SURPASSING THE LEADER - HAL DOC

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BEFORE STL, around 7:00 AM (ch. 473-490)

Baku and Souichi meet up for Baku to play Surpassing The Leader. After being asked on what game they will play Baku replied:

"It's a nice morning. Whether any air vehicles will come across this sky within 30 minutes or not… What do you think about this?"

Hal was aware of the fact that this gamble, no matter who wins, doesn't matter at all. The reason for this being that the referee isn't present. Souichi decided to play along with Baku's shenanigans, potentially as an opportunity to profile him, or simply out of respect for their friendship.
Observation Number 1: *Usogui asks Hal whether he has a watch or not as they will need it to measure the time, as in the next 30 minutes.*

After being given Baku's watch Hal proceeded to try inducing fear in Baku: "Somehow you seem quite nervous, aren't you? It's like you're afraid that I might end up discovering one of your hidden tricks… By the way, where are your friends right now? Marco and Kaji Takaomi? Do you really think you can do something about this match by using these two?"
Hal rightfully anticipated Baku using Marco and Kaji to set up his scheme. A scheme that would require for them to be present somewhere else for. With Baku's 'joke' of an attempt at Surpassing The Leader being there just to misdirect Hal, while Usogui's friends carry out their role.
Hal went on to show his faith in his words by then going asleep. He goes on to mock Baku's attempt on how it would look if it were genuine. Since there are just 2 of them, each would be able to lie about their victory,

[Linear Thinking, Fear Inducement, EP]

Observation Number 2: *Baku proceeds to act frustrated and destroys his watch after Hal gives it back.*
Hal gives the supposed reasoning for Baku's actions
"No matter if you win or lose in the end. Due to that claim of this match being meaningless, you'd be angry. And then, that anger would make you break the watch. It's totally a reasonable series of actions. However, the reason behind it. Just now, you confirmed whether I had a watch or not on me, didn't you…? I see now… 'Time'. "
Conclusion- Baku set up this unauthentic Surpassing The leader to test whether Hal has a watch on him or not. This means:

1. **Premise A)** The hidden trick, that Baku is planning and doesn't want Hal to uncover, is somehow related to time.
   OR
2. This action is simply a misdirection, a preparation to make Hal doubt his thinking and reasoning process during the authentic Surpassing The Leader. It would simply serve as a decoy while Baku's real plan is entirely something else

Souichi's biological clock was able to measure exactly 25 minutes.
[Probabilistic Thinking, Abstract Reasoning, EP, Perception]

Before this meeting Hal instructed all the referees that this game will be decided by one of them. The reason is it's unlikely that Hal and Baku will be able to agree on the game quickly. He told them he and Usogui will be waiting at the obelisk. Hal organized a game where referees will fight for their handkerchiefs. Souichi prepared the vests used back in Protoporos to ensure no referee dies during this match. The referee with the most handkerchiefs on them will be the one to preside Surpassing The Leader with a game of their choosing. Hal motivated the referees by stating that only the winner will be able to watch the gamble, this is to induce in them a desire to win.
[Leadership, Mass Manipulation, Preparation Process]

The referee who won the right to preside over Surpassing The Leader was Yakou.

When Yakou, Hal and Baku enter the obelisk they see Kaji and Gakuto waiting for them. Gakuto claims to have entered the obelisk a step later than Kaji and they weren't always together.

Explanation of the rules (ch.490-492)

Yakou asks the leader to take a seat. He explains to Hal that shadows can't be seen in this room due to operating lights.
Yakou instructs Souichi to 'concentrate, see through his actions and read his mind without looking'.

Yakou goes on to say:

"I've known you since you were still a child. You bear much more sinful bloodline than us referees. You've always been seeking "greatness". Transforming. Throwing yourself at impossible challenges. Without a care of what we may think, who treat you as our own child, you risk your life. But all I can do is preside. If you lose… If I have to take your life, that means I will become the murderer of both the father and the son. I believe you've realized most of it came from the fact that I became no. 0… Although it's too late, allow me to tell you. Your father, Kiruma Tatsuki, and I, fought for the number zero, and I took his life. Please allow me to take this opportunity to tell you…
I have told you, please concentrate… right?"

With this Hal turns around and notices a handkerchief laying on the ground. 'Speculating when the handkerchief will fall', which means the basis of the game is 'Drop The Handkerchief'.



Hal then asks Yakou whether the squandered time (ST) can be equal to 0 seconds, which Yakou denies. Hal then applies his knowledge of “Magician’s Choice”, a scenario where a magician gives the audience the illusion that they’re making a choice, while in reality it has been predetermined. Even making someone ask something you yourself wanted to ask is ‘Magician’s Choice’.



Hal decides to go along with it, asking something that Baku wanted to know, Souichi asks Yakou on how he and Baku can measure the time, to which Yakou shows him the clock inside the drawer. While questioning, Hal observes Baku's microexpressions.

Premise B) Hal concludes that this was Baku's 2nd aim he achieved through unauthentic Surpassing The Leader, which was indirectly manipulating Yakou into choosing another form of measuring time, in case Kaji modified the clock.

[Abductive Reasoning, Non-Linear Thinking, Associative Thinking]

FIRST ROUND OF SURPASSING THE LEADER, 8:12 AM
(ch. 494-498)

Baku and Hal agree to play Rock Paper Scissors to decide who gets to start as D (advantageous position).
Hal chose paper, Baku chose rock.

First 'D'- Leader
First 'C'- Usogui
8:12 AM

Hal perceives Baku's emotions. Usogui is very concentrated, going as far to limit his own movements, just to be able to read Leader's mind more accurately. Souichi and Baku both try to read each other's thoughts and form an advantage over the other early in the game and eventually, psychologically corner them.
Hal's depiction of Baku (from Hal's POV):
"This is a game of accumulating and limiting the Near-Death drug. Of course I'll try to accumulate your near-death drug. If I don't drop as soon as possible I won't be able to accumulate a large amount of the drug. In other words, the handkerchief will be dropped early. You're so focused, meaning you watch to check, don't you? You want to check in the first half phase.
And there's something else. What kind of person is Madarame Baku? Recall it. Will he take the safe strategy from the beginning? No, he's a gambler."
With this, after 30 seconds of waiting, Madarame Baku proceeds to do an unsuccessful 'check'.

As Yakou is about to inject death-drug in Baku, Souichi proceeds to induce fear in Usogui

"It's over. I knew this would happen from the beginning. In the 1st round where the near-death drug hasn't been accumulated, the penalty is merely 1 minute. That would be the safest near-death. For you, whose body is weak, that would be the best timing to make a bet. So I predicted that you'd definitely turn your head in the middle. Not only that, a man like you would like to experience a near death at least once during the early phase of the game. A dead person cannot be revived. Haven't you suspected such a sure thing? Have you ever suspected it? Is this near-death drug prepared by referee Yakou, the real stuff? Who was on the submarine that preserved the drug? Which side were they on?"

Hal has abused the 'placebo effect' to negatively impact Baku's condition. The 'placebo effect' is when a person's physical or mental health appears to improve after taking 'dummy' treatment, believing that what they have consumed was real medicine. In this case however, Hal's words abused 'placebo effect' in a negative way, making Baku believe that he won't be able to be revived.

[All EQ, Perception, Observation, Psychological Warfare, Direct Manipulation, Emotional Manipulation, Bluffing]

After Baku dies Yakou begins to question Hal on whether what he said was really true. Yakou thinks that it's impossible for Souichi to exchange the drug as he was the only one to know about this game, to which Hal responds that since Yakou, even now, doesn't consider this possibility his strategy has already succeeded.

Hal had a vision of Baku smiling, meaning he was aware of Baku's motivation that would allow him to survive his first death. He thinks to himself that in reality, even if he had an option to, he wouldn't exchange the death drug as he wants to win perfectly.

[EU, EM, EE, Direct Manipulation, Logical Manipulation]

First half, Usogui took the near-death drug for 1 minute.

Yakou states that despite the dose of the drug being low it will start to dissolve after 1 or 2 hours, because of that to minimize the unfairness Yakou made the rule of proceeding with the game as quickly as possible.

Second ‘D’- Usogui

Second ‘C’- Leader

8:17 AM

<u>A few seconds after the round begins Baku walks in front of Hal.</u>

Premises:

As Baku was about to go through his first near-death he took of his jacket, his necktie seemed to be missing

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Usogui looks like he has an object resembling a handkerchief in his hand

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Hal perceives the object in his hand to actually be a necktie

+

The reason why Usogui didn’t show his front was to conceal his necktie missing

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After a while Baku reveals the object he has been holding was necktie by dropping it on the ground

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If Baku still had a handkerchief on him then the one who will be driven into the corner will be him

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Hal realized that Baku knows how he thinks

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Hal tries to come up with a theory where Baku's intentions would be 'god-like'

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Baku stepping in front of Hal made him hesitate on whether to turn around or not

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By making Hal hesitate on turning around, while the handkerchief hasn't been dropped, Usogui would be 'saving Hal', which is not in his style

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Baku has a very extreme, god-like personality, always going by the most unpredictable schemes. The risk is what truly gives Usogui excitement

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The reason why Baku went on with misdirecting Hal, showing him more information one after another, enticing him into waiting, observing and speculating, was to buy time

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Baku stopped adding any information, enticing Hal into waiting longer and longer so he can gain more knowledge and conclude what Baku's scheme is

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Baku would only buy himself time if the handkerchief has already been dropped, as by doing so he would accumulate the death drug

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It's very likely that the Handkerchief has already been dropped

Hal's combined thinking process lasted about 24 seconds.
Hal proceeds to do a successful check 24 seconds after the handkerchief has been dropped. His squandered time is now 24 seconds.

[EU, EP, Perception, Observation, Linear Thinking, Non-Linear Thinking, Abstract Thinking, Abductive Reasoning, Faster Thinking, Anticipation]

"Sit, it is your turn. You are still dizzy… and it seemed like you didn't even realize your nose was bleeding. If you end up failing to check once again, you'll die for a 2nd time. 2 minutes in total. Even though that is still far from

5 minutes, it's 2 times in a row. Your breathing is already quite disrupted. I wonder if you will be able to survive that? *"We are at peace now"*, please convey these words to Kimura Tatsuki if you meet him."

