get minus 100 loyalty points and the bottom position in the overall system. If none of them confesses within the 10 minutes, they will both be deemed innocent and they will not be punished. Yokoya gave them 10 minutes because he knows with the time limit they'll get more nervous and start to panic if the other person confesses, and they can't trust each other. Yokoya did cover their eyes and mouth but left the ears open. Because humans are creatures which feel immense fear towards scarcity of information . As usual humans practically bask information because of the five senses. If they see something shining in a graveyard people call it a ghost. If they hear something in the dark then people think a vicious predator is approaching. People fear these because they have been partly robbed of their senses. That's why Yokoya made this move. Akagi was thinking the whole time whether he should accept Yokoya's offer or stay with Akiyama and trust in Shibayama. However in the end Akagi chose to believe in Shibayama. But Shibayama confessed to Yokoya in less than a minute. Yokoya said "trusting one another, helping one another it's all a fantasy, humans are creatures that always will betray". What Yokoya did was to create an extreme version of the "prisoner dilemma".
To be more simple, Imagine two suspects (let's call them Alice and Bob) are arrested for a crime they committed. They're interrogated separately and can't communicate with each other. Each prisoner is given the same deal: If you confess (betray the other) and the other stays silent, you go free, and the other gets a heavy sentence.If you both confess, you both get a moderate sentence. If you both stay silent, you both get a light sentence. The best collective outcome: Both stay silent (only 1 year each). The best personal outcome is if you confess while the other stays silent (you walk free).vIf the other stays silent, you get 0 years by confessing. If the other confesses, you get 5 years by confessing (better than 10 years if you stay silent). The rational choice is if, they both confess and end up with 5 years each —

worse than if they had trusted each other and it's even worse since Yokoya's dilemma allows only the 1st one to confess to seize the benefits. Cooperation is extremely risky unless both trust each other extremely well (in Yokoya's case, it's very unlikely since the nature of the Liar Game itself rewards heavily betrayal and from their POV, Yokoya stomped the other team intellectually so even if none of them ends up confessing, they will be spied by the Northern Team due to mistrust throughout the game and secrecy will be near impossible.) or both are innocent and have no reason to actually betray the other without proof (especially when there are penalties for points in Yokoya's dictatorship).
Yokoya did not immediately reward Shibayama. He wanted to verify whether Shibayama was telling the truth. Shibayama claimed that Akiyama's plan was to lure Akagi and Hasegawa over to the Southern team. If that were true, Akiyama would have to tell Hasegawa the same thing he had told Shibayama.

To test this, Yokoya declared that he would make Hasegawa the next inceptor. If Hasegawa's report matched Shibayama's confession, then Yokoya would acknowledge the truth and grant Shibayama the points. He sent Hasegawa to meet Akiyama in the inspection room, and sure enough, Hasegawa returned with confirmation: Shibayama had told the truth. Now Yokoya had to devise a way to counter Akiyama's strategy.

At first, Yokoya suspected that the 1.91 billion he had given Tsunoda, Eda, and Kitamura hadn't been deposited into the Northern ATM at all. Instead, he believed they might have hidden it. But he then explained why, technically, the money was still treated as being in the South's ATM:

> "Each note has a serial number. The computer tracks every deposit and withdrawal made during the game, so even if the cash is physically hidden, the system recognizes the 1.91 billion as if it were in the South ATM."

From this, Yokoya deduced Akiyama's strategy. Akiyama wanted three Northern members to betray him, transferring the entirety of the North ATM's balance into the South's account. The method was as follows: the South would first create an account in the Northern ATM (say, in Nao Kanzaki's name), where they gathered all their funds. They would then hide the card somewhere in the corridor between the two ATMs. When it was a smuggler's turn, the traitor would signal Akiyama by holding up their card at the window. Akiyama, acting as inspector, would reveal the hiding place. The traitor would retrieve the card, withdraw the funds from the North ATM, deposit them into the South ATM, then pass the card to Akiyama in the inspection room. The betrayal would then be complete.

But Yokoya also realized Akiyama might be bluffing. It was just as possible that the South hadn't hidden the 1.91 billion at all. He needed a counter-strategy that worked either way. His solution was to accept the Southern proposal—but twist it.

Yokoya plan:

1. The North would follow the South's scheme exactly, withdrawing the money and carrying it as if to deposit it in the South ATM.

2. However, they would never actually make the deposit. Instead, just before entering the inspection room, they would hide the money at the northern end of the corridor.

3. Once inside the inspection room, they would return the card to Akiyama, pretending the plan had been carried out.

4. After the inspection, the Northern team would immediately leave, recover the hidden money, and bring it back to their room—successfully deceiving Akiyama.

Some Northern members questioned whether this was even allowed. Yokoya argued:

- If it weren't possible, then Akiyama's claim about hiding 1.91 billion in the corridor must be a bluff, since such a large sum couldn't realistically be concealed there.

- The contraband game only had automatic doors to prevent backtracking; otherwise, players could move back and forth freely.

Thus, the trick of physically moving money—though seemingly pointless—was the real essence of the game. By manipulating perceptions of where money was, teams could corner one another.

