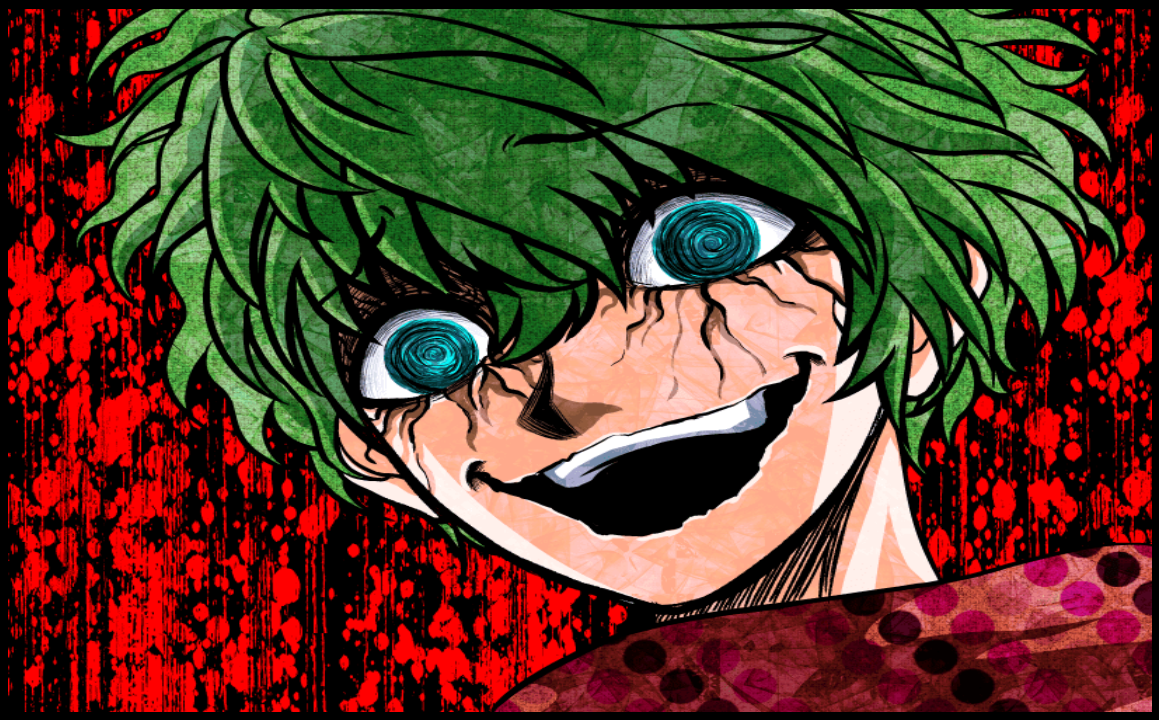
Midori

DRILL VICTIM NGL



This document aims to show Midori's true potential in Smart Character Debate and explain all the tactics, feats and plans that were shown during the events of the entire third chapter of the Your Turn To Die game.

STORY/SITUATION CONTEXT: WHITE
FSIQ/INTELLIGENCE/MEMORY: CYAN
STRATEGY/PLANNING: DARK BLUE
SENSORY + COLD READING: PINK
MANIPULATION/DECEPTION: RED
REASONING/THINKING: GREEN
PSYCHOLOGY/SQ/EQ: PURPLE
MISCELLANEOUS: BLUE
FORESIGHT: ORANGE

Doc Made By: Hypervenomxtreme 2.0

Pre-Death Game

Before the starting of the death game by the majority, Midori was capable of making A.I's of all the 16 participants of the death game, he replicated their emotions, personality, memory, thinking alongside the slightest actions and movements to such a level of perfection that even the brother of one of the participants who lived with his sister for almost her entire life wasn't capable of noticing a difference between the A.I and the real person. This demonstrates Midori's deep knowledge about programming complex A.I's and a insane level of emotional understanding, he create them with such a extreme perfection in a way that he couldn't possibly improve it no matter what he tried to do or add on these A.I's, even Reko herself didn't noticed any difference between her and the A.I made with the same appearance, emotions and personality as her. In fact, the own A.I's of the participants thought that they were real humans. By observing the action of the participants for multiple days, Midori managed to also create a perfect Psychological profiling of their emotions and replicate it to the point it would be practically impossible to distinguish the Doll from the real person.

During all 3 chapters of your turn to die, excluding Midori, we were never introduced to a doll or someone allied with the Asunaro that could possibly make such A.I's, so it's completely reasonable to think that he was the one who made these A.I's, sadly it wasn't revealed the methods he did to gain such a level of emotional understanding over the participants, but it's highly probable that Midori did such a thing by stalking them due to what is shown to us on Alice's lost memories and by gathering some information about the future participants of the death game which is supported by Hayasaka's confession about Asunaro trying to gather information from him about all the participants of the death game during the events of the third chapter. In fact, Midori even has an AI of himself that was absolutely similar to him in every single way imaginable, which also means that he needed to have a perfect understanding of his own emotions in order to create this AI.

Not only this, but during the events of the second chapter when the Reko doll is shown to us, Alice, who is Reko's brother, was completely confident that the doll in front of him was his real sister. While presenting his arguments, he states that the most slightest movements made by the doll Reko were identical to the real one, and as we already know, the doll isn't the real Reko and it was made by Midori, Alice's statement about the slightest movements of the doll being exactly the same as Reko's slightest movements implies to the player that Midori observed these "slightest movements" and replicated them to absolute perfection, which is highly probable if we take in consideration the fact that Midori was stalking Reko which is shown during the events of Alice's erased memories. Such a thing would suggest that Midori has an insane overall Sensory feat. Not only this, but In order to copy these slightest movements, Midori would have to recognize the pattern of the participants' slightest movements to the point

it would reach absolute perfection and replicate it 16 times in 16 different people in order to make the AI's appear to be as similar to the real thing as possible.

Not only this, but the sheer amount of analysis needed to transform the understanding of the participants' emotions into actual data on their A.I demonstrates an extremely unrealistic analysis feat. This feat would also heavily buff Midori's WMI and memory since he would need to recall the slightest actions of the participants that he observed while stalking them in order to create an AI that reflected their personality and emotions perfectly. Sadly, it isn't possible to quantify for how long Midori has been stalking the participants of the death game. But this is still an extremely impressive feat.

(FRI=[Abstract thinking], WMI, Memory, Fluid intelligence, Crystallized intelligence, Logical mathematical intelligence, Knowledge, analysis, pattern recognition, Information gathering, Knowledge application, cold reading, observation, perception, EU, ER, EP, Self Awareness, psychoanalysis, Psychological insight, psychological profiling, abstract thinking)

The feat of creating A.I's of all 16 participants would also buff Midori's Reasoning and Thinking a lot, I'll explain all the three reasoning categories that are buffed with this:

For the abductive part, Midori quite literally needs to infer every emotional driver and triggers through inferences its extremely impressive due to accuracy of the inferences, since Midori needs to do that perfectly, inferring all emotions, emotional drivers, desires, habits, speeches and vocabularies etc etc of 16 participants.

Now for inductive, Midori needs to create a perfect psychological portrait of the participants of the death game and with the inferences and observations (voice speech, the entirety of a vocabulary of a person, emotional triggers, drivers, every corrugator of micro-expressions which he also induced) he makes a psychological portrait of the participants, which scales insanely high due to the accuracy of the psychological portrait and the complexity of each psychological portrait that he is making and the difficult to piece out the inferences.

This feat also buffs Midori's abstract reasoning a lot since due to the fact that he is essentially creating complex A.I's that mimic the participants emotions perfectly, he needs to figure out a plethora of abstract concepts flawlessly such as, ideologies, contradictions, theory of mind, the values of a person, moral reasoning, morals and everything that constitutes and makes a person the way that he/she is.

The creation of such a complex A.I (An A.I that copies the participants' emotions and behavior so well that not even the own participants of the death game are capable of noticing a difference between the behavior of their dolls and themselves) would also buff Midori's insane VCI and overall Thinking to an unrealistic level.

(VCI, FRI=[Abstract thinking, Logical reasoning], Fluid intelligence, Observation, Perception, inductive reasoning, abductive reasoning, abstract reasoning, convergent thinking, critical thinking, Holistic thinking, associative thinking, abstract thinking)

After some observations, Midori was then tasked with the mission of making the participants of the game sign the Asunaro contract so they can participate in the death game. Here Midori uses multiple different strategies to formulate his plan and influence the decisions of the future participants of the death game.

1°= Midori disguised as a teacher was talking with Gin about his autism, he says nice things to Gin and says he can get better, by doing this he build trust with him, he even said Gin could make friends with everyone if he tried really hard making him happy and building even more trust, Midori then proceeds to reveal he was some kind of delinquent in school and didn't had many person's he could consider as friends.

Gin suffered with the same problem as he had autism and was considered a weirdo because he needs to wear himself as a cat to avoid the problems caused by his autism, so Midori revealing he also didn't have many friends made Gin sympathize with him, building a strong bond with Midori. After some talk he introduced the Asunaro vow and used Gin's innocence as a child to make him sign the contract, Midori made such a thing by saying that by signing the contract one of his wishes will be granted, by doing this he influenced Gin's childish imagination.

Gin then revealed that his wish was that his mom lived a good and healthy life, Midori had already anticipated such an answer coming from Gin, but decided to demonstrate surprise(it wouldn't make sense for him to be surprised about this, it would debunk Midori's emotional understanding about the participants, also if you recall Midori's deceitful and playful personality, it would make sense for him to act surprised in this situation, I mean, it totally makes sense with his character) asking if he didn't wished anything for himself which Gin answered saying that he loved his mother and wanted her to be happy, Midori then compliment Gin saying he was a good kid for caring so much about his mother, Gin then gets happy after receiving this compliment from Midori.

2°= During the events of Midori's plan to spy on the participants of the future death game, he used a doll made with the same appearance and personality as his in order to spy on Reko while talking with Shin at the same time, in other words, while the Midori doll would be doing its best to spy on Reko, the real Midori would be trying to gain influence on Shin and indirectly manipulate him into signing the Asunaro vow in the future. Anyway, due to the fact that he used a perfect doll that looked exactly like him, alongside the fact that both the police and the prosecutor of the case we're at Asunaro's side, Midori was easily capable of sending, Reko's brother, Alice, to jail for murder, when in truth, Alice didn't killed Midori, this wasn't part of his plan, but it ended up being quite useful for Midori in his mission to manipulate Alice's sister.

He then contacts Reko by saying he know the truth about Reko's brother case, he does this while using a disguise, she was still very emotionally weakened since she still hasn't accepted her brother arrest yet, Midori then bring with him some articles about her brother called Alice, the articles were making fun of the Alice murder case which made Reko's emotional state get even worse to the point she started crying, she didn't knew if she get angry for her brother for murdering someone or if she gets sad because her brother was in jail.

After some talk involving Reko's brother Midori then reveals to her that Alice was accused by false charges and he didn't commit any crime which caused an emotional instability in Reko's mind, after revealing this Midori gets up from the chair where he was sitting and tries to walk away, by doing this he indirectly threatened Reko and made it seems like he was really going to let her alone there without revealing anything about the false charges, this resulted in Reko panicking and begging for more information, he convince Reko that there was a big force trying to ruin her family and that Alice was one of their victims, after this he talks about the Asunaro vow and reveals about the granting wishes thing, Reko initially gets cautious about writing her name on the form, Midori quickly notices this, judging she wouldn't sign the contract without having enough information about it which is something logical to do Socially speaking, no one with the least level of maturity would accept such a request without having any information about it and Midori understands this.

Noticing her hesitation, he try to go away once again, threatening Reko indirectly again into thinking that he was really going to get out of that place without revealing more useful things about her brother, Reko, who was already emotionally impacted, signs the consent form, after being sure that she signed the contract, Midori then says "I am your only ally" trying to build trust and avoid the possibility of Reko telling anyone about the Asunaro Vow by Gaslighting her, Midori basically implants on Reko's mind the idea that she don't have any ally other than him, everyone is against her and she can't trust on anyone, basically, isolating Reko from other people due to Midori's antagonization of the ones around her, with this, Midori abused Reko's weak emotional state and made her sign the consent form, while at the same time avoiding any leak of information, and concealing what happened to Reko from everyone who was close to her.

3°=(Midori this time was disguised as a clerk from a candy shop, he had put the Asunaro consent form close to many papers containing wishes from different customers of the shop that came there, Kanna who came with her sister to that shop where Midori was pretending to be a clerk was on a great indecision of which candy she should buy because her favorite flavor has come to an end, it's logical to think that Midori purposely took all the flavor that Kanna liked and didn't put it there to indirectly manipulate Kanna into choosing another flavor and pay attention to her surroundings. She looked curiously at the whole place and the papers containing wishes inevitably attracted her curiosity.

She looks in the papers trying to discover if her sister put one wish too, she observed the papers until her eyes look at the Asunaro consent form, then exactly like Midori planned she went to ask him about the form, the papers were placed in such a position that Kanna would inevitably notice the presence of the Asunaro Vow if she looked at the papers, Kanna's sister was already familiar with Midori in his disguise since she often goes there to buy some ice cream for her sister and using this premise, it was already expected that Kanna would trust on him considering she's still a child, after telling her about the Asunaro Vow she signed it without much resistance.

4°= This time Midori is disguised as a nurse in the hospital where Q-Taro is staying at, Q-Taro was a former Baseball player but there was a moment in his life where he got involved in an accident which injured his eyes and broke his leg this inevitably caused him to retire from baseball, he wasn't even capable of watching baseball matches on TV without feeling suffering a strong emotional pain and he feel ashamed that he wasn't even capable of watching the TV and cheer for his teammates in baseball matches, his emotional state was so bad that he was thinking about ending his own life and even throwed a ornament(made by a fan) away because it remembered him of baseball, Midori then enters Q-Taro's Hospital's room and comforts him saying he will return to baseball soon, but Q-Taro demonstrates himself to be impatient about this, seeing Q-Taro hopeless state Midori reveals about the Asunaro vow and its ability to grant any wish, but Q-Taro says that he doesn't believe about that kind of stupid thing.

Midori then decides to turn the magic behind the Asunaro vow into something more realistic, he does such a thing by saying that by signing it, maybe Q-Taro can participate into illegal experiment treatments, but he also proceeds to say that it was just a rumor to avoid being suspected for having so much knowledge about the Asunaro Vow and these illegal treatments, Midori also emphasizes how Q-Taro is constantly thinking about ending his own life giving the idea that testing to see if the wishes were really granted didn't costed anything for him, after all, he was going to commit suicide anyway, Midori puts the Asunaro Vow where Q-Taro can take it and as he expected Q-Taro write his name on it.

Considering his current emotional state and love for Baseball, it was easy for Midori to anticipate that Q-Taro was going to sign the Asunaro Vow as expected by him, even if it's something as ridiculous as dreams coming true, Q-Taro wouldn't give up of a chance of coming back to normal, Q-Taro was the type of a person who always followed his dreams even if it's something illogical, and judging by Midori's understanding of his emotions, Q-Taro wouldn't make anything different this time.

5°= Shin tsukimi and Midori were "friends", even though their friendship was quite complicated and complex, Midori always takes photos of Shin but he never allows himself to be seen in a photo he was dedicated to not let any kind of trace that proves his existence, this always made Shin uncomfortable but somehow they still kept being friends and talk about complex things like programming, but one day Midori has disappeared thanks to Alice's case and he put a letter at his house where he and Shin always stay together to talk about programs and use the

computers, in that letter was written “Thanks for your help, erase the data on the computer”, Shin ignores that and tries to look at the data on the computer but Midori had already predicted that and in the moment Shin opened the document containing the data a message popped up saying “No peeking”, after this a program is automatically executed and all the data is erased leaving Shin frustrated.

Midori disappearing made Shin develop a confusing feeling between happy relief and loneliness of losing a friend, he did all the kinds of things to meet Midori again but was unsuccessful, Shin then remembers that back in time there was a moment in his life where him and Midori were talking about Shin’s wish, when questioned about which wish he would ask if he could grant it, Shin said that he overheard his parents talking about a sibling he has, he didn't knew which gender they were, if they are old or young but it didn't matter because he wanted to meet his sibling but he didn't want to admit it directly in front of his friend. Midori then says he can make Shin meet his sibling and he only wanted him to do one thing, Shin had to become someone strong and incredible so that he can meet his sibling proudly.

After hearing this, Shin get's happy and says that he will work hard to become who he wants to be, Midori then says “Haha… Who I want to be today, ‘Asu naro’ - tomorrow I will be. We can call it the Asunaro Vow”, Midori indirectly manipulated Shin into thinking about the Asunaro Vow, so that in the future when Midori disappears, Shin signs it trying to meet him again, Midori also says he will make a agreement form for them so Shin can meet his sibling, this agreement form being the Asunaro Vow consent form where Shin will Sign his own name to see Midori again after his death. Midori misdirected Shin into thinking that he really died when in fact, the one who died was Midori’s doll, by providing this false information to Shin, Midori manipulated him into signing the Asunaro Vow to meet him again even after death, when in fact, Midori wasn't dead.

Midori and Shin’s friendship was so strong that Shin considered him as a big brother, even if Midori was a complete weirdo and a psychopath. Due to this fact, he didn't suspect the cruel truth behind the Asunaro Vow. Shin then remembers Midori had a digital copy of the Asunaro consent form, he then decides to write his name on it, everything happened exactly like Midori planned, making Shin cooperate with his plan without him even realizing it, Shin then put his name on the consent form exactly like Midori predicted.

6°= In some moment in the past, Alice and Midori met each other at the same place where Midori called Reko in the future(this is during Midori's initial decision to observe the participants, it's before he gets tasked to make them sign the Asunaro Vow), in some moment Midori stands from his chair and goes to another place, after some time passed he returns just to find out that Alice saw the photos he took about Reko and saw the documents involving the death game, Alice then questions Midori about this, who says he's just Reko’s friend and there wasn't anything wrong about him taking some photos of Reko, but Alice doesn't believe in this and a fight started which ended with Midori being pushed down from the 2nd floor and “dying” (the Midori who was killed by Alice was merely a doll made by the AI-Ceiver), even if Midori was a

doll, the sight of him falling from the second floor should unconsciously scare him a little, after all, in sight of the situation where Midori was every normal human being would lose control of their emotions, but when the game show us his face, he's completely calm like he wasn't even falling from the second floor.