Hal pointed out how much burden both Baku's mind and body have sustained after just a single near-death. A toll on his mind might render him unable to read Hal's thoughts in the next round, failing to read his thoughts might end up with Baku going through the 2nd ND (near death), which his body wouldn't be able to handle.

[EM, Direct Manipulation, Fear Inducement, Linear Thinking]

SECOND ROUND OF SURPASSING THE LEADER, 8:19 AM

(ch. 499-503)

Other referees begin to listen to STL gamble.

First 'D'- Leader

First 'C'- Usogui

H-Hal, B-Baku

ST- Squandered time

H-24s, B-none

ND- Near-Deaths

H-0, B-1 (1M)

8:19 AM

<u>Before the actual round starts, Hal drops a handkerchief on the ground and clicks his tongue. This was to check whether he can use his echolocation at this point.</u>

Kaji proposes an idea: using up the ND-drug is more beneficial than keeping it in the cylinder. The reason being that the cylinder can only hold up onto 5 minutes worth of ND-drug. You can't be revived if your cylinder goes over the 5 minutes of ND-drug. Meanwhile by keeping ~5 minutes

worth of drug in your own body and >=5 minutes worth of drug in the cylinder you can still die with a chance of being revived. Even if you accumulated about 10 minutes of ND-drug only the 5 minutes of it would be injected.

Hal begins to whisper to Baku on how much of a nuisance he is. With this he deceives the referees and Baku into thinking he's just trying to destroy Usogui's morals. In reality his main goal is for the referees to turn down the volume of the clock so they can hear him. With the volume of the clock eventually being lowered enough, Hal will be able to accurately use his echolocation.



^why was mf Baku licking off his spit 💀

[Indirect Manipulation, Mass Manipulation, Concealment, Misdirection, Acting Skills, Preparation Process]

The 1st half of the 2nd round begins

Baku uses the safe strategy, a strategy where you check at the very end. This ensures that your check will be successful.
Hal drops the handkerchief after 35 seconds.
Baku's check is successful, his squandered time is now 25 seconds.
Premise C) Baku attempts to delay the start of the next round, with Hal as C and himself as D. He initially doesn't get up from the chair despite being asked to, but is eventually forced to by Yakou.

With Souichi having 24 seconds of SQ and 0 ND he has 4 safe strategies left. If he checked at the end of each round for the next 4 rounds his SQ would be equal to 4 minutes and 24 seconds, he wouldn't have to die.

We see Leader's flashback. At the end of it the Leader is revived. It turns out in the 2nd half of the 2nd round the Leader failed to check, in turn he died for 1 minute and 24 seconds.
Yakou tells Hal on how he failed to check at the 5th second.
Remember what I said about Hal having '4 safe strategies left'? Because of that it would be very likely that on Baku's 2nd D the handkerchief would be dropped very early to make the ND accumulation as big as possible.
First of all, as a C, you essentially have 3 choices:
-1. check within the first 10 seconds in case you suspect your opponent might drop the handkerchief early.

"Instant Check"

-2. Check at around 30-40 seconds in case you suspect your opponent to drop the handkerchief somewhere in the middle. This is however unlikely, as the most numerically logical approach for D is to drop the handkerchief: either at the beginning (check during the first 10 seconds) or at the very end (use up a safe strategy). For casual players dropping the handkerchief in the middle would be a medium risk-medium reward choice, that generally wouldn't allow for the opponent to die, which is essential for this game.
Look at how exhausted Baku was after his first death.

The reason why Hal did it at that time during his first time as C was due to Baku's abnormal behavior which let Hal see through Usogui's intentions.

"*Safe Check*"

-3. Check at the very end, use a safe strategy to ensure you don't die.

"*Safe Strategy*"

With Hal expecting Baku to drop the handkerchief at the beginning he made a gamble.

a) In case Baku goes along with logical expectations (most of the time) and decides to drop the handkerchief early, expecting Hal to use up safe strategy, Hal would be able to successfully check and with this the gap in ST would normally be enough for Hal to win, with him still having 4 safe strategies left.

b) In case Baku goes against logical expectations (rarely) he will decide to drop the handkerchief either in the middle (unlikely) or at the very end (likely). Even if Hal's check fails his ST will be reset, with the game seeming to last around 50 more minutes, considering Hal's physicality, the death drug might even start to dissolve.

Of course, because we are talking about Baku, he acted counter-intuitively. Despite that, the Leader still anticipated Baku not dropping handkerchief early and was able to get rid of his ST, while the ND-drug might start to dissolve depending on how well Hal's body will react to it).This is what it seems like, however we soon learn that Hal's aim was something entirely different.

[Numerical Thinking, Abstract Thinking, Decision Making, Risk Taking]

THIRD ROUND OF SURPASSING THE LEADER, 8:26 AM

(ch. 503-505)

First ‘D’- Leader

First ‘C’- Usogui

ST

H-none, B-25s

ND

H-1 (1M24S), B-1 (1M)

8:26 AM

Kaji states that the secret to this match is on who can reset his cylinder more and use the safe strategy more. For example, if we assumed that Baku would be able to survive 4 minutes and 59 seconds of ND, then the ideal scenario would be for him to aim for his time being (at most) around that or lower upon his death. With this after he dies he will still be able to use 4 safe strategies.

Now if we consider that Baku has already died once, during his first round, for one minute and now his ST equals 25 seconds. Baku would be able to accumulate 2 minutes and 35 seconds, the accumulation would be within 3 minutes. If we add to that a 1 minute penalty for an unsuccessful check it will still be within 4 minutes (3m 35s). With his death before lasting a minute the total combination of the ND-drug would be equal to 4 minutes and 35 seconds, still within 5 minutes. If we assume that Baku’s survivability is that of a regular person then aiming for this would be the best choice. The timing for this scenario being Baku dying while his cylinder has about 2 minutes and 35 seconds of ND-drug.

When Hal turned around before he died (2nd round) Yakou noticed that Baku was astonished. As Yakou was saying that the 3rd round will start at 8:26 AM, Baku was nervous.

In reality, Hal's main goal when turning around and dying on purpose was opening the 'Leap Second' route (LSR) he was consciously aware of.

What does it mean for LSR to be 'opened' for Baku? It means that thanks to this, when Baku dies (without accumulating too much ND-Drug), he will activate LSR.

Now Baku needs to die so LSR can be activated. At that time, the Leader had already anticipated Usogui's scheme. Hal concluded this with the premises A/B/C I listed earlier.

I will bring up these premises again:

Premise A, from unauthentic STL)

Baku's hidden trick is somehow related to time.

Premise B, during the preparations for actual STL)

Baku indirectly manipulated Yakou into choosing another form of measuring time, which was a speaking clock. Yakou was forced to do it as there was a possibility of Kaji modifying the physical clock he prepared in the drawer, by choosing to use the broadcasted one there would be no way for the measured time to be modified.

Premise C)

Baku attempts to delay the start of the next round by sitting on a chair, but is eventually forced to stand up by Yakou.

Just with these premises and Hal realizing the intention behind Baku's risky check in the first round (which was learning the starting alterations), Hal has been able to associate Baku's scheme with Leap Second by the moment

his second time as ‘C’ started. More specifically, Hal knows that Baku will use LS at 9:00AM, not 8:00AM.
With this, Hal died on purpose to open Leap Second Route (LSR) for Baku, meaning Baku had to die for it to activate.

Now, what does it mean that LSR is active or not? Well, in simple terms
1. LSR being active is when LS is timed to happen during Hal’s turn as C.
2. LSR being inactive is when at the time LS happens Baku will be the C.
Baku’s goal is to keep LSR active and cause Leader to die, after dropping the handkerchief on 61st second.

The leader concealed that he was aware of Baku’s exact scheme. He turned around 5 seconds after the start of the round, disguising it as a regular ‘Insta Check’.
Obviously if Hal turned around within one or two seconds it would be obvious he aims to die on purpose.
Now, how can Baku set up LSR again? Trying to postpone the start of the rounds didn’t work, as when Baku was sitting on a chair Yakou forced him to stand up and the start of the round wasn’t altered. The only way Usogui can modify the LSR is for either him or Hal to die.
It’s difficult to control when Hal will die and downright *impossible* if he really is aware of it, so the only option left for Baku was to die himself.
By concealing his knowledge on LS, while simultaneously making LSR possible to be activated, Hal forces Baku into making the moves he wants.
If Baku realized that Hal knows about LS then he wouldn’t bother dying, as it would be rendered useless anyway.
After Leader died in the 2nd round, he temporarily forgot about Leap Second, but was subconsciously aware of it, which is seen numerous times. In simple terms, Hal is not aware of ‘LS’

consciously, but his decision making is based on his subconsciousness that's fully aware of it. What's the difference, you may ask? Due to Hal's partial knowledge on LS, on top of having the same decision making he would have, his acting skills are much better due to him consciously believing in what he says.

Some of you may ask- "Why did Hal die then? All he accomplishes with this is trading deaths with Baku, this doesn't make sense.".
There are 3 reasons for this.
1. It's more dangerous for Baku to die as he has a terrible physicality as opposed to Hal.
2. Baku's Total Time of Death (which I will now refer to as 'TTD') is overall bigger. The longer you are dead for, the lower are your chances of survival.

After the 'Death Trade' Hal planned for their TTD would look like this:
Hal's TTD:

1m24s he has already been dead for

Baku's TTD:

1 Minute he has already been dead for
+25 seconds of his ST
+1 minute as a penalty for a failed check
=
2 minutes, 25 seconds (or more)

3. With this, Hal will be able to subconsciously anticipate Baku's next actions.

Conclusion: it's logically more appealing for Hal to 'trade deaths'.

[Psychological Warfare, Strategy, Abductive Reasoning, EP, Abstract Thinking, Numerical Thinking, Faster Thinking, Decision Making, EM, EP, EU, Indirect Manipulation, Logical Manipulation, Concealment, Misdirection, Acting Skills, Fear Inducement]

The 1st half of 3rd round begins

Hal isn't able to drop the handkerchief,

Hal subconsciously knowing about Leap Second made it impossible for him to drop the handkerchief early, even though he consciously wanted to drop it quickly:

"DROP IT. I even went as far as dying in order to reset the Cylinder. DROP IT NOW!!! No… For how many seconds… have I been holding onto it like this..?"

