COMPOSITE YOKOYA DOC

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In this document we'll inform and explain the feats of the main antagonist of the Liar Game series: Yokoya Norihiko.
We suggest reading and watching the Manga and Dramas to fully understand the context and rules of the games in depth, as well to understand his interactions with his main rival; Akiyama Shinichi.



FSIQ = Green

Planning/Strategy/Tactics = Cyan

Manipulation/Deception = Red

EQ/SQ/Psychology = Yellow

Thinking/Reasoning/Intel = Blue

Other categories (Anticipation, Observation, etc.) = Purple



FAILED DOMINATOR



MANGA YOKOYA (Chapter 33-201)

❖ DOWNSIZING GAME:

VOTES STRATEGY

Yokoya joined the downsizing game as a newbie, since all the players before have met already in the minority rule game, since all the players, since Yokoya was the new player on behalf of Watanabe, everyone there agreed Yokoya will be downsized. They make up a strategy where votes will be given to each player equally, making Yokoya the definitive loser.

Yokoya quickly realized the game's flow isn't in his favor and decided to act, he contacted Akagi and offered him 50 millions in exchange for 5 of his votes, Yokoya says he has a 100 million debt from last game, so that money will be quite helpful, Akagi refuses saying he promised he'll vote for Wada, but Yokoya persuades him to break this promise, since this is the liar game and he should do what benefits him the most. But, Yokoya did not only reach Akagi, he contacted the other 8 remaining players, making the results of the first round totally in his favor, since he secured 45 votes. Yokoya says to the players 51 votes are needed to secure victory, he only needs 6 more votes, therefore, if they band up together again, they'll be able to downsize him.



After this most players are furious and agree to finally downsize Yokoya, but he acts fast to secure his victory and offers 20 million in exchange for 5 votes.

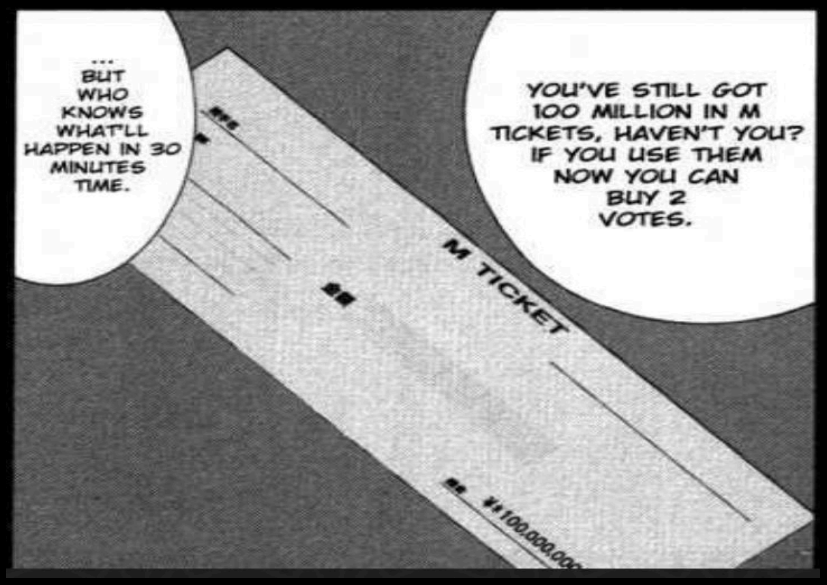
The results of the second round are totally in his favor again, making his total votes 90.



Yokoya mocks the players, saying they are predictable, and thanks to them, his victory is confirmed, so one of them will be knocked out, since he secured the 51 votes needed and even 39 more. These remaining 39 votes are dead votes, so he'll be willing to sell them plus his remaining 40 votes for the upcoming 8 rounds, making it a total of 79 votes. Saying he'll give priority to those who offer more.



Players realized the importance of Yokoya's votes at this point, so they started offering money for them, Akagi went to Yokoya, he quickly analyzed his situation, telling him he is in last place and the game its very close, with 2 votes he'll tie first place, so he's willing to sell his votes 50 million each. Akagi says its way too expensive, but Yokoya says the market fluctuates all the time, He reminds Akagi he still has 100 million left in M Tickets so he'll be able of buying two votes, saying he better does it now, since who knows what will happen in 30 minutes, that might be his only chance he'll get to buy 2 votes. After this Akagi buys Yokoya's 2 votes. Through the curse of the game, Yokoya controlled everyone's votes, in the end, all the players were forced to spit out the entire amount of their own M Tickets and their prize money at the end of the game.



The player who paid the most to Yokoya was Nakadate, he gave all his money to him and on top, he signed a pledge saying he will give Yokoya an advance of 10 million of his retirement allowance. Yokoya controlled the game and put him in last place and paid him 220 million, so Nakade ended the game with 10 million in profit.



Yokoya did this to show everyone those who are devoted to him will have worthy returns.

He states the remaining 9 persons there will play the third round of the Liar Game, so those who want to be saved must be loyal to him, if they do that, he'll do everything he can to save them, but, if they perform poorly or lack loyalty, he'll simply crush them.

[Strategy Complexity, Strategy Foresight, Strategy Versatility, Strategy Shielding, Strategy Execution, Blackmailing, Logical Manipulation, Individual Manipulation, Mass Manipulation, Cunning, Persuasion, Psychology, Logical Reasoning, Numerical Reasoning, Quick Thinking Foresight, Setting Traps, Trap evasion]

❖ CONTRABAND GAME:

The Rules of the Contraband Game



1

- 1 ◆ The CONTRABAND GAME is team-based.
- 1.1 ◆ There are two teams, called the "Northern" and "Southern" countries.
- 1.1.1 ◆ Each team is comprised of 9 players.
- 1.2 ◆ Each team will elect one smuggler and one inspector. The smuggler attempts to pass his or her money over the border, while the inspector's job is to prevent that from happening.
- 1.2.1 ◆ After one turn, the teams switch their respective roles. Two turns make one game.
- 1.2.2 ◆ The entire round is complete after a total of 50 games have passed.

2

- 2 ◆ Each smuggler has a bank account of 300 million yen in the opposing country, and their goal is to get it back.
- 2.1 ◆ A smuggler is allowed to carry anywhere from 0 to 100 million yen in one turn.
- 2.2 ◆ All of the money that is successfully smuggled out will be transferred to the smuggler's bank account in an outside country.

3

- 3 ◆ The inspector's job is to examine the smuggler to determine if smuggling is taking place, and if so, prevent it.
- 3.1 ◆ If the inspector suspects smuggling is taking place, he or she should declare "doubt," along with the estimated amount.
- 3.1.1 ◆ The moment the inspector does so, half of the amount declared will be taken as a security.
- 3.1.2 ◆ The security is taken from the inspector's bank account in the outside country.
- 3.1.3 ◆ To have enough funds to cover such securities, each player already has 100 million yen in a personal bank account outside the country.
- 3.1.4 ◆ An inspector cannot declare doubt on any amount that requires a security of more than what is in his or her outside bank account.
- 3.2 ◆ If the amount declared matches or exceeds the amount being smuggled, the inspector wins and the smuggling attempt is thwarted. The money the smuggler was carrying is seized and deposited into the inspector's outside bank account. The security initially taken is also returned to the account.
- 3.2.1 ◆ If doubt is declared, but the smuggler is not carrying any money (the scenario with 0 yen), the security is given to the smuggler and placed into their outside bank account.
- 3.2.2 ◆ If the declared amount is less than the amount being carried, the smuggler wins and all of the money is placed into their outside bank account. The security also becomes theirs and is likewise added to the account.
- 3.2.3 ◆ If the inspector determines that no money is being smuggled, he or she should declare "pass."
- 3.2.3.1 ◆ However, if pass is declared and the smuggler is carrying money, the sum automatically goes to his or her outside bank account.

4

- 4 ◆ Victory is determined by the sum of the entire team's individual bank accounts outside the country at the end of the round. The team with the higher sum is the winner.
- 4.1 ◆ Any leftover money that was not smuggled goes to the opponents' team and is divided equally among the entire team's 9 members.
- 4.2 ◆ After that, each player's outside bank account will have the initial 400 million yen loaned to them deducted, and the remaining value will become his or her prize money.

CLASS SYSTEM; LOYALTY POINTS:

Yokoya transferred to Kizawaza's school and immediately sought to establish his position. He asked Kizawaza who held the most power in the school. Assuming Yokoya wanted to avoid being bullied, Kizawaza warned him about a notorious group of four: Sasaki, Kinoshita, Sunao, and Ishihara. He described them as so ruthless that even delinquents from other schools feared them.

The group, learning that Yokoya was the wealthy son of a CEO, targeted him for bullying and extortion. Anticipating their actions, Yokoya brought 100,000 yen to school. When they confronted him, they took the money, ignored his pleas to return it, and beat him up. Unbeknownst to them, Yokoya had set a trap, everything was being filmed by a hidden cameraman.

After the attack, Yokoya confronted the group, saying:
"I expected you to come for me, so I prepared a cameraman. The footage of you robbing and assaulting me is clear. With exams and college admissions coming up, an extortion scandal would ruin your futures."

Cornered, the group had no choice but to comply with Yokoya's demands. Within two days, Yokoya had complete control over them and began orchestrating a system to dominate the entire school. He positioned himself in Class A and the Sasaki group in Class B, ensuring his authority over everyone. Those who defied him were dealt with by the Sasaki group through violence, solidifying Yokoya's reign.



[Blackmailing, Mass manipulation, Psychological Manipulation, verbal deception, Charisma, Self Awareness , Overall SQ,

Emotional Understanding, Anticipation, Predictions, Setting Traps]

When the game started Yokoya told everyone to give him their cards, of course everyone rejected but then they remembered that Yokoya saved a man in the revival round. That had a huge effect because that means if you're Yokoya's loyal servant you'll be saved, and immediately they gave him their cards. And then Yokoya said he'll be rewarding "loyalty points" to each player, the rules are: every time a player obey an order it's plus 1 point, every time a player succeed in smuggling it's plus 5 points, every time you fail to smuggle it's minus 5 point, anyone acting rebelliously gets minus 10 points, if you catch someone who is conspiring it's plus 10 points. Yokoya said after the game ends he'll divide up the money prize according to these "loyalty points" with priority to those who earned more

- 1st place 300 million
- 2nd place 250 million
- 3rd place 200 million
- 4th place 150 million
- 5th place 100 million
- 6th place 50 million
- 7th and 8th gets nothing

He gave everyone a voice recorder and said: "If you see someone acting suspiciously, immediately record them with these and report to me diligently reporting any incidents will be the shortcut to victory." Yokoya used this system to prevent any betrayal in the team and so that they would not trust each other and cause fear within the team and Yokoya remains the only one controlling the team. However that was just bluffing because the "loyalty points" don't exist in the first place. Yokoya made up the ranks. He was just telling someone that he was in last place so that he could do whatever Yokoya wanted, but there was no such thing called "loyalty points". Yokoya was just tricking them



[Blackmail, Mass Manipulation, Psychological Manipulation, Bluffing, Deception, Emotional Understanding, Emotional Perception, Overall SQ, overall EQ, Psychology, Methods]

CLAIRVOYANCE STRATEGY:

Yokoya started his strategy of attacking by taking money and saying "pass" because he knew that the southern team were cowards to carry any money and that they would rely on not carrying any money. This strategy worked until Akiyama was able to say "doubt 100 million"; with this Akiyama was able to stop Yokoya's strategy.

For the strategy to work, Yokoya simply used Kizuzawa's fear of their past against him, Yokoya said out loud he was a psychic to confuse the South nation and make them only focus on whether he was a psychic or not. Yokoya agreed with Kizuzawa to get the same amount of money, and also Yokoya wanted Kizuzawa to control the southern team so that it would disintegrate and make Kizuzawa their leader, and in this way the southern team could not think to uncover Yokoya and Kizuzawa's trick. In order for Yokoya's trick not to be uncovered, he set a trap: He claimed to be clairvoyant, able to guess the amount in the trunk down to the ten thousands, while Kizuzawa was only able to guess whether there was money or not. Making him only called "Pass" or "doubt 100 million", their styles were completely different and it worked because the thought never even crossed to the southern team minds that Yokoya's psychic power and Kizuzawa winning trick were the same. Yokoya knew the amounts of all the previous rounds because Kizuzawa was indicating to Yokoya the amount that the smuggler would transfer and Yokoya was responding in the same way. This strategy actually worked for 11 rounds until Akiyama discovered the trick behind it, and this was due to the strange transfer of money by the northern team. (Because they transferred 40 million in the tenth round and 50 million in the eleventh round). In short the strategy was:

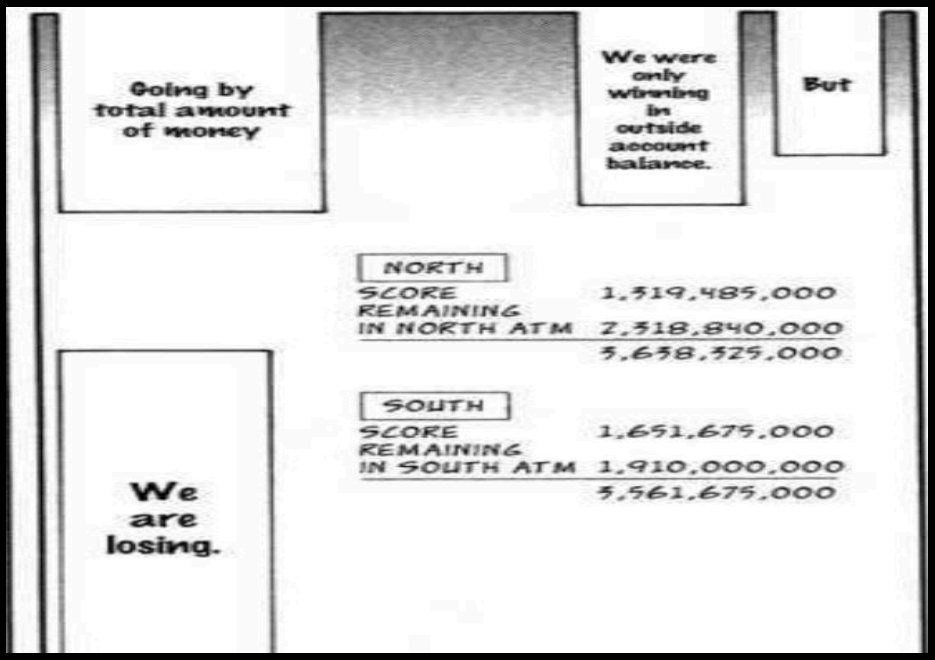
- Yokoya manipulates Kizuka using his fear of their past, and persuades him that he'll become the leader of his team if he cooperates with him.
- Call doubt/pass based on Kizuzawa's signal and call it clairvoyance to scare and confused the southern team
- Fabricate a winning method in which Kizuzawa would know whether or not the smuggler is holding money
- Trade money to each other once their personal accounts are equal (since he stopped getting money)

- Allows Kizuzawa to dominate his team, causing chaos and disorder within each other

[Strategy execution, strategy complexity, strategy length, strategy control, Non-verbal Deception, Strategic Deception, fabrication, Misdirection, Direct Manipulation, Emotional Manipulation, Overall thinking, Setting Traps Abusing Insecurities,]

YOKOYA'S REALIZATION:

After Akiyama discovered Yokoya's strategy, it was Fukunaga's turn to be the inspector and he guessed that the northern team had smuggled 100 million, and again it was Fukunaga's turn to be the smuggler and the northern team let him smuggle the 100 Million. The southern team thought that they're winning because the results were 1.6 billion for the southern team and 1.3 billion for the northern team. But that was Yokoya's plan, Yokoya did realize that not the team with more money in the outside account always makes more money. The more important thing is to keep the money in the north ATM and smuggle all the money from the South ATM. And that's why he let his team say "pass" in the last three rounds. And by this now the total score is 5.6 billion for the northern team, 5.5 billion for the southern team.



[Linear thinking, Overall Thinking, Anticipation, Observation, Perception]

DOUBLE CROSS PLAN:

Because Yokoya realized that the most important thing to win the game is by keeping the money in the north ATM, he came up with a plan to win and this by:

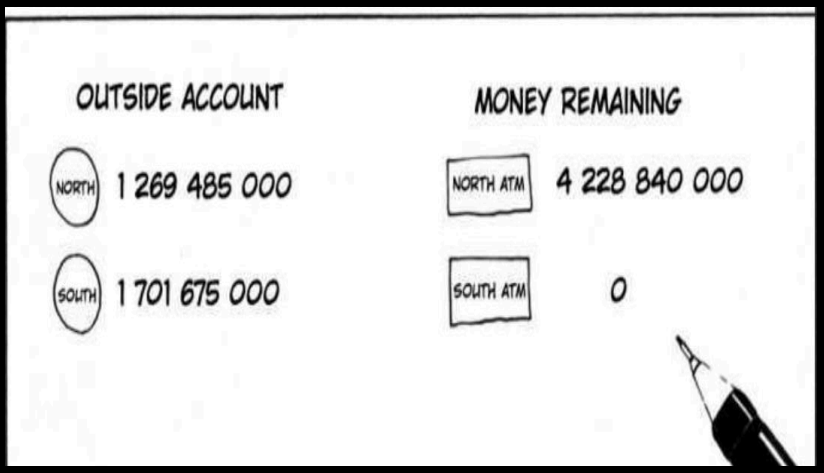
- Withdrawing all money from the southern ATM using all northern country's cards.

- Leave the money at the foot of the south ATM, so it can't be seen in the corridor.

- One of the southern team takes the money on his next turn as smuggler, and pays it all in his North ATM account.

- The south ATM becomes empty and the North ATM becomes full so that is impossible for the South to smuggle it all

Yokoya read through each southern member's personality to enact his plan and he selected the three greediest southern team inspectors (Tsunoda, Eda and Kitamura). He sent Shibayama to convince Tsunoda to take the 300 million, Yokoya knew Tsunoda wouldn't betray his team after Kizuzawa did, so he came with a new plan, he told Shibayama to say to Tsunoda that there's 300 million on the south ATM and Yokoya will use this 300 million for his victory plan. Shibayama knew the southern team has a fixed order for who goes in the inspection room because of Tsunoda, so he said he wanted to thank him and that by giving him the 300 million. And if he takes it, Yokoya's plan will get destroyed. Tsunoda asked him why he wanted to make yokoya lose. Shibayama answered: "it's because I'm pissed off with our boss, I can't give you any details but everyone in the north team feels the same way. And don't tell anyone about the 300 million, not even your teammates. If A word gets out I could be killed. Well it's up to you whether you believe me or not. But our boss said that the turn after next, he's gonna use the 300 million to pull off his plan. The next turn is the only chance you'll get for the 300 million." After this, Tsunoda did take the 300 million. Eda also got tricked and took the 300 million in the same way.
After Tsunoda and Eda took the money to the north ATM, Akiyama had thought of the same plan as Yokoya. But Kitamura didn't hear about Akiyama's plan because he was the inspector at that time. And when it was Kitamura's turn to be the smuggler Kitamura did take the 300 million and there were also, next to the left, 1.10 billion in the south ATM, Yokoya left the money here because he knew Kitamura will think if he take this money he'll destroys Yokoya's plan and Kitamura did pay all the money into his account and now there's more than 4.2 billion yen in the north ATM and 0 yen in the south ATM.



(Both Akiyama and Yokoya did think of the same plan but Yokoya was faster than Akiyama that's why his plan succeeded. Yokoya also did figure out that the players can pay money in the card too, and he did figure that out faster than Akiyama)

[Planning Foresight, Planning Coverage, FRI, Indirect Manipulation, Verbal Deception, Misdirection, Lateral Thinking, Quick Thinking, Overall Thinking, Emotional Perception, Overall EQ, Anticipation, Foresight Setting Traps, Seeing Through People]

FINDING THE TRAITOR:

After Tsunoda, Eda and Kitamura transferred the money in their account, making the south ATM is empty, Akiyama created a strategy to win, and that's by using a player to betray Yokoya, it's impossible to make any player to betray yokoya especially after his plan succeeded, so Akiyama said to Akagi and Shibayama that his team didn't actually transfer the 1.91 billion Yokoya gave to them. Instead, they hid the money somewhere and by this the money would be treated as they're in the south's ATM after the game ends. That's why Akagi and Shibayama decided to betray Yokoya because now the south can win if they betray Yokoya. Akiyama wanted to lose in the outside account because if they win in the outside account they would have to participate in the fourth round of the liar game. And starting from the 24th round the southern team started to lose on the outside account on purpose. In the 27th round of the game yokoya realized that the southern team was trying to lose the game on the outside account. And that only has one possible answer, and this is because he thinks the southern team is winning by landslide in total funds but according to Yokoya's calculations, there's no way that the southern team could be winning in total funds. so Yokoya thinks about possible scenarios that might be happening:
Case 1: if Tsunoda, Eda and Kitamura have revealed to their team that they transferred the money, then the south would think the current situation is: North team= 1 519 490 K in the

outside account and 3 828 840 K in the ATM. South team= 1 851 670 K in the outside account and 0 K in the ATM. The total funds would be
Northern team: 5 348 330 K
Southern team: 1 851 670 K
The northern team is winning by a landslide, they have no reason to reduce their outside account balance
Case 2: if Tsunoda, Eda and Kitamura have kept the fact that they've transferred the money secret then the south think the current situation is: North team= 1 519 490 K in the outside account and 1 918 840 K in the ATM. South team= 1 851 670 K in the outside account and 1 910 000 K in the ATM. The total funds would be:
Northern team: 3 438 330 K
Southern team: 3 761 670 K
The game could go either way, they have no reason to reduce their outside account balance
So Yokoya thinks that the three of them (Tsunoda, Eda and Kitamura) didn't actually transfer the money , but even with that, the southern country wouldn't be winning by landslide
Case 3: if Tsunoda, Eda and Kitamura didn't actually transfer the money then the south would still think the current situation is like in the 2nd case. The game could go either way, they have no reason to reduce their outside account.
So Yokoya thinks there's only one possibility and this is that someone in the north betrayed him and increased the South's funds. Yokoya knows that Akiyama is at the core of the southern team plan, only Shibayama and Akagi were the only ones that have been in the inspection room with Akiyama in the past 10 rounds, and they talked out for a while during this time, so Yokoya suspected one of them to be the traitor, so he asked one of the players to keep an eye on them, later the spy tells he saw them doing talking quietly, so Yokoya figures out that the two of them are the traitors.



[FRI, Inductive Reasoning, Abductive Reasoning, Deductive Reasoning, Numerical Reasoning, Data Analysis, Pattern Recognition]

CONFESSION GAME:

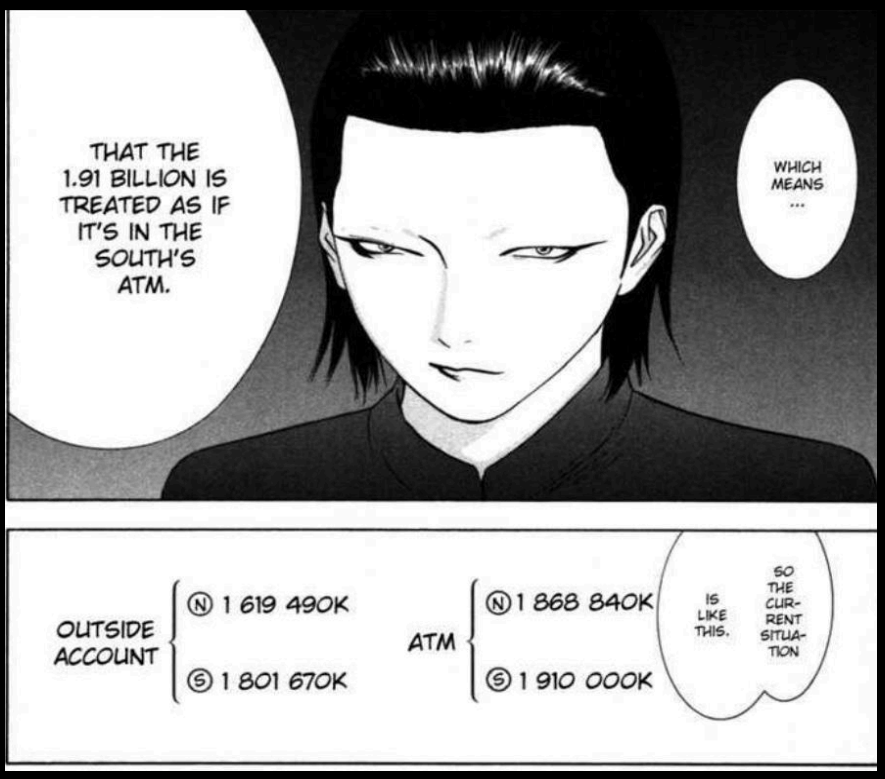
After Yokoya tied up Shibayama and Akagi, Yokoya proposed to play a game called "confusion game" he said he'll give both of them 10 minutes. If they decide to reveal everything about their connection with the South he'll award them, he'll give him 50 loyalty points and a bonus of 200 million. With this 50 loyalty they will end up in the first place without a doubt and also with a plus 200 million. Yokoya says the only one who will receive this reward is the one who confesses first, on the other hand, the person who doesn't confesses or who confesses later will get minus 100 loyalty points and the bottom position in the overall system. If none of them confesses within the 10 minutes, they will both be deemed innocent and they will not be punished. Yokoya gave them 10 minutes because he knows with the time limit they'll get more nervous and start to panic if the other person confesses, and they can't trust each other. Yokoya did cover their eyes and mouth but left the ears open. Because humans are creatures which feel immense fear towards scarcity of information. As usual humans practically bask information because of the five senses. If they see something shining in a graveyard people call it a ghost. If they hear something in the dark then people think a vicious predator is approaching. People fear these because they have been partly robbed of their senses. That's why Yokoya made this move. Akagi was thinking the whole time whether he should accept Yokoya's offer or stay with Akiyama and trust in Shibayama. However in the end Aakagi chose to believe in Shibayama. But Shibayama confessed to Yokoya in less than a minute. Yokoya said "trusting one another, helping one another it's all a fantasy, humans are creatures that always will betray". However, Yokoya did not give Shibayama his reward because he wanted to be sure that he's saying the truth. Shibayama said that Akiyama's plan is to get Akagi and Hasegawa to the Southern team. Which means that if Shibayama's confession was true, Akiyama will tell Hasegawa the exact same thing that he told Shibayama. Yokoya says he'll make Hasegawa the inceptor the next turn, if what Hasegawa tells him and Shibayama's confession match up, then he'll believe and give Shibayama the points.



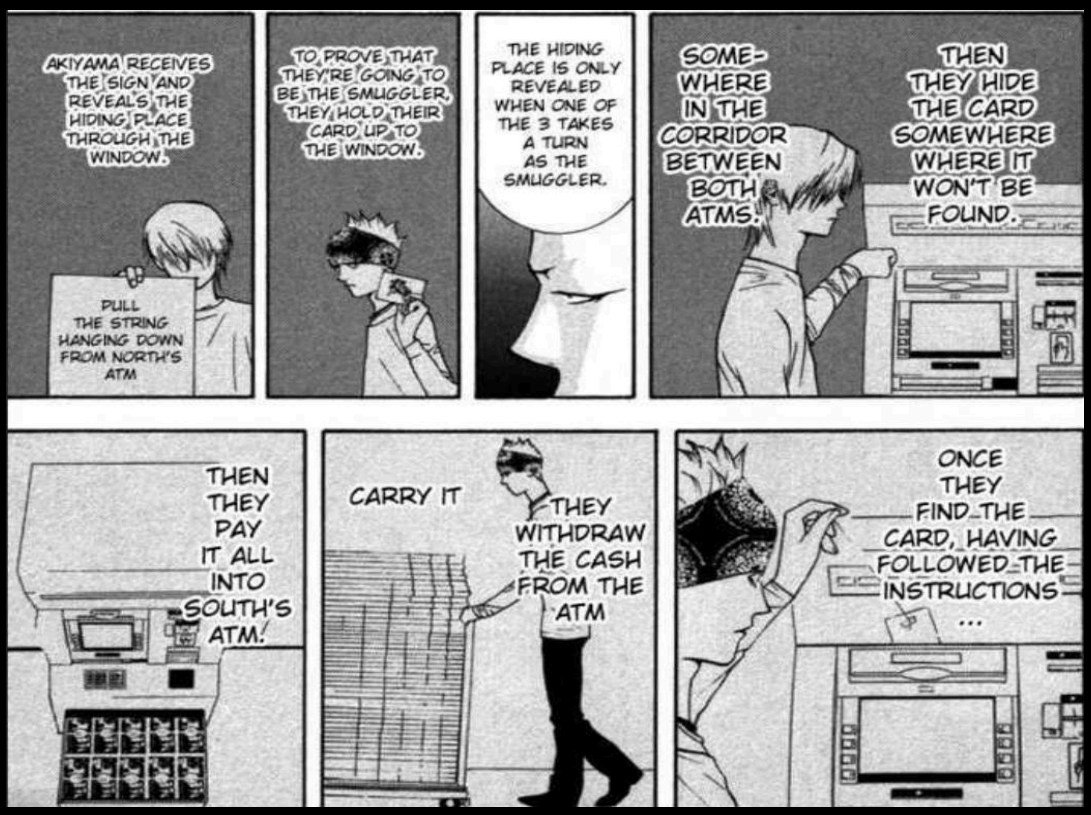
[Psychological Manipulation Direct Manipulation, Logical Manipulation, Analogical Thinking, Abstract Thinking, Logical Thinking, Overall Thinking, Overall Reasoning, Psychology, Emotional Understanding, Methods, Seeing Through People,, Mind Reading]

COUNTER STRATEGY:

Yokoya sent Hasegawa to make sure that what Shibayama said was true, after going to the inspectors room to meet with Akiyama, after the meeting, Hasegawa confirms Shibayama is saying the truth, now Yokoya has to think in a plan to counter Akiyama's strategy. First Yokoya thought the 1.91 billion he gave to Tsunoda, Eda and Kitamura didn't go to the North ATM. But instead, they hid the money somewhere. Yokoya with an explanation tells why the 1.91 billion are technically in the south ATM by saying: "By using the serial number on the notes, the computer keeps a complete record of all withdrawals and deposits of the money used in this game which mean the 1.91 billion is treated as if it's in the south's ATM".

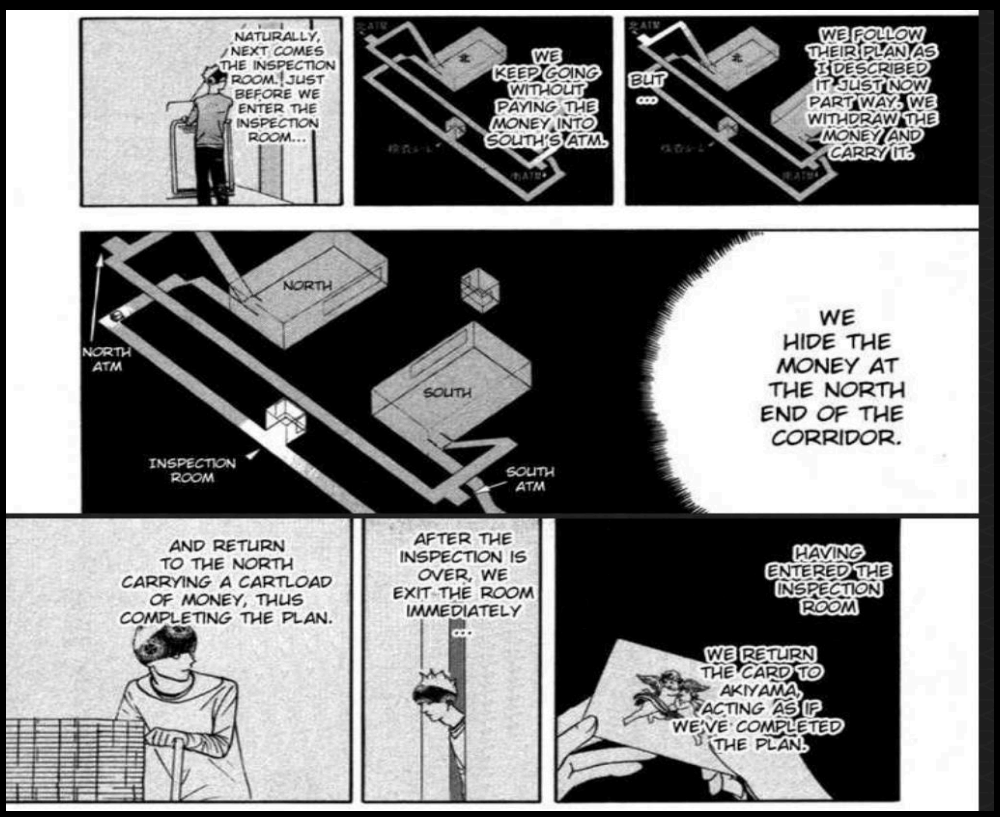


Yokoya knew that in this situation Akiyama wanted three traitors from the North team to betray him and get them to transfer all of the money in the North ATM to the South's ATM. He explained how Akiyama would do it. The procedure for the transfer goes like this: the southern country creates an account in the north ATM where they've collected the entire remaining balance. For example they might have put all of their remaining money into Nao Kanzaki's account. Then they hide the card somewhere where it won't be found. Somewhere in the corridor between both ATMs. The hiding place is only revealed when one of the three takes a turn as the smuggler, to prove they're going to be the smuggler they hold their card up to the window. Akiyama receives the sign and reveals the hiding place through the window. Once they find the card having followed the instructions, they withdraw the cash from the ATM then they pay it all into the south's ATM. They then walk into the inspection room, pass the card to Akiyama who is already the inspector and by this the betrayal plan is complete.

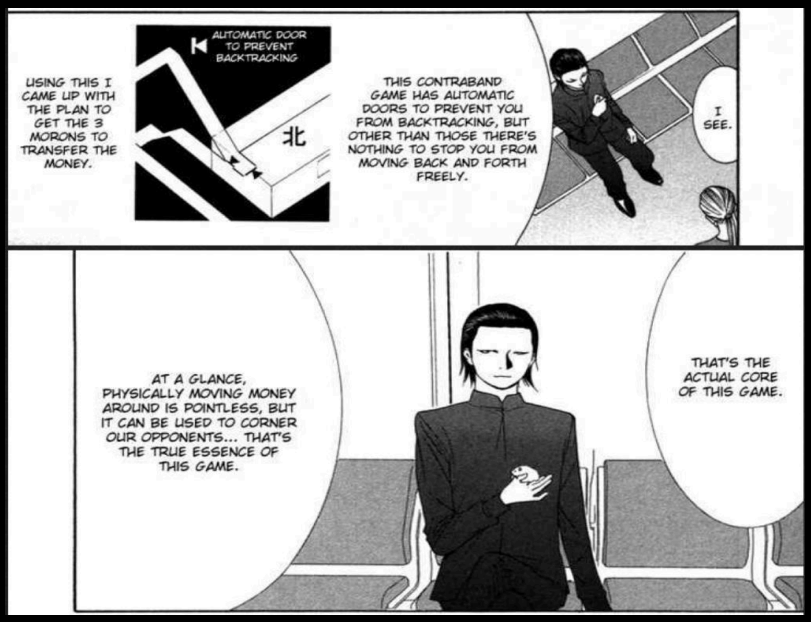


Yokoya realizes that there's a possibility that Akiyama is just bluffing. And he said it's just as probable that they've actually hidden the 1.91 billion. So he has to think of a plan with both possibilities in mind. And that's by accepting the southern proposal. Yokoya will pretend to transfer the money but this time; he will hide the money in the North. Yokoya's plan is:

- The northern team follows the south's plan as Yokoya described it.
- The northern team will withdraw the money and carry it, but they'll keep going without paying the money into the south's ATM.
- Naturally next comes the inspection room. Just before the northern country enters the inspection room, they'll hide the money at the north end of the corridor.
- After entering the inspection room they'll return the card to Akiyama, acting as if they've completed the plan.



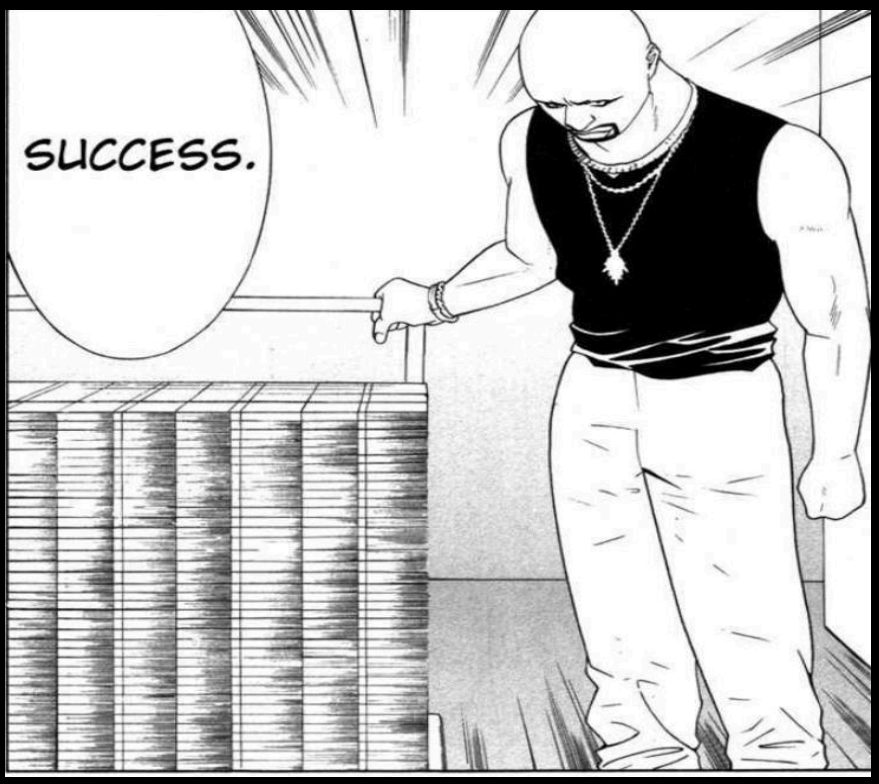
After the inspection is over, the Northern room will exit the room immediately and return to the northern room carrying a cartload of money, thus completing the plan. The northern members ask if they are allowed to do that. Yokoya answered: if we can't do it, then it'll mean that Akiyama's claim that he's hidden the 1.91 billion is a bluff, after all there's no way to hide the 1.91 billion in the corridor. Yokoya realizes this contraband game has automatic doors to prevent the players from backtracking, but other than those there's nothing to stop the players from moving back and forth freely. Using this yokoya came up with to get Tsunoda, Eda and Kitamura to transfer the money. And he said that's the actual core of this game, at a glance, physically moving money around is pointless but it can be used to corner the opponents. That's the true essence of the game.



The northern members ask yokoya how'd they know if Akiyama was lying about the 1.91 billion. He said if Akiyama was lying he'll admit the truth straight after he paid the 1.91 billion right into the north ATM. Because once he gets them to transfer money, he'll be under the impression that the game is practically tied. The south can't dominate unless they get the North to pay another 1.91 billion. He'll be revealing it to a traitor who's agreed to join the South. All the traitor has to do is to transfer the money. And of course, the traitor will cooperate. And if the southern team was actually hiding the 1.91 billion the northern team is hiding an almost equal amount of money, so the game would be basically tied.
North team: 1 619 490 K in the outside account, 1 868 840 K in the ATM. The total will be: 3 488 330 K
Southern team: 1 801 670 K in the outside account, 1 910 000 K in the ATM. The total will be: 3 711 670 K.



The South will be under the impression that they're winning by a landslide in ATM balance. The South will misunderstand the situation and they'll try to lose in score aiming to drop out. Yokoya will use this by taking advantage of the South; the Northern team will increase their outside account balance in an instant. As a result the Northern will probably win by a landslide in score. And the south will only realize after all the rounds have been played. So regardless of whether Akiyama is lying or not, Yokoya will win. However, when Akagi went to the window to hold up his card as a sign to Akiyama, Akiyama didn't give a response about where the card was. But Akagi goes to talk with Akiyama because Akiyama was the inspector, Akiyama calls doubt 100 million, but the briefcase is empty, making the score:
North team= 1 669 490 K
South team= 1 751 970 K
After this Yokoya sent Hasegawa to be the inspector to the next turn and Akiyama did tell him where's the card from the window. After this, Hasegawa comes back with the money, and Yokoya succeeds with the plan.



[FRI,WMI,VCI, Planning Coverage, Planning Formulation Speed, Planning Versatility, Planning Preparation, Short Term Planning, strategy Execution, Strategy Effectiveness, Strategy Complexity, Strategy Efficiency Strategy Adaptability, Convergent Thinking, Logical Thinking, Critical Thinking, Linear Thinking, Associative Thinking, Overall Thinking, Abductive Reasoning, Deductive Reasoning Overall Reasoning, Concealment, Verbal Deception, Bluffing, Misdirection, Individual Manipulation, Indirect Manipulation, Direct Manipulation, Emotional Understanding, Overall SQ, Observation, Anticipation]

ENDGAME MONEY:

In last day of the contraband game, Yokoya says he'll be playing all the remaining rounds as the inspector and the smuggler, that's because he said Akiyama could have prepared some kind of a plan for this final, just like he got Akagi and Shibayama to join him, but if Yokoya plays every round, Akiyama will become powerless. However Yokoya said that he has a plan to earn 500 to 600 million in the outside account but one of the northern members says the South think they have all of the ATM money, so they're trying to lose it in the outside account. Currently the north has 1 769 490 K in the outside account, the South has 1 681 670 K in the outside account, all the South has to do is keep this situation where they're losing by a narrow margin the south has no money left in the North's ATM so they'll have an empty briefcase every time, the North can't call doubt as that would just be reducing their winnings, so they have to call pass and the same goes with the south team and as a result of this; the game will ends as it currently is. Yokoya came up with a plan:
The north will just smuggle more money. Even though they don't currently have any money in the ATM, they have the money they got from Akiyama, the same one they hid. Before smuggling, Yokoya will pay into the south's ATM, after depositing the money he'll withdraw the same 100 million immediately and he'll enter the inspection room with this money. But Yokoya does this in order to turn the northern money into southern money to finally make it northern money again, Yokoya says the goal is to confuse the southern team. Based on their calculations, it should have been impossible for the northern team to smuggle any money. Yet, they would find money in the trunk, leading them to doubt their own calculations and suspect a flaw in their logic. As Yokoya anticipated, this misdirection caused the southern team to adjust their records, inadvertently adding money to the northern account. But Yokoya's real goal was to get the money into his account. Yokoya thought his victory was certain but maybe there's some sort of trap waiting for him so to prepare for the worst case scenario he acted to guarantee that at least he'd be the one to make money. Yokoya did set a trap by his words and that by, since the money can't be smuggled before it's registered to the southern ATM, Yokoya would use his own card to temporarily deposit it there, effectively transferring ownership to the southern ATM once he withdraws it again, but at the same time; that act has the effect of transferring the money's ownership over to Yokoya as well. Once the custom official confirms the smuggling attempt, the money is taken and deposited into that player's outside account. Yokoya was able to take all the money and he smuggled it and got it deposited into his outside account. So the other eight of the northern members were lured by a feeling of security once the 1.8 billion were carried here, the reason was because that money would've been divided equally among the team after the game was over. All the northern members felt like they were guaranteed an extra 200 million but what happened was Yokoya steadily raised his share of the pie under the pretense of smuggling, so Yokoya was the only one to get any of it in the end, turning his total amount of money from 500 M to 1.03 B.



[VCI, planning Coverage, Planning Versatility, Planning Contingencies, Strategy Execution, STrategy Success Rate, Strategy Complexity, Contingency, Verbal Deception, Cunning, Indirect Manipulation, Mass Manipulation, Acting Skills, Info Control, Overall Thinking]

Yokoya's objection:

After sustaining a loss he uses Akiyama's own words and points out the contraction. The liar game makes off a few, extreme winners and large amounts of huge losers. Akiyama's plan had completely failed in that regard. Yokoya changes the whole atmosphere with his words:
"Hear this, gentlemen of the northern country, who are now steeped in horrendous debt worse than ever before!! I'm sure you're seething with resentment and are unsure where to direct it, so let me say one thing"
"When you take a look at the big picture and try to figure out who cornered you into the mess you're in... remember to think of this man, Akiyama Shinichi, who brandished his false sense of justice and supported the deeds of the LGT corporation!!"

[VCI, linguistic intelligence]

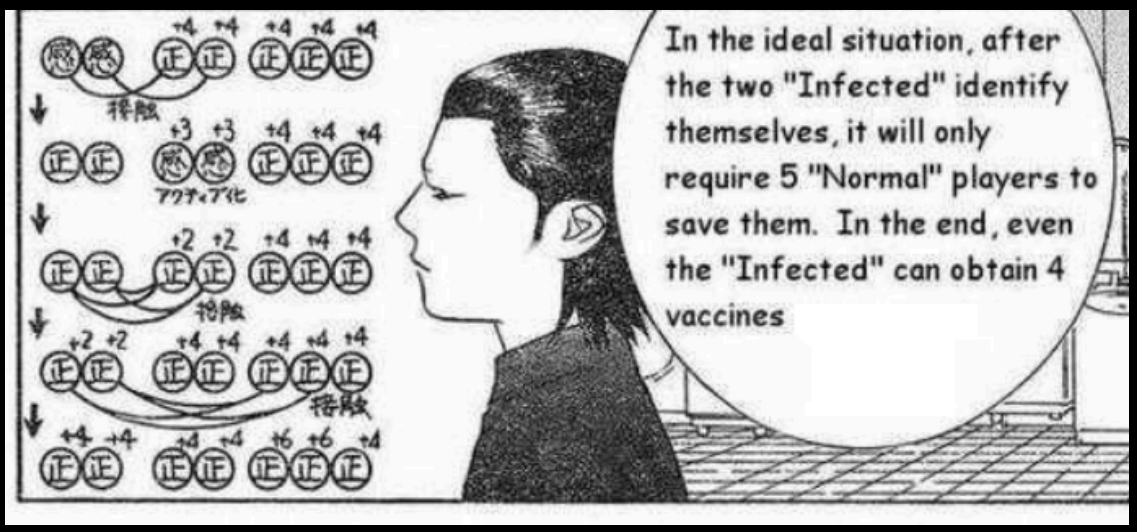
❖ PANDEMIC GAME:

VIRUS OUTBREAK:

Before the game was revealed, Yokoya bribed Fatty and Bangs telling them to not think much about the money he just gave them, since he knows everyone within the LGT office, so he knows how to win, if they do as he says, they'll win as well.