Midori's “death” was what caused Alice to be taken to jail from the police and a prosecutor who were connected with Asunaro, Midori's death also completely destroyed Alice's life and reputation, he was abandoned by his sister, by his family, and everyone he knows and loves, and all of this happened due to false accusations of murder set by Midori himself, Midori deceived everyone that Alice knows and made them think that he really was a murderer. Some time passed and during Alice's custody in prison, Midori who was considered to be dead was actually disguised as a police officer in the same prison Alice was staying at, Alice was gathering information about his murder case since the moment he was sent to jail, and one day Alice received a musical instrument as a gift from someone, he thought that the one who sent the musical instrument was his sister Reko and he tries to talk with the guard to get information about who send it, but Alice is surprised because the person that was in front of him at the other side of the jail bars was Midori who he thought to be dead. Alice gets violent and asks why Midori is still alive which he responds by ignoring his question and provoking Alice saying that it was such an emotional reunion, Alice gets even angrier and orders Midori to get him out of that place, which Midori refuses by saying it was a murder case…as far as the public is aware of, Midori continues provoking Alice saying “Good for you, Right?, you didn't kill anyone”.

Alice gets even more angry and say it's Midori's fault his family relationship was a mess, he complains saying his parents have to live with the idea they are parents of a murderer and the fact his sister can't play her old band music anymore even though she loved it because she remembers of him every time she sings it, Midori then says “No worries! I met Reko today and took care of her”, after hearing this, Alice is extremely furious and say he will kill Midori if he did something to his sister, Midori says some other things to provoke Alice but after some little talk, he says he came there to ask what was Alice's wish, Alice obviously doesn't understand what he's talking about and Midori says that if Alice sign a certain contract he will grant any wish he has, Midori then proceeds to reveal about the Asunaro Vow saying it was pretty clever, Alice completely ignores it saying “You truly don't listen to reason”, he says Midori ruined his life and who he was going to be in the future doesn't matter anymore, Alice says he will kill Midori and send him to hell, after hearing this Midori says that it can happen if he signs the contract, Alice then decides to put his name on it to get rid of Midori since he was stressing him, he did this while saying “I will sign it if it'll stop you from taking another breath” which demonstrates how stressed he was, this way Midori made Alice write his name on the consent form.

All of the events listed here were all part of a single plan. Not only this, but in this plan, Midori adopted multiple different personalities and disguises to attract the attention of the participants, by doing this, he would be capable of persuading them into signing the contract which demonstrates his insane social adaptability.

(FRI=[Problem Solving], Fluid intelligence, Crystallized intelligence, Anticipation, Prediction, Trap Setting, Knowledge, mind reading, problem solving, improvisation, adaptability, Misdirection, Non-verbal deception, verbal Deception, acting skills, concealment, Fabrication, Mass deception, Direct manipulation, Indirect manipulation, individual manipulation, mass manipulation, Emotional manipulation, Logical manipulation, Gaslighting, persuasion, Cold reading, Observation, Social adaptability, Influence building, Intra EM, Inter EM, Inter EE, Cunning, Charisma, Social skills, EF, EP, EU, Empathy, Hot reading, Psychological warfare, psychological insight, Strategy, Planning, Methods, Tactics)

Murderer/Tag Game

Before the participants of the death game reach the fourth floor of the death game, Midori made dolls of the few participants that died on the first judgment and never entered in contact with a survivor, these dolls are called Dummies, Midori then proceeds to put the A.I's of these respective participants that were already dead on their dolls giving them a body to move, not only this, but Midori also showed their deaths individually, by doing this he caused an emotional instability on them. After this, Midori says that they will live until they're established timespan revealing that there will be a moment where the Dummies will "die" once again, by doing this Midori would use the Dummies fear of death to make them emotionally unstable and he easily weakened the control they had of their own emotions, this would result in being easier to manipulate them, the fact that they would all die if Midori was killed would make them obey him to survive. Not only this, but their fear of dying once again would motivate them into surviving at all costs which is exactly what Midori is going to use for his plans, after this Midori reveals that there is a way for the Dummies to survive, they only have to "make they're partner take their place", here Midori is referencing the fact that the dummies are in essence, dead people, he makes an association between the participants who are alive and the dummies who are already dead. By telling them to make they're partner take their place, Midori is indirectly telling them to kill their own partners to save themselves.

Ranmaru one of the Dummies who Midori revived Didn't understood what he was trying to say with "make your partner take your place", which Midori responds saying that they have to turn they're partners into corpses or in other words, kill them, what Midori was actually trying to say was that the Dummies should put their partners inside seven coffins in the cemetery that represent death and by doing this the Banquet would begin, Midori made such a vague statement on purpose to manipulate the Dummies and make them think that they really have to kill their partners, by doing this, he would make the Dummies kill their own partners and Midori would win the game effortlessly, this can be reasoned via the fact that the Dummies didn't knew about the Banquet, this was also confirmed in the game itself, when Keiji, Mai and Q-Taro are talking with Akaire. Midori's tactic of showing to the dummies they're deaths and saying that they can end up dying once again had the sole purpose of motivating them into really killing the

participants. Even if somehow the dummies ended up failing, Midori would still win due to his "The Banquet" strategy.

(VCI, Linguistic intelligence, indirect manipulation, gaslighting, abusing insecurities, direct manipulation, mass manipulation, Logical manipulation, persuasion, misdirection, verbal deception, Mass deception, Planning, Tactics, Methods, Trap Setting, Inter EM, inter EE, influence building, EU, Cunning, communication)

Sara's group enters the cemetery and they notice seven coffins that have seven people inside these coffins. After some commotion, Midori wakes up, scaring the participants. After this, Reko/Q-Taro ask Midori who he is, which he quickly came to the conclusion that they still haven't recovered their lost memories yet. After this he starts to analyze Sou/Kanna's actions in order to get a big picture of the situation so far for the participants. In the logic route Midori notices Shin was being repulsive and cautious towards him, which he abducted that Shin still hasn't recovered from the emotional impact that Midori caused on him in the past. In the emotion route he notices a change in Kanna's facial expression when he mentioned Shin's name, he easily noticed that she had a recollection about something involving Shin Tsukimi. Midori knows that Shin is really smart. Knowing this, Midori inducted that Shin probably already noticed that Kanna was his sister and decided to take good care of her during the events of the death game, the change in Kanna's facial expression suggest that something might have happened to him and since they are in a death game, this thing that happened to Shin can be only one thing… death. Not only this, but Kanna clearly isn't strong or smart enough to be capable of efficiently helping the participants in the death game, something that was crucial in order to survive the first trial, if she's still alive and well, this means that her sister saved Kanna during the events of the first trial by making her use the key to save herself, but Kanna obviously wouldn't be capable of doing the same for her sister due to lack of Logical thinking, which means that it's highly probable that she failed to save her partner on the first trial and saw her very own sister die in front of her. Now that she lost both her sister and brother, she must be in a very weakened emotional state that I can manipulate some moment in the future.

After noticing this, Midori says with a smile on his face that he wanted to kill Shin with his own hands if he wasn't already dead. He did this on purpose to figure out if his theory about Shin being dead was really true by analyzing Kanna's reaction, by doing this he provoked Kanna's respect for Shin on purpose and confirmed that Shin was dead. As stated by him, Midori stayed inside his coffin for 5 entire hours, which is before the ending result of the main game, the fact he mentioned Shin's death in the emotion route means Midori had already hypothesized that he died since Shin was not there together with the participants that survived until now and thanks to the sudden change in Kanna's Facial expression when he mentioned Shin's name. After this Midori says that they don't have time and they need to set the pairs for the little game that it's about to happen which requires that the participants and the Dummies make pairs for Midori's little game, the pairs are as follows:

Blue=participant/Red=Dummy

{Sara}—{Ranmaru}

{Reko/Alice}—{Anzu}

{Q-Taro}---{Mai}

{Sou/Kanna}—{Kurumada}

{Keiji)—{Hinako}

{Gin}---{Hayasaka}

After the partners are decided, Midori reveals that he is the real “Sou Hiyori”. After introducing himself, he reveals which kind of game they are going to play and it's going to be a murder game where the participants have to kill someone with any means they find necessary, when Keiji asked who exactly they should kill, Midori lies saying that the participants and the dummies should kill Keiji, which results in Sara getting tense, but later on, Midori says with his playful personality that it was merely a joke, which results in Sara getting completely pissed. After perceiving Sara's anger, Midori states that Sue Miley already told him that she(Sara) was cute when she gets angry trying to make her get even more pissed. After this, Midori reveals that the real target of the game is him, and after hearing this, Kanna/Sou demonstrates extreme surprise and try to question Midori about this, which he responds saying that he won't say it twice, after saying this, he runs away to prepare his strategies and plans to survive.

(FRI=[Logical reasoning], Fluid intelligence, Psychoanalysis, Psychological insight, Psychological warfare, Psychological profiling, EF, Inter EM, EP, EU, cunning, Observation, Cold Reading, Connecting The Dots, emotional manipulation, direct manipulation, indirect manipulation, individual manipulation, verbal deception, misdirection, Logical reasoning, deductive reasoning, inductive reasoning, abductive reasoning, critical thinking, Holistic thinking, convergent thinking, Linear thinking)

Midori implanted important information to each one of the Dummies, all the information that the Dummies had are different from the other for example Hayasaka implanted information is about the collars explosive max range for explosion, the other dummies didn't knew about this because the implanted information they received was different. After both Ranmaru and Sara speak with maple, Ranmaru wishes to say something to Sara with urgency, she tries to say that it's not time for whatever he has to say but Ranmaru insists and Sara decides to listen, he then reveals the implanted information he received from Midori “There is someone from Asunaro between us”, no one would give such a hint to the enemies, after all it would reveal the existence of a traitor or in other words an ally for Midori, but even such a thing was part of his plan, revealing the existence of a traitor in Sara's group would end up planting the seeds of

doubt in them, which would result in the participants not trusting each other and this is exactly what Midori wanted.

By doing this, Midori would be capable of making it harder for the Dummies and the participants to cooperate with each other like Sara wishes, after all, Midori purposely revealed the existence of a third party hidden between the participants to cause tension and conflict in them, that third party being Hinako. What Ranmaru said to Sara was that the traitor was a human, the members of Sara's group think that Hinako is a doll exactly like the other dummies, when in fact, she is a human, due to the fact that Ranmaru revealed the existence of a traitor who is a human and the fact that Hinako is thought to be a doll, Sara would be misdirected by Midori into thinking that the traitor is one of the other participants, in other words, it's one of Sara's allies, one of the members of Sara's group.

(Cunning, Inter EM, Indirect manipulation, information control, mass manipulation, Triangulation, scapegoating, logical manipulation, emotional manipulation, Non-verbal deception, misdirection, Fabrication, Trap Setting, Planning, Methods, Tactics)

It's demonstrated in the game that Midori can easily understand what Q-Taro says, Q-Taro canonically always spoke with idioms and words from other languages, and still, Midori didn't demonstrate any difficulty in understanding what he says during the YTTD game, following this idea, in theory, Midori knows multiple languages, but due to lack of proof in the own Your turn to die game, I will refrain from implying that he really knows multiple languages, if the idea of him knowing more than one language is valid or not from your point of view, Midori still was capable of understanding what Q-Taro says without demonstrating any difficulty which counts as a good VCI feat.

(VCI)

In the beginning of the Murderer game, Sara and her group find a map of the fourth floor, some time later they enter the elevators and in the fifth floor they find another map containing an illustration of the fifth floor, it's highly probable these two maps were made by Midori since:

1- Midori's secret agent who is among the members of Sara's group was never shown to have knowledge of how to make maps.

2- Not a single dummy was shown to be capable of making maps.

3- Akaire, who was also seen in the fourth floor in the third chapter, was also never shown to be capable of making maps.

4- Maistre is also the same thing.

The fact that differently from the first, second and third floor of the death game, Midori's fifth and fourth floor had maps suggest that Asunaro didn't made maps for the floors and strengthen the idea that Midori was the one who made these maps, as the floormaster of the fifth and fourth floor he has total sovereignty to do almost everything he wants in his floors so it makes sense for him to make these maps, after all, if it wasn't him who made these two maps, then who did it? There's no way it was the Asunaro staff since if it really was their doing, maps from the first, second and specially the third floor that was considerably large should exist exactly like Midori's floors, but maps from these three floors were never shown to exist, this means that Midori know how to make maps efficiently. Not only this, but four of the places drawn in the map were familiar places from the past of those participating in the game, these were perfect replicas from the original places that were related to the participants and some of the dummies past.

Also Midori would definitely have enough time to do these maps since he is the floormaster, although there's no direct proof he made these maps, it's extremely probable that he was the one who made it, but it comes to your interpretation if you consider this valid or not.

Image of the Fourth Floor map.

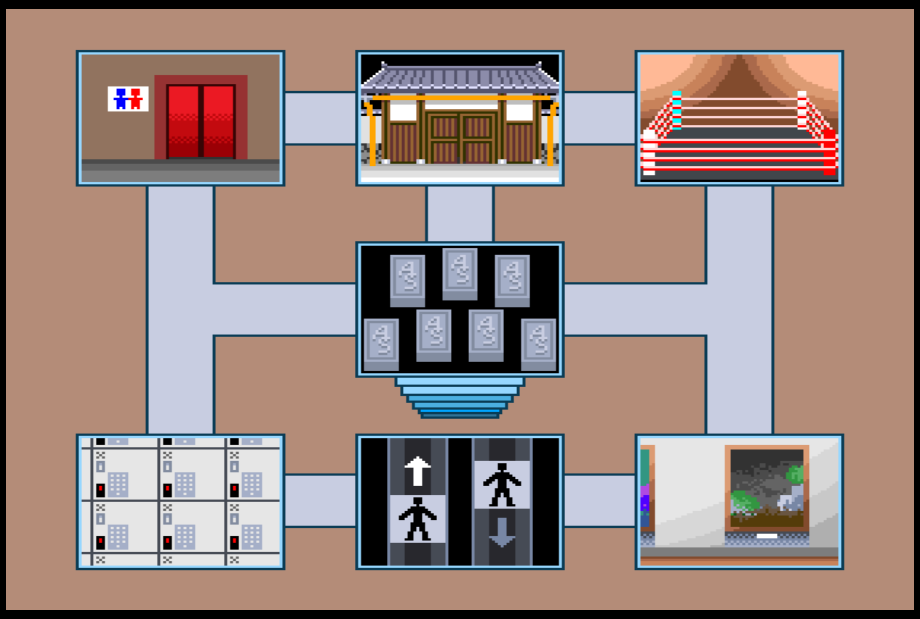
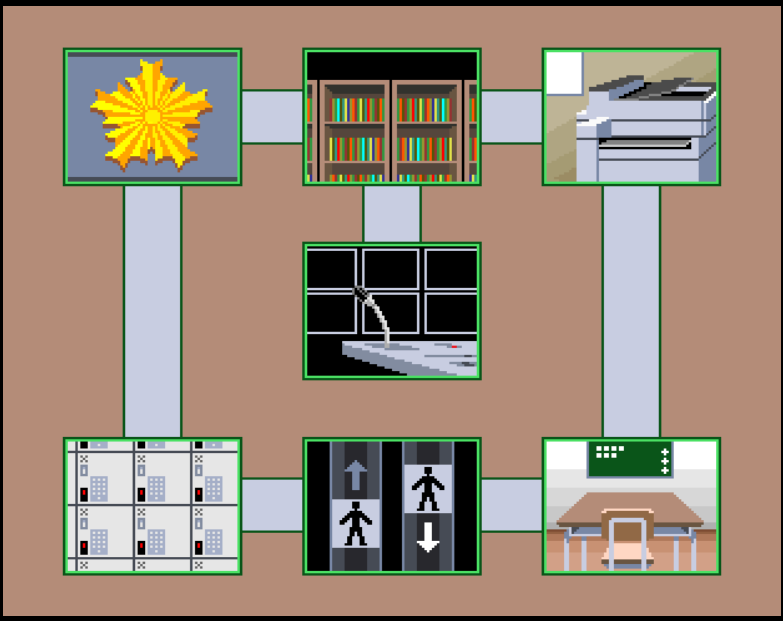


Image of the Fifth Floor map.



When the participants appear in the room with multiple art paintings, Midori appears in one of the drawings and talks to them through a video call. Suddenly, Alice challenges Midori, questioning him as to why he doesn't come and face them differently from cowardingly hiding from them, Midori then proceeds to say: “Just as dumb as your sister, Alice… I wanna win too, you know?” Midori purposely provokes Alice by saying that his dead sister was as dumb as him, obviously, Alice who is the kind of person that gets pissed easily got completely furious after hearing this.

(VSI, Visual spatial intelligence, Knowledge Application, Knowledge, emotional manipulation, direct manipulation, individual manipulation, Inter EM, EF)

When the participants reach the locker room, Midori purposely activates a magnetic trap located in that place that hasn't been used for quite some time. In this magnetic trap, both Gin and Hayasaka were dragged by their necks and were suffocating. While this happens, the participants of the death game would be indirectly manipulated by Midori into trying to help Gin that was taken in the trap, something that was already anticipated by Midori. But in fact, the true motive behind this action is to give a chance for the dummies to kill the participants while they are busy helping Gin survive. While Sara and Keiji would be trying to save Gin from the magnetic trap, they wouldn't be capable of paying full attention to what the dummies do. In other words, killing them from behind would be easy for the dummies and Midori wanted to motivate this action coming from them. But unexpectedly for him, the dummies didn't try to eliminate the participants while they were busy trying to save Gin, noticing this, Midori decided to stop the magnetic trap and lied to the participants by saying that it was a malfunction from that trap, he also uses his acting skills in order to conceal his true intentions with this.