If Hal dropped the handkerchief early then Baku wouldn't need to die to set up the Leap Second route. From Baku's perspective, by his 'check' succeeding Hal might've tried to prevent the LSR (Leap Second route) from being active again.

„But all turns last 2 minutes with a successful check. It wouldn't matter if Baku checks it early or not"

Souchi kind of expected Baku to do a risky check. The chance of Baku trying to set up LSR here and there was very much present.

If you think your opponent won't use the safe strategy, then keeping the handkerchief in your hand might be your best choice.

This is what it seems like, however:

-No successful insta check has happened yet. There was a small possibility that if the check happened very early, as in the first 10 seconds, then the next turn might start the very next minute, with this LSR would be active again.

-The main reason was that Hal couldn't accumulate Baku's ND-drug as that would make him incapable of setting up LSR (due to the 8 minute interval between rounds). 'Death trade' wouldn't happen as Baku wouldn't bother trying to set up LSR, at least for now.

I will quickly summarize what happened in 2nd half 2nd round- 1st half 3rd round again:

2nd half of 2nd round- Hal knows about LS. He turns around after 5 seconds to die on purpose, concealing his true motive. With this LSR is inactive and Baku will need to die on purpose to set it up again. The reason why Baku wants to set it up again is, because he isn't sure whether Hal really is aware of LS or not. It's a great choice for Hal to essentially trade deaths with Baku, Hal dying to make LSR inactive, Baku dying to make LSR active, unaware whether Hal did it on purpose or not. TTD will now look like this:

Leader's TTD: 0->1m24s

Baku's TTD: 1m->2m25s (or more)

After Hal died in the second round, his consciousness didn't know about LS, but his subconsciousness was still aware of it.

1st half of the 3rd round- after a while Hal subconsciously remembers LS again.

By the way, remember what Kaji said earlier? The best time for Baku to die would be when his cylinder already has 2m35s+1m (penalty for failed check). Hal is also aware of this, so he consciously wants to drop the handkerchief as early as possible, however his subconsciousness doesn't allow him to (due to knowing about LS).

With this, Baku Madarame proceeds to do a successful check, with the ST being 4 seconds.

Now onto Baku's POV, in general 3 out of 3 scenarios using the 'Safe

Strategy' have a good outcome.
1) Hal drops the handkerchief at the beginning, this proves Hal isn't aware of LS but Baku would accumulate too much ND-drug to intentionally be able to set up LSR.

2) Unlikely, Hal drops handkerchief somewhere in the middle, Baku doesn't die but potentially still has a chance to set up LSR and it also proves Hal isn't aware of LSR (2m35s+~30s).This scenario is the least likely and isn't beneficial to Hal. (+1m) for 1 Safe strategy
TTD~4m5s, better outcome, higher chance of survival, less likely

3) Hal drops the handkerchief near the end, continuing to make LSR inactive, to confirm this Baku uses the 'Safe Strategy' (2m35s+>10s+1m). This seems to be the best case scenario. With this Baku could use Safe Strategy two more times
TTD with 2 Safe Strategies~ 4m40s
Theoretically, it seems that this was the best outcome for Baku. There is one problem with it though, now that it happened Baku isn't sure if Hal knows about leap second or not, whereas the first scenario would debunk this theory.
In comparison to Baku using other alternatives, simply using the Safe Strategy for Baku was low risk-high reward. Without being aware of LS the best choice for Hal would be to drop the handkerchief instantly, like he consciously intended, but wasn't able to.

[Anticipation, Risk Calculation, Decision Making, Linear Thinking, Numerical Thinking, Abstract Thinking, Indirect Manipulation, Logical Manipulation, Concealment, Misdirection]

2nd half of 3rd round

Baku drops the handkerchief at 24 seconds. Hal uses the Safe Strategy
Hal performs a successful check, the ST is 36 seconds

FOURTH ROUND OF SURPASSING THE LEADER, 8:30 AM

(ch. 505-508)

First ‘D’- Leader

First ‘C’- Usogui

ST
H-36s, B-29s
ND- Near-Deaths
H-1 (1M24S), B-1 (1M)

Hal drops the handkerchief after 7 seconds, Baku checks at about 10 seconds.
Baku makes a successful check, the additional ST is 3 seconds.

Referee Midara, unaware of LS, explains on how using the Safe Strategy for Baku this round would be a safe call and how it’s predictable that Hal, as D, would try to drop the handkerchief early to accumulate the ND-drug, which has been seen through by Baku who checked early. Midara calls this a theoretical mistake.

Now, what the Leader does next is incredible. He intentionally speaks quietly, so the referees turn down the volume further. Hal anticipates the thoughts of everyone present

Gakuto’s thoughts (ch. 505):

“Hachina… I can’t even… I can’t even imagine. Such… such a man like

you would… Hachina… you… Is that really you? Are you really the one from that time?"
Leader's response (ch. 506):
"Don't worry, Gakuto, I'm still me"

Referee Midara's thoughts (ch. 506):
"In the 2nd round, and 3rd round, Usogui used the "1 minute Safe Strategy", and accumulated 24 seconds in the 2nd round, and 4 seconds in the 3rd round. Add to that, the number of times he can use the "1 minute safe strategy" didn't change. He can still use it. Twice. Even if he now accumulates 1 minute twice in a row, once he resets his cylinder by dying once, the cylinder will be empty. And the number of times he can use "1 minute safe strategy" will become 5. He can play safely until the 11th round.*"He wants to avoid dying first" "He can still use the safe strategy twice" "Considering the risk, there's no reason for Usogui not to use the 1 minute strategy"*, anybody would think so. Besides, for a leader who wanted to avoid making the same mistake as in the 3rd round, theoretically he's more likely to drop as soon as possible. And that was seen through by Usogui! That was a drastic change in this deadlock! Right now, it's very hard to stop this weakness that is greatly advantageous to Usogui. Will Kiruma Souichi be devoured by the opponent and lose to them like this..? The wedge has been driven in."
Leader's response:
"Referee Midara, theoretically speaking my dropping was indeed a mistake… "theoretically"."

Referee Fukurou's thoughts, ch.504
"Drive that wedge! Making yourself into a scary presence inside the opponents' mind! That's the pinnacle of gambling!"
ch.506 (after Usogui makes successful 'Insta Check' in the 4th round)
"Right now, it's very hard to stop this weakness that is greatly advantageous to Usogui. Will Kiruma Souichi be devoured by the opponent and lose the match like this? The wedge has been driven in.
If he was able to turn back time, and reset everything, that would be another story though…"

Leader's response:
"Being charmed by gambling, can you call yourself a winner, Fukurou? If you were able to turn back time, would you want to go back to the first time you lost?"

Response to referee Douji's thoughts:
"Referee Douji, for me, your thoughts and what you are doing right now are so easy to read."

Referees- Nowa, Kadokura and Makami (ch.504):
"It is already so risky to drop the handkerchief at the beginning, so accumulating 1 minute can't happen often… Now, what both players must avoid is failing their check before the other. Using the 1 minute Safe Strategy is actually the smartest choice at this moment. And of course, Leader knows Usogui will want to use the Safe Strategy, so he will drop the handkerchief immediately at the start, to counter the safe strategy!"

Leader's response to referees' thoughts:
"Referee Nowa, referee Kadokura, referee Makami. In this life threatening fight, you're still judging the situation only by risk? What have you been seeing in Usogui until now?"

"*If* you're all there, I'm sure you would fluster like that. That's why I said quiet. Yes… quiet."

Baku's thoughts:

Chapter 503, after Hal does insta-check:
"What should I do? My 1 minute Safe Strategy is not safe anymore? Don't tell me that guy really has already…"
^Baku's suspicions on Hal seeing through LS

Chapter 505, as Baku wanted to use Safe Strategy to grasp Leader's

intentions without dying:

“None… I don’t have… any safe strategies anymore?”

^Baku used a Safe Strategy this once to analyze Leader’s intentions without dying:

1. In case Hal dropped the handkerchief early on the ground and Baku did a successful check then LSR could still be active again. Due to Hal dropping the handkerchief very late, he doesn’t know if Leader is aware of LS.

2. It would make no sense for Leader to drop the handkerchief early, allowing Baku to potentially set up LSR again in case he checks early.

Baku concludes that Hal’s intentions might have been to make Baku set up LSR through his own death.

Baku needs to do early checks to not accumulate too much ND-Drug (which would prevent him from setting up LSR). In case Hal doesn’t catch up to it instantly, Hal won’t be able to figure out what Baku’s scheme is for the rest of the match either.

That’s why Baku attempted to insta check at the beginning of 4th round- to still be able to set up LSR (if he died in the process- the LSR would be activated, the longer he lives, the better, as other options could happen too early), which Hal prevented.

End of Baku’s thoughts.

Hal uses his echolocation to perceive Baku’s emotions more accurately, with this he perceives his heartbeat. Leader simply makes it look like he is reading Baku’s surface thoughts, while in reality he knows his exact motives.

Leader’s response:

“You too are thinking the same, right?

“Quiet… my heartbeat. Calm down already”

I see, you made a risky bet and turned around just now, and you won. It was like you had foreseen everything. However you cannot contain your heart. To ask why, it’s because there’s another reason for you turning around. If I can find it out, it’ll be my victory. I will win, it’s my destiny”

First, allow me to describe what Souichi's 'Perfect Mode' is. Perfect Mode is a state Hal unlocked after going through multiple experiences of death in Air Poker. It allows him to boost his thinking speed and quality. Not only that, but Hal is able to forget and remember things at will. Now, here is the amazing part. Hal has consciously forgotten about the LS, while his subconsciousness is still aware of it and is directing his actions (for example not allowing him to drop the handkerchief early in the third round). Now, what does he gain for that? With this Hal truly believes in everything he is saying, this makes Baku unable to see through his bluff, while Hal's subconsciousness still allows Hal to have the same decision making he would have while consciously aware of Leap Second.