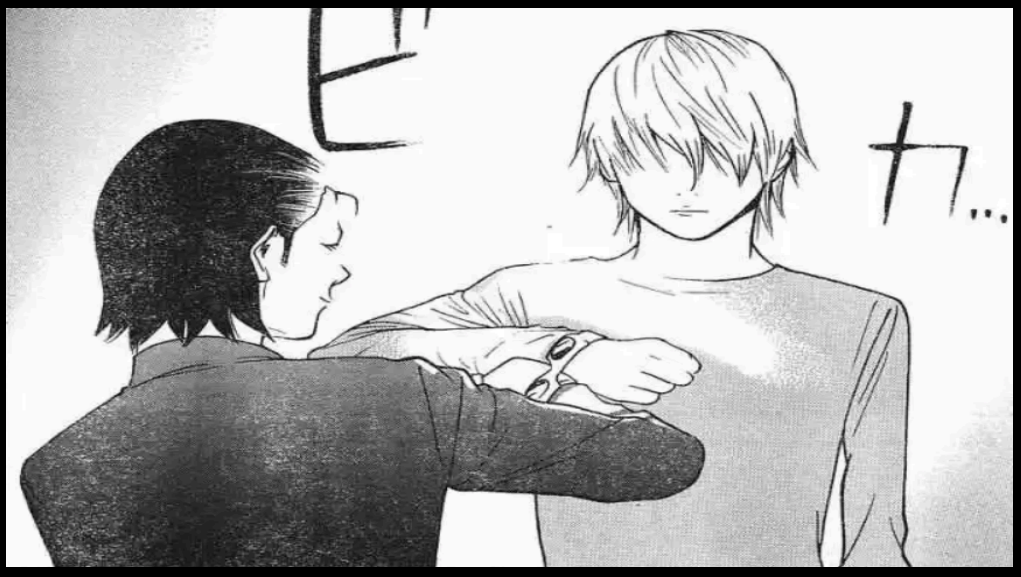


In the rehearsal game, the dealer says the top three players will gain an advantage in the main game: starting up as “Normal”. Yokoya is randomly selected as an infected. Then Bangs and fatty, who are “normal” are told by Yokoya to lie and claim to be infected in case of players cooperation, After Nao told her strategy to make everyone win in this stage, people were doubting about it, but Yokoya raised up his hand, saying he'll work with Nao in this, since there's no money between the rehearsal, there's no need of wasting time.
He quickly makes an analysis and states “In the ideal situation, after the two "Infected" identify themselves, it will only require 5 "Normal" players to save them. In the end, even the "Infected" can obtain 4 vaccines. If I join, well be 6 people on board, we just need one more player to execute this strategy”
After he states this, Fatty says he'll help, right after, all players raise up their hands saying they'll cooperate.

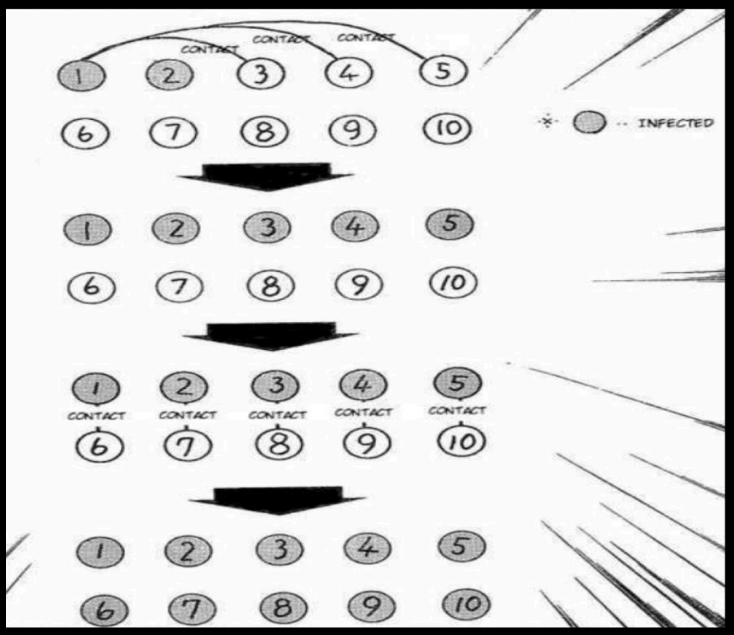


[VCI, FRI, Leadership, Inductive reasoning, Abductive reasoning, Numerical reasoning, Logical reasoning, Setting Traps, Analysis, Persuasion]

Nao asks the infected players to show themselves, Fatty identifies as an infected, right after this, Bangs identifies as an infected as well.
After this, Normal players start having contact to create vaccines

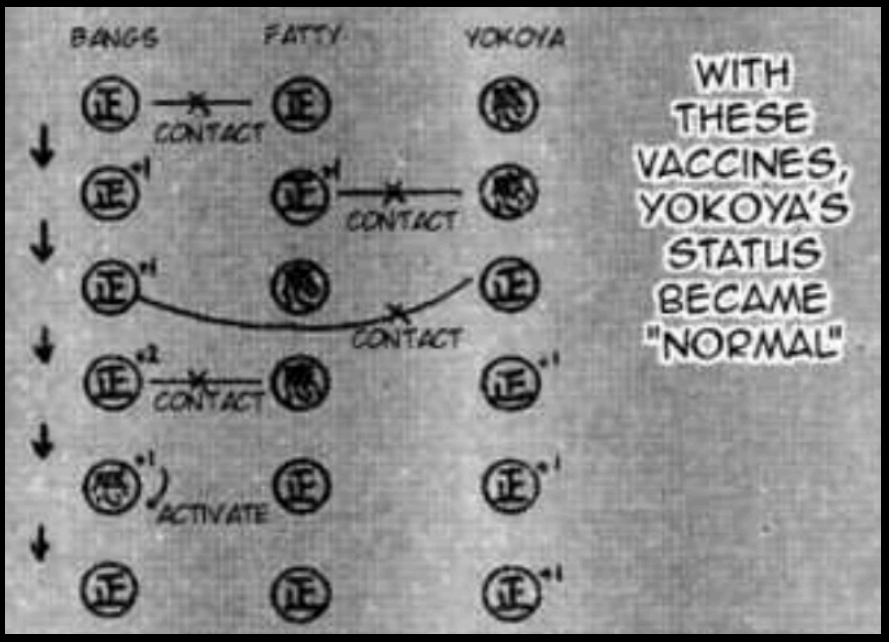


While some players were doubtful about having contact, Yokoya acted first and had contact with 4 players. Glasses; the other player who was really an infected, did not identify as an one because Fatty and Bangs did first, right after this, players said to start having contact, so he had no chance to either explain or understand the current situation. So both Yokoya and Glasses had contact with normal players, Yokoya being the aggressive contacter, and Glasses being more reserved, were enough to infect all the players.



After Yokoya saw all the normal players had contact between them, he went with Fatty and Bangs, who already had contact between them following Yokoya's instructions and created vaccines, with these same vaccines Yokoya could turn “normal”. These are the steps followed to Yokoya's purification:

1. Both Fatty and Bangs became Normal +1 after having contact between them
2. Yokoya has contact with fatty, Yokoya becoming Normal +0, Fatty becoming infected +0
3. Yokoya has contact with Bangs, Yokoya becoming Normal +1, Bangs turning Normal +2
4. Fatty and Bangs have contact again, Fatty turning Normal +0, Bangs becoming Infected +1
5. Bangs uses his clock to activate his vaccine, becoming Normal +0. This way making the group all “Normal” and winning the rehearsal game.

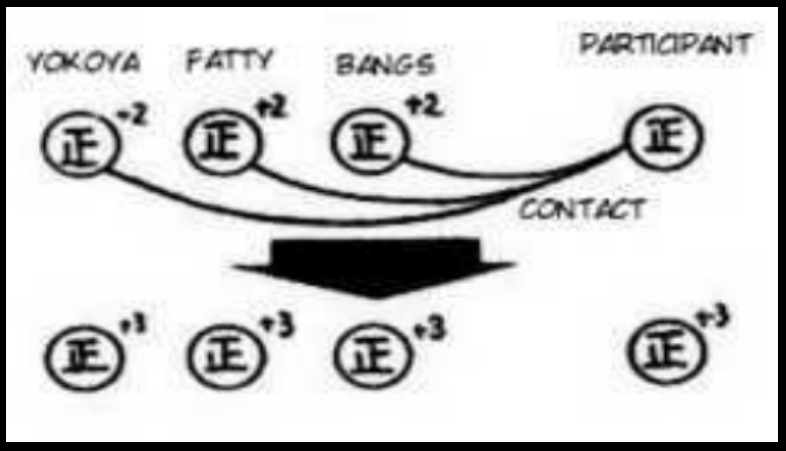


All the “Normal” players had contact between them, So Nao says it's time to have contact with the infected ones, Akiyama stops her, saying they should check their state, just in case. Nao verifies her state, and realizes she's currently infected +0. Fear spreads among players, they all check out their state and find out they are all Infected +0. Unfortunately for them, time is up already. Players start arguing, blaming each other for what happened. The results are demolishing: 9 infected, 3 normal.

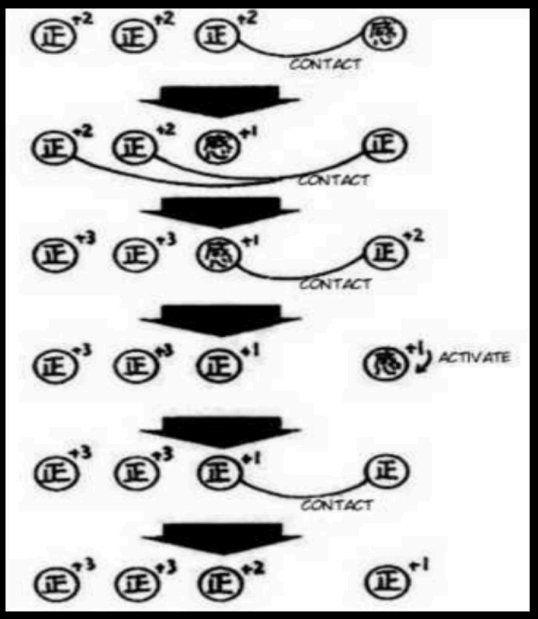
[FRI, WMI, Strategy Complexity, Strategy Foresight, Strategy Execution, Deception, indirect manipulation, direct manipulation, Leadership, Logical Reasoning, Linear Thinking, Associative Thinking, Inductive Reasoning, Quantitative Reasoning, Numerical Reasoning, Analysis, Anticipation, Setting Traps]

FIRST COME, FIRST SERVE:

Right after the main game starts, Yokoya and his group start having contact with each other. This is because they all are normal, instantly they generate 2 vaccines each one.
Yokoya mocks all the players, saying they're just petrified, and if they keep like this they'll lose. But he'll give them a hand “All you have to do is join us, even if you're an infected we won't hesitate to make you an ally and have contact with you.”
Kawai says that must be a trap, since they realized everything that happened in the rehearsal game by Akiyama's deduction, they no longer trust Yokoya.
Yokoya says the deal he proposed also holds great benefits for themselves since the 3 of them are currently Normal +2, if a normal player decides to join them, then all 4 of them can become normal +3, in this case, it would be beneficial for them to get new partners.



But even if the new member is an infected, at first glance it would appear they won't gain any benefit from it, But; surprisingly, they will end up as Normal +2, Normal +3 and Normal +3. Although not by much the number of vaccines is definitely increasing, the Infected player will also become Normal +1, so it's a win-win situation.



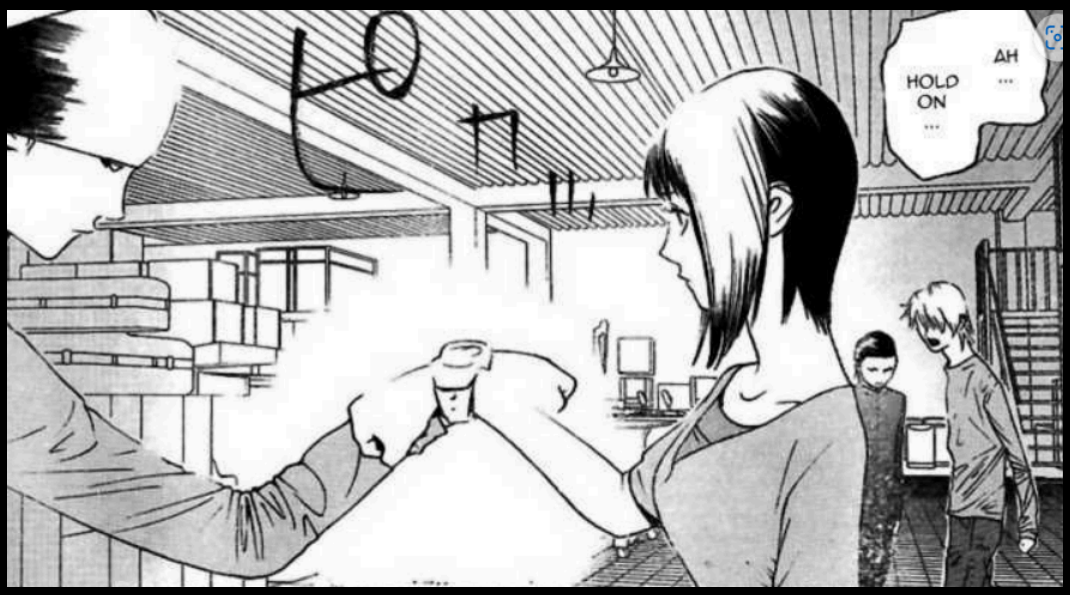
After hearing this reasoning, players immediately changed their mind and saw with good eyes joining Yokoya, in Nao's words: “At that time, I felt a gigantic shift in atmosphere within the warehouse. Everyone was full of endless hatred towards Yokoya, but now it's like they have been mesmerized by a siren, intently listening to every word he is saying”.
Yokoya lets the players know he is not a philanthropist like Nao, who hopes everyone will win, once they are sure of their victory, they won't need any new allies. There is only one rule to join him; first come, first serve, they will accept the first group of people that decides to join them, and once they have enough members to secure their victory, they won't accept any other member.



[VCI, FRI, WMI, Mass manipulation, Direct manipulation, Logical manipulation, Leadership, Inductive reasoning, Abductive reasoning, Numerical reasoning, Counterfactual Reasoning, Logical reasoning, Linear Thinking, Critical Thinking, Associative Thinking, Holistic thinking, Analysis, Cunning, Charisma, Persuasion]

YOKOYA'S RETALIATION:

After Akiyama successfully prevented players from joining Yokoya, the game was inevitably in a dead state, so Akiyama came up with the Ushirisuki Circuit Strategy. With this he was able to deceive everyone and put the game in his favor. Unfortunately for Akiyama, Yokoya acted. Yokoya went and said Akiyama was lying, he's not willing to save all players, he's just letting Akagi dying (Akagi is an infected, and Akiayama refused to have contact with him for now, this part of his strategy to identify the las infected). Obviously Nao refuted this, which Yokoya said: "if that's the case then have contact with Akagi, turn him from infected to normal" Nao proceeds to have contact with Akagi, Yokoya forced this for later confusing players about Nao's and Akagi's current state.



After this Yokoya says Akagi can now have contact with the other people, leaving Muscles, Greasy, Akagi and Akiyama as Normal +4 and Nao as Normal +2.
[VCI, Indirect manipulation, Individual manipulation, Misdirection, Foresight, Setting traps]

Yokoya says Akiyama told other lies, such as the SwingBall, because it cant react to the signals of the transmission devices. He proceeds to test it with Muscles, his state is Normal +4, therefore the ball with long strings shall move based in what Akiyama said.



Muscles overreacts, saying he is for real Normal, Yokoya tries it again and now the long string ball moves, proving the balls doesn't react to any signals. It's just a trick where the ball moves at the will of the holder. Although the balls look static, it's actually slightly moving. and the swinging periods for ball with long string and ball with short string are definitely different
as long as you can find the swinging period of the ball you want to move, you can twist the stick at the same frequency to produce large magnitudes of movement on that ball.



Muscles is surprised that Akiyama guessed correctly who was Normal. Yokoya proceeds to debunk it by asking why they agreed to take the swinging ball test, they say Akiyama asked “Who wants to take the swinging ball test?” So they both offered. Yokoya asks if Nao and Akagi volunteered too, in fact they didn't. They explain how Akiyama first tested it with his own watch, then he grabbed Akagi's hand and told him to take the test, finally he unexpectedly chose Nao to take the test. Yokoya says that's Akiyama's final lie.
He reveals Nao, Akagi and Akiyama have been working together even before the game started, that's how they know each other's status. Akiyama acted indifferent towards Akagi, and then asked who wants to take the test, this way the infected player won't show up, because of the fear of being abandoned like Akagi.



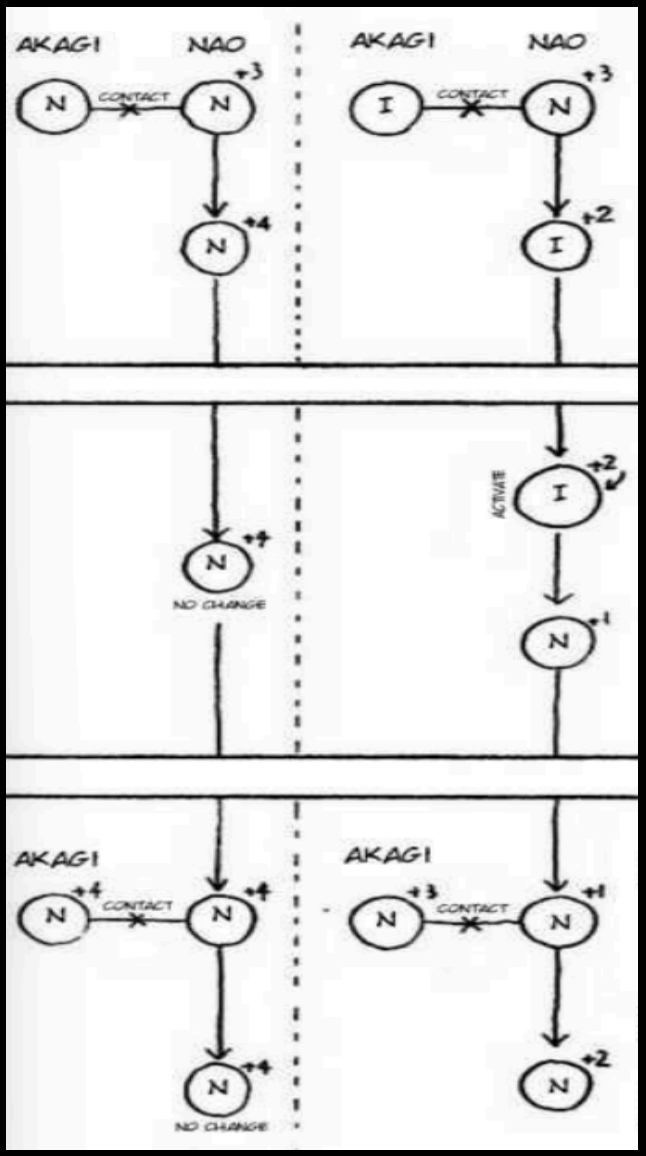
Yokoya says in the end Akiyama made a secret alliance and lied to everyone else, that's how he criticized him earlier, but his actions are not more different from his. He finally asks Muscles and Grease what they're gonna do, they run away , saying they will no longer have contact with anyone else, this way, Yokoya made Akiyama's group two important members to produce vaccines.

[VCI, FRI, WMI, Mass manipulation, Direct manipulation, Indirect manipulation, Logical manipulation, Guilt-Tripping Manipulation, Emotional Understanding, Emotional Perception, SQ, Inductive reasoning, Analogical reasoning, Abductive reasoning, Deductive reasoning, Logical reasoning, Critical Thinking, Linear Thinking, Associative Thinking, Crystallized Intelligence, Moral Reasoning, Analysis, Seeing through people, Persuasion, Pattern recognition, Trap Evasion]

Yokoya asks the remaining 4 players what they are gonna do, Nao says theyll obviously team up with her and win. But Yokoya is curious about if it will work. Yokoya raises up his voice, asking players to think about the facts: He, Bangs and Fatty are Normal +2. Second fact: they need allies in order to win. Third fact, Muscles and Grease are Normal +4, that's why they retired, therefore, if those two are Normal +4, Akiyama and Akagi are as well Normal +4. Therefore Yokoya says he doubts Akiyama and Akagi wont take any risk in helping the other players, since as the other +4 players, they would rather simply stay away from danger.
Nao says that's not true, they'll definitely help them because she's still Normal +2, so they need more allies. Yokoya quickly uses his trap, and says “Nao is Normal +2, do we know this for sure as a fact?”. Since the swinging ball test was a Hoax, Despite Akagi being identified as infected during the swinging ball test, he could actually be “Normal” this is similar to the trick he revealed earlier.

The key to Akiyama's plan is to be indifferent towards the "infected" Akagi, so the remaining "infected" player will not volunteer
if that's the case, it really doesn't matter whether Akagi is the "infected" or not
he just needs to convince others that he is "infected".
A player claims this is contradictory, but Yokoya proves its not:

- When Nao and Akagi had contact the first time, if Akagi was infected, Nao would've become Infected +2. But, if Akagi was Normal, then she would've become Normal +4
- Afterwards, Nao clicked the vaccine button on her watch to cure herself. If Akagi was Infected +2, she would've become Normal +1, if she was Normal +4, no changes will occur.
- Then Nao contacted with Akagi again, if Akagi was originally infected, then this would create vaccines and Nao would've become Normal +2, but if Akagi was originally Normal, since they've already contacted previously, nothing will occur.



With this reasoning, Yokoya convinces the players there's the chance Nao is Normal +4, Nao tries to deny this, but Yokoya says she has no way of proving what she claims. Yokoya concludes there's something even worse, if Nao is currently Normal +4, Akagi was Normal since the beginning, that means two of the four remaining players are Infected.

Yokoya finally says: “Please calmly think about it. for three "normal+4" players to ally themselves with four players while two of which may be "infected". accepting a huge risk just so everyone can win… Can this really be a fact?”

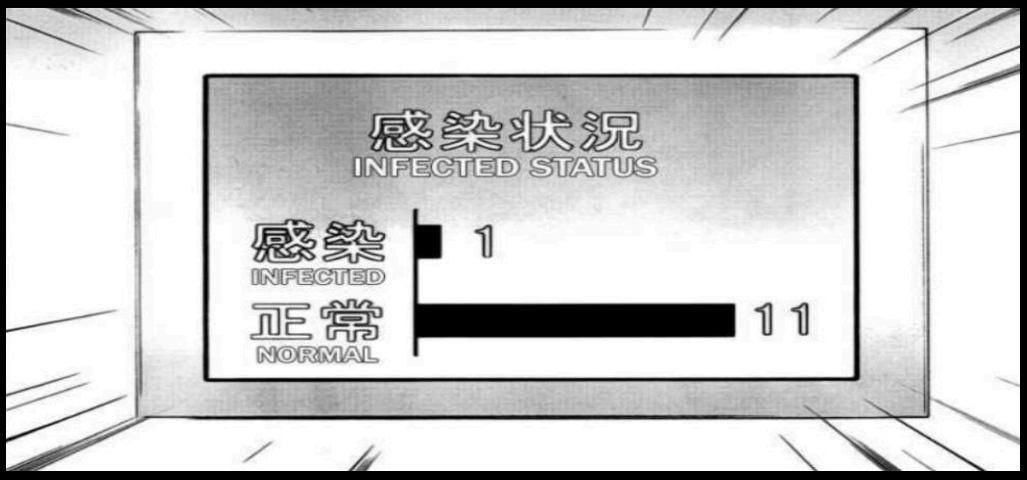
Finally, he gives 10 seconds to the players to choose their side, convincing 3 out of 4 players to join his side.



[VCI, FRI, Mass manipulation, Direct manipulation, Indirect manipulation, Logical manipulation, Emotional Understanding, Emotional Perception, Leadership, SQ, Inductive Reasoning ,Analogical Reasoning, Abductive Reasoning, Counterfactual Reasoning, Logical Reasoning, Critical Thinking, Convergent Thinking, Lateral Thinking, Linear Thinking, Associative Thinking, Crystallized Intelligence, Analysis, Persuasion, Setting Traps]

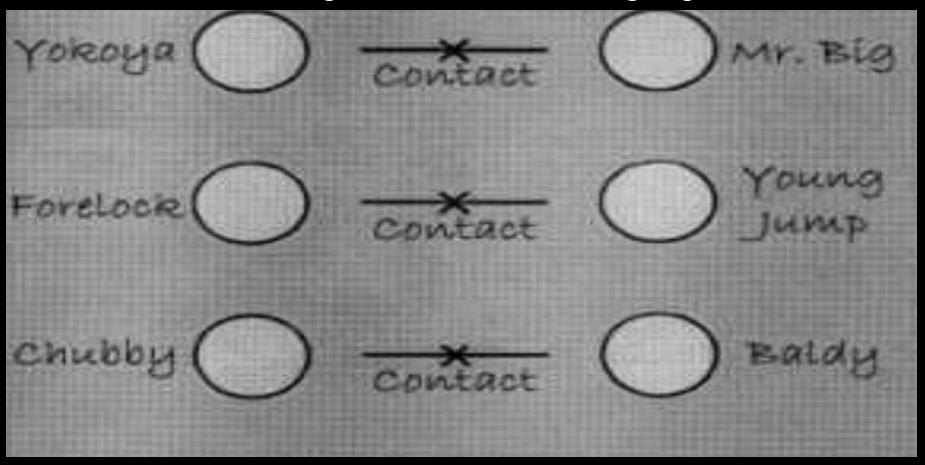
CHECK STRATEGY:

After they get the three new players, they start thinking about how to proceed, some of them losing cool because they can't identify the infecteds, So Yokoya suggests to wait until second round to end to see the global situation on the screen

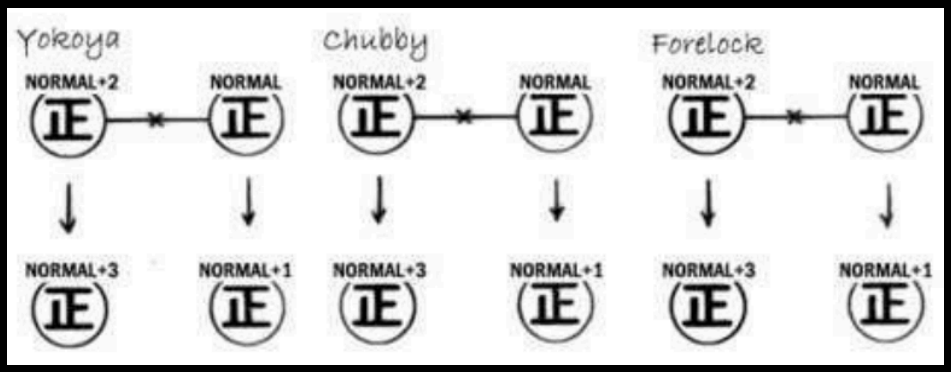


.After seeing the results, Yokoya gives instructions to his group to start the contact:

They're going to split into two groups of three, the original team (Fatty, Bangs and Yokoya) and the newcomers. then, simultaneously, each member of the original group will make contact with a single member of the new group.

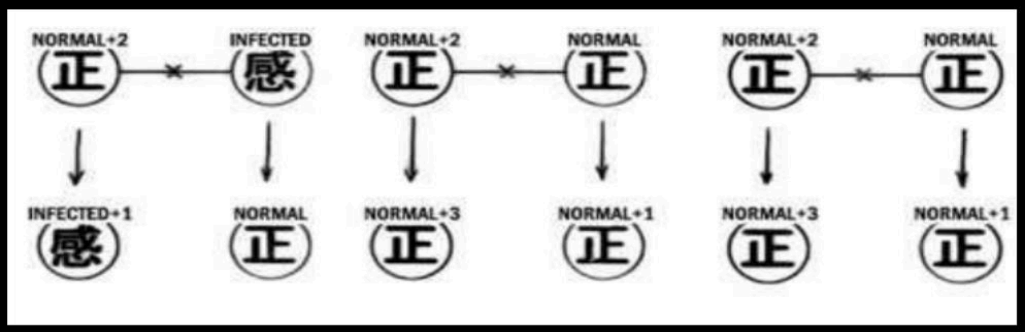


If the six of them are all normal, the end result will be: Fatty, Bangs and Yokoya: Normal +3. New members: Normal +1

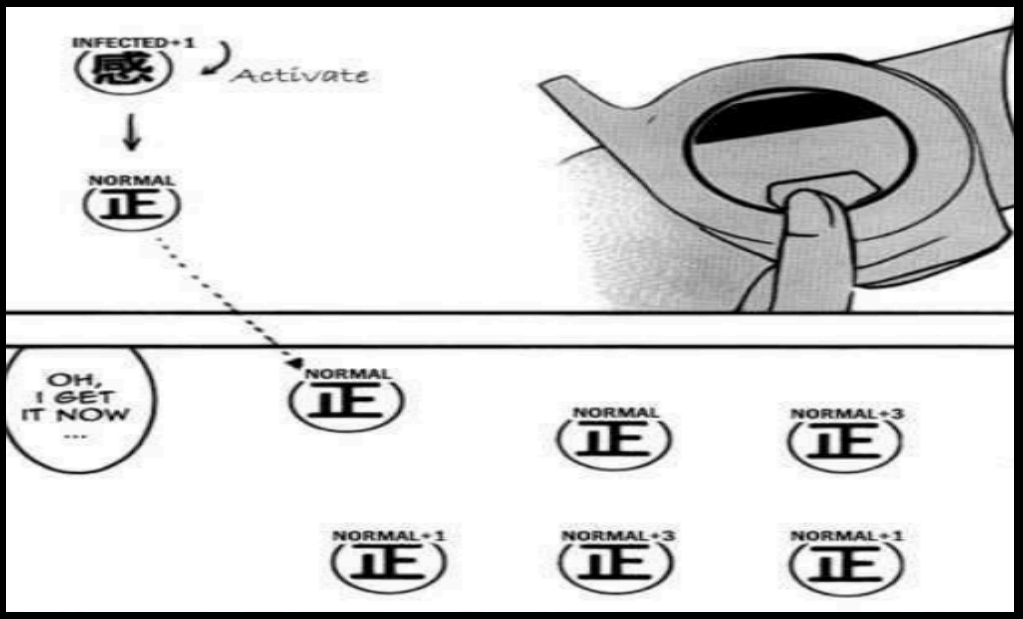


After they make contact, they'll go to verify their current state in the examination room, once they're certain all of them are normal, they'll have contact with whoever they haven't contacted already

In case one of them the new members are infected the result will look like:
Original members: two people Normal +3, one person Infected +1.
New members: Two people Normal +1, one person Normal +0



they'll go to verify their current state in the examination room. If there's an infected, they'll notify the group immediately and click the button to become normal again. This way they'll ensure that all six of them are normal, so they can contact and make vaccines without concern

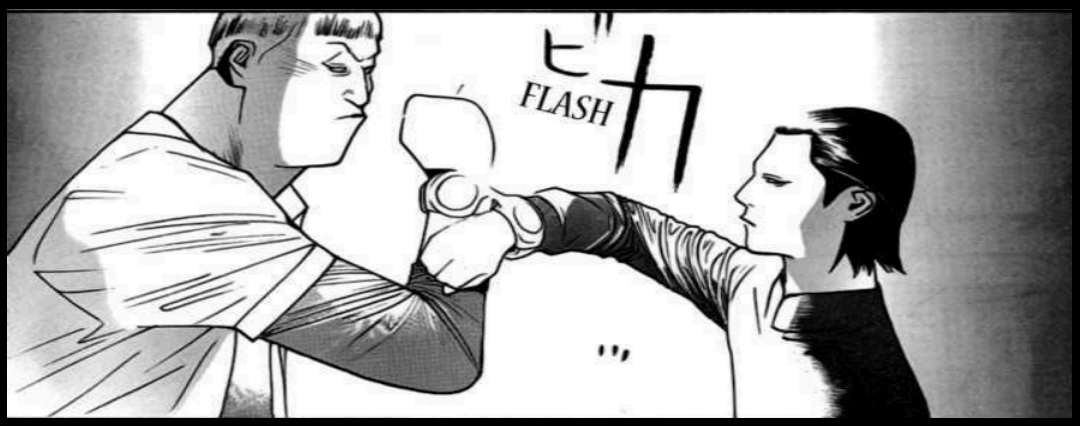


The best of this strategy is that not only they will identify which one of them is infected, but all three of the new players will be confirmed to be normal afterward.

Yokoya decides to take the two groups contact method to prevent a worse scenario, if they contact new members in sequence and check their status after each one, then the first two will be normal, the last one being the infected is almost sure, At that moment, five members will be known as Normal, enough to start making vaccines and achieve Normal +4. Whoever is left over will likely become an outcast.
Any player who realizes this will try to have contact first for fear of being abandoned, therefore making other players suspect them of being infected.
In this case, the infected will be an outcast, he will most likely abandon Yokoya's group and join Akiyama to become normal. Yokoya wants to avoid this scenario, that's why they will split into two groups and have contact with only one person of the other group

Fatty realizes if one of them is infected that means one of them will end as Normal +3
Yokoya says if there's an infected among them, it means Akiyama's group is clean, both Nao and Glasses are Normal +3, so they can have contact with Glasses, just because he wants to make Nao lose.

Through this speech, Yokoya analyzes the behavior and reactions of the new members, so he decides to have contact with Mr. Big, who is in fact; normal.



[VCI, FRI, WMI, PSI, Strategy Complexity, Strategy Foresight, Strategy Versatility, Strategy Shielding, Strategy Execution, Strategy Risk Assessment, Indirect manipulation, Emotional Understanding, Emotional Perception, Leadership, SQ, Inductive Reasoning, Analogical Reasoning, Abductive Reasoning, Counterfactual Reasoning, Logical Reasoning, Critical Thinking, Convergent Thinking, Lateral Thinking, Linear Thinking, Holistic Thinking, Associative Thinking, Crystallized Intelligence, Analysis, Composure, Seeing Through People, Cold reading, Foresight, Setting Traps]

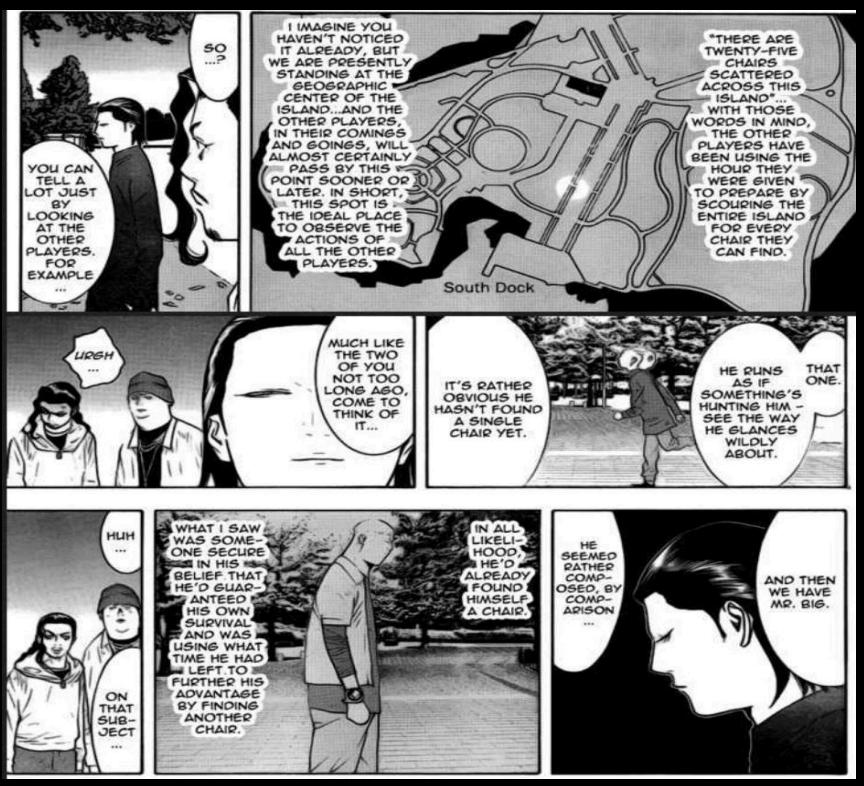
Yokoya and his group finally pass the Pandemic Game, although with some inconvenience because of Akiyama and Nao.

❖ MUSICAL CHAIRS:

CHAIR BAIT:

(Yokoya's team include 3 people: Yokoya, Fatso and Bangs)
Yokoya , Kimura and Akiyama managed to win the practice game, and as a prize they got envelopes. Inside this envelope there are three chairs, they all took the same envelope (meaning the same chairs in each envelope) Yokoya's team tried to get these chairs before Harimoto or Akiyama but unfortunately for Yokoya, Harimoto was able to took these chairs before anyone else, Yokoya waited 35 minutes without looking for chairs instead he stayed in the center of the island and the other players, in their comings and goings will almost certainly pass by this point sooner or later. In short, Yokoya did choose the best place to observe the actions of all the players. For example if a player runs and looks around the place

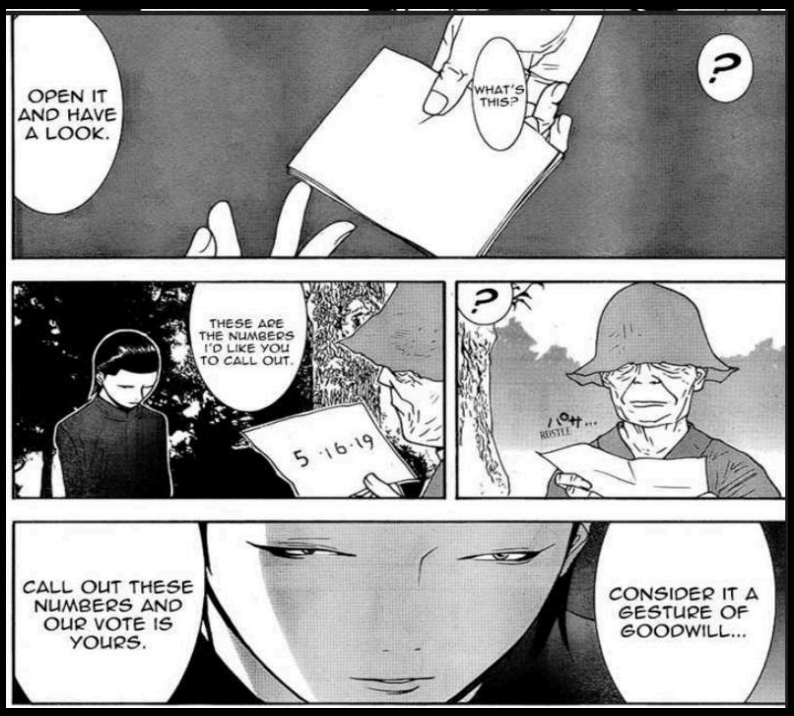
it is obvious that he still didn't find anything. And if a player seemed rather composed by comparison in all likelihood he'd already found himself a chair. And he said there's a simple way to find the chairs without having to exhaust themselves out. Yokoya analyzed every player walking around him. And he saw Mr.big was too calm as if he had found a chair. So Yokoya said loudly: "What a blockhead! He might as well have left it out in the open" (meaning that Yokoya did find a hidden chair) Mr.big instantly did run to his chair, because he thought to himself "could he be talking about my chair?" The next step is one of Yokoya's team to tail him, and he did lead straight to where he hid his chair, and without ever realizing his chair will be stolen. And that's what happened. Yokoya did this strategy 5 times and he succeeded in all of them. Doing this, he took 5 chairs.



[FRI, VSI, Strategy Execution, Strategy Success Rate, Strategy Effectiveness, Strategy Efficiency, Formulation speed, Indirect Manipulation, Strategic Deception, Verbal Deception, Emotional Understanding, Emotional Perception, Psychology, Linear Thinking, Overall Thinking, Cold Reading, Setting Traps]

HARIMOTO ALLIANCE:

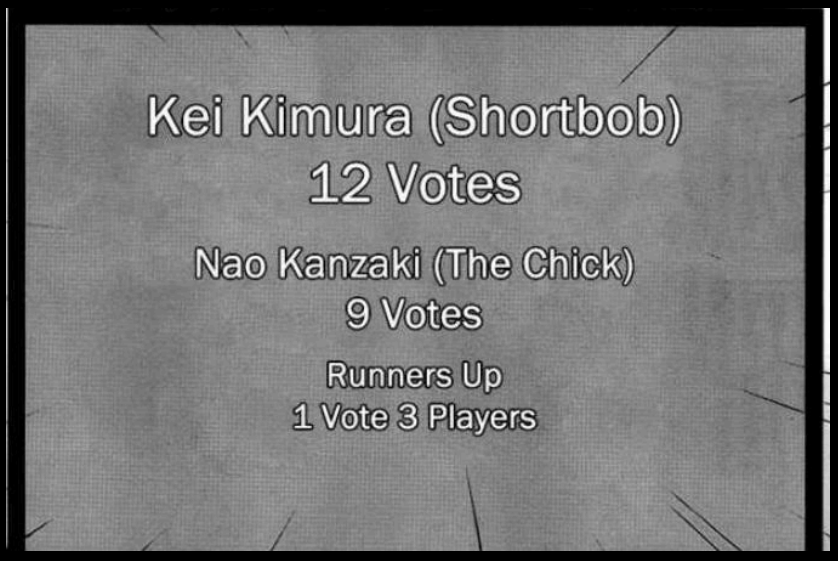
In the second round of the game, the leader of that round was Kanzaki Nao with 6 votes and all of her votes was from her team (Akiyama's team includes 6 people: Akiyama, Nao, Fukunaga, Akagi, Baldy and Kazuya) Yokoya did realize that Akiyama's team will control the leadership of the game if he let the game continue like this, that is why he wanted to do an alliance with Harimoto. He said to him: "The outcome of this game hinges on the results of the leader elections, as you've recently seen, the Akiyama group has expanded their influence to the point that they can unilaterally elect one of their own as leader. So what I suggest is that we pool our votes and take the elections back. My group will vote on lockstep with your group, this way you'll be guaranteed to take every election from this point onward." Yokoya gave 3 numbers to Harimoto and he wanted one of these numbers to be called out. And by this they can control the game.



Also this strategy allows Yokoya to know Harimoto's chairs by using a trick. For an example Let's say Yokoya gives Harimoto these numbers: (1 , 2 , 3) but let's assume one of them belongs to Harimoto's group (let's say it's 3) and if Harimoto calls out the number " 2 " Yokoya will give him another paper with numbers (1 , 4 , 3) and Harimoto calls out the number "1" and again yokoya give to Harimoto paper with these numbers (5 , 4 , 3) and Harimoto calls out the number " 4 ". It'll become obvious that it's "3" chair that belongs to Harimoto . In short, Yokoya on the pretext of the joint struggle, learns the numbers of the enemy's chairs and step by step prepares to crush Harimoto's group.



But this plan lasted only 1 round, because Akiyama gave the Gaya alliance some medals to vote for him and that's what happened. Akiyama did take the lead for the 4th round and nullified one of Yokoya's chairs. And now Yokoya has 3 chairs. Yokoya instantly did give the Gaya some of Fatso's medals to vote for Kimura because he said that his team is planning to make Fatso the winner. After this, in the 5th round Kimura took the lead and nullified one of Akiyama's chairs.