The Northern members then asked how they would know if Akiyama had lied about the 1.91 billion. Yokoya explained:

- If Akiyama was lying, he would have to admit it after the North deposited the supposed 1.91 billion into the North ATM, because he would believe the game was tied.

- To win, the South would need the North to transfer yet another 1.91 billion. At that point, Akiyama would be revealing the truth to a traitor already working with the South. That traitor would simply transfer the money, sealing the betrayal.

- But if the South truly had hidden the 1.91 billion, then the North would also be hiding nearly the same amount, leaving the game effectively tied.

The numbers stood as follows:

- **North team:** 1,619,490K (outside account) + 1,868,840K (ATM) = **3,488,330K**

- **South team:** 1,801,670K (outside account) + 1,910,000K (ATM) = **3,711,670K**

On paper, it would look as though the South had a massive advantage in ATM balance. They would misunderstand the situation, aim to drop out, and in doing so, give the North the opportunity to massively boost their outside account. In the end, the North would likely win by a landslide, and the South would only realize too late. So Yokoya uses Akagi (through

giving him a chance to climb up from his despair) to hold up his card. He promises him 100 points and justifies this by saying that it would be thanks to him that they would win to fully deceive Akagi.

However, when Akagi held up his card to signal Akiyama, Akiyama gave no response. Separated from the window, Yokoya tells Akagi to keep his mouth shut and not turn into any other direction than Akiyama in order to fully deceive him. It is possible that Akiyama suspects that Akagi was found by Yokoya, so he pulls an unpredictable move to gauge his reaction and make him turn to the source of power and intelligence, aka Yokoya. Yokoya sees this and doesn't give him any clues.

Later, when Akagi met Akiyama in the inspection room, Akiyama called a doubt of 100 million—but the briefcase was empty. The new totals became:

- **North team:** 1,669,490K
- **South team:** 1,751,970K

Afterward, Yokoya made Hasegawa the inspector as he wanted to confirm if Akiyama really suspected Yokoya's scheme. This time, Akiyama did reveal the card's location through the window. Hasegawa retrieved the money, and Yokoya's plan succeeded.

5) Endgame

On the final day of the contraband game, Yokoya announced that he would personally act as both inspector and smuggler for every remaining round. His reasoning was simple: if he monopolized those roles, Akiyama would be powerless to execute any last-minute strategy, just as he had once turned Akagi and Shibayama to his side. He asks the Northern Team to gather any suspicious information whether through the window or by checking their own teammates as it's unrealistic to believe that Akiyama will stay still during the last third of the game like this when there has already been a lot of chaotic movements in the first 2 days.

Still, Yokoya claimed he had a plan to earn another 500–600 million in the outside account. One of the Northern members pointed out, however, that the South believed they controlled all the ATM money. Because of that, the South was deliberately trying to *lose* in the outside account by a narrow margin.

At this point, the numbers stood as follows:

- **North:** 1,769,490K in the outside account
- **South:** 1,681,670K in the outside account

With no funds left in the Northern ATM, every Southern briefcase would be empty. That meant the North couldn't call "doubt" without hurting their own winnings, and the South would have to "pass" as well. If things continued this way, the game would simply end in the current state.

Yokoya, however, devised a workaround. His plan was for the North to smuggle money after all. They still had the funds they had hidden from Akiyama. Before smuggling, Yokoya deposited 100 million into the South ATM, immediately withdrew the same amount, and carried it into the inspection room.

The purpose of this maneuver was not to transfer funds, but to **confuse the Southern team**. On paper, it should have been impossible for the North to smuggle anything—yet they would find money in the trunk. This contradiction would make the South doubt their calculations and suspect a flaw in their logic. As Yokoya expected, the South adjusted their records, unintentionally crediting money to the North's account.

But misdirection was only part of Yokoya's design. His *true* goal was to secure the funds for himself. By depositing the money into the South ATM before withdrawing it again, he effectively changed its ownership. Once the custom official confirmed the smuggling attempt, the funds were officially credited to *Yokoya's personal outside account*.

This maneuver allowed him to pocket all of the smuggled money. While the eight other Northern members believed they were safe—convinced that the 1.8 billion they carried would eventually be divided equally among them—Yokoya steadily redirected everything into his own account under the pretense of smuggling. By the end, he alone held the full sum, raising his personal winnings from 500 million to over 1.03 billion. He managed to redirect that leadership status that he built against his own players at the right moment, which is the end making any possible counter impossible.

Yokoya achieved his main goal by a huge margin (gaining 1.03 Billion surpassing his 500 million yen goal) but failed his other goals (crush the Southern Team and maintain his promises to the Northern Team). The Northern members were left crushed. Each of them had expected a guaranteed extra 200 million, but instead they fell deeper into debt while Yokoya walked away with everything. Seizing the moment, Yokoya turned their despair into anger and redirected it toward Akiyama:

> "Hear this, gentlemen of the Northern country, now drowning in debts worse than ever before! I'm sure you're seething with resentment, uncertain where to direct it. So let me say just one thing.
> When you step back and look at the bigger picture, when you ask yourself who cornered you into this mess—remember this man, Akiyama Shinichi. He brandished a false sense of justice while serving the interests of the LGT Corporation!"