Leader is subconsciously aware of LS, but his 'acting skills' were perfect, as using 'PM' he was able to consciously forget about it and believed everything he was saying. With this, not even Baku is able to see through his intentions.
He induced fear in Baku, forcing him into risking dying next round to still be able to set up LSR. The reason for this is that Leader claims to be very close to finding out what Baku's scheme is. From Baku's POV, he still has a chance of concealing his true intentions, which is why he attempts to pull off 'Leap Second' strategy.
Not only that, but aside from fear inducement and manipulating Baku, with this tactic Hal also manipulated the referees into lowering the volume even further, allowing him to finally use his echolocation in the upcoming rounds.

With a simple action, Leader created and concealed 2 game-altering elements.



[Strategy, Short-Term Planning, All EQ, Fear Inducement, Concealment, Misdirection, Acting skills, Bluffing, Perception, Observation, All Manipulation, Creativity]

Second half, 4th round
8:32 AM

Souichi remembers the time he was watching his mom's recordings as a kid. By carefully observing the recording, Souichi has been able to learn echolocation.

After around 30 seconds pass Baku starts talking to Souichi:
"Destiny, huh. Can you win a gamble with such a thing? This has nothing to do with destiny."
Souichi then clicks his tongue, as if ridiculing Usogui, and then proceeds to do a successful check. Hal is now capable of using echolocation since the volume is finally low enough.


…
スー…
スー
…?
TSK
TSK
ズカ

“Now, sit down. I can see your destiny. It’s horrifyingly clear.”

<u>After a successful check Hal gains additional 34s of ST.</u>

[Strategy, Fear Inducement, Direct Manipulation, Adaptability, VSI]

FIFTH ROUND OF SURPASSING THE LEADER, 8:34 AM

(ch. 508-510)

First ‘D’- Leader

First ‘C’- Usogui

ST

H-1m 10s, B-32s

ND- Near-Deaths

H-1 (1M24S), B-1 (1M)

Due to Souichi’s declaration in the fourth round Baku now genuinely believes that Hal hasn’t seen through LS yet. With this he tries to check in the first second to die on purpose.

Hal sees through Baku’s motivation and drops the handkerchief on purpose.

<u>Baku’s successful insta-check at 0 seconds leaves him with an ST of 1 second. It’s obvious Baku risked dying as he couldn’t use Safe Strategies anymore (ST would make him unable to set up LSR).</u>

Marco soon comes up with a different possibility, ‘What if Baku is trying to die 3 times’?

Kaji considers this for a while and concludes that with such an unpredictable move Baku wouldn't lose all of his options. Even if Baku were to die twice there would still be a foothold for him to stand on.

Numerical analysis for this theory:

Before the 5th round Baku's ST was 32 seconds

|

If Baku dies now he will gain a 1 minute penalty and die for 1 minute and 32 seconds

+

At the beginning Baku has died for 1 minute

|

Baku's TTD equals 2m32s

|

5m-2m32s=2m28s

Baku would still have that much time left to die a third time.

|

The best timing for Baku to die would be now

Hal laughs at Usogui.

"'There is nothing like a safe strategy left for me.' I felt pressured by your aura just as if you were actually telling me those words. That's why, at that time, I wasn't able to drop the handkerchief, I confirmed that my instinct was right. I see, you keep on having the most extreme thoughts. You really are crazy.

Checking at 1 minute. The only reason this can be a safe strategy is when you still have enough room left for you after you take the maximum squandered time of 1 minute. Meaning, in the 3rd and the 4th round, it didn't exist. After that, even though you managed to pull off a wonderful check which only accumulated 3 seconds of the drug, you still looked like you were hanging on the edge of a cliff. I could easily read your mind. And the proof is, at that time, due to you trying to jump into a death from which you might not come back, your heart was beating at full speed. Regardless

of your will”
Hal concealed his knowledge on LS, even from himself. He said that the reason why he knew what Baku will do is due to his instinct. He claims to be able to see through Baku’s thoughts. Souichi claims that Baku’s actions are a part of his 3-death strategy (not the LS one, which is Baku’s actual strategy that Hal is aware of).
Conclusion: Baku will still attempt to die, but he will now fear Hal much more, with this the chance of his revival will be lowered even further. Bad mental state negatively affects the body in everyday life, let alone in a life-death gamble.

Usogui tries to point out a flaw in his thinking:
-Even though Hal predicted Baku’s action, he himself has still sustained no damage at all
-If anything, Usogui should be thankful to Hal as now he’s alive for another round
-Usogui mocks Souichi, by telling him he would be grateful if he made Usogui’s check succeed with just 1s of ST next round too.
In response, Souichi uses the mannerisms from before, making Usogui think it’s ‘normal’ for him.



Souichi answers by pointing out Yakou's physical state, which is sorry to say the least. Hal says that even Yakou himself is on the verge of collapsing. The one who would gain the most here, is the one who dies as quickly as possible, as Yakou might not be able to do any more CPRs after that.

"If you don't die before Yakou depletes his energy, you can't expect to be revived after that. From now on, the one who dies first will get the advantage"

Souichi then refers to Yakou, telling him not to die just yet as he is clearly getting weaker, saying that his quality of reviving will soon diminish. With this, Yakou gets a temporary adrenaline rush, enraged by Leader's words. I repeat, *temporary*.

With this, Baku is led to believe that Souichi intends to die in the next round.

Second half, 5th round
8:32 AM

Hal's manipulation worked, as Baku dropped the handkerchief instantly, however the leader waits 15 seconds first before using his echolocation to ensure that Baku's was really manipulated by him.
If Hal were to take the risk and the handkerchief wasn't actually on the ground then LSR would be active again, Baku wouldn't need to die and whether Souichi will be successfully revived by Yakou is up to chance.

<u>15 seconds after the start of the round, Leader performs a successful check, with the ST being 15 seconds.</u>
<u>Hal checked so late, because he wants to seize as little time as possible in order to misdirect Baku from noticing that Hal caught up to Leap Second.</u>

[Psychological Warfare, Risk Calculation, All Thinking, All EQ, Inductive Reasoning, Abductive Reasoning, Direct Manipulation, Indirect Manipulation, Subliminal Manipulation, Logical Manipulation, Emotional Manipulation, Positive Manipulation, Creativity, Bluffing, Acting Skills, Concealment, Misdirection]

SIXTH ROUND OF SURPASSING THE LEADER, 8:38 AM

(ch. 510-513)

First ‘D’- Leader

First ‘C’- Usogui

ST

H-1m 25s, B-33s

ND- Near-Deaths

H-1 (1M24S), B-1 (1M)

Baku does an insta check. The handkerchief is still in Hal’s hand.

<u>Baku’s check is unsuccessful, he will now die for 1 minute and 33 seconds.</u>

<u>His TTD will now be equal to 2 minutes 33 seconds.</u>

Now, what was Hal’s goal here?

Just now, Hal weakened both Yakou’s body and psyche.

Think about it from Yakou’s POV:

-Yakou is exhausted, without treatment it’s unknown how long he will be able to live.

-Leader claims the one who dies first will benefit the most, meaning Yakou can expect to do CPR soon.

-Leader belittles Yakou, telling him that he is getting weaker and weaker and in such condition might not be able to perform CPR successfully.

-In turn Yakou gets an adrenaline rush due to his frustration. Yakou is prepared to revive the Leader

-During the actual round, despite claiming that he will try to die first, Leader intentionally does a successful check.

-Leader, after indirectly claiming he won't allow Baku to die first, does just that. Now Yakou has to do CPR on Baku even though his adrenaline rush just ended.

Not only did the postponement directly weaken Yakou physically, the burden placed on his mind, which was 'Cognitive Overload' , has also made him less capable of fulfilling his role.

Cognitive overload is a state of mental exhaustion that occurs when the demands placed on working memory exceed it's capacity.



Now that Baku has to die, both the chances of him being able to come back alive and Yakou being able to do an effective CPR are lower than usual.

WITH THIS

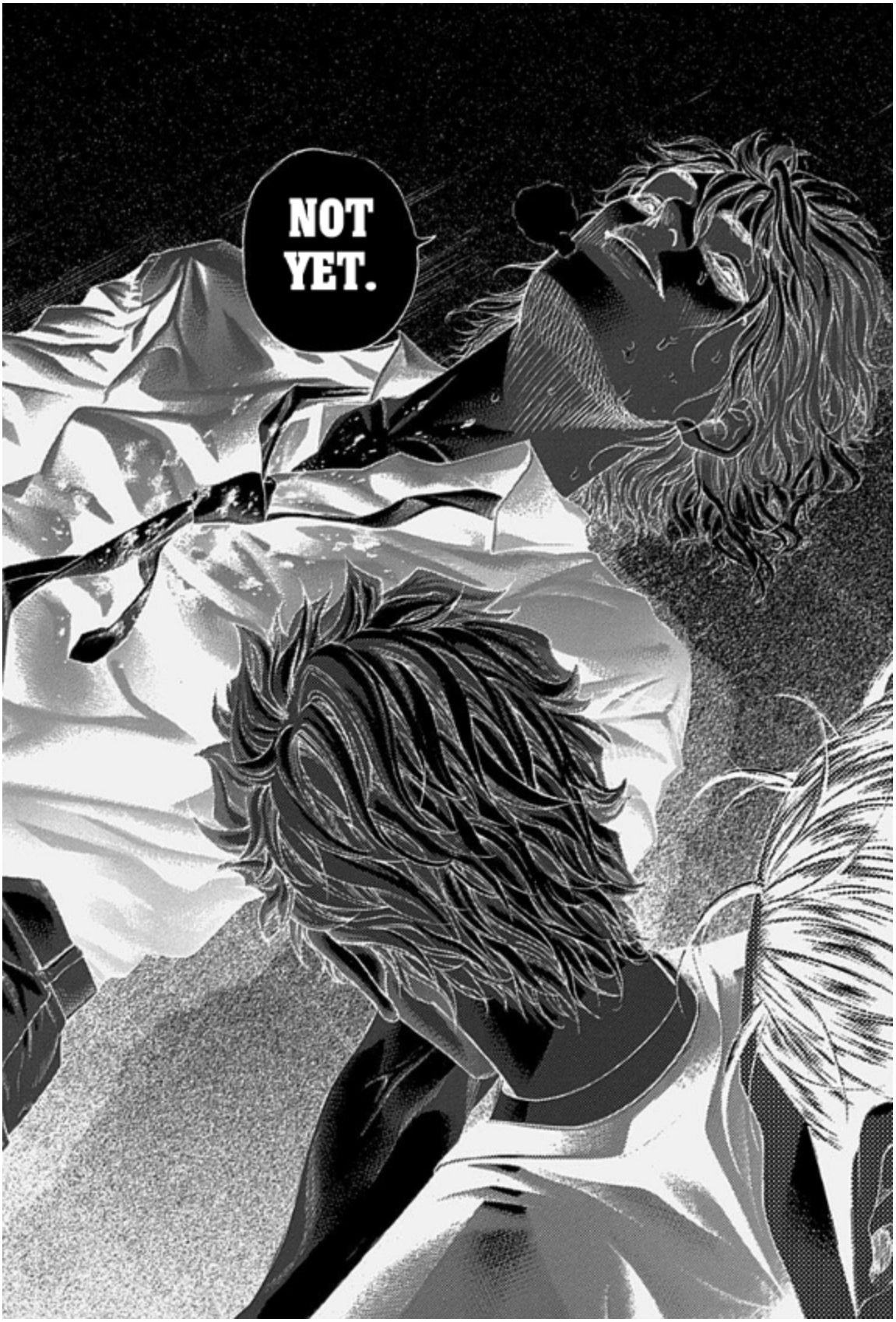

BAKU
SA
IS
DEAD.