[FRI, VCI, Indirect Manipulation, Individual Manipulation, Persuasion, Linear Thinking, Critical Thinking, Logical Thinking, Convergent Thinking, Inductive Reasoning, Abductive Reasoning, Overall Reasoning, Observation, Setting Traps]

SAEKI'S GASLIGHTING:

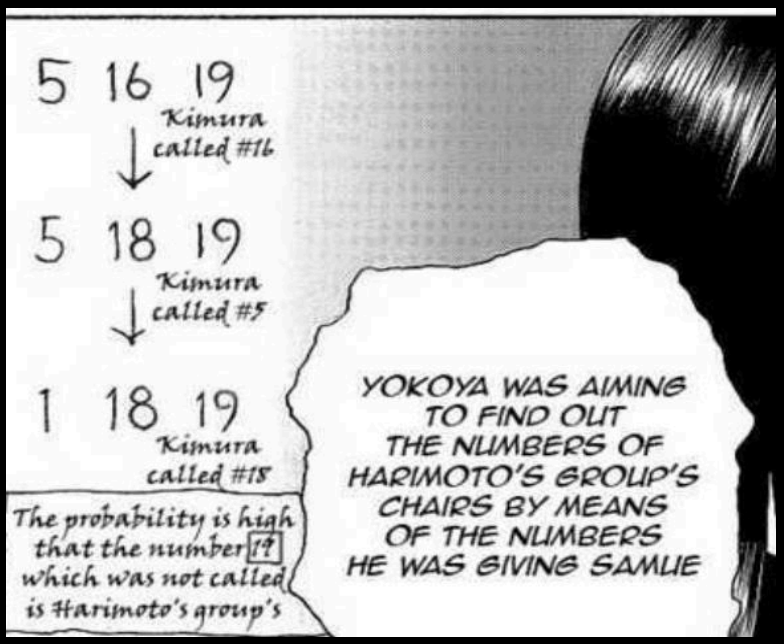
In the 6th round, Kimura nullified the chair number 18 which is one of Saeki's chairs, and now Saeki only has 1 chair left, but he can't sit in this chair because he sat on this chair in the last round so now he can't sit in this chair. Yokoya realized that Saeki lost one of his chairs so he went to talk to him and offered to join his group. Yokoya said his group has only 3 people and 3 chairs and they use these chairs in rotation. And he said to him that he's alone and has only one chair, the only fate is gonna wait for him is becoming Gaya, but if he joins Yokoya's group he can keep on surviving the game with the rest of them. And with 4 people and 4 chairs, their victory in the end becomes considerable and he'll get some prize if they win, that's better than becoming a Gaya. Saeki accepted Yokoya's offer without even thinking about it because Yokoya's offer was very convincing. Then yokoya said to Saeki to guide him to the hiding place of his chair, Yokoya took the chair and then Saeki asked him where's his chair, Yokoya answered by "there's no chair here, this is the Liar Game you know, and I just swindled you. There's no way i would tell a stranger the hiding place of our chairs" by that, Saeki did become a gaya and yokoya gained a new chair and now Yokoya's group has 4 chairs with 3 players



[VCI, Emotional understanding, Indirect Manipulation, Individual Manipulation, Persuasion, Verbal Deception, Setting Traps]

HARIMOTO’S BETRAYAL:

In the 8th round, Kimura was selected as the leader with 15 votes. Yokoya provided the numbers (1, 11, 25.) But Kimura nullified chair number 2 (which belonged to Yokoya's group). Yokoya approached Harimoto to ask why he nullified chair number 2. Harimoto claimed that all three numbers Yokoya provided were from his group. This was a lie, as numbers 1 and 11 actually belonged to Akiyama's group. Harimoto had realized that Yokoya could identify his group's chair numbers using the "three numbers trick."Despite the lie, their alliance remained intact, and Yokoya gave Harimoto another set of three numbers to call out: (1, 11, 15.) This time, number 15 belonged to Yokoya's group. By including one of his own group's numbers, Yokoya tested Harimoto’s loyalty. If Harimoto chose not to call one of these numbers and claimed that "all these numbers are mine," Yokoya would confirm that Harimoto had betrayed him .In the 9th round, Kimura was again selected as the leader and nullified chair number 3, which belonged to Akiyama's group. This confirmed to Yokoya that Harimoto had indeed betrayed him. For the 10th round, Yokoya instructed Gaya to vote for Fatso in the next election. To strengthen their position against Akiyama's group, Yokoya's group expanded its influence over Gaya by distributing medals, ensuring their compliance. Fatso was selected as the leader for this round and nullified chair number 19. This is because, in the 3rd round, Yokoya had given Harimoto the numbers (5, 16, 19.) Kimura nullified number 16. In the 4th round, Yokoya gave the numbers (5, 18, 19.) and Kimura nullified the number 5. In the 5th round, Yokoya provided the numbers (1, 18, 19.) and Kimura nullified the number 18. Over three consecutive rounds, chair number 19 was never called. This pattern strongly suggested that chair number 19 belonged to Harimoto's group. Yokoya’s deduction proved correct, chair number 19 was indeed part of Harimoto's group.



[Charisma, Leadership, Abductive Reasoning, Overall Reasoning Linear Thinking, Logical Thinking, Lateral Thinking, Observation, Setting traps]

GAYA ALLIANCE DEDUCTION:

In the 11th round, Yokoya's group was deliberating which chair number to target next. Yokoya suggested they choose chair number 1. However, the situation changed abruptly when Harimoto betrayed them, causing suspicion to shift toward chair number 25.

The reasoning behind this suspicion:

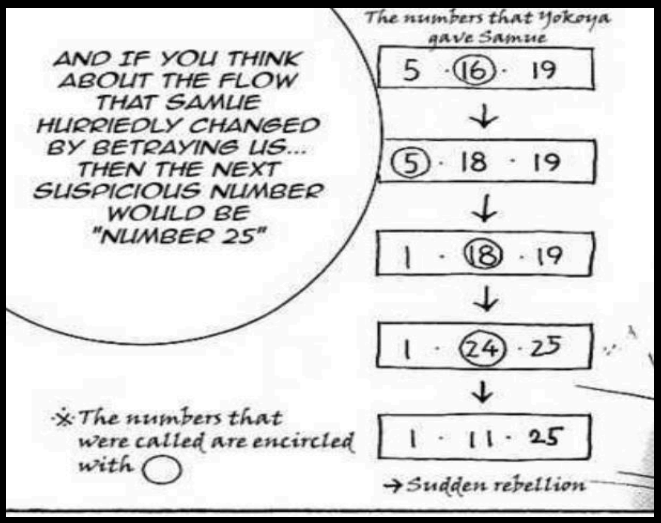
In the 3rd round, the numbers called out were (5, 16, 19.) And Kimura nullified chair number 16.

In the 5th round, the numbers were (5, 18, 19.) and Kimura nullified chair number 5.

In the 6th round, the numbers were (1, 18, 19.) and Kimura nullified chair number 18.

In the 7th round, the numbers were (1, 24, 25.) and Kimura nullified chair number 24.

In the 8th round, the numbers were (1, 11, 25.) but Kimura did not nullify any of these numbers.



[WMI, Abductive reasoning, Deductive Reasoning, Overall Reasoning, Observation, Pattern Recognition, Data Analysis]

From this pattern, Yokoya deduced that either chair number 1 or chair number 25 likely belonged to Harimoto's group.

Yokoya predicted that Harimoto’s group would attempt to secure Gaya's votes to gain an advantage. To counter this, he instructed his group to persuade the Gaya to vote for them instead. However, their efforts were unsuccessful, as the Gaya openly declared their intention to support Harimoto, who had bribed them with medals.

Yokoya’s analysis of the situation:
There were 12 Gaya in total, but 2 were secretly working for Akiyama, leaving only 10 available Gaya who could be swayed. Yokoya's group, being two members short compared to Harimoto's group, needed to secure at least 7 out of these 10 votes to win the leadership for the round.

Yokoya explained to his group why winning this round was absolutely critical. At this stage, Yokoya's group had only 3 players and exactly 3 chairs available for them. If Harimoto's group gained leadership, they would be able to nullify one of Yokoya’s chairs, forcing one member of Yokoya’s group to become a Gaya.

This would significantly weaken their position. The medals associated with the member who became a Gaya would instantly lose their value, as they would no longer be tied to an active player. Gaya holding these worthless medals would likely think:

> “Fatso is now one of the Gaya, so these medals are worthless. Even though I only have a few of Harimoto’s medals, it’s better to ally with him and fulfill my obligations to his group.”



Yokoya warned that this would cause a chain reaction, with more Gaya defecting to Harimoto’s side. Without medals to maintain their loyalty, Yokoya’s group would lose all influence over the Gaya, leading to their complete collapse in the game.

To prevent this, Yokoya's group used all their resources to secure Gaya votes. Their efforts paid off as they managed to persuade 7 Gayas to vote for them. The leadership vote concluded with Fatso receiving 10 votes, while Kimura received 8. Fatso became the leader and chose to nullify chair number 1, which belonged to Akiyama’s group.

The 12th round:
Yokoya's group continued to rely on Gayas for support. The result of the leadership election was exactly the same as the previous round: 10 votes for Fatso and 8 for Kimura.

However, Yokoya began to notice something peculiar about the results of the last two rounds:

1. No matter how many medals they used to buy votes, the result was consistently 10:8, as if the outcome had been predetermined.

2. It was surprisingly easy to locate the Gaya during these rounds, even though the island was vast and difficult to navigate. It was almost as though the Gaya were deliberately making themselves easy to approach.

This unusual behavior led Yokoya to suspect that all the Gaya might be working together in secret, manipulating the voting process for their own agenda. This revelation introduced a new layer of complexity and uncertainty to the game.



[FRI, WMI, Strategy Control, Strategy Execution, Strategy efficiency, Strategy Formulation Speed, Abductive Reasoning, Deductive Reasoning, Overall Reasoning, Linear Thinking, Lateral Thinking, Convergent Thinking, Data Analysis, Observation, Perception, Intuition, Overall Sensory]

YOKOYA'S FORESIGHT:

The Gaya Alliance, under Shima's control, and Shima, is under Akiyama's control. This means that the Gaya Alliance indirectly works for Akiyama. The Gaya Alliance constantly manipulates election results to keep them close, ensuring that both Harimoto and Yokoya feel compelled to pay them more medals. For example, if the election results are always kept at 10:8, both Harimoto and Yokoya will continue to pay the Gaya Alliance to secure their votes.

Yokoya, however, devised an unexpected strategy by completely stopping the purchase of votes. This decision stunned his team, as they believed it would inevitably lead to their defeat. But Yokoya confidently stated that, contrary to their expectations, his group would still win the leadership position even without taking any action. True to his prediction, the results of the 13th round of elections confirmed his suspicion: Fatso secured 10 votes, while Kimura received 8 votes. Additionally, Fatso nullified chair number 20, which belonged to Akiyama's group.



[FRI, Strategy Success Rate, Strategy Control, Strategy Execution, Strategy Shielding, Formulation Speed, Anticipation, Predictions, Overall Foresight, Observation, Intuition, Overall Sensory]

Following these results, Yokoya became certain that the Gaya Alliance had officially formed. He understood their motivations and noted that the Gaya Alliance had realized the changing dynamics of the game. They recognized that the primary conflict had shifted into a direct confrontation between Yokoya's group and Harimoto's group. Realizing their newfound importance in the game, the Gaya Alliance understood that they were now the most crucial element in deciding the outcome of the leader elections, thanks to their control over voting power. Capitalizing on this position, the Gaya Alliance began exploiting the situation by aligning themselves with both groups to cheat them out of as many medals as possible.

Yokoya explained why the Gaya Alliance chose to vote for him instead of Harimoto's group. It was because Yokoya's group had two fewer members than Harimoto's group. This imbalance meant that, even though Yokoya's group spent nearly all their medals battling Harimoto to secure more votes from the Gaya Alliance, Harimoto's group still had some medals remaining. The Gaya Alliance sought to exploit this by pressuring Harimoto's group to pay even more medals in exchange for their votes. Yokoya had predicted this strategy during the final round of elections. Despite this, he admitted that the situation had turned into the worst-case scenario for his group due to the Gaya Alliance's influence.
And that's because at the time Yokoya's group distributed their medals in the following way:

Ootsuka: 23 medals of his own + 5 medals from Yokoya.

Fatso: 23 medals of his own + 5 medals from Yokoya.

Yokoya: 15 medals of his own.

Both Ootsuka and Fatso spent their medals to secure votes from the Gaya Alliance. However, after the Gaya Alliance formerly banded together, they began freely exchanging information amongst themselves, increasing their bargaining power. When Yokoya later asked Fatso how he had convinced the Gaya Alliance to vote for their side, Fatso explained:
"Our group has a strategy to make me the last man standing and to split the medals equally. I also promised to give one medal with my name on it to them specifically, so I asked for their vote."

When Yokoya asked Ootsuka the same question, Ootsuka's answer was identical to Fatso's. This realization confirmed that the Gaya Alliance had already joined forces by that time and could easily see through the lies told by Yokoya's group. What made matters worse was the Gaya Alliance's awareness of Yokoya's ultimate goal: securing victory for himself. This understanding gave the alliance even more leverage to manipulate both Yokoya and Harimoto's groups.



[Inductive reasoning ,Analogical reasoning, Abductive reasoning, Counterfactual Reasoning, Logical reasoning, Critical Thinking, Convergent Thinking, Lateral Thinking, Linear Thinking,Holistic Thinking, Associative Thinking]

Determined to dismantle the Gaya Alliance, Yokoya set out to identify the true leader. Fatso and Ootsuka investigated and concluded that Shima was the one controlling the alliance. However, Yokoya refused to accept that someone like Shima could hold such significant influence. To confirm the truth for himself, Yokoya decided to conduct his own investigation.

During his observations, Yokoya discovered Shima in conversation with Akiyama. This interaction confirmed Yokoya's suspicions: the Gaya Alliance was not independently controlled by Shima. Instead, Shima was merely a pawn, and the true power behind the alliance was Akiyama. Thus, Yokoya realized that the Gaya Alliance was indirectly working under Akiyama's influence.

SECOND HARIMOTO ALLIANCE:

In the 14th round, after Yokoya discovered that Akiyama was controlling the Gaya alliance, he realized his only viable option was to collaborate with Harimoto again. With 12 players and 12 chairs remaining, it became clear that players would gradually be eliminated from this point onward. Yokoya approached Harimoto to propose an alliance. Initially, Harimoto refused, suspecting Yokoya was lying to manipulate him into joining forces.

Yokoya then revealed that the Gaya alliance was under Akiyama's control, but Harimoto remained skeptical and demanded proof.

Yokoya, aware that Harimoto's group was attempting to win over the Gaya alliance, proposed a test. He advised Harimoto to stop trying to recruit the Gaya alliance for this round. If Akiyama was indeed behind the Gaya alliance, his goal would be to pressure both Harimoto's and Yokoya's groups into giving up medals. And if Harimoto stops trying to get the Gaya votes, this would leave Akiyama and the Gaya alliance at a disadvantage unless Akiyama had a backup plan. In such a scenario, Akiyama would likely have the Gaya alliance withdraw from the leadership election, allowing the six players from Akiyama's group to vote instead.

This is precisely what happened in the 14th round: the Gaya alliance withdrew, and Akiyama's group, which had not voted for eight consecutive rounds, returned to vote (Yokoya predicted all of this). As a result, Nao was elected as the leader and nullified chair number 21. Harimoto, finally convinced, agreed to an alliance with Yokoya. However, Harimoto insisted on a new method to determine which chair they would target.



[Lateral Thinking, Divergent Thinking, Logical Thinking, Overall Thinking, Overall Reasoning, Predictions, Anticipation, Overall Foresight, Observation, Perception, Overall Sensory]

The Method:

1. Yokoya selects a chair number. This number must not belong to Yokoya's group.

2. Harimoto evaluates the number.

If the number does not belong to Harimoto's group, he says "OK."

If the number does belong to Harimoto's group, he says "NG."

3. If "OK" is given, the game proceeds, and the chosen leader (supported by both alliances) will later nullify that chair number in the game.

4. If "NG" is given, Harimoto then selects a chair number. Yokoya repeats the same process, either saying "OK" or "NG" based on whether the number belongs to his group.

5. If Yokoya says a number Harimoto agrees by saying OK, Yokoya can choose, the leader. If Harimoto says a number Yokoya agrees with an OK, Harimoto will choose the Leader.

Both Yokoya and Harimoto agreed to this method.

The Outcome:

In the 15th round, Harimoto initiated the process and selected chair number 8. Yokoya responded with "OK." As a result, Kimura was elected as the leader and nullified chair number 8. Thus, the first day of the game concluded.



[Strategy Shielding, Strategy Adaptability, Strategy Execution, Strategy Efficiency]

YOKOYA'S BETRAY:

The next day, the 16th round began. Harimoto and Yokoya were deciding which chair to call out. It was Yokoya's turn to attack. Yokoya called out a number, but Harimoto responded with "NG," signaling that it was now Harimoto's turn to attack. Harimoto chose chair number 11, and Yokoya replied with "OK," confirming that Harimoto would call out chair number 11.

The voting results for the 16th round were as follows:

8 votes for Kimura

5 votes for Nao

1 vote for Baldy

This vote reflected a pivotal moment, as Akiyama's group had decided to kick Baldy out of their alliance. Kimura nullified chair number 11, which belonged to Akiyama, thus rendering Akiyama’s group's chair count even lower.

The updated situation after this round was:

Akiyama's group: 3 players with 2 chairs

Yokoya's group: 3 players with 3 chairs

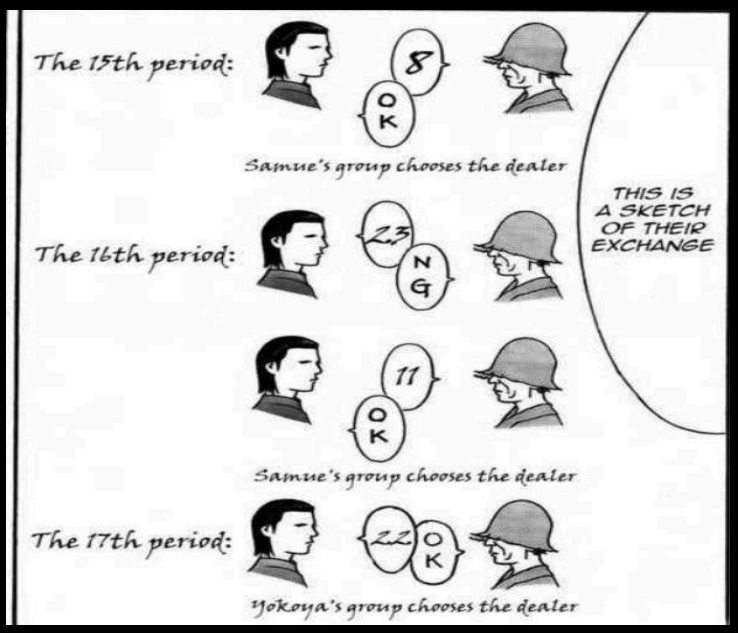
Harimoto's group: 4 players with 4 chairs

In the 17th round, Baldy, who had been part of Akiyama's group, approached Yokoya with an offer to help him. Baldy proposed sharing confidential information about Akiyama's group, including their chair numbers and the number of medals each member possessed. In exchange, Baldy requested 5 medals. Yokoya accepted the deal. Baldy revealed that Akiyama's group held chairs numbered 22 and 23. This revelation helped Yokoya realize that Harimoto had been lying in earlier rounds.

Insights from Earlier Rounds:

15th round: Harimoto called chair number 8, which belonged to Akiyama’s group. Yokoya responded with "OK."

16th round: Yokoya called chair number 23, another of Akiyama’s chairs. Harimoto responded with "NG."



This inconsistency revealed Harimoto’s attempt to confuse Yokoya. Now, armed with accurate information about Akiyama's chairs, Yokoya was confident he could secure the right to choose the leader by the end of the 17th round.

[Logical thinking, Abductive Reasoning, Deductive Reasoning, Observation, Overall Sensory]

Strategic Logic for Round 17:

Harimoto’s group held 4 chairs, and Yokoya’s group held 3. This meant Harimoto could say "NG" a maximum of 4 times, while Yokoya could say "NG" only 3 times. Given this limitation, Yokoya devised a strategy:

1. First Instance: Yokoya's turn to attack. He calls out a random number, and Harimoto says "NG."

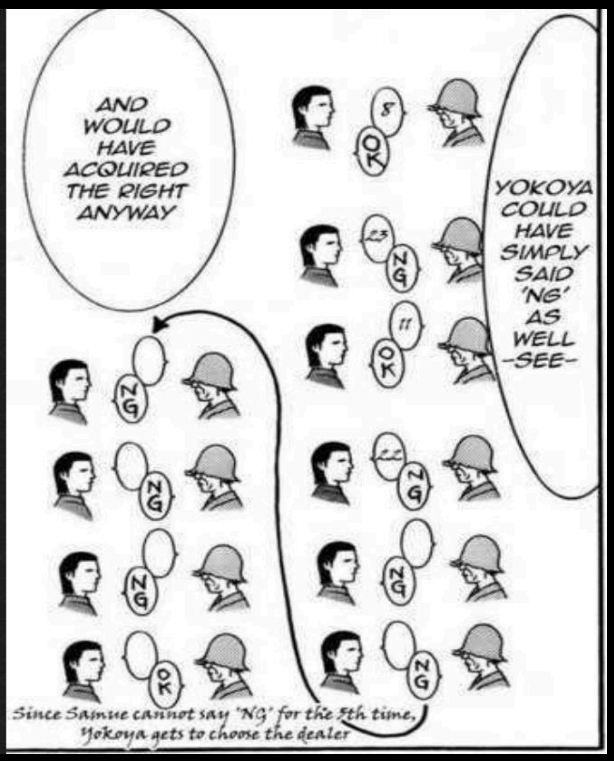
2. Second Instance: Harimoto's turn. He calls out a random number, and Yokoya says "NG."

3. Third Instance: Yokoya's turn again. He calls out another random number, and Harimoto says "NG."

4. Fourth Instance: Harimoto's turn. He calls a number, and Yokoya says "NG."

5. Fifth Instance: Yokoya calls out a number. Harimoto, unable to use "NG" for the fifth time, is forced to say "OK."

This sequence guaranteed Yokoya the right to choose the leader.



The voting results for the 17th round were:

9 votes for Fatso

5 votes for Kimura

Fatso nullified chair number 9, which belonged to Harimoto's group. Afterward, Yokoya told Harimoto that Fatso's choice had been a mistake, implying Fatso had misunderstood which chair to eliminate. Harimoto pretended to believe Yokoya, though internally, he doubted his sincerity.

[FRI, WMI, PSI, CPI, Strategy Shielding, Strategy Adaptability, Strategy Success Rate, Strategy Effectiveness, Strategy Complexity, Linear Thinking, quick thinking Critical Thinking, Logical Thinking, Convergent Thinking, Foresight]

Round 18 Voting Results:

5 votes for Kanzaki Nao

5 votes for Kimura Kei

4 votes for Fatso

This tied vote required a second round to decide the leader.

Recognizing Harimoto's distrust, Yokoya approached him with a new strategy. He revealed that he intended to give his votes to Kanzaki Nao, framing it as retaliation for Harimoto's betrayal. Harimoto, suspicious of Yokoya's motives, responded:
"If you wanted to crush me, it would have been better not to tell me. Or perhaps you don't truly intend to join forces with Akiyama, do you?"

Sensing an opportunity, Yokoya manipulated Harimoto by playing on his lack of experience dealing with Akiyama because he didn't fight against him before. He stated:
"The reason I told you is that I want to crush Akiyama more than I want to crush you. I've fought him several times in earlier rounds, and right now, among the three groups, Akiyama's is clearly the strongest. "

This statement subtly influenced Harimoto's subconscious, instilling two thoughts:

1. "It would be better to crush Akiyama's group first."

2. "If I try to ally with Akiyama, there's a risk he might betray me instead."



[VCI , Direct manipulation, Individual Manipulation, Psychological Manipulation, Verbal deception, Non-Linear Thinking, Overall Thinking, Setting Traps]

Yokoya proposed cooperating again, offering to exchange 11 medals with Harimoto. This arrangement promised to secure Yokoya's dominance for the following reasons:

Initially, Yokoya's group distributed medals as follows:

4 medals for Fatso

4 medals for Ootsuka

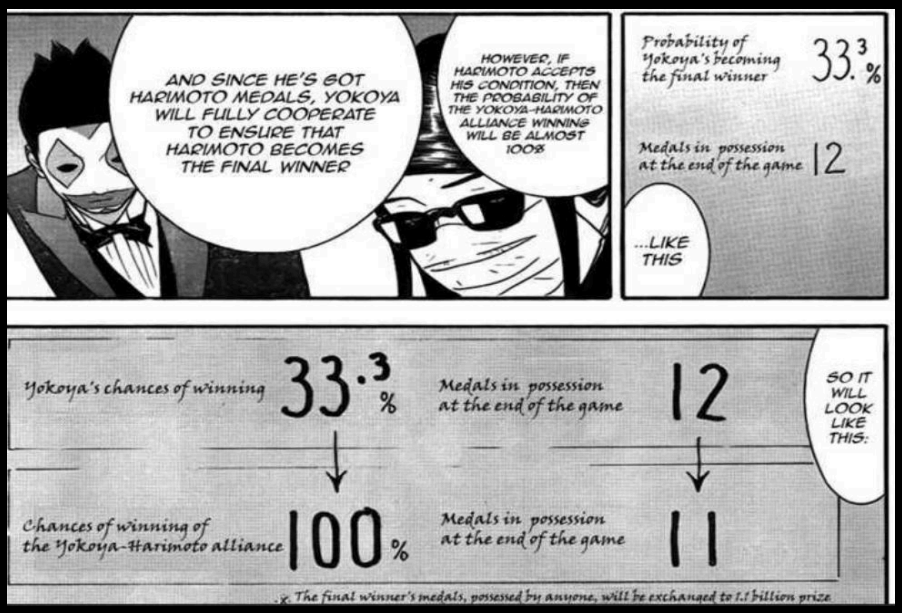
15 medals for Yokoya

This distribution allowed Yokoya to use Fatso and Ootsuka's medals strategically to buy votes. Later, Yokoya had taken 1 medal each from Fatso and Ootsuka, claiming it was necessary to recruit Baldy. He gave these two medals, along with 3 from his reserve, to Baldy, leaving him with 12 medals.

By aligning with Harimoto and exchanging 11 medals, the situation would shift from:

A 33.3% chance of winning with 12 medals, to:

A 100% chance of winning with a Yokoya-Harimoto alliance and 11 medals each. This would guarantee Yokoya the 1.1 billion yen prize.



However, Harimoto ultimately rejected Yokoya's offer, disrupting his plans.

[WMI, Direct Manipulation, Logical Reasoning, Critical Thinking Setting Traps, Negotiations]

YOKOYA'S COUNTER ATTACK:

After Harimoto declined Yokoya's offer, Yokoya was determined to eliminate Harimoto as soon as possible. Yokoya's first move was to instruct Baldy to tell Akiyama's group that Yokoya had changed his strategy to win the game and now wanted to collaborate with Akiyama. However, Nao intervened and falsely claimed that she had accepted Yokoya's offer. This deception led Yokoya's group to agree to vote for Kanzaki Nao.

When the voting results were revealed, the outcome was 8 votes for Nao and 6 for Kimura. Yokoya quickly realized that someone in his team had betrayed him. To make matters worse, Nao nullified chair number 15, which belonged to Yokoya's group.

The current situation for each team was as follows:

Akiyama's group: 2 players with 2 chairs

Harimoto's group: 3 players with 3 chairs

Yokoya's group: 3 players with 2 chairs

Yokoya found himself in a difficult position. He was losing, and on top of that, someone in his group had betrayed him. To turn the game in his favor, Yokoya devised a new strategy.

In the 15th round, Yokoya informed Harimoto about the existence of the Gaya alliance. However, he deliberately omitted the fact that Akiyama was indirectly controlling the alliance. Harimoto, aiming to secure Gaya votes for him in the final rounds. Mikamoto and Kimura, both tried to get the Gaya votes, but they wanted Harimoto's medals in exchange for their support, but Harimoto refused to give them any of his medals.

Meanwhile, Yokoya, who understood the true structure of the Gaya alliance, approached Shima, the alliance leader. Yokoya noticed that Shima was struggling to maintain control over the Gaya members, Yokoya said to Shima: "I know that you're controlling the Gaya alliance and the one who's behind this is Akiyama" . When Shima pretended not to understand what Yokoya was implying, Yokoya revealed 4 of his medals and said, "Kindly instruct all members to vote for me in the next leadership election." Yokoya was confident that Shima would comply, as he had learned the terms of the agreement between Akiyama and Shima from Baldy when Baldy became his ally.

To mitigate the risk of betrayal, Yokoya chose to lead the round himself rather than delegating it to Fatso, as Fatso could potentially be the traitor. If that were the case, Fatso might create problems for him. By taking leadership into his own hands, Yokoya ensured he had full control. His timing was impeccable. Because The Gaya alliance had begun doubting Shima and his plans, so persuading them with Yokoya's medals was relatively easy.

Yokoya successfully regained control of the game, leaving Harimoto one step behind.

The 19th-round voting results were as follows:

Yokoya: 14 votes

Nao: 5 votes

Kimura: 5 votes

As the round's leader, Yokoya nullified chair number 10, which belonged to Harimoto's group.

The current situation for each team was now:

Akiyama's group: 2 players with 2 chairs

Harimoto's group: 3 players with 2 chairs

Yokoya's group: 2 players with 2 chairs



[FRI, VCI, Indirect Manipulation, Individual Manipulation, Psychological Manipulation, verbal deception, Emotional understanding, Emotional Perception, Charisma, Influence Building, Anticipation, Overall Foresight, Information Control]

CHAIRS ELIMINATION STRATEGY:

After the 19th round, Harimoto immediately began strategizing to secure the Gaya votes. His plan was to persuade 5 members of the Gaya alliance by offering 2 medals from his medals to each. If he successfully persuades 5 Gayas, he would gain 10 votes, enough to win the leadership election. The projected voting results would then be:

10 votes for Kimura (Harimoto's group)

9 votes for Yokoya

5 votes for Nao

Makimoto and Kimura set out to persuade the 5 Gaya members.

Yokoya, predicted that Harimoto would do everything in his power to secure those votes, that's why Yokoya decided to focus on a different approach. Rather than wasting time trying to get Gaya votes, he turned his attention to Sakai, a member of Harimoto's group. Yokoya approached Sakai and said: "Harimoto came to me and said he wants to sever ties with you and team up with me." This was an obvious lie, but Yokoya quickly followed up with: "You only have 7 medals, right? I know this because the rest of your medals, 16 in total, ended up in the possession of the Gaya alliance. You've probably noticed that I've already allied with 10 members of the Gaya. That's how I know this information. In short, Harimoto planned to betray you from the beginning. That's why he used all your medals to buy the Gaya votes."



Yokoya knew that Sakai wasn't a member of Harimoto's cult, and he used this fact to his advantage. Yokoya's recent victory in the leadership election had also deeply unsettled Sakai, making it the perfect time to sway him. Yokoya continued, "Joining Harimoto is fine for me,

but it'll cost you too many medals. I Only need one person to win this game, and you need to think about your odds. It doesn't matter to me if I team up with Harimoto, but if possible, I'd rather align with someone who comes at a cheaper price."

Yokoya added a final layer of pressure, stating that if Sakai didn't join his team, he would ensure Sakai's elimination. As part of the deal, Yokoya offered Sakai 2 medals with his name on them in exchange for all 7 of Sakai's medals. He explained that if Sakai didn't switch sides, he would be guaranteed to lose. But by joining Yokoya, Sakai would still have a chance to win 200 million yen at the end of the game. Feeling cornered and seeing no other option, Sakai decided to align with Yokoya.

The 20th-round voting results were:

10 votes for Yokoya

9 votes for Harimoto

5 votes for Nao

As the leader for the round, Yokoya nullified chair number 12. He chose this chair deliberately to target Harimoto. Yokoya knew that Harimoto had sat in chair number 17 during the 19th round because Sakai told him, and since a player cannot sit in the same chair for two consecutive rounds, Harimoto was forced to become part of the Gaya alliance in the next round. This move effectively eliminated Harimoto's group from the game.



[FRI, VCI, Strategy Execution, Strategy Effectiveness, Strategy Success Rate, Direct Manipulation, Logical Manipulation, Psychological Manipulation, Verbal Deception, Bluffing, Info control, Emotional Understanding, Emotional Perception, Setting Traps, Anticipation, Predictions, Overall Foresight]

In the 21st round, since Akiyama did not attempt to secure votes from the Gaya alliance, Yokoya won the leadership election with 15 votes, compared to Nao's 9 votes. As the leader; Yokoya nullified chair number 22, which belonged to Akiyama's group.

The situation after the 21st round was as follows:

Akiyama's group:

Akiyama: No chair available for the next round

Nao: Has a chair to use in the next round

Yokoya's group:

Yokoya: Has a chair to use in the next round

Fatso: Has a chair to use in the next round

Harimoto's group:

Sakai: No chair available for the next round

Harimoto attempted to form an alliance with Akiyama, but Akiyama rejected his offer.

In the 22nd round, once again, Akiyama did not try to secure votes from the Gaya alliance, allowing Yokoya to win the leadership election by the same margin: 15 votes to Nao's 9 votes. This time, Yokoya nullified chair number 17. With this move, Akiyama’s group was completely eliminated from the game, leaving only Yokoya and Fatso as active players.

At this point, it seemed as though Yokoya had secured victory. However, in the final moments of the game, Yokoya’s win was thwarted by a "human wall" strategy executed by Akiyama, ultimately leading to Yokoya’s defeat, still doesnt takes away the fact Yokoya played the game as a grandmaster.

❖ BID POKER:

Before the game even started, Yokoya said to the players he knows everything about the Liar Game, and he even predicted the game they'll be playing is named Bid Poker. Players refused to believe this, but the surprise was great when the dealer announced that in fact: they're gonna play Bid Poker. After his prediction is confirmed, Yokoya says as they can see he in fact knows everything, he even also knows what's gonna happen to the losers:
“They get sold to human experiment brokers. There are people who need live humans for testing all over the world. Humans sold for these kinds of purposes fetch quite a high price,

too, since the risks involved are too big, and there are hardly any candidates. rather they're related to drug development. The development of new types of what is known as illegal drugs taking place in the underground world all around the globe. Even though money is flowing in such places, they still need humans to experiment first. After all, in that world you can hit it big if you find the right stuff to sell, however, the humans used in those experiments, become cripples, at best. It's not only the world of drugs that the losers get sold to. Other notable mentions include; weapons industry. The makers of bulletproof vests and gas masks are always in need of new test subjects. The ones they don't have to worry about accidentally killing. You people are worthless trash who won't amount to anything useful anyway. by offering up your bodies for human experiments you have a better chance to actually be of some use to the world."

After inducing fear to the players and making them believe their situation is inevitable, they get desperate and beg Yokoya for help, since he for sure knows a way for winning Bid Poker.



After that, the game turned into a competition of becoming Yokoya's best ally



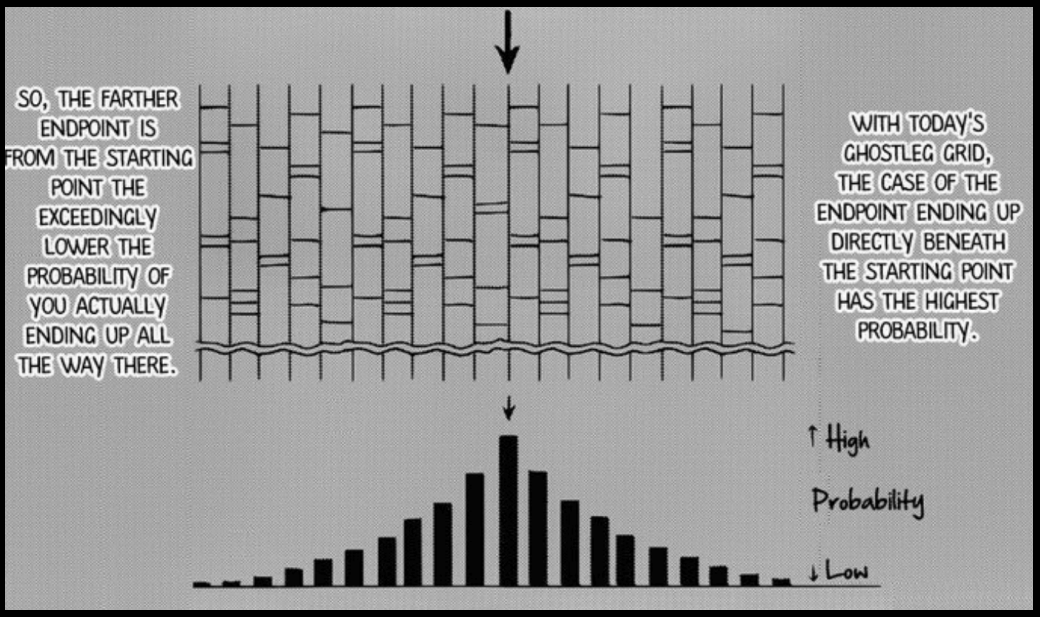
Only Fukunaga opposed Yokoya, and offered players a real way of saving everyone with Nao in the next round. Only Kaneko and another person teamed up with Fukunaga, but that persona ultimately ends up betraying them, since he was a spy sent from Yokoya, this cornered Fukunaga and Kaneko to the point they ended up with 8 cards, so only one of them could make up a hand. With this Yokoya ensured a total domination in Bid Poker.

[Planning, VCI, Direct Manipulation, Emotional Manipulation, Mass Manipulation, Guilt-Tripping Manipulation, Deception, Psychological Manipulation, Emotional Understanding, Emotional Perception, Overall SQ, Logical reasoning, Associative Thinking, Crystallized Intelligence, Foresight, Setting Traps]

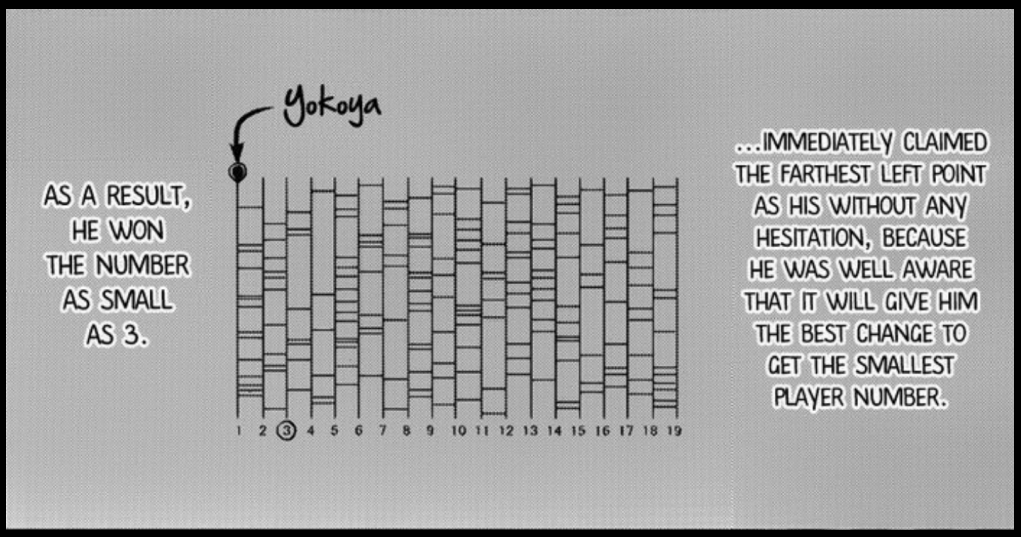
❖ HUMAN AUCTION:

GHOSTLEG LOTTERY PLANNING:

After reading the book that contains detailed information about the Liar Game, Yokoya is aware about the winning method to get one of the first numbers in the Ghostleg Lottery game, Yokoya is aware of the fact the probability factor involved in his game, since no matter where you put the lines, the system has a 50/50 chance of recognizing it as left/right leg. In the Ghostleg grid, the case of the end point ending up directly beneath the starting point has the highest probability of "advantage" at the time of selecting the starting point later on. The farther the endpoint (leg) is from the starting point, the lowest the chances you will get the desired spot.



As shown in the table, the more in the middle the legs are drawn, the higher the probability. Yokoya knowing this draws his lines, after this, he claims the first starting point.

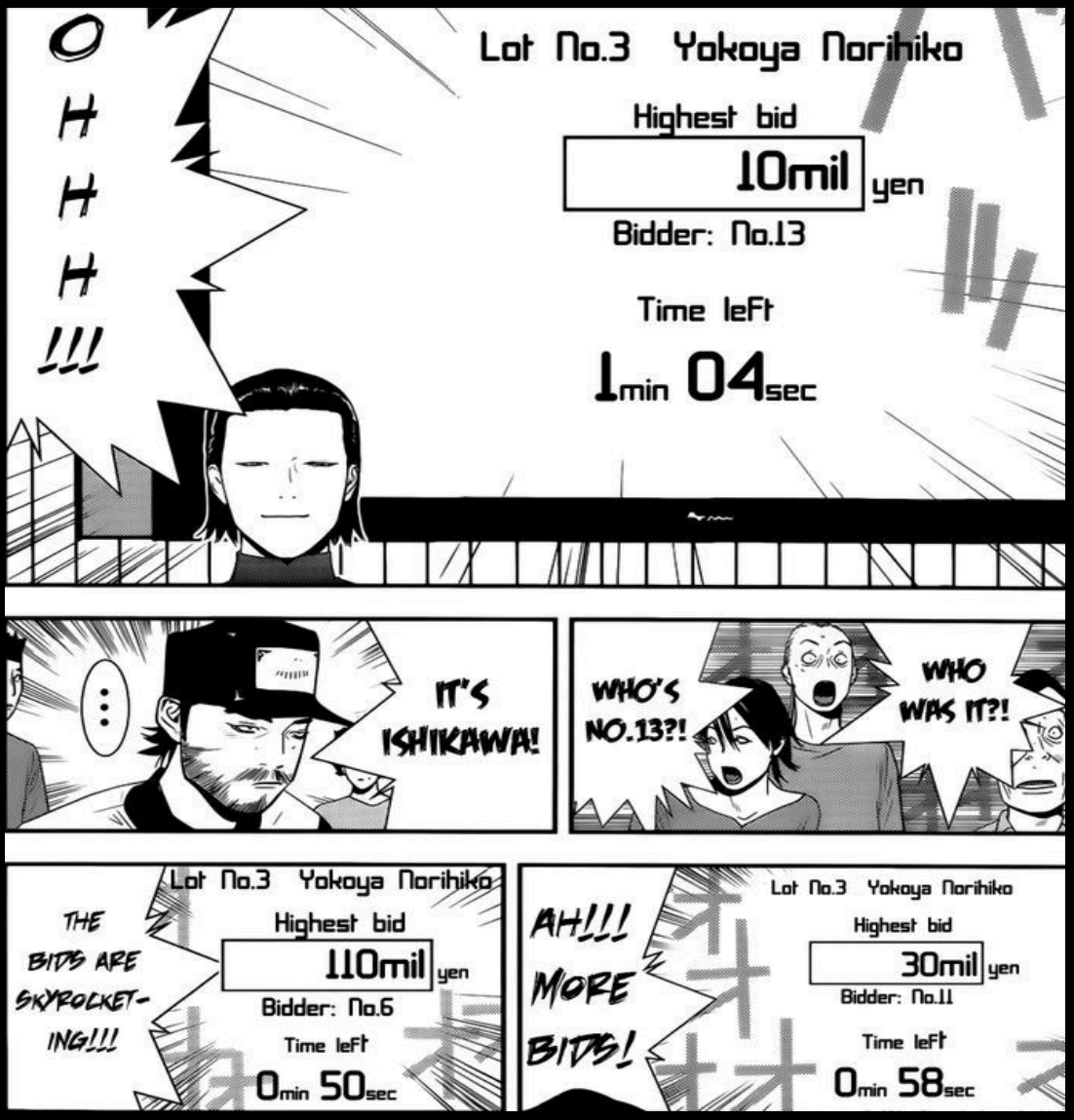


Yokoya manages to get a low number, since this has some sort of probability you can't control, Yokoya successfully manages to still get his low number, which he knows will give him an advantage for the human auction game.

[FRI, WMI, Overall Planning, Logical reasoning, Crystallized Intelligence, Analysis, Anticipation]

NO. 3 CHAOS:

Yokoya's turn to get on the stage arrives, he stands up confidently, without saying any words despite the previous two players failing in convincing others to bid for them.



It's a matter of time until players start bidding for Yokoya, which was obvious, because throughout the Liar Game he displayed insane intellectual skills.



Yokoya was bought for a 300 million offer. That was the total amount of players funds that time, which is crazy that a regular player is willing to spend all his money just to have Yokoya in his team, considering he could have saved some money to pay the accumulate debt, but he prefers betting all in Yokoya, which again shows how capable is Yokoya.
[Overall SQ, Prediction, Composure]

Nao's auction:

#6 turns arrive, which is Nao's. Yokoya immediately bids 10 million for her, Akiyama proceeds to bid 20 million, and a war of offers between Yokoya and Akiyama starts. Akiyama is pushed to bid 300 million for Nao, but Yokoya finally bids 310 million, making Akiyama unable to bid a single yen more, since 300 million was his total money.
Yokoya is able to spend more than 300 million since the money bangs bidded on him now belongs to him, having 600 million to spend for Nao, this was Yokoya's total victory

[Overall Planning, Guilt-Tripping Manipulation, Logical reasoning, Anticipation]

YOKOYA'S MISDIRECTION:

Yokoya tries to buy another player, bidding for No. 6. Wada; to complete his team, Nao tries to prevent the team forming and she quickly makes a strategy for buying Akiyama. Since she currently has 610 million, she has no repair in bidding all of this for Akiyama, but she has to prevent her team forming up first. She speaks to the players, telling them the best they can do now is forming a team of three people, to be able to push more money for Akiyama, since as they witnessed in her turn, Akiyama was unable to get her because he doesn't belongs to any team, so his money is the default one. So having two-three allies means more money

combined to bid for Akiyama, who's a desired player. Players are persuaded by her words, and are about to push for the Wada, the player Yokoya is currently bidding for. But Yokoya quickly neutralizes this attack by persuading the players that Nao is right, but if the players interrupt his purchase, they will be the ones with the greatest chance of getting Akiyama, since they currently have 900 millions, but not only that they have the total confidence of pour all the money for Akiyama, since he has 2 billion in the black, so he can afford Akiyama's bidding, while almost every other player there have huge debts, so bidding all their money into Akiyama considering their debt and also the fact even if they get Akiyama it doesnt means they will win the final game, since they still have to fight. But if He gets Akiyama, there will be no doubt their team will 100% win. Yokoya finally says he changed his mind, he wants to buy Akiyama as well and admits he committed a mistake in bidding for Wada. By doing this the players realize the worst case scenario is if Yokoya and Akiyama end up at the same time, because if this happens, they won't simply stand a chance of winning. As result of Yokoya's words, none of the players bids for the Wasa, making Yokoya the final winner of the auction, by this; he forms his four people team and accomplishes his goal of making Nao and Akiyama face each other in the final game.



