Kirari's Ultimate Russian Roulette Plan



While this is an analysis of Kirari's plan, it features impressive feats in other categories, such as EQ, deception, reasoning, and foresight.

(Spoilers for Kakegurui: Ultimate Russian Roulette movie)

Makuro Shikigami was a man who upturned the school 2 years ago, turning most of the school into housepets, employing rules that terrorised the masses, and spreading rumours to cause chaos. He's an impressive planner with emotion- aura reading hax and extensive influence. The last gamble he played was a version of Russian Roulette between three sides, involving playing cards to determine who would shoot who, and how many bullets would be in the gun. We don't know how exactly it went down, but after this gamble, Kirari expelled him. Now, 2 years later, Shikigami has returned to the school unannounced, operating in secret.

Before Kirari had even become aware of his presence in the school, Shikigami had already orchestrated the downfall of Itsuki and gained control over her. He

had also been able to manipulate Yuriko and Yumemi into aligning with him in secret, meaning there were now 2 spies in the student council. Kirari only learns that Shikigami had returned to the school when Yuriko and Yumemi bring Shikigami to a student council meeting, and suggest that he could be used as a weapon to defeat Yumeko, since she had been turning many people into housepets recently. He proposed to Kirari that he would crush both Mary and Yumeko in exchange for being able to officially return to the school. At this moment, Kirari both deduces Shikigami's plan and formulates her own plan. She is able to discern at first glance that Yuriko and Yumemi did not bring him before her out of their own will, but were being coerced by Shikigami. She further predicted that Shikigami planned to officially return to the school explicitly so that he may use his control over the members of the student council to enforce a student council vote for him to become the new president. Kirari plays along with Shikigami's proposal, pretending not to have figured out his plan, and agrees that if he defeats both Mary and Yumeko, he may rejoin the school. She also convinces him that none of his announcements will lure in Yumeko, and that only a letter from the president would convince her to come, deliberately displaying to him the envelope that she would send for later. This is just a pretext to send a letter to Yumeko that fills her in on the plan, as Kirari cannot operate in secret since Shikigami has contacts in the school that could be spying.

Yumeko receives the letter, which informs her about Shikigami's plan, and states that she must go to Shikigami and gamble in his den, despite the fact that he surely would've rigged the game to be impossible, because letting Shikigami become student council president momentarily was necessary for the plan. Yumeko went along with the plan, and naturally lost to Shikigami in Bomb Poker due to his unavoidable trap of forcing her to choose between folding and having Mary get blown up. When Yumeko folded, Shikigami was convinced that he was succeeding, and he went back to the student council to be permitted back into the school as per the deall, which Kirari agreed to. He then smugly commands a student council vote, and as Kirari has predicted, he has enough votes on his side to become the president. Sayaka attempts to stop him by challenging him to an official gamble before he could execute the vote, putting it all down to a single coin flip. However, as the coin descended, Kirari stepped in and caught the coin, and unbeknownst to Shikigami, she was tracking the coin's rotation midair so that she could catch it at the right time to ensure Sayaka lost the gamble. This allowed Shikigami to become student council president, and Kirari stated that if he really wanted to make her a housepet, she'd be fine with that, appearing less bothered than the other members of the student council. This prompted Shikigaki to activate his

emotion reading hax as he made her a housepet, allowing him to see that Kirari's aura had turned pure black, signifying the deepest despair. To him, this was confirmation that his plan had truly succeeded, as his hax could see the internal emotions of others without fail. In actuality, Kirari had actually been rewiring her emotions on a fundamental level so that any satisfaction she may be feeling was converted to the deepest despair possible, to convince him that she was indeed losing to him.

At the ceremony to celebrate his new position, Kirari maintained this forced internal despair to conceal her plan's success. At the end of the ceremony, Kirari and Yumeko challenged him to an official match at the same time, with the entire school watching. Kirari did this via using the official match request that every housepet has, while Yumeko did this by acting as a proxy for Mary who was a housepet, which Kirari had told her to do in the letter. By having two big threats challenge him at the same time, Kirari manipulated him into picking the Russian Roulette game that resulted in him being expelled two years ago, since it would allow him to take down both threats at the same time. It would also be satisfying for him to confirm his victory in taking over the school with the same game that he was expelled because of. Choosing to do this in front of the entire school also spurred him on to choose this game, as he loved spectacle and saw this as the perfect opportunity to show off his newfound authority. The game is prepared, and the game proceeds as normal, with each player playing various cards that dictate how many bullets will be loaded, who will have to fire them, who they will have to fire them at, and how many times they must fire. During this, Kirari maintains the same aura of despair, only changing it in the penultimate round, where there are 4 bullets loaded in the 6-chambered gun that she must fire once at herself. She goes up to Shikigami, looks him in the eyes, and fires the gun to her temple twice (despite only needing to do it once) while changing her aura to that of insane desire. This instils fear into Shikigami and shows him that she was never under his control, and that he will never be on her level. To try and compensate for this and regain some control over the situation, Shikigami makes a "risky" play on his turn, firing the gun multiple times at himself with 2 bullets in the gun.