[Strategy, Indirect Manipulation, Subliminal Manipulation, Emotional Manipulation, Logical Manipulation, Concealment, Misdirection, Prediction, EM, EU]

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With the toll on Yakou's mind, due to not being able to succeed with his CPR, his life might break.

.
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.
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.
.
.


NOT
YET.

Second half, 6th round
8:43 AM

Souichi, using his echolocation, proceeds to do a successful check with a ST of 8 seconds.
He used it at the 8th second (?). Baku dropped the handkerchief instantly (?).
Such action was calculated by Hal. If Baku were to drop it earlier, Hal would still save up enough time for Leap Second (but instead of being dead for 4:58, he would be dead for exactly 5 minutes. If you don't go over 5 minutes, you are still able to get revived)

What is perfection?
It's to be able to manipulate every part of yourself at your own will. Humans don't know what they are capable of.
They might learn it if they know it.
They might learn it after they lose something.
They might learn it if they are able to forget.

[EE, Perception, Misdirection, Numerical Thinking, Strategy Success

Rate]

SEVENTH ROUND OF SURPASSING THE LEADER, 8:45 AM

(ch. 515-517)

First ‘D’- Leader

First ‘C’- Usogui

ST
H-1m 33s, B-0S
ND- Near-Deaths
H-1 (1M24S), B-1 (1M)
2 (1M33S)
TTD:
B- 2M33S
H-1M24S

Hal knows that Baku will use Safe Strategy as the LSR is active.
If Baku were to die, the LSR would become inactive again. LSR which Baku has died for before, just for the sake of it being active.
With this he drops the handkerchief instantly on the ground, accumulating Baku’s ND-Drug.
<u>With this, Baku proceeds to do a successful check, leaving him with a ST of 60 seconds.</u>

Second half, 7th round

8:47 AM

Hal proceeds to simultaneously solve 2 Rubik's Cubes, visualized by himself.

Hal hears Baku sit down. Hal concludes that Baku had caught on to his echolocation. With this, Hal makes a gamble and turns around.



Now, what did Baku do?
First, Baku had caught onto Hal's echolocation
Then, Baku had sat on the ground himself.
Baku knows that Hal will instantly realize his motive, so he makes a double-layered trick, by additionally placing the handkerchief smoothly on the ground.
Expecting Hal's thinking process to be:

It seems that Baku sat on the floor.
|
Is the handkerchief behind me? No. This could be a necktie.
+
Baku must've caught up to my echolocation.
|
Baku wants to conceal whether the handkerchief is on the ground or not
|
The most logical course of action would be to simply sit down and expect me to turn around, without the handkerchief being dropped, simply putting down a necktie instead.

Now onto Souichi's actual POV, add to the previous thinking process the fact that:

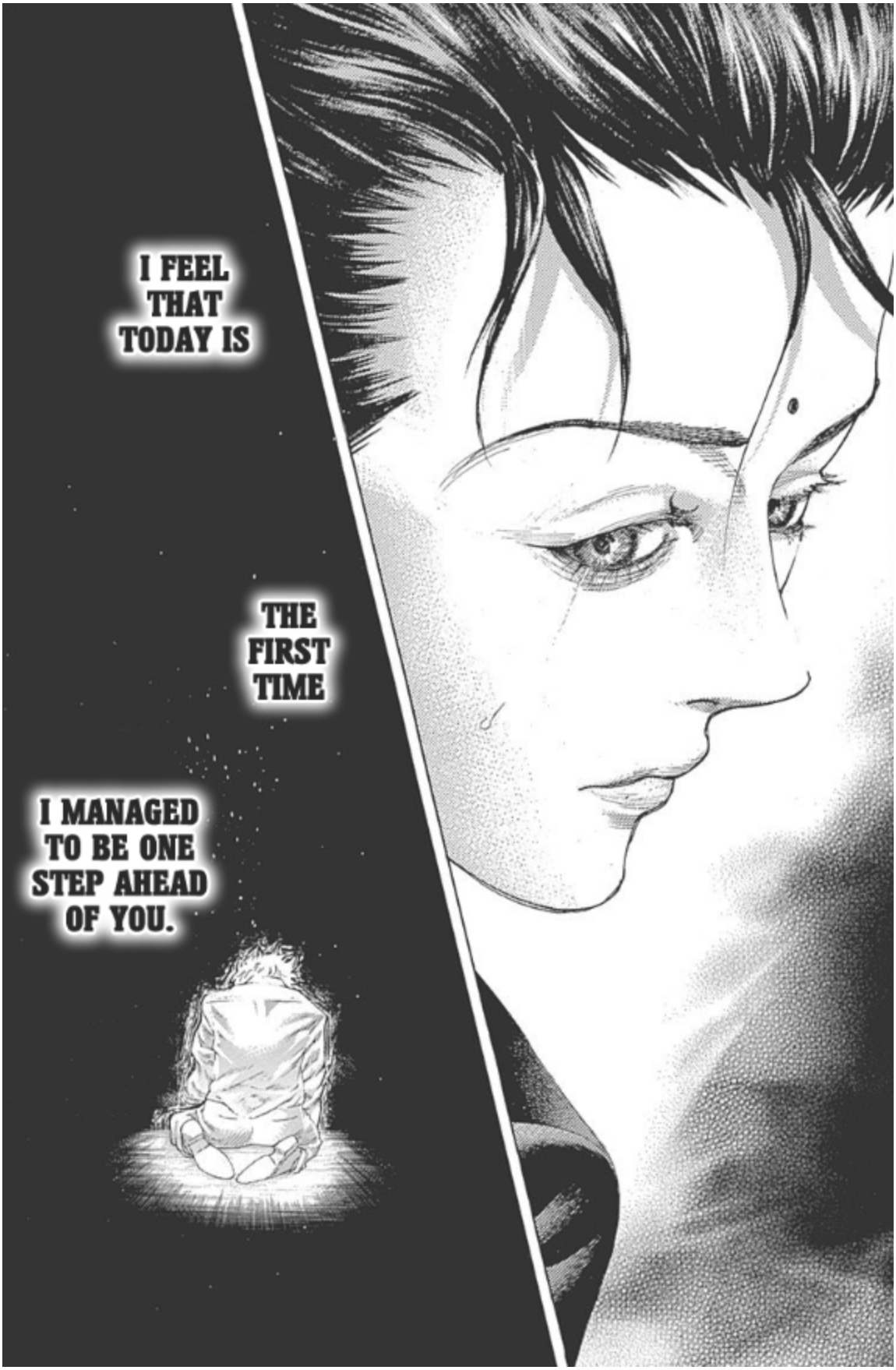
'*Baku is the type of gambler who acts counter-intuitively, just like in the first round.*'
|
In reality, Baku wouldn't want to risk me dying at this very moment, he would prefer to have my drug accumulate for now. Just like in the first round.
|

It’s likely that the handkerchief is also on the ground, under Baku



Hal’s gamble paid off, with a successful insta check his ST is now an additional single second.

It’s possible Hal had manipulated Baku into making such a decision. If Hal wanted Baku to figure out echolocation, it would explain why he used it in the 5th round despite not needing to. After Baku figures out echolocation, it makes the most sense for him to do such a tactic.


I FEEL THAT TODAY IS
THE FIRST TIME
I MANAGED TO BE ONE STEP AHEAD OF YOU.

I am changing. Right now I am turning into something. If it keeps going a little more, I will be able to see it. I'll be able to see that… THAT SECRET! That, that *answer*.

Now, what is happening with Souichi's psyche?
It's about his 'Perfect Mode', in reality, when his turn as C comes at 8:59 AM he will finally be able to consciously remember that Baku's scheme is LS. That's the answer he has concealed from himself. The concealed answer, which was used to deceive Baku. Ever since the 3rd round, Souichi has been led by his subconsciousness, his 'Perfection'.
Hal's 'Perfection' allows him to forget and remember things when convenient.
Forgetting.
Hal consciously forgetting about Leap Second made his intentions unreadable by Baku, who was fooled during his declaration (the time where he was mind reading others), and later during his '3 death strategy' reasoning (that the consciousness of Souichi believed in at that time).

Remembering.
When Hal no longer needs to deceive Baku, his Perfect Mode will allow him to remember something from his subconsciousness and make him aware of it consciously.

With Perfection, the moment it's Hal's turn at 8:59 AM, he will remember that Baku's trick is Leap Second. That's the answer he has already reached before.