But in fact, even if this plan failed, Midori would still be capable of indirectly manipulating the participants into thinking that Midori and the dummies can't be working together, the reason for this being that through the entire third chapter, Midori has putting the Dummies lives in danger without thinking twice, but if they were allies, he wouldn't do such a thing, the fact that Hayasaka, who is one of the dummies, was taken in the magnetic trap and was going to die too would make this idea be even more logical for Sara and Keiji. In other words, Midori would still be capable of making the participants develop more trust in the dummies. Another reason behind this action was because Midori knows that the only ones that doesn't trust completely on the dummies were Shin, Sara and Keiji, in other words, by persuading the dummies into attacking Sara and Keiji while they were distracted with the magnetic trap, Midori would be capable of eliminating two of the only people that doesn't trust completely on the dummies.

Shin, the only one left, has an animosity against the rest of the participants so he wouldn't try to interfere by sharing his suspicions to the other participants and even if he did such a thing, they wouldn't believe on anything he says due to all the things he did during the events of the death game. With this, Midori would be easily capable of making the rest of the participants die by the dummies' hands.

Ranmaru's statement about Midori's actions:



(Planning, Methods, Tactics, Inter EE, Inter EM, Cunning, Indirect manipulation, direct manipulation, emotional manipulation, Logical manipulation, Mass manipulation, Gaslighting, persuasion, misdirection, concealment, acting skills, Non-verbal deception, verbal deception, Trap Setting, Anticipation, Decision Making)

After walking for quite some time, Sara and her group find the main area in the map of the 5th floor, for some reason that place didn't appeared in the map, but after some reasoning, Sara deduced the existence of that place, in that place they found a collar and they take it thinking it can be useful for trying to discover how to remove their collars, they also find Shin Tsukimi A.I in one of the many computers present in that place, in the logic route Shin gets disgusted by the presence of his A.I there and in the emotion route Kanna gets emotionally impacted by seeing Shin once again even if it's only an A.I. Sara's group then decides to interrogate the A.I to get information, they ask about the real Sou Hiyori or in his current name, Midori, Shin A.I then proceeds to say how eerie and scary Midori was, he says that only by looking at Midori's eyes he feel scared, he starts to sweat and become anxious, just by looking at him, he also says how Midori seemed to like seeing him in such a pitiful state. After some time Midori appears and intimidates Shin A.I into stopping giving information to Sara's group.

he then asks for them to give his collar back so he can play too which they refuse, he continues insisting for them to give his collar back, but he quickly gave up, Midori then says he will use another collar so he doesn't become the only one who is in a safe situation, Keiji says Midori is arrogant for approaching the enemies which he responds by saying he has a gun with four bullets, Midori states that he will try his best to not miss a single shot and he says that he wants to kill at least four people. After this, he said “Now… shall we?” with an eerie smile in his face like he was completely confident they wouldn't do anything and they really didn't make anything to stop him since it would probably result in four different members of Sara's group being killed by Midori, he had already predicted that they wouldn't try to do anything due to their fear of death.

Sara completely breaks the weird silence saying that Midori shouldn't be satisfied with simple violence and they should set some rules for the fight, after all, this is Midori's holy death game. After hearing this, he starts laughing maniacally, his appearance gets extremely more intimidating and he agrees with Sara's proposal, Midori then says “How about we play tag?”, he then takes something located in his pocket and presses a button. After this, Sara's collar start to bright in red and make a little sound, Midori says that in 1 hour the person with the red color in their collar will lose the game, after saying this Midori is questioned if the Red color will really be passed to another person and not multiply it, which he answers saying “Why don't you try it out?” running away and leaving Sara's group without any answers. Midori suddenly changed the whole game to avoid the possibility of the participants winning and to make the preparations for his newly formulated plan.

(Indirect manipulation, direct manipulation, fear inducement, Logical manipulation, emotional manipulation, Mass manipulation, individual manipulation, Goalpost moving, Inter EM, EF, Inter EE, Cunning, Prediction, Trap Evasion, adaptability, improvisation, decision making)

One thing that is worth mentioning here is the fact that Midori threatening the participants with a gun was merely part of his acting skills, the game doesn't show anything that suggests that he was really holding a gun other than his statement, so we can consider the idea that this was

merely a bluff, the reason as to why I want to highlight this is because this shows that Midori is capable of lying so well that not even Keiji is capable of seeing through him, which is highly impressive since we know that Keiji has an ability that quite literally allows him to see through a person's soul, demonstrating an STP and EP feat that is far beyond characters like Will, Hannibal and even Patrick Jane. The fact that Midori's bluffing and lies weren't seen through by him buffs his deception a lot. In order to deceive Keiji's soul-reading Hax, Midori's emotional state would have to suffer absolutely zero changes after lying since his heartbeat, slightest body movements and even microexpressions would make Keiji perceive that he was lying, Keiji's EP is far better than Midori's EP, so he would obviously see through Midori if his acting skills wasn't strong enough to control his emotional state perfectly even after lying, something that is currently impossible for any human being. Demonstrating insane composure, impulse management and EM.

(Acting skills, Bluffing, Verbal Deception, Intra EM)

After solving the library puzzle a long staircase is revealed, all the members of Sara's group are reunited and all of them go up the stairs, there they find themselves in a strange place they never saw, but this isn't relevant, after all, in the middle of that strange place was Midori who was waiting for them, there they talk a little and after some meaningless conversation Midori reveals that even if the person with the red color in their collar touches him, nothing will happen, after all, Sara's group decided to not give him his collar back and thanks to this he can't lose in the tag game, Midori definitely chose that Tag game on purpose since he couldn't possibly lose, after all, he doesn't even have a collar to play the game. Midori provokes them saying they should have give him his collar when he asked for it, he also says that if they give it to him he would put it on his neck, but only after they get out of that place slowly which they refuse, he once again used his provocative and playful personality here, he then asks if they prefer for everyone to try and kill him violently, Midori ask for Sara to make this decision putting the burden of everyone's safety on her and due to the fact that she is the leader of the group, she would try to avoid such a thing as much as possible, after all, she is the one responsible for the safety of the entire group even if she is only a teen.

Sou/Keiji then says that Midori is definitely waiting for something to happen which he doesn't respond and stay quiet about it, Keiji/Sou reveals that Midori is waiting for something to happen between them which Sara deduces that he is waiting for something to happen between their allies, Keiji/Sou then use reasoning to deduce that Midori is waiting for the Dummies to do something since they are murders/marionettes in essence, after all, they were made by midori, after this Sara's group decides to look for Q-Taro and Mai since both of them aren't present in that place, they go to the surveillance room and look at the cameras, there they see Mai backstabbing Q-Taro, she then reveals the real mission of the Dummies, Kill their partners before Midori dies, then it's revealed that if Midori dies, all of the Dummies will have zero chances to survive, so they had no other choice but follow him to avoid dying, in the end Sara's group trust on the dummies was significantly damaged, the dummies couldn't be trusted

anymore, and everything went as planned by Midori, who predicted that the trust between the dummies and the participants would be completely destroyed after this.

After all, how can you trust someone who backstabbed a friend of yours just to save their own life selfishly?, but differently from what Midori has planned Sara's group trust on the dummies wasn't completely devastated, of course it was extremely damaged if compared to the trust they had on the dummies before Mai backstabbed Q-Taro, but somehow Q-Taro was capable of reuniting the group and ensure everyone's trust on the dummies even if it's only a little, this doesn't debunk Midori's understanding of the participants emotions, after all, Q-Taro's personality changed a lot after he started to participate in the death game, he was initially a selfish person, this can be clearly noticed on the events that happened at the final attraction of the second chapter of the your turn to die game, but in the third chapter he made a huge sacrifice which will be commented in the explanation of the Banquet strategy since it's a HUGE spoiler, but I guess there is no problem in saying that Q-Taro decided to sacrifice the most precious thing he could possibly offer for the safety of the friends he made in the death game.

Midori predicted that at least one of the dummies would make their first attempt to kill, he predicted this by using some basic reasoning. one of the dummies probably would try to separate their partners from the rest of Sara's group, making them vulnerable and a easy prey, that dummy being Mai, both her and Q-Taro were on the fourth floor so it was logical to think they wouldn't hear the sound of the staircase in the library, and the chances of the rest of the group going back to the fourth floor just to call them would be pretty low since:

1- They are in a hurry thanks to the red collar.

2- they are too far from the elevators.

3- Taking Shin's personality into consideration he probably wouldn't reveal the fact that Q-Taro was left behind to the rest of the group, since he has some animosity towards Sara thanks to the 15,5% chance of survival and thanks to Kanna's death in the logic route.

4- there was the possibility Midori could escape or could do something with the person that would go call Q-Taro and Mai when he/she alongside their Dummy gets separated from the rest of the group, after all, Sara's group didn't know with certainty that Midori was there before they entered inside that place.

even if both Keiji, Sara and Sou were not completely trusting the Dummies, they would most likely maintain their suspicions a secret for them at least for now, also the mere idea of the Dummies betraying them didn't even passed through the minds of the rest of the members of Sara's group before Keiji/Sou revealed it, his deductions were completely confirmed when everyone excluding Mai and Q-Taro appeared at the place where he was hiding, it didn't matter who would kill who in that game, as long as the dummies try to kill someone, Midori's plan will succeed. Not only this, but Midori's preparation process in the locker room when he strengthened the trust relationship between the dummies and the participants, alongside the

preparation process he made to motivate the dummies into killing the participants, alongside what he did here, were all part of a whole plan made by Midori to raise his chances of winning.

(FRI=[Logical reasoning], Fluid intelligence, Deductive reasoning, Logical reasoning, critical thinking, convergent thinking, Holistic thinking, Non-Linear thinking, direct manipulation, individual manipulation, emotional manipulation, scapegoating, mass manipulation, indirect manipulation, Prediction, Trap Setting, Hot reading, Psychological warfare, EF, Inter EM, EU, Cunning, Planning, Methods, Tactics)

After Q-Taro's monologue about working together with the dummies, Midori appears announcing the end of the tag game, Sara's group noticed that he had a collar on his neck, Ranmaru then suspects Midori bring his gun again to intimidate them, after hearing Ranmaru suspicions, Midori act like he's disappointed saying that they really don't trust on him, he then says he will give his gun to the members of Sara's group and he really did it, the gun is thrown and it falls in front of Keiji, he observes the gun for some seconds and notice that it was his own gun, Keiji then starts to get desperate and ask how he has that gun, Midori provokes him by asking if that gun bring bad memories to him, Keiji then has a flashback of his past, after seeing the way Keiji reacted to the gun, Midori abducted that his trauma was still haunting him, even after so many years have passed. He then reveals some confidential information about the accident, Keiji ask how he has knowledge about this and how much knowledge he has about the police, Midori responds saying that he has enough knowledge to make false information about a suspect with a gun and enough knowledge to involve an ex policeman in such a tragic accident, he then provokes Keiji using his provocative personality while saying: “”Keiji, look out he's gonna shoot”, I was a great actor, right?”, by saying this, Midori would imply to Keiji that he was the one who caused his trauma even without saying it directly.

By saying this Midori revealed that even Keiji’s trauma was part of his plans, Midori lied to Keiji making him think that the criminal had a gun with him, when in fact, he didn't have anything. After hearing this, Keiji lost complete control of his own emotions and went to a direct battle against Midori. The battle between them extended for some seconds, but after some seconds the dummies remember that if Midori dies during the tag game all of them will have zero chance to survive, due to this fact the dummies decides to interfere in the battle stopping the participants of helping Keiji beat Midori, this caused a huge harm in the trust relationship between the participants and the dummies. After some time Keiji's collar started to ring and when he was distracted Midori pushed him towards the coffin where he was before the start of the Murderer game.

Midori then reveals to Sara that the coffins have a very interesting function, it's called cremation, Midori then says that after some time, Keiji will be completely burned to death. Hearing this, sara and the rest of the participants get scared, Midori then reveals that there is a way Keiji can be saved and the only thing Sara needs to do is sign the consent form, he puts this choice on her hands giving a lot of pressure in her, after Sara questions that she doesn't even know what the Asunaro consent form, Midori ask if she really has enough time to think about this, putting

even more pressure in her. He takes a hourglass above the coffin where Keiji is inside and says that the hourglass represents how much time Keiji has until he die, Midori provokes Sara saying that she could feel the smell of a delicious Keiji steak, Sara decides to sign the consent form exactly as planned, but before she does this, Ranmaru completely destroys the form.

After Keiji was locked inside the coffins, both Hinako and Kurumada started to blame him for attacking Midori recklessly, calling him a reckless dumbass, this caused even more tension between Sara's group and the dummies. Ranmaru then explains the reason as to why he decided to destroy the consent form prepared by Midori, he emphasizes how frustrating it is to be used as Midori's toys, they are so scared of dying they can't even help their partners when needed, in the end, they are nothing more than puppets. after all this long monologue coming from Ranmaru, Midori reveals there is a way Keiji can survive, but he says it's extremely difficult and he is definitely going to end up dead, he did this to motivate the participants into saving Keiji and manipulate them into helping Midori indirectly with his plan that involves both maple and Keiji. After saying all this, Midori runs away. In fact, Midori already anticipated that Ranmaru would torn apart the Asunaro Vow and decide to motivate Sara into looking for another alternative to save him, it wouldn't simply make sense for Midori to actually give a chance for Sara to save Keiji so soon since such a thing would completely ruin the preparations needed for his strategy during the events of the Banquet.

There's also a second alternative that can happen during the fight between Midori and Keiji, in this second alternative, Keiji successfully passes the red color to Midori turning him into the one who tags, noticing this, Midori demonstrates to be surprised and says: “Hey, Keiji… Since you won, I’ll give you a chance to overcome your trauma. To face the dead… That's another reason why Asunaro makes artificial intelligences”, after hearing this, Keiji is manipulated by Midori into thinking that he would show him the policeman that Keiji killed in the past, Keiji says: “... You don't mean…!” after hearing this, Midori responds saying: “Look, he's right at your feet.”, after looking at his surroundings, Keiji look at the face of the man who inspired him into becoming a policeman, he was dead on the floor, Keiji obviously starts panicking after seeing this and while he is distracted, Midori successfully pushes him and lock Keiji inside the coffin. In fact, what Keiji saw on his feet wasn't the ex-policeman that he killed in the past, it was probably one of Keiji's hallucinations since we don't see the body of the policeman anymore after Keiji is pushed to the coffin, Keiji's hallucinated and saw the body of his hero in the floor despite him not being there, but this time, Keiji's hallucination was influenced by Midori. This demonstrates an impressive trap setting feat performed by Midori.

(EF, EP, EU, Inter EE, Inter EM, Cunning, Psychological warfare, individual manipulation, direct manipulation, emotional manipulation, mass manipulation, indirect manipulation, Negotiation, persuasion, scapegoating, Gaslighting, verbal deception, misdirection, abductive reasoning, critical thinking, Trap Setting, Anticipation, Connecting the dots, Observation, Cold Reading, Strategy, Methods, Tactics)

Important details: Allow me to make a quick resume of Keiji's trauma, when he was a kid he was friends with a policeman that worked on the place where Keiji was staying, Keiji was so inspired

by that policeman that he wanted to be a member of the police just like him, he gives to keiji an amulet that brings luck to its user, the policeman ask for Keiji to return that amulet to him after he becomes a policeman, that policeman also reveals to kid Keiji that he is gonna become a father in the future, after some time Keiji becomes a policeman and when the police officer Megumi asked why he became one, Keiji answered saying he wanted to give back an amulet to a policeman that he consider his idol and inspiration, Megumi ask for that policeman name saying that maybe he can give his amulet back now, after Keiji pronounces his name, Megumi stays serious and reveals that the policeman he was looking for abandoned the police, Keiji talked with another member of the police for more information and he reveals that the policeman Keiji was looking for was fired for trying to expose some darkness in the police, when Keiji ask who fired him, the policeman answer saying “Officer Megumi”. Some days passed and now Keiji is following the suspect of a crime, he’s given permission to shoot since there's no civilians close to that area, after this Keiji hears a voice saying “Keiji, look out he's gonna shoot!”. In despair, Keiji shoots first, hitting the suspect. When he looks at the face of the person he shoot, he instantly recognizes it, that person was the policeman Keiji admired and in the end the suspect didn't even had a gun in his hands, the incident was covered by Megumi but Keiji developed a huge guilty for shooting on the person he admired, he was feeling so guilty that he asked Officer Megumi to be punished for this which she refused, Keiji developed traumas and hallucinations of that same policeman he admired.

When Sara's group enter inside the surveillance room, they found multiple monitors there, but the ones we are going to focus on here is the surveillance camera monitors, in the your turn to die game it's always shown how Sara's group has the habit to separate and investigate by themselves, they tend to avoid doing investigation in groups, taking this idea into consideration and the fact that Midori was observing them from these cameras which he himself stated to be true, it's logical to think that he had to look at multiple monitors at the same time to see what happens on the fourth and fifth floor, the fact that Sara's group tends to investigate separately implies this idea to be true.

In the surveillance room there is a total of 14 surveillance cameras which as stated before, was used by Midori to observe the actions and movements of the participants of the death game, Midori obviously wouldn't need to watch all the monitors, after all, there wasn't an amount of participants big enough to be in all the 14 places where these cameras are at the same time. before the participants and the dummies discover that place they were all in 3 different places at the same time, actually it's four including Sara and Ranmaru, by the information that was already shown, Midori observed all the participants actions before they discover that place, which means he was observing four different cameras simultaneously, he had to observe all the twelve people/dummy on these four rooms at the same time.