[VCI, FRI, Misdirection, Indirect manipulation, Mass Manipulation, Direct Manipulation, Indirect Manipulation, Emotional Understanding, Emotional Perception, Overall SQ, Logical reasoning, Inductive Reasoning, Analogical Reasoning, Counterfactual Reasoning, Critical Thinking, Convergent Thinking, Lateral Thinking, Linear Thinking, Holistic Thinking, Associative Thinking, Analysis, Composure, Prediction, Setting Traps, Avoiding Traps]

❖ RECORDS OF THE FOUR KINGDOMS:

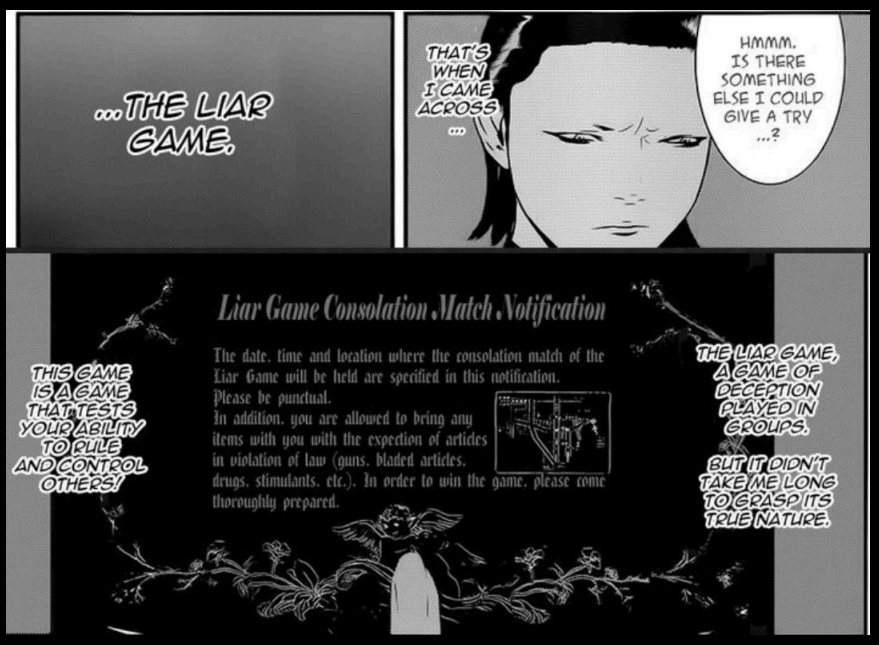
YOKOYA'S CHILDHOOD:

Yokoya's journey began at the age of five when his father asked him what kind of adult he aspired to be. Yokoya replied, "A great company boss." His father, however, taught him a defining lesson: people are divided into two groups, the rulers and the ruled. These words left a lasting impression on Yokoya, inspiring him to follow in his father's footsteps as one of the rulers.

To achieve this, Yokoya began specialized training for gifted children. By the time he entered elementary school, he had ten tutors who guided him through an intense daily schedule focused on academics and strategy. His training covered negotiation, persuasion, emotional manipulation, brainwashing, and fluency in four languages. Despite the pressure and isolation, he had no friends or social interactions, Yokoya excelled, driven by his determination to emulate his father. By the end of elementary school, he possessed the intellect to solve university-level entrance exams effortlessly.

Although Yokoya's academic prowess could have secured him a spot in any prestigious middle school, his father chose to enroll him in a public school with a reputation for harboring delinquents. The goal was clear: dominate and rule. Yokoya succeeded, establishing his authority over every school he attended. Over the next six years, his father transferred him to three different schools to ensure Yokoya could assert his dominance in varied environments, which he did with unwavering success.

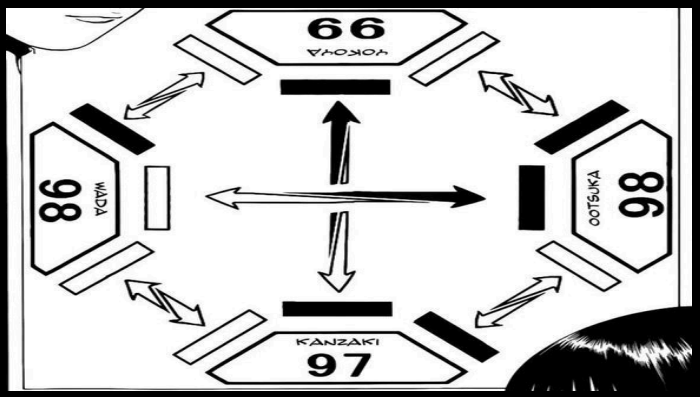
After graduating high school, Yokoya entered the prestigious Teito University, known for its rigorous admissions process. Despite its difficulty, Yokoya found the curriculum easy. Following his university studies, his father challenged him to earn 500 million yen in two years. Yokoya surpassed expectations, amassing 100 million yen in just one year. This led him to discover the Liar Game, where he chose to participate, setting the stage for his next ambitious endeavor.



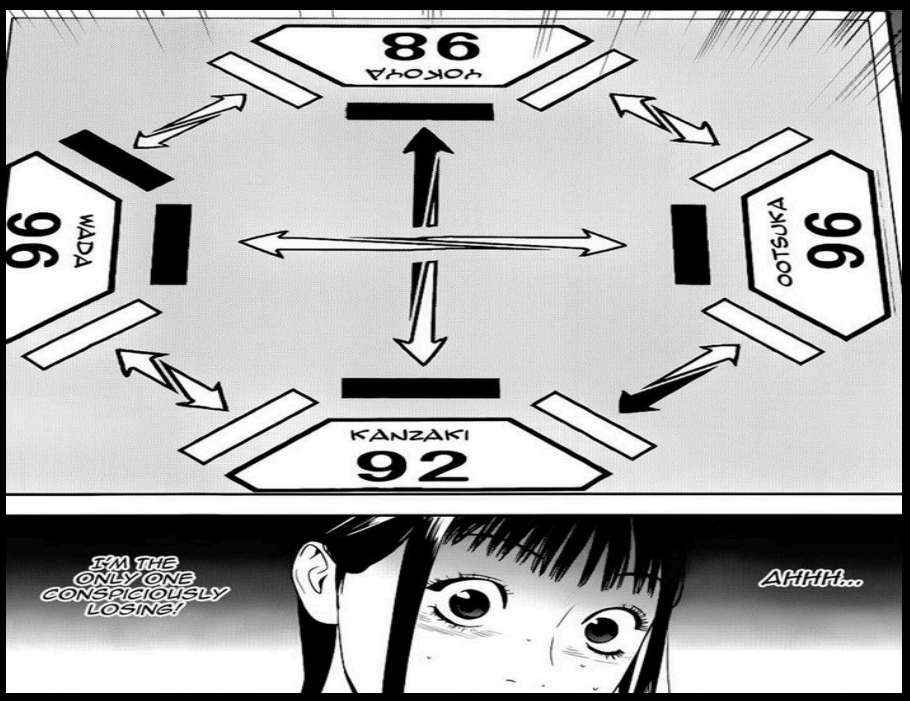
[VCI, Brainwashing, Overall Deception, Emotional Engagement, Emotional Management, Influence Building, Linguistic Intelligence, Academic intelligence, Adversity Capacity]

BOSS TITLE:

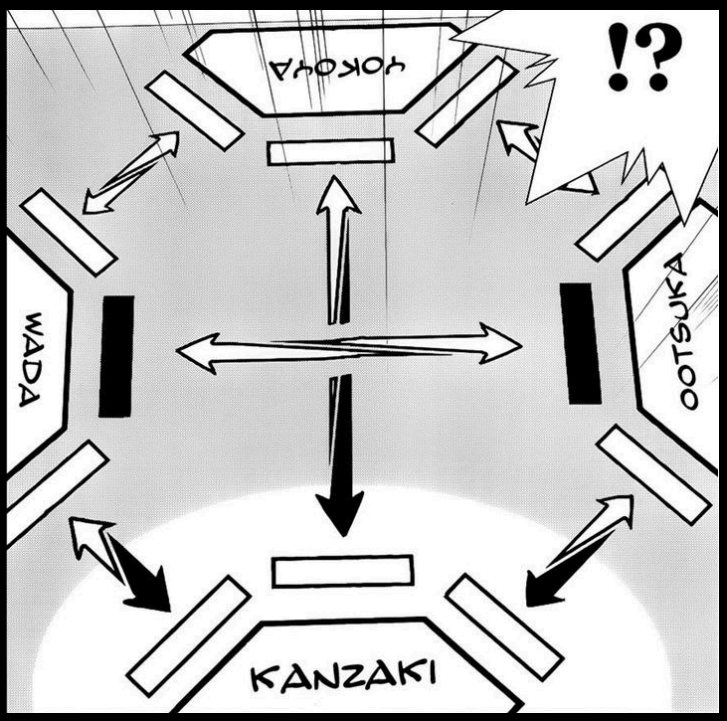
After the final game rules are explained, Yokoya sets his intentions to Nao, if he obtains the boss title, he is gonna fight. so Yokoya and his team have a match against each other in a short version of Records of the four kingdoms. Nao wants to defeat Yokoya to be the boss of her team to not attack any kingdom in the main game, Nao develops a strategy of only attacking Yokoya, since he is the main enemy, but Yokoya sees through Nao and guards from her, that being the only action he uses that round, wasting only 1 LP, Yokoya tells Nao if she uses every time three action she will eventually lose.



Next round Nao attacks Yokoya again, but he predicts this and defends from Nao, but this time Ootsuka attacks Nao and succeeds, since this time she didn't guard from anyone.

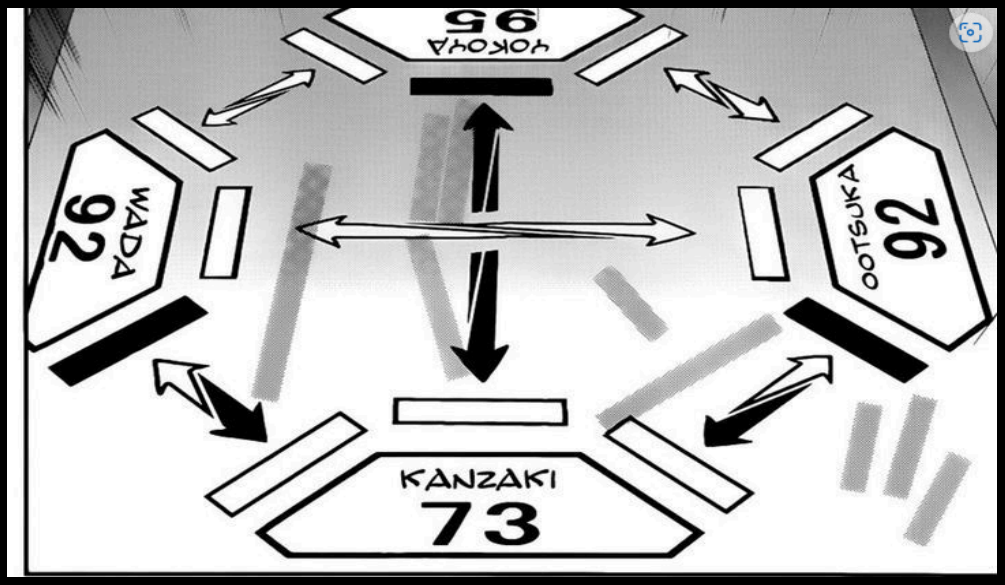


After seeing Yokoya has 98 LP and she just 92, Nao starts panicking, until Wada, the last member of the team, tells Nao she's never gonna win, Since Yokoya and Ootsuka have been working together. Wada proposes to Nao to make a team with him to defeat Yokoya and Ootsuka. Nao accepts, but ultimately she is betrayed by Wada.

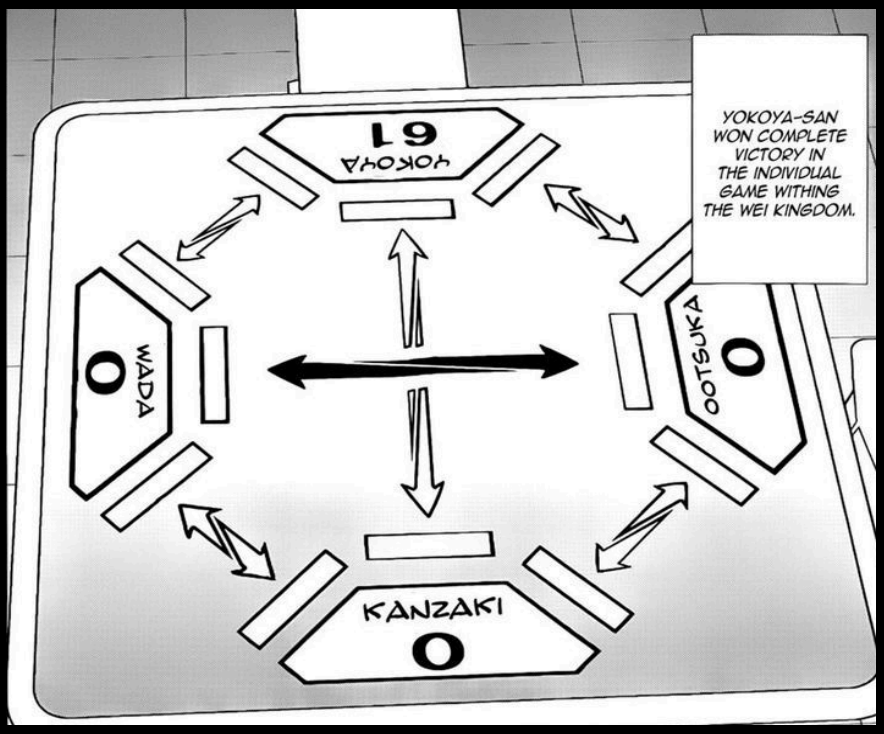


Wada wasn't even working with Yokoya at this point, but Yokoya successfully saw through him as well, he predicted Wada's reasoning and predicted what he said to Nao, to not use any action. Wada explains that he just betrayed Nao to win Yokoya's goodwill:

"All I ever did in this liar game is lose all the time till now. I had no luck whatsoever. My debts kept piling, reaching astronomical sums. But here, in the very end, fortune has smiled on me at long last… It made it so that...
I ended up on Yokoya's team. Now I can turn my whole situation around. That's why!!! doncha go pulling your stupid crap! Doncha dare get in the way of my win, you bitch!!!"
After being betrayed Nao decides to only attack Yokoya this time, since she might be lucky and take 3 LP from him, but Yokoya again sees through her, guarding himself from her, while attacking her as Wada and Ootsuka do as well.



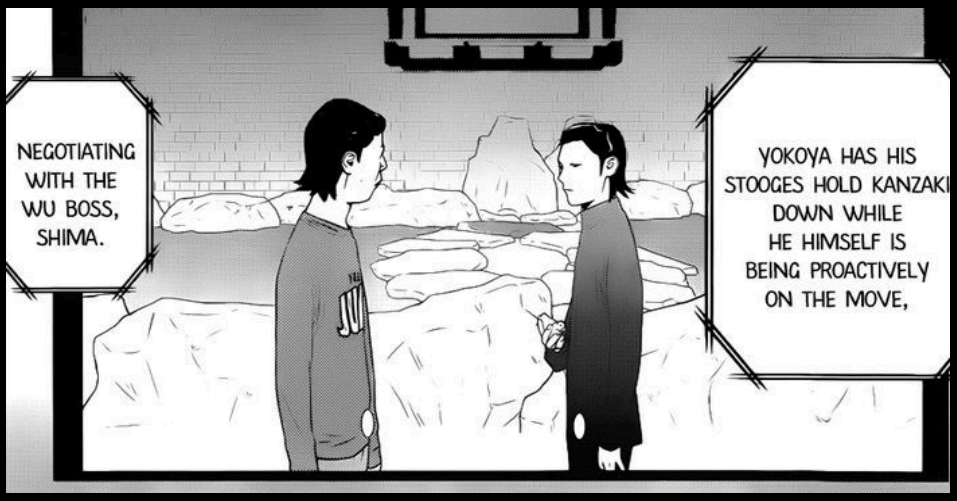
With only 73 LP left, Nao realizes if these three keep repeating their actions, she will definitely lose, so at this point she accepts her defeat, since there's no way of overcoming such low LP while defending from three persons. With this, Yokoya wins the boss title for the main game.



[FRI, Strategy Efficiency, Indirect Manipulation, Direct Manipulation, Misdirection, Emotional Understanding, Emotional Perception, Overall SQ, Inductive reasoning, Analogical reasoning, Abductive Reasoning, Logical Reasoning, Lateral Thinking, Linear Thinking, Holistic Thinking, Associative Thinking, Seeing Through People, Charisma, Foresight, Setting Traps]

3-WAYS PACT:

Yokoya selects Ootsuka as the general for the game, after this he goes and negotiates with the other kingdoms to achieve total cooperation. Nao obviously tries to go and interfere with Yokoya's negotiations, but Wada and Ootsuka stop her from doing it, showing how loyal they are to Yokoya.



Both Akiyama and Yokoya are negotiating with the other bosses of the kingdoms, but Yokoya offered them much better conditions. Yokoya promises Shimura (Shu's boss) a 3-way pact between Shu, Wu and Wei (Yokoya's Kingdom) but Shimura says he can't trust that if there's no a Wu representation there to negotiate, but Yokoya predicted this and invited Young Jump (Wu boss) already. Once they all are present, Yokoya tells them the plan for a 3-way pact:

- The three kingdoms will cooperate in order to sink Akiyama's kingdom (Wo) first and foremost
- After they eliminate Akiyama they can also take down Yokoya's kingdom (Wei)
- Once both Wo and Wei are eliminated, Wu and Shu will have a direct confrontation between each other to determine the winner, in this clash Yokoya will not interfere so it will be fair and totally up to them.

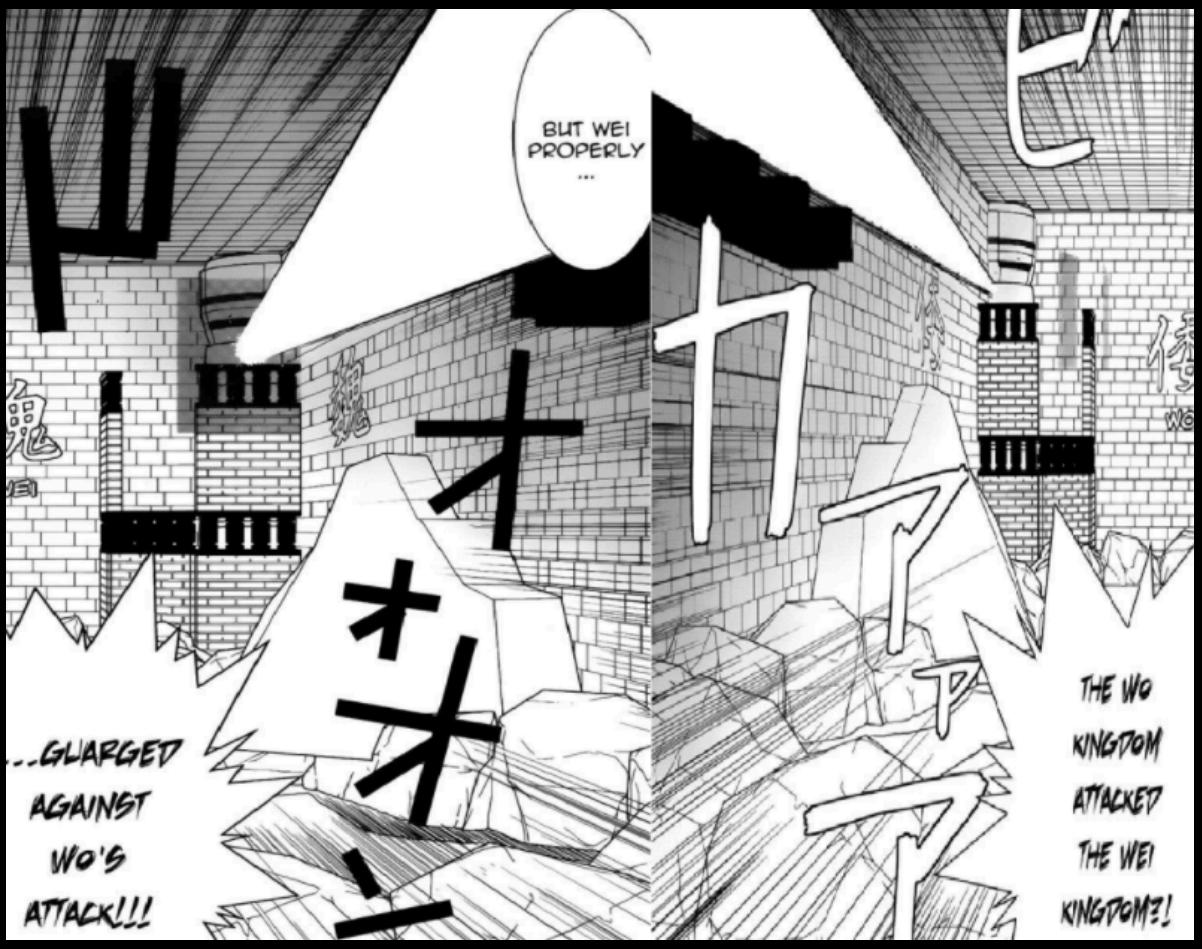
Yokoya's motives to make this are simple, upon a closer examination, the records of the four kingdoms game is actually a game of cooperation. If their three kingdoms cooperate, then no matter how Wo struggles, it is doomed. He knows neither Wu or Shu cares if Akiyama wins or loses, so he convinces them to take down Akiyama by telling them once they defeat Akiyama they can freely take down Wei, he will not interfere with that and will happily accept his elimination. Yokoya at this point doesn't cares about the money, since he already gained a some billions from the precious rounds, so paying the debt for losing is nothing for him compared to "Mop the floor with Akiyama and Nao"
So Yokoya finally ask them what they're gonna do, if they side with Akiyama they won't be completely free of debts in the end, but if they side with Yokoya, he assures both Wo and Wei will go down, thus increasing their respective probability to win up to 50% in exchange. Shimura and Young Jump accept these conditions and form a 3-way pact commanded by Yokoya.



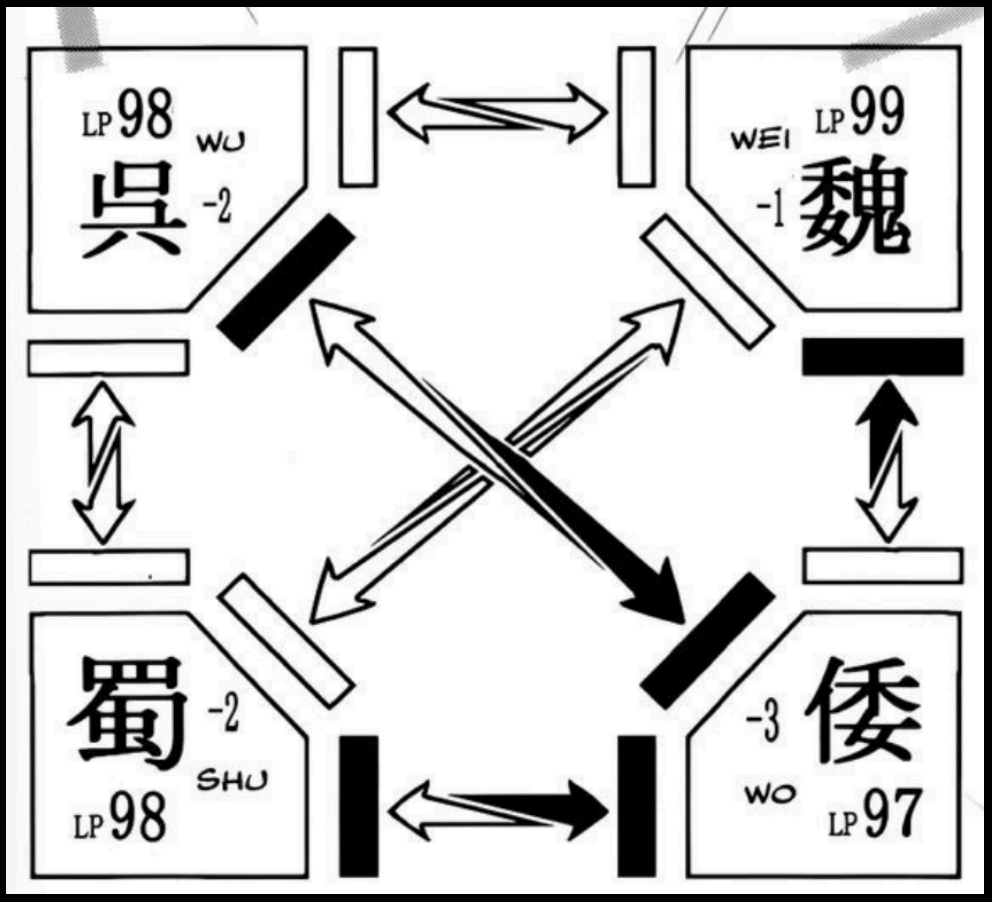
[FRI, Planning, Direct manipulation, Indirect Manipulation, Logical Manipulation, Emotional Perception, Overall SQ, Logical Reasoning, Convergent Thinking, Critical Thinking, Associative Thinking, Holistic Thinking, Counterfactual Reasoning, Foresight, Setting Traps, Cunning, Negotiations]

WO TAKEDOWN STRATEGY:

After successfully negotiating with Wu and Shu, Yokoya goes back to his group, telling them the negotiations were a complete success. Yokoya now tells the strategy of this first round round to his teammates including Nao, since he predicts she will communicate with Akiyama somehow and tell him his strategy,
He states Akiyama is probably aware he lost the negotiation against him, so he predicts Akiyama will bet for a 3-way defense this round. Based on this, they have the privilege of going with no offense and no defense. Since if Akiyama uses a 3-way defense, that alone will set a 3 point gap between them, and even if Akiyama uses a double wall and one attack towards Wei, they will have the same points in the end, which can be revertible considering it's the first round. After misdirecting Nao, he tells Ootsuka the real actions he shall put; a defensive wall towards Wo (Akiyama's kingdom) When the battle begins, Wo attacks Wei, but Wei successfully restrained from Akiyama's attack.

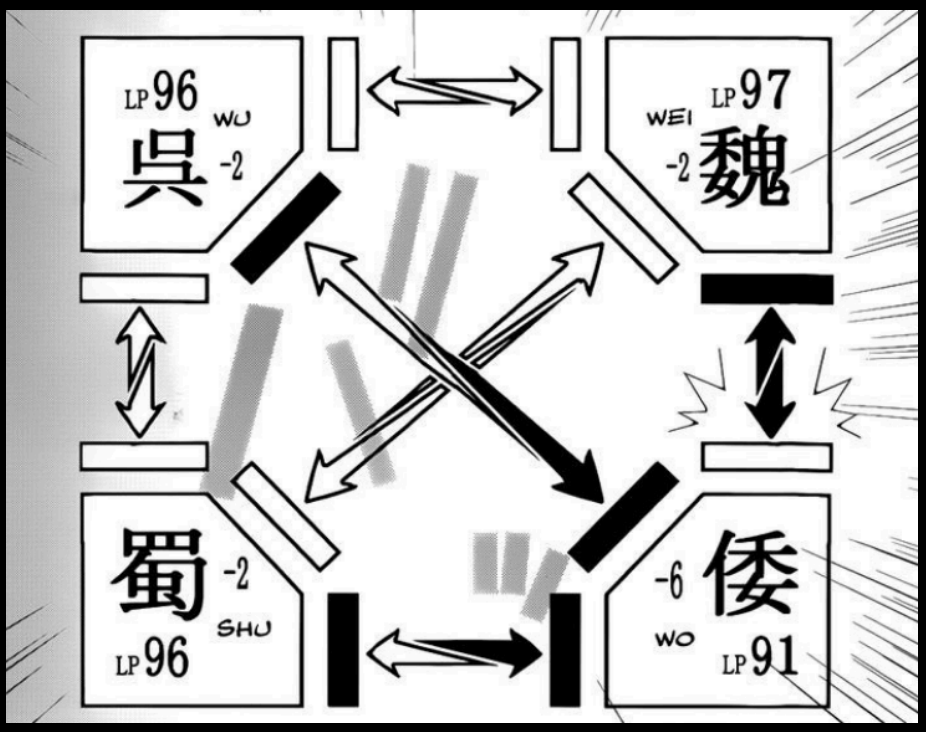


Wo also used a double wall pointing Wu and Shu, which proves Yokoya's point of Akiyama realizing he lost the negotiations.



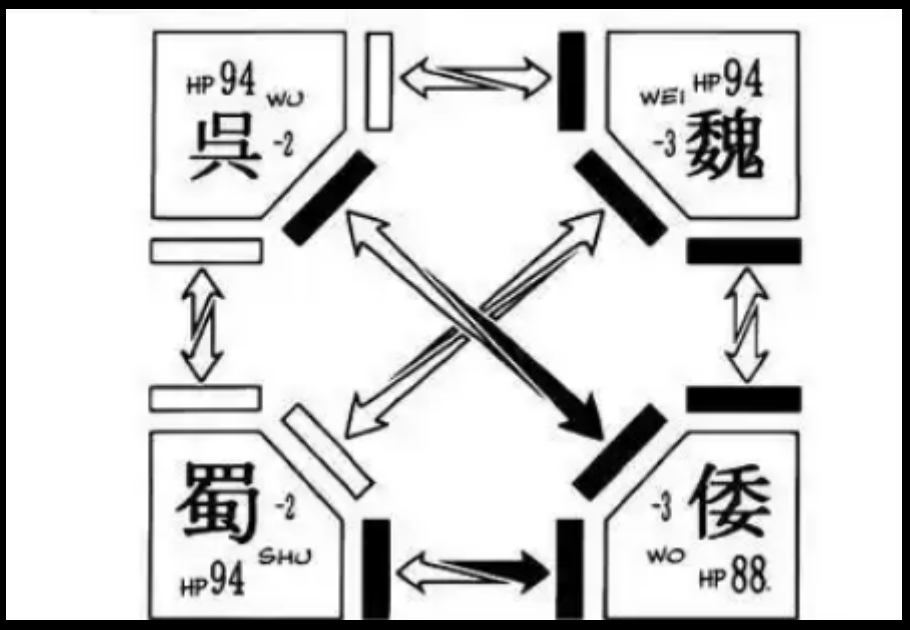
[FRI, Strategy efficiency, Strategy Shielding, Indirect Manipulation, Logical Manipulation, Misdirection, Deception, Emotional perception, Emotional Understanding, Logical Reasoning, Convergent Thinking, Critical Thinking, Associative Thinking, Counterfactual Reasoning, Foresight, Setting Traps, Avoiding Traps]

For the second round Yokoya predicts Akiyama's will use a 3-way wall, and says they will stick to the no offense and no defense tactic, and mocks Nao by asking her if she hear correctly, telling her to feel free to leak what she just said to Akiyama, Yokoya this time has no need of communicating with Ootsuka, since in the previous round he told him their real strategy, a simple wall towards Wo.

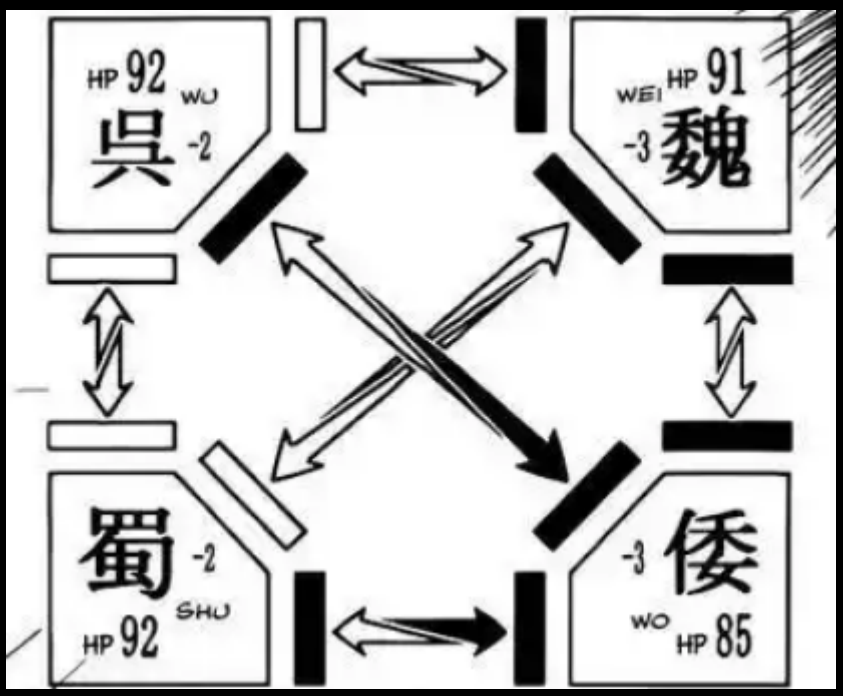


[FRI, Strategy efficiency, Strategy Shielding, Misdirection, Deception, Emotional Perception, Logical Reasoning, Critical Thinking, Foresight, Setting Traps, Avoiding Traps]

For the third round Yokoya starts with this strategy to decrease his own LP, as Wei is currently on top position he knows Wu and Shu might start doubting he will willingly let them take him down, so he tells Ootsuka to make a 3-way wall.



As he ordered in the last round, for the fourth round he tells the general to make a 3-way wall again



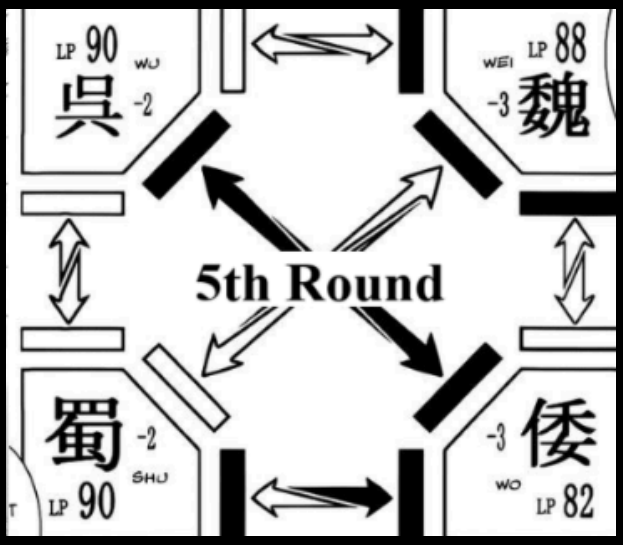
Wei now is in third position in overall LP, as a result of this Ootsuka asks Yokoya if he is sure about the 3-way wall strategy, Yokoya says Wu and Shu have done some strange actions, so he just decided to strengthen their defenses for some rounds. Yokoya says Ootsuka is worrying too much just for a small difference in points, and he asks him if he believes that is an unsolvable problem for Yokoya, which he replies obviously not.



[FRI, PSI, Strategy efficiency, Strategy Execution, Misdirection, Deception, Direct Manipulation, Indirect Manipulation, Acting Skills, Emotional Perception, Logical Reasoning, Critical Thinking, Setting Traps]

QUO STATUS SHIELDING:

For the next round, Yokoya orders Ootsuka to go 3-way wall again



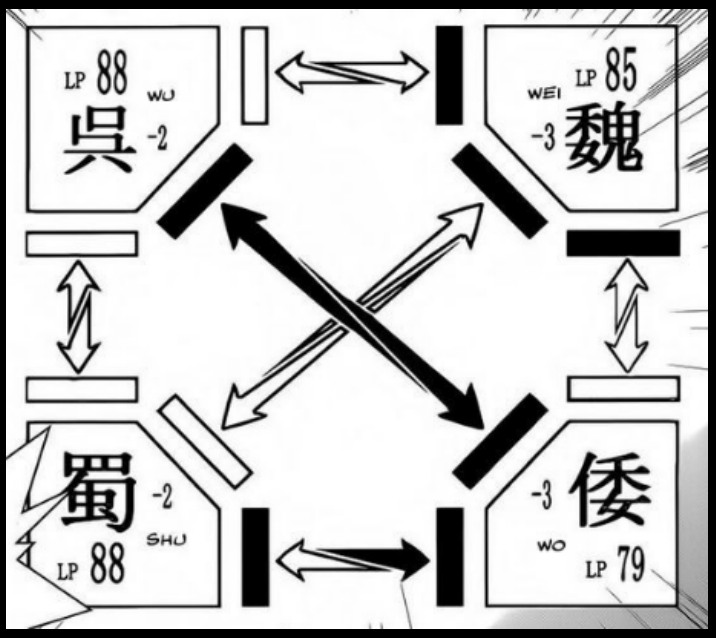
During this round; Wo attacked Wu, which instantly caught Yokoya's attention, he realized Akiyama might be setting a trap to bait Shu attacking Wu, since if Akiyama keeps attacking Wu, Shu will eventually realize this and might wanna save 1 LP by not putting a wall towards Wo, which will give them an advantage for the final confrontation between them.
Yokoya instantly took Countermeasures to prevent this; he calls Wu and Shu leaders and tells them neither of them will try to destroy the status QUO until Akiyama's Wo is destroyed, if either of their kingdoms tries to break the balance before that, his kingdom would retaliate the same moment. With this Yokoya successfully stopped a status QUO break, since indeed Wu members realized this and asked their leader to raise up the wall towards Wo.



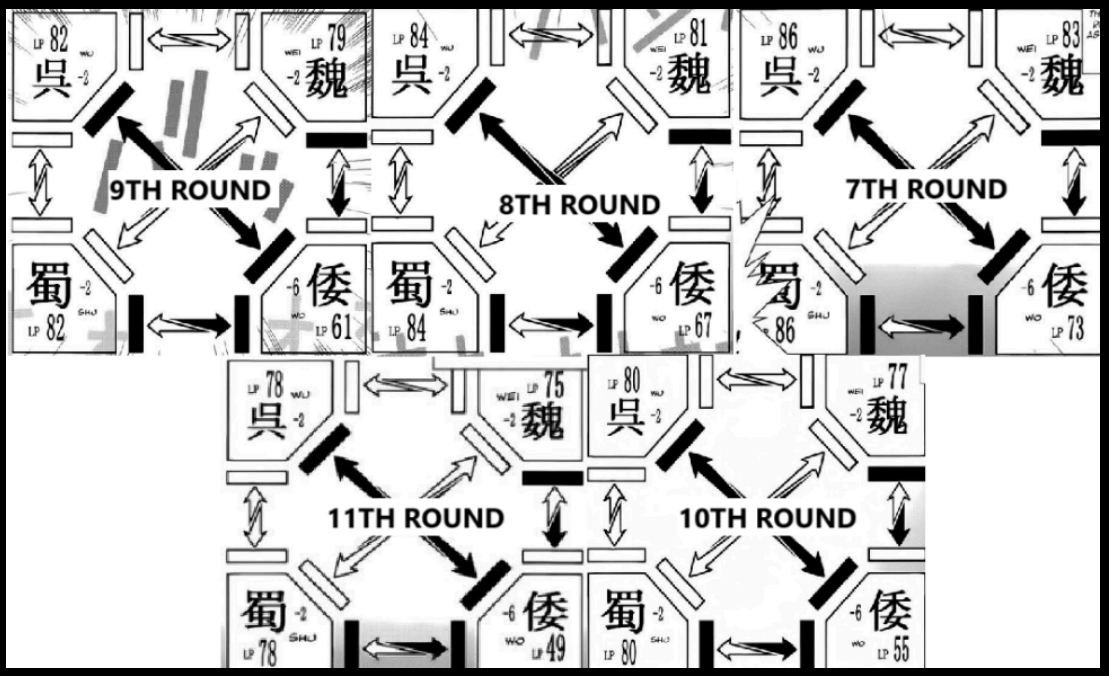
[FRI, Direct Manipulation, Indirect Manipulation, Emotional Perception, Logical Reasoning, Inductive reasoning, Abductive Reasoning, Analogical Reasoning, Critical Thinking, Seeing Through People, Anticipation, Avoiding Traps, Risk Assessment]

SWORD & SHIELD STRATEGY:

For the next round, Yokoya orders Ootsuka to make a 3-way wall again



Yokoya thinks the best is not to be that obvious and misdirect his team again, so he orders Ootsuka to only make a sword and shield towards Wo for this and the next five rounds

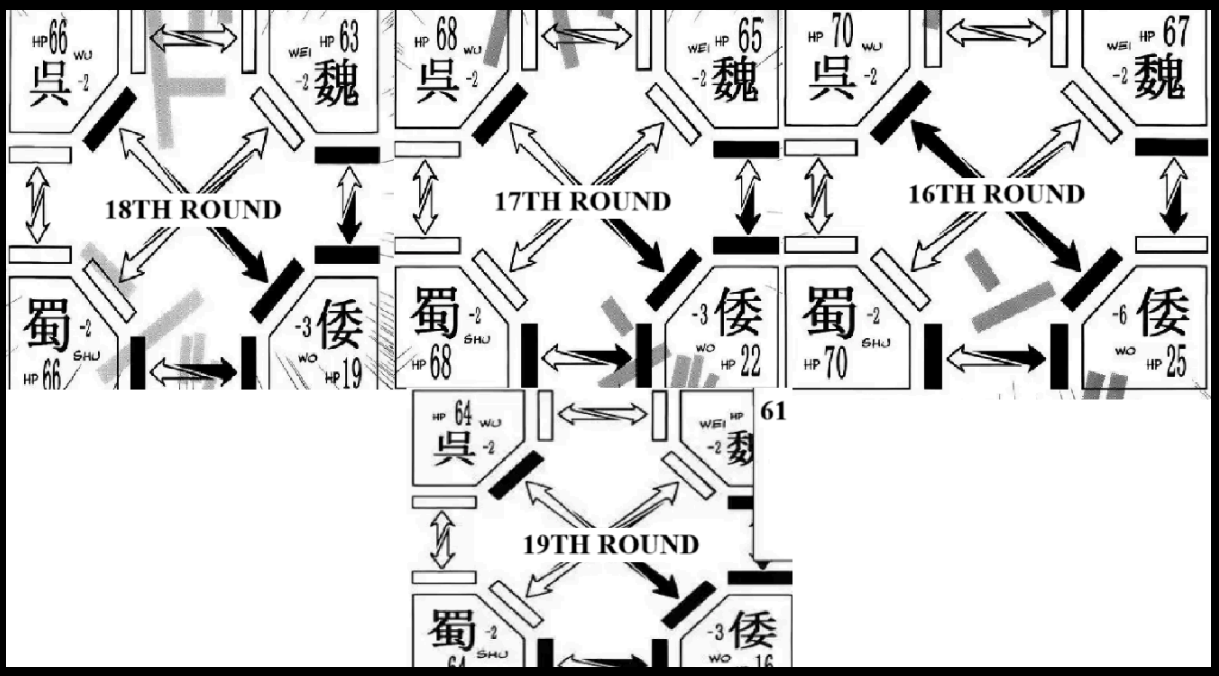


For the next 12th and 13th round, Yokoya sticked with the shield and swords strategy, after this, he decided to change his strategy to misdirect his team again, since it was obvious Wo won't raise the wall pointing to them, thus he ordered Ootsuka to only put a single wall for the next 2 rounds, leaving these results:

Kingdoms' life point count:

1st place	呉 Wu	72pts
1st place	蜀 Shu	72pts
3rd place	魏 Wei	69pts
4th place	倭 Wo	31pts

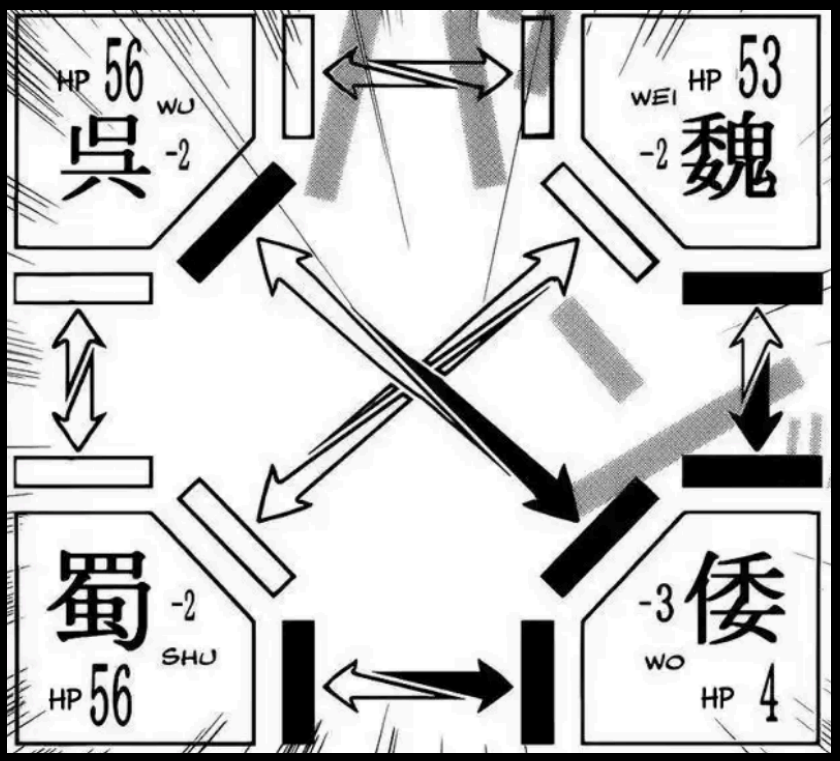
For the 16th and upcoming rounds Yokoya returns to the sword and shield strategy