[EE, EU, EP, Abductive Reasoning, Faster Thinking, Abstract Reasoning, Perceptual Reasoning, VSI, CPI]

EIGHTH ROUND OF SURPASSING THE LEADER, 8:49 AM

(ch. 517-519)

First ‘D’- Leader

First ‘C’- Usogui

ST

H-1m 34s, B-1M

ND- Near-Deaths

H-1 (1M24S), B-1 (1M)

2 (1M33S)

TTD:

B- 2M33S

H-1M24S

Just for you to be able to visualize the timings better, I’d like you to look at the times of each round starting. With this, you can easily notice that the gap is USUALLY:

-4 minutes with both successful checks

-7 minutes with one check being unsuccessful

It has nothing to do with what happened, but if both Hal and Baku were to fail their checks in the same round then the gap between the start of this round and the next round would equate to 10 minutes.

Dying with 1 minute of accumulation equates to 3 minutes of delay over the regular time.

Now, onto the actual round

Hal anticipates Baku doing an insta check, due to Baku being in an immensely dangerous position and being insane enough to take the risk. After confirming Baku doesn't do an insta check, Hal instantly drops the handkerchief.
Baku uses the safe strategy again. After checking at 55 seconds he gains additional 55S of ST.
Baku's ST is now 1M55S.
If Baku fails a check, it's most likely he will die as the TTD will be over 5 minutes.

[EU, Anticipation]

Second half, 8th round
8:51 AM

You are already dead.
Betting your entire life, which pales in comparison to the ecstasy of that one moment. Swinging from joy to sorrow. Destroying yourself.
-that's what a gambler is.
You're different from the masses, even harder to save.
Do you remember the words you spoke to me at that time? About how thrilling the gambling is? So what now?

In this moment right now.
Are you still feeling thrilled?



You're insane. I am not your enemy. From the start, we are an existence that lives complementary to gamblers. As long as we are able to gather our vitality from the likes of you, crazy gamblers, as food

We…


I...
WILL KEEP ON EXISTING.

The things that can take me down are not "anomalies" like you. You gamblers were all made to self-destruct from the beginning.

[Emotional Manipulation, EU, EM]

Hal proceeds to do an insta check, which fails.
In reality that was the best decision he could've made:
A) Baku might expect Hal to use a safe strategy, as he can still use 3 of those. With this Baku would try to do an insta drop.
B) In case Baku doesn't do an insta drop, Hal will die, but his ND-drug accumulation will also reset.

If I try to avoid risks right now, I will be killed.
I haven't won this match yet.

The more advantageous the situation is, the more your 'instinct wants to keep it that way. Souichi broke that instinct, he didn't make a mistake which would be clinging onto luck.
If Yakou's CPR succeeds, it will be a nightmare for Usogui.

[EU, EE, Decision Making, Risk Taking]

As Leader was about to die, he asked Yakou to summarize the match for him when he gets revived if he happens to look confused.
Souichi has to go through 3 minutes and 58 seconds of death.

Hal told Baku to pray the revival doesn't succeed, in case it does, it will be the end of him.

The best part is, Souichi decided to ensure his TTD will be 3 minutes and 58 seconds before Leap Second. Souichi, expecting that he might lose his memory, considered the possibility of him falling for Baku's LS trick (due to forgetting about it).
With this, Hal seized the 2 seconds, so even after he fails for LS, his TTD will be 4 minutes and 58 seconds.
Even when he fails to check at that time, the chance of him surviving should still be likely, as even a regular person could survive <5 minute accumulation of the ND-drug.

[Fear Inducement, Anticipation, Numerical Thinking, Strategy]

Upon his death, the Leader is able to visualize a possible conversation the referees could be having right now.

Souichi. You have reached it. The only thing left is to pick it up

Hal is revived, the next round starts at 8:57 AM
Small graph:

Rounds with someone dying

Gaps:

R1-R2: 7 minutes

R2-R3: 7 minutes

R6-R7: 7 minutes

R8-R9: <u>8 minutes</u>

Rounds without deaths

Gaps:

R3-R4: 4 minutes

R4-R5: 4 minutes

R5-R6: 4 minutes

R7-R8: 4 minutes

Unfortunately, due to Leader's bigger accumulation, the gap being just 7 minutes wasn't possible. That's why I wanted to clarify that the gap between rounds where someone dies is GENERALLY 7 minutes. It's actually dependent on the Drug Accumulation, in other rounds it was 1:xx, but now, for Hal, it was 2:xx.

That's the reasoning on why the gap between rounds is longer than usual.



NINTH ROUND OF SURPASSING THE LEADER, 8:57 AM

(ch. 520-528)

First ‘D’- Leader

First ‘C’- Usogui

ST

H- none B- 1M55S

ND- Near-Deaths

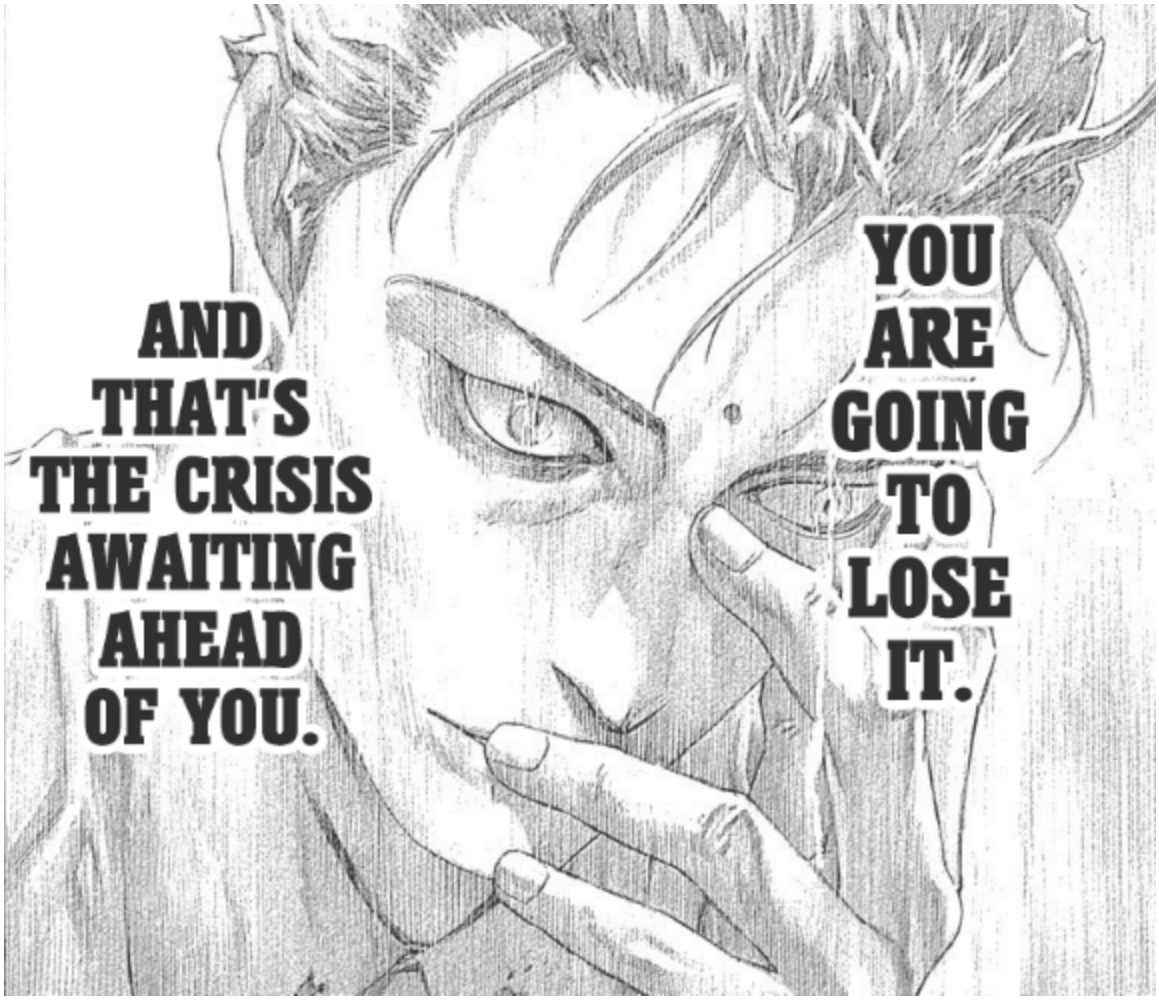
H-1 (1M24S), B-1 (1M)

2 (2M34S) 2 (1M33S)

TTD:

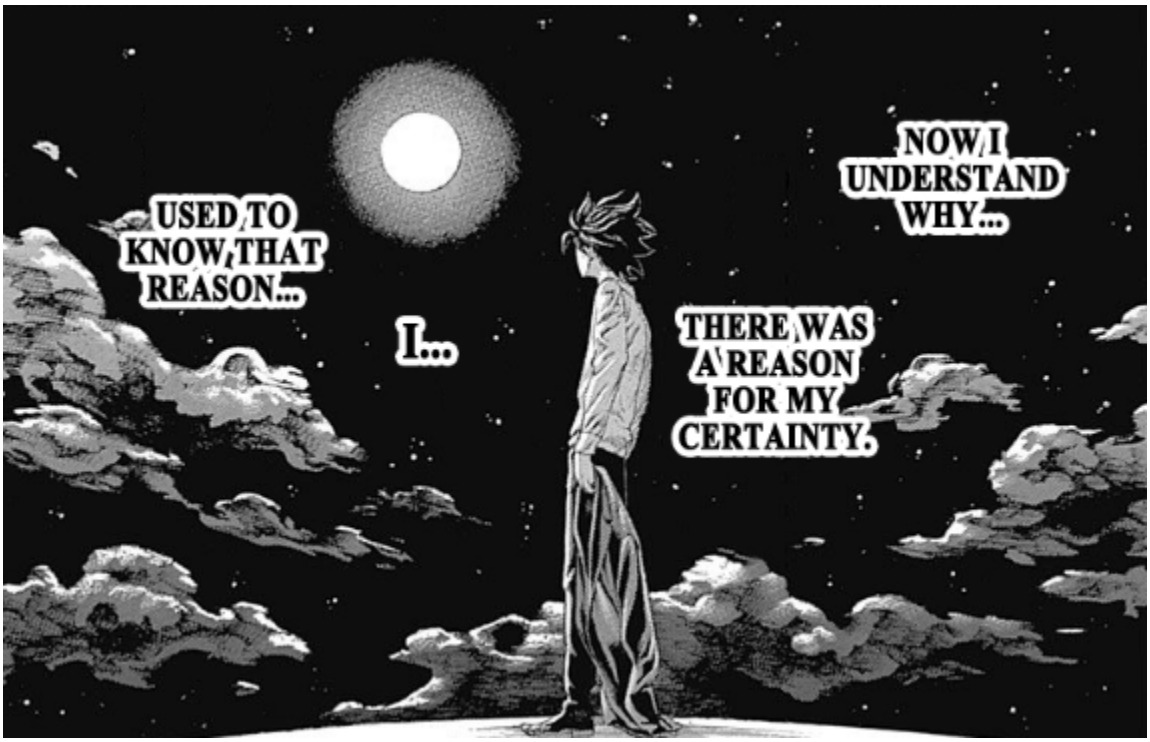
B- 2M33S

H- 3M58S



What is Hal going to lose?
The answer is his ‘Perfect Mode’ and with it, his memories. Including his

knowledge of Leap Second.