Midori reveals to the players that he observes all the floors:



Monitors in the Surveillance room:



(CPI(PSI+WMI), Multitasking)

When Sara's group returns to the cemetery after unlocking the first security lock of the surveillance room, the dummies reveal to them that they saw Midori operating a machine using a card with his photo on it. In fact, Midori purposely used his own identity card in front of the dummies to make them see it and give that information to Sara's group in case they become allies. This interpretation suggests that Midori already had predicted that the dummies would decide to become allies of the participants. Not only this, but he also predicted that they would think that the identity card, whose existence was revealed by the dummies, had the capability of unlocking the second security lock of the surveillance room that it's needed to save Keiji, without not even knowing it, they would be doing exactly what Midori wants for them to do which is saving Keiji for Midori's the Banquet strategy, this was one of the many preparations Midori made for his “The Banquet” strategy. After Sara's group find Midori's fake identity card and try to scan it, they are stopped by Shin's A.I, but it was too late, the fake identity card was already scanned, after scanning the fake identity card alot of images of Shin smiling appear on the monitors, making the real Shin extremely uncomfortable, after this, Sara's group make some few questions to Shin A.I trying to get some information.

If the player choose to get information about Midori, Shin's A.I will reveal that Midori had a strange passion on humans, he always makes experiments with the vast majority of the people he gets close with; “what makes them hurt’, “what makes them suffer”, “what pains them physically”, “what pains them mentally”, these were multiple questions and curiosities whose answer Midori wished to discover by doing such ruthless experiments on other human beings, and that was what motivated him into continuing with these experiments, according to Shin’s A.I, Midori have discovered a way to manipulate people's memories by doing these experiments, which he used to make the participants of the death game lose their memories about how they appeared there, or any information about him. Midori literally figured out how to manipulate people's memories all by himself by merely making experiments on people, which demonstrates his impressive learning ability due to the complexity of this ability learned by him. If the player ask about Midori's ID card, Shin's A.I will reveal that Midori gave it to Maple which is another one of Midori's preparations for his the Banquet strategy, when Maple suddenly appeared in the surveillance cameras room, she talked with him saying that she wanted to be with him forever, Midori noticed an opportunity to make one of the preparations for his final strategy and decided to give a love letter to Maple while pretending to be tired to misdirect Shin’s A.I who was watching everything.

in Shin’s A.I own words: “then miss maple showed up. Miss maple yelled, and cried, and laughed, and pleaded with him, saying she wanted to be with him forever. Even Midori had to give in, it seems… He reluctantly wrote a letter, but even when he gave it to her, Miss maple didn't want to leave, so without any other choice, he gave her his ID card”, Midori anticipated that the love letter alone wouldn't be enough to make Maple go away and leave him, knowing this, Midori made another one of the preparations of his next strategy, that preparation being, giving his own ID card to maple, the reason for this will be explained very soon and what he will do with these preparations is completely insane. In the point of view of Shin’s A.I, Midori giving

his ID card to maple had the sole purpose of making her go away, when in fact, this was one of Midori's preparation process, by doing this, Midori would be concealing his true intentions, not only from Shin's A.I, but also from all the participants who came to him to get some information.

Without not even knowing, Shin's A.I gave to the participants false information about Midori being reluctant about giving his ID card to maple, due to this fact, the participants would be indirectly manipulated into thinking that there was no way that such a thing was also part of Midori's plans, after all, if it was part of his plans, then there would be no reason for him to be so reluctant about giving his ID card to Maple, in other words, the idea of it being a trap wouldn't even pass through the minds of the participants and the dummies. Such a thing wasn't even needed since the participants were so desperate to save Keiji that they would try to use any means necessary without thinking two times, even if there's the possibility of it being a trap, not only this, but due to the information given by Shin's A.I, all the participants would be indirectly manipulated by Midori into looking for Maple to get the identity card from her.

(FRI=[Problem Solving], Fluid intelligence, Inter EE, Intra EE, Inter EM, ER, Prediction, Anticipation, Trap Setting, Knowledge, knowledge application, Learning ability, Logical manipulation, indirect manipulation, mass manipulation, persuasion, misdirection, acting skills, Non-verbal deception, concealment, mass deception, fabrication, Planning, Methods, Tactics)

Midori predicted that the participants would go back to the locker room and find the special lantern prepared by him. That lantern is capable of revealing to the participants the memories that Midori took from them, which is exactly what Midori wants, he wants for the participants to regain their memories about him and find out the reason as to why they are there, participating in such a ruthless death game. The only motive as to why they managed to open the locker and find the lantern was due to Midori's ID. Not only this, but Midori also stated when the participants appeared in the arts room that he already made the preparations for the participants to regain their memories, in other words, Midori already had planned everything from the beginning to make the participants take his ID card and use it to both save Keiji and to unlock the lockers to get the lantern.

Knowing that the participants would go to the locker room and find the lantern, he prepared a trap that works using magnetism, that trap would pull the participants collar and kill them, this was a not so significant trap placed by Midori in an attempt of killing one of the participants, which ended up failing, but even if it failed, the participants still managed to take the special lantern exactly as planned by Midori. This is not a very important feat from Midori, but I still decided to put it here. After some time, Alice partially recovers his memories about what happened and came to confront Midori about it, during their discussion, Midori keeps provoking Alice, who is alongside Sara, to motivate Alice into attacking him. But Alice still managed to manage his emotions, Midori then showed that he can throw his hand like a rocket in front of both Alice and Sara, the reason as to why he did this was to indirectly and logically manipulate both Alice and Sara into thinking that Midori is a doll.

Midori purposely provoking Alice to make him get close to Midori so he can use his rocket punch to attack Alice was merely a way to conceal Midori's true intentions, in fact, Midori wanted to use his rocket punch in front of the participants on purpose to make them get confused about whether he is a doll or a human being. If Midori just showed to them that he can use a rocket punch without no apparent reason, then it would be suspicious, knowing this, Midori provoked Alice to make him get closer trying to attack Midori and due to this fact, he would have a valid reason to use his rocket punch without it looking suspicious.

Unexpectedly, Midori's plan failed and Alice decided to not get closer, noticing this, Midori pretended to demonstrate disappointment and said “Aww, you're surprisingly cool-headed… I was just thinking I'd use this”, he says this before showing his rocket punch, by doing this, Midori would Gaslight both Sara and Alice into thinking that the initial reason for Midori to use his rocket punch was as a response for Alice getting too close to him, but since such a thing didn't happened, Midori decided to show them his rocket punch as if he is mocking them, with this, Midori would have a solid reason to use his rocket punch while concealing the real motive as to why he decided to use the rocket punch at that moment.

(Logical manipulation, emotional manipulation, individual manipulation, indirect manipulation, Gaslighting, persuasion, direct manipulation, misdirection, acting skills, Non-verbal deception, concealment, EU, EF, Inter EM, Trap Setting, Prediction, Anticipation)

After Sara almost lose control to her evil version, Midori appears disappointed that Sara was still acting like the good and innocent leader of the group, he then reveals about the equilibrium of the survival chances all the participants have, the weak participants receives allies and the strong ones get disadvantages, Sara's disadvantage being the fact that Joe, her best friend that ended up dying due to the death game, participated in the death game, Sara gets extremely furious about the fact that the Asunaro put people that had nothing to do with this whole situation to the death game, for such a stupid reason. Midori says that when Sara receives allies she gets weaker, he emphasizes how ruthless and terrifying she was in the simulations where Joe didn't participated on the death game, Midori then provokes Sara with a smile on his face asking if Joe made a good job weakening her, the fact that Joe died because of such a thing made Sara lose control of her own emotions, she try to attack Midori who easily defends himself against her attacks, he laughs at Sara with a terrifying and intimidating look.

But is quickly stopped by Ranmaru who steps in to defend Sara, Midori asks if Ranmaru was also going to try weakening Sara and he is quiet after hearing this, he decides to not respond. After this Midori says that it's the end of the tag game and Ranmaru’s collar starts to bright in red showing that he was now the one who needs to pass the red color, Ranmaru get's completely desperate due to the fact he didn't have too much time before the collar is activated, he was so desperate that he run away trying to catch Midori, completely letting Sara behind. Not only this, but he also tried to betray one of the dummies by passing the red color to Kurumada who is extremely injured and couldn't move anymore, this is a demonstration of how desperate he was to survive.

(Inter EE, Inter EM, EF, emotional manipulation, direct manipulation, Guilt tripping, individual manipulation)

After Sara's group goes back to the coffin where Keiji was, they notice something strange about it, the Hourglass that represented how much time Keiji had before the cremation system of the coffin activated was still at the top of the coffin, but that's strange, after all, Sara's group opened all the coffins using the coffins system of the surveillance room, if Keiji really stepped out of the coffin the Hourglass would be on the ground and not on top of the coffin, not only this but Sara's group also hears some sounds coming from inside the coffin, which they thought to be Keiji, Sara enters in a despairful state and tries to open the coffin ignoring the heat completely but she failed, Midori then appears asking if Sara wanted some help.

He shows the consent form to her, Sara stays quiet for some time until she timidly asks if Midori can save Keiji, to which he doesn't give an answer. Ignoring all the possible consequences, Sara writes her name on the consent form since she doesn't have enough time to think about it. She did exactly what Midori expected. Midori shows himself to be extremely happy and satisfied with the fact Sara signed the consent form, after this she starts begging for Midori to save Keiji from the cremation system of the coffin, he points a remote control to the coffin but nothing happens, he then says ‘Oh… it looks like you was too late”, he explains that the heat completely molted the coffin's lid and it wouldn't open anymore, in other words, Keiji can't be saved anymore by neither the participants nor Midori himself.

Sara was completely deceived by Midori who put her in a situation where she didn't had any choice other than signing the contract, the silence is completely broken by Sou/Ranmaru who questions if Keiji was really inside that coffin, after all, he was being weirdly quiet to someone who was being burned to death, Sou/Ranmaru then deduces that Keiji escaped from the coffin, thanks to them Sara's group stayed united and decided to try and look for Keiji, Midori stay there seeing the members of Sara's group going towards the other places trying to find Keiji.

(Inter EE, Inter EM, empathy, cunning, ER, Methods, Tactics, abusing insecurities, direct manipulation, individual manipulation, emotional manipulation, Trap Setting, Prediction)

After these events we go back in time a little, the game then reveals to us that Keiji was actually alive and he escaped from the coffin, inside Midori's coffin where Keiji was locked, he noticed a strange text written on it, “from left to right. 1237654”, this was one of the multiple preparations made by Midori to guarantee that Keiji would do everything as planned, this code was actually a puzzle and after solving it, a secret passage was revealed for Q-Taro, Mai and Keiji, with this, Keiji would have access to the other areas of the fourth floor and would even have access to the fifth floor. The reason for this was to make Keiji receive knowledge about the Banquet from Shin's A.I, Akaire or maple and be indirectly manipulated into placing Midori's collar on the coffin.

After solving the puzzle in the cemetery and passing through the secret passage that connects the elevators and the cemetery, both Keiji, Q-Taro and Mai decides to go turn off the power of the elevators to avoid the possibility of being harmed by Maple who is still wandering aimlessly in the fourth floor, but when they go to the room full of paintings located at the fourth floor, they hide after hearing some footsteps, after the sound suddenly stop they look at what was making these sounds and it was maple who was already low on battery, she ask for everyone to leave her there but Keiji refused holding her in his arms and putting her at the couch, she thanks him and when asked if she loved Midori she responded saying “yes I love him, but I have to kill him”, when questioned as to why this Maple reveals that like a normal obstructor she was tasked with the mission to kill all the non-participants that she see, she was tasked to explicitly kill the person that was on the fourth coffin at the beginning of the cemetery, that person being Midori the floormaster of both the fourth and fifth floor of the death game.

But she also reveals that Midori did something to her so he can avoid death, Midori planted the emotion of love inside Maple’s program, by doing this she would be incapable of harming Midori the person that she loves. Even nowadays being capable of perfectly planting emotions on robots, A.I’s or programs is not possible, the way Midori does such a thing so casually completely demonstrates his insane understanding over people's emotions, and his knowledge of programming. He gave a love letter for maple and even gave his own ID to her so he can both manipulate Maple into thinking he genuinely loves her and indirectly manipulate the participants to save Keiji for the sake of Midori's plan to guarantee his victory in the Banquet(this will be explained during the explanation of the Banquet Strategy).

(EU, Inter EE, Inter EM, empathy, Trap setting, Prediction, Trap evasion, Planning, Methods, Tactics, direct manipulation, love bombing, Brainwashing, indirect manipulation, emotional manipulation, individual manipulation)

(Emotion Route Version)

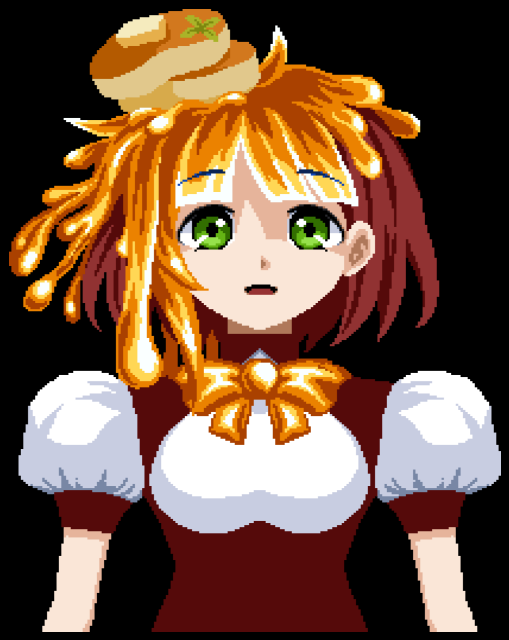
After some time, Sara's group is reunited in the cemetery for the beginning of the Banquet, they question how much time it will take for Midori to fix Maple, Midori then appears at the cemetery revealing he already ended fixing Maple, after some talk Midori gets excited after discovering that everyone in Sara's group received their memories back like he planned, he provokes everyone saying how much of a fun group they were, Kanna questions how that's fun, she say how Midori manipulated all of them and used their emotional weakness, pain and happiness for his plan. After Kanna says how she only wished for her sister happiness, Midori say that Kanna's wish resulted in her sister wish being granted, he ask what Kanna thinks was her sister answer, which Kanna wants to know but she don't say anything, he notices she's cautious about his offer and says that if she refuses he won't give answers to her.

Kanna then say that she wants to know about her sister wish after hearing what Midori said, Midori then reveals that Kanna's sister wish was for her little sister to meet her real family,

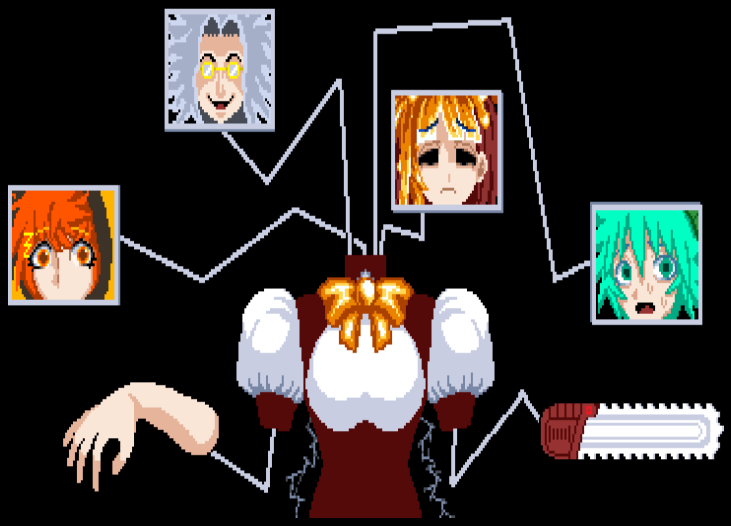
Kanna stay quiet asking for Midori if that wish was also granted which he reveals to be the true, Midori says that he united Kanna with someone like her, Kind, weak and a coward, that person being Shin tsukimi that died on the second main game of the second chapter of YTTD, Kanna not only lost her sister in the death game, but also her brother that she just meet recently, Midori expected for Kanna to enter in despair and lose control of her emotions but differently from what he expected, Kanna remained strong and calm saying that she already imagined shin was her brother, after some long emotional monologue from Kanna, Midori demonstrates himself to be disappointed. But suddenly Ranmaru is thrown to the cemetery by someone, Midori approaches him and take his(Midori) Identity card from Ranmaru's hand, Midori then reveals how Ranmaru was the one that made Sara faint when she went to look for Keiji, he says that Ranmaru betrayed her group which Ranmaru desperately responds saying it's not true.

Midori then remember how they never saw Ranmaru's execution from the tag game, after saying this Ranmaru's collar start to bright in red and his head explodes completely, Midori then makes fun of Ranmaru's death like he always do and introduces everyone to the new maple, Midori completely remade Maple's body and turn her into something more dangerous, showcasing his knowledge to deal with machines. Such a thing demonstrates an impressive VSI feat from Midori.

Maple before being remade by midori:



Maple after being remade:



Sara's group engages in a battle against Maple, they end up winning the battle by making Maple use too much battery and the real maple awakens, Midori demonstrates boredom saying that maple was completely useless and he say “it's time to throw this trash away”, talking about Maple, Sara's group gets completely infuriated about how Midori treats his allies saying how Maple loved Midori from the bottom of her heart, but different from what Midori expected Maple was still alive even when her battery was at 0%, the real maple wakes up and tries to attack Midori, for the first time Midori is shown losing his composure, Midori and Maple engages on a battle.

He tries to appeal for the dummies saying how they all will die if he ends up dead, but differently from what he expected the dummies decide to not interfere and even if they tried to interfere they wouldn't be capable of dealing with maple, Midori then laughs trying to demonstrate control of the situation, but quickly ask for maple to stop attacking him which she doesn't responds, Midori tries to appeal to her emotions saying “I love you” which caused her to hesitate for some seconds, but thanks to Sara's group she returns to normal and continues attacking Midori, Maple's battle against Midori ends up with her body exploding completely, Midori starts laughing and say that it was close, but they weren't capable of killing him, Sara's group then provokes him saying how he completely lost his composure when he was face to face with death, Midori demonstrates himself to be frustrated by this, after some talk Midori run away.