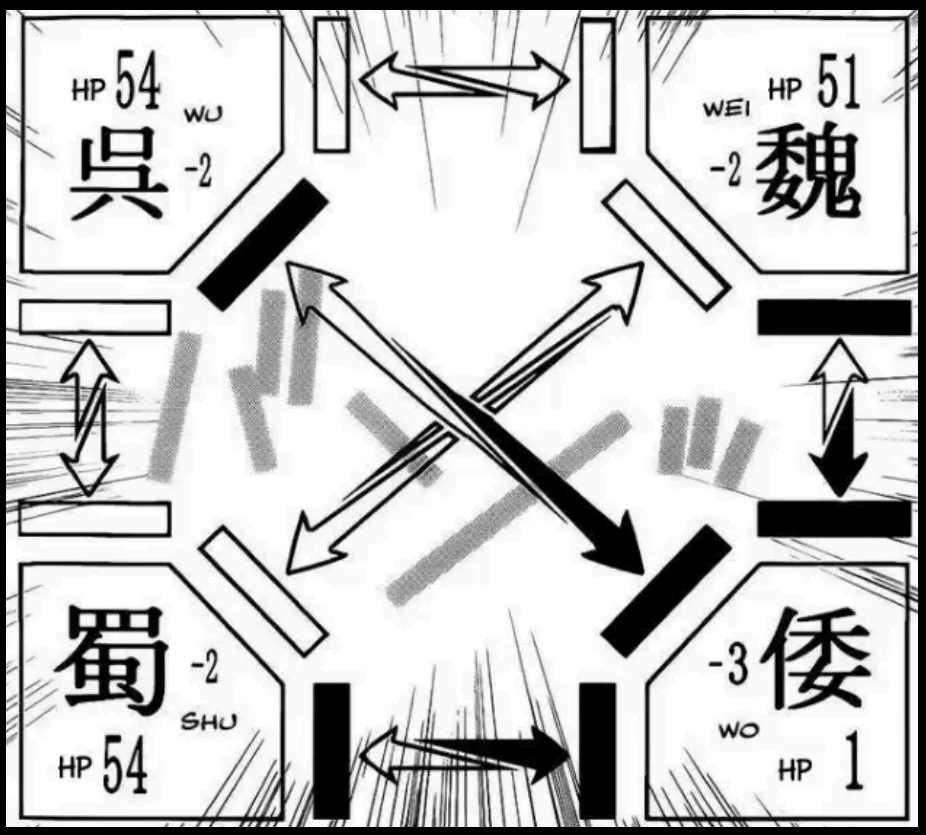
For the next three rounds, Yokoya kept the sword and shield strategy, leaving with these results:

Kingdoms' life point count:		
1st place	呉 Wu	58pts
1st place	蜀 Shu	58pts
3rd place	魏 Wei	55pts
4th place	倭 Wo	7pts

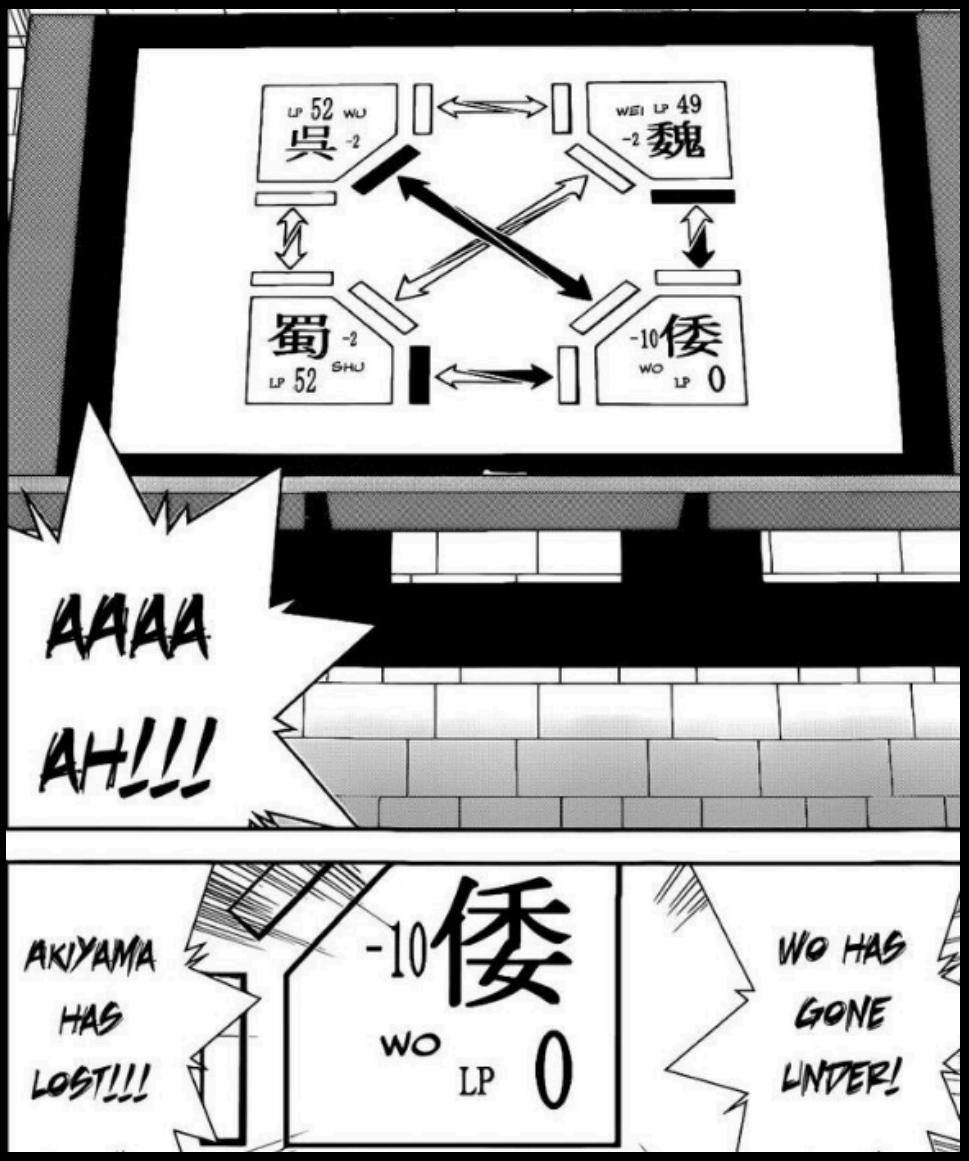
The 23th round starts and Yokoya keeps the offense and defense towards Wo



For the next round he does the same:



Finally, pushing Wo one more time with the sword and shield, Yokoya successfully eliminates Akiyama



[FRI, WMI, PSI, Strategy Complexity, Strategy Execution, Strategy Shielding, Strategy Adaptability, Direct manipulation, Emotional perception, Leadership, Overall SQ, Inductive reasoning, Analogical Reasoning, Abductive reasoning, Counterfactual Reasoning, Logical reasoning, Critical Thinking, Convergent Thinking, Lateral Thinking, Linear Thinking, Holistic Thinking, Associative Thinking, Crystallized Intelligence, Analysis, Setting Traps]

SELF LP REDUCTION:

After Yokoya eliminates Akiyama he calls Ootuska, warning him Akiyama will approach to him and try to manipulate him, Yokoya threats Ootsuka telling him if works with Akiyama he will make sure it ends bad for him, and ends up saying he will not go wrong if he does exactly as he says, since he already saw what happened in the Bid Poker game, where Yokoya made him a winner.



Now, the battle is between Wei, Wu and Shu, now Yokoya's goal is to decrease his own LP, leaving Wu and Shu as the last kingdoms standing. He starts this by telling Ootsuka to use a 2-way wall and attacking Wu. Yokoya knows the game is far for being over, now he has to:

- Misdirect his teammates about their own LP bleed out, since Ootsuka and Wada would become suspicious

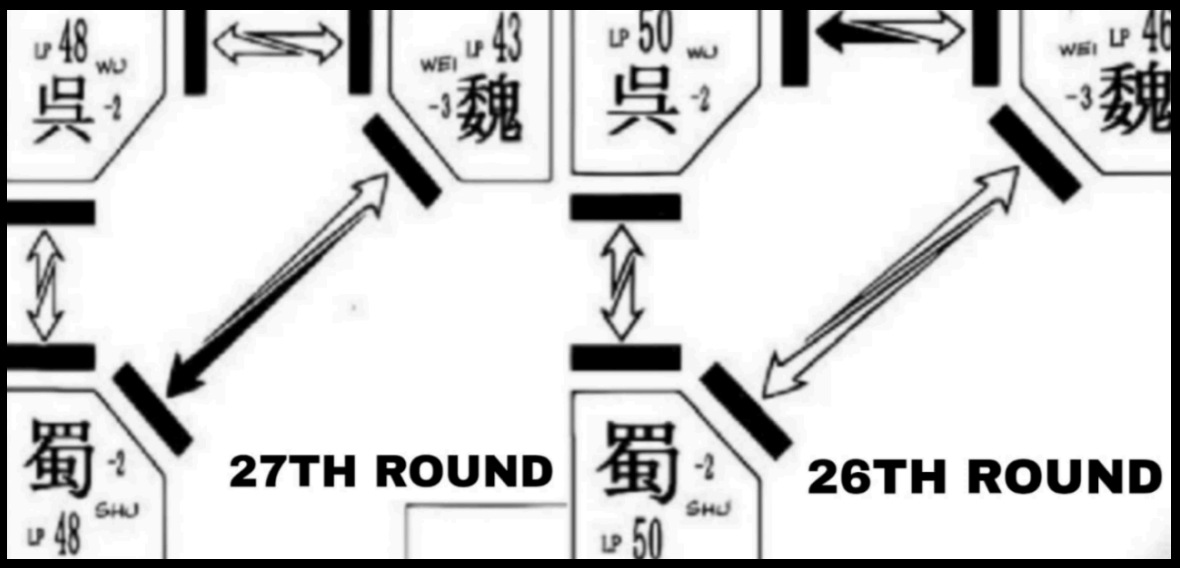


- He has to make it difficult for Wu and Shu to break the pact, if they engaged into an early war, Wei's general might try to go against Yokoya's order and go with no offense or defense, neither Shu and Wu can leave their pointing wall towards Wei opened, since also Ootsuka can notice this and attack

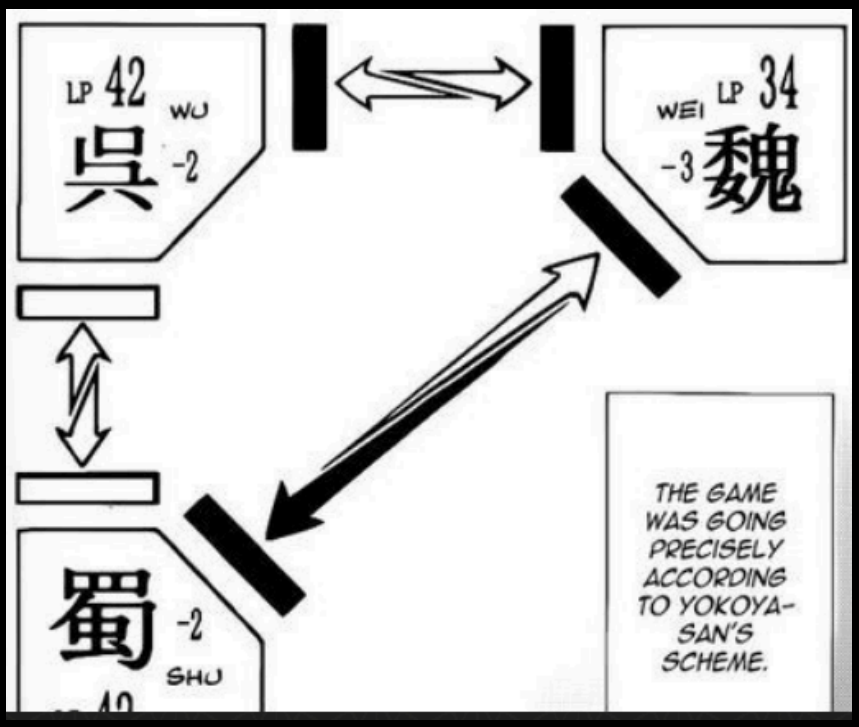


- Tells the Bosses of Wu and Shu to use a double wall without exception to ensure neither of them will break the cooperation, doing this Wei is set to keep using up its LPS at a slow rate until it sinks down first.

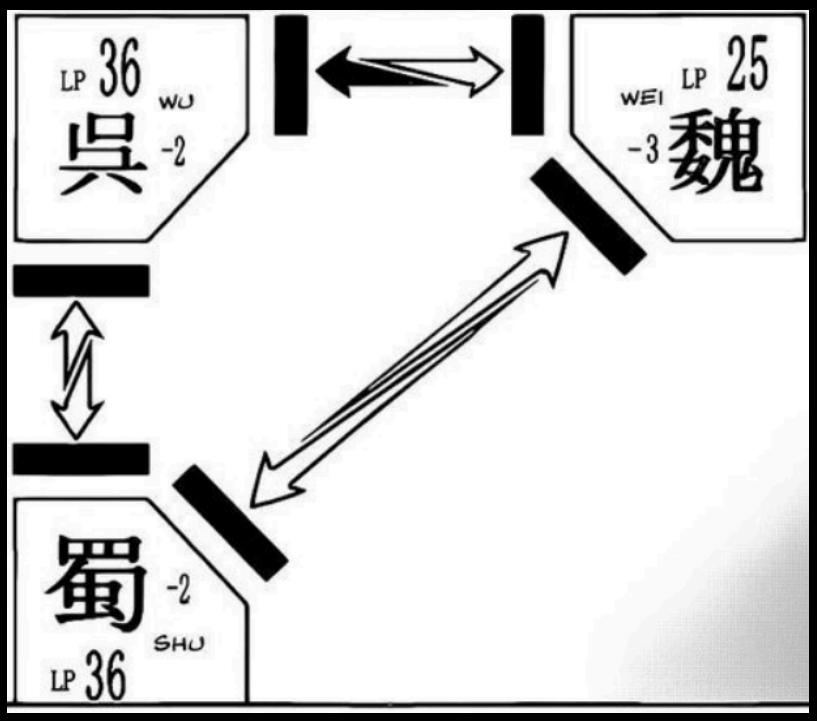
For the upcoming rounds the plan is: Wei using a 2-way wall and attacking each turn either Wu and Shu in order, while Wu and Shu use a 2-way wall.



For the next three rounds this keeps happening:



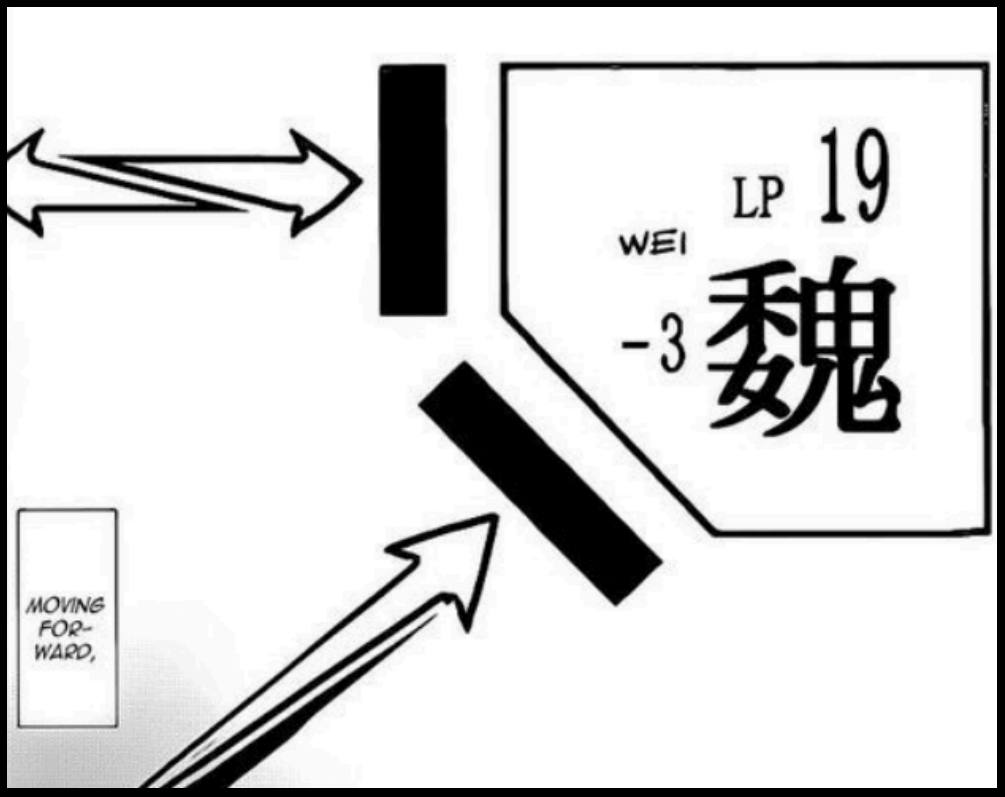
Three rounds after:



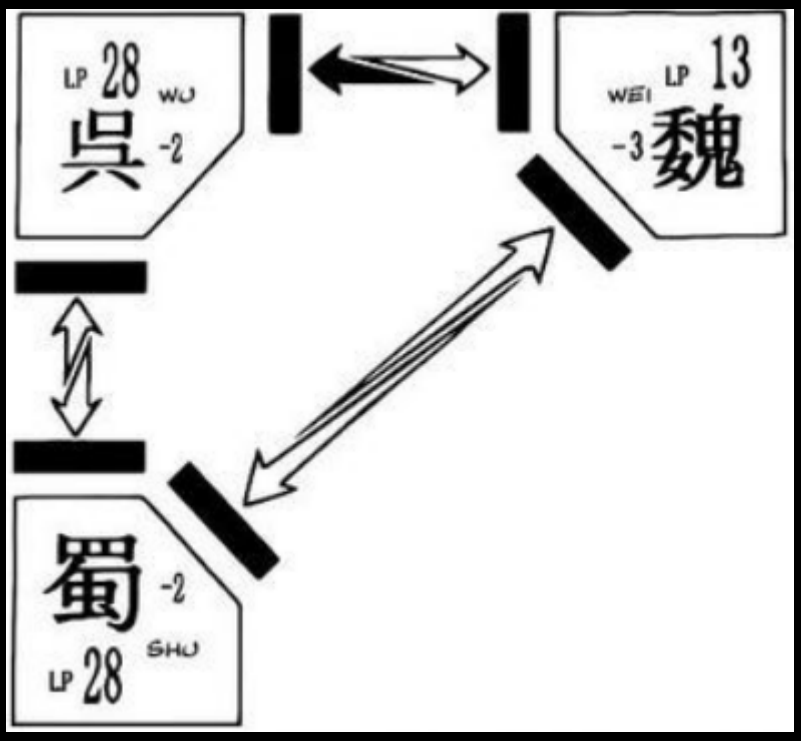
During this time, Yokoya stays very close to Ootsuka and Wada in case Akiyama acts and tries to persuade them



Two rounds after for the 33th round:



Two rounds after:

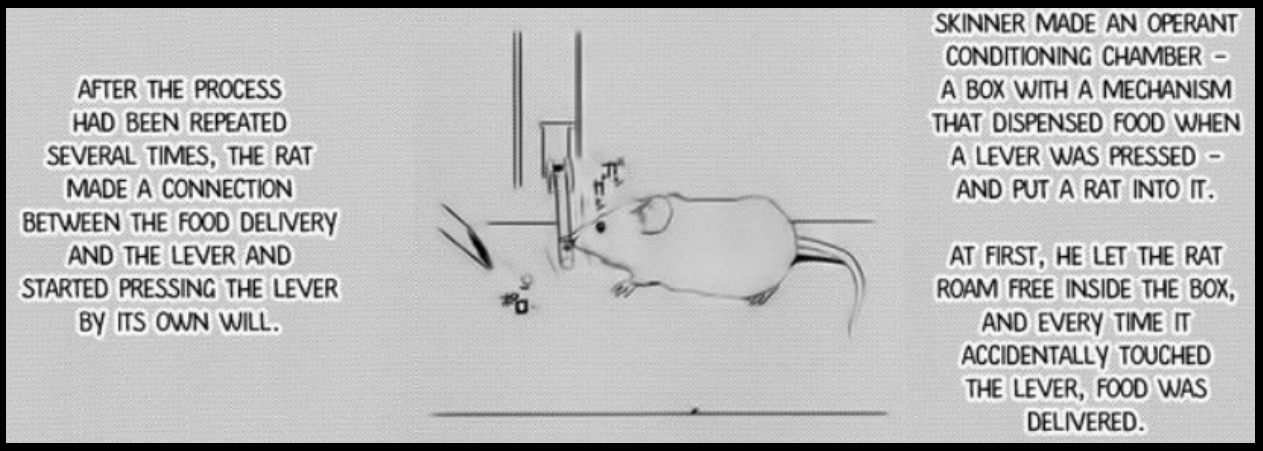


Nao makes her move and tells Ootsuka and Wada Yokoya is trying to make Wei lose, and after that he will cast them both away. Ootsuka says he had a little suspicion that Yokoya might be trying to make them lose, but he says Yokoya previously told Wada and Him about his true intentions, and even if they lose the people from Wu and Shu will pay the debt from

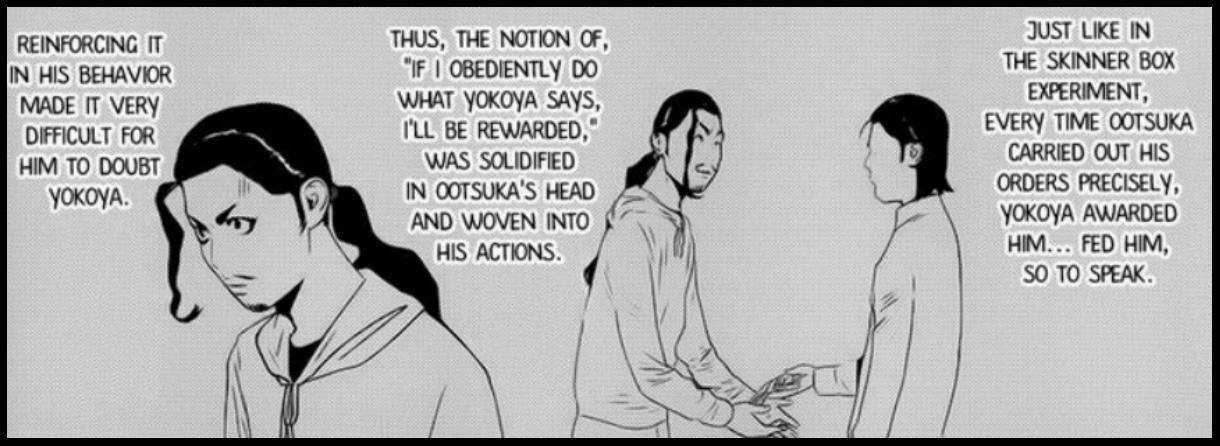
him and Wada. Right after that Yokoya shows a contract where whoever is the winner between Wu and Shu, they are obligated to pay Ootsuka and Wada's debt



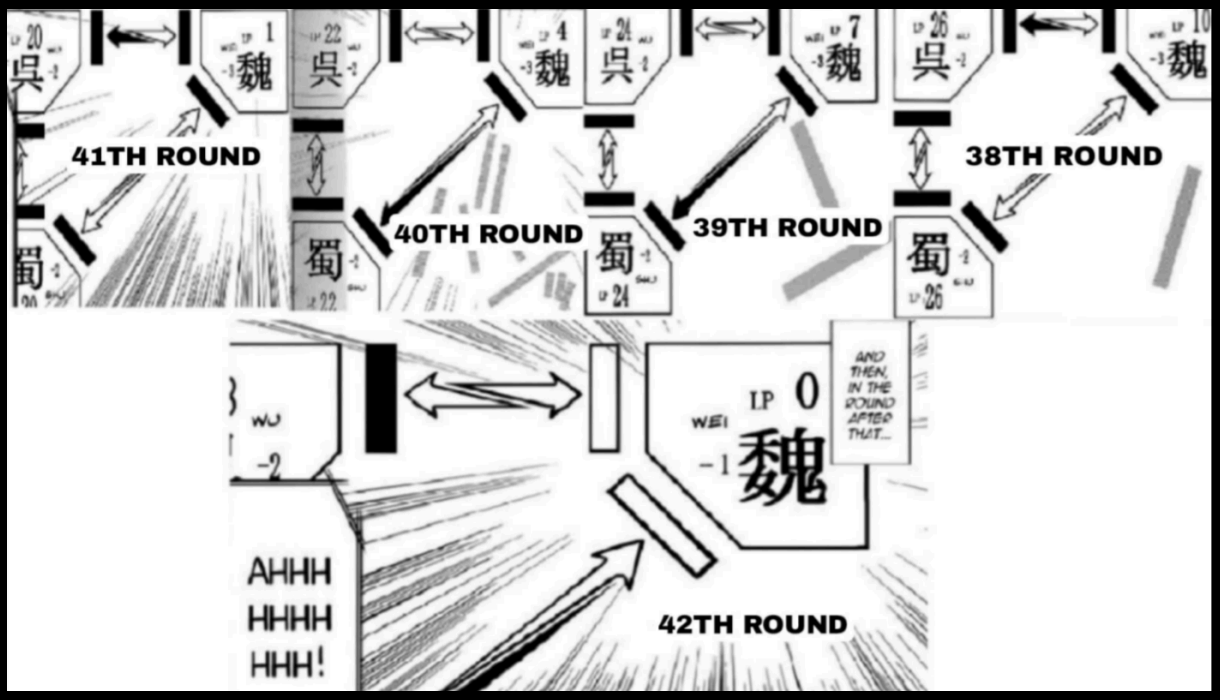
But the truth is that the contract Yokoya showed them is actually fake, it's a contract he quickly made as an insurance in case of any Akiyama action. Thus no one will pay their debts. Ootsuka didn't even doubt Yokoya since Yokoya has been conditioning since the Musical Chairs game, this is very similar to the Skinner Box experiment, where Skinner made an operant conditioning chamber a box with a mechanism that dispensed food when a lever was pressed and put a rat into it. At first, he let the rat roam free inside the box, and every time it accidentally touched the lever, food was delivered.



Much like in the Skinner Box experiment, every time Ootsuka followed his orders precisely, Yokoya rewarded him, "fed" him, so to speak. This reinforced the idea in Ootsuka's mind that, "If I obediently do what Yokoya says, I'll be rewarded," embedding it deeply into his actions. This conditioning made it exceedingly difficult for him to doubt Yokoya. He can no longer even entertain the thought of his "owner" abandoning him.



With this psychological usage, Yokoya successfully deceives both Ootsuka and Wada.
For the 38th round and forward, things stay the same



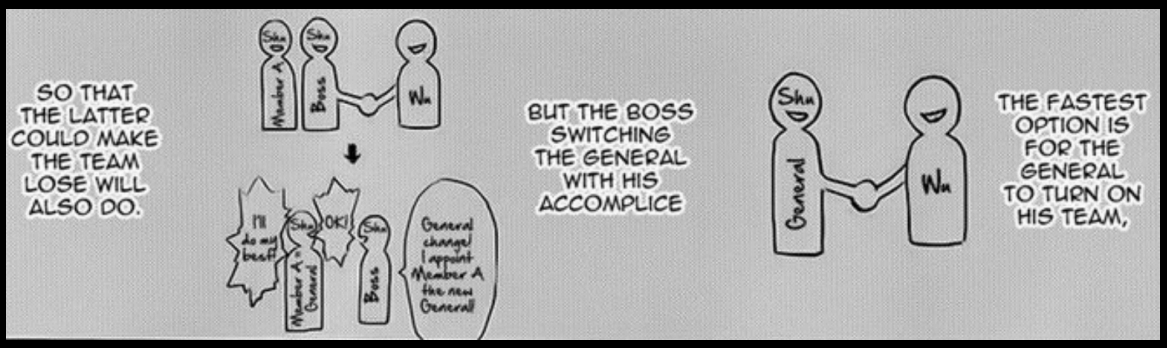
For the 42th round, with only 1 LP left, Yokoya attacks Shu in order to waste his last LP.
With this; Yokoya successfully achieves his goal of destroying his own kingdom.



[FRI, Planning execution, Misdirection, Indirect manipulation, Mass Manipulation, Direct Manipulation, Deception, Misdirection, Acting Skills, Emotional Perception, Overall SQ, Psychology, Logical reasoning, Inductive Reasoning, Analogical Reasoning, Counterfactual Reasoning, Critical Thinking, Convergent Thinking, Lateral Thinking, Linear Thinking, Holistic Thinking, Associative Thinking, Foresight, Setting Traps, Avoiding Traps]

STALEMATE SUPPORT:

After the conversation with Akiyama, Yokoya realizes Akiyama is right and he has been proven wrong through all the liar game of his idea of domination, that the winner of the battle of ideals of the Liar Game is Nao, who continued believing in people despite everything she been through. Yokoya speaks to the players and the LGT office outloud, he says the deadlock can be broken easily, all he needs to do is to make someone from Wu or Shu to betray their team, and make them lose on purpose. Yokoya says there are two options to make this, either buying the general of the team or buying the leader so he can choose an accomplice as the general



Yokoya can easily do this, since he has enough money he won from previous games, but he is not willing to do this, since he will support the stalemate as a way of fighting the LGT office. He gives the reasoning that indeed a stalemate with no end seems exhausting for everyone involved, but enough food and drinks were prepared beforehand for the players, so this won't be a problem. Even if the deadlock continues for a week, they won't die, compared to the hell losers will go through the moment the game ends. Waiting is the best option, indeed, this current situation will trouble the LGT office way more than them.



[FRI, Direct manipulation, Mass Direct Manipulation, Emotional Perception, Overall SQ, Logical Reasoning, Inductive Reasoning, Analogical Reasoning, Counterfactual Reasoning, Critical Thinking, Convergent Thinking, Linear Thinking, Holistic Thinking, Associative Thinking, Persuasion, Prediction]

K-DRAMA YOKOYA



In the K-DRAMA version, Liar Game is a famous show. Yokoya is the mastermind behind it and the host of the show, but eventually, he'll become a former player

❖ YOKOYA'S PAST:

Yokoya was a kid in the orphanage Akiyama's mother ran. He and Akiyama were very close, since it was obvious they were far more intelligent than the rest of the kids. Yokoya and Akiyama played this "Trust Game", where they both stand up on a water well and support their hands, if one of them didn't grab the other, they would fall to this empty water well.
One day, Nao came to the orphanage, dropped out by her Father with the intention of recovering economically to help his dying wife. She also hung out with Aki and Yoko.
One day, a man visited the orphanage, he was surprised by seeing Akiyama and Yokoya's intelligence. This man was an adoption broker, so he adopted and then sold kids for money. When they got into Akiyama's mom's office, he told her he knows a very wealthy family in the US that would like smart kids, so Akiyama and Yokoya would be perfect. Akiyama's mom tells him Akiyama its his biological son, so she can't do that, she seems distrust about the real motive she wants Aki and Yoko, but he convinces her telling the donation will be larger this time, so she accepts and gives Yokoya to that man.

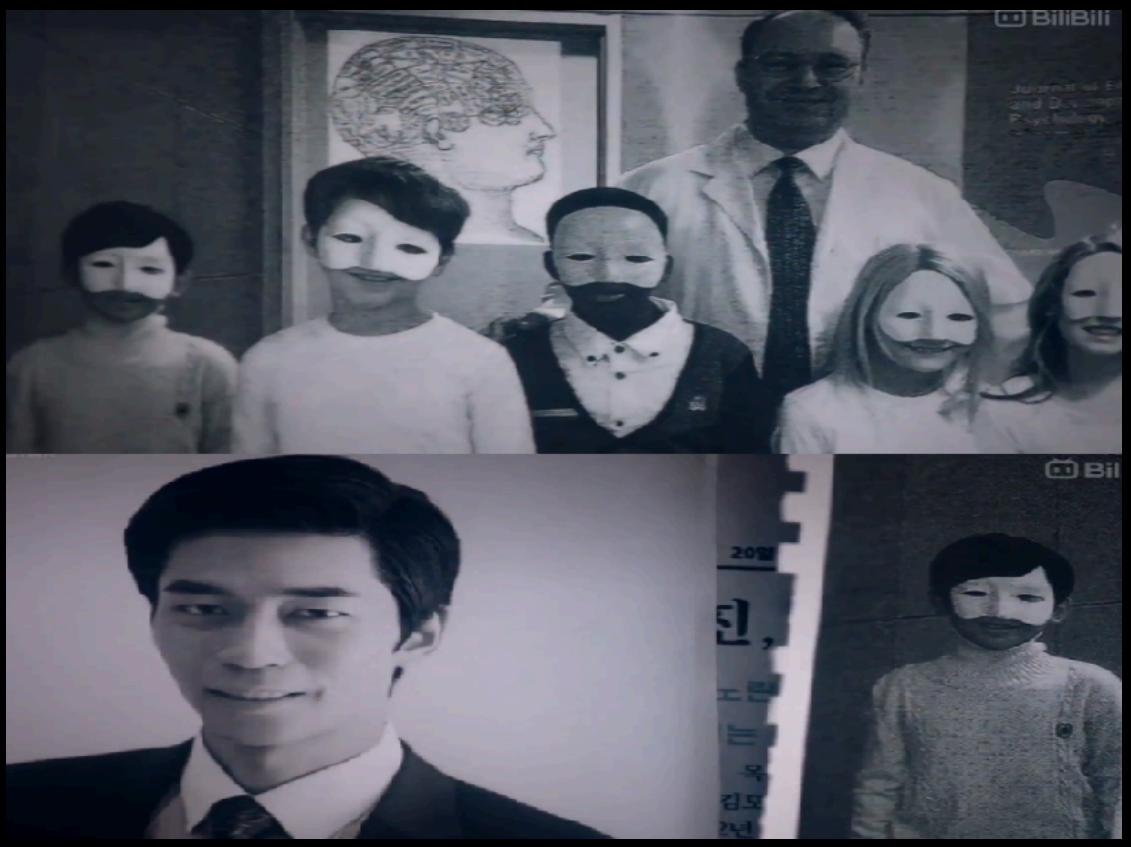


After this, Yoko, Aki and Nao are playing the Trust Game, but this time backwards, unfortunately for them, Yokoya has to go before they can finish the game, but he promises them they will finish that game another time.



WALDEN TWO PROJECT

Theadoption broker sold Yokoya to the Walden Two Project in the US, Yokoya's intelligence was so noticeable he could get into this secret experiment.



In this experiment, children were subjected to rigorous and often grueling training designed to push their physical, intellectual, and psychological limits to the brink. The goal was to develop individuals with unparalleled intelligence and abilities, transforming them into the ideal spies or soldiers. Their education encompassed every conceivable field, from advanced mathematics and science to combat training, strategy, and espionage. They were also extensively drilled in emotional control, learning to suppress or manipulate their microexpressions to deceive adversaries and mask their true intentions.

The environment was brutal, with success measured solely by survival and results. Many children succumbed to the harsh conditions, either as casualties of risky experimental drug trials aimed at enhancing their cognitive or physical performance or through suicide, driven by the relentless pressure and dehumanizing nature of the program. Following the collapse of the "Walden Two" project, Yokoya emerged as one of its rare survivors. Despite the trauma of his upbringing, he leveraged the skills and discipline he had acquired to excel academically. He pursued a degree in Economics at Yale, where he distinguished himself through his sharp analytical mind and unparalleled focus. After completing his undergraduate studies, he earned a Master's in Business Administration, further honing his expertise in finance, strategy, and corporate operations. Yokoya's academic achievements opened doors to a high-powered career on Wall Street. There, he quickly rose through the ranks, applying his calculated mindset and strategic acumen to navigate the competitive world of investment banking and corporate finance.

❖ LIAR GAME PLANNING:

Yokoya, wanting revenge against Akiyama (resentment he has because Akiyama was the protected child) and at the same time wanting to finish the “Trust Game” they never ended with Nao. Yokoya creates the Liar Game, and creates a specific plan to make the show run on air and make Nao and Akiyama part of it.

1. Creating the games

Creating the games in Liar Game requires an extraordinary level of planning, combining intricate design, psychological insight, and logistical precision and overall creativity. Each game must be meticulously crafted to challenge participants not only intellectually but also emotionally, pushing their morals, trust, and reasoning to the limit. The complexity of the games is a testament to their sophistication, as they involve multiple layers of strategy, manipulation, and risk assessment. Yokoya considered these elements while creating the games:

Psychological Foundations

Yokoya's games are designed to exploit human psychology. The rules are tailored to create conflict, sow mistrust, and force participants to navigate their deepest fears and desires. This requires a deep understanding of behavioral economics, game theory, and cognitive biases.

Rule Complexity

The rules of Yokoya's games are intentionally layered and multifaceted. He must have anticipate every possible loophole, exploit, or strategy that participants could devise, ensuring that the rules are robust enough to handle unforeseen tactics.

Logistical Precision

Each game involves elaborate setups, from physical props to digital monitoring systems, ensuring smooth execution. The timing, locations, and transitions between phases must be flawlessly coordinated to maintain the psychological pressure on players.

Contingency Planning

Yokoya must account for every potential deviation or unexpected move by participants. This includes having backup plans for rule disputes, handling participants who attempt to quit, and ensuring the narrative progression of the game remains compelling.

The games must be inherently multi-dimensional:

- **Mind Games:** Participants must constantly predict and counter the moves of others, leading to layers of bluffing, betrayal, and strategy.

- **Team Dynamics:** Many games force players to form alliances, which are inherently unstable due to the competitive nature of the rules.
- **Risk vs. Reward:** Every decision carries significant consequences, often involving large sums of money or reputational stakes.
- **Ethical Dilemmas:** Players will frequently be placed in situations where they must choose between personal gain and collective benefit, testing their moral compass.

The level of planning required to create the games in Liar Game is a blend of advanced strategic design, deep psychological insight, and flawless execution. These games are masterclasses in strategy, manipulation and complexity, pushing participants to their limits while captivating both players and observers. Yokoya has to create these games in order to challenge Akiyama and at the same time, have viewers on the edge of their seats.

2. Creating the Logos of L company and Lloyd Capital

Yokoya has to create these logos in order to start gaslighting Akiyama with the water well positions; referencing the game they played and could never finish.

3. Causing the Bankruptcy of thousands of people

Yokoya's goal is to make the Liar Game entertaining, and he will achieve this by making penniless people fight each other for huge sums of money. Yokoya is aware that after the stock manipulation he did to causes Akiyama's Mother suicide and the stock manipulation Akiyama will do to destroy L company, Thousand of people in Korea and most specifically in Seoul.

4. Pushing Akiyama's mother to commit Suicide

As the foundator of L company, he approaches the adoption broker he met as a kid, he hires him as the CEO of L company, and tells him to approach Akiyama's mother, offering her to invest in a company to have economic profit, she believes in him, since she knew him from years ago, what she didnt know is that after this, Yokoya would manipulate the stock market to make her lose all her invested money, pushing her to commit suicide.

5. Indirectly Causing Nao's father bankruptcy

Knowing that Akiyama will not seek direct revenge for his mother's death, Yokoya is confident that Akiyama's focus on toppling L Company is inevitable. To exploit this, Yokoya orchestrates a meticulous plan: he hires someone to approach Nao's father, persuading him to invest heavily in L Company. This ensures that when Akiyama manipulates the stock, Nao's father will be rendered penniless, setting the stage for an emotional entanglement between Nao and Akiyama.

6. Timing Akiyama's prison sentence

Following Akiyama's imprisonment, Yokoya anticipates his eventual release and carefully times his actions to coincide with Akiyama's reentry into the game.

7. Killing the L company CEO

Yokoya knew Kim (L company CEO) knew too much about him, so he has to kill him to, He hired a guy that induced a drugged drink to Kim, after Kim woke up, beneath his feet was a bottomless cliff, while his body was tied tightly to a chair. Yokoya told this person he wanted Kim to feel true despair, after this, the single rope that held him, broke, making him have a very painful death. Even after police found the man Yokoya hired, he could get out of jail, this shows how much influence Yokoya has.

8. Getting Investors to make the TV show

After returning to Korea, Yokoya will secure a position as an analyst on a security broadcast program aired by JVN, a prominent television network. In one episode, Yokoya predicts an impending financial crisis that could threaten JVN's stability. He not only forecasts the disaster but also provides actionable advice to avert bankruptcy. As events unfold precisely as he predicted, JVN follows his recommendations and is saved from financial ruin.

This feat elevates Yokoya's reputation within JVN, earning him respect and influence. Leveraging this newfound status, he proposes the creation of the *Liar Game*. The concept, backed by his impeccable track record, attracts significant investment from within and outside JVN, despite the show's exorbitant costs, including a prize of ₩10 billion (approximately $10 million USD). What JVN does not realize, however, is that Yokoya himself orchestrated the stock manipulation that nearly destroyed their company, using this crisis to solidify his influence and secure funding for his vision.

9. Allying with debt collectors

Yokoya's confidence in the Liar Game's viability stems from two key factors: the massive viewership it will attract and the debts collected from the losers. To enforce these debts, Yokoya allies with dangerous loan sharks, ensuring that participants are pressured to repay their losses, often through intimidation.

10. Indirectly manipulating Jo Dal Goo to become a shark debt

To further interweave the fates of Akiyama and Nao, Yokoya meticulously fabricates a connection between them. Through an investigation into Akiyama's former prison cellmates, he identifies Jo Dal Goo, a man nearing release. Yokoya delves into Dal Goo's background and strategically places someone in contact with a friend of Dal Goo, arranging for this

individual to secure a position as a loan shark working for the criminal organization to which Nao's father owes money. This orchestrated chain of events ensures that Nao and Dal Goo cross paths. When Nao inevitably finds herself in trouble, Dal Goo will direct her to Akiyama, tying their stories together seamlessly.

11. Dragging his stock manipulation victims to the Liar Game

As Yokoya's plans unfold, the economic crisis triggered by his and Akiyama's manipulations leaves thousands in Seoul in financial turmoil. By selecting the most compelling and desperate candidates to participate in the Liar Game, Yokoya guarantees a show filled with tension, strategy, and drama, all hallmarks of the gripping entertainment he envisions.

12. Dragging Nao to the Liar Game

Yokoya meticulously orchestrates every detail to ensure Nao's participation in the *Liar Game*, presenting her selection as entirely coincidental. To achieve this, he begins by studying her daily routines and movements, monitoring her activities down to the minute. Once armed with this information, he sends an elderly woman to approach Nao at a specific location in Seoul where she is known to frequent. Predicting that Nao's compassionate nature will lead her to assist the woman, Yokoya instructs the elderly woman to leave the bag full of money with Nao, providing a seemingly organic justification for her inclusion in the game.
This careful maneuvering creates the perfect pretext to make Nao a participant without raising suspicion.

13. Manipulating the Media

Yokoya understands the Liar Game has the potential to achieve exceptional viewership ratings. The premise itself, massive sums of money at stake and the inevitable betrayals, appeals to human curiosity and the love of high-stakes drama. To further ensure the show's success, he plans to allocate ₩500 million as advertising incentives to the media outlet that drives the highest influx of new viewers, securing widespread exposure.

14. Making someone Nao has relationship with her rival so Nao will be a fan favorite

Yokoya knows that the show must remain viable and engaging for its audience, or it risks cancellation before his grand plans come to fruition. To inject drama and tension into the first round, Yokoya deliberately selects someone connected to Nao, her former teacher, as her opponent. This choice is strategic, as the teacher is burdened with debt and unlikely to opt for a safe strategy to withdraw from the game. Instead, his desperation will lead to betrayal, positioning Nao as both a victim and a fan favorite. Yokoya carefully cultivates this narrative

so that, if Nao struggles or faces potential elimination, he can leverage his influence with the executives to protect her.

15. Making Nao win in the elections so she can keep playing.

As part of the format, 50 players are initially selected for the Liar Game, but only 40 will proceed based on viewer votes. To ensure Nao's popularity, Yokoya stages an interview in which he highlights her golden-hearted nature and impeccable manners, prompting compassion and support from the audience. Aware of her personal struggles, such as her father's disappearance following his bankruptcy, Yokoya instructs the producers to encourage Nao to share her story, further solidifying her appeal among viewers.

16. Dragging Akiyama to the Liar Game

Yokoya also anticipates that Jo Dal Goo will recommend Nao seek Akiyama's help. Knowing Akiyama's personality, Yokoya predicts he will see his late mother in Nao's kindness, naivety, and nobility. By exploiting this emotional connection, Yokoya manipulates Akiyama into joining the Liar Game without direct intervention.

17. Making sure Nao's teacher shark debts appears by the end of 1st round

Yokoya is very aware that Nao will end up winning the first round if she has Akiyama on her side, thus, having enough money to withdraw the game. So he has to put obstacles in her way to prevent this case, aware of the teachers debt, he will call his debt collectors to come in time right after the 1st game ends, they will ask him to pay the money or they will make him sign a contract where he gives some of his organs to them, Nao witnessing this, will stop this atrocity by giving her money prize to them.

18. Forcing Akiyama to become a former player of the Liar Game

Yokoya plans to manipulate Akiyama into joining the second round of the Liar Game by exploiting his emotional vulnerabilities and personal history. Yokoya predicts Nao will give her money to her teacher to settle her debts so he will use this as leverage.He will remind Akiyama of his painful past, drawing parallels between Nao and Akiyama's deceased mother, who was compassionate to a fault. also Yokoya will allude to Akiyama's quest for justice. Yokoya aims to push Akiyama into participating by encouraging to unfold the truth behind his mother's death.

19. Convincing the Director and the staff Akiyama is the perfect candidate to the game

Convincing the producers to allow Akiyama's participation presents another challenge. His background as an ex-convict and former con artist makes him a controversial candidate. However, Yokoya persuades them by arguing that Akiyama's inclusion would boost ratings, portraying him as a compelling figure with a story of redemption. He bolsters his argument by presenting records that reveal Akiyama committed his crimes to avenge his mother, partially rehabilitating his image in the eyes of the producers.

20. Gaslighting Akiyama through the Liar Game.

This feat alone is so complex we'll cover it in depth in the next pages.