Ch. 526

“There was a reason for my certainty. I used to know that reason.”



Ch. 517

Idk how tf anyone noticed this



Ch. 502

Do you see it yet?
It was during Hal's near death from the 2nd round.

Leader instantly drops the handkerchief, unaware why. It was due to his subconsciousness being aware of LS. To make sure LS succeeds, Baku will use a safe strategy. However, now without the PM, Hal can't regain his memory of LS like he otherwise would have.
Baku uses the safe strategy, his ST is 60 seconds.

Second half, 9th round
8:59 AM

Hal turns around on the 60th second, the handkerchief is still in Baku's hand, but it's then dropped on 61st second.
Hal, without his Perfect Mode, wasn't able to consciously remember LS.

With this, Hal's 'safe strategy' check is unsuccessful, now he will die for a minute.
With this, his TTD is 4 minutes and 58 seconds.



TENTH (?) ROUND OF SURPASSING THE LEADER, 9:04 AM

(ch. 529-531)

First ‘D’- Leader

First ‘C’- Usogui

ST

H- none B- 2M55S

ND- Near-Deaths

H-1 (1M24S), B-1 (1M)

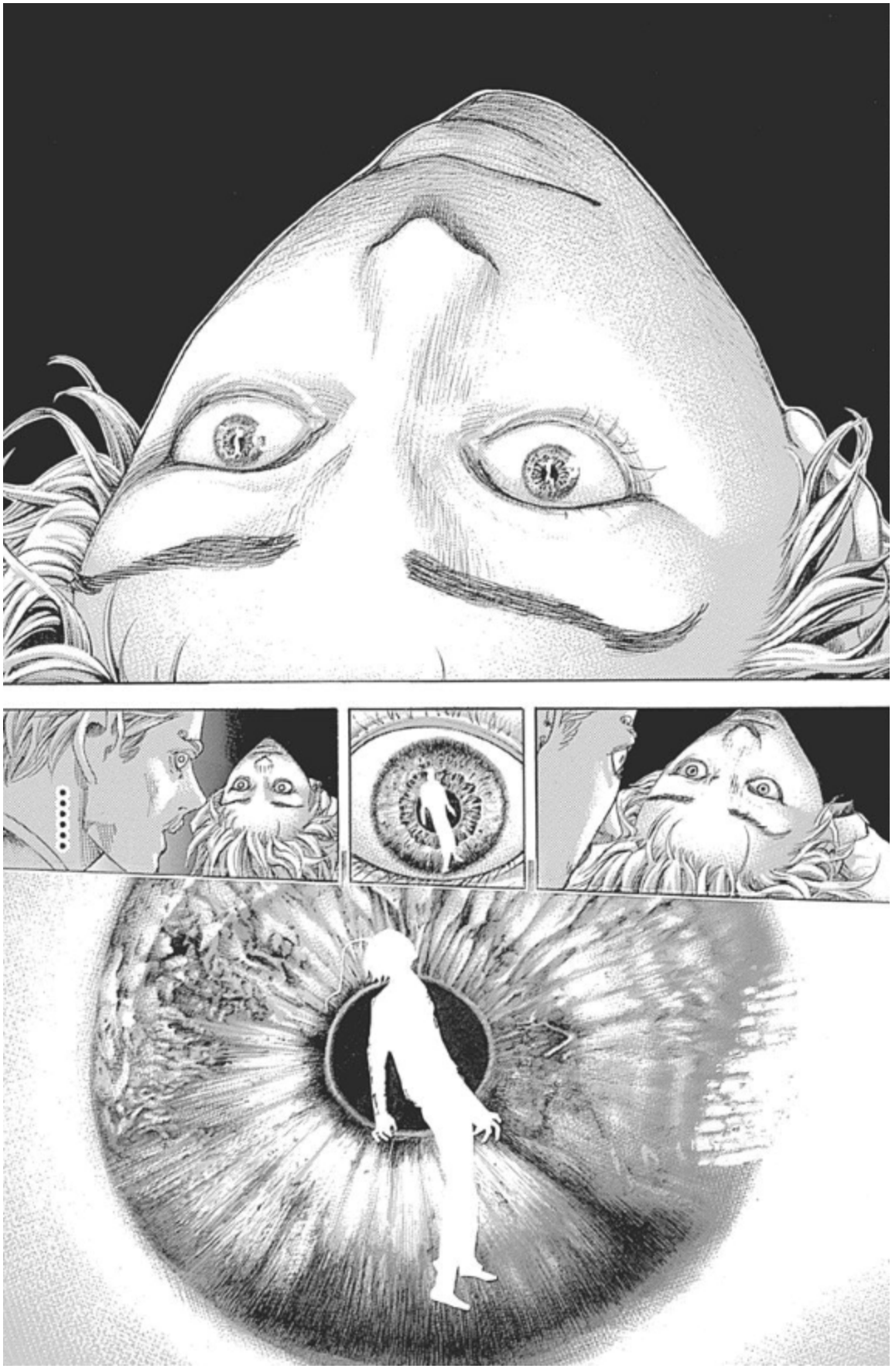
2 (2M34S) 2 (1M33S)

3 (1M)

TTD:
B- 2M33S
H- 4M58S


BAKU-SAMA...
BAKU-SAMA...


WELL DONE...
YAKOU-SAN.
YAKOU-SAN,
.....
I AM SAD.
HOW ARE YOU FEELING... RIGHT NOW?
BUT,
IT SEEMS TO ME THAT YOU ARE SMILING.
BECAUSE I WAS ABLE TO WITNESS
SUCH A BATTLE
THAT'S A GIVEN.
FROM YOU.





That's right, remember Hal's weird checks in the earlier rounds? His aim here was simply outstanding. He made sure to have seized just 2 seconds, enough to be revived after Leap Second, while also hopefully not being enough for Baku to see through Hal's intentions.
With this, he would be sure to come back as long as Yakou's CPR is performed well.

In the 5th round, Hal had checked later than he should've in order to misdirect Baku from thinking that he wants to be revived after Leap Second. It's hard to see through such intent after Hal accumulates so much.

In the 6th round, Hal had used echolocation in the 10th second, while Baku dropped the handkerchief at 2 seconds. Hal made sure that if Baku drops the handkerchief within that time frame, in the end Hal would still be able to get revived. Even if Baku dropped the handkerchief instantly, Hal would accumulate 10 seconds and he would be dead for exactly 5 minutes. Not going overboard still allows him to get revived.
If Baku dropped the handkerchief in the 9th or 10th second (same time Hal used echolocation) then Hal would be able to seize 9 seconds (even if Baku dropped at the 10th second, Hal would still accumulate 1 second)

In the 7th round, Baku caught up to echolocation which caused him to drop the handkerchief early. It's possible that Hal wanted Baku to catch up to it which would explain why he unnecessarily used echolocation in the 5th round. By making Baku figure it out, Hal also caused Baku to make such a decision, which was dropping the handkerchief instantly through a double-layered trap. Doing so, Hal was able to accumulate only a single second.

In the 8th round Hal expected to die and lose his memory (worst case scenario).

After doing so, Hal's accumulation would be within 3M51S to 4M00S. After Leap Second it would be within 4M51S to 5M00S. Hal made sure to be able to get revived.

[Decision Making, Numerical Thinking, Anticipation, Short-Term Planning]

A few rounds happened off screen. Usogui is cornered and must do a successful check within 15 seconds.
Needless to say, Baku is terrified.

This is destiny after all. It has been decided from the beginning. You understand it better than anyone else, don't you?
If I hadn't lost my memory today, the "Leap Second" wouldn't have been successful. You left the most important part of your plan to destiny. You didn't achieve it with your own hands.

If you think I'm wrong, then try to grasp victory with your own strength?

Baku's thoughts:
"It's no use… I don't understand anything anymore. I can't

see anything. Such a huge gap between the capacity of the cylinders. It can never be minimized. It will only get bigger. This is the end.

What does it mean to be the winner?

Baku:
“The winner is the one who gains more than the other person”

I see, then you are not a winner.
You defeated Sadakuni, but we discovered an enemy named “Ideal” behind him and made the organization “ACIA” come true.
We gained much more than you did.
The labyrinth in the MPD,
The Dotty in the empire tower,
We exposed our enemies inside the police and eliminated them.
We even absorbed the “Private Funeral Division” and obtained an unprecedented amount of Karamete.
In the previous match, Air Poker, we buried our target,

Vincent Lalo, and took over his organization, “Ideal”.

The one who gained more has always been me. I am the one who has been winning. The glimmering, astonishing fruits of your victories had fallen.

They were all slipping through your fingertips.

Even in this “Surpassing The Leader” which was meant for taking those scattered fruits back, you have already given everything you had.

You have nothing left.