(Logic Route Version)

After the fact Ranmaru murdered Alice is easily revealed for everyone, Midori stepped in saying how that place was completely animated, when Midori notices Alice died, he laughs at his dead body saying he deserved it, after hearing this Sara demonstrates herself to be angry about the fact Midori said such a thing. Ranmaru after noticing Midori's arrival at that place he quickly ask

to make a proposal with him, Ranmaru would give Midori's identity card back to him if he kill all the dummies which Midori refuses, exactly like in the emotion route Ranmaru collar explodes killing him, after seeing this Sara gets extremely uncomfortable and scared, exactly like in the emotion route Midori introduces the new Maple and she engages in a battle against Sara's group, exactly like in the emotion route Midori calls Maple trash and say he should just throw her out like the trash she is, but something is different in comparison to the emotion route, Mai is stabbed by Maple's claws, Midori orders for Maple to kill Mai already and not let her stay like Kurumada who was highly damaged but still alive, Mai then ends up dead, Midori praises Maple asking if she want a reward acting like she is some kind of dog and exactly like in the emotion route Maple awakens trying to kill Midori.

The dummies don't even think about helping Midori, asking for him to say sorry to Mai in the afterlife, they are completely pissed after he ended up killing Mai, Midori then run away to the cemetery trying to escape from Maple, he is completely let with no way to escape and exactly like at the emotion route he tries to appeal to Maple's emotions and of course he failed, exactly like before Maple body explodes and Midori survives, Midori run away exactly like he does in the emotion route.

(VSI, Crystallized intelligence, emotional manipulation, indirect manipulation, direct manipulation, mass manipulation, individual manipulation, acting skills, Non-Verbal Deception, EU, EF, Inter EM, Intra EE, Empathy, Inter EE, Psychological warfare, Knowledge Application, knowledge)

Midori has knowledge of Multiple fields of knowledge such as:

Magnetism(due to the traps involving magnetic forces that are present in the fourth and fifth floor of the death game)

Robotics(He literally remade Maple by himself, without using any external help or instructions of how to do such a thing, at least there's no proof he used any kind of instructions)

Programming(Do I really need to explain why? If you actually has read the initial part of the document you know why he has knowledge about this)

Mapping(he made a map of the fifth and fourth floor by himself, judging by the narrative and some few details it's kinda safe to think he did these maps)

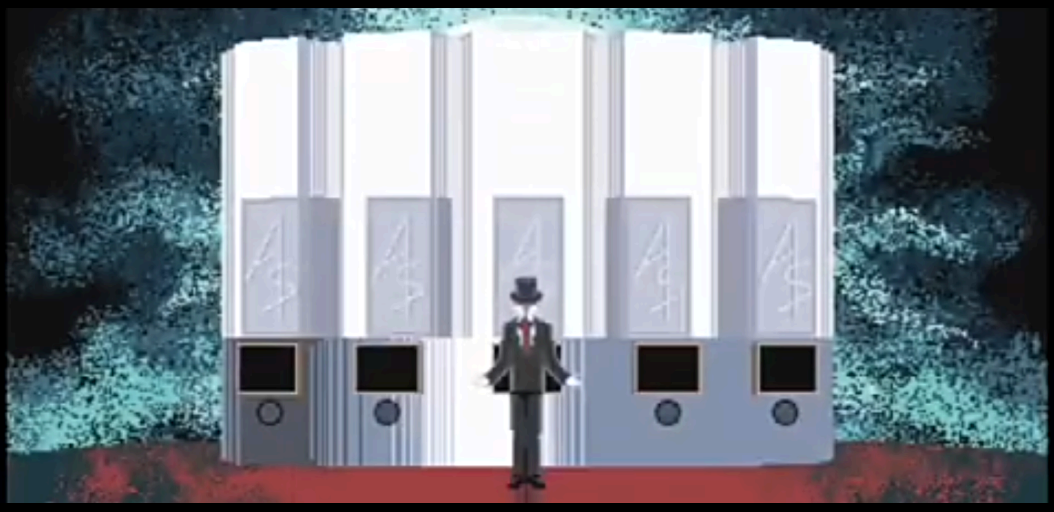
Manipulation of people's memories(sadly it's not revealed how he does this, but since it still is a knowledge statement for Midori, it still counts as Being knowledge)

Computation(Before someone learn how to make such complicated programs like Midori did, first he need to know how to easily deal with computers so he can create A.I's)

(Crystallized intelligence, Knowledge)

Introduction Of The Banquet

(No feats here only an introduction to the Banquet and its rules, you can skip this if you wish)



“The Banquet” is the last sub-game of the first part of the third chapter of the game “Your turn to die”, its rules are quite simple to understand:

R1: The players must choose two challengers who will enter inside two newly made coffins, after the challengers have been decided, the players must advance to the room where the game will in fact occur.

R2: In the main room, the players will find a giant mechanism similar to a revolving cylinder of a gun, the challenger chosen by the players and the opposing challenger are located in two different coffins between the ones in the image above.

R3: There's a total of nine different coffins, seven of these coffins containing seven different people or dummies inside it who were chosen by the players. While seven of these nine coffins contain non important beings to this game, two of these coffins contain the challengers of the game, the players must locate the coffin where the opposing challenger is and defeat him while at the same time avoiding hitting the challenger chosen by them.

R4: After selecting one of the coffins, a drill will appear from the ground below the coffin and kill the unlucky being who is inside it, if it is the opposing challenger, then the players win, if it is the challenger who was chosen by them, the opposing challenger wins. The opposing challenger can also choose any coffin of their choice and Maistre, the one managing the game, will choose

the same coffin chosen by the opposing challenger, making the choice for him since he can't go out of his coffin to choose a coffin to hit with the drill.

R5: Both opposing sides have a chance to use a hint, this hint is the spherical-looking thing below the monitors that are below the coffins in the image above this text, depending of who is inside the coffin, that thing can shine in two different ways, Red, which is equal to doll, which means that there is a doll in the coffin where the hint was used, and blue that represents human, this means that there is a human inside the coffin where this hint was used.

R6: When the opposing challenger's location is identified by the players and they kill him using the drill, the players will win the game, but if the opposite occurs, the challenger of the player's side is located and killed by the opposing challenger, then the opposing challenger, or in other words, Midori, wins the Banquet game. The game will persist for an undetermined amount of rounds, being more specific, the idea of the game coming to an end soon or not will depend if the opposing challenger's location is discovered quickly by the players, or if the opposing challenger ends up killing the challenger chosen by the players quickly.

The Banquet Strategy

Midori already had knowledge of what would happen at the banquet and decided to make a strategy to ensure his victory. He first ordered for one of Asunaro's members, who is a human, to enter inside the coffins, thanks to the presence of a human between the dummies the data register of the coffins would put the following information:

Human: 1

Doll: 6

Empty: 0

Midori anticipated that the participants would discover the truth involving the colors of the light bulbs, but thanks to the data register of the coffins showing the existence of a human between the dummies they would be misdirected to think the data register wasn't completely reliable, during the events of the Banquet Midori and his agent from Asunaro would change coffins, any of the people inside that coffin could do that before Maistre locked the coffins, but only Midori and Hinako knew about such a thing, Midori anticipated that Sara's group would notice that some coffins were shining and the others weren't, he also predicted that they would use reasoning to deduce that the heat was capable of erasing the coffins brightness and they would logically think Midori was at a coffin that shines, but this is wrong after all, Midori changed coffins with Hinako and differently from Midori's coffin her coffin don't shines, this means that Sara's group would try to find Midori in the coffins that shines and would never find him, they would naturally focus on these kind of coffins since from their point of view it is "guaranteed" that

Midori is inside one of them. This would most likely give Midori enough time to find the location of the opposing challenger and win the game, but this wasn't enough for him, he needed another guarantee of his victory in that game, the Asunaro agent Midori used for his strategy was disguised as Hinako Mishuku, one of the victim of the death game by majority first trial, due to the fact that the victim video never showed Hinako's face the Asunaro agent could easily act like she really is one of the participants that died in the First trial.

After the revelation of a human being between the dolls the participants would ending up suspecting that Midori isn't really a doll since as the floormaster he has complete control of everything inside that facility, for Midori something as “impossible” doesn't exist when he's inside that facility, Midori also put his own human hands and replaced it with Mai hands, the fact that the machines and other devices of the facility where responding to her fingerprints would put some few suspicions on her as being the human, even if someone deduces Mai can't be the human since she casually put her fingerprints on the scan in front of everyone which is something extremely stupid for someone that's working for Asunaro to do, they still wouldn't trust on her at the bottom of their heart, since there would also be the possibility she used her fingerprints in front of everyone on purpose to manipulate them into thinking she couldn't be the Asunaro agent for doing something so stupid, they could also deduce Mai put some upgrade piece in her arm, something like a finger for example that was in truth the finger of someone from Asunaro that Midori put on a random place to cause suspicions to anyone that takes it, but there was also the fact this theory could easily be debunked or proved by the dummy's master since both the dummy and their master can't go too far from each other, Midori decided to not use such tactic since there's not a guarantee that it will work and there's the fact it is too risky.

Also the fact the fingerprint scan would shines in the blue color after Mai touches it would strengthen their theory of her being the traitor even more, the chances of someone noticing the fact Mai didn't had her gloves compared to her victim video due to the fact it's something so irrelevant for someone to remember and they also had to remember the dummies appearance had to be perfectly the same of their human versions, due to this the actual chances of the participants noticing what Midori did to Mai was extremely low. Even Shin tsukimi/Sou Hiyori didn't remembered that, the game shows literally no direct proof he remembered such a thing, he also didn't discovered what Midori did to Mai before Sara pointed it out since he demonstrated extreme surprise after hearing Midori had cut off his own hands and fit them in Mai’s hand, what's even scarier is how he does such a thing like it is nothing, Midori wanted to win so much and was so curious about becoming a doll that he transformed his entire body into the body of a doll. But the participants don't know about this yet, they only know that Midori placed his human hand on Mai. After discovering what Midori did to his own hand, the participants of the death game would logically deduce he is a human, but this merely leads them to a bigger problem since Gin, who's the challenger of Sara's group is also a human, in the end there was no way they could possibly use to differentiate them, now it was a one in four chance to find Midori, or in other words 25% of chance to find Midori and not Gin, but it was also a 25% chance that they end up hitting Gin. They still don't know about the coffin change between Midori and Hinako, in the end Sara's group would have no other choice but to choose a coffin with red light so they can guarantee they won't hit Gin, but by doing this they would give up their

turn and it would be Midori's turn to choose a coffin, everything went as planned, Midori anticipated that they would skip their turn to avoid hitting Gin since Sara and the other participants are like friends to him.

At Midori's turn he chooses the coffin with number 1 and it's blue which means there's a human inside it, inside that coffin was Hinako who is killed by the drill, even Shin Tsukimi, the smartest person of Sara's group was left completely confused by such a thing, he even questioned if there was an mistake in their logic reasoning, Midori's plan continued to go smoothly until at the second round he finds himself on a situation where his victory is certain, thanks to the fact Sara's group didn't know Midori changed his coffin with one that doesn't shines, they used their hints on the coffins that shines 2 times, Sara destroyed 2 coffins that shines, Anzu's coffin is extremely broken so it is easy to recognize her coffin. Not only this, but the coffins that the challengers Midori and Gin are using in the Banquet sub-game are completely new, so it couldn't be in the extremely destroyed condition like Sanzu's coffin was, which means that Gin definitely isn't inside it. Midori destroyed 1 coffin, but Sara didn't choose the same coffin where she used her first hint, which means Midori already knows there's a doll inside the coffin where she used that hint and this also means that there's only one coffin that shines left, this means that Gin is definitely inside that coffin and Midori's victory here is definitive, while there was only one coffin that shines left, there was three coffins that don't shine where Midori could possibly be inside.

Midori's agent, Hinako, spilled some hot chocolate on Ranmaru's coffin on purpose so Midori would be in a more safe situation, after all, if she didn't drop some of her hot chocolate, there would be only three coffins that don't shine and not four. But before Midori gets the chance to choose that coffin where he deduces Gin was, Sara utilizes the fact he hasn't granted her wish from the Asunaro Vow yet to make him choose another coffin, by doing this she got more time to think about where Midori is, Midori tries to refuse Sara's wish saying it's a violation of the rules to interfere with the result of the death game, but Maistre says that granting Sara's wish to choose another coffin isn't a violation of the rules, after all, it won't change the result of the game only the process. Midori then decided to choose Anzu's coffin instead, since as I already said before, Anzu's coffin is a safe coffin, since neither Gin or Midori could possibly be there, by choosing Anzu's coffin, Midori would guarantee that he wouldn't choose his own coffin on accident. In the third round Sara uses her hint in one of the coffins that doesn't shine and differently from what Midori expected the hint shows there's a human inside that coffin.

Things happened differently from what Midori has originally planned, back to the end of the murderer game where Midori changed it to a tag game, he has put his own collar on purpose where the participants could find it, he anticipated that the participants wouldn't give his collar back and would decide to try to use it to discover how to escape, he also predicted Keiji would escape before the cremation system was activated and anticipated that he would put Midori's collar inside the coffin to trick him without knowing this was exactly what Midori had anticipated that he would do, Midori easily managed to see through Keiji's entire plan. If Keiji really used Midori's collar, the hint used by Sara would be Red and Midori's victory would be completely guaranteed, he even gave his own ID to Maple on purpose for the participants to take it so they

can save Keiji for the sake of Midori's plan, this can be reasoned via the fact that he also gave a love letter to Maple that contained instructions about how to defeat her or at least avoid death by Maple's hands. Midori anticipated that the participants would be capable of dealing with Maple using the instructions that were disguised as a simple love letter and would take the ID card with them so they could free Keiji from the coffin before the activation of the cremation system. After this, Keiji would be free from the coffins and would put Midori's collar on the coffin, trying to outsmart him. All of this was a meticulously prepared plan made by Midori to win the Banquet.

but somehow the hint showed blue, Midori suspects that's Keiji's doing. The idea of Keiji being inside that coffin was unthinkable due to the cremation system and the fact that the hourglass was still on top of the coffin which represents the idea that he was still inside it, but this would go against Midori's plan and wouldn't make sense for him to die just like that. Not only this, but the idea of Gin being inside it is even more unthinkable since he is inside a coffin that shines, while the coffin that was chosen by Sara, doesn't shine, so he can't be inside it. But the casts and Midori saw the cremation system being activated in the cemetery, it would be more probable to think that Keiji was inside it. If that's the case then the idea of Keiji being inside the coffin was false, he escaped from the coffin exactly as planned by Midori. The control system worked and the coffins were opened by Sara and the other participants, the fact that the victim's videos appeared in the monitor is proof of this since such a thing could only occur if the identity card that Midori gave to the participants worked, if the identity card worked and activated the monitors system where the victim's videos appeared, then it's logical to think that the other functions that are liberated by the identity card should have worked as well, the fact that the victim's videos configured to play as a prize for activating the identity card on the security system actually played after the casts used the ID also strengthens this idea.

But what would be Keiji's actions after being free from the coffins?, the fact that Midori's plan didn't worked exactly as planned means that Keiji did something, and for him to do something, he would have to know about the Banquet beforehand, he wouldn't put another type of collar that wasn't Midori's collar in the coffin without any motive, someone told him about the Banquet and the only options would be Maple or Shin's A.I. Shin A.I was in the fifth floor while Keiji was on the fourth floor, he couldn't have talked with the Shin A.I (this part is extremely confusing for me since Midori definitely was the one who made the puzzle for Keiji to solve it and give him access to the other floor or areas of the fourth floor, the way I interpret this is in three different ways).

1- Midori was so desperate due to the fact that his plan didn't work as planned that he forgot that he himself was the one who created a way for Keiji to have access to the fifth floor(least likely).

2- The Midori who was participating in the Banquet was in fact a doll and he didn't have any memories of the real Midori putting the puzzle on his coffin to give an opportunity for Keiji to go to other areas(very likely).

Or 3, this was merely a bad writing moment made by the creators of the game who forgot about this detail, which is also very likely.

If Shin AI was in the fourth floor and Keiji couldn't gain access to it, then he discovered about the existence of the Banquet with Maple, Keiji must have used Midori's doll in the AI-Ceiver as a replacement of a corpse, after all, the coffins identify the person inside it by the type of collar and not by who is actually inside it, so Keiji could have put Mishima's collar on Midori's doll and he would have the perfect replacement(this doesn't debunk Midori's doll theory since if the Midori that is in the Banquet is the doll, he would think that he is the real Midori, so in his Point of view, the Midori doll in the AI-Ceiver would be used by Keiji to outsmart Midori, when in fact, the doll was himself and the real Midori was in another place, basically, it's some kind of paradox).

Midori who lost his composure completely, decided to chose the coffin where Sara used her third hint in a despaired decision, but differently from what he expected Gin wasn't there, he is sweating a lot and is scared due to the possibility he can end up dead, after all, such an unexpected outcome wasn't part of his predictions. After Keiji appears in the place where the Banquet is happening, Midori's suspicions were totally confirmed, Keiji in fact used Kazuki Mishima's collar trying to misdirect Midori. But this was also wrong. The truth is that Keiji did exactly what Midori had predicted, Keiji used Midori's collar that he purposely placed on the surveillance cameras room, and he decided to put it on the coffin trying to misdirect Midori.

In truth Q-Taro sacrificed his own life by entering inside the coffin where the cremation system was being activated and the Q-Taro that was right now in front of Sara and the other members of the group was actually a doll of Q-Taro with an implanted A.I, Q-Taro was so weak thanks to Mai's backstab that he practically didn't even tried to struggle and escape of that coffin. In the end, Q-Taro offered his own life so that the members of Sara's group can survive the Banquet, Midori who is now completely despaired thanks to the fact he's definitely gonna die makes a suggestion to Sara, due to the fact Keiji used Mishima's collar which isn't an registered item to deceive Midori he would get punished for breaking the rules, Midori says that if Sara chooses Gin's coffin he will allow Keiji to survive despite breaking the rules, appealing to her emotions, but Sara completely ignores this proposal and she decides to choose the coffin where Midori is located which inevitably caused his death.