But as it turns out, Kirari had determined the cheat that Shikigami used 2 years ago by observing the match from afar, and she figured out that he made the dealer load fake bullets into the gun that wouldn't fire when it was his turn, but load real bullets that would fire when it was anyone else's turn. After that match, Shikigami had thrown a real bullet at Kirari as he was being expelled, which she caught. When first confronted with Shikigami in the present, she

recalled the bullet that he had thrown, and incorporated it into her plan to defeat him to truly emphasise that he had become his own demise. She put the bullet in the letter she sent to Yumeko at the very start of her plan, with the instruction to find a way to get someone to replace a dummy bullet in the side room with this real bullet in the middle of the match. Yumeko had then sent this letter to Mary with the bullet inside, additionally instructing Mary when to replace the bullet. When Shikigami made a play that would usually be risky, resulting in a lot of bullets needing to be fired at him, Mary replaced a dummy bullet with the real bullet, which was then loaded into the gun by the dealer. When he had fired a few shots, and the chance of Shikigami dying was 50%, Kirari and Yumeko revealed the truth to him, stating that one of the bullets in the gun was real. When he didn't believe them, Mary appeared from the side room in which the bullets were loaded, waving the envelope tauntingly. Shikigami recognised it had the same design as the letter that Kirari sent to Yumeko, which is why Kirari deliberately displayed the envelope design to him at the start. This way, Shikigami was forced to realise that he indeed had a high chance of dying. This was extremely terrifying for him, especially since he had always rigged his gambles so that he faced no risk. Yumeko held him in place while passionately telling him all about the thrill of betting one's life, whilst Kirari held the gun to his head, ready to fire. The pure stress, fear and humiliation of the situation breaks him mentally, and after the game he flees the school, never to return again.

The reason Kirari went to this extent was because simply expelling him for his actions wouldn't be enough, because if he still had the will to, he would continue wreaking havoc within the school. Kirari needed to find a way to make Shikigami lose this will and leave voluntarily, so she quickly concocted this plan. The impressiveness of this plan increases when you consider the adversity of the situation Kirari started in. By the time Kirari became aware of his presence in the school, Shikigami had already gotten control of multiple members of the student council, and employed multiple agents that helped him spy on people and rig games in his favour. Her capacity to communicate with others was very limited due to this, and she had very little time to formulate a plan. Even her own emotions were not free from surveillance due to his emotion reading hax. So, Kirari formulated her plan in mere moments, shielded her plan against Shikigami's spies all over the school (including within the student council) and his insane emotion reading hax, and masterfully utilised the few resources she had at her disposal effectively (Yumeko, Mary, the bullet, the letter, the rules of the academy, even Shikigami's own hax).

It’s also important to note the level of emotional manipulation at play here. Kirari’s early moves, such as:

- Making Shikigami believe he has deceived her
- Letting him get a win over both Mary and Yumeko
- Secretly enabling him to win against Sayaka
- Allowing him to become president
- Goading him into turning her into a housepet
- Displaying immense despair for him to enjoy with his emotion reading hax

All built up Shikigami’s confidence and ego, so that when he gets the perfect opportunity to flip his very reason for getting expelled (the Russian roulette game) into a way of asserting his dominance and getting revenge on Kirari, he jumps at it without thought, especially since it was very practical for him to use a rigged game he had already come up with which also had the benefit of letting him challenge both Yumeko and Kirari at the same time. This building of his ego persists through the Russian Roulette as he gets to use his dummy bullets freely, believing himself to have already won. Therefore, when it’s revealed he has no safety net and is at a massive risk of death for the first time in his life, whilst he realises that he’s been outplayed the whole time, all the while in front of the entire school, it’s completely psychologically crushing for him.