Yokoya is acutely aware that Akiyama has suppressed their shared history, largely because Akiyama acknowledges his mother's mistakes. To destabilize Akiyama's psyche, Yokoya devises a strategy to make him question his own sanity. He subtly introduces elements tied to their past, such as phrases Akiyama's mother used to say and symbolic objects like the L Company logo, the Lloyd Capital painting in his dining room, and the artwork from the orphanage. These cues create an unsettling sense of familiarity, entangling Akiyama in a web of doubt about his memories and past. This psychological warfare ensures Akiyama remains ensnared in the Liar Game, unable to abandon the challenge.

21. Making a player own him a favor

Yokoya understands that to fully execute his plans, he must eventually secure a position as a participant in the Liar Game, particularly during the pivotal President Game. He has already laid the groundwork by instituting a rule allowing three non-current players to join the game, but this requires a current participant to nominate him as a candidate. For this, Yokoya identifies the perfect opportunity with Fukunaga, who will be vulnerable after betraying the other players in the Minority Rule game.

Yokoya's strategy involves manipulating Fukunaga by conspiring with her and using incriminating photographs of their meetings to sow distrust among the players. He ensures these photos are framed to make it appear that Nao is his favorite, portraying her as duplicitous and undermining her integrity in the eyes of the group.

22. Making sure Nao will not withdraw from the game

To maintain control over Nao, Yokoya closely monitors her financial situation, prepared to act if she considers withdrawing from the game. However, he is confident this scenario is unlikely. Nao's growing attachment to Akiyama, who will be relentlessly driven to uncover the truth, ensures her continued participation. Yokoya also recognizes Nao's innate desire to help others, knowing she will remain in the game to save her fellow players from crushing debts, even at great personal risk.

23. Becoming a participant

In the future, Yokoya will execute a cunning plan to secure his participation in the President Game by manipulating Fukunaga and exploiting the rules. He will first approach Fukunaga, convincing them that Yokoya should be their chosen candidate for the game. Fukunaga, persuaded by Yokoya's arguments, will agree and even manage to convince their manager of this strategy, framing it as the optimal move.

When the candidate selection process nears its end, Yokoya will orchestrate a dramatic twist. With only five minutes remaining, Fukunaga will publicly announce Yokoya as their candidate, leaving everyone in shock. Yokoya will feign surprise as well, acting as if he had no prior knowledge of the decision. This calculated performance will stir confusion and objections from the Liar Game producers, who will argue against Yokoya's participation since he also serves as the game announcer.

However, Fukunaga's manager will intervene, asserting that allowing Yokoya to participate is the only way to defeat Akiyama. This argument will sway the producers, ultimately convincing them to permit Yokoya's involvement.

To solidify his position, Yokoya will propose a vote: if five participants object to his entry, he will withdraw from the game. Confident in his manipulative influence, he will predict that objections will fall short. Indeed, only four participants will oppose him, and Akiyama, recognizing the strategic advantage of confronting Yokoya directly, will support his participation.

With this carefully laid plan, Yokoya will secure his place in the Liar Game, positioning himself to manipulate the events that follow and challenge Akiyama on his own terms.

24. Planting a Ticking Bomb in Nao's head

Before Last Man Standing, Yokoya has to reach Nao and revealing her fathers situation is Akiyama's fault. Yokoya knows Nao might not believe him, but this action will be enough to plant the seed of doubt in Nao. Yokoya will say this while mics are recording so the staff will investigate this, revealing it to the public and make Nao distrust Akiyama.

25. Kidnapping Nao's father

For the climactic Last Man Standing game, Yokoya plans to take Nao's father hostage, using this as leverage to blackmail Akiyama. This move forces Akiyama into a moral and strategic dilemma, ultimately ensuring he turns against Nao. In this way, Yokoya intends to sever the bond between them, creating distrust and chaos.

26. Revealing the truth to Akiyama

Before the Last Man Standing game, Yokoya orchestrates a calculated detour for Akiyama, leading him to an orphanage. There, Akiyama will rediscover the buried truth about his shared past with Yokoya, unraveling memories that Yokoya has carefully prepared to manipulate him further.

27. Make sure Nao, Akiyama and him get to the last stage of LMS

During the Last Man Standing game, Yokoya envisions a scenario involving five players, with only the final three advancing to the grand finale. He meticulously ensures that he, Nao, and Akiyama are among the final three, setting the stage for his ultimate plan.

28. Making Nao kill Akiyama

To drive a wedge between Nao and Akiyama, Yokoya capitalizes on the distrust he has sown. He will place a real bullet among Nao's blank shots during Last Man Standing, ensuring it is fired at Akiyama.

[FRI, WMI, CPI, VSI, VCI, CRI, CFI, IPI, EFI, Overall Planning, Overall Strategy, Overall Tactics, Mass Manipulation, Direct Manipulation, Indirect Manipulation Individual Manipulation, Logical Manipulation, Psychological Manipulation, Misdirection, Deception, Gaslighting, Guilt-Tripping Manipulation, Overall SQ, Psychology, Emotional Perception, Emotional Understanding, Emotional Management, Emotional Engagement, Logical reasoning, Abductive Reasoning, Inductive Reasoning, Counterfactual Reasoning, Analogical Reasoning, Causal Reasoning, Convergent Thinking, Divergent Thinking, Lateral Thinking, Vertical Thinking, Non-linear Thinking, Abstract Thinking, Critical Thinking, Analytical Thinking, Holistic Thinking, Conceptual Thinking, Systematic Thinking, Associative Thinking, Crystalized Intelligence, Fluid Intelligence, Mathematical intelligence, Foresight, Creativity, Setting Traps, Intuition, Knowledge, Information Gathering, Information Control]

EPISODE 1:

To make Nao participate in the Liar Game, Yokoya devised a plan involving an elderly woman. He placed an old lady in the middle of the street, carrying a bag full of money. Nao, unaware of what was in the bag, passed by the woman. The lady called out to Nao for help, but Nao initially declined, saying she was in a hurry and didn't have time. However, due to her kind heart, Nao ultimately decided to assist the woman.

Nao carried the bag for her, and the old lady explained she needed to use the bathroom and would return shortly. Nao waited for six hours, but the woman never came back. Curious and concerned, Nao opened the bag and was shocked to discover it was filled with money. Unsure of what to do, she took the bag home, deciding to turn the money over to the police the next day.

The following day, Nao approached the police station with the bag. However, just as she neared the station, a phone inside the bag started to ring. She answered the call, and a voice instructed, "If you want to keep the money, press 1." Torn but intrigued, Nao hesitated and ultimately pressed 1.

Yokoya had anticipated her every move. Disguised as a police officer, he was waiting for her at the station. The moment Nao pressed 1, Yokoya approached her and said, "Welcome to the Liar Game."

During Nao's initial interview for the Liar Game, Yokoya revealed how he had predicted everything. He knew how she would feel when she discovered the money, how her conscience would compel her to take it to the police, and even how her curiosity would lead her to press 1. Every step of her actions had been calculated, proving just how deeply Yokoya understood her character.

[Overall Planning, Indirect Manipulation, Logical Manipulation, Psychological Manipulation, Emotional Understanding, Emotional Perception, Psychology, Overall Thinking, Setting Traps, Prediction, Anticipation, Overall Foresight]

EPISODE 2:

At the end of the 1st game, Nao managed to win against her teacher (Akiyama helped her just like in the manga), Nao's teacher had a lot of debts, and the creditors came to get their money back from the teacher. At this moment, Akiyama had left the house and was heading to his house. At this moment, Yokoya appeared in his car and forced Akiyama to get in so he could see what was happening at the teacher's house. After the conversation between Yokoya and Akiyama, Akiyama decided to get out of the car, but Yokoya expected what Nao

would do (she would give her money to her teacher to pay off the debts), and Yokoya told Akiyama that this would happen, and indeed this is what happened, and Akiyama stayed in the car. After that, another conversation took place between Akiyama and Yokoya, and Yokoya was trying to convince Akiyama to participate in the second round of the liar game, saying: "Akiyama, why are you paying Nao's fine instead of her? Is it because she reminds you of your deceased mother? She loved to help others and helped people who were suffering without any suspicion of them. Your mother was defrauded and was drowning in a lot of debt and passed away. And there is the angelic Kanzaki Nao trapped in debt, what a twisted fate, right?"

"The incident that happened years ago, did you take revenge? The company you destroyed was actually a cover company, I heard that the CEO died. Aren't you curious to know who was behind it? Join the game if you win, you will discover the truth behind your mother's death, you will be able to quickly find out if I am lying or not"

"Saving Kanzaki Nao or avenging your mother, which one will you choose Akiyama!!"

[VCI, Verbal Deception, Direct Manipulation, Emotional Understanding, Prediction]

EPISODE 5:

Yokoya calls Kanzaki Nao and tells her that there is a photo shoot for a fashion magazine. Kanazaki was a bit surprised but this was already in the Liar Game contract, Nao is a star and can be exploited and invested in for the benefit of the liar game. Nao agreed to this because she had no other choice. After the photo shoot was over, Yokoya wanted to bring Nao to his house but she refused, so Yokoya said "I invited Akiyama too and I just want to thank you" and here Nao was convinced to come to Yokoya's house, also Akiyama didn't know about this so Yokoya used Nao to convince Akiyama to come to his house and indeed Akiyama came to her house. Now back to the photoshoot, Yokoya took the photos that Nao took from the photoshoot and gave them to Fukunaga (the game was downsizing the same game in the manga)so he could use these photos and make everyone turn against Nao instead of Fukunaga (the participants wanted to eliminate Fukunaga) saying that Yokoya, Nao and Akiyama were collaborating with each other to split the big prize between themselves and in this way everyone became against Nao and wanted to eliminate her, and all this because of the photoshoot that Yokoya organized a few days before the game

[Indirect Manipulation, Info Control, Verbal Deception, Misdirection, Emotional Understanding, Overall SQ]

EPISODE 7&8 :

❖ President Game

President Game Rules
(Fourth Round of the Liar Game):
1. There'll be a candidate to choose to he the president , and the president can eliminate four participants in the game
2. The candidate must not be a participant in the game, i.e. someone who has not participated in the Liar Game before must be chosen
3. Players have 24 hours to choose their candidate
4. The candidates will announce their pledges, after the announcement of the pledges, public opinion polls, they can gather supporters
5. An hour of campaign time will be given , when the campaign time ends, the voting will start. When the winner is elected, pledges are enforced and after, the winner will select those to be eliminated
6. Pledges: once out of the three they can make a false pledge, before the candidate announces the pledge the two buttons that are prepared on the platform, out of the "Truth" and the "Lie" buttons, if he presses the "Lie" button he doesn't have to keep that pledge. If he presses the "Truth" button but doesn't keep that pledge, then it'll automatically become a lie, then the candidate will be eliminated
7. The contents of the pledge can be anything that's related to execution of the game money
8. Elimination: The president can eliminate one person amongst the people who aren't his supporters (anyone didn't vote for him)
But the president who's selected at the last election, can eliminate two people regardless of who they are supporting including the candidates
9. The game money in this game is gold coin each is worth about 10 million yen
There are two types of game money. The money used for national personal safes will be installed in the local booths. In the national safe, there's 900 million yen, only the president is able to touch it, and in the personal safes, at every election, 100 million yen will be given to the players, it'd be just like local government funds.
10. There are 3 colors representing each candidate's party affiliation. If you press the button, you'll receive the color of the candidate you support and you will become an active party member
11. The party member can apply lines and funds to the corresponding candidate. They are contained in the camp and come to participate in the campaigning.
12. If the white button is pressed, they will become independent(doesn't belong to party)
13. The selection color will remain until the election

14. After the party selection ends there'd be an hour called campaigning period. The white, independents, can choose to speak to anyone, but the other affiliated party members and the candidate can only speak with those who are of the same color.
15. If you want to persuade a person of a different color or an independent party, you must use the election campaign fund.
16. Individual campaigning will be done 1:1 inside the local booths and by convincing your counterparts. The estimated 10 million yen in campaign money will move from the supporter's safe, To the opponent's safe. And there's also a group campaign, only candidate can do group campaign, and all the players should listen what the candidate will say
17. And the organization's campaign, which has been gathering the entire resources in funds equaling 50 million yen, will be returned to the treasury.

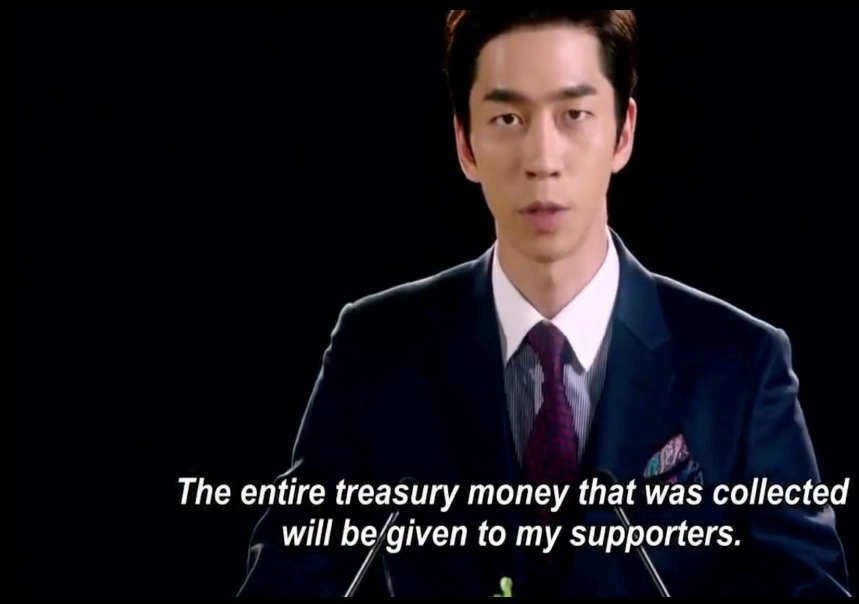
JOINING THE LIAR GAME:

Yokoya used the second law in the President Game to participate in the President Game and he did this by using Fukunaga; he convinced Fukunaga that his candidate would be him, and Fukunaga agreed to this, and Fukunaga also convinced his manager that Yokoya would be his candidate in the President Game, and when there were 5 minutes left until the end of the candidate selection Fukunaga announced that his candidate would be Yokoya, everyone was shocked and Yokoya also pretended to be shocked by Fukunaga's words. The Liar Game producers objected to this, and Yokoya also objected to this because he is the announcer in the Liar Game, but Fukunaga's manager told the producers that this is the only way to defeat Akiyama, and everyone was convinced for Yokoya to participate in the game. After that, Yokoya created a vote on whether or not to participate, and he said that if there were 5 objectors to Yokoya, he'll not participating in the game, and there were 4 who actually objected, but Akiyama agreed to Yokoya's participation because he thought it would be easier to confront Yokoya directly on the battlefield. And so, Yokoya got into the Liar Game.

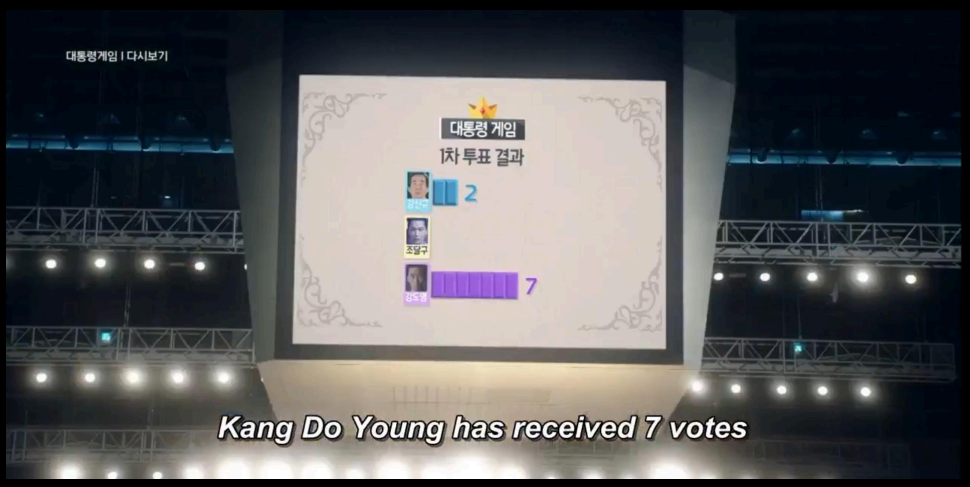
|FRI, VCI, Long Term Planning, Planning coverage, Individual Manipulation, Direct Manipulation, Indirect Manipulation, Mass Manipulation, Acting Skills, Fabrication, Emotional Understanding, Overall SQ, Setting Traps|

FIRST ROUND:

Yokoya's first pledge:
“To those who trust and follow me, I'll offer the best compensation. If I'm elected, first to all the voters, I'll take back 100 million in taxes from each of you. The entire treasury money was collected will be given to my supporters”



By this pledge, 7 people out of 9 voted to Yokoya, and Yokoya has selected to be the president of the first round, Akiyama and Nao voted for him, they did this because it was obvious Yokoya would win this round, since Jo Dal Joo (Akiyama and Nao's candidate) first pledge was obviously a lie (part of Akiyama's strategy) by voting for Yokoya, he can't eliminate them, that's why he eliminated the girl who voted for shin-gyu (Kim's candidate).

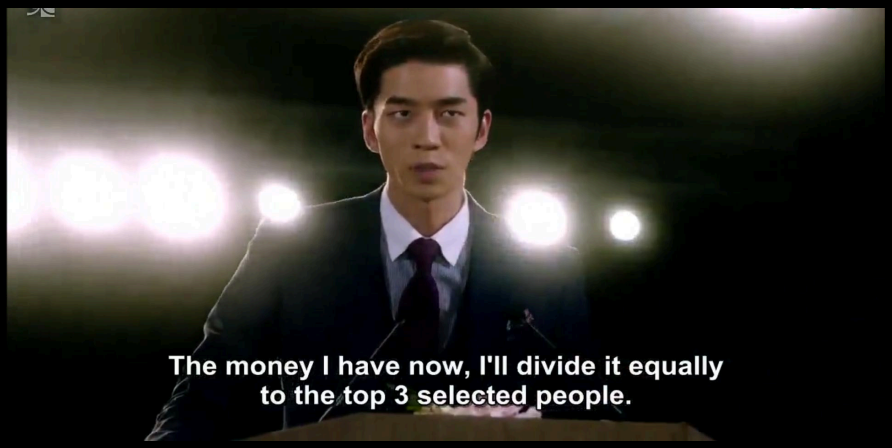


After this, the players went to check their safes to verify the money Yokoya promised was there, but everyone was surprised because there's nothing in their safes, this way; everyone thought Yokoya had lied in his first pledge.
However, Yokoya planned this a while ago and he cooperated with one player (Joe) to give him all the treasury money to him because Yokoya didn't say anything about "I will distribute equal shares" so he can give one player all the money. Even Akiyama thought Yokoya used his Lie pledge. And they didn't know that it was true until the end of the 2nd round of the election.

[VCI, Overall Strategy, Coverage Planning, Short Term Planning, Deception, Misdirection, Mass manipulation, Individual manipulation, Prediction, Anticipation, Seeing Through People, Setting Traps]

SECOND ROUND:

Yokoya's second pledge:
“The money I have now, I'll divide equally to the top 3 selected people. So attorney Joe, Goo ln ki, bulldog, Choi sung joon, out of these people who aren't supporters, I'll give a chance to 3 people who choose me first.”



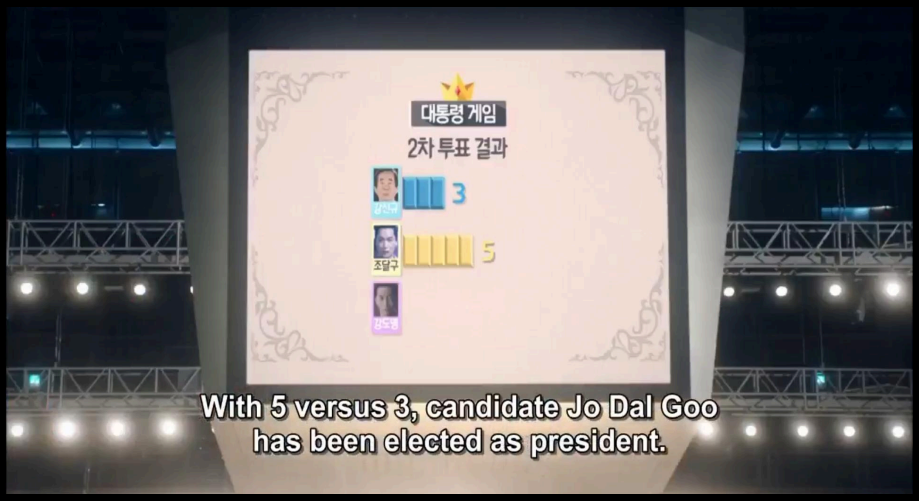
Jo Dal Goo second pledge: “If I'm chosen, I'll divide all the money in the Treasury with my constituents”

After yokoya's pledge, Fukunaga decided to not vote for Yokoya because she thought he betrayed her, Yokoya did send joe to Fukunaga to persuade her to vote for Yokoya, however; Fukunaga told to Yokoya's party member to betray Yokoya, because they will control the game with 4 votes, Fukunaga managed to make Yokoya's party member to actually betray Yokoya. But, Yokoya's main objective was sending Joe to join Fukunaga, by this, Fukunaga will think Joe doesn't have the money and. Ultimately, Fukunaga's plan to control the game was destroyed by Akiyama, because he persuaded two players (Bulldog and Koo) to vote for his candidate, and Joe is already working with Yokoya.

[Emotional manipulation, Misdirection, Emotional understanding, Overall Thinking, Prediction, Trap Evasion,]

second round voting results:
Yokoya: 0 votes
Jo Dal Joo: 6 votes

Shin-gyu: 2 votes



The 2 votes for shin-gyu was from Fukunaga and Joe, and akiyama realized that yokoya was telling the truth in his first pledge and he did give the money for fukunaga or joe, akiyama did found a way to know who has the money, and he eliminated joe. So now the 1.8 billion yen that yokoya had, has returned to the treasury

The participants who voted for Jo Dal Joo (Akiyama and Nao's candidate) thought that Jo Dal Joo's pledge was true and now he has to pay them with the treasury money, but in reality, Akiyama used the lie button in the second promise so he doesn't have to fulfill this pledge. Akiyama realized that Yokoya told the truth in his first pledge so now he has to find out who hid the money with, he opened everyone's safes except Fukunaga's and Joe's, so he used a trick to figure out Joe had the money, after he confirmed this, he eliminated Joe. Fukunaga came back to Yokoya telling him that it was a misunderstanding and she didn't know that this was his plan, and Yokoya didn't give the money to Fukunaga because he knew that Akiyama would discover that his first pledge was true and that if he gave the money to Fukunaga he would eliminate Fukunaga so he gave the money to Joe and left Fukunaga by his side (he will use her in his next plan)

[FRI, Planning Processing, Planning Preparation, Overall Manipulation, Observation, Foresight, Setting Traps, Trap Evasion]

THIRD ROUND:

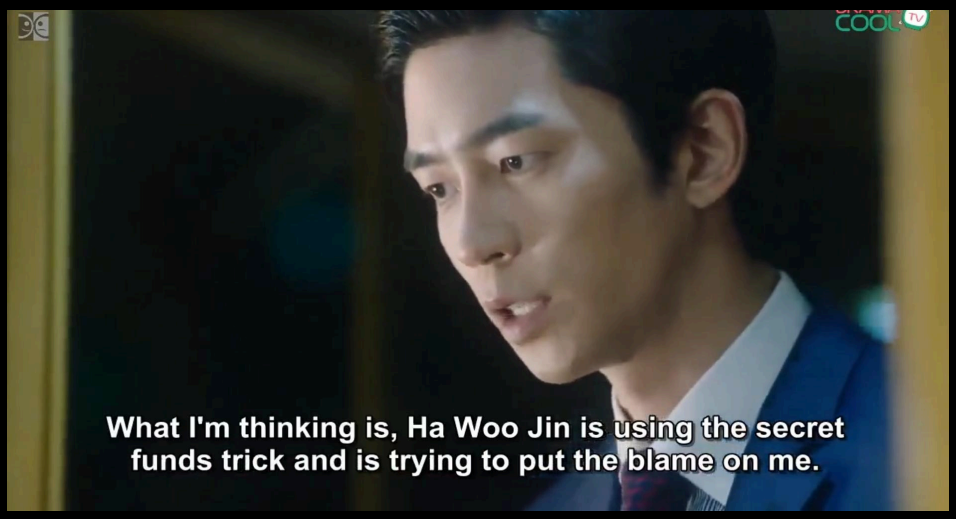
Shin-gyu(Kim's candidate) third pledge:
"As of now, I'll withdraw from the solemn position of presidential candidacy."
(Yokoya will use this pledge against Akiyama)
Jo Dal Goo third pledge:

“I'll equally distribute the entire fund in the treasury to my supporters “
(Yokoya will use this pledge against Akiyama later)
Yokoya's 3rd pledge:
“If I'm selected for the last time, I'll give up all my power as president and accommodate all of my supporters' opinions and follow them.”

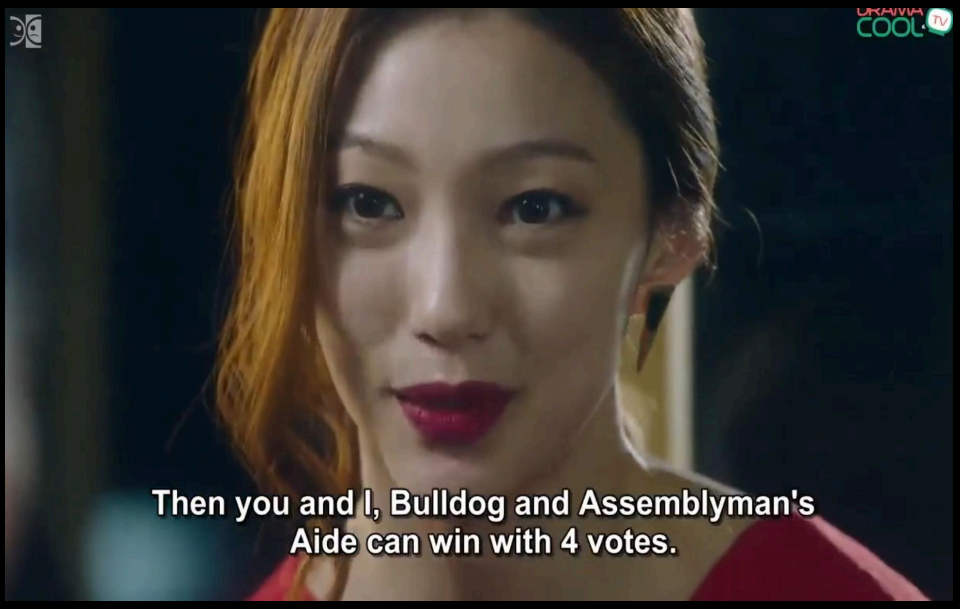


Public opinion poll results:
Yokoya: 1 vote
Jo Dal Goo: 3 votes
No party member: 3 votes

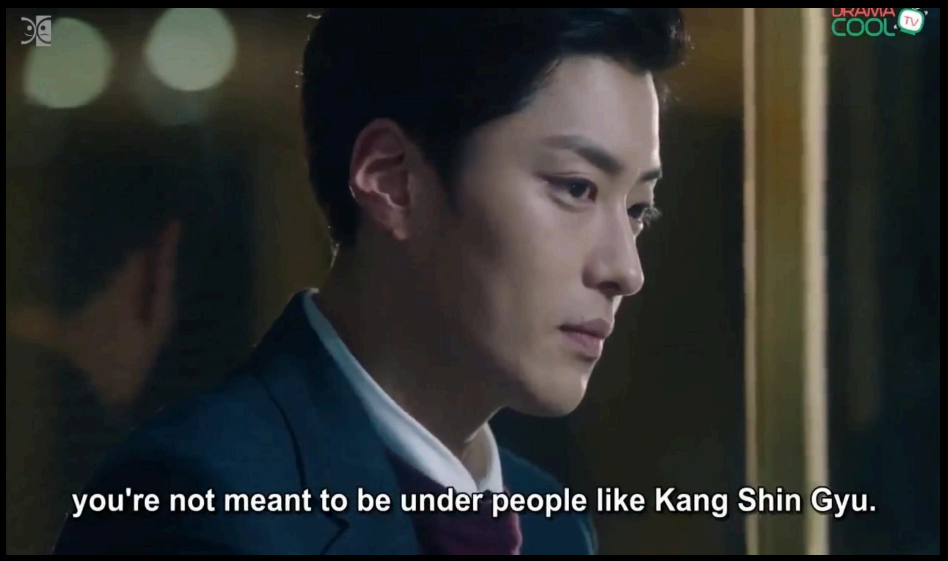
Yokoya has applied individual campaign with bulldog
Yokoya told bulldog:
"Akiyama probably said that I used a trick to hide the money, right? It's the direct opposite, I didn't know that Akiyama did say that until I heard about it from Fukunaga. And I said the truth on my second pledge.What I'm thinking is, Akiyama is using the secret funds trick and is trying to put the blame on me. Jo Dal Goo's second pledge wasn't a lie, he made a secret fund and took it away. He still has the chance to lie in his third pledge. Think about it, why didn't Akiyama or Nao show you their safe? Maybe it's because the money is in their safe."
With this bulldog changed his mind about Akiyama and now he wants to vote for Yokoya in the elections.



Then Yokoya did sent Fukunaga to talk with Koo ln Gi, she said to say to him:
"I'm going to vote for Akiyama, Yokoya is hopeless, but everyone will vote for Akiyama isn't 7 people too much? Jo Dal Goo said in his pledge he'll divide the money by the number of supporters, the more supporters, the more we lose money. So pretend to vote for Yokoya to make the other players vote for him as well, then with Akiyama and Nao's vote we can win with 4 votes and take the money"



Then Yokoya has applied individual campaign with Kim
Yokoya told kim “I did make this game to show the true colors of a human when they're faced with a huge sum of money, then what about seeing the true face, the true color of assemblyman Shin-gyu, you're not meant to be under people like Shin-gyu.”



By saying that, now Kim will not listen to his candidate Shin-gyu and he will choose for whom he will vote for.
By this plan so far Yokoya did change three people opinion about Akiyama, and now even if they vote for Akiyama, Yokoya will win with 4 votes (Fukunaga is working for Yokoya, so she'll vote for him)

Then bulldog, koo ln gi gathered to talk to each other about what Yokoya told them. They were surprised that Yokoya told each person something different, and if he had intended to lie, he would have told each person the same thing, and Bulldog told them about the secret funds trick and they were convinced by this, so now they all decided to vote for Yokoya Because they thought he was telling the truth on his third pledge.

[VCI, FRI, Strategy Control, Strategy Execution, Verbal Deception, Direct Manipulation, Indirect Manipulation, Individual Manipulation, Emotional Understanding, Overall Reasoning, Logical Thinking, Overall Thinking, Setting Traps]

Akiyama noticed that now these three wanted to vote for Yokoya, so Akiyama wanted to run a group campaign to prove that he wasn't lying by showing them his safe and Nao's, Yokoya knew that Akiyama would notice that Kim, Budlog, and Koo In Gi changed their minds and would vote for him and that he would run a group campaign so seconds before Akiyama said he would run a group campaign, Yokoya suggested a group campaign and now Akiyama was one step behind Yokoya



[FRI, Quick Thinking, Overall Thinking, Anticipation, Prediction, Observation, Overall Foresight]

In the group campaign Yokoya said:
“The truth is simple. Instead of claiming that I'm on the truth side by using complicated logic or flashy words, those who can judge what the truth is, I hope they'll be on my side.”
Akiyama tried to change the current situation and said that he will show his and Nao's safe because none of them have the secret funds.
Yokoya objected to this because he thought even if the safe was empty it would only increase confusion amongst voters.

Yokoya offered a game to Akiyama called Coin flip and if Akiyama wins, he would be able to show his treasure, if Yokoya wins, Akiyama won't show his treasure, Akiyama was forced to accept the offer because Yokoya said that Akiyama is been well-known as a human lie detector since his professor years. He can tell whether it's a like or not in one glance . With this great ability he can easily win this tedious game.



[VCI, FRI, Persuasion, Verbal Deception, Info Control, Quick Thinking, Overall Reasoning, Cunning, Charisma, NegotiationS]

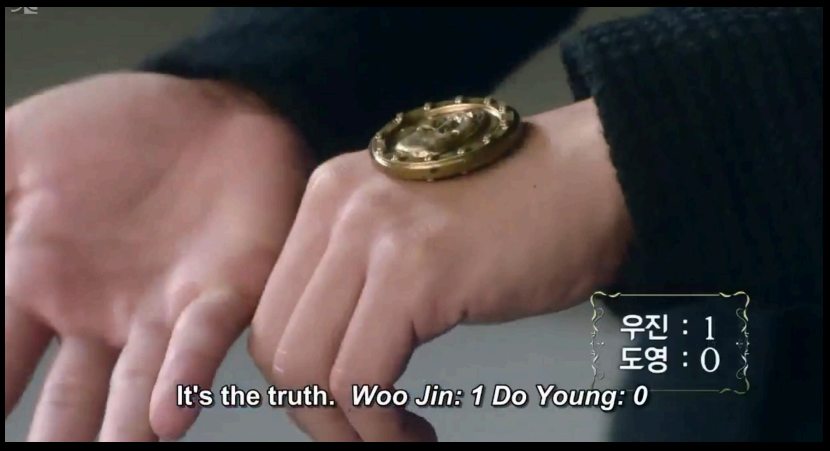
COIN FLIP GAME:

The rules:
1.The person who throws the coin is the offender, the person guessing it is the defender.
2. The offense will choose if the con he's holding in his hand is a face or back.
3. You can say the truth, or you can say a lie
4. The defender can just decide if it's the truth or a lie
5. If the offense is successful, meaning if the defender can't guess the truth, then he'll get 1 point
6. In reserve, if the defense guesses it, without any change in the score, he'll be the offense and get to toss the coin
7. Who gets 7 points first wins

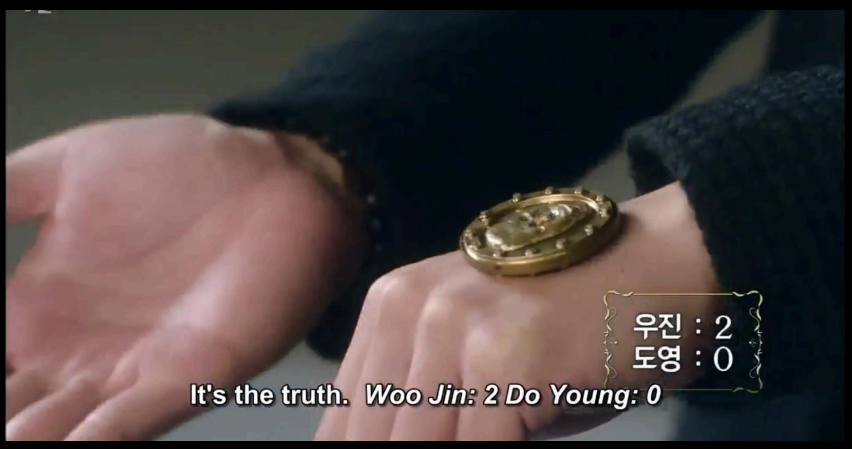
1st round:
Yokoya started the attack and said my coin is head, Akiyama started asking him some questions and was looking at Yokoya's eyes and head movements, by this he was able to know that Yokoya is lying, and he guessed right
Akiyama 0-0 Yokoya



2nd round:
It's Akiyama's turn to attack, he's the one who will flip the coin
Akiyama said the coin is head but Yokoya didn’t answer correctly, Akiyama got a point
Akiyama 1-0 Yokoya

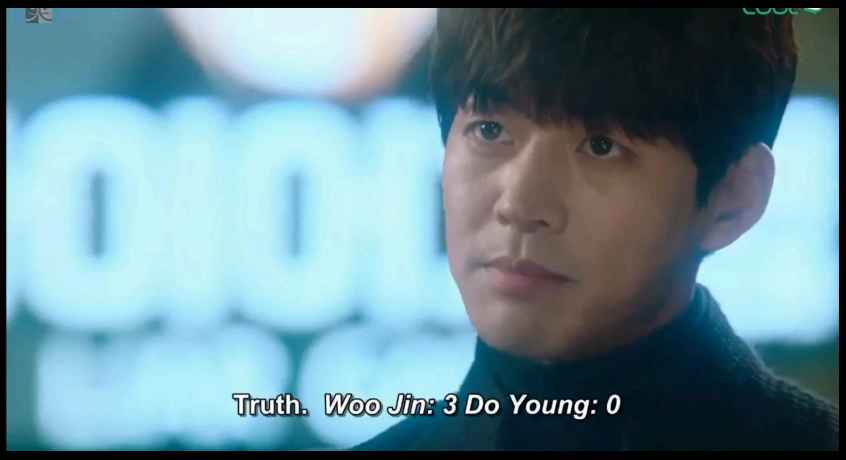


3rd round:
Akiyama said it's head again, and again Yokoya couldn't guess correctly, Akiyama got a point
Akiyama 2-0 Yokoya



4th round:
Akiyama said it's tail, again Yokoya got it wrong

Akiyama 3-0 Yokoya



5th round:
Akiyama said it's tail and this time Yokoya answered correctly
Akiyama 3-0 Yokoya



6th round:
Yokoya's turn to attack, Yokoya said that his coin is the tail and Akiyama was able to answer correctly
Akiyama 3-0 Yokoya

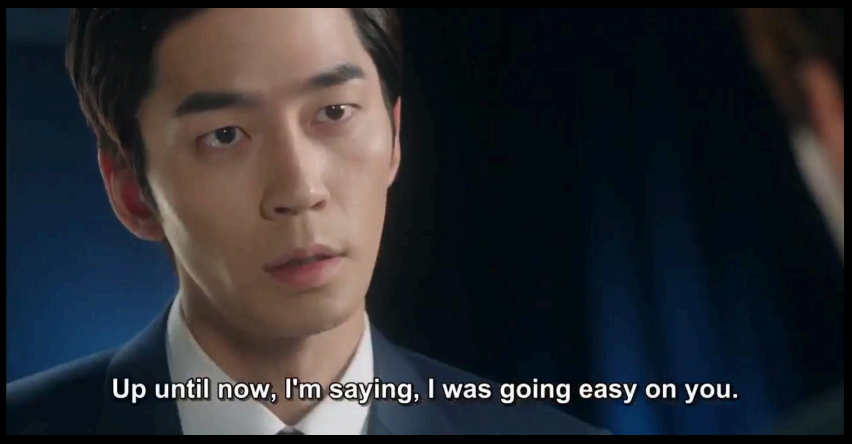


Round 7-Round 9
Akiyama's turn to attack, he was able to answer right in all of the rounds
Akiyama 6-0 Yokoya

Round 10:
Yokoyama answered correctly
Akiyama 6-0 Yokoya

Round 11:
Yokoya's turn to attack
Akiyama said:

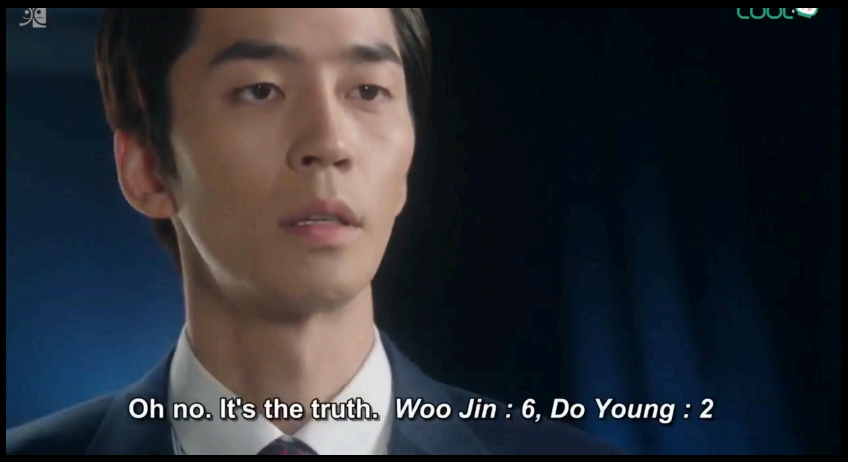
“You probably wanted to drag as much time as you can while the offensive is right. But such trick doesn't affect me.”
Yokoya said that he was going easy with him all this time.



Yokoya flipped the coin and said it was tails, Akiyama answered wrong for the first time and Yokoya got a point
Akiyama 6-1 Yokoya

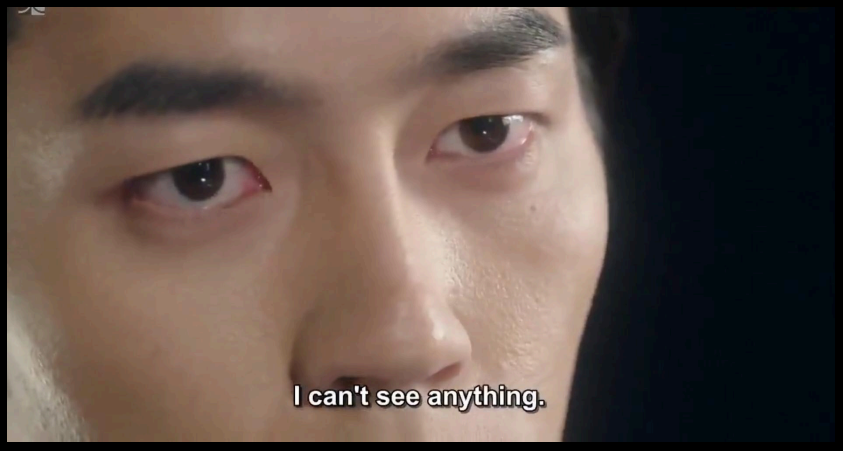


Round 12:
Yokoya said it was tails again Akiyama answered wrong
Akiyama 6-2 Yokoya



Round 13-Round 16:
Akiyama answered wrong in all stages
Akiyama 6-6 Yokoya

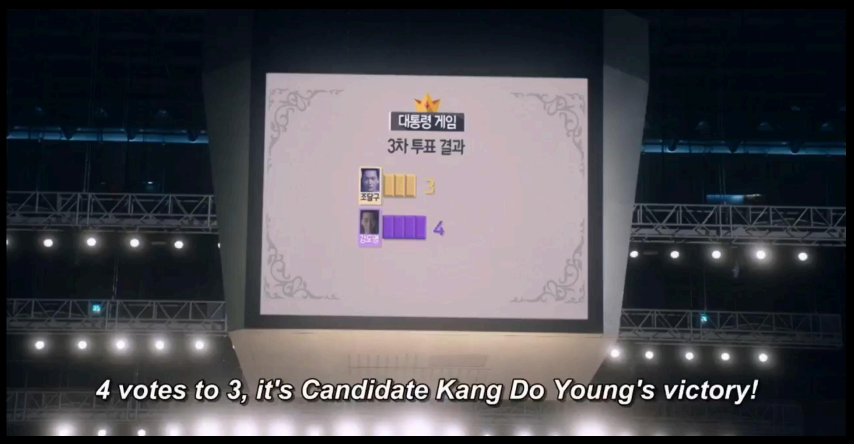
Round 17 and the last:
Akiyama started to get nervous and couldn't believe what was happening. Yokoya flipped the coin and said it was heads
Akiyama started to get more nervous and said that he couldn't see if Yokoya was lying or not and that he was playing with his facial movements. Akiyama couldnt see through Yokoya,



so he finally relied on his luck, but he answered wrong in the end.
Akiyama 6-7 Yokoya
Yokoya is the winner.
[Deception, Misdirection, Emotional understanding, Emotional Perception, Emotional Management, Overall EQ, Overall Thinking Setting Traps, Microexpressions Control, Tactics, Overall AQ]

After Yokoya's victory in the coin flip game, Akiyama was unable to present his and Nao's safe as evidence. With only 30 seconds remaining before the voting deadline, Yokoya persuaded the players to base their voting decisions on the outcome of the coin flip game. This strategic move successfully swayed the group.

The results of the third round voting were as follows:
Yokoya: 4 votes
Jo Dal Joo: 3 votes



Yokoya was elected as the president of the third round. However, his pledge turned out to be a lie, granting him the freedom to use the Treasury money as he pleased. Demonstrating his control, Yokoya distributed small portions of the Treasury funds to the players who had voted for him, with the exception of Fukunaga, whom he deliberately excluded.

Yokoya's first action as president was to eliminate Shin-Gyu, a move that aligned with expectations. However, his second elimination stunned everyone. Most assumed that Akiyama, Yokoya's primary rival, would be his next target. Instead, Yokoya taunted him, saying, "Akiyama, how can you be so down after losing once? That's not fun."

Rather than eliminating Akiyama, Yokoya made the unexpected decision to eliminate Kim. In an even more surprising move, he handed Kim all the Treasury money, explaining that it was to support Kim in creating an independent party. Yokoya's gesture mirrored Nao's actions in the previous game, where she gave eliminated players a second chance. Reflecting on this, Yokoya remarked, "As I watched over the game as the host, Nao's decision to give second chances to those eliminated really touched me."

With this dramatic conclusion, the third round of the President Game ended, solidifying Yokoya's victory over Akiyama. His calculated decisions, manipulative tactics, ensured his dominance in the game.

[VCI, Indirect Manipulation, Mass Manipulation, Psychological manipulation, verbal deception, Acting Skills, Emotional Understanding, Emotional Perception, Overall EQ, Charisma, Leadership, Social Skills, Overall SQ]

❖ 17 Poker:

This game will be played by three players, Bulldog, Goo In Gi and Yokoya. The player that wins the most money will win the reinstatement game and will join the final round. There will be a total of 3 rounds, each with 5 games. Each player will have 30 chips, each chip costs $10k, so the total of money every player starts with is $300k
The first round develops normally, by the end of the first round, Bulldog is leading the game.