Total count of Traps for the Banquet strategy

1- The idea of Midori being in a shining coffin which would make the participants help him into winning the game without even noticing it

2- Mai being the traitor between the dummies due to the fact that the fingerprints scanner identified her

3- Fingerprint scanner shining in blue when blue = human directing more suspicions to Mai

4- The idea of Midori actually being a human between the dolls

5- Sara's group not being capable of differentiate Midori and Gin which would make them give up of their turn to avoid any risk

6- purposely give his ID card to maple so that the participants can take it and use it to save Keiji exactly as Midori planned, to guarantee that the participants will take it, Midori also gave to Maple a love letter containing a method to defeat her

7- Midori's collar being used by Keiji to trick him which was part of Midori's plan

8- The questionable veracity of the data register of the coffins

9- elimination of all the shining coffins which would make Midori's victory certain

(FRI=[Logical reasoning], Fluid intelligence, Intra EE, Inter EE, Inter EM, Cunning, Seeing Through People, psychological warfare, hot reading, Logical reasoning, abductive reasoning, inductive reasoning, Deductive reasoning, Critical thinking, Holistic thinking, Linear thinking, Convergent thinking, Strategy, Planning, Methods, Tactics, Trap Setting, Trap Evasion, Anticipation, Connecting The Dots, Observation, scapegoating, Logical manipulation, direct manipulation, Negotiation, gaslighting, indirect manipulation, individual manipulation, emotional manipulation, mass manipulation, misdirection, Non-verbal deception, Fabrication, Mass deception, concealment)

Third Chapter Planning

(In this section of the Midori doc, I will explain his plan during the entirety of the third chapter of the game which would make his Banquet strategy be 100% successful. Despite being quite subtle, the vast majority, if not all of Midori's actions throughout the entire third chapter were a part of an even bigger plan which I will explain to y'all now)

Before the Participants of the Death game even reached the fourth floor, Midori made the decision to use the A.I's of other participants that were already dead and place these A.I's on dolls with the same appearance as the participants, who were already dead. After doing this, Midori showed to those dolls their own deaths, in other words, even if they were only A.I's, Midori's crazy knowledge about human emotions was at such a level that even those dolls with

A.I's controlling their actions felt the fear of death. After showing the dolls their own deaths, Midori revealed to them that as A.I's, they wouldn't live for too long since their power would soon reach the end, in other words, they would die once again. The reason behind these actions was to soon motivate those same dolls into killing the participants of the death game in order for them to survive. After all, Midori revealed to them that there was a way for them to survive, a way for the dolls to not die once again, they only had to make their partners take their places, in other words, the dolls had to "kill" their own partners. But in truth, that's a lie, by telling for the dolls to "kill" their own partners, Midori was actually telling them to put their own partners inside the seven coffins located in the cemetery, the same coffins where Midori and the dolls(which I'm going to call dummies now) would be waiting for the participants to appear. With this, Midori would be capable of effortlessly lower the amount of participants still alive in the death game and raise his chances of winning.

After this occurs, Midori alongside the dummies and Hinako, who is a human working for Midori that the dummies think to be a doll, goes to the cemetery and enters inside seven coffins while waiting for the participants to appear. While they were hiding inside those coffins, Midori wrote the following sentence on his own coffin: "from left to right. 1237654". This is a little puzzle that gives to the lucky one capable of solving it a passage to the other rooms of the fourth floor, the motive as to why Midori put this here is due to the fact that the passage that connects the cemetery to the rest of the fourth floor has a big shutter, in other words, in case someone closed the shutter by using the controls in the surveillance cameras room, no one inside that place would be capable of leaving, so Midori placed this puzzle on his own coffin as a contingency to guarantee that his plan would work smoothly.

After some time passes, the participants finally reach the fourth floor and Midori introduces them to the dummies, Midori also made his partner in this plan, Hinako, pretend to be a dummy too in order to make her directly strengthen the chances of Midori's plan working, while trying her best to inflict conflict between the dummies and the human participants. After introducing the dummies to the participants, Midori quickly decides the pairs of the game they will play by using something called "Red thread of fate" which essentially speaking is a laser that connects the collars located at the neck of both the participants and the dummies, so those whose collar is connected are the pairs of the death game, the pair beings: Sara and Ranmaru, Keiji and Hinako, Q-Taro and Mai, Reko/Alice and Anzu, Hayasaka and Gin, and Shin/Kanna and Kurumada. After deciding the pairs that are going to play the game, Midori reveals that they will play a game called: "Murdered Game", in essence what the participants should do in this game is simply killing Midori. After revealing this information to the participants, Midori quickly runs away to the surveillance cameras room to observe the participant's actions and guarantee his plan works smoothly.

After all this occurred, the participants finally left the cemetery and started to go to the other places in the fourth floor, when they leave the cemetery, the first place they see is a big Japanese type door blocking their passage, but close to that door, they also found a map of the fourth floor purposely placed there by Midori, the reason as to why Midori gave a map to them is because he doesn't want to waste time meaninglessly waiting for the participants to finally go to

the places he want for them to go. Not only this, but giving the map to them would allow for Midori to be capable of logically manipulating the participants into figuring out the existence of the surveillance cameras room in the fifth floor when they find a map of the fifth floor, something that is strictly necessary for Midori's plan to work smoothly. After taking the map, the participants and the dummies go to the wrestling ring shown on the map. There, they are taken on a trap, from two holes located in that exact same place, a strange magma-colored liquid start to fill the entire place, due to the fact that this strange liquid looks like magma, the participants would be indirectly manipulated into avoiding touching it, something that is extremely useful in order to solve the puzzle to escape from that trap. The liquid by itself isn't dangerous at all so touching it would be practically the same thing as touching water, but in the current situation Sara's group is in, if the Liquid ends up actually filling the entire place, then they will end up drowning and Midori will win the game. Midori also purposely makes all the puzzles solvable for the participants to have a chance to survive, the reason for this being due to the fact that he wants to entertain himself for as much time as possible. The participants end up surviving this trap and continue to play the game.

After this, it's revealed to the player that each one of the dummies received a special information implanted on their minds by Midori, Kurumada's information was that a floormaster dies when they see a doppelganger, Hayasaka's implanted information is about the collars explosive max range for explosion. But these informations aren't useful at all for Midori's plan except Ranmaru's information, Ranmaru's implanted information was that there was a member of Asunaro hiding between the group, he also specifies to Sara that the traitor was a human, that traitor being Hinako, but due to the fact that both the dummies and the participants incorrectly think that she is a doll, Sara's suspicions would be directed towards the other participants of the death game, in other words, she would incorrectly think that one of her own allies was a traitor. Now this turns everything even more difficult to Sara's relationship with the other participants, after all, she wouldn't be capable of completely trusting on them anymore, the fact that she is the leader of the group would make the chances of the participants winning the game be even lower. This was Midori's plan to inflict the first sign of conflict between Sara, who is the leader of the participant's group, and the other participants by introducing a human third party between them.

When the participants reach the locker room, Midori purposely activates a magnetic trap located in that place that hasn't been used for quite some time. In this magnetic trap, both Gin and Hayasaka were dragged by their necks and were suffocating. While this happens, the participants of the death game would be indirectly manipulated by Midori into trying to help Gin that was taken in the trap, something that was already anticipated by Midori. But in fact, the true motive behind this action is to give a chance for the dummies to kill the participants while they are busy helping Gin survive. While Sara and Keiji would be trying to save Gin from the magnetic trap, they wouldn't be capable of paying full attention to what the dummies do, in other words, killing them from behind would be easy for the dummies and Midori wanted to motivate this action coming from them. But unexpectedly for him, the dummies didn't try to eliminate the participants while they were busy trying to save Gin, noticing this, Midori decided to stop the

magnetic trap and lied to the participants by saying that it was a malfunction from that trap, he also uses his acting skills in order to conceal his true intentions with this.

But in fact, even if this plan failed, Midori would still be capable of indirectly manipulating the participants into thinking that Midori and the dummies can't be working together, the reason for this being that through the entire third chapter, Midori has putting the Dummies lives in danger without thinking twice, but if they were allies, he wouldn't do such a thing, the fact that Hayasaka, who is one of the dummies, was taken in the magnetic trap and was going to die too would make this idea be even more logical for Sara and Keiji. In other words, Midori would still be capable of making the participants develop more trust in the dummies. Another reason behind this action was because Midori knows that the only ones that doesn't trust completely on the dummies were Shin, Sara and Keiji, in other words, by persuading the dummies into attacking Sara and Keiji while they were distracted with the magnetic trap, Midori would be capable of eliminating two of the only people that doesn't trust completely on the dummies. Shin, the only one left, has an animosity against the rest of the participants so he wouldn't try to interfere by sharing his suspicions to the other participants. With this, Midori would be easily capable of making the rest of the participants die by the dummies' hands.

As I already mentioned previously in this document, four of the places drawn in the map of the fifth and fourth floor that the participants have under their possession are related to their past, one of these locations being Hayasaka's workplace, Midori predicted that he would unconsciously react after seeing that place and reveal to all the participants in the game that he was the one responsible for giving information about both the dummies and the participants to Asunaro, the ones behind this death game, which would obviously result on them being extremely pissed with him due to the fact that the dummies lost their lives because he gave these information to Asunaro, while the participants would be angry because a lot of their allies lost their lives because of this death game and Hayasaka indirectly cooperated with its creation without even knowing about it. This would result in the relationship between Hayasaka and the other members of the group becoming tense. Which would result in their trust to cooperate with each other becoming fragile and Midori's chances of succeeding getting even bigger.

(Inter EM, Inter EE, EF, Psychological Warfare, Cunning, Planning, Methods, Tactics, emotional manipulation, indirect manipulation, mass manipulation, Logical manipulation, Triangulation, insanity inducement, fear inducement, Gaslighting, acting skills, verbal deception, misdirection, concealment, Non-Verbal deception, Trap Setting, Prediction, Anticipation)

After the participants went to all the six places on the fifth floor, they still weren't capable of finding Midori's location, which is strange considering that they searched everywhere in both the fifth and fourth floor. Noticing this, Sara, the leader of the group, used her logical reasoning by noticing that the fourth and fifth floors layout was similar, but there was a clear different between them, the fourth floor has a seventh room in the middle of the map while the fifth floor doesn't have a seventh room. Noticing this, she figured out that the seventh room existed but it wasn't illustrated on the map, something that Midori wanted to occur and predicted that would happen

some moment during the participants investigation in the fifth floor. After reaching the secret seventh room in the fifth floor, Sara's group finds an A.I created with the same appearance and personality as Shin before the death game, something that Midori wanted to happen since Shin's A.I revealing to the participants the location of Midori's ID in the near future was something that was also strictly necessary for his Banquet strategy.

When the Participants appear in the surveillance cameras room, they start to talk with Shin A.I, which is what Midori wanted to happen, he wanted for them to know about its existence. After all this, Midori appears in that place and intimidates Shin's A.I to stop talking with the participants. Before all of this happened, Midori purposely placed his collar in a specific location where the participants would be capable of finding it, he already anticipated that they would decide to keep it with them since it could be useful in order to figure out how to take their own collars out. The fact that he managed to take the collar out would indirectly manipulate the participants into keeping the collar with them even more, after all, if Midori can take his collar out, then they also can, even if they commit a mistake and something similar to what occurred to Mishima in the first chapter occurs once again, no one will be seriously harmed since no one would be using that collar anyway. When Midori appeared, he asked for the participants to give the collar back to him, already anticipating that the participants would refuse to give it back. While all this occurs, Midori uses his acting skills to pretend to be bothered with the fact that the participants decided to not give the collar back to him in order to conceal that such a thing was part of his plan, when in fact this is exactly what he wanted for them to do. Obviously, Midori is aware that he doesn't have almost any ally in case the participants decide to rush towards him and attack, that's exactly why he claimed to have a gun with him in order to intimidate and guarantee that no one would try to harm him, he even states that the gun has four bullets and that he wants to kill at least four people before dying.

Obviously, this is merely a bluff since throughout the entire story it was made clear that Midori fears death, he wouldn't place himself in such a situation with the intention of dying while killing as many people as possible. Not only this, but despite claiming that he has a gun, Midori doesn't show it to the participants. Obviously, due to the fact that they think that Midori actually has a gun with him, the participants decided to not attack him which was already anticipated by Midori. in fact, the way the participants perceive Midori also influenced on their decision to not attack him, it's said some moment in the story by Sara herself that she always perceived Midori as a man that didn't feared anything, not even death, such a false idea was placed on her mind based on Midori's actions so far in the story, differently from the other floormasters, he never demonstrated to be in conflict or tense about anything which indirectly placed inside Sara's mind the idea that he was something like a being that didn't feared anything. Midori even used his acting skills and insane aura in order to intimidate the participants of the death game and make them not even think about attacking him, the motive for this being due to the false idea that Midori didn't even fear death, which would misdirect them into thinking that his bluff was actually serious. With this, he would be able to skillfully avoid the possibility of any of the participants attacking him while being capable of getting out of that place without any problem. But suddenly, Sara questions Midori if simple violence would be enough to satisfy him and proposes for them to establish rules and fight. After hearing this, Midori decides to change the game they're

playing, from now on, they'll play tag. When he reveals that they're going to play tag, he takes a device and presses the button, the result of this action was that Sara's collar was now Brighting red, this little detail kind of implies that Midori already had predicted that Sara would protest against his threat and request for new rules to be established.

Midori reveals that the one with the red color will lose in one hour and in order to pass the red color, the player with red color on their collar must touch another player. While this occurs, Hinako questions Midori if the red color will be passed to another person if the one with the red colour touches them or if the red color will be multiplied. Midori wanted Hinako to ask this in order to indirectly manipulate the participants into considering the possibility of the red color being multiplied and not passed, which would make them avoid touching the one with the collar with red color. Despite the idea of the red color multiplying not being true, the possibility of it being true would be more than enough to make the participants avoid touching the one with red color since humanity's natural instinct to preserve its own life wouldn't allow for them to take the red color from Sara fearlessly. With this, the trust relationship between Sara and her allies will be heavily damaged since no one would try to take the red color for themselves in order to save Sara from death, which would result in the leader of the group, Sara, being isolated from the rest of the group. Sadly, this ingenious tactic used by Midori didn't last for long due to how deep Sara and Kanna's trust relationship was. After completely changing the entire game, Midori runs away from that place.

When Midori ran away from the surveillance cameras room, the participants started to chase him, such a thing was already anticipated by Midori, after all, if they managed to capture him, they could find a way to get rid of that red color on Sara's collar without having to put anyone's life at risk. Due to already knowing that the participants would chase him hurriedly while screaming due to being in a tense life or death situation, Midori prepared a trap beforehand in order to avoid the possibility of the participants actually managing to get close to him. That trap being the Library book Obstructor, basically, flying books that kill people, these Obstructors are triggered/activated by loud sounds. Due to already knowing about this, Midori prepared multiple different objects to induce loud sounds in the library in order to activate these Obstructors, the fact that the participants would be hurriedly running after him while screaming would intensify the aggressiveness of the Obstructors. By activating the Obstructors in order to make them face the participants of the death game, Midori wouldn't let them have any other choice but to get rid of the Obstructors in order to avoid death since ignoring them to chase Midori was way too dangerous. With this, Midori avoids the scenario where the participants manage to catch up with him, demonstrating impressive trap evasion. But of course, he created this trap in a way that the participants have a chance to beat the Obstructors and continue the game since as already said before, Midori wants to have as much fun as possible and finish the game with his Banquet strategy.

When Midori ran away from the surveillance cameras room, he went to hide in a secret passage at the library. In order to find this secret passage, one must first solve a puzzle. There are four different colors of books in the library: yellow, red, green and blue, each one of these colors has exactly three books: three yellow books, three red books, three green books and three blue

books, but in the bookcase on the library where these books should be located at, there would be a book remaining from each color, in other words, all colours would have only two books on the bookcase with a space on the center between these two books where the third book should be placed, by placing the remaining books on each one of the colored books, the secret passage to Midori's hideout would be revealed. As long as the third colored books aren't placed, the secret passage would never reveal itself, Midori hid inside this secret passage in order to wait for the Dummies to actually have a chance to kill one of the participants in the death game while being in a safe position where his life won't be at risk. He anticipated that the participants would decide to separate in order to search for Midori efficiently and that some participants would be left alone with their Dummies, which would be literally the perfect opportunity for the Dummies to kill someone.

After some time, the participants manage to solve the puzzle of the library and find Midori's hideout, something that was already anticipated by him. In fact, Midori was never in danger to begin with, due to the fact that the participants took his collar in the surveillance cameras room, he didn't have any collar with him anymore, in other words, even if the participants of the death game actually managed to touch him, the red color in the collar wouldn't be passed through since Midori doesn't even have a collar. In other words, the participants' efforts to locate Midori's hideout were completely meaningless since they couldn't possibly harm Midori. Not only this, but the tag game initiated by him was in truth a tactic that he used to make the participants separate themselves and give a chance for the Dummies to kill someone. A trap prepared by Midori that was only recognized later on by Keiji Shinogi, but when he noticed it, it was already too late, Q-Taro and Mai were left alone in the cemetery and Mai took the chance to backstab Q-Taro, putting him in a critical life-threatening state. The participants fell on Midori's trap as expected by him.