[Abstract Thinking, Emotional Manipulation, Psychological Warfare, All EQ]

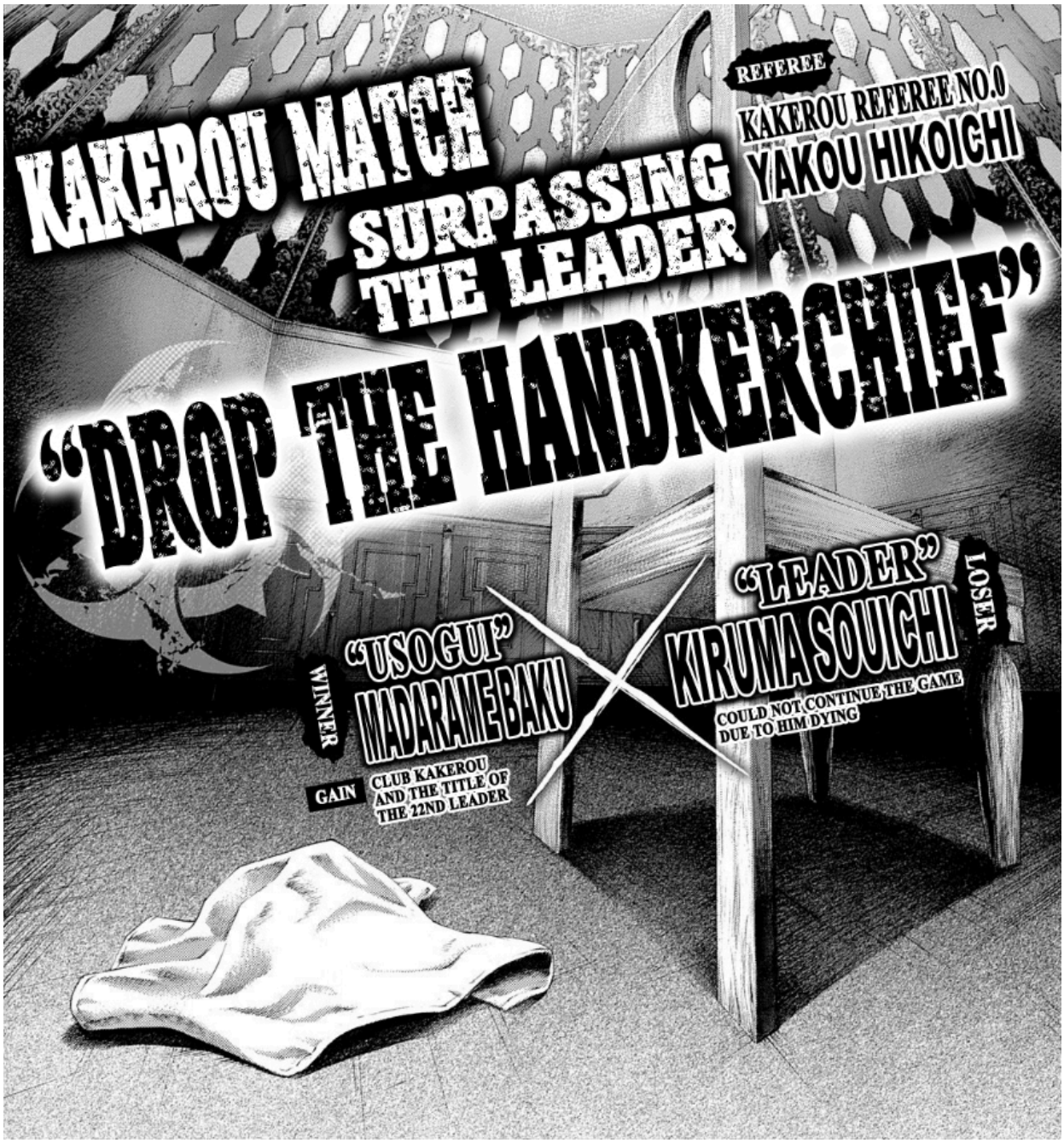
Madarame Baku
Without you, there is no us.
The current Kakerou wouldn’t exist. It’s not because of anyone else. It’s you, Usogui, who made us stronger. Don’t look back anymore. I’m grateful to you, so don't look back. There’s nothing on the ground.

Don't look back.

[Emotional Manipulation, Despair Inducement]

With this, Madarame Baku turns back. The check is successful.
Hal is dead on the ground.

The check happened within 15 seconds and the victory is Usogui's


KAKEROU MATCH
SURPASSING THE LEADER
"DROP THE HANDKERCHIEF"
REFEREE
KAKEROU REFEREE NO.0
YAKOU HIKOICHI
WINNER
"USOGUI"
MADARAME BAKU
GAIN
CLUB KAKEROU AND THE TITLE OF THE 22ND LEADER
"LEADER"
KIRUMA SOUICHI
LOSER
COULD NOT CONTINUE THE GAME DUE TO HIM DYING

Some rounds happened off-screen, that's why Hal had some ND-drug accumulated too.
If Hal was 'actually' alive then Usogui would be sure to lose, it seems Yakou's CPR wasn't effective anymore and that's why Leader wasn't revived. After Marco and Kaji entered the building they were able to do an effective CPR.

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Conclusion

in ABC
Leader>BB Negative Difficulty

Leader>Takuya No Difficulty

Leader>Yumeko No Difficulty

Leader>Light No Difficulty

Leader>Manga L No Difficulty

Leader>Vincent Lalo Very Low Difficulty (-)

Leader>Canon L Very Low Difficulty

Leader>Lelouch No Difficulty

Leader>Ayanokoji Low Difficulty (+)

Leader>Yokoya Low-Mid Difficulty

Leader>Ukai Zero Mid Difficulty (+)

Leader>COMP L High Difficulty (+)

Leader>Akiyama High Difficulty (+)

In countering the Difficulty is much lower.

Baku ? Hal
https://www.youtube.com/shorts/jXx52dMR1XE

Akagi ? Souichi

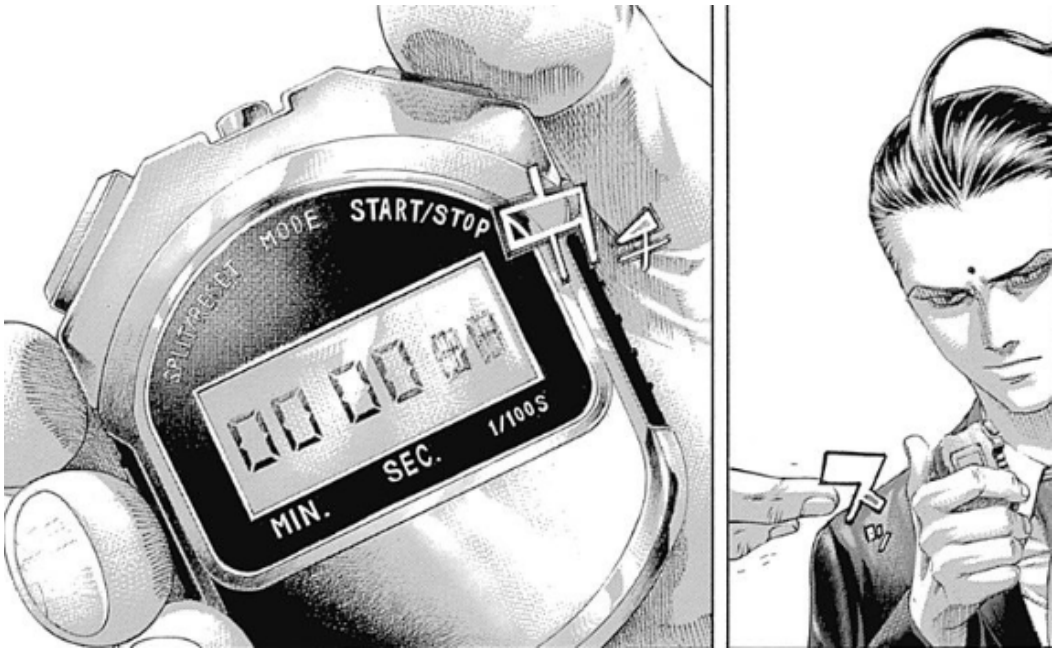
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If you've got any questions then ask me on discord.
Nick: JoJolon

UPDATE- Hal's Leap Second Reasoning

As the unauthentic STL was about to start, Baku gave Souichi his watch.
Souichi started the timer.

When about <u>59-60</u> milliseconds were about to pass, Souichi noticed Baku's hand was slightly shaking.



Hal then called out this unusual behavior.



By doing so, Hal has proceeded to induce fear in Usogui, potentially causing him to be more nervous and slip up like this once more.

As the timer was about to reach 9 seconds, Hal observed Baku's body language, saw how stressed he was and concluded this is another 'unusual timing'.

<u>Hal then stopped the timer on exactly 9th second and gave the watch back to Baku.</u>

Baku was visibly shocked. Because of this, Hal learned the second unusual timing, which was 9:00.



Focus on Baku's expressions

Souichi stopping the time at 9th second, as well as noting Baku's nervousness earlier, is confirmed to have meaning, by Baku then destroying the watch in an attempt to not be cold read anymore.

Now, these are not only just another premise for Hal's reasoning, but according to this interpretation, originally Hal didn't know what Leap Second was at all.

Since these were Hal's conscious intentions, it's most likely he didn't even know what Leap Second is, and this makes his reasoning truly insane.

Hal had come up with the literal concept of Leap Second just by observing Baku's actions and noting these unordinary events:

Premises:

0:59-0:60, 09:00 and Baku's trick being related to time

-Baku manipulating Yakou into using the Speaking Clock, which needs to present the time for Baku's trick

-Baku checking the interval between the rounds through his first Near-Death, which Hal was sure of after his own failed check

At this moment, <u>Hal figured out Leap Second</u>.





In Hal’s next turn, he had wanted to turn around to open the Leap Second Route. However, he was then interrupted by Baku’s unusual drop.





In order to deceive Baku, concealing from him that he had caught up to Leap Second, he had to try seeing through Baku's drop during this round, and if Baku did drop his handkerchief, Hal would then fail his check on the next.

The worst case scenario would be if Hal had insta-checked (despite Usogui's behavior) and the handkerchief was instantly on the ground, as Hal would need to do such a dangerous insta-check again later. Even without this Baku had suspected whether or not Hal had already caught up to Leap Second.

This is the highest plausible interpretation of Hal's capabilities.

[Emotional Perception, Observation, Creativity, Connecting The Dots, Abstract Thinking, Numerical Thinking, Tactics, Emotional Manipulation]

The way Souichi saw through Usogui is analogical to how Usokui saw through Ranko.



Baku, just like Ranko, has subconsciously reacted after seeing the numbers 59-60 and 9:00 appear on the timer.