With those words, Yokoya not only claimed victory but also shifted the blame squarely onto Akiyama, declaring his opponent's strategy a complete failure.

He eventually chose to follow Nao Kanzaki personally as his ideology was questioned for the 1st time after his defeat. This turns into an obsession to the point where he lets himself be more prone to emotions rather than rationality, hence why his feats became qualitatively less impressive than what we were presented at Contreband Game. He could not bear defeat against them and this desire pushed him to make mistakes until the 4 Kingdoms where Yokoya finally gave up his parasite ideology and embraced both domination and unification,

allowing to finally heal himself and upgrade himself both intellectually and emotionally, getting rid of himself of nearly every anti-feat of his.

Ranking Yokoya's top 8 best categories (Inspired from DAX PMFT) :
1- Strategy (Best category: Fortitude) : In my opinion, this is his strongest category in outsmarting, allowing him to outmaneuver and take down numerous SCD high-tier opponents through the sheer brilliance he displayed in the Downsizing and Contraband Games. Each aspect of his approach stands out—its adaptability makes it versatile across any LG round, enabling both the enforcement of his dictatorship and Akiyama's counter-strategies, while its resilience renders it nearly unbreakable against the constant adversities and limitations posed by every participant. All of this drives him steadily toward his ultimate goal of 500 million won.
2- Social Intelligence (Best category : Integration): Throughout the manga, Yokoya's ideological domination spreads effortlessly to any character he chooses to influence, a core trait of his writing and development since childhood. This reaches its peak in the Contraband Game, where, despite strict time limits and fierce opposition, he constructs a domination structure unshakable from within and highly resilient against outside threats. Remarkably, this "dictatorship" is formed from participants who had previously sought to eliminate him and still resent and fear him—yet Yokoya subtly manipulates them into following his rules. His cognition is equally extraordinary. He constantly confronts and outsmarts opponents with vastly different social ideologies, steering players through sheer sociological insight
3- Adaptability (Best category: Strategic): It is arguably his most underrated trait. Across the series, he devises complex strategies almost instantly, even in games with dozens of rules and countless variables, all while facing intellectual adversaries like Akiyama or Kimura. He can even process and repurpose information spanning years (as with Kikuzawa), folding it seamlessly into long-term strategies. His cognitive adaptability shines most in the Musical Chairs and Contraband Games, where his relentless use of tactics and countertactics proves nearly unmatched despite heavy constraints. Even his learning ability showcased in his backstory where he easily maneuvers university fields at such a young age (Below 10) is a great example of cognitive adaptability.
4- Reasoning (Best category : Abduction): His abductive reasoning allows him to dissect with little data (Seeing Kikuzawa once years before) the behavior of an individual spanning during entire years to the point where he sees his current motivations and dissects his psyche.
- His inductive reasoning allows him to discern components of Akiyama's highest strategy in Musical Chairs with little data.
- His deductive reasoning is the weakest but it's still admirable since he uses it to formulate multiple parts of the Contraband Strategy. For example, the Kikuzawa scheme formulation is entirely deductive going from the psychoanalysis he made on him as a premise, formulating the alliance he made and outright foreseeing all of Southern Team's process and strategies up to the end of the 1st day (Aside from some of Akiyama's counter tactics). Probably needs to develop more on this.
5- Manipulation (Best category : Direct) : - Yokoya uses a set of intricate multilayered tactics to directly influence players into following his schemes. He continuously spams it in the series whether it is through negotiation or straight up coercion. His dictatorship is an example of both of those methods combined.
-Nevertheless, his indirect, emotional and logical manipulation scales very high, we can see it in his dictatorship.

6- Foresight (Best category: Prediction) - In Pandemic Game, he basically predicts Nao's entire strategy, the fact that he will become infected, the emotional reactions of the players, the entire concept of the game itself and its rules... Heck
- He anticipates in Downsizing Game up to Contreband Game multiple strategies and moves pulled by every single participant, especially Akiyama showcasing incredible multitasking which allows him to seize the W.
7- Planning (Best category : Preparation process) : Insanely underrated, the entire dictatorship and Kikuzawa prep essentially showcases excellent management of ressources. His planning is monstrous with his invincibility capable of holding up against every player in Contreband Game alongside his numerous contingencies. It is extremely versatile since the Dictatorship is made in accordance with every possible LG round coming to control the participants.
8- Emotional Quotient (Best category : EU): Could have been far higher if his intra wasn't so low compared to his inter. His EU and EP is insane, capable of seeing Kikuzawa 's entire psychology spanning over entire years with only a look. His EF is essentially making people follow his dictatorship. His ER is good since at the end of the manga, he's able to let go of the obsession towards Nao and Akiyama, which was essentially the main cause for his nerf. He accepts full cooperation instead of only focusing on domination.
After analyzing this strategy, I personally believe that EOS Yokoya is better in FS than the likes of Hannibal, Scofield and Canon William James Moriarty without a doubt. He scales above the likes of Canon L, Ishigami, Ukai Zero and Vincent Lalo overall but please follow your own opinion about it.