During the breakup before the 2nd round, Yokoya texts Akiyama, showing him Nao's father was captured. Akiyama goes to find him since he knows where the picture was taken.



Bulldog and Goo In Gi start conspiring, Bulldog tells him he can follows the Joker, so he needs his help to cut the deck occasionally to give him the joker, since it'd be too suspicious if all the time he cuts the deck, he also needs Goo In Gi help into making Yokoya call or raise, Goo In Gi accepts since Bulldog will give him some money and he hates Yokoya for what happened in the contraband Game.

During the second round, they work together to take Yokoya's money and give the bulldog the joker. In the end, Goo in Gi bet all his money for this purpose, so he is eliminated at the end of it. Bulldog currently has $800k, while Yokoya only has $100k left. But Yokoya was actually trying to figure out the card's original position during these 5 games, by analyzing how Bulldog cut the cards, and by exchanging cards.

Before the third round starts, Yokoya says to the dealer he'd like to change the shuffling method, since he thinks bulldog can see the cards. Bulldog tells Yokoya he is bringing up

anything just because he is losing. But Yokoya says it's possible for an extraordinary boxer like he was, but he unfortunately lost his title because of a fixed game. After hearing this bulldog loses his cool.

[Indirect Manipulation, Direct Manipulation, Psychological Manipulation, Misdirection, Emotional Understanding, Emotional Perception, Setting Traps, Information Gathering]

PERFECT SHUFFLE STRATEGY:

Yokoya at this point already is able to figure out the original positions the deck based in the pattern recognition and the way bulldog and Goo In Gi were cutting the deck:



The true reason Yokoya asked the dealer to change the shuffle method from Hindu to Riffle, is because Riffle Shuffles using only 17 cards are easy to make perfect, that means each card will fall above the other at the moment of the shuffle, and since they're just 17 cards, the possibility of two cards falling down together is almost zero. This way, Yokoya can shuffle the cards in his head and predict the post shuffle positions of the cards, Yokoya needs to get four of a kind every time, to secure a stronger hand than Bulldog's.
After shuffling the cards in his head, Yokoya realizes after the first shuffle, the cards will end up in this order:

K♦, K♣, Q♦, Q♣, J♦, J♣, A♦, A♣, K♠, K♥, Q♠, Q♥, J♠, J♥, A♠, A♥, 🃏

Shuffling one more time with the previous order:

K♣, K♥, K♦, K♠, Q♣, Q♥, Q♦, Q♠, J♦, J♣, J♥, J♠, A♣, A♥, A♦, A♠, 🃏

This means; Yokoya didn't only shuffled 34 cards in his head, but also memorized 51 positions, the original position and the perfect shuffle position afterwards.

So the shuffling tecniche is changed from Hindu to Riffle, the dealer shuffles the cards, but Yokoya asks him to shuffle them again because Bulldog probably followed the joker again. So the dealer shuffles the cards one more time. Bulldog proceeds to cut 8 cards, this way the joker will be the next upcoming card, Bulldog raises $20k, Yokoya calls, then Bulldog exchanges one card and gets the joker.



Yokoya on the other hand, exchanges four cards, the exchanging of these costs him $40k. Bulldog raises up to $40k, Yokoya calls. Bulldog reveals his hand is three of a kind, Yokoya's hand is four aces.



In the next round, although not shown on screen, we can confirm Yokoya did ask the dealer to shuffle two times again, based on his final hand. So after cutting, Bulldog gets this hand:



Yokoya again exchanges 4 cards. Bulldog interprets this as Yokoya has a terrible hand, so he raises up $50k, Yokoya calls and then raises another $50k, After this Bulldog calls.

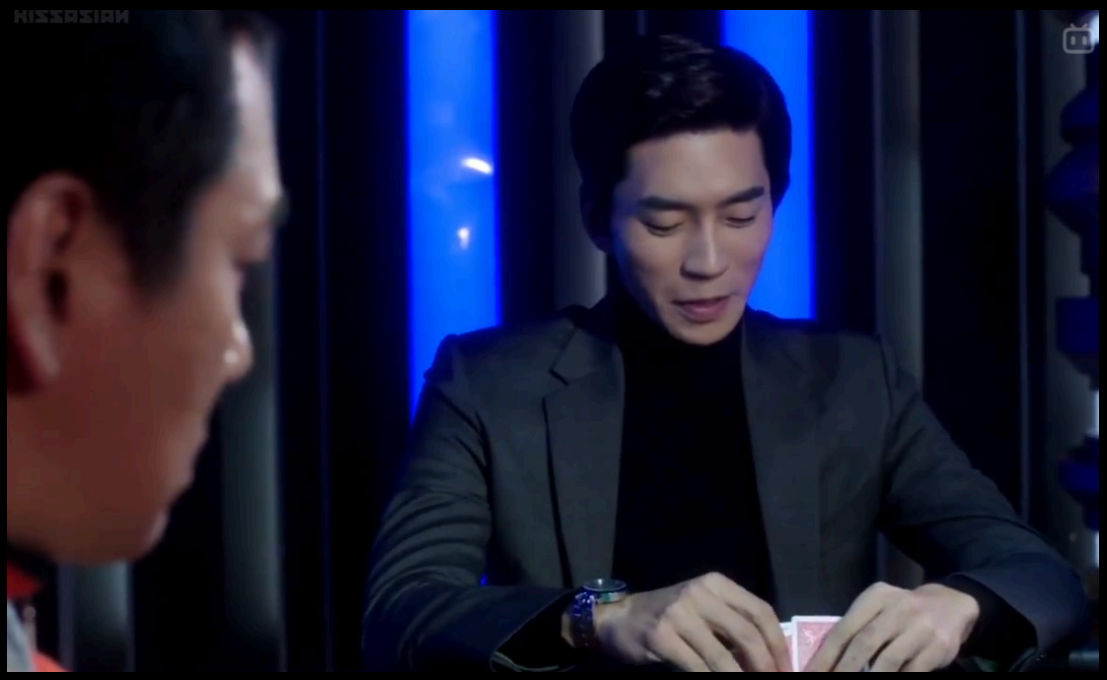


Yokoya reveals his cards and wins the round.

In the next round, again not shown on screen, we can confirm Yokoya asked the dealer to shuffle two times again, based on his final hand. So after cutting, and exchanging one card Bulldog gets:

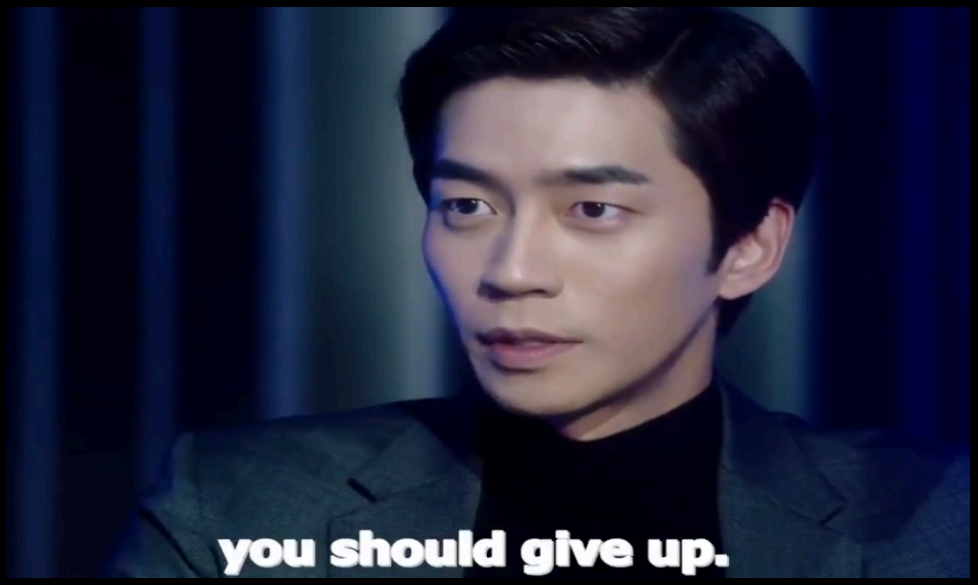


One more time, Yokoya exchanges four cards. After this, he bluffs, saying he got four of a kind again



Yokoya does this to confuse Bulldog and not let him think clearly.

Bulldog Raises $80k. Yokoya keeps bluffing and tells bulldog he has four kings again, so if he didn't get four aces, he should give up.



Bulldog tells Yokoya to not blabber and follow his bet if he's not scared, so Yokoya calls $80k and raises up $100k. Then he asks Bulldog if he will go all in, and Bulldog does.



Yokoya reveals his four kings, with this, he wins the round and the game by becoming the player with the most earned money and wins his privilege to play the final.

[FRI, WMI, CPI, VSI, Overall Strategy, Indirect Manipulation, Direct Manipulation, Psychological Manipulation, Misdirection, Deception, Bluffing, Emotional perception, Emotional Understanding, Emotional Management, Logical Reasoning, Quick Thinking, Abductive Reasoning, Inductive Reasoning, Convergent Thinking, Analogical Reasoning, Counterfactual Reasoning Mathematical Intelligence, Associative Thinking, Foresight, Trap Evasion, Setting traps, Pattern Recognition, Information Gathering, Observation, Perception, Risk Assessment]

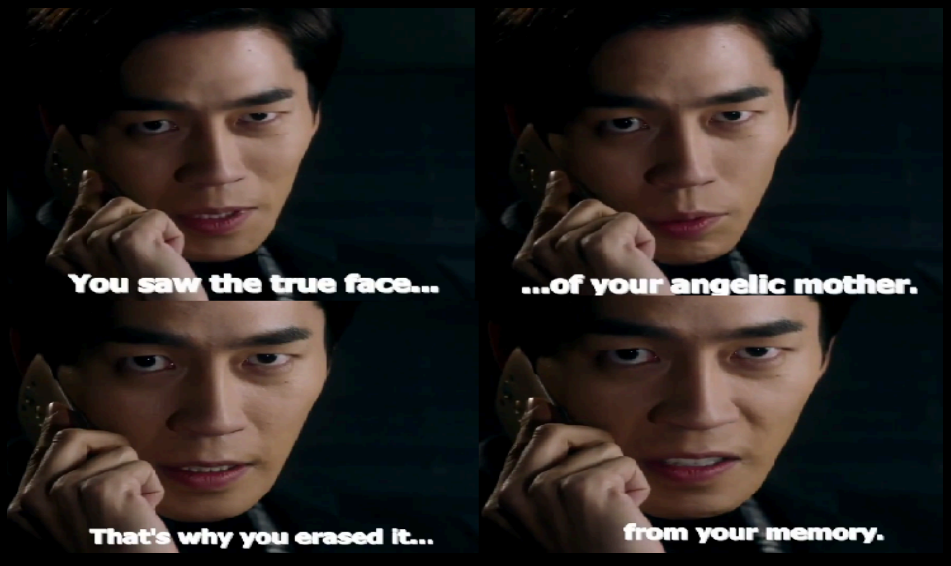
AKIYAMA'S GASLIGHTING:

AKIYAMA'S ERASED MEMORY:

Yokoya is acutely aware that Akiyama regards his mother as an angelic figure. Leveraging his psychological insight, Yokoya anticipates that Akiyama's memory has erased Yokoya's presence from his past. Furthermore, he deduces that because Akiyama and Nao were close at the time, and Nao was promptly taken away after the incident, Akiyama's mind suppressed both their images to cope with witnessing his mother engage in a morally reprehensible act. This theory is later corroborated during a phone conversation between Akiyama and Yokoyain episode 10, where Akiyama questions Yokoya's true identity.

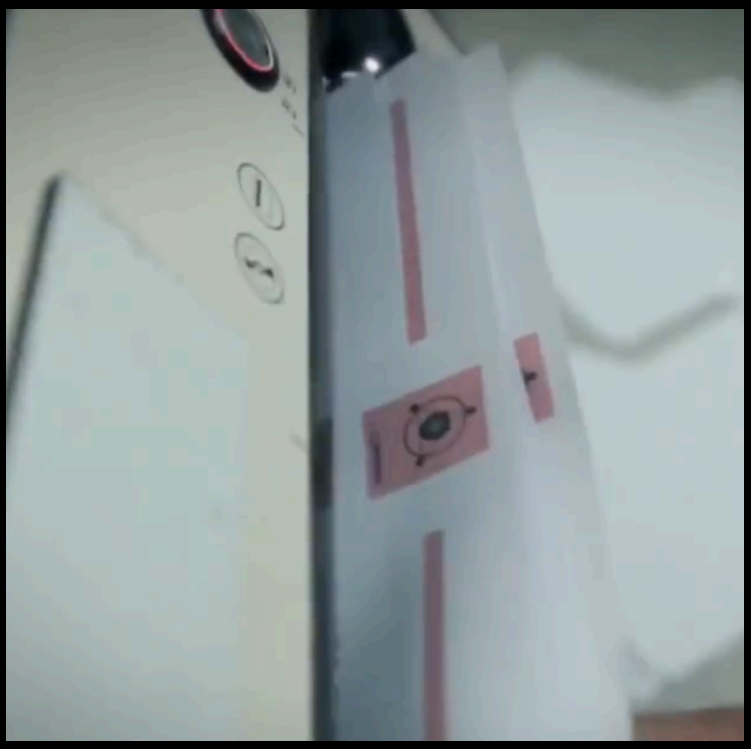


Yokoya replies: “Don't you remember yet? That moment, the moment you saw your angelic mother's true face… that's why you deleted it from your memory.”



COMPANIES LOGOS:

Yokoya designs the logos for L Company and Lloyd Capital using a triangular motif, deliberately symbolizing the positions of Nao, Akiyama, and himself during their final, unfinished game. This choice is intentional, as Yokoya anticipates that Akiyama will investigate L Company once he uncovers the true company owned by Kim, the man who persuaded his mother to invest. By ensuring Akiyama's initial encounter with the logo, Yokoya can strategically manipulate Akiyama's memories moving forward.



QUOTING AKIYAMA'S MOTHER:

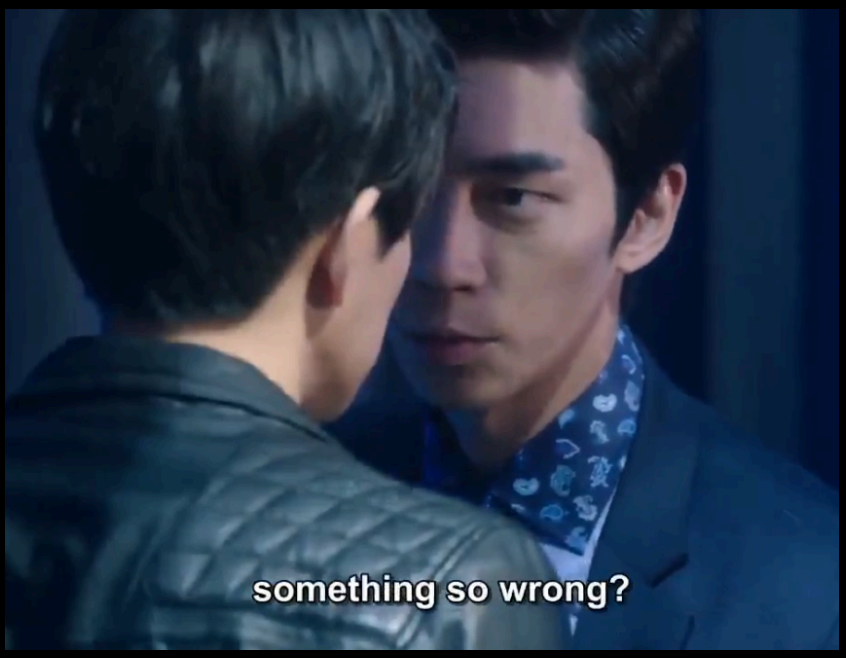
Yokoya during the Liar game takes his chance to talk about Akiyama's mother, in the second episode Yokoya says to Akiyama: "Akiyama, why are you paying Nao's fine instead of her? Is it because she reminds you of your deceased mother? She loved to help others and helped people who were suffering without any suspicion of them. Your mother was defrauded and was drowning in a lot of debt and passed away. And there is the angelic Kanzaki Nao trapped in debt, what a twisted fate, right?"

"The incident that happened years ago, did you take revenge? The company you destroyed was actually a cover company. I heard that the CEO died. Aren't you curious to know who was behind it? Join the game if you win, you will discover the truth behind your mother's death, you will be able to quickly find out if I am lying or not"

Later, after Nao uses her money to save one player from debt, Yokoya says she'd do good running an orphanage, a welfare or charity organization will suit her, this obviously in front

of Akiyama. Even if Akiyama interprets this as Yokoya knowing his past, considering the paranoia Akiyama was experimenting after finding out all the participants of the Liar Game have a connection with L company, slowly starts making him question his past and memories.

time after this, doing an interview to Akiyama, Akiyama asks a break, they both turn off their microphones and have a private conversation, where Akiyama asks him about the connection everyone there has with L company, Yokoya denies this and asks him: “Is a person trusting another person, something so wrong?”



This is an obvious reference to Akiayama's mom quote. By doing this Yokoya only makes Akiyama more paranoid, making him question Yokoya's identity and the clarity of his memories.



“THE THREE OF US” PAINTING:

When Yokoya indirectly manipulates Akiyama to go to this house since he let him know Nao is with him, Yokoya places a painting in a position Akiyama can fully see it. When Akiyama arrives, it catches his attention.



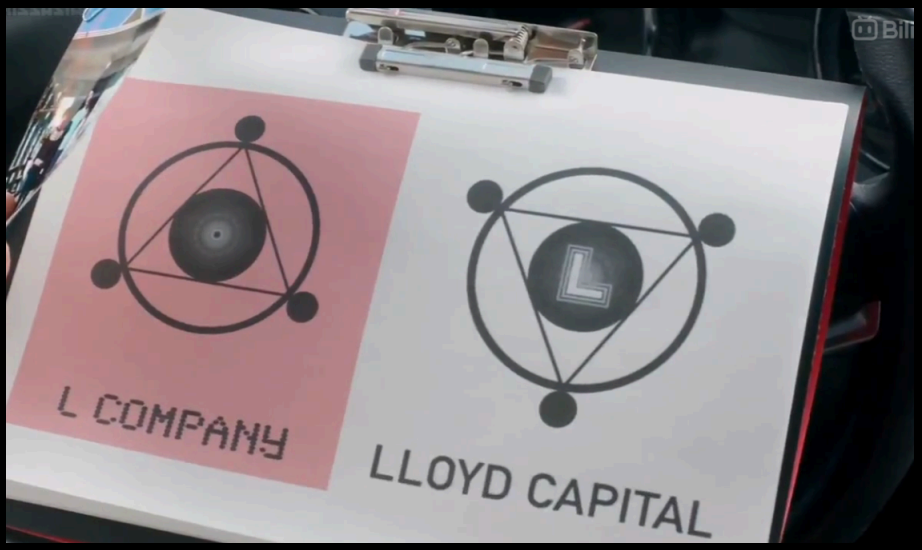
It catches his attention because of several reasons:

- His memory is trying to return after the so many water well references exposure
- In the dining table are 3 persons; Yokoya, Nao and him, the same number as the painting, but particularly, you can identify one of the persons in the painting as a girl because of her dress.
- The chaotic colors using in the painting that allows to a sense of lack of clarity
- His paranoia towards Yokoya, making him almost obsessed with him, trying to find answers in anything he could related to Yokoya

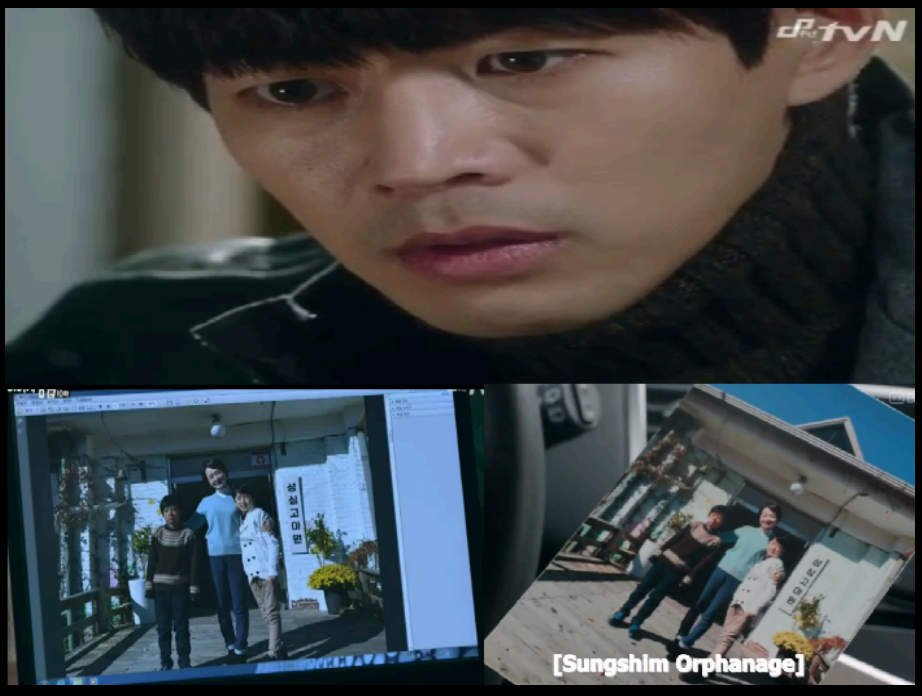


LLOYD CAPITAL RESEARCH:

Yokoya anticipates that Akiyama will investigate his background and ensures that Akiyama discovers information about a subsidiary firm of the major investment Yokoya worked at on Wall Street: Lloyd Capital. The logo of Lloyd Capital closely resembles that of L Company, a detail deliberately orchestrated by Yokoya to deepen Akiyama's suspicions about their significance.



In his research, Akiyama also uncovers a photograph of Yokoya as a child, standing alongside Aki and his mother. This discovery is no coincidence, Yokoya intentionally planted the photo, fully aware of Akiyama's research, leaving a picture for Akiyama to find, Yokoya cunningly exploits his psychological vulnerabilities, driving him to further question the reliability of his own memories and his grip on reality.



THE DOLL AT THE ORPHANAGE:

After kidnapping Nao's father, Akiyama realizes the picture Yokoya sent him is in the orphanage, so he goes there. There he finds a doll, dressed up as a kid, holding the “Three of Us” painting.



MEMORY RECOVER:

Once Akiyama has visual contact with all the elements of the scene, he starts remembering everything; Yokoya, Nao, the water well, etc. But how does this happen? Let's break this from a psychological point of view:

Symbology of the Scene:

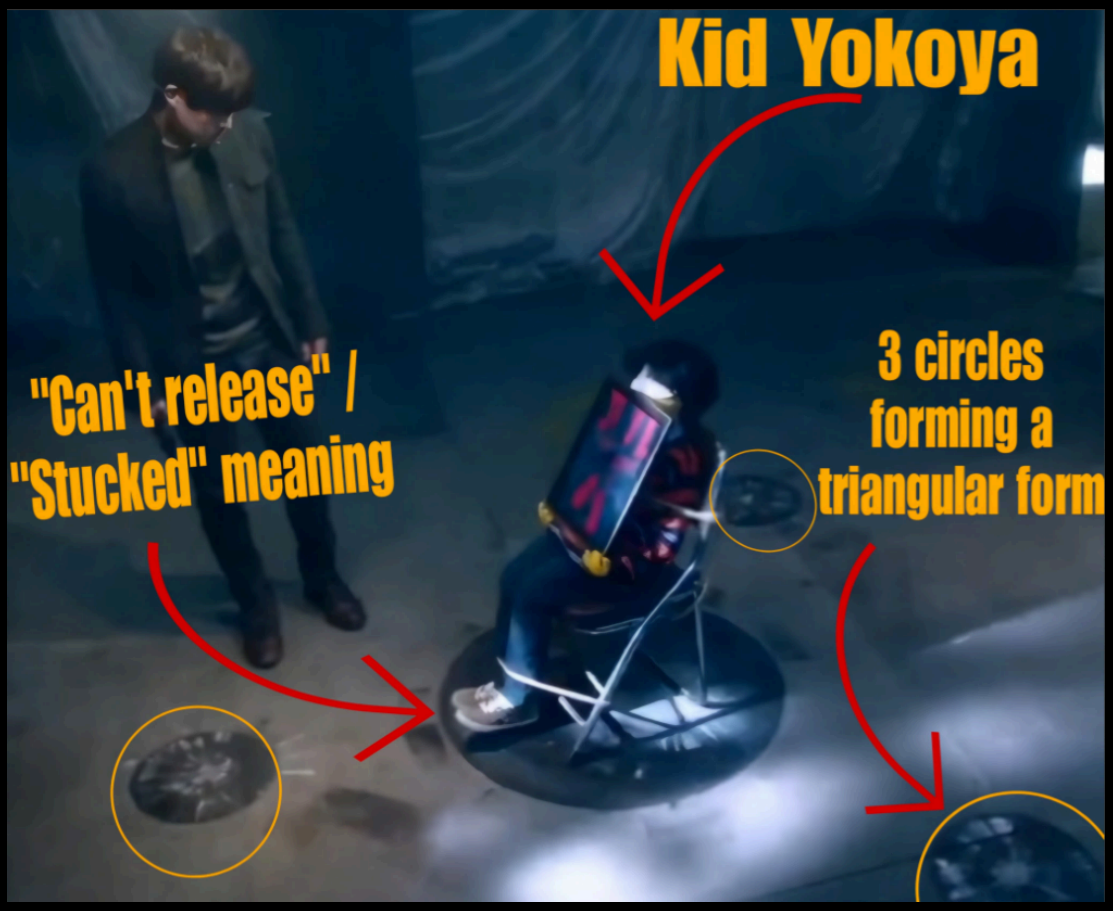
- **The Kid:** This kid is made to represent Yokoya, it represents his innocence, innocence that was taken away after Akiyama's mother sold him. Yokoya dresses up the kid with the clothes Yokoya used to wear that time, also with his hairstyle from back then, all of this made to stimulate Akiyama's subconscious mind to release that memory

- **The Circles:** Using these metallic lids, Yokoya places them to complete a triangle, this is obviously done to represent the water wheel position of the three of them back then, also this suggests L company logo and Lloyd Capital are made by him, since the kid is literally in the middle of them.

- **Doll Position:** The Doll is in the middle for some reasons: the previous mentioned in the middle of the triangle that suggests he is the man behind these companies, but also it works to represent the fact even Yokoya feels trapped since that game, that the memory of the water well is so important to him he currently feels he's trapped in the middle of that game, its something he hasn't let go, since back then he promised them to finish the game in another occasion. Also it can be interpreted as he is trapped in all these companies he is been creating, in a sense he doubts who he really is: the kid from Sungshim orphanage, the result of Walden Two project, the analyst from wall street, the Liar Game's host, Akiyama's friend, Akiyama's enemy, etc.

- **Painting Position:** By holding it in the doll's hand, it displays the importance that moment had and still has in Yokoya's life, since that was probably the last moment he was happy, surrounded by those who knew his identity and true self.

- **The Orphanage:** By setting this scene in the Sungshim orphanage, where they used to live, Yokoya ensures Akiyama's memories return.



These elements of the scene are full of psychological undertones that emphasize manipulation, identity conflict, and suppressed memories. We will aso break into the psychological aspects highlighted by these components:

1. Subconscious Triggers

Yokoya deliberately uses visual and situational cues, such as the child dressed as his younger self and the orphanage setting, to tap into Akiyama's subconscious. This is a form of psychological priming, where specific stimuli are introduced to elicit buried memories or emotional reactions. By recreating such specific elements of their past, Yokoya is essentially forcing Akiyama's mind to confront long-suppressed events.

2. Symbolism and Suggestion

The triangle formation and the doll's placement serve as symbolic representations that can influence Akiyama's interpretation of the scene. Humans naturally seek patterns and meanings in their surroundings, and Yokoya exploits this tendency to implant specific ideas, such as his centrality to both the past and the present. This psychological tactic subtly manipulates Akiyama into questioning his reality and deepening his paranoia.

3. Identity Fragmentation

The scene reflects Yokoya's internal identity conflict. By including elements like the doll, the logos, and the painting, Yokoya externalizes his own doubts about who he truly is. This demonstrates symbolic projection, where Yokoya transfers his inner turmoil into the environment. The fragmented roles he plays, childhood victim, corporate mastermind, and adversary, show his struggle to reconcile his past and present selves.

4. Power Dynamics

Yokoya uses the setup to assert dominance over Akiyama by controlling the narrative of their shared history. By framing himself as both victim and orchestrator, he creates a psychological imbalance. Akiyama is forced into a reactive state, questioning his own understanding of the past. This tactic leverages gaslighting, subtly eroding Akiyama's confidence in his perception of reality.

5. Emotional Resonance

The use of the orphanage and the painting ties the scene to deeply personal and emotional memories, ensuring that Akiyama's response is not purely logical. Yokoya understands the power of nostalgia and unresolved trauma, both of which can cloud judgment and make someone more susceptible to suggestion. This capitalizes on emotional anchoring, where strong emotions are linked to a specific event or place to make it more impactful.

6. Ambiguity and Doubt

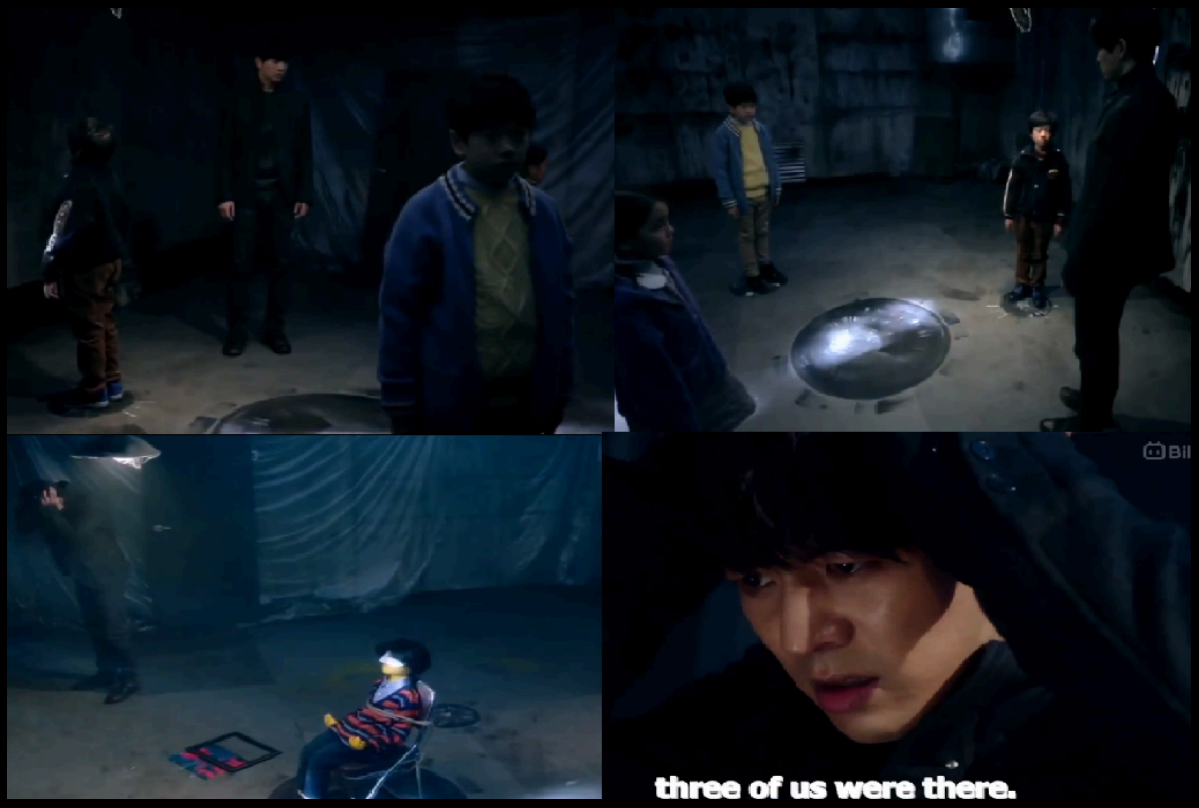
By carefully orchestrating the scene and leaving interpretative elements (the doll's position and the painting), Yokoya plants seeds of doubt in Akiyama's mind. This ambiguity exploits cognitive dissonance, Akiyama's discomfort at holding conflicting ideas about his past and

Yokoya's role in it. The uncertainty is paralyzing and forces Akiyama to uncover the reality he chose to forget.

7. Nostalgia as a Weapon

Yokoya weaponizes nostalgia and the longing for innocence to create a psychological trap. While the scene's elements evoke fond memories of their shared past, they are simultaneously laced with reminders of betrayal and loss. This duality makes it difficult for Akiyama to reconcile his emotions, keeping him psychologically unbalanced and easier to suggest.

This scene is a masterclass in psychological manipulation, blending emotional triggers, symbolic projection, and cognitive ambiguity to unsettle Akiyama and assert control over his perception of the past. Yokoya's actions reveal his deep understanding of human psychology and his ability to use it as both a weapon and a reflection of his own inner struggles.



[Overall Planning, Overall Tactics, Gaslighting, Psychological Manipulation, Indirect Manipulation, Direct Manipulation, Misdirection, Deception, Bluffing, Psychology, Emotional Perception, Emotional Understanding, Emotional Management, Emotional Engagement, Logical Reasoning, Abductive Reasoning, Inductive Reasoning, Convergent Thinking, Associative Thinking, Crystallized Intelligence, Foresight, Setting traps, Information Gathering, Perception]

❖ LAST MAN STANDING:



Game Rules:

Player Order and Positions:

- Player order and starting positions are determined randomly at the beginning of the game.

The Revolver:

- A 5-chambered revolver will be used.
- The revolver begins with one blank shot bullet pre-loaded.
- A box containing 30 blank shot bullets is available for players to use during the game.

Player Actions (Turns):

- Players take turns in the order assigned.
- When a player's turn arrives, they have **30 seconds** to choose one of the following three actions:
    1. **Shoot Someone:**
        - The player must spin the revolver's chamber (randomizing the position of bullets) before firing at their chosen target.
        - If the revolver has multiple bullets loaded:
        - The player must continue pulling the trigger consecutively until the revolver fails to fire a bullet (i.e., reaches an empty chamber).
        - Example: If the revolver has 2 bullets loaded, the player pulls the trigger once and hits the target (fires a bullet). The player must pull the trigger again. If the next chamber is empty, their turn ends

immediately. (you can pull the trigger the same amount of times based in the number of bullets you have)

2. **Load an Additional Bullet:**
    - The player can load one blank shot bullet into the revolver.
3. **Dodge:**
    - The player becomes invulnerable to all attacks until their next turn.
    - The player must choose whether bullets aimed at them are redirected to the player on their **right** or their **left.**
    - If the chosen player is also dodging, the bullets are redirected to the **next person** in the same direction.
    - Players can only use the dodge option **three times** per game.

Shooting Mechanics and Probabilities:

- The revolver's 5 chambers can hold bullets or remain empty.
- Before the first shot of each turn, the chamber must be spun, randomizing the starting position of bullets.
- When shooting consecutively (due to multiple bullets being loaded):
    - The revolver fires chambers in sequence, one at a time, without spinning again.
    - The number of bullets fired depends on their placement in the sequence.
    - Example scenario **with 3 bullets loaded in the 5-chamber revolver:**

Symbols meaning:
◎: Empty Chamber ⦿ Loaded Chamber ⊚ Failed shot/No bullet, ✓ Successful Shot

- Chamber order: [⊚ / ✓ / ✓ / ⦿ / ◎]
- First pull: No bullet fired (empty chamber).
- Second pull: A bullet is fired
- Third pull: A bullet is fired. Turn ends. (Even if the next room contains a bullet, the player can only pull the same number of bullets he has in).

Damage and Elimination:

- Players have **5 hearts** (life points).
- Each bullet that hits a player reduces their life points by 1.
- If a player's life points reach 0, they are eliminated from the game.
- The revolver used by the eliminated player is passed to the player who killed them.

Game Flow:

- Once a player is eliminated, a **new round** begins.
- Positions are re-randomized at the start of each new round.

- Players are given **3 minutes of preparation time** before the new round begins.

When 3 Players Remain:

- When the game reaches the final three players, the rules and location will change.

◎: Empty Chamber ⦿ Loaded Chamber ◎ Failed shot/no bullet, ✓ Successful Shot

PROBABILITY TRAP:



Yokoya is selected as the first player, he chooses to load, and he does, he spins the chamber and points it at Akiyama, he says “If there is one bullet, then there's 20% chance of firing a shot, the chance is too low, so it's better to save it for now, isn't that right, Jo Dal Goo?” Then he puts his gun down, confirming he loaded ⦿⦿◎◎◎

After hearing this claim, Jo Dal Goo says, “if there's only a 20% chance, if the four of us shoot, we'll make it 80%, then, there's nothing to fear!” He proceeds to shoot Yokoya, failing in hitting any shots: ◎◎◎⦿◎



Nao also decides shooting Yokoya, she fails connecting her shot at Yokoya ◎◎◎◉◎



Yokoya successfully manipulated Jo Dal Goo and Nao. He knew the absolute disadvantage he had, since the four players there would try to kill him. He talked about probabilities, he claimed there's a 20% chance of hitting the target with 1/5 bullets, which is true, but he knew Jo Dal Goo and Nao would translate this in “if there's a 20% chance, if the four of us shoot, we'll make it 80%” this is absolutely false, since the probability of the players doesn't sums collectively, that's why Yokoya mentioned only the 20% chance, to misdirect Joo Dal Goo and Nao, to interpret it as a combined chance between the four of them, making them decide to shoot Yokoya. With this misdirection Yokoya eliminated a more dangerous scenario, if all

the four players start loading their guns. He also knew Akiyama couldn't speak at that time because of the rules of the game, so he abused this to manipulate Goo and Nao.

Fukunaga, on the other hand, decides to load her gun. ⦿⦿◎◎◎
Akiyama reloads his gun and tells everyone they'll save up all their bullets and shoot at the same time, when the right time arrives, he'll give them the signal. ⦿⦿◎◎◎



[FRI, VCI, Strategy Efficiency, Indirect Manipulation, Individual Manipulation, Logical Manipulation, Misdirection, Deception, Psychological Manipulation, Emotional perception, Emotional Understanding, Logical Reasoning, Quick Thinking, Convergent Thinking, Critical Thinking, Associative Thinking, Foresight, Setting Traps, Overall AQ]

THE DOMINATOR'S GAMBIT:

After listening to Akiyama's declaration, Yokoya quickly develops strategy to survive and make sure Akiyama, Nao and him get into the final stage of last man standing:

- Take down Jo Dal Goo and Fukunaga to secure the final stage of Akiyama, Nao and his.
- By psychological manipulation he has to exploit the group's emotions and fear of redirected bullets to disrupt their coordination.

- Make taunts and predictions to create hesitation and distrust within the group. Timing the Dodging, by dodging at critical moments, Yokoya will avoid direct damage while redirecting bullets to weaken his opponents.
- He has to control through confusion, bluffing about his upcoming actions to make them miscalculate their moves.
- Timing the kill, recognizing someone's vulnerability to shoot and finish him off

In the second turn Yokoya says shooting all together it's a good strategy. This subtly manipulated the group into aligning their actions, reducing the chance of unpredictable moves. Yokoya says he'll choose to dodge when the moment comes, Yokoya also makes a prediction, “Akiyama will command to shoot together, then he will choose to dodge, just in case I choose to dodge, which will threaten his life. If that happens, then Jo Dal Goo or Jamie will be taking the bullet.”
After this, Yokoya loads his gun. ●●●◎◎

Jo Dal Goo, Nao, Fukunaga and Akiyama decide to load, Akiyama tells them they all will shoot the next turn, because his priority is preventing Yokoya from fully loading his revolver.



DODGE BLUFF:

Yokoya starts the third turn claiming if he chooses to dodge, then they all will shoot and kill each other; a fun thing to witness. Yokoya chooses the option load in his screen, but he decides to not load the bullet yet, to confuse everyone about the action he picked. ●●●●◎
Jo Dal Goo thinks he chooses to dodge, but Akiyama confirms with his head to do what he said, to shoot, he points at Yokoya, but fails. ◎●●◎◎



Nao does the same, and she actually connects the bullet, confirming to everyone Yokoya didn't choose to dodge. ✓◎●◎◎



Fukunaga decides to shoot as well, she currently has three bullets, so she shoots Yokoya one time and hits, then she pulls the trigger again, but it's empty, so her turn ends.
✓◎●●◎



Akiyama decides to load another bullet, since the probability of the three bullets going out to finish Yokoya is low, so he ends up with four bullets. He ends his turn saying again they will shoot together on the next turn as well. ⦿⦿⦿⦿◎

DODGING & REDIRECTING:

Yokoya starts the fourth round saying if this keeps like this he will lose, so he will try dodging this time, he bluffs and asks Jo Dal Goo if he's following Akiyama's orders knowing this. Yokoya this time chooses to dodge. ⦿⦿⦿⦿◎
Jo Dal Goo is confused, but Akiyama nods to confirm his action.
Goo, with currently two bullets, shoots one time, misses, then he pulls the last time and hits Yokoya, however he dodges. ◎✓ ◎◎◎
Yokoya can now aim the bullet back, and he chooses to redirect it to Jo Dal Goo.



Nao, Fukunaga and Akiyama decide to load, ending up with two, three and five bullets respectively. Akiyama gives the order to Jo Dal Goo to dodge, while the rest of them will shoot.

TURNING THE GROUP AGAINST EACH OTHER:

Yokoya asks Nao if there is news about her father, since he must have been shocked watching the broadcast, and it must be hard being unable to see your parents even when you would like. He ends up saying it's safer to knock on each stone before crossing, he does this to emotionally destabilize her and create distraction within the group. He ends up saying they don't have much time, so he must toss out a winning card to make the game end faster; implying a decisive move to heighten tension.
He chooses to dodge in this fifth round.
🟢🟢🟢🟢⚪
After listening to Yokoya, Jo Dal Goo says there's no use in avoiding, he rather shoots to finish it. He shoots, but fails. 🔴⚪⚪🟢⚪

Nao pulls the trigger twice, but fails connecting her bullets. 🔴🔴⚪🟢🟢

Fukunaga criticizes Jo Dal Goo for not following the strategy, and chooses to shoot Yokoya, she pulls the trigger three times: ✓ ✓ 🔴⚪🟢. So she succeeds in connecting two shots. But Yokoya actually avoided, so he redirects the two bullets towards Jo Dal Goo.



Akiyama chooses to dodge. ⦿⦿⦿⦿⦿

In the sixth turn, recognizing Jo Dal Goo's vulnerability, Yokoya says it's time to let him go, he spins the chamber and shoots twice at Jo Dal Goo, killing him. ✓✓⦿⦿⊙





[FRI, WMI, Short term Planning, Strategy Effectiveness, Strategy Efficiency, Strategy Complexity, Strategy Foresight, Strategy Adaptability, Strategy Shielding, Indirect Manipulation, Direct Manipulation, Individual Manipulation, Logical Manipulation, Misdirection, Deception, Psychological Manipulation, Emotional Perception, Emotional Understanding, Psychology, Logical Reasoning, Quick Thinking, Abductive Reasoning, Inductive Reasoning, Convergent Thinking, Analogical Reasoning, Counterfactual Reasoning Critical Thinking, Associative Thinking, Foresight, Setting Traps, Trap Evasion, Risk Assessment, AQ]

THE SERPENT'S GAMBIT:

1. Isolate the Opponents: Yokoya has to eliminate Fukunaga, Yokoya reduces the number of enemies targeting him and shifts the balance of power in his favor. Assuring Akiyama, Nao and Him survive.
2. Maintain the Upper Hand: Constantly manipulate and misdirect, To ensure that Akiyama, Nao and Fukunaga are always one step behind.
3. Maximize Resources: Yokoya has to efficiently use his guns, also calculate dodging , conserve his resources, while draining those of his opponents.
4. Take damage when it's necessary: Yokoya can only dodge 3 times, so he has to take some damage in order to not waste it all for more dangerous scenarios, while maximizing his gun power.



After killing Jo Dal Goo, Yokoya obtains his gun, having a total of two revolvers each with 1 default bullet that he can completely use. Now if he chooses to load one bullet, he can put a single bullet in each revolver. This also applies with the shooting option. Now, the second round will start.

Akiyama starts the first turn saying if he loads first this time, he can definitely kill Yokoya, so he'll save up his bullets, while Nao and Fukunaga have to make Yokoya dodge. In this round, Akiyama, Nao and Fukunaga load their guns, each one having 2 bullets now.



Yokoya chooses to load, but he doesn't put the bullets to cause confusion about his action.
⦿⦿◎◎◎/⦿⦿◎◎◎

Akiyama starts the second turn ordering Nao to attack Yokoya, while Fukunaga and him will load.
Nao hits Yokoya twice ✓ ✓ ◎◎◎



Fukunaga loads her gun. ⦿⦿⦿◎◎

Yokoya this time chooses to dodge ⦿⦿◎◎◎/⦿⦿◎◎◎

In the third turn, Akiyama tells Nao to load, while Fukunaga will attack.

Akiyama loads his gun, having a total of 4 bullets now. ⦿⦿⦿⦿◎
Nao does the same, ending up with a single bullet.⦿◎◎◎◎
Fukunaga pulls the trigger three times, ✓✓◎◎⦿. But this isn't effective since Yokoya dodged. and he redirects the bullets to Fukunaga.



Yokoya says “Akiyama has four bullets, there's a 40% chance that he can shoot me now and kill me. I won't dodge, so why don't you try?”