(Planning, Methods, Tactics, Anticipation, Prediction, Trap Setting, Trap Evasion, Psychological Warfare, Hot reading, Cunning, Aura, Inter EM, EF, Indirect manipulation, mass manipulation, fear inducement, Individual manipulation, Logical manipulation, emotional manipulation, direct manipulation, Bluffing, mass deception, Misdirection, Acting skills, Verbal Deception, Non-Verbal deception, concealment)

After Mai backstabbed Q-Taro, he was put in a critical state where his life was at risk, such a thing being caused by the Dummies who were supposed to be the participants' allies in this game. Now that Q-Taro was harmed by the Dummies, the trust relationship between them and the participants was now going to be severely harmed, with this, it would be practically impossible for the participants and the dummies to work together efficiently once again. Such a thing would make things easier to Midori since the participants would lose multiple allies and would have to continue the game by themselves from now on. Not only this, but Midori expected for Q-Taro to kill Mai after being backstabbed by her, such a thing would show to the dummies that the participants could possibly try to kill them after their betrayal and would put the participants and the dummies against each other to the point where they could possibly even try to kill each other, such a thing occurring was totally possible due to Q-Taro's egoistic personality

that Midori understood during his stalking of the participants, he knew that someone as egoistic as Q-Taro would kill Mai without thinking twice after being betrayed by her, despite knowing about her situation and how they don't have any choice, he would still have a lot of remorse towards Mai, it's possible to conclude that Midori's original plans involved Q-Taro killing Mai due to Hinako's reaction after hearing that he didn't killed her and due to the information we have that Q-Taro was extremely egoistic before coming to the death game. This was a brilliant tactic made by Midori but sadly, it failed thanks to Q-Taro's efforts to make the dummies and the participants continue to cooperate with each other, the death game changed him, he was no longer the egoistic person Midori once thought he was.

After Q-Taro's monologue about working together with the dummies, Midori appears announcing the end of the tag game, the participants noticed that he had a collar on his neck, such a thing probably made on purpose to misdirect the participants into thinking that Midori was serious when he asked for the participants to give the collar back to him and conceal the fact that he had other plans with that. Ranmaru then suspects Midori bring his gun again to intimidate them, after hearing Ranmaru suspicions, Midori act like he's disappointed saying that they really don't trust on him, he then says he will give his gun to the members of Sara's group and he really did it, the gun is thrown and it falls in front of Keiji, he observes the gun for some seconds and notice that it was his own gun, Keiji then starts to get desperate and ask how he has that gun, Midori provokes him by asking if that gun bring bad memories to him, Keiji then has a flashback of his past. He then reveals some confidential information about the accident, Keiji ask how he has knowledge about this and how much knowledge he has about the police, Midori responds saying that he has enough knowledge to make false information about a suspect with a gun and enough knowledge to involve an ex policeman in such a tragic accident, he then provokes Keiji using his provocative personality while saying: "'Keiji, look out he's gonna shoot'', I was a great actor, right?", by saying this, Midori would imply to Keiji that he was the one who caused his trauma even without saying it directly.

By saying this, Midori revealed that even Keiji's trauma and hallucinations were part of his plans, Midori lied to Keiji in the past by making him think that the criminal had a gun with him, when in fact, he didn't have anything, such a thing was made on purpose to make Keiji kill the hero he admired ever since his childhood in order to make him develop a trauma and hallucinations, which would be useful for Midori's plans during the events of the death game. After hearing this, Keiji lost complete control of his own emotions and went to a direct battle against Midori. The battle between them extended for some seconds, but after some time, the dummies remember that if Midori dies during the tag game all of them will have zero chance to survive, due to this fact the dummies decides to interfere in the battle stopping the participants of helping Keiji beat Midori, this caused a huge harm in the trust relationship between the participants and the dummies. After some time, Keiji's collar started to ring and when he was distracted Midori pushed him towards the same coffin where Midori was before the start of the Murderer game. Midori then reveals to Sara that the coffins have a very interesting function, it's called cremation, Midori then says that after some time, Keiji will be completely burned to death. Hearing this, sara and the rest of the participants get scared, Midori then reveals that there is a way Keiji can be saved and the only thing Sara needs to do is sign the consent form, he puts this choice on

her hands giving a lot of pressure in her, after Sara questions that she doesn't even know what the Asunaro consent form, Midori ask if she really has enough time to think about this, putting even more pressure in her, he takes a hourglass above the coffin where Keiji is inside and says that the hourglass represents how much time Keiji has until he die, Midori provokes Sara saying that she could feel the smell of a delicious Keiji steak, Sara decides to sign the consent form exactly as planned, but before she does this, Ranmaru completely destroys the form.

Ranmaru then explains the reason as to why he decided to destroy the consent form prepared by Midori, he emphasizes how frustrating it is to be used as Midori's toys, they are so scared of dying they can't even help their partners when needed, in the end, they are nothing more than puppets. After all this long monologue coming from Ranmaru, Midori reveals there is a way Keiji can survive, but he says it's extremely difficult and he is definitely going to end up dead, he did this to motivate the participants into saving Keiji and manipulate them into helping Midori indirectly with his plan that involves both maple and Keiji. After saying all this, Midori runs away. In fact, Midori already anticipated that Ranmaru would torn apart the Asunaro Vow and decide to motivate Sara into looking for another alternative to save him, it wouldn't simply make sense for Midori to actually give a chance for Sara to save Keiji so soon since such a thing would completely ruin the preparations needed for his strategy during the events of the Banquet. After Midori ran away, it's shown to us that when Keiji was locked inside the coffins, both Hinako and Kurumada started to blame him for attacking Midori recklessly, calling him a reckless dumbass, this caused even more tension between participants and the dummies, this obviously raised the chances of both parties giving up of the idea of working together despite Q-Taro's effort to make everyone cooperate.

There's also a second alternative that can happen during the fight between Midori and Keiji, in this second alternative, Keiji successfully passes the red color to Midori turning him into the one who tags. Noticing this, Midori improvises his plans by demonstrating to be surprised and says: “Hey, Keiji… Since you won, I’ll give you a chance to overcome your trauma. To face the dead… That's another reason why Asunaro makes artificial intelligences”. After hearing this, Keiji is manipulated by Midori into thinking that he would show him the policeman that Keiji killed in the past, Keiji says: “... You don't mean…!” after hearing this, Midori responds saying: “Look, he's right at your feet.”, after looking at his surroundings, Keiji look at the face of the man who inspired him into becoming a policeman, he was dead on the floor, Keiji obviously starts panicking after seeing this and while he is distracted, Midori successfully pushes him and lock Keiji inside the coffin. In fact, what Keiji saw on his feet wasn't the ex-policeman that he killed in the past, it was probably one of Keiji's hallucinations since we don't see the body of the policeman anymore after Keiji is pushed to the coffin, Keiji's tension of seeing the dead body of his childhood hero made him hallucinated and saw the body of his hero in the floor despite him not being there, but this time, Keiji's hallucination was induced by Midori's bluff in order to make him lose focus on what was occurring, which would make it easier for Midori to push him to the coffin. With this, Midori solves the problem of Keiji actually managing to touch him and passing the red color to his collar. This tactic made by Midori also demonstrates an impressive trap setting feat performed by him. This demonstrates how Midori was prepared for both of these two situations to occur. Which demonstrates impressive planning versatility.

(FRI=[Problem Solving], Planning, tactics, methods, emotional manipulation, Indirect manipulation, direct manipulation, Individual manipulation, mass manipulation, acting skills, Misdirection, bluffing, EU, Inter EM, Inter EE, EF, psychological Warfare, Trap Setting, Anticipation, problem solving, Improvisation)

As already mentioned before, after pushing Keiji to the coffin, Midori revealed to Sara that he was going to be burned to death very soon, but also revealed that she could save him by doing something really simple… sign the Asunaro Vow, Midori wanted to have the names of everyone signed on these Vows and Sara wasn't an exception. But this was actually a really smart decision by Midori, he is aware that Ranmaru loves Sara from the bottom of his heart and wouldn't allow her to make a decision that would be bad for her in the future, thanks to this, Ranmaru decided to tore up the vow before Sara could write her name, something that was also anticipated by Midori. Putting an end to the game right now wouldn't make sense since we know that Midori's aim is to put an end to the game methodologically by using the Banquet Game, making Ranmaru tore up the vow would give an opportunity for Midori to reveal the fact that there was actually a second method that could be used to save Keiji without raising suspicions, the participants merely had to surpass all the security systems in the security room and use the coffin system to open Keiji's coffin, saving him. Showing the Asunaro Vow to Sara while putting her in a situation of pressure where she would definitely decide to write her name, while applying pressure on Sara to force her to write her name on the vow and anticipating that Ranmaru would interfere, such a thing was part of Midori's plans and was used by him to conceal his true aim with this entire plan which is to indirectly manipulate the participants to get the ID Card from Maple and make Mai be a prime suspect of cooperating with Midori(I'll explain this later, there's no rush for now)

As predicted by Midori, the participants quickly went to the control room to see the monitor that controlled all the coffins in the cemetery. But they needed three different levels of security to bypass the security system and actually be capable of controlling the coffins. The participants see that there was a fingerprint scan at the monitor in the center of the room, everyone scans their fingerprints but the scan only reacted to Mai's fingerprint, something that would attract suspiciousness towards her during the events of the Banquet since the scan's color changed to blue when it reacted to Mai's finger, during the events of the Banquet we learn that Blue = Human, which would raise suspicions to the participants and make them think that Mai was the traitor working with Midori since the very beginning of the game, a traitor that pretended to be one of the dummies despite actually being human too. This would not only make the participants lose their time meaninglessly during the Banquet Strategy, but also shield and conceal the identity of the real traitor by using Mai as a scapegoat.

After all this, the participants disabled the first security level and went to talk with Hinako, the real traitor who has been helping Midori since the very beginning. When the participants came to talk with her, Hinako mentioned the ID card to the participants and said that it could possibly disable the second security level, which is true. In order to avoid suspicions, she makes Mai

recall the fact that when she woke up, she saw Midori use his ID card to control a machine, this would make it clear that the idea of an ID Card wasn't a lie by Hinako and wouldn't be something suspicious since Mai knows about it too. Midori using the ID Card in front of Mai was probably also part of his plans considering that Hinako knew about such a thing and even knew that Mai specifically saw such a thing when she woke up. Which is something that Hinako used to conceal her identity as the traitor and avoid any suspicions.

In fact, Midori purposely used his own identity card in front of the dummies to make them see it and give that information to Sara's group in case they become allies. This idea suggests that Midori already had predicted that the dummies would decide to become allies of the participants. Not only this, but he also predicted that they would think that the identity card, whose existence was revealed by the dummies, had the capability of unlocking the second security lock of the surveillance room that it's needed to save Keiji, without not even knowing it, they would be doing exactly what Midori wants for them to do which is saving Keiji in order to prepare everything for the Banquet, this was one of the many preparations Midori made for his "The Banquet" strategy.

After all of this, Midori went to the classroom area of the fifth floor and placed a fake ID card there, when the player goes to the control room and tries to use the fake ID card, Shin A.I appears revealing that it was a trap made by Midori, this trap being a bunch of images of Shin(nothing really relevant), placing the fake ID card there had the purpose to make the Shin A.I stop them from using it and kindly give information to them about the fact that Maple had the ID Card with her. After this, the player has two different options, ask for info about Midori or ask for info about his ID Card. If the player ask about Midori's ID card, Shin's A.I will reveal that Midori gave it to Maple which is another one of Midori's preparations for his the Banquet strategy, when Maple suddenly appeared in the surveillance cameras room, she talked with him saying that she wanted to be with him forever, Midori noticed an opportunity to make one of the preparations for his final strategy and decided to give a love letter to Maple while pretending to be tired to misdirect Shin's A.I who was watching everything.

In Shin's A.I own words: "then miss maple showed up. Miss maple yelled, and cried, and laughed, and pleaded with him, saying she wanted to be with him forever. Even Midori had to give in, it seems… He reluctantly wrote a letter, but even when he gave it to her, Miss maple didn't want to leave, so without any other choice, he gave her his ID card", Midori anticipated that the love letter alone wouldn't be enough to make Maple go away and leave him, knowing this, Midori made another one of the preparations of his next strategy, that preparation being, giving his own ID card to maple, the reason for this will be explained very soon and what he will do with these preparations is completely insane. In the point of view of Shin's A.I, Midori giving his ID card to maple had the sole purpose of making her go away, when in fact, this was one of Midori's preparation process, by doing this, Midori would be concealing his true intentions, not only from Shin's A.I, but also from all the participants who came to him to get some information.

Without not even knowing, Shin's A.I indirectly cooperated with Midori's plans by unknowingly giving false information to the participants about Midori being reluctant about giving his ID card

to maple, due to this fact, the participants would be indirectly manipulated into thinking that there was no way that such a thing was also part of Midori's plans, after all, if it was part of his plans, then there would be no reason for him to be so reluctant about giving his ID card to Maple. In other words, the idea of it being a trap wouldn't even pass through the minds of the participants and the dummies. Such a thing wasn't even needed since the participants were so desperate to save Keiji that they would try to use any means necessary without thinking two times, even if there's the possibility of it being a trap, not only this, but due to the information given by Shin's A.I, all the participants would be indirectly manipulated by Midori into looking for Maple to get the identity card from her.

After some time, the cast finally reached Maple's room and successfully took the ID Card from her back, when this occurred, Maple became violent and started to attack the participants and the dummies, another thing that the player took besides the card was the letter that Midori gave to Maple. When Mai decides to read the letter, it's revealed to us that the contents of the letter was actually an instruction manual about how to defeat Maple. This quite literally implies that beating Maple and taking the ID Card was part of Midori's plans, he purposely gave this instruction manual to the cast aiming to give a chance for them to survive against Maple while also putting them in a situation where it was highly probable that one of them would end up getting hurt or even dying, raising his chances to win significantly. This situation and many others were manipulated by Midori in order to make Keiji leave the coffin and place Midori's collar(the collar that Keiji took in the control room) inside the coffin in a desperate attempt to misdirect Midori and confuse him. Something that was not only anticipated by him, but was a decision that Midori indirectly made Keiji do in order to win. In the end, the participants managed to survive against Maple's attacks, took the ID Card and escaped, but Kurumada was heavily injured and wouldn't be capable of helping the participants anymore.

Later on the ID Card would be used to open the lockers in the locker room. It's important for the participants to open the lockers because inside one of them was a lantern that emitted a light that reverted the effects of Midori's memory erasure. Making the participants remember about why they were chosen to participate in the death game and how they are related with Midori. This was one of the goals that Midori planned to achieve with his plan and he successfully managed to make the participants regain their memories. After the participants managed to get the lantern that would make them regain their memories, they had to face a trap where items were thrown at them. The items referenced some specific areas of the maps. The Light also revealed that the position of the lockers was being associated with the position of the areas in the map, in other words, the participants had to place the corresponding items in the area that they referenced to. After some time had passed, the participants managed to avoid this trap and keep going. In the end, everything went as Midori expected and all of this was predicted by him.

(EF, Inter EM, Cunning, Planning, tactics, methods, concealment, Fabrication, acting skills, mass deception, misdirection, Non-Verbal deception, Logical manipulation, Indirect manipulation, emotional manipulation, mass manipulation, Anticipation, Prediction, Trap Setting)

After the participants managed to take the lantern and helped Kurumada charge his battery, Alice partially recovered his memories about what happened due to the lantern's light and came to confront Midori about it, during their discussion, Midori keeps provoking Alice, who is alongside Sara, to motivate Alice into attacking him. But Alice still managed to manage his emotions, Midori then showed that he can throw his hand like a rocket in front of both Alice and Sara, the reason as to why he did this was to indirectly and logically manipulate both Alice and Sara into thinking that Midori is a doll. Something that would be quite important during the events of the Banquet.

Midori purposely provoking Alice to make him get close to Midori so he can use his rocket punch to attack Alice was merely a way to conceal Midori's true intentions, in fact, Midori wanted to use his rocket punch in front of the participants on purpose to make them get confused about whether he is a doll or a human being. If Midori just showed to them that he can use a rocket punch without no apparent reason, then it would be suspicious, knowing this, Midori provoked Alice to make him get closer trying to attack Midori and due to this fact, he would have a valid reason to use his rocket punch without it looking suspicious.

Unexpectedly, Midori's plan failed and Alice decided to not get closer, noticing this, Midori pretended to demonstrate disappointment and said “Aww, you're surprisingly cool-headed… I was just thinking I'd use this”, he says this before showing his rocket punch, by doing this, Midori would Gaslight both Sara and Alice into thinking that the initial reason for Midori to use his rocket punch was as a response for Alice getting too close to him, but since such a thing didn't happened, Midori decided to show them his rocket punch as if he is mocking them, with this, Midori would have a solid reason to use his rocket punch while concealing the real motive as to why he decided to use the rocket punch at that moment. After this, Midori erased Shin A.I since he already gave all the necessary information that the participants needed to know, Midori purposely allowed Shin's A.I existence in the control room in order to make him guide them and give hints about what they should do, they already helped a lot and allowing it to help the participants even more could possibly be harmful for Midori's plans, that's why he decided to eliminate him.

After a few not-so-relevant events, Ranmaru’s collar was red, which means if he doesn't touch someone in a certain amount of time, he will die. Ranmaru planned to pass the red light to Kurumada who was heavily injured by Maple, such a thing would work as another one of Midori's psychological warfare tactics to ruin the cooperation between the Dummies and the participants. He anticipated Ranmaru's decision of trying to pass the red light to Ranmaru, understanding how such a thing would ruin the trust between the participants and the dummies. Seeing this situation, Hinako appears out of nowhere and after touching a specific keyboard in the room where all this was happening, a secret room was revealed, a secret room that contained exactly what was needed to deactivate the red light in Ranmaru's collar. Originally, I planned to not mention this since it's not really important for Midori's plan, this is merely another one of Midori's attempts to cause some injuries and possibly even a death in one of the participants or the dummies to weaken their capacity to solve the puzzles and continue the game.

But I purposely mentioned this here because I perceived that this could be a good opportunity to mention Midori's implanted information tactic. Basically, before the events of the third chapter of the game, before the participants even reached the fourth floor, Midori implanted A.I's of the participants that already died inside dolls that had the exact same appearance that they had before dying. Not only this, but Midori also added implanted information on each one of these dolls(who are now called "dummies"), but everyone had different implanted information. The reason as to why Midori even gave this vast amount of info to the dummies was to guide the participants and guarantee that they would follow his plan without mistake, undermine the cooperation between the dummies and the participants, and divert attention away from Hinako when she reveals to have special information about specific things that the other dummies weren't aware of. Information that she knew due to being Midori's partner and not due to being a dummy. With the implanted info tactic, she could disguise any strange info that was helpful for the participants as being merely the information that was implanted on her mind, creating a strong concealment tactic that would make it difficult for anyone to see through it.