In the fourth turn, Akiyama tells the girls to load their guns, Akiyama analyzes the situation and he chooses to load as well ⦿⦿⦿⦿⦿



Yokoya says: “As I have said it earlier, I have loaded in my previous turn, Akiyama, you must have thought that I wouldn't make a risky decision. You are right” he shoots Fukunaga three times, the first two times he hits, the last time; he misses. Yokoya says “if that was the usual me, that is.” Then he takes the gun from Jo Dal Goo and says “my chances went up to 60% actually, chances doesn't matter to me” With the second revolver, he shoots Fukunaga, eliminating her.

✓✓◎◎◎/✓◎●◎◎



[FRI, WMI, Planning Effectiveness, Strategy Effectiveness, Strategy Efficiency, Strategy Complexity, Strategy Foresight, Strategy Adaptability, Indirect Manipulation, Direct Manipulation, Individual Manipulation, Logical Manipulation, Psychological Manipulation,Misdirection, Deception, Emotional perception, Emotional Understanding, Logical Reasoning, Quick Thinking, Abductive Reasoning, Inductive Reasoning, Convergent Thinking, Analogical Reasoning, Counterfactual Reasoning Critical Thinking, Associative Thinking, Foresight, Trap Evasion, Overall AQ]

THE FINAL STAGE:

With only three participants left, the location of the game is changed, so the rules as well:

- Dodging is no longer possible
- 15 hearts are give to the three players
- During 30 seconds of their turn, they have to either fire or load, all at once

Before the final stage started, Yokoya went to Akiyama, he confirms him what Akiyama suspected, that Yokoya kidnapped Nao's father, Yokoya tells Akiyama that if he doesn't shoots Nao in the game, it will end bad for her father.

In the first round, Yokoya and Nao load their guns
⦿⦿◎◎◎
while Akiyama points the revolver at Nao and pulls the trigger, but he misses.
◎◎◎◎⦿



In the second turn, Nao and Yokoya repeat the same actions ⦿⦿⦿◎◎
Akiyama again; misses ◎◎◎◎⦿



During the third turn, Nao and Yoko do the same actions as well ⦿⦿⦿⦿◎
again, Akiyama misses his shot ◎◎◎◎⦿

Fourth turn, Yokoya loads ⦿⦿⦿⦿⦿
Akiyama points at Nao again, but this time Nao points at him as well, she tells him she wants to trust him, so he must stop doing what he is doing, but Yokoya's control is stronger over him, so Akiyama shots and actually hits Nao this time. ✓ ◎◎◎◎



In the end, Nao lacks the value to shoot Akiyama back, so she ends up loading.

⦿⦿⦿⦿⦿

In the fifth turn, Akiyama shoots Nao, missing. ◎◎●◎◎

On the other hand, Nao finally has the courage to shoot Akiyama back ✓ ✓ ✓ ✓ ✓

Yokoya also shoots Nao, connecting 5 bullets as well ✓ ✓ ✓ ✓ ✓



Nao ends up with 9 hearts, Akiyama with 10, and Yokoya remains untouched,



[FRI, Planning Effectiveness, Strategy Effectiveness, Strategy Efficiency, Strategy Foresight, Indirect Manipulation, Direct Manipulation, Individual Manipulation, Logical Manipulation, Psychological Manipulation, Misdirection, Emotional perception, Emotional Understanding, Logical Reasoning, Abductive Reasoning, Inductive Reasoning, Convergent Thinking, Analogical Reasoning, Critical Thinking, Associative Thinking, Prediction, Setting Traps]

During the advertisement break, the detective that went with Akiyama to check that house found out a bullet from his revolver is missing, so he is out, claiming Akiyama brought a real bullet to the game, so the game must be stopped immediately.
The assistant producer says they can't stop the transmission, but they will replace the blank bullets. They also call Akiyama to do a check, to make sure he doesn't have a real bullet.
This is obviously part of Yokoya's misdirection, since we already knew he is the one who has the real bullet.
Yokoya waits until they replace the blank shoots, and places the real bullet in Nao's bullet box.



From round sixth to ninth, all of them charge up their guns. ⦿⦿⦿⦿◎
During these turns, Yokoya is telling Nao, his relationship with Akiyama since kids.



In the tenth turn, they all load again. ⦿⦿⦿⦿⦿
Yokoya says he wishes he could see their mother again, so Akiyama furiously asks Yokoya why he killed her then. Pointing his gun towards him, but he is stopped since the eleventh turn hasn't started yet.

In the eleventh turn, they all have five bullets loaded. Yokoya says to Akiyama “You have to choose” Then Akiyama stops pointing his gun at him, and points to Nao instead, Yokoya says to Nao “Akiyama will shoot you, we agreed to do that. If by chance, you shoot Akiyama, I'll shoot him to get rid of him, if not, I'll shoot you, Nao.” After this Akiyama shoots Nao.
✓✓✓✓✓ Yokoya shoots Akiyama. ✓✓✓✓✓ And Nao fires against Yokoya
✓✓✓✓✓





Nao says she did that because if Akiyama is doing this to her, there must be a reason.

Yokoya reveals to Akiyama he hired the same man that sold him to the Walden Two project when he was a kid as the CEO of L company, this man was the one responsible for causing Akiyama's mother to fall into debt. Therefore of her suicide. Making Akiyama lose control.



From twelfth to sixteenth turn, they all load their guns. ⦿⦿⦿⦿⦿
Jo Dal Goo calls Fukunaga, he asks her to tell Akiyama he rescued Nao's father from his kidnapper.



In the seventeenth round, Yokoya asks them to get closer, to finish the game they have promised to play since they were kids, Fukunaga goes and yells “Akiyama, Jo Dal Goo” and then she's taken away by security. Akiyama understands Jo Dal Goo succeeded with his mission, so he tells Nao Yokoya had his father as hostage. Akiyama and Yokoya exchange all their bullets. ✓ ✓ ✓ ✓ ✓

Nao opens fire against Yokoya, Yokoya realizes Nao has shot him four times, so this last bullet must be the real one. Yokoya stands up looking at her, accepting that real bullet.

✓ ✓ ✓ ✓ ✓



Akiyama deduces Nao has the real bullet he was questioned for after seeing Yokoya's reaction of accepting his death. So Akiyama runs towards Yokoya and takes the bullet for him.

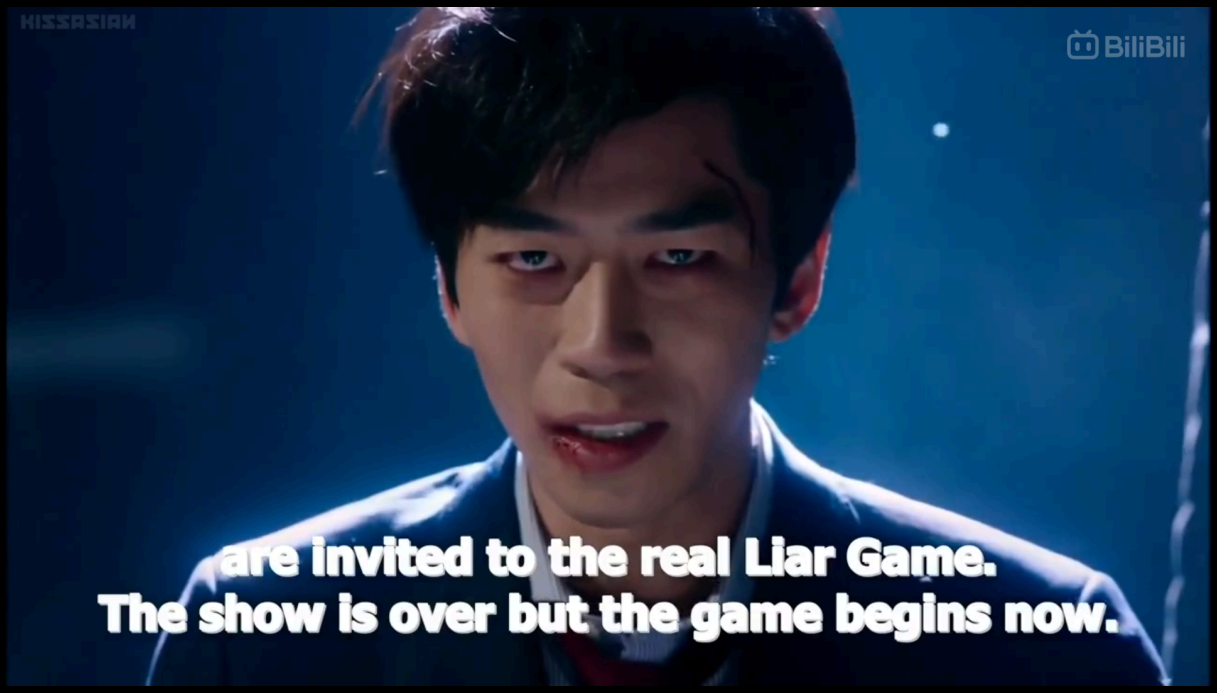




[Planning Success Rate, Indirect Manipulation, Direct Manipulation, Individual Manipulation, Logical Manipulation, Psychological Manipulation, Misdirection, Emotional Perception, Emotional Understanding, Logical Reasoning, Illogical Reasoning, Inductive Reasoning, Convergent Thinking, Critical Thinking, Associative Thinking, Setting Traps, Overall AQ]

When Akiyama visits Yokoya at prison, Yokoya says to Akiyama this won't stop, and those who made him that way are gonna start another game soon.

After Yokoya is charged and sent to prison, during his transfer there was a car accident, which helped him to escape.



Yokoya is shown captured by the masked men, saying the new liar game starts now.

[Logical Reasoning, Inductive Reasoning, Abductive Reasoning, Critical Thinking, Overall SQ, Foresight]

J-DRAMA YOKOYA

The J-Drama has two seasons. In the first season, Yokoya participates solely in the contraband game, where his accomplishments mirror those of his manga version (or fall slightly short). Consequently, we have deemed it unnecessary to explain repetitive feats. In the Final Stage movie, Yokoya achieves a single notable feat, which we will discuss later. In the second season, he also lacks screen time. Fortunately for him, he features in a special episode where he excels in the Taboo game, demonstrating remarkable abilities that we will explain later.

We have excluded repetitive feats from this document as they contribute nothing new to his character, given that the same feats were already portrayed in the manga. This analysis focuses exclusively on original accomplishments. When feats are repeated across versions for instance, the contraband game as played by Manga Yokoya, K-Yokoya, and J-Yokoya, we will refrain from detailing them again as they do not add anything new to his character.

Yokoya is the man behind the company that caused Akiyama's mother bankruptcy and later suicide

During the contraband game, Yokoya deceives Nao, making her believe he regrets what he did, by this way, Nao gives her card to him, allowing him the chance of making a comeback.

In the Final Stage Movie, Yokoya is the one who helps Akiyama to return to the main game as his representative

[Overall SQ, Acting Skills, Deception]

❖ TABOO GAME

Taboo Game Rules

1. Each player has two trucks: one is empty, and the other contains 100 million yen. Each player starts with 100 million yen.

2. The trucks are located in the players' respective rooms (the red room belongs to Fukunaga, and the blue room belongs to Yokoya).

3. Players can transfer money only into their empty truck. Taking money directly as cash or stealing the entire truck is prohibited.

4. Any act of violence is strictly forbidden.

5. The game alternates between an offense player and a defense player.

6. To protect their money, the defense player uses a "taboo card". The player writes down three potential taboos on the card and submits it to activate one of the taboos.

7. Out of the three taboos on the card, only one will be active; the other two are dummies.

8. Once a taboo is used, it cannot be reused, even if it is expressed differently but carries the same meaning. However, the same taboos can be used as dummies in future rounds.

9. Many taboos exist to protect the money (for example, "Don’t open the truck," "Don’t enter the truck room," or "Don’t touch the money"). However, since these share the same meaning(protecting money)only one of them can be used at a time.

10. If a player violates a taboo, they are out of the round and must give their opponent 100 million yen. If the player who set the taboo violates it themselves, they are also out. (For example, if Yokoya writes "Don’t laugh" as a taboo and laughs, he is out.)

11. If a player is out from a round, their offense turn ends immediately, all taboos are reset, and previously used taboos can be reused.

12. A player who is out twice loses the game, regardless of the money either player holds. The winner gains 100 million yen, and the loser takes on a 100 million yen debt.

13. Each offense turn lasts 15 minutes. The offense player must decide whether to attempt to take money or pass.

14. When the offense player presses the "finish" button and sets their taboos, their defense turn begins.

15. If the "finish" button is not pressed within the 15-minute limit, offense and defense roles switch. In this case, if the offense failed to press the button cannot set new taboos. However, one unused taboo from their previous card will be automatically activated(if they used 1 of the 3 taboos , 2 taboos will be left one of them Will randomly will be used and the other one is a dummy)

16. The game consists of 4 rounds for each player (4 offense and 4 defense turns). At the end of the game, the player with the most money wins.

17. If both players have the same amount of money at the end of the game, they will play extra rounds until one player has more money.

FIRST ROUND:

The Top of the First Round:
It’s Fukunaga’s turn to attack and Yokoya’s turn to defend.

Yokoya's Taboos:

1. Do not open the other person's truck.

2. Do not fold your arms.

3. Do not run.

(Yokoya intentionally used taboo #1.)

He told Fukunaga that the taboo he had triggered was the first one, but Fukunaga didn’t trust him. Determined to verify it, Fukunaga entered the blue truck room (Yokoya’s room) and stole 100 million yen.

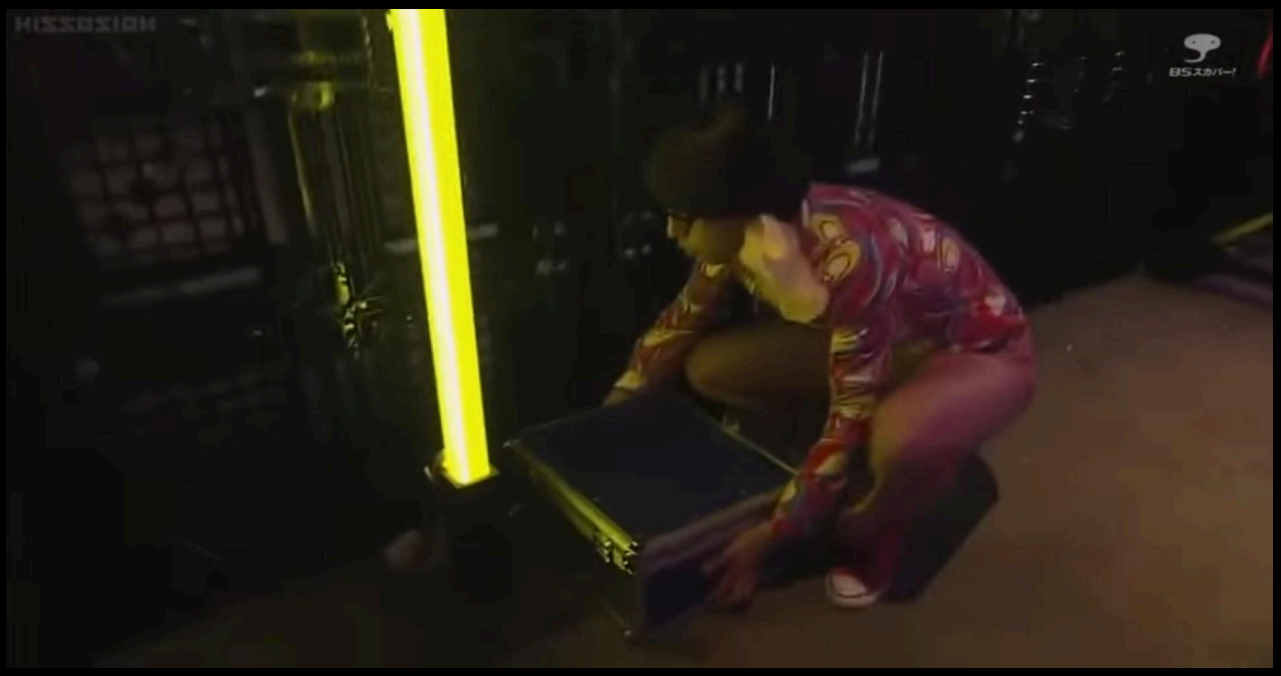
However, Yokoya had anticipated this move. He realized that the stolen money actually belonged to Fukunaga and Fukunaga pretended to transfer the funds to test his reaction. Unfortunately for Fukunaga, his plan failed.

Fukunaga insisted that the money he had taken was Yokoya’s and challenged Yokoya to check for himself. During this exchange, Fukunaga accidentally discovered that the truck

color covers were removable. He quickly switched the covers, replacing the red covers (his own) with blue ones (Yokoya's).

When Yokoya opened what he believed was his truck, he inadvertently broke one of his taboos by opening Fukunaga's truck instead. As a result, Yokoya was out.

Now, Fukunaga has 100 million yen, along with one blue truck (formerly Yokoya's) and two red trucks. His total funds amount to 200 million yen, while Yokoya is left with nothing.



The Bottom of the First Round:
Now it's Yokoya's turn to attack and Fukunaga's turn to defend.

Fukunaga's Taboos:

1. Do not open Fukunaga's truck.

2. Do not make a peace sign.

3. Do not point at anything.

Instead of attempting any strategic moves, Yokoya pressed the finish button immediately, concluding his turn.

With this, the first round of the Taboo Game comes to an end.

THE DILEMMA STRATEGY:

The Top of the Second Round
It's Fukunaga's turn to attack and Yokoya's turn to defend.

Yokoya's Taboos:

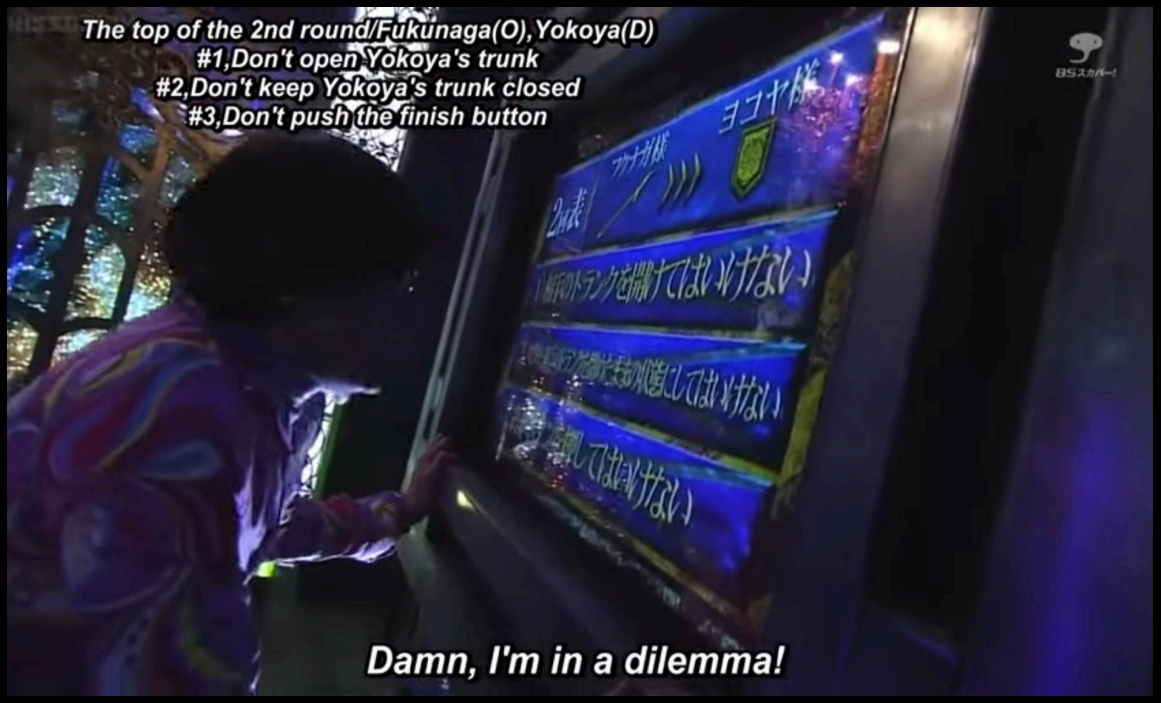
1. Don't open Yokoya's trunk.

2. Don't keep Yokoya's trunk closed.

3. Don't push the finish button.

Fukunaga is quite relaxed because if he doesn't break any of Yokoya's taboos, he will win by default since he has more money. However, Yokoya said to Fukunaga that he will deliberately break a taboo at the top of the third round. When Fukunaga examines Yokoya's taboos, he is shocked.

Because If taboo #1 is the active one, Fukunaga cannot open Yokoya's trunk. But if taboo #2 is active, Fukunaga must open it. This puts Fukunaga in a dilemma.



That's was part of Yokoya's strategy, his strategy is to make Fukunaga think like:

Taboo #1 is likely a "protection money" taboo, which can only be set once. Since Yokoya has no money, it seems unlikely he would use such a valuable taboo at this point.

If Yokoya has no money, opening the trunk wouldn't matter, so setting taboo #1 would be pointless. Therefore, taboo #1 might just be a decoy.

However, Yokoya is a cunning opponent. He might anticipate Fukunaga's reasoning and use taboo #1 anyway to trick him into breaking it by opening the trunk.

Fukunaga deliberates but ultimately decides to open the trunk. To his relief, he doesn't break a taboo, meaning #1 wasn't active. He then prepares to press the finish button to secure his win. But just as he's about to do so, he notices taboo #3: "Don't push the finish button." Realizing this, he refrains from pressing it.

Fukunaga's time runs out. As a result, his taboos for the next round are automatically set as part of Yokoya's strategy to prevent Fukunaga from choosing his taboos deliberately.

[FRI, strategy Execution, Strategy Efficiency, Strategy Complexity, Strategy Success Rate, Indirect Manipulation, Psychological Manipulation, Emotional Understanding, Lateral thinking, Linear thinking, Abductive Reasoning, Deductive Reasoning, Overall Reasoning, Methods, Setting Traps]

The Bottom of the Second Round
Now it's Yokoya's turn to attack and Fukunaga's turn to defend.

Fukunaga's Taboos (set automatically):

1. Don't open Fukunaga's trunk.

2. Don't make a peace sign.

3. Don't point at anything.

Yokoya employs the same tactic as in the first round. He immediately pushes the finish button, forcing the round to end quickly.

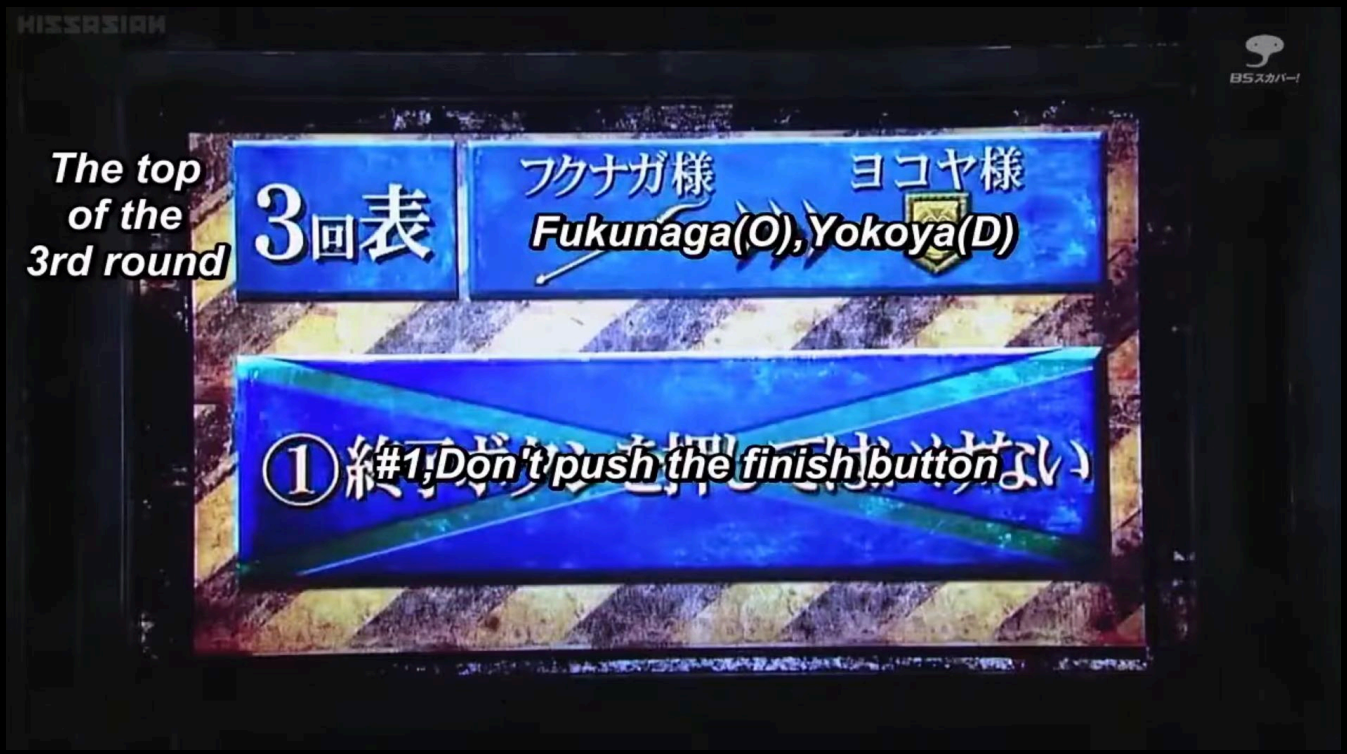
BREAKING TABOO STRATEGY:

The Top of the Third Round
While Yokoya was writing his taboos, Fukunaga taunted him, saying that yokoya was too afraid to do anything. Yokoya responded confidently, reminding Fukunaga that he had promised he would break a taboo in this round, allowing Yokoya to win without lifting a finger.

Fukunaga initially believed Yokoya would use the same dilemma strategy again, but Yokoya revealed that this wasn't his plan to secure victory.

Yokoya's Taboo:

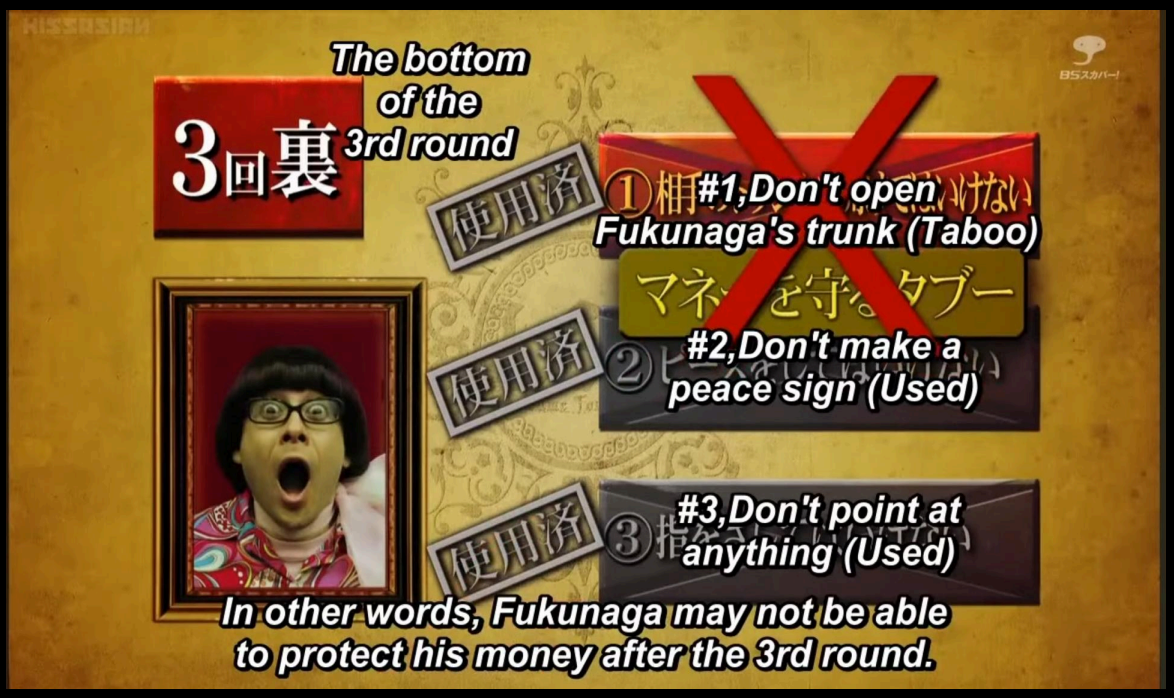
1. Don't push the finish button.
(Yokoya selected taboo #1 as active.)



Fukunaga was surprised by this choice, thinking it was a safe taboo he wouldn't break. However, after a moment of contemplation, Fukunaga immediately pressed the finish button. It was his best choice under the circumstances.

In the previous round, Fukunaga was unable to set his own taboos, so the ones from the bottom of the second round would carry over to the bottom of the third round. This included the taboo that protected his money. In other words, if Fukunaga didn't push the button now, he might lose the ability to protect his 200 million yen in the final round.

If Fukunaga entered the last round without any protection, Yokoya could take all his money and win. To avoid this worst-case scenario, Fukunaga pushed the finish button to minimize the damage. This, however, was part of Yokoya's plan from the very beginning. Yokoya took 100 million yen from Fukunaga as a result.

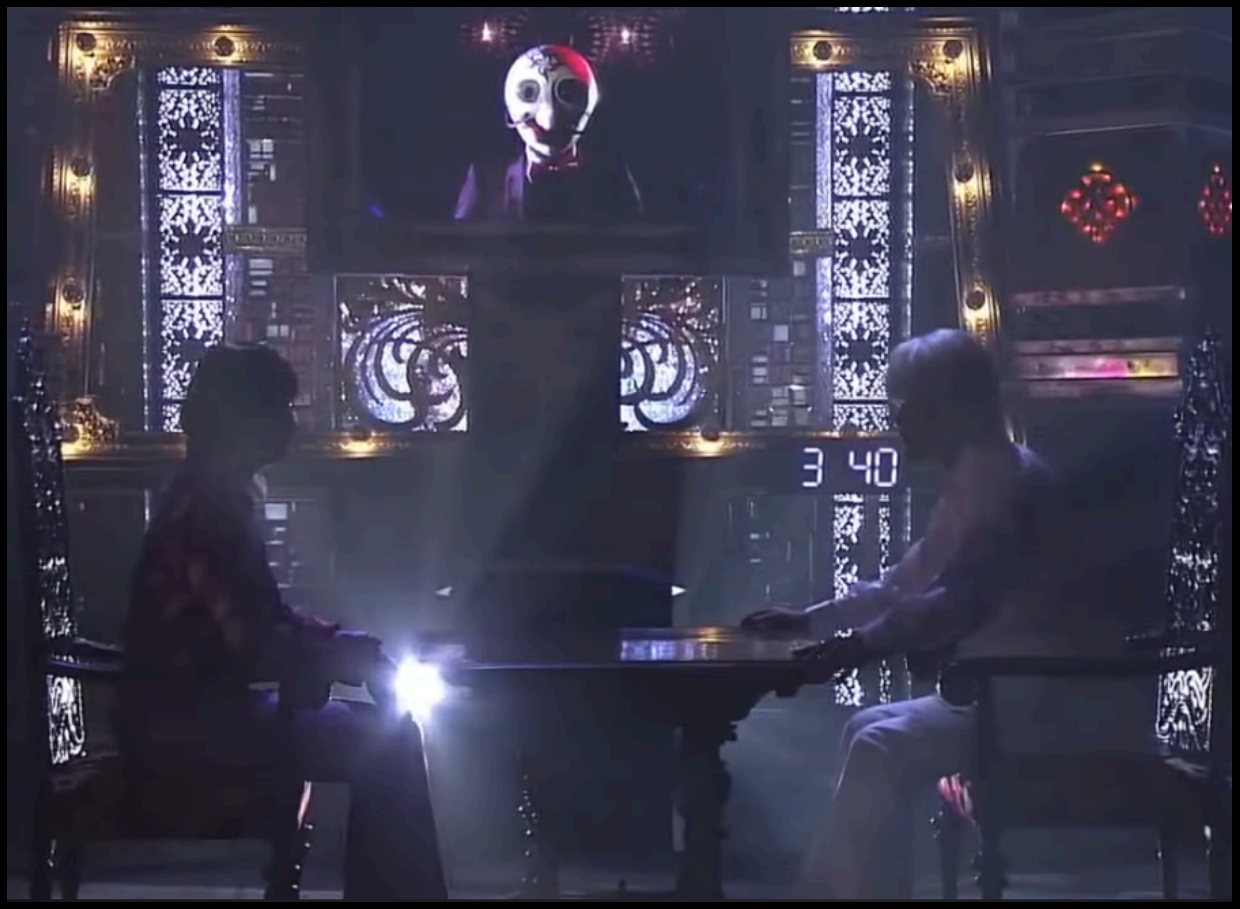


Before handing over his trunk, Fukunaga secretly marked it with a sign without Yokoya noticing a move that would later play a key role in his plan.

[FRI, WMI, CPI, Strategy Complexity, Strategy Effectiveness, Strategy Efficiency, Overall Strategy, Direct Manipulation, Logical Manipulation, Abductive Reasoning, Deductive Reasoning, Overall Reasoning, Anticipation, Predictions Overall Foresight]

ONE-SHOT GAME:

The Bottom of the Third Round
Fukunaga suggested playing a one-shot game, explaining that he had no other tricks left to win. He also pointed out that Yokoya likely didn't have a clear strategy to win either. Yokoya accepted the suggestion and asked what type of game they would play.



Fukunaga proposed the following rules:

1. Place Yokoya's trunk containing 100 million yen and Fukunaga's empty trunk on the table.

2. Set "don't open your own trunk" as Yokoya's taboo during the game.

3. Remove the colored covers from the trunks.

4. Fukunaga will open one of the trunks:

If he opens Yokoya’s trunk, he wins and gets 100 million yen.

If he opens his own trunk, he breaks the taboo and loses.

Yokoya agreed but added one condition: they would do a practice run first. Fukunaga agreed to this.

Fukunaga's Taboo:

1. Don't open your own trunk.
(Fukunaga didn't active his trunk, at that's fine because there's no rule says that you forced to activate a taboo)

During the practice run, Yokoya entered the room, claiming he was going to push the finish button. In reality, he used the opportunity to transfer Fukunaga’s money into his own trunk. He was able to do this by using the trunk that Fukunaga had taken from Yokoya earlier in the first round.

Fukunaga, unaware of this scheme, went along with the practice run, not realizing Yokoya’s true intentions.

[Indirect Manipulation, Logical Manipulation, Observation]

The Top of the Fourth Round
Yokoya's Taboo:

1. Don’t open your own trunk.
(Yokoya did not activate his taboo.)

According to the game rules, Fukunaga now had to enter Yokoya’s room and choose one of the trunks. However, since Fukunaga had secretly marked his own trunk earlier, he knew which one belonged to Yokoya. Confidently, he opened Yokoya’s trunk, only to find it empty.

Fukunaga was stunned. Yokoya smirked and explained that he had seen through everything. Since Fukunaga had proposed the bet, Yokoya assumed he must have a plan. Anticipating a trick, Yokoya switched the money from his own trunk to Fukunaga’s trunk before the round began.

This left Fukunaga in a dire situation. The money was now in his own trunk, but due to his taboo, "Don’t open your own trunk," he couldn’t retrieve it. Left with no options, Fukunaga reluctantly pushed the finish button, and the top of the fourth round ended.

[FRI, Strategy Execution, Strategy Effectiveness, Strategy Complexity, Bluffing, Misdirection, Individual Manipulation,

Indirect Manipulation, Logical Manipulation, later thinking, Logical Thinking, Overall Thinking, Observation, Perception, Setting Traps, Overall Foresight]

TABOO ACTIVATION STRATEGY:

The Bottom of the Fourth Round
Yokoya confidently declared that he would take all of Fukunaga's money in this round, claiming Fukunaga had already used the taboo that protected his money in the practice round during the bottom of the third round.

But Fukunaga smiled and revealed that he had manipulated Yokoya.

Fukunaga's Taboo:

1. Don't open Fukunaga's trunk.
(Fukunaga activated taboo #1.)

Yokoya pretended to be surprised. Fukunaga then explained that he hadn't activated any taboo during the third round, as he had been testing a theory. He used the rehearsal round to see if it was possible to play without activating a taboo.

This time, in the top of the fourth round, Fukunaga didn't activate his taboo either, believing he had successfully taken the money. He thought he now had 200 million yen again. However, unbeknownst to Fukunaga, Yokoya had already transferred the money back to his own trunk during the third round.

Fukunaga, believing he had won, opened his own trunk. This was exactly what Yokoya had planned. Because Fukunaga broke Yokoya's taboo, Yokoya gained the upper hand.

Fukunaga opened his trunk thinking the game was over. However, the game had entered an extra round because both players had the same amount of money, 100 million yen each. What Fukunaga didn't realize was that Yokoya had secretly transferred the money during the third round.
And because Yokoya didn't activate his taboo in the last round, his taboo was automatically set for the extra round round

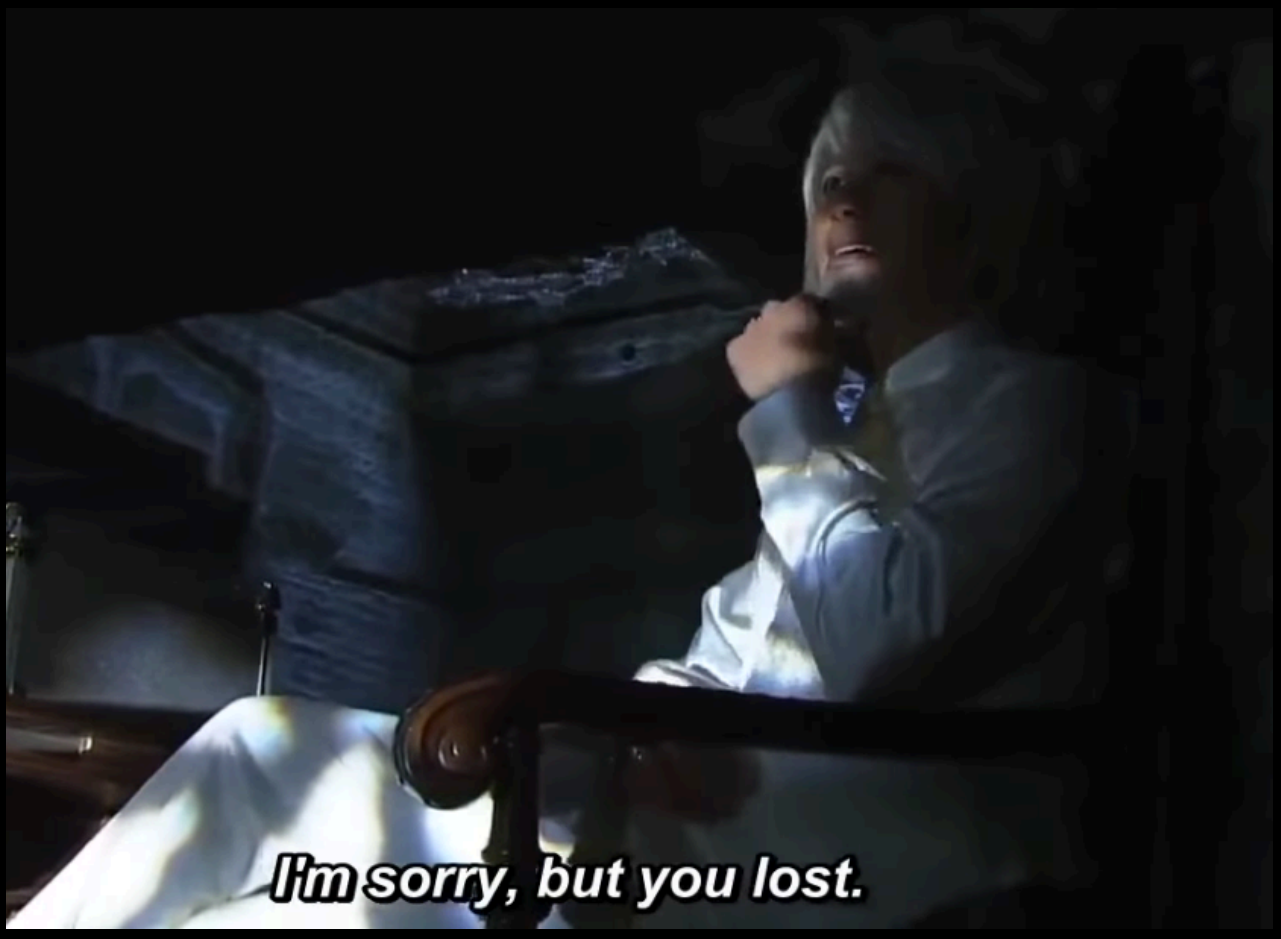
The Top of the Extra Round

Yokoya's Taboo:

1. Don’t open your own trunk.

Yokoya anticipated this situation, having learned the trick from Fukunaga in the third round. Back then, Fukunaga had opened what he thought was Yokoya’s trunk, but Yokoya had switched the trunks beforehand. This meant Fukunaga had actually opened his own trunk, but the dealer didn’t call him out.

This time, Yokoya capitalized on that same strategy. He realized Fukunaga hadn’t activated a taboo in the previous round and used this knowledge to his advantage. By outsmarting Fukunaga, Yokoya ultimately won the game.



[FRI, WMI, Short Term Planning, Planning Coverage, Strategy Execution, Strategy Effectiveness, Strategy Shielding, strategy Adaptability, Strategy Complexity, Emotional Perception, Indirect Manipulation, Logical Manipulation, Psychological Manipulation, Bluffing, Acting Skills, Lateral Thinking, Linear Thinking, Abductive Reasoning, Anticipation, Predictions, Overall Foresight, Setting Traps]

Our Top 10 Yokoya Outsmarting Categories

1. Strategy
2. Planning
3. Reasoning
4. Manipulation
5. EQ/SQ
6. Psychology/knowledge
7. Foresight
8. Thinking
9. Deception
10. FSIQ

OUR TOP 10 COMPOSITE YOKOYA FEATS:

1. Liar Game Planification
2. The Dominator's Gambit
3. The Gaslighting of Akiyama
4. Chairs Elimination Strategy
5. Election's Control
6. Coin Flip Comeback
7. Taboo Activation
8. Perfect Shuffle
9. Money Withdrawal
10. Gaya Alliance Deduction

Composite Yokoya vs. Smart characters in Outsmarting: (Intricatelogy Scaling)

Composite Yokoya vs. Near: Composite Yokoya No difficulty

Composite Yokoya vs. Mello: Composite Yokoya No difficulty

Composite Yokoya vs. Suteguma: Composite Yokoya No-Low difficulty

Composite Yokoya vs. Yokoya Norihiko (J-Drama): Composite Yokoya Low difficulty

Composite Yokoya vs. Fukunaga: Composite Yokoya Low difficulty

Composite Yokoya vs. Makishima: Composite Yokoya Low difficulty

Composite Yokoya vs. Yuichi Katagiri: Composite Yokoya Low difficulty

Composite Yokoya vs. Kei Kimura: Composite Yokoya Low difficulty

Composite Yokoya vs. Yumeko Jabami: Composite Yokoya Low difficulty (+)

Composite Yokoya vs. Sherlyn Hockland: Composite Yokoya Low difficulty

Composite Yokoya vs. Johan Liebert: Composite Yokoya Low difficulty

Composite Yokoya vs. Light Yagami: Composite Yokoya Low difficulty

Composite Yokoya vs. Lelouch Vi Britannia: Composite Yokoya Low difficulty

Composite Yokoya vs. Kaji Takaomi: Composite Yokoya Low difficulty

Composite Yokoya vs. L Lawliet: Composite Yokoya Low-Medium difficulty

Composite Yokoya vs. Ayanokoji Kiyotaka: Composite Yokoya Medium difficulty

Composite Yokoya vs. Vincent Lalo: Composite Yokoya Medium difficulty

Composite Yokoya vs. Luppan: Composite Yokoya Medium difficulty

Composite Yokoya vs. William James Moriarty: Composite Yokoya Medium difficulty

Composite Yokoya vs. Ukai Zero: Composite Yokoya Medium-High difficulty

Composite Yokoya vs. Nagito: Composite Yokoya Medium-High difficulty

Composite Yokoya vs. Red John: Composite Yokoya Medium-High difficulty

Composite Yokoya vs. Kokichi: Composite Yokoya Medium-High difficulty

Composite Yokoya vs. Yokoya Norihiko (Manga): Composite Yokoya Medium-High difficulty

Composite Yokoya vs. Hannibal Lecter: Composite Yokoya High difficulty (+)

Composite Yokoya vs. K-Drama Yokoya: Composite Yokoya High difficulty (+)

Composite Yokoya vs. Tokuchi Toua: Composite Yokoya Very High difficulty (-)

Composite Yokoya vs. Souichi Kiruma: Composite Yokoya Very High difficulty (+)

Composite Yokoya vs. Patrick Jane: Composite Yokoya Extreme difficulty (-)

Composite Yokoya vs. Akiyama (Manga): Composite Yokoya Extreme difficulty (+) CGEW

Composite Yokoya vs. Madarame Baku: Madarame Baku Extreme difficulty (+) CGEW

Composite Yokoya vs. Akagi Shigeru: Akagi Shigeru Extreme difficulty (-)

Composite Yokoya vs. Sherlock Holmes: Sherlock Holmes Very High difficulty (+)

Composite Yokoya vs. Akiyama Shinichi (Composite): Composite Akiyama Very high difficulty (-)

Keep in mind we used Logical Scaling, mixed with Complexity Scaling and Stop Scaling. In other scaling methods, the results might be different, remember there's no such thing as a “wrong take”, just “bad takes”, depending on the scaling method.

Thank you very much for reading this document.