Midori's implanted information tactic was essential for many aspects of his plan since it helped influence Keiji to make his Collar Misdirection Strategy, helped the participants to quickly understand the game and follow Midori's plans smoothly. This tactic was so useful that as a Fabrication and information control feat, it indirectly manipulated many of the participants actions in the game and throughout the entire game demonstrates how it indirectly manipulated the participants' decisions and actions. Also indirectly placing doubt between each other and undermining their cooperation. The use of the implanted information tactic was one of the best decisions made by Midori and created a situation where almost all the actions of the participants could be influenced indirectly by him without putting him in risk at all.

After Ranmaru's collar malfunctioned, the participants went to the graveyard to meet Keiji, but when they reached that place, many things indicated that the coffins weren't open at all. The hourglass was still on the coffin when it should be on the floor if the coffin was open, not only this, but when the participants were there, they saw the coffins completely shut and the smell of something burning was perceived by everyone. Such a thing would indicate that Keiji actually died inside the coffin, but the truth is far from that, in truth, Keiji escaped from the coffin, met with Akari, who was also on that floor and gave information about the Banquet to him and took the collar that he got in the security room, this collar being Midori's original collar which was the collar of a doll. After this, Keiji placed the collar inside his coffin and made it look like he wasn't capable of escaping, falsifying his own death and setting a trap to confuse Midori in the Banquet by showing a blue light in the coffin instead of a red one(a doll's collar shows blue light while a human one shows a red light). All of this was anticipated by Midori and he even indirectly manipulated Keiji into formulating this strategy, purposely giving him the resources that would allow him to create such a scheme without it being too suspicious. Keiji quite literally tried to outsmart Midori using a trap that was actually created by a trap made by Midori. As I already said before, Keiji faked his death, which almost completely destroyed the moral of the participants and almost destroyed Sara's mental state completely, also taking the opportunity to make her write her name in the Asunaro Vow, by lying to her and saying that he would save

Keiji. Midori wanted to use this opportunity to destroy their minds and weaken their performance in the Banquet, making things WAY easier for Midori.

Thanks to Ranmaru, Midori wasn't capable of completely destroying Sara's mental state and the participants now have hope, thinking that Keiji is actually alive and they decided to find him. During the investigation of the participants about where exactly Keiji is, they found Midori's operation room which also had a machine containing hot drinks. The plan here was to create one of the fortifications for Midori's strategy in the Banquet, basically, Hinako took cocoa from this machine and spilled it on the coffin she was going to be inside during the events of the Banquet. This cocoa completely eliminated the brightness of the coffin that could only be noticed with the special lantern that Midori gave to the participants. By removing the brightness of the coffin, Midori could indirectly manipulate the participants into creating a situation where they would be inclined to choose all other coffins instead of the one that doesn't shine.

After a few events that aren't really important to Midori's plan, we see Keiji's POV and how he managed to escape from the coffin. In the very beginning of my explanation of Midori's plan, I mentioned how he created a little puzzle inside his own coffin, right? Well, I'll talk about it now, basically, Midori predicted that the participants would be incapable of beating Maple and predicted that she would go crazy and attack everything, he predicted that the participants would close the shutter in the cemetery to protect Keiji from Maple's attacks, also predicting that the participants would be capable of setting him free. He predicted all this, so he created a little puzzle inside the coffin that would allow Keiji to gain access to all other areas of the fourth floor despite the shutter being closed, something that normally wouldn't be possible, he did this in order to give a chance for Keiji to perform his Collar Strategy, trying to deceive Midori without knowing that him doing such a thing was part of Midori's plans. With this, Keiji has access to all other areas in the fourth floor and the fifth floor too if he uses the elevator.

After leaving the fourth floor, Keiji, Mai and Q-taro found Maple who was extremely weakened. Such a situation was also predicted by Midori, Maple's presence there was essential for his plans, after all, how could Keiji make the collar strategy without knowing about the Banquet? He couldn't do such a thing, that's why Maple needed to be there, Midori predicted that she would decide to betray him and make the participants win the death game by giving special information to them and suggesting that she should be used as a killing weapon against Midori. Not only this, but Maple even gave Keiji a key to a door inside Midori's operation room. Beyond this door, Keiji, Mai and Q-taro found Akaire who was working on Midori's doll inside the AI-Ceiver, which is a machine capable of adding the A.I's inside dolls. Their meeting with Akaire serves two purposes: let them know that Midori was scheming something involving the Midori doll, give a few additional information about how the Banquet will work, and mention that the participants should try their best to conceal who is inside the coffins, explaining that the cameras weren't working for now, this was the perfect opportunity for Keiji to place Midori's doll, which is wearing the doll collar, inside Midori's coffin and fake his death without him knowing. Without knowing that such a thing was part of Midori's trap.

With this, the explanation of Midori's entire plan during the events of the third chapter is completely finished, nothing really relevant to Midori's plans happened after this, other than Midori attacking the participants by using Maple. This plan quite literally covered all the actions made by the participants during the entire events of the third chapter. During the entire chapter, he predicted and anticipated all the actions of the participants, all their decisions, mistakes and how they would deal with problems. Demonstrating his absurd foresight skills.

(Planning, Tactics, Methods, information control, misdirection, Acting skills, Non-verbal deception, concealment, Fabrication, Logical manipulation, emotional manipulation, mass manipulation, individual manipulation, indirect manipulation, Gaslighting, persuasion, direct manipulation, EU, EF, Inter EM, Cunning, Psychological Warfare, Prediction, Anticipation, Trap setting, Decision Making)

MIDORI'S DOLL THEORY

For the explanation of this theory, first let's go back to when the player started to see Keiji's POV during the events, there was a moment where Keiji, Q-Taro and Mai went to the locker room and found a secret passage, there they found Akaire messing with something in the computer they don't know what it is, when they start pressing her and touching on some random things on the secret room without asking for permission, she reveals to them what she was messing with, it was a doll of Midori without a head, according to her you only need to take the doll of someone, put it below a machine called AI-Ceiver and activate it, by doing this you will create a perfect copy of that person, Akaire then explains that the Midori doll will be used in the Banquet, but it doesn't matter how many YouTube videos, different routes or alternative dialogues you search for, you'll never see this Midori doll being mentioned during the Banquet, the Midori doll Theory suggest that the Midori Sara's group confronted during the Banquet was the doll and the real one is still alive.

GUYS WAIT A MINUTE! MIDORI ISN'T DEAD!

So the Shin AI has said that Sou (Midori) and him went to highschool together, but come to found out, Sou wasn't even enrolled in his highschool. And then at some point while Shin and Sou were still friends, alice "killed" Sou.

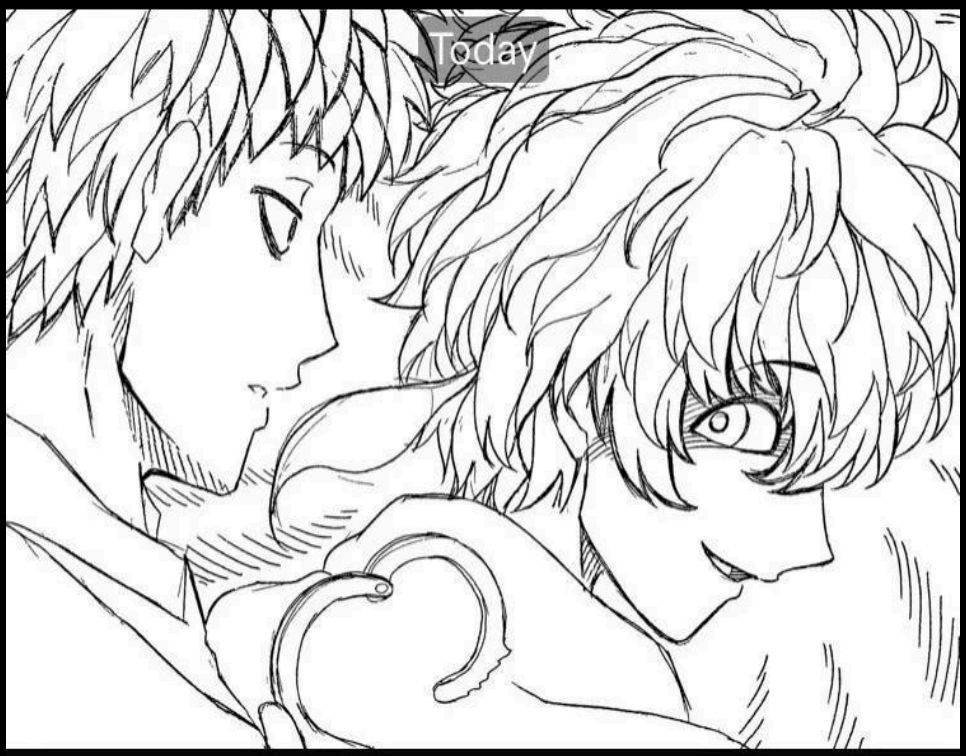
Does that mean Sou was doing all this stuff BEHIND SHIN'S BACK?

Shin obviously knew about some of it because he told everyone about how Sou used to "experiment on humans and break them" LIKE WHAT—?

Shin must've been scared shirtless and that's probably why he didn't say anything because Sou is a mf psychopath. And also...how old is Sou? He attended highschool with Shin and has this obvious obsession with him. But he was still stalking Reko during this time.

Take him away boys.





Does this mean that the Sou Hiyori Shin became “friends” with was a DOLL? Because when Alice killed him, the Sou with the impaled eye was still talking to him and NOT BLEEDING.

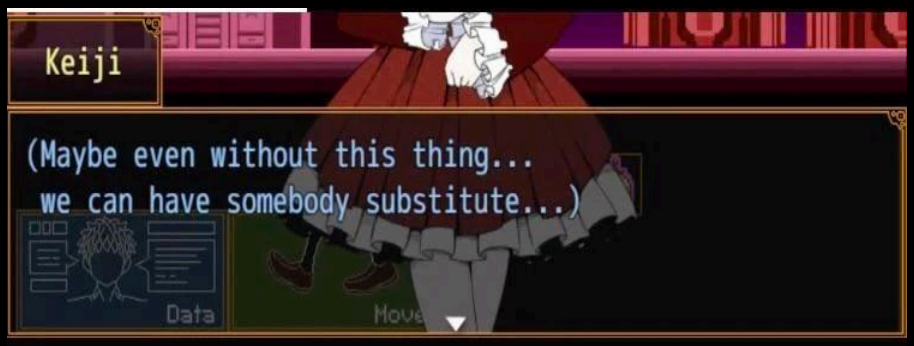
Wouldn’t that mean that the Sou Hiyori we killed in the banquet was a doll..? Because playing as Keiji and going with Mai and Q-Taro to Safalin’s secret room, we see a midori torso and Safalin building a AI-CEIVER THAT WAS GONNA BE USED IN THE BANQUET!!!


Keiji
"A doll body...?"
Data
Move
Mai
"The machine... that birthed us...?"


Safalin
"Yes... It's called the AI-Ceiver."
Data
Safalin
"You just put a doll inside and select an AI..."



THEN KEIJI ATTACHES THE HEAD AND MAI ASKS HIM, “what do you think it will be used for?” and Keiji’s like “hmm maybe to fill the seven coffins” but then he further thinks and is like maybe we don’t need the doll for the 7th coffin.



BRO YALL REMEMBER HINAKO AND MIDORI TRADED COFFINS. REMEMBER MEISTER ADDED TWO MORE COFFINS TO EQUAL 9 TOTAL COFFINS IN THE BANQUET BECAUSE GIN AND MIDORI HAD TO CHOSE BETWEEN THE 2 COFFINS TO GET IN FOR IT TO START.

SO IF QTARO WAS IN KEIJI'S COFFIN, WHICH WAS FORMERLY MIDORI'S COFFIN, AND THE DOLLS WERE ALL IN THEIRS, ALL 7 COFFINS WERE FILLED.

THERE WAS NO USE FOR THE AI-CEIVER MIDORI DOLL!

SO THAT DOLL COULD'VE BEEN THE MIDORI IN THE BANQUET THAT WE KILLED...

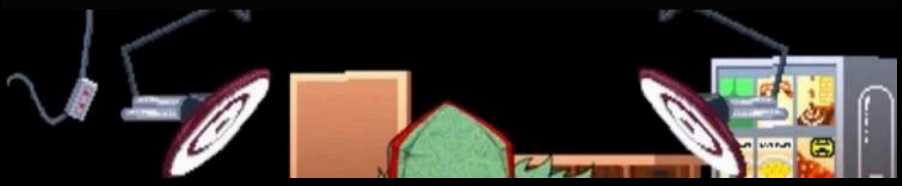




THIS IS THE AI-CEIVER MIDORI!

ranmarusimp

There's a note Q-Taro can find when Keiji finds the Midori head THAT LITERALLY CONFIRMS THAT IT WAS THE DOLL ALICE KILLED.

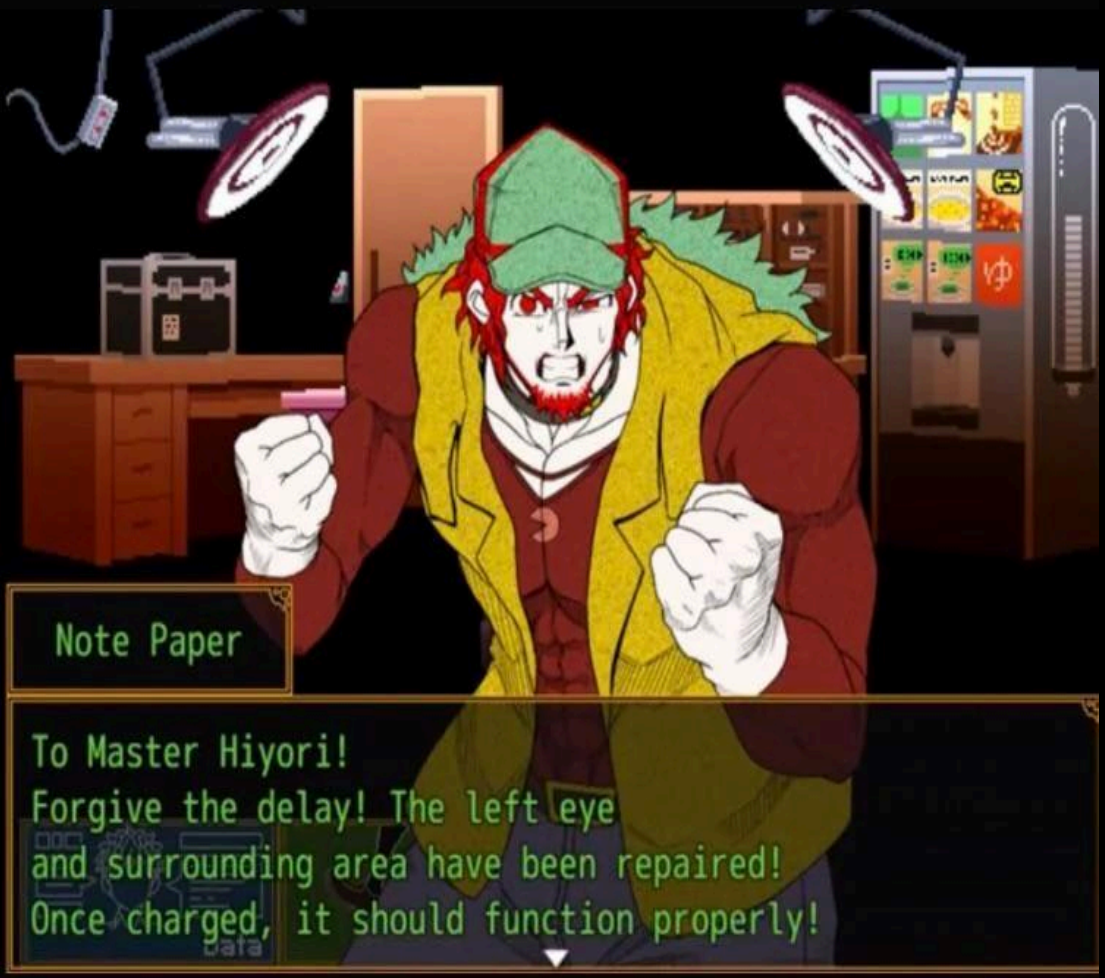




THIS IS THE AI-CEIVER MIDORI!

ranmarusimp

There's a note Q-Taro can find when Keiji finds the Midori head THAT LITERALLY CONFIRMS THAT IT WAS THE DOLL ALICE KILLED.



If this theory is true, which is most likely to be the case, then this means that Midori already had predicted that he would be defeated in the Banquet, he predicted Q-Taro's sacrifice, and this would also buff Midori's Banquet strategy even more, this theory buffs him a lot and showcases how cunning and deceptive Midori is, not only this, but even if something out of Midori's predictions occurred, he would be completely safe while his doll would be defeated by the players and they would have literally no way to figure out that the Midori they killed was false since both were dolls.

I found this theory on Reddit and it doesn't matter how much I look at it, this theory makes perfect sense, there's an extremely high probability that this theory is real, I say “probability” and not “definitely” because independently of how probable it is of this theory being true, I prefer to not spread possible fake news by saying this theory is definitely true, it has an extremely high chance of being true but as long as it is not confirmed I will continue referring to it merely as a theory, if this theory is correct and Midori appear once again in the main game of the third chapter I will update this doc if he demonstrates any feats during the main game, but only if this theory turns out to be true.

Username of the creator of the post in reddit where I found this theory: theenuhs

(Planning, Strategy, Methods, Tactics, indirect manipulation, Logical manipulation, mass manipulation, Gaslighting, Mass deception, concealment, misdirection, Non-Verbal Deception, Fabrication, Seeing Through People, Hot reading, Cunning, Trap Setting, Trap Evasion, Prediction, Anticipation)

